```
/**
 * @file lcd.c
 * @brief Useful for interacting with LCD displays. Menus and the like
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 *
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 */

#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));
```

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                        } 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)->average);
                delay(25);
        }
} /* selectAuton */
```