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/**
 * @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 */

```