**Functions lcd\_commands.h**

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| **Syntax** | bool lcdButtonIsPressed(int button) |
| **Purpose** | returns true if the target LCD button was pressed |
| **Entry Conditions** | * *button* - the target LCD button |
| **Code**  **Example** | while(true)  {  //activate motors  if(lcdButtonIsPressed(centerButton)  motor[port1] = 127;  //stop motor  else  motor[port1] = 0;  } |

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| **Syntax** | void clearLCDScreen() |
| **Purpose** | clear all lines of data from the LCD screen |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //display info on lcd  displayLCDCenteredString(0, “Driver Control”);  //clear the lcd screen  clearLCDScreen();  //display new info  displayLCDCenteredString(0, “GAME OVER!”); |

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| **Syntax** | void waitForRelease() |
| **Purpose** | pauses the program until the lcd button that was pressed is released |
| **Entry Conditions** | NONE |
| **Code**  **Example** | while(true)  {  //engage the motor  motor[port1] = 127;  //continue untill the center button is pressed and released  while(!lcdButtonIsPressed(centerButton))  waitForRelease();  //stop the motor  motor[port1] = 0;  } |

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| **Syntax** | void lcdSensorInfo(string name, sensor& target) |
| **Purpose** | display the sensor value of a sensor on the lcd |
| **Entry Conditions** | * *name* - the name of the sensor * *target* - the target sensor |
| **Code**  **Example** | //create name for the sensor  string name = “Right Drive”;  //display the value of the right drive  lcdSensorInfo(name, rightDriveSensor); |

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| **Syntax** | void lcdAutonomousMenu() |
| **Purpose** | select the robot’s alliance and starting position via the LCD |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //select an autonomous routine via LCD  lcdAutonomousMenu();  //turn on a motor if the autonomous is RED and position1  if(startingTile == position1 && alliance == RED)  motor[port1] = 127; |

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| **Syntax** | void lcdUtilityMenu() |
| **Purpose** | view required sensor values via the LCD |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //required to find lift potentiometer value  lcdUtilityMenu(); |

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| **Syntax** | void lcdCompetitionMenu() |
| **Purpose** | Used to view autonomous selection menu or utility menu via the LCD. Used for competition for convenience. |
| **Entry Conditions** | NONE |
| **Code**  **Example** | //Use to select the alliance  lcdCompetitionMenu();  //turn on a motor if the autonomous is RED and position1  if(startingTile == position1 && alliance == RED)  motor[port1] = 127; |