

```

1  /* ***** */
2  /** Descriptive File Name
3
4      @Company
5          Company Name
6
7      @File Name
8          filename.h
9
10     @Summary
11         Brief description of the file.
12
13     @Description
14         Describe the purpose of this file.
15  */
16  /* ***** */
17
18  #ifndef _GEST_MENU_H      /* Guard against multiple inclusion */
19  #define _GEST_MENU_H
20
21
22
23  #ifdef __cplusplus
24  }
25  #endif
26
27  typedef enum {
28      SELECTED_NONE = 0,
29      SELECTED_LIST = 1,
30      SELECTED_Configuration = 2,
31
32  }MENUSELECT;
33
34  typedef struct
35  {
36      /* The application's current state */
37      bool But_UP;
38      bool But_Down;
39      bool But_OK;
40      bool But_ESC;
41      bool But_ACC;
42      bool But_DECL;
43      bool But_Reset_Tick;
44      /* TODO: Define any additional data used by the application. */
45
46  } APP_BUTTON;
47
48  typedef enum {
49      MENU_MenuPrincipal = 0,
50      MENU_List = 1,
51      MENU_Initialisation,
52      MENU_Config,
53      Idle,
54  }MENU;
55
56  APP_BUTTON appButtons;
57  MENU MenuList;
58  MENUSELECT MenuSelected;
59
60
61  //int IntegrationTimeTmp = 0;
62  //bool Integration_Auto = true;
63
64
65  void Gest_Menu (void);
66  void MenuChange (MENU NewMenu);
67  void TFT_CablirationInfo(void);
68  void ClearALLButtons (void);
69  void Init_Menu(void);
70  void Menu_loading_init (void);
71
72      /* Provide C++ Compatibility */
73  #ifdef __cplusplus

```

```
74     }
75 #endif
76
77 #endif /* _EXAMPLE_FILE_NAME_H */
78
79 /* *****
80 End of File
81 */
82
```