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/*****

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

*****/

#ifndef ShootService_H
#define ShootService_H

#define ServoCDInt 2500
#define ShootCDInt 6000
#define ShootingWaitingTime 10000 //CMD will pause for this time during the shoot
command is made

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

// typedefs for the states
// State definitions for use with the query function
typedef enum {WaitForCommand,ShootReady,ServoInter,ShootNotReady} ShootServiceState_t ;

// Public Function Prototypes

boolean InitShootService ( uint8_t Priority );
boolean PostShootService( ES_Event ThisEvent );
ES_Event RunShootService( ES_Event ThisEvent );
ShootServiceState_t QueryShootService ( void );

void InitShootMotor(void);
void RunShootMotor(unsigned char Duty);

#endif /* FSMTemplate_H */

```