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//-----
// FILENAME : I2Chandle.c
// CREATED : 14/10/2012
// AUTHOR : Johnny Kristensen
          : C-fil til I2Chandle.h
// DESCR.
//-----
// REV. DATE/AUTHOR
                  CHANGE DESCRIPTION
// HER ER IKKE FØRT REVISION-HER ER IKKE FØRT REVISION-HER ER IKKE FØRT REVISION
#include "I2Chandle.h"
#include "komnavn.h"
#include "valve.h"
uint8 I2C_handle( uint8* WriteBuffer, uint8 *ReadBuffer, uint8 BufferSize, uint8 dist ){
      uint8 state = 0;
      uint8 read = 0;
       if(I2C_1_SlaveStatus() & 0x10u){
          read = WriteBuffer[1];
          I2C_1_SlaveClearWriteBuf(); //Writebufferen skal måske geninitialiseres
          I2C 1 SlaveInitWriteBuf(WriteBuffer, BufferSize);
          LCD_Position(Ou, Ou);
          LCD_PrintString("M:");
          LCD_Position(1u, 0u);
          LCD_PrintNumber(read);
       }
       //For testing:
      dist = 23;
       state = I2C decode(read);
      ReadBuffer[1] = dist;
       if(I2C_1_SlaveStatus() & 0x01u){
          I2C_1_SlaveClearReadBuf(); //Readbufferen skal måske geninitialiseres
          I2C_1_SlaveInitReadBuf(ReadBuffer, BufferSize);
          LCD_Position(Ou, 4u);
          LCD_PrintString("S:");
          LCD Position(1u, 4u);
          LCD_PrintNumber(dist);
       }
      return state;
uint8 I2C_decode(uint8 Rd){
   uint8 state = 0;
   switch(Rd){
       case VBTENIVEAU:
          state = 0; //Send kun VBTE niveau
          break;
       case TOPVENTIL: //Vand skal ind
          state = 1;
          break;
       case BUNDVENTIL: //Vand skal ud
          state = 2;
          break;
```