

//Jack Ace Bang  
//Youtube Ep2 4/4/2015

unsigned char i,j,k,l,a; // Loop variables3  
//bit oldstate;

void push (){

GPIO.B4 = 255;

Delay\_ms(50);

GPIO.B4 = 0;

Delay\_ms(50);

for(i=0; i<210; i++)

{

for(j=0; j<i; j++)

{

GPIO.B1 = 0;

Delay\_us(100);

}

for(k=0; k<j; k++)

{

GPIO.B2 = 1;

Delay\_us(100);

}

for(l=0; l<k; l++)

{

GPIO.b0 = 0;

Delay\_us(100);

}

for(j=0; j<i; j++)

{

GPIO.B1 = 1;

Delay\_us(100);

}

for(k=0; k<j; k++)

{

GPIO.B2 = 0;

Delay\_us(100);

}

for(l=0; l<k; l++)

{

GPIO.b0 = 1;



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        Delay_us(100);
    }
}

void main(void)
{
ANSEL = 0; // GPIO 0 as digital
CMCON0 = 0x07;
TRISIO.B0 = 0;
TRISIO.B1 = 0;
TRISIO.B2 = 0;
TRISIO.B3 = 1;
TRISIO.B4 = 0;

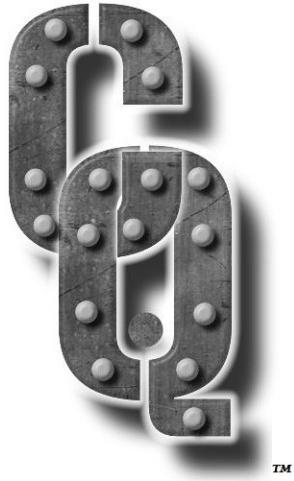
GPIO.B0 = 0;
GPIO.B1 = 0;
GPIO.B2 = 0;
GPIO.B3 = 0;
GPIO.B4 = 0

do{
    if (button(&GPIO, 3,5,1)){

        for(a=0; a<3; a++)
        {
            GPIO.b0 = 0;
            GPIO.B1 = 0;
            GPIO.B2 = 0;
            GPIO.B3 = 0;
            Delay_ms(1000);
        }
        push ();
        delay_us(100);
        GPIO.b0 = 0;
        GPIO.B1 = 0;
        GPIO.B2 = 0;
        GPIO.B3 = 0;
        delay_us(100);

    }
} while(1);           // Endless loop
}

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