Psuedocode for SwitchService

Module Variables:

GameStatus pointer

MyPriority

LastSwitchState

SwitchState

Function: InitSwitchService

Params: Priority

Returns: bool

Set MyPriority

Set RA2-4 as Digital inputs

Enable internal pullpups

End InitSwitchService

Function: PostSwitchService

Params: ES\_Event\_t

Returns: bool

Post to this service

End PostSwitchService

Function: CheckSwitchState

Params: none

Returns: bool

Get SwitchState (Read PortA bits)

if SwitchState is not equal to last switch state

If Bit3Hi, set WeOmniPinged to true

Else, set to false

If Bit2Hi, set WeDirectPinged to true

Else, set to false

If Bit1Hi, set WeLaunched to true

Else, set to false

Set returnval to true

Endif

Set lastSwitchState to currentSwitchState

return SwitchState

End GetSwitchState

Function: RunSwitchService

Params: ES\_Event\_t

Returns: ES\_Event\_t

End RunSwitchService