#include "definitions.h"

#include "function\_prototypes.h"

#include "peripheral\_registers.h"

#include "data.h"

#include <math.h>

#include "MC56F836x.h"

unsigned int oldBFlag = 0;

int main(void)

{

initialize\_unit();

oldBFlag = BFlag;

while (program\_running == TRUE)

{

check\_msg\_Q();

if(oldBFlag != BFlag && Debouncing == 0)

{

Debouncing = 1;

timerD2\_control.bit.count\_mode = 1;

oldBFlag = BFlag;

if(BFlag == 1)

{

OpenCount++;

GPIOD\_Data\_reg.bit.DB3 = 0;

SystemState = Open;

TripEvent();

}

else

{

CloseCount++;

GPIOD\_Data\_reg.bit.DB3 = 1;

SystemState = Close;

CloseEvent();

}

}

}

}