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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 TapeFollowSM_H
#define TapeFollowSM_H

#include "ES_Configure.h" /* gets us event definitions */
#include "ES_Types.h"

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

typedef enum { Left, Right, Forward, Reverse } Direction_t ;

typedef enum {
    OffTape = 0,
    OnTape = 1
} TapeStatus_t ;

// Public Function Prototypes

ES_Event_t RunTapeFollowSM( ES_Event_t CurrentEvent );
void StartTapeFollowSM ( ES_Event_t CurrentEvent );
TapeFollowState_t QueryTapeFollowSM ( void );
void RunTapeControl(void);

bool checkTape(void);
Direction_t getDriveDir(void);

#endif /*TapeFollowSM_H */

```