#include "newxc8\_header.h"

#pragma config FOSC = HS

// Oscillator Selection bits (HS oscillator: High-speed crystal/resonator on RA6/OSC2/CLKOUT and RA7/OSC1/CLKIN)

#pragma config WDTE = OFF

// Watchdog Timer Enable bit (WDT disabled and can be enabled by SWDTEN bit of the WDTCON register)

//Function Definitions

void msdelay (unsigned int time)//Function for delay

{

unsigned int i, j;

for (i = 0; i < time; i++)

for (j = 0; j < 710; j++); //Calibrated for a 1 ms delay in MPLAB

}

void main()

{

ANSEL = 0x00;

ANSELH = 0x00;

TRISCbits.TRISC0 = 0 ; // Set PORTC, RC0 as output (DCM IN1)

TRISCbits.TRISC1 = 0 ; // Set PORTC, RC1 as output (DCM IN2)

TRISCbits.TRISC2 = 0 ; // Set PORTC, RC2 as output (DCM EN1)

TRISCbits.TRISC3 = 0 ; // Set PORTC, RC3 as output (DCM EN2)

TRISCbits.TRISC4 = 0 ; // Set PORTC, RC4 as output (DCM IN3)

TRISCbits.TRISC5 = 0 ; // Set PORTC, RC5 as output (DCM IN4)

PORTCbits.RC0 = 0;

PORTCbits.RC1 = 0;

PORTCbits.RC2 = 0;

PORTCbits.RC3 = 0;

while(1) // Endless Loop

{

PORTCbits.RC0 = 1;

PORTCbits.RC1 = 0;

PORTCbits.RC2 = 1;

msdelay(1000);

PORTCbits.RC0 = 0;

PORTCbits.RC1 = 0;

PORTCbits.RC2 = 0;

msdelay(1000);

PORTCbits.RC0 = 0;

PORTCbits.RC1 = 1;

PORTCbits.RC2 = 1;

msdelay(1000);

PORTCbits.RC0 = 0;

PORTCbits.RC1 = 0;

PORTCbits.RC2 = 0;

msdelay(1000);

PORTCbits.RC3 = 1;

PORTCbits.RC4 = 0;

PORTCbits.RC5 = 1;

msdelay(1000);

PORTCbits.RC3 = 0;

PORTCbits.RC4 = 0;

PORTCbits.RC5 = 0;

msdelay(1000);

PORTCbits.RC3 = 0;

PORTCbits.RC4 = 1;

PORTCbits.RC5 = 1;

msdelay(1000);

PORTCbits.RC3 = 0;

PORTCbits.RC4 = 0;

PORTCbits.RC5 = 0;

msdelay(1000);

}

}