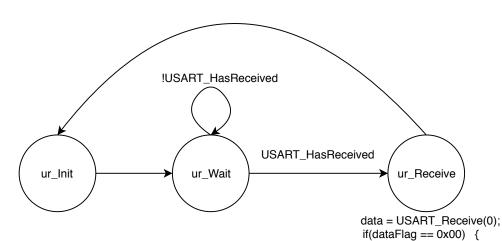
```
uint_8 data = 0x00;
uint_8 dataFlag = 0x00;
```



## ur\_Tick

switch(data) { case 0x30: Task3.active = 0; break; case 0x31: Task3.active = 1; break: case 0x32: Task1.active = 0; dataFlag = 1; break; case 0x33: Task1.active = 0; lightPort = 0x00;break; case 0x34: Task1.active = 1; dataFlag = 1;break; default: PORTA = 0x01; break;

else {

lightPort = data; dataFlag = 0x00; }