

```
/******
```

Template header file for Hierarchical Sate Machines AKA StateCharts

```
*****/
```

```
#ifndef TopHSMTemplate_H
```

```
#define TopHSMTemplate_H
```

```
// State definitions for use with the query function
```

```
typedef enum { GameState, IdleState } MasterState_t ;
```

```
// Public Function Prototypes
```

```
ES_Event_t RunMasterSM_Leader( ES_Event_t CurrentEvent );
```

```
void StartMasterSM_Leader ( ES_Event_t CurrentEvent );
```

```
bool PostMasterSM_Leader( ES_Event_t ThisEvent );
```

```
bool InitMasterSM_Leader ( uint8_t Priority );
```

```
typedef union{
```

```
    uint32_t FullTime;
```

```
    uint16_t ByBytes[2];
```

```
}TimeTicks_t;
```

```
#endif /*TopHSMTemplate_H */
```