







```
void UserAppRun(void)

if(G_u8RisingEdge == 1) {
    if(DAC1DATL < 0xFF) {
        DAC1DATL ++;
    }
    else
    {
        G_u8RisingEdge == 0;
    }
}

if(G_u8RisingEdge == 0)

{
    if(DAC1DATL > 0x00) {
        DAC1DATL --;
    }
    else
    {
        G_u8RisingEdge = 1;
    }
}

/* end UserAppRun */
```



