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/*****
Template header file for Hierarchical Sate Machines AKA StateCharts
*****/

#ifndef MasterHSM_H
#define MasterHSM_H

// State definitions for use with the query function
typedef enum {Idle, Round1, Intermission1, Round2, Intermission2, Round3, Intermission3, SuddenDeath }
MasterState_t ;

// Public Function Prototypes

ES_Event RunMasterHSM( ES_Event CurrentEvent );
void StartMasterHSM( ES_Event CurrentEvent );
bool PostMasterHSM( ES_Event ThisEvent );
bool InitMasterHSM( uint8_t Priority );
MasterState_t QueryMasterHSM(void);
unsigned char get_mode(void);

#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 <stdlib.h>

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

// #define PRINT_MASTER_HSM_CALLS
// #define PRINT_MASTER_HSM_STATES
// #define PRINT_MASTER_HSM_EVENTS

#endif /*MasterHSM_H */

```