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// bool InitLEDWriteService(uint8_t Priority)
// {
//     // turn all LEDs off
// }

// bool PostLEDWriteService(ES_Event_t ThisEvent)
// {
//     // post ThisEvent to LEDWriteService
// }

// ES_Event_t RunLEDWriteService(ES_Event_t ThisEvent)
// {
//     // create static 16 bit variable for current data on shift registers

//     // switch (ThisEvent.EventType) {
//     // case LIGHT_CMD:
//         // Update bits 3-5 of the 16-bit variable based on 3 LSBs of
EventParam
//         // break;
//     // case WATER_CMD:
//         // Update bits 0-2 of the 16-bit variable based on 3 LSBs of
EventParam
//         // break;
//     // case HEALTH_CMD:
//         // Update bits 8-15 of the 16-bit variable based on 8 LSBs of
EventParam
//         // break;
//     // case ALL_ON:
//         // Set all bits of 16-bit variable to 1
//         // break;
//     // case ALL_OFF:
//         // Clear all bits of 16-bit variable
//         // break;

//     // Write the 16-bit variable to the shift registers

//     // return no event
// }

```