MENU STRUCTURE a_menu_handler() case MENU_MAIN switch(menu) case MENU_SETTINGS case MENU_BACK -> if (menu-1 > MENU_MAIN) menu-a_itm_handler() if is_pressed_btn_A -> if menu=MENU_MAIN -> btn_ab_itm(true) elseif menu=MENU_SETTINGS btn_ab_settings(true) if is_pressed_btn_B -> if menu=MENU MAIN btn ab itm(false) elseif menu=MENU_SETTING btn_ab_settings(false) return if is_pressed_btn_X if menu=MENU_MAIN btn_xy_itm(true) elseif menu=MENU_SETTINGS if is_pressed_btn_Y -> if menu=MENU_MAIN btn_xy_itm(false) elseif menu=MENU_SETTINGS -> btn_xy_settings(false) btn_ab_itm(bool dr) case ITM_SECONDS case ITM MINUTES decr_inc_datetime(dr); case ITM WEEKDAY upd_app_time(); set_datetime(); case ITM_DATE case ITM_MONTH ase ITM_YEAR case ITM_RESET -> if (overall_reset) -> encoder_reset(); switch(itm) return true; -> else reset_clk(); btn_msgd("menu settings, 0"); cout "btn_ab_itm(): menu ..."; case MENU_SETTINGS pr_in_which_menu(); case ITM_HELP btn_help(); default -> not_yet(true); btn_ab_settings(bool disp) case SETT_LED -> success = backup_to_EP(); case SETT_12HR -> success = backup_to_EP(); -> success = backup_to_EP(); case SETT_ALRM case SETT_TIMR -> success = backup_to_EP(); set_background(); nsuccess case SETT BGND switch(sett itm) = backp_to_EP(); return success: set_foreground(); success case SETT_FGND = backp_to_EP(); case SETT_ENC -> success = encoder_doit(); -> menu = MENU MAIN case SETT BACK -> not_yet(disp); default btn_xy_itm(bool dr); cout "btn_xy_itm(): " if (dr == false) itm -= 1 if (itm < ITM_MINUTES) itm = ITM_HELP else if (dr == true) sett_itm += 1 if (itm > SETT_HELP) -> itm = ITM_MINUTES pr_itmsel(); UltItmChgdTime= rtc.getUNIX(); btn_xy_settings(bool dr); cout "btn_xy_settings(): if (dr == false) sett_itm -= 1 if (sett_itm < SETT_LED) set_itm = SETT_BACK

sett_itm += 1 if (sett_itm > SETT_BACK)

else if (dr == true)

UltItmChgdTime= rtc.getUNIX();

or_itmsel();

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-> set_itm = SETT_LED