BtnOS Event and Action Flow

class inheritance

```
class M5Init
    ↓
class Bos
    ↓
class Wifi
(typ. app)
```

Init()
inherit M5Init

Pixel Colors
8

Btn Locations
loc_a, b, c & 1 to 8

HW Btns
btn_a, b, & c

App Btns
abtn_1 to 4
Task tbtn_5 to 8
home_screen()

home_screen()

define_btns()
btns.update()
paint()
enable_touch()

run_app()
<outer loop>
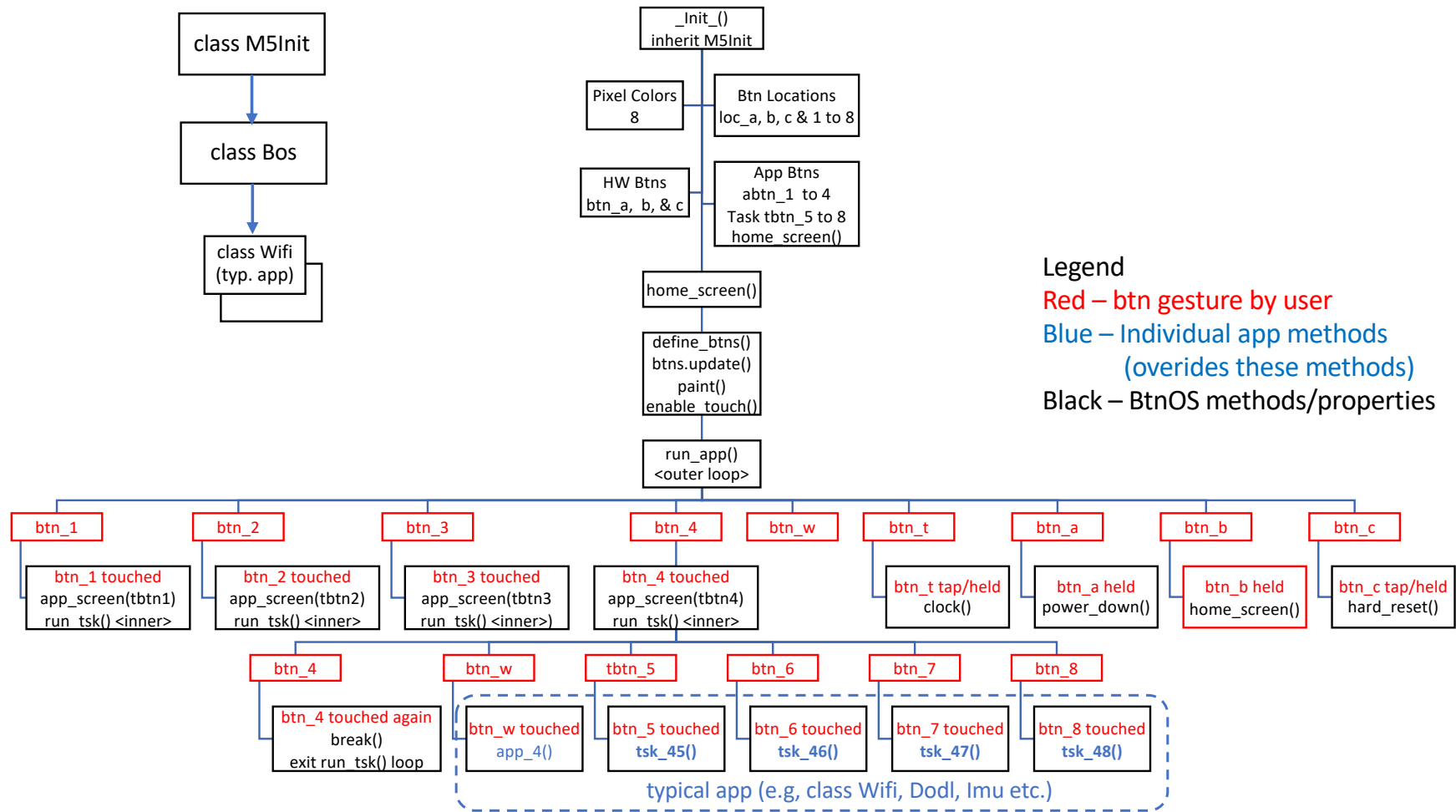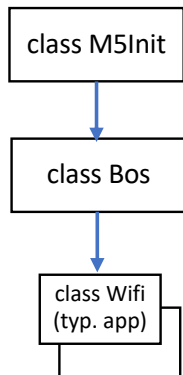
Legend
Red – btn gesture by user
Blue – Individual app methods
    (overides these methods)
Black – BtnOS methods/properties

| btn_1 | btn_2 | btn_3 | btn_4 | btn_w | btn_t | btn_a | btn_b | btn_c |

btn_1 touched
app_screen(tbtn1)
run_tsk() <inner>

btn_2 touched
app_screen(tbtn2)
run_tsk() <inner>

btn_3 touched
app_screen(tbtn3)
run_tsk() <inner>

btn_4 touched
app_screen(tbtn4)
run_tsk() <inner>

btn_t tap/held
clock()

btn_a held
power_down()

btn_b held
home_screen()

btn_c tap/held
hard_reset()

| btn_4 | btn_w | tbtn_5 | btn_6 | btn_7 | btn_8 |

btn_4 touched again
break()
exit run_tsk() loop

btn_w touched
app_4()

btn_5 touched
tsk_45()

btn_6 touched
tsk_46()

btn_7 touched
tsk_47()

btn_8 touched
tsk_48()

typical app (e.g, class Wifi, Dodl, Imu etc.)

btn_4 (app_4) task flow illustration typical