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/*****

Header file for template service
based on the Gen 2 Events and Services Framework

*****/

#ifndef SPILeader_H
#define SPILeader_H

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

// Public Function Prototypes

bool InitSPILeader(uint8_t Priority);
bool PostSPILeader(ES_Event_t ThisEvent);
ES_Event_t RunSPILeader(ES_Event_t ThisEvent);
void LightCommand(uint8_t whichLight, bool isOn);
void gameplayCommand(bool isGamePlaying);

#endif /* ServTemplate_H */

```