

```
/*
 * Delay functions
 * See delay.h for details
 *
 * Make sure this code is compiled with full optimization!!!
 */

#include "delay.h"

void DelayMs(unsigned char cnt)
{
#if XTAL_FREQ <= 2MHZ
    do {
        DelayUs(996);
    } while(--cnt);
#endif

#if XTAL_FREQ > 2MHZ
    unsigned char i;
    do {
        i = 4;
        do {
            DelayUs(250);
        } while(--i);
    } while(--cnt);
#endif
}
```