



```

global  _sm_col

;; import lables
extern  _SM_NotifyToggle

; =====

accessram      udata      ; (no access ram required, these variables can
be located anywhere)

_sm_button_column  res    1    ; exported to C, therefore an "_" has been
added
_sm_button_row     res    1
_sm_button_value   res    1
_sm_col            res    1

...

SM_PrepareCol
    ;; select next DOUT register

    ;; (current column + 1) & 0x07
    SET_BSR      sm_selected_column
    incf        sm_selected_column, W, BANKED    ; (* see note below)
    andlw       0x07
    ;_sm_col is used by LM_SetRow()
    movwf      _sm_col
    call       MIOS_HLP_GetBitANDMask    ; (inverted 1 of 8 code)

    ...

```

and finally in sm\_simple.h:

```

...
extern unsigned char sm_button_value;
extern unsigned char sm_col;
...

```

## Appendum

To avoid flickering leds when pushing a button the MIOS button debouncing should be turned off!!

Due to the setup of the SRIO driver the debounce algorithm also delays the DOUT chain when a DIN event is being debounced. So when a button is pushed the led update frequency is reduced, the higher the debounce value, the lower the update frequency.

According to this post TK will fix this in a future MIOS release:

This is something what I'm planning to solve in one of the next MIOS versions - currently the same

SR scanning routine is used for DIN and DOUT registers, which means, >when the DINs are temporary disabled due to the cheap debouncing method, the DOUT registers won't be updated.

The solution is to add a second scan routine which only services the DOUTs so long the debouncing delay is active.

### Workaround

To turn the debouncing off, set

```
#define DIN_DEBOUNCE_VALUE    0
```

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