

Delay()

{

for (Count = 0; Count <= 4500; Count++);

}

Reset()

{

Step = Step & 0x0f;

PortA = Step;

Step = Step | 0xf0;

PortA = Step;

}

GoUp()

{

switch (Requested Floor)

{

case 0x0d: while (Step < 0xf3)

{

Step++;

PortA = Step;

Delay();

}

Reset();

break;

case 0x0b: while (Step < 0xf6)

{


```

        Step++;
        PortA = Step;
        Delay();
    }

    Reset();
    break;
case 0x07: while (Step < 0xf9)
    {
        Step++;
        PortA = Step;
        Delay();
    }

    Reset();
    break;
}

}

GoDown()
{
    Switch (RequestedFloor)
    {

        case 0xDd: while (step > 0xf3)
            {
                step--;
                PortA = Step;
                Delay();
            }
    }
}

```



```

    {
        Reset();
        break;
    case 0x06: while(Step > 0xf6)
        {
            Step--;
            PortA = Step;
            Delay();
        }
        Reset();
        break;
    case 0x0e: while(Step > 0xf0)
        {
            Step--;
            PortA = Step;
            Delay();
        }
        Reset();
        break;
    }
}

void main()
{
    CommandWord = 0x82;
    PortA = 0xf0;

```



```

PresentFloor = DxDe;
while (1) {
    RequestedFloor = PortB;
    RequestedFloor = RequestedFloor & DxOf;
    if (RequestedFloor != DxOf && RequestedFloor != PresentFloor)
        goUp();
    else
        goDown();
    PresentFloor = RequestedFloor;
}
RequestedFloor = PortB;
}

```