

```

/*****
Module
    ES_Configure.h
Description
    This file contains macro definitions that are edited by the user to
    adapt the Events and Services framework to a particular application.
Notes

History
When          Who          What/Why
-----
01/15/12 10:03 jec          started coding
*****/

```

```

#ifndef CONFIGURE_H
#define CONFIGURE_H

```

```

/*****/
// The maximum number of services sets an upper bound on the number of
// services that the framework will handle. Reasonable values are 8 and 16
// HOWEVER: at this time only a value of 8 is supported.
#define MAX_NUM_SERVICES 8

```

```

/*****/
// This macro determines that nuber of services that are *actually* used in
// a particular application. It will vary in value from 1 to MAX_NUM_SERVICES
#define NUM_SERVICES 2

```

```

/*****/
// These are the definitions for Service 0, the lowest priority service
// every Events and Services application must have a Service 0. Further
// services are added in numeric sequence (1,2,3,...) with increasing
// priorities
// the header file with the public fuction prototypes
#define SERV_0_HEADER "MasterSM.h"
// the name of the Init function
#define SERV_0_INIT InitMasterSM
// the name of the run function
#define SERV_0_RUN RunMasterSM
// How big should this services Queue be?
#define SERV_0_QUEUE_SIZE 20

```

```

/*****/
// The following sections are used to define the parameters for each of the
// services. You only need to fill out as many as the number of services
// defined by NUM_SERVICES
/*****/
// These are the definitions for Service 1
#if NUM_SERVICES > 1
// the header file with the public fuction prototypes
#define SERV_1_HEADER "ButtonSM.h"
// the name of the Init function
#define SERV_1_INIT InitializeButton
// the name of the run function
#define SERV_1_RUN ButtonDebounceSM

```

```
// How big should this services Queue be?
#define SERV_1_QUEUE_SIZE 10
#endif

/*****/
// These are the definitions for Service 2
#if NUM_SERVICES > 2
// the header file with the public fuction prototypes
#define SERV_2_HEADER "MovementSM.h"
// the name of the Init function
#define SERV_2_INIT
// the name of the run function
#define SERV_2_RUN RunMovementSM
// How big should this services Queue be?
#define SERV_2_QUEUE_SIZE 3
#endif

/*****/
// These are the definitions for Service 3
#if NUM_SERVICES > 3
// the header file with the public fuction prototypes
#define SERV_3_HEADER "ShootTargetSM.h"
// the name of the Init function
#define SERV_3_INIT
// the name of the run function
#define SERV_3_RUN RunShootTargetSM
// How big should this services Queue be?
#define SERV_3_QUEUE_SIZE 3
#endif

/*****/
// These are the definitions for Service 4
#if NUM_SERVICES > 4
// the header file with the public fuction prototypes
#define SERV_4_HEADER "TestService.h"
// the name of the Init function
#define SERV_4_INIT TestServiceInit
// the name of the run function
#define SERV_4_RUN TestServiceRun
// How big should this services Queue be?
#define SERV_4_QUEUE_SIZE 3
#endif

/*****/
// These are the definitions for Service 5
#if NUM_SERVICES > 5
// the header file with the public fuction prototypes
#define SERV_5_HEADER "TestService.h"
// the name of the Init function
#define SERV_5_INIT TestServiceInit
// the name of the run function
#define SERV_5_RUN TestServiceRun
// How big should this services Queue be?
#define SERV_5_QUEUE_SIZE 3
#endif
```

```

/*****/
// These are the definitions for Service 6
#if NUM_SERVICES > 6
// the header file with the public fuction prototypes
#define SERV_6_HEADER "TestService.h"
// the name of the Init function
#define SERV_6_INIT TestServiceInit
// the name of the run function
#define SERV_6_RUN TestServiceRun
// How big should this services Queue be?
#define SERV_6_QUEUE_SIZE 3
#endif

/*****/
// These are the definitions for Service 7
#if NUM_SERVICES > 7
// the header file with the public fuction prototypes
#define SERV_7_HEADER "TestService.h"
// the name of the Init function
#define SERV_7_INIT TestServiceInit
// the name of the run function
#define SERV_7_RUN TestServiceRun
// How big should this services Queue be?
#define SERV_7_QUEUE_SIZE 3
#endif

/*****/
// the name of the posting function that you want executed when a new
// keystroke is detected.
// The default initialization distributes keystrokes to all state machines
#define POST_KEY_FUNC ES_PostAll

/*****/
// Name/define the events of interest
// Universal events occupy the lowest entries, followed by user-defined events
typedef enum { ES_NO_EVENT = 0,
              ES_ERROR, /* used to indicate an error from the service */
              ES_INIT, /* used to transition from initial pseudo-state */
              ES_NEW_KEY, /* signals a new key received from terminal */
              ES_TIMEOUT, /* signals that the timer has expired */
              /* User-defined events start here */
              ES_ENTRY,
              ES_EXIT,
              ES_ENTRY_HISTORY,
              EV_CLEAR,
              EV_ENTRY,
              EV_ENTRY_HISTORY,
              EV_EXIT,
              RDRFSet,
              RoamerSwitch,
              ButtonDown,
              START_DEBOUNCE
            } ES_EventTyp_t ;

```

```

/*****/
// These are the definitions for the Distribution lists. Each definition
// should be a comma seperated list of post functions to indicate which
// services are on that distribution list.
#define NUM_DIST_LISTS 0
#if NUM_DIST_LISTS > 0
#define DIST_LIST0
#endif
#if NUM_DIST_LISTS > 1
#define DIST_LIST1
#endif
#if NUM_DIST_LISTS > 2
#define DIST_LIST2
#endif
#if NUM_DIST_LISTS > 3
#define DIST_LIST3
#endif
#if NUM_DIST_LISTS > 4
#define DIST_LIST4
#endif
#if NUM_DIST_LISTS > 5
#define DIST_LIST5
#endif
#if NUM_DIST_LISTS > 6
#define DIST_LIST6
#endif
#if NUM_DIST_LISTS > 7
#define DIST_LIST7
#endif

/*****/
// This are the name of the Event checking function header file.
#define EVENT_CHECK_HEADER "EventCheckers.h"

/*****/
// This is the list of event checking functions
#define EVENT_CHECK_LIST CheckRDRF, CheckButtonEvents

/*****/
// These are the definitions for the post functions to be executed when the
// correspnding timer expires. All 8 must be defined. If you are not using
// a timers, then you can use TIMER_UNUSED
#define TIMER_UNUSED ((pPostFunc)0)
#define TIMER0_RESP_FUNC PostMasterSM
#define TIMER1_RESP_FUNC PostMasterSM
#define TIMER2_RESP_FUNC PostMasterSM
#define TIMER3_RESP_FUNC PostMasterSM
#define TIMER4_RESP_FUNC PostButtonSM
#define TIMER5_RESP_FUNC PostMasterSM
#define TIMER6_RESP_FUNC PostMasterSM
#define TIMER7_RESP_FUNC PostMasterSM

/*****/
// Give the timer numbers symbolc names to make it easier to move them
// to different timers if the need arises. Keep these definitons close to the

```

```
// definitions for the response functions to make it easier to check that
// the timer number matches where the timer event will be routed
```

```
#endif /* CONFIGURE_H */
```