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/*-----*\
Use :
\*-----*/
void FCM_Main()
{
    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Start()
    FCD_0be11_LCDI2C1_Start();

    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Cursor(0, 0)
    FCD_0be11_LCDI2C1_Cursor(0, 0);

    // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::PrintString("testo")
    FCD_0be11_LCDI2C1_PrintString("testo", 6);

    // Name: Loop, Type: Loop: While 1
    while (1)
    {
        // Name: Call Component Macro, Type: Call Component Macro: ADC_in=slider_plastic1::GetByte()
        FCV_ADC_IN = FCD_0d101_slider_plastic1_GetByte();

        // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::Cursor(10, 0)
        FCD_0be11_LCDI2C1_Cursor(10, 0);

        // Name: Call Component Macro, Type: Call Component Macro: LCDI2C1::PrintNumber(ADC_in)
        FCD_0be11_LCDI2C1_PrintNumber(FCV_ADC_IN);

    }
}
}
```