```
    if(gs_alarmKeeper.ten_minutes > 5)
    {
      gs_alarmKeeper.ten_minutes = 0;
    }

    if(gs_alarmKeeper.one_hours > 9)
    {
      gs_alarmKeeper.ten_hours++;
      gs_alarmKeeper.one_hours = 0;
    }

    if((gs_alarmKeeper.ten_hours >= 2) && (gs_alarmKeeper.one_hours >= 4))
    {
      gs_alarmKeeper.ten_hours = 0;
      gs_alarmKeeper.one_hours = 0;
    }

    // clear switch timeout since press has happened
    switchTimeout = 0;

    // if the initial timeout is greater then the minimal delay, ramp it down so holding the
    button will get faster.
    if(initTimeout > MIN_DELAY)
    {
      initTimeout = initTimeout - RAMP_DELAY;
    }
  }
}
// check if the time set switch is being pressed.
else if(!SET_T_SWITCH)
{
  // increment switch timeout
  switchTimeout++;

  // when both switches are not pressed, reset initial delay.
  if(MINUTE_SWITCH && HOUR_SWITCH)
  {
    initTimeout = INIT_DELAY;
  }

  // when either switch is pressed, and the press as exceeded the current timeout allow a button
  press
  if((!MINUTE_SWITCH || !HOUR_SWITCH) && (switchTimeout > initTimeout))
  {
    // when minute is pressed add one
    gs_timeKeeper.one_minutes += (MINUTE_SWITCH ? 0 : 1);

    // when hour is pressed add one
    gs_timeKeeper.one_hours += (HOUR_SWITCH ? 0 : 1);

    // the below is the same code used in timer ISR. copy pasta with tweaks
    if(gs_timeKeeper.one_minutes > 9)
    {
      gs_timeKeeper.ten_minutes++;
      gs_timeKeeper.one_minutes = 0;
    }

    if(gs_timeKeeper.ten_minutes > 5)
    {
```