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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 ROUND2_HSM_H
#define ROUND2_HSM_H

#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 <S12e128bits.h> //from osagi's file, is this redundant?
#include <stdlib.h>
#include "MasterHSM.h"
#include "DrivingHSM.h"
#include "JoustingSM.h"
#include "ShootingSM.h"
#include "SensorService.h"
#include "MotorService.h"
#include "SocceringSM.h"

// #define PRINT_ROUND2_HSM_CALLS
// #define PRINT_ROUND2_HSM_STATES
// #define PRINT_ROUND2_HSM_EVENTS

#define LANCE_DELAY_TIMER 7
#define LANCE_DELAY_INTERVAL_MS 500

// typedefs for the states
// State definitions for use with the query function
typedef enum {Soccering2,Charging2} Round2State_t ;

// Public Function Prototypes
ES_Event RunRound2HSM(ES_Event CurrentEvent);
void StartRound2HSM(ES_Event CurrentEvent);
Round2State_t QueryRound2HSM(void);

#endif /* ROUND2_HSM_H */

```