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*****

Header file for PseudoCommand Flat Sate Machine
based on the Gen2 Events and Services Framework

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#ifndef FSMPseudoCommand_H
#define FSMPseudoCommand_H

// Event Definitions
#include "ES_Configure.h"
#include "ES_Types.h"

typedef enum
{Command_Generating,CheckingStatus,FindingTarget,FindingPosition,WaitingCMDTimeOut,Waiting
ForShoot,DrivingMotor,CalibrateOrient,DeadState,MoveForShooting,ReturnBase,LeaveBase,Reloa
dState,Return2Base,WaitingBeacon } CommandSMState_t ;

boolean InitCommandSM ( uint8_t Priority );
boolean PostCommandSM( ES_Event ThisEvent );
ES_Event RunCommandSM( ES_Event ThisEvent );
CommandSMState_t QueryCommandSM ( void );

void TurnOffEverything (void);

#endif /* FSMTemplate_H */

```