ledSC = 1

IFS0bits.T1IF = FLAG\_RAISED

IFS0bits.T1IF = FLAG\_DOWN

LED 3

LED 2

Debounce Release 2

Debounce Release

Debounce Press

LED 1

ledSC = 3

ledSC = 2

ledSC = 1

ledSC = 3

ledSC = 2