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// Event Checking functions for sample

#include "ES_Configure.h"
#include "ES_General.h"
#include "ES_Events.h"
#include "ES_PostList.h"
#include "EventCheckers.h"

// This include will pull in all of the headers from the service modules
// providing the prototypes for all of the post functions
#include "ES_ServiceHeaders.h"

//Flags for throwing events

boolean CheckRDRF(void)
{
    boolean ReturnVal = False;
    ES_Event currEvent;
    if ((SCI1SR1 & _S12_RDRF) != 0)
    {
        currEvent.EventType = RDRFSet;
        PostMasterSM(currEvent);
    }
    return ReturnVal;
}

/*boolean CheckROAMER(void)
{
    boolean ReturnVal = False;
    ES_Event currEvent;
    static int state = 0;
    static int lastState = 0;
    if (PTU &= BIT0HI) state = 1;
    else if (PTU &= BIT1HI) state = 2;
    else if (PTU &= BIT2HI) state = 3;
    if (state != lastState)
    {
        currEvent.EventType = RoamerSwitch;
        currEvent.EventParam = state;
        PostMasterSM(currEvent);
    }
    lastState = state;

    return ReturnVal;
} */

boolean CheckButtonEvents ( void )
{
    // Declare variables.
    ES_Event ThisEvent;

```

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boolean ReturnVal;
static char CurrentButtonState, CurrentR1State, CurrentR2State, CurrentR3State;
static char LastButtonState, LastR1State, LastR2State, LastR3State;

//printf("%d\r\n", PTP & BIT3HI);

// Local ReturnVal = False
ReturnVal = False;
CurrentButtonState = PTU & BIT3HI;
CurrentR1State = PTU & BIT0HI;
CurrentR2State = PTU & BIT1HI;
CurrentR3State = PTU & BIT2HI;

//printf("%d\r\n", CurrentButtonState);
// If CurrentState is READY2SAMPLE (debounce interval expired).
if (QueryButtonSM () == READY2SAMPLE)
{
    // Post START_DEBOUNCE event to Button queue
    ThisEvent.EventType = START_DEBOUNCE;
    ThisEvent.EventParam = 1;
    PostButtonSM(ThisEvent);

    // Set ReturnVal = True.
    ReturnVal = True;

    // If the current button state is different from the LastButtonState
    if (CurrentButtonState != LastButtonState)
    {
        // If the current button state is down.
        if (CurrentButtonState != 0)
        {
            puts("Button down.\n\r");
            ThisEvent.EventType = ButtonDown;
            ThisEvent.EventParam = 0;
            PostMasterSM(ThisEvent);
        }
    }

    if (CurrentR1State != LastR1State)
    {
        // If the current button state is down.
        if (CurrentR1State != 0)
        {
            ThisEvent.EventType = RoamerSwitch;
            ThisEvent.EventParam = 1;
            PostMasterSM(ThisEvent);
        }
    }

    if (CurrentR2State != LastR2State)
    {

```

```
// If the current button state is down.
if (CurrentR2State != 0)
{
    ThisEvent.EventType = RoamerSwitch;
    ThisEvent.EventParam = 2;
    PostMasterSM(ThisEvent);
}

if (CurrentR3State != LastR3State)
{
    // If the current button state is down.
    if (CurrentR3State != 0)
    {
        ThisEvent.EventType = RoamerSwitch;
        ThisEvent.EventParam = 3;
        PostMasterSM(ThisEvent);
    }
}

LastButtonState = CurrentButtonState;
LastR1State = CurrentR1State;
LastR2State = CurrentR2State;
LastR3State = CurrentR3State;

} else {
    // Do nothing.
}

return ReturnVal;
}
```