Step by step How To:  
1. Define all the single channel key obj:

TICAPS\_Sckey\_Obj gTimer\_key = {

.inputPxselRegister = (uint8\_t \*)&P3SEL,

.inputPxsel2Register = (uint8\_t \*)&P3SEL2,

.inputBits = BIT0,

.threshold = TIMER\_THRESHOLD,

};

TICAPS\_Sckey\_Obj gLight\_key = {

.inputPxselRegister = (uint8\_t \*)&P2SEL,

.inputPxsel2Register = (uint8\_t \*)&P2SEL2,

.inputBits = BIT0,

.threshold = LIGHT\_THRESHOLD,

};

TICAPS\_Sckey\_Obj gPlus\_key = {

.inputPxselRegister = (uint8\_t \*)&P1SEL,

.inputPxsel2Register = (uint8\_t \*)&P1SEL2,

.inputBits = BIT5,

.threshold = PLUS\_THRESHOLD,

};

2. Define an array of pointers to all sckey obj with NULL terminators:

TICAPS\_Sckey\_Obj\* gSckeys[] = {

&gTimer\_key,

&gLight\_key,

&gMinus\_key,

&gPlus\_key,

&gAuto\_key,

NULL // terminator

};

3. call the init method:

TICAPS\_sckey\_init(gSckeys);

4. Periodically call the run method in a loop or ISR:

**if**(gMain.initialized == 1){

TICAPS\_sckey\_run(gSckeys);

}

5. Check if any buttons is detected & denounce or do anything:

**if**(gTimer\_key.detected){

LED\_TIMER\_TOGGLE;

bt\_detected = *CTRL\_Buttons\_Timer*;

}

**if**(gLight\_key.detected){

LED\_LAMP\_TOGGLE;

bt\_detected = *CTRL\_Buttons\_Lamp*;

}

**if**(gPlus\_key.detected){

LED\_PLUSMINUS\_TOGGLE;

bt\_detected = *CTRL\_Buttons\_Plus*;

}