

```

/**
 * @file lcd.c
 * @brief Useful for interacting with LCD displays. Menus and the like
 * Copyright (C) 2017 Ethan Wells
 *
 * This program is free software: you can redistribute it and/or modify it
 * under the terms of the GNU General Public License as published by the Free
 * Software Foundation, either version 3 of the License, or(at your option) any
 * later version.
 *
 * This program is distributed in the hope that it will be useful, but WITHOUT
 * ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS
 * FOR A PARTICULAR PURPOSE. See the GNU General Public License for more
 * details.
 *
 * You should have received a copy of the GNU General Public License along
 * with this program. If not, see <https://www.gnu.org/licenses/>
 */

```

```

#include "../include/lcd.h"

```

```

TaskHandle LCDHandle;

```

```

Task lcdTask(void *none) {
    unsigned int lcdState    = 0x000;
    unsigned int newLcdState = 0x000;

    while (true) {
        newLcdState = lcdReadButtons(uart1);

        if (lcdState != newLcdState) {
            lcdState = newLcdState;

            if (lcdState == 4) {
                if (selectedAuton < 1) {
                    selectedAuton = MAX_AUTON;
                } else {
                    selectedAuton -= 1;
                }
            } else if (lcdState == 1) {
                if (selectedAuton == MAX_AUTON) {
                    selectedAuton = 0;
                } else {
                    selectedAuton += 1;
                }
            } else if (lcdState == 3) {

```

```

        if (autons[selectedAuton].sensor != NULL)
            sensorReset(*(autons[selectedAuton].sensor));
    } else if (lcdState == 7) {
        exit(0);
    }
}

if (!isEnabled()) {
    update();
}

info();
lcdPrint(uart1, 1, "b:%u, a:%s",
        powerLevelMain(),
        autons[selectedAuton].name);
lcdPrint(uart1, 2, "%s: %d",
        autons[selectedAuton].sensorName,
        (*autons[selectedAuton].sensor)->averageVal);
delay(25);
}
} /* selectAuton */

```