Table 7: Program snippet to release hold train

```
bitWrite(ledSignals2, 0, HIGH);                    //RELEASE HOLD TRAIN
outShift();
if (bitRead(ledSignals2, 4 == 1)) {                //Siding is occupied
  if (holdDirection == 1) {                        //EB
    if (wbSwitchApproach == 0) {                   //No WB train
      while (wbSwitchPosition == 0) {
        WBfouled();                                //Sets fouled indicator on WB switch
      }
      redYellowEB();                               //EB proceeds through WB switch
      delay(delayTime / 4);
      while (wbSwitchSignal == 0) {
        delay(1);                                  //EB clears WB switch
      }
      ebDeparted = 1;
      redRedEB();                                  //EB signals set to red/red
    }
  }
  if (holdDirection == 2) {                        //WB
    if (ebSwitchApproach == 0) {                   //No EB train
      while (ebSwitchPosition == 0) {
        delay(1);                                  //Change EB position to siding
        EBfouled();                                //Sets fouled indicator on EB switch
      }
      redYellowWB();                               //WB proceeds through EB switch
      delay(delayTime / 4);
      while (ebSwitchSignal == 0) {
        delay(1);                                  //WB clears EB switch
      }
      wbDeparted = 1;
      redRedWB();                                  //EB signals set to red/red
    }
  }
```

```
  bitWrite(ledSignals2, 4, !bitRead(ledSignals2, 4));    //Change siding occupied LED
  bitWrite(ledSignals2, 0, HIGH);
  outShift();
}
holdState = 1;                                           //Reset holdState to NORMAL
bitWrite(ledSignals2, 0, LOW);
outShift();
holdDirection = 0;                                       //Clear HOLD flags
break;
```