* 1 tick = 100 us (TickCounter)
* S3 on RD6, S6 on RD7
  + Scan every 10 ms till pressed
  + Must be released before the next scan
  + Scan every 100 when pressed
* RD6(S3) = 16 bits counter on LCD
  + LCD = “Count = XXXXX”
* RD7(S6) = real time clock on LCD
  + “ RTC HH:MM:SS.Z”
* Real Time Clock (RTC) task
  + Call every 500 ms
* 3rd task, lowest priority. Writing Data to LCD
  + Writing 1 data at a time
* RCTFlag = set true in the ButtonPushCounter() function when the S6 is pressed
* RTCTimer() = read this flag and then know to write the LCDDisplay string for later display.
* TickCounter = incremented every 100 us
* LCDDisplay = an array of 16 characters plus a null character used as a string that will be sent to the LCD
  + ButtonPushCounter() or RTCTimer can write this array to be displayed one character at a time using WriteLCD().
* bpWaitCount or rtcWaitCount = how many ticks to wait
* rtcInitialTick, bpInitialTick, rtcInitial
  + Use to find the difference