

```

void InitIrrigation()
{
    //Sluk for al vanding
    Vanding_1_Write(0);
    Vanding_2_Write(0);
    Vanding_3_Write(0);
    Vanding_4_Write(0);
    Vanding_5_Write(0);
    Vanding_6_Write(0);

    //Opdater nuværende indstillinger
    Position_Reg = Position_Reg & 0b1111111111000000;
}

void AdjustIrrigation()
{
    //Opdater alle aktuatorer for vanding
    Vanding_1_Write(Status_Reg & 0b0000000000000001);
    Vanding_2_Write((Status_Reg & 0b0000000000000010) >> 1);
    Vanding_3_Write((Status_Reg & 0b0000000000000100) >> 2);
    Vanding_4_Write((Status_Reg & 0b0000000000001000) >> 3);
    Vanding_5_Write((Status_Reg & 0b000000000010000) >> 4);
    Vanding_6_Write((Status_Reg & 0b000000000100000) >> 5);

    //Opdater nuværende indstillinger
    Position_Reg = Position_Reg & 0b1111111111000000;
    Position_Reg = Status_Reg | 0b000000000111111;
}

```