03/16/13 16:58:02 TextEntry.h

```
1: extern void TypeText(void);
2: extern void GetMessage(INT8U *message);
3: extern void MessageCheckSum(INT8U *message, INT8U sourcea, INT8U sourceb,INT8U sourced; extern void TransmitCheck(INT8U *message);
5: extern void ReceivedCheckSum(INT8U *message, INT8U *rec_mess, INT8U sourcea, INT
```