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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 DrivingHSM_H
#define DrivingHSM_H

// typedefs for the states
// State definitions for use with the query function
typedef enum { ChargingFieldFwdState, ChargingFieldRvsState, FindingWallFwdState, FindingWallRvsState,
GoingToStartFwdState, GoingToStartRvsState, Stopped
} TemplateState_t ;

// Public Function Prototypes

ES_Event RunDrivingHSM( ES_Event CurrentEvent );
void StartDrivingHSM ( ES_Event CurrentEvent );
TemplateState_t QueryDrivingHSM ( void );

//#define variables

//#define PRINT_DRIVING_HSM_CALLS
//#define PRINT_DRIVING_HSM_STATES
//#define PRINT_DRIVING_HSM_EVENTS

#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 "ServoService.h"
#include "ShootingSM.h"
#include "SensorService.h"
#include "MotorService.h"
#include "JoustingSM.h"

#endif /*DrivingHSM_H */

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