```
      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)
      {
        gs_timeKeeper.ten_minutes = 0;
      }

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

      if((gs_timeKeeper.ten_hours >= 2) && (gs_timeKeeper.one_hours >= 4))
      {
        gs_timeKeeper.ten_hours = 0;
        gs_timeKeeper.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)
      {
```