Filament Scale

# Introduction

# Hardware

# Menus

Main Menu

## Active Spool

MenuItem SpoolMenu[] = {

{eExit,false,"Previous Menu"},

{eTextInt,false,"Active Spool: %2d",GetIntegerValue,&nActiveSpool,1,MAX\_SPOOL\_WEIGHTS},

{eText,false,"Spool Wt from Full",CalculateSpoolWeight},

{eTextInt,false,"Weigh Empty Spool",WeighEmptySpool},

{eTextInt,false,"Empty Spool Wt: %d g",ChangeSpoolWeight,NULL,1,2000,0,NULL,NULL,SetMenuDisplayWeight},

{eText,false,"Save Settings",SaveSpoolSettings},

//{eText,false,"Load Spool Settings",LoadSpoolSettings},

{eTextInt,false,"Full Spool Wt: %d g",GetIntegerValue,&fullSpoolFilament,100,2000},

{eExit,false,"Previous Menu"},

// make sure this one is last

{eTerminate}

};

MenuItem ScaleMenu[] = {

{eExit,false,"Previous Menu"},

{eText,false,"Tare (reset zero)",SetTare},

{eText,false,"Calibrate Weight",Calibrate},

{eTextInt,false,"Wt to Length: %d.%d",GetIntegerValue,&nLengthConversion,30000,40000,2},

{eText,false,"Save Settings",SaveSpoolSettings},

{eExit,false,"Previous Menu"},

// make sure this one is last

{eTerminate}

};

MenuItem MainMenu[] = {

{eExit,false,"Main Screen"},

{eMenu,false,"Spool Settings",{.menu = SpoolMenu}},

{eMenu,false,"Scale Settings",{.menu = ScaleMenu}},

{eReboot,false,"Reboot System"},

{eExit,false,"Main Screen"},

// make sure this one is last

{eTerminate}

};