

```

1  /*-----*/
2  Use :
3  /*-----*/
4  void FCM_Main()
5  {
6
7  // Name: Call Macro, Type: Call Component Macro: lcd_16x2::Start()
8  FCD_Of9e1_lcd_16x2_Start();
9
10 // Name: Call Macro, Type: Call Component Macro: lcd_16x2::PrintString("  contatore")
11 FCD_Of9e1_lcd_16x2_PrintString("  contatore", 14);
12
13 // Name: Loop, Type: Loop: While 1
14 while (1)
15 {
16
17 // Name: Increment Counter, Type: Calculation:
18 // Count = Count + 1
19 FCV_COUNT = FCV_COUNT + 1;
20
21 // Name: Calculation, Type: Calculation:
22 // str = ToString$ (Count)
23 FCI_TOSTRING(FCV_COUNT, FCV_STR,20);
24
25 // Name: Call Macro, Type: Call Component Macro: lcd_16x2::Cursor(4, 1)
26 FCD_Of9e1_lcd_16x2_Cursor(4, 1);
27
28 // Name: Call Component Macro, Type: Call Component Macro: lcd_16x2::PrintString(str)
29 FCD_Of9e1_lcd_16x2_PrintString(FCV_STR, FCVsz_STR);
30
31 // Name: Small Delay, Type: Delay: 10 ms
32 FCI_DELAYBYTE_MS(10);
33
34 }
35 }
36
37 }
38

```