Lcd.Print(“U/D Sel. Param.”)

Lcd.Print(“R=Edit L=Back”)

// Parameters

// (01) Save Settings

// (02) Factory Reset

// (03) Ball Speed

// (04) Spin Amount

// (05) Shot height

// (06) Left/Right

Define mainMenu = 0;

Define mainBat = 0;

Define secBat = 0;

Void setup()

{

Lcd.begin(16,2);

Lcd.clear();

}

Func Menu()

{

// mySerialData[20] contains digital button information

// Define B0001 as UP

// Define B0010 as DOWN

// Define B0100 as Left

// Define B1000 as RIGHT

Select mySerialData[20]:

Case B0001: //UP

mainMenu++;

Case B0010: //DOWN

mainMenu—;

Case B0100: //LEFT

mainMenu = 0;

Case B1000: //RIGHT

Edit\_Param(mainMenu);

If mainMenu == 0

{

Lcd.setCursor(0,0);

Lcd.Print(“% Bat Main”);

Lcd.setcursor(1,0);

Lcd.Print(mainBat);

Lcd.setCursor(0,1);

Lcd.Print(“% Bat 2nd”);

Lcd.setcursor(1,1);

Lcd.Print(secBat);

}

If mainMenu == 1

{

Lcd.clear();

Lcd.setCursor(0,0);

Lcd.Print(“Save Settings”);

Lcd.setCursor(0,1);

Lcd.Print(“L=No, R=YES”);

}

If mainMenu == 2

{

Lcd.clear();

Lcd.setCursor(0,0);

Lcd.Print(“Factory Reset?”);

Lcd.setCursor(0,1);

Lcd.Print(“L=No, R=YES”);

}

If mainMenu == 3

{

Lcd.clear();

Lcd.setCursor(0,0);

Lcd.Print(“Speed: MPH”);

Lcd.setCursor(0,1);

Lcd.Print(“L-slow R-fast”);

Lcd.setCursor(7,0);

Lcd.Print(speed);

}

….

Void Edit\_Param(int param)

{

Select (param)

Case: 1

//perform save settings

//Print confirmation message for 1 second

mainMenu = 0;

Case: 2

//perform Factory reset

//Print confirmation message for 1 second

mainMenu = 0;

Case: 3

Speed = speed + 1;

mainMenu = 3;

}