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/*****
/* Program      : DELAYS.C
/* Function     : Utility Delay Procedures
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/*
/* Rev No.    Rev date   Test date   Test platform   Description
/* -----    -
/*      00     6jun98
/*
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*****/

#define _DELAYS_C

#include <commdefs.h>
#include "main.h"
#include "delays.h"

// Delay for 10 microseconds including the call and return.

void delay_10us() {
    unsigned char n;
    #ifdef _FAST_CLOCK
        n = 9;
        delay_2tcy();
    #else
        n = 3;
    #endif // _FAST_CLOCK
    do ; while(--n);
}

// Delay up to 255 milliseconds - approximately (ms + 19 cycles).
// This is inline to reduce stack usage to zero. ms can be in range 0 to 255

void delay_ms(unsigned char ms) {
    unsigned char n;

    while(ms--) {
        #ifdef _FAST_CLOCK
            n = 249;
        #else
            n = 124;
        #endif // _FAST_CLOCK
        delay_4tcy();
        do {
            delay_10tcy();
            delay_2tcy();
            delay_1tcy();
        } while(--n);
    }
}

// Delay up to 255 seconds - approximately. sec can be in range 0 to 255

void delay_s(unsigned char sec) {
    unsigned char n;

    while(sec--) {
        n = 4;
        do delay_ms(250);
        while(--n);
    }
}

// Delay for 100 microseconds including the call and return.
/*
void delay_100us() {
    unsigned char n;
    #ifdef _FAST_CLOCK
        n = 129;
        delay_2tcy();
    #else
        n = 63;
    #endif // _FAST_CLOCK
    do ; while(--n);
} */

```

// ***** EOF DELAYS.C *****