```c
/*
 * File:   pec12.c
 * Author: ricch
 *
 * Created on August 30, 2023, 9:15 AM
 */

#include "app.h"
#include "pec12.h"
#include "lcd_spi.h"

PEC12 pec12;

void scanPec12(void){

    // Save old states for debounce
    pec12.chA.state[3] = pec12.chA.state[2];
    pec12.chA.state[2] = pec12.chA.state[1];
    pec12.chA.state[1] = pec12.chA.state[0];
    pec12.chA.state[0] = CHANNEL_AStateGet();

    pec12.chB.state[1] = pec12.chB.state[0];
    pec12.chB.state[0] = CHANNEL_BStateGet();

    pec12.chC.state[3] = pec12.chC.state[2];
    pec12.chC.state[2] = pec12.chC.state[1];
    pec12.chC.state[1] = pec12.chC.state[0];
    pec12.chC.state[0] = PEC12R_SWStateGet();

    // Check if PEC12 is in rotation
    if(pec12.chA.state[0] == 0 && pec12.chA.state[1] == 0
            && pec12.chA.state[2] == 1 && pec12.chA.state[3] == 1){

        // Check direction of rotation
        if(pec12.chB.state[0] == 1 && pec12.chB.state[1] == 1){

            // CW
            pec12.incrOrDecr++;
//            SetPostion(LINE3);
//            sprintf(a_toPrint, "counter = %d",counter);
//            WriteString(a_toPrint);
        }
        else{

            //CCW
            pec12.incrOrDecr--;
//            SetPostion(LINE3);
//            sprintf(a_toPrint, "counter = %d",counter);
//            WriteString(a_toPrint);
        }
    }
    // Check if PEC12 switch is pressed
    if(pec12.chC.state[0] == 0 && pec12.chC.state[1] == 0
            && pec12.chC.state[2] == 1 && pec12.chC.state[3] == 1){

        pec12.isPressed = true;
    }
}

int8_t getPec12IncrOrDecr(void){

    int8_t incrOrDecr = pec12.incrOrDecr;
    pec12.incrOrDecr = 0;

    return incrOrDecr;
}

int8_t getPec12SwitchEvent(void){
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70        int8_t isPressed = pec12.isPressed;
71        pec12.isPressed = 0;
72
73        return isPressed;
74    }
```