

```
1 -----
2 --
3 --          GNAT RAVENSCAR for NXT          --
4 --          Copyright (C) 2010, AdaCore    --
5 --
6 -----
7
8 -- High-level driver for LCD display. To be used if multiple tasks want
9 -- to write on the display.
10
11 with Ada.Real_Time; use Ada.Real_Time;
12 with Interfaces; use Interfaces;
13 with System; use System;
14
15 with System_Configuration; use System_Configuration;
16
17 with Simple_Cyclic_Archetype;
18
19 package Nxt.Display.Concurrent is
20
21     procedure Clear;
22
23     procedure Put (C : Character);
24     procedure Put (S : String);
25     procedure Put_Line (S : String);
26     procedure Put_Timed (S : String);
27     procedure Put (V : Integer);
28
29     procedure Newline;
30
31     procedure Put_Hex (Val : Unsigned_32);
32     procedure Put_Hex (Val : Unsigned_16);
33     procedure Put_Hex (Val : Unsigned_8);
34
35     -- This can be modified to decrease/increase the frequency of updating the
36     -- NXT display.
37     Updater_Period : constant Time_Span := Milliseconds (500);
38     Updater_Phase  : constant Time_Span := Milliseconds (0);
39
40 private
```

```
41
42   protected Putter_Timed is
43     pragma Priority (System.Priority'Last);
44
45     procedure Put_Timed (S : String);
46
47   end Putter_Timed;
48
49   procedure Update_Screen;
50
51   package Screen_Updater is new Simple_Cyclic_Archetype
52     (Task_Priority => System.Priority'Last,
53      Period => Updater_Period,
54      Release_Time => System_Configuration.Release_Time,
55      Phase => Updater_Phase,
56      Stack_Size => 2048,
57      Behaviour => Update_Screen);
58
59 end Nxt.Display.Concurrent;
60
61
62
63
```