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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 SocceringSM_H
#define SocceringSM_H

// typedefs for the states
// State definitions for use with the query function
typedef enum { Soccering } TemplateState_t ;

// Public Function Prototypes

ES_Event RunSocceringSM( ES_Event CurrentEvent );
void StartSocceringSM ( ES_Event CurrentEvent );
void StopSocceringSM ( ES_Event CurrentEvent );
TemplateState_t QuerySocceringSM ( void );

// #define variables

// #define PRINT_SOCCERING_SM_CALLS
// #define PRINT_SOCCERING_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 "ServoService.h"
#include "ShootingSM.h"
#include "MotorService.h"

#endif /*SocceringSM_H */

```