```c
#ifndef STATUS_H
#define STATUS_H

#define UPDATE_TIME 5000
#define LEVEL_CRITICAL 5
#define STYRBORD_CRITICAL 70
#define BAGBORD_CRITICAL 70

struct status
{
    int styrbordNiveau;
    int styrbordStatus;
    int bagbordNiveau;
    int bagbordStatus;

    int level;

    int SecondsSinceLastGuiUpdate;
};

enum lys
{
    DATA,
    SM,
    AUTO,
    MANU
};
#endif // STATUS_H
```