

```
}  
  
// once the image buffer has been updated, do a frame commit  
frame_commit_buffer(c, indexTbl[index]);  
// update the index to use the next LCD image buffer (this is double buffering)  
index++;  
index &= 0x01;  
// Implement a wait if required.  
// switch colors  
if (colorCode == LCD_YELLOW)  
    colorCode = LCD_RED  
else if (colorCode == LCD_RED)  
    colorCode = LCD_YELLOW  
  
}
```