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// Event Checking functions

CheckLamps(void)

// LAMP 1 CHECK
read LAMP1_IPIN and set CurrentPinState equal to result
if CurrentPinState isn't LastPin1State // pin is different
    set ThisEvent.EventType = ES_LAMP1

    if CurrentPinState equal 0 // pin is low
        set ThisEvent.EventParam equal 0
    else
        set ThisEvent.EventParam equal to BIT1HI

    PostMaster(ThisEvent) // post to master
set LastPin1State equal CurrentPinState

// LAMP 2 CHECK
read LAMP2_IPIN and set CurrentPinState equal to result
if CurrentPinState isn't LastPin2State // pin is different
    set ThisEvent.EventType = ES_LAMP2

    if CurrentPinState equal 0 // pin is low
        set ThisEvent.EventParam equal 0
    else
        set ThisEvent.EventParam equal to BIT2HI

    PostMaster(ThisEvent) // post to master
set LastPin2State equal CurrentPinState

// LAMP 3 CHECK
read LAMP3_IPIN and set CurrentPinState equal to result
if CurrentPinState isn't LastPin3State // pin is different
    set ThisEvent.EventType = ES_LAMP3

    if CurrentPinState equal 0 // pin is low
        set ThisEvent.EventParam equal 0
    else
        set ThisEvent.EventParam equal to BIT1HI

    PostMaster(ThisEvent) // post to master
set LastPin1State equal CurrentPinState

ReturnVal = FALSE
return ReturnVal

CheckChargeState
// Charging Status Check
read CHARGE_PIN, set equal to CurrentPinState
if CurrentPinState isn't equal to LastChargePinState // pin is different
    set ThisEvent.EventType equal to ES_CHARGE_STATE
    if CurrentPinState equal 0 // pin is low
        ThisEvent.EventParam equal to 0
    else
        ThisEvent.EventParam equals 1

    PostMaster(ThisEvent) // post to master

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set LastChargePinState equal to CurrentPinState
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set ReturnVal equal to FALSE  
return ReturnVal
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