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//+++++
//Light Array Calibration...
//
// Synopsis:
//   Calibrate for black and white.
//-----
#include "mindsensors-lightsensorarray.h"

char White = MSLDA_CMD_CALIB_WHITE;
char Black = MSLSA_CMD_CALIB_BLACK;
tSensors Eye = S1;

//===== General utilities =====
void waitForPush()
{
    while (nNxtButtonPressed == -1) // wait for button press
        wait1Msec(5);
}

void waitForRelease()
{
    while (nNxtButtonPressed != -1) // wait for button released
        wait1Msec(5);
}

//===== Calibrating =====
void calibrating(char ch)
{

```

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nNxtButtonTask = -2; // take over the button control
displayCenteredTextLine(2, "Calibrate!");
displayCenteredTextLine(3, "-----");
displayCenteredTextLine(4, "All on %s",
                        (ch == White ? "White" : "Black") );
displayCenteredTextLine(5, "Press any Button");

waitForPush();

if (!_MSLSAsendCommand(Eye, ch)){
    playSound(soundException);
    displayCenteredTextLine(5, "Failed!");
    return;
}

wait10Msec(10);
playTone(400, 60);
waitForRelease();
}

//=====
task main()
{
    SensorType[Eye] = sensorI2CCustom9V;
    MSLSAinit(Eye);
    calibrating(White);
    calibrating(Black);
}

```