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/*****

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

*****/

#ifndef ByterSM_H
#define ByterSM_H

// Event Definitions
#include "ES_Configure.h" /* gets us event definitions */
#include "ES_Types.h"     /* gets bool type for returns */

// typedefs for the states
// State definitions for use with the query function
typedef enum
{
    InitPState2 = 0,
    ReadyToBite = 0x11,
    Biting = 0x33,
    Cooldown = 0x44
}ByteState_t;

// Public Function Prototypes

bool InitByteSM(uint8_t Priority);
bool PostByteSM(ES_Event_t ThisEvent);
ES_Event_t RunByteSM(ES_Event_t ThisEvent);
ByteState_t QueryByteSM(void);
bool checkByteTiming(void);
bool getBiteInitFlag(void);
bool clearBiteInitFlag(void);

#endif /* ByterSM_H */

```