

```

void CheckSector(void) {
    switch (currentSector) {
        case SECTOR1:
            if (FLAGS.direction == CCW) {
                SetDMA(&PWM_1, &PWM_5, &PWM_3);
            } else if (FLAGS.direction == CW) {
                SetDMA(&PWM_3, &PWM_5, &PWM_1);
            }
            break;
        case SECTOR2:
            if (FLAGS.direction == CCW) {
                SetDMA(&PWM_2, &PWM_6, &PWM_4);
            }
            else if (FLAGS.direction == CW) {
                SetDMA(&PWM_2, &PWM_4, &PWM_6);
            }
            break;
        case SECTOR3:
            if (FLAGS.direction == CCW) {
                SetDMA(&PWM_3, &PWM_1, &PWM_5);
            } else if (FLAGS.direction == CW) {
                SetDMA(&PWM_1, &PWM_3, &PWM_5);
            }
            break;
        case SECTOR4:
            if (FLAGS.direction == CCW) {
                SetDMA(&PWM_4, &PWM_2, &PWM_6);
            } else if (FLAGS.direction == CW) {
                SetDMA(&PWM_6, &PWM_2, &PWM_4);
            }
            break;
        case SECTOR5:
            if (FLAGS.direction == CCW) {
                SetDMA(&PWM_5, &PWM_3, &PWM_1);
            } else if (FLAGS.direction == CW) {
                SetDMA(&PWM_5, &PWM_1, &PWM_3);
            }
            break;
        case SECTOR6:
            if (FLAGS.direction == CCW) {
                SetDMA(&PWM_6, &PWM_4, &PWM_2);
            } else if (FLAGS.direction == CW) {
                SetDMA(&PWM_4, &PWM_6, &PWM_2);
            }
            break;
    }
}
}

```