VISUALK-OS

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Documentation v1.0 (9/24/2019)

(V5.0)

Program Components

- "*COMMS_Packet.py*"**:** Packet module for communicating with the Arduino devices.
- "objColorChannel.py"**:** Object that encapsulates all properties of an RGB lamp channel.
- "objCOMMSManager.py"**:** Serial COMMunicationS (COMMS) Manager.
- "objDesktop.py"**:** Main container for all GUI components/sections.
- "objDevice.py"**:** Module to represent an Arduino device controlled by this system.
- "objDeviceSection.py"**:** GUI object to encapsulate all channels for a given system device.
- "objImage.py"**:** Wrapper object to simplify handling any displayed images.
- "objPopup.py"**:** Object used for system-level notifications (connecting devices, etc).
- "objScreenManager.py"**:** Graphical display management module.
- "objStatusBar.py"**:** Status area, housing input indication icons and a system console display.
- "UIE_Base.py"**:** Base module inherited by every UI Element (UIE).
- "UIE_Button.py"**:** Standard UI button.
- "UIE_Checkbox.py"**:** Standard UI checkbox. (Not currently used)
- "UIE_ColorWheel.py"**:** Color selection wheel, used for configuring lamp channels.
- "UIE_SideMenu.py"**:** Right-oriented menu, generally for COMMS functions.
- "UIE_Slider.py"**:** Standard UI slider/scrollbar.
- "UIE_UpDown.py"**:** Numerical value selection element. (Not currently used)
- "*vkos_cc.py*"**: *Program Entry Point.*
- "VKOS_Constants.py"**:** Constants used by the COMMS Manager and all Arduino devices.
- "vkos_globals.py"**:** Globally-accessible constants, variables and (some) class modules.

Engine Workflow

vkos_cc.py

objPopup

objScreenManager → objStatusBar

ObjDeviceSection

objDesktop

ObjColorChannel

<UIE_Base>

UIE_Button
UIE_Checkbox
UIE_ColorWheel
UIE_Slider
UIE_UpDown

objCOMMSManager

UIE_SideMenu

ObjDevice