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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

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```
#ifndef MotorService_H  
#define MotorService_H
```

```
#include "ES_Types.h"  
#include "ES_Configure.h"  
#include "ES_Timers.h"  
#include "SensorService.h"  
#include <hidef.h>  
#include <mc9s12e128.h>  
#include <Bin_Const.h>  
#include <termio.h>  
#include <S12eVec.h>  
#include <S12E128bits.h>  
#include <stdio.h>
```

```
// typedefs for the states
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// State definitions for use with the query function
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```
typedef enum { InitMotorState, Running } MotorState_t ;
```

```
// Public Function Prototypes
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```
bool InitMotorService( uint8_t Priority );  
bool PostMotorService( ES_Event ThisEvent );  
ES_Event RunMotorService( ES_Event ThisEvent );  
MotorState_t QueryMotorService( void );
```

```
//#define variables
```

```
//#define PRINT_MOTOR
```

```
#define CLOSED_LOOP_CONTROL
```

```
#endif /*ShootingSM_H */
```