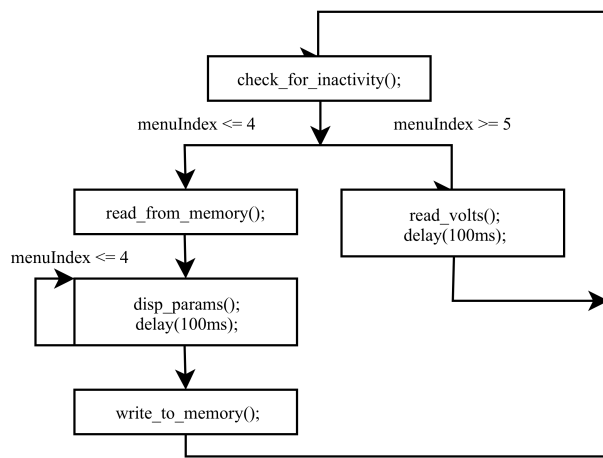
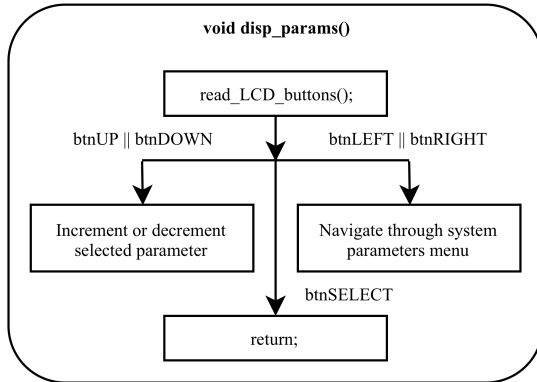


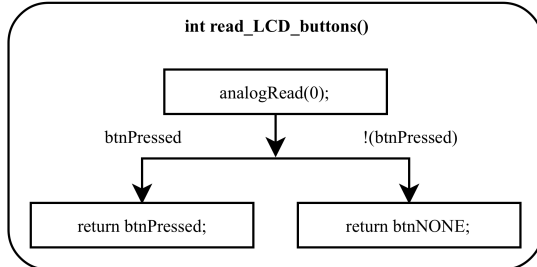
**void loop()**



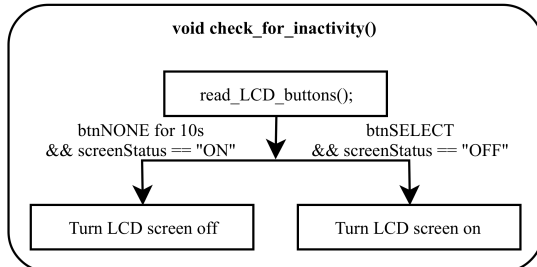
**void disp\_params()**



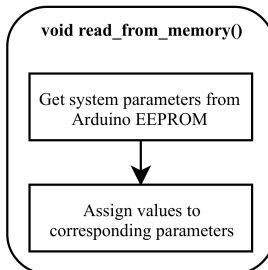
**int read\_LCD\_buttons()**



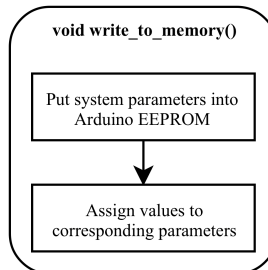
**void check\_for\_inactivity()**



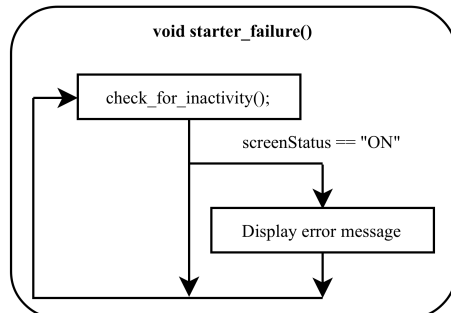
**void read\_from\_memory()**



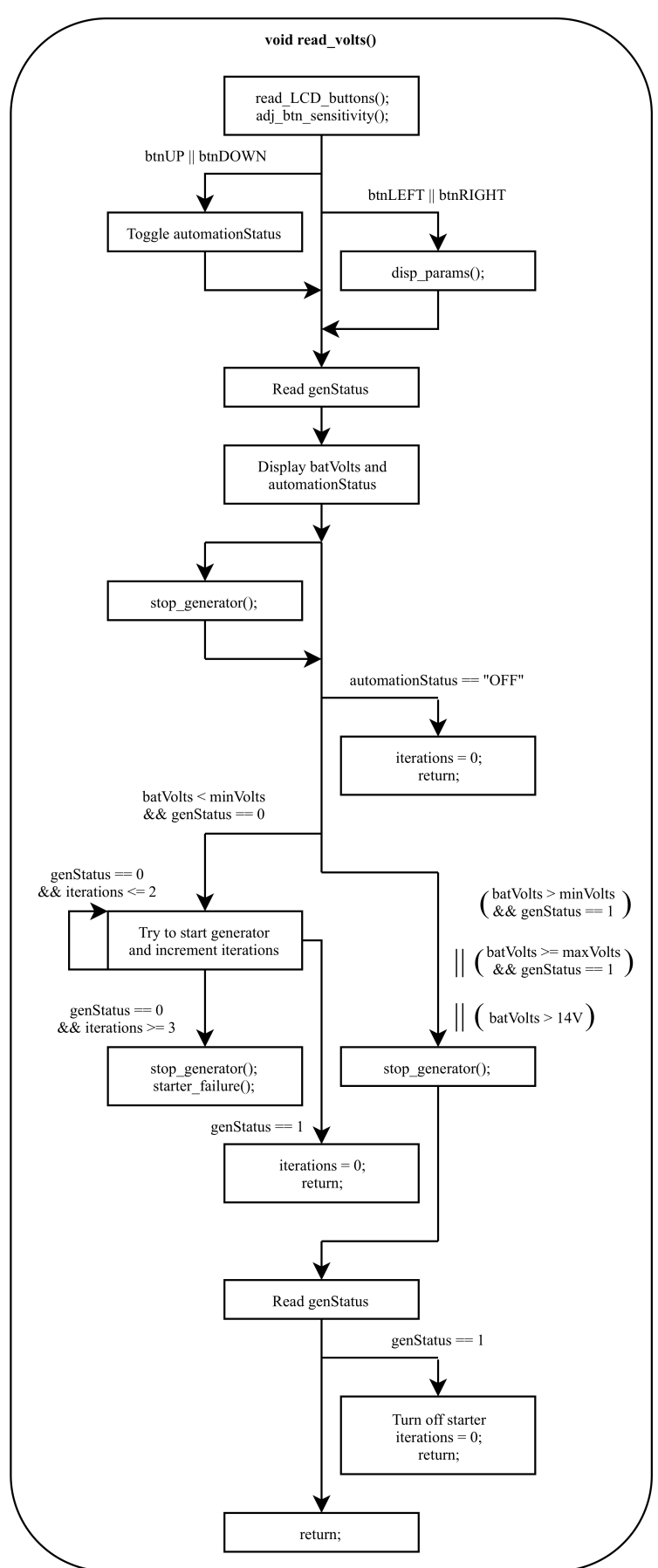
**void write\_to\_memory()**



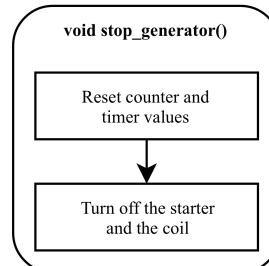
**void starter\_failure()**



**void read\_volts()**



**void stop\_generator()**



**void adj\_btn\_sensitivity()**

