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 & 0b0000000000010000) >> 4);

Vanding\_6\_Write((Status\_Reg & 0b0000000000100000) >> 5);

//Opdater nuværende indstillinger

Position\_Reg = Position\_Reg & 0b1111111111000000;

Position\_Reg = Status\_Reg | 0b0000000000111111;

}