[PROG]

~~prog-mode = off~~ false

prog-phase = ~~0~~

case "0": prog mode
            is off

↳ 1: select layer
Ⓥ 2: wait for input
↳ 3: ~~2~~ select menu spot
Ⓥ 4: wait for input

1: ~~step~~ set led
    and display
2: save sel.
3: write display and led
4: save sel. and leave
         write to FS

name
btn-name   cmd   r.   ...

- struct Layer[] --> Layer
  - title []
  - color
  - btn-names[]
  - btn-colors[]
  - btn-commands[] 6

main.ino
↳ menu.h

| layer-idx | | | |
trellis-idx			
0 / 1	2 / 3	4 / 5	6 / 7
3 / 6			
8 / 9	10 / 11	12 / 13	14 / 15

menu-idx