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/*****

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

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#ifndef Outputs_Service_H
#define Outputs_Service_H

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

// Public Function Prototypes

bool InitOutputs_Service ( uint8_t Priority );
bool PostOutputs_Service( ES_Event ThisEvent );
ES_Event RunOutputs_Service( ES_Event ThisEvent );

//Function Prototypes for setting and retrieving information
uint8_t getCurrentTeamNumber(void);
void setCurrentTeamNumber(uint8_t team);
void commandCurrentThrust(int8_t thrust);
void commandCurrentOrientation(int8_t orientation);
void commandCurrentLift(uint8_t lift);
void commandBreak(void);
void disengageBrakes(void);

//For the DMC
void setCurrentColor(uint8_t color);
void setCurrentPairingStatus(uint8_t paired);

bool isSpecialAction(void);
void specialAction(void);
bool Check4PairRequest(void);

//For Sound
void startPlayingSong(void);
void stopPlayingSong(void);

#endif

```