```c
/*
 * Main_Sender.c
 *
 * Created: 27-05-2013 22:50:10
 *  Author: David
 */
/********************************************************************
   Definerer X10 Beskeder
********************************************************************/

#define HOUSEA  "01101001"
#define UNIT1   "01101001"
#define UNIT2   "10101001"
#define UNIT3   "01011001"
#define ON      "01011001"
#define OFF     "01011010"

#define START           "1110"
#define SUFFIX_ADR          "01"  // Unit Adress
#define SUFFIX_CMD          "10"  // Command Adress
#define WAIT            "000000"  // Six Zero-Crossings

#define SIZEOF_HOUSECODE    1
#define SIZEOF_UNITCODE     3
#define SIZEOF_FUNCTIONCODE 2


#include "X10Sender.h"
#include "Timers.h"
#include "switch.h"
#include "led.h"
#include <avr/io.h>
#include <avr/interrupt.h>
#define F_CPU 3686400UL
#include <util/delay.h>

int main(void)
{
    initSwitchPort();
    initLEDport();
    InitTimer1();
    InitX10Transmitter();

    sei();

    // Simuler zerocross

    while(1)
    {
        if(switchOn(0))
        {
            TransmitX10Frame(0, 1, 0);
        }
    }

    return 0;
}
```