This is currently a work in progress README for the charmr redesign!

Basic code structure:

Controller (class) – responsible for launching and running the application (kind of like a main)

* Touch zone dictionary is currently a global variable but will probably become a class variable
* Class variables (subject to change, this is what I have for now):
  + Touch/button input
  + BrightnessTemperatureMenu (class)
  + MainMenu (class)
  + Display (class)
  + current\_application (str)
  + components – this is supposed to kind of be like an input processing dictionary. I can explain more in person but essentially the goal is to be able to easily look up and execute functions to process touch/button input based on the current application we’re in
* RUN (method) – the execution of the program! This will start/keep the whole thing running
* All other methods are basically loading different screens based on user input and executing appropriate internal functions (brightness/temperature settings, pause screen, main menu screen, etc.)

Display (class) – responsible for all visual displays. I’m trying to move everything involving cmder/thinspace to this class so it’s not mixed in with the rest of the code and is easy to replace if a better solution for visual displays is found in the future.

* Everything in this class is pretty similar to what was in the original code, I just had to pass in more method arguments to replace all of the global variables. My biggest struggle right now is getting everything to display as it should because I was unable to test/debug efficiently. My goal is to have one method to display pause, one for main menu, one for settings menu, etc. etc.

The MainMenu/Slideshow/etc. classes in the model folder are resppnsible for monitoring and modifying different internal states of the program – I’m working on it right now but it keeps changing frequently as I don’t have a design I’m set on yet, so there is not a ton of documentation. I will work on adding more! A good chunk of it is directly lifted from the original code so it should be fairly straightforward