

```

/*=====*\
Use :
\*=====*/
void FCM_Main()
{
    // Name: Call Component Macro, Type: Call Component Macro: LCIDI2C1::Start()
    FCD_Obe11_LCIDI2C1_Start();

    // Name: Call Component Macro, Type: Call Component Macro: LCIDI2C1::Cursor(0, 0)
    FCD_Obe11_LCIDI2C1_Cursor(0, 0);

    // Name: Call Component Macro, Type: Call Component Macro: LCIDI2C1::PrintString("asse X")
    FCD_Obe11_LCIDI2C1_PrintString("asse X", 7);

    // Name: Call Component Macro, Type: Call Component Macro: Servo_Controller1::Initialise()
    FCD_Odd21_Servo_Controller1_Initialise();

    // Name: Call Component Macro, Type: Call Component Macro: Servo_Controller1::EnableServo(0)
    FCD_Odd21_Servo_Controller1_EnableServo(0);

    // 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_Od101_slider_plastic1_GetByte();

        // Name: Call Component Macro, Type: Call Component Macro: angolo=Servo_Controller1::MoveToPosition(0, angolo)
        FCV_ANGOLO = FCD_Odd21_Servo_Controller1_MoveToPosition(0, FCV_ANGOLO);

        // Name: Calculation, Type: Calculation:
        // ADC_in = ADC_in / 1.415
        // angolo = ADC_in * 1.415
        FCV_ADC_IN = flt_toi(flt_div(flt_fromi(FCV_ADC_IN), 1.415));
        FCV_ANGOLO = flt_toi(flt_mul(flt_fromi(FCV_ADC_IN), 1.415));

        // Name: , Type: Calculation:
        // str = FloatToString$(ADC_in)
        FCI_FLOAT_TO_STRING(flt_fromi(FCV_ADC_IN), FCV_PRECISION, FCV_STR, FCVsz_STR);

        // Name: Call Component Macro, Type: Call Component Macro: LCIDI2C1::Cursor(10, 0)
        FCD_Obe11_LCIDI2C1_Cursor(10, 0);

        // Name: Call Component Macro, Type: Call Component Macro: LCIDI2C1::PrintString(str)
        FCD_Obe11_LCIDI2C1_PrintString(FCV_STR, FCVsz_STR);

    }
}
}

```