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/*****
Template header file for Hierarchical State Machines AKA StateCharts
02/08/12 adjustments for use with the Events and Services Framework Gen2
3/17/09 Fixed prototypes to use Event_t
*****/

#ifndef BallRequestSM_H
#define BallRequestSM_H

// typedefs for the states
// State definitions for use with the query function
typedef enum { Pulsing, Not_Pulsing, Full_of_Ammo } TemplateState_t ;

// Public Function Prototypes

ES_Event RunBallRequestSM( ES_Event CurrentEvent );
void StartBallRequestSM ( ES_Event CurrentEvent );
void StopBallRequestSM ( ES_Event CurrentEvent );
TemplateState_t QueryBallRequestSM ( void );

// #define variables
#define BALL_REQUEST_TIMER 2
#define BALL_REQUEST_INTERVAL_MS 3000
#define LOW_PULSE_INTERVAL 5625
#define HIGH_PULSE_INTERVAL 1875

#define BALL_REQUEST_TEST_HARNESS

#define PRINT_BALL_REQUEST_SM_CALLS
#define PRINT_BALL_REQUEST_SM_STATES

#include "ES_Types.h"
#include "ES_Configure.h"
#include "ES_Timers.h"
#include "ADS12.h"
#include <hidef.h>
#include <mc9s12e128.h>
#include <Bin_Const.h>
#include <termio.h>
#include <S12eVec.h>
#include <stdio.h>

#include "MasterHSM.h"
#include "ShootingSM.h"

#endif /*BallRequestSM_H */

```