```
/*****************************************************************************************/
/* Program         : SWITCH.H                                                            */
/* Function        : Switch Utility Procedures Header File                               */
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/*                                                                                       */
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/*****************************************************************************************/

#ifndef _SWITCH_H
#define _SWITCH_H

// Hardware defines
#define SWSENSPIN   0                                   // switch state sense pin
#define AUXSENSPIN  1                                   // auxilliary state sense pin

#define KB_PRINT    1                                   // switch byte defines to
#define KB_LEFT     2                                   // corresspond to actual keys
#define KB_RIGHT    3
#define KB_UP       4
#define KB_DOWN     5
#define KB_ENTER    6
#define AUX_IO      7                                  // *** not used at present ***
#define KB_ATIMEOUT 8                                  // these switch bytes are for poking

// Variables
#ifdef _SWITCH_C
bank1 unsigned char dbc_elaps;                          // debounce elapsed time (mS)
bank1 unsigned char debounce;                           // debounce delay (mS)
bank1 unsigned char autorepdly;                         // autorepeat delay (S)
bank1 unsigned char sw_char;                            // switch byte
bank1 volatile unsigned char auto_rep;                  // auto-repeat counter
#else
extern bank1 unsigned char dbc_elaps;
extern bank1 unsigned char debounce;
extern bank1 unsigned char autorepdly;
extern bank1 unsigned char sw_char;
extern bank1 volatile unsigned char auto_rep;
#endif // _SWITCH_C

static volatile bit sw_sense      @ (unsigned)&PORTB*8+SWSENSPIN;
static volatile bit sw_sense_dir  @ (unsigned)&TRISB*8+SWSENSPIN;
static volatile bit aux_sense     @ (unsigned)&PORTB*8+AUXSENSPIN;
static volatile bit aux_sense_dir @ (unsigned)&TRISB*8+AUXSENSPIN;

// function prototypes
extern void init_switches();
extern unsigned char read_switches();
#endif // _SWITCH_H

// ***** EOF SWITCH.H *****
```