

```

/*****
Module
    NeedleService.c

Revision
    1.0

Description
    This is a file for implementing the moving needle (period of time) service

Notes

History
When          Who          What/Why
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*****/
/*----- Include Files -----*/
/* include header files for this state machine as well as any machines at the
   next lower level in the hierarchy that are sub-machines to this machine
*/
#include <stdint.h>
#include <stdbool.h>
#include "inc/hw_gpio.h"
#include "inc/hw_types.h"
#include "inc/hw_pwm.h"
#include "inc/hw_memmap.h"
#include "driverlib/sysctl.h"

#include "ES_Configure.h"
#include "ES_Framework.h"
#include "NeedleService.h"
#include "GameService.h"
#include "PWM16Tiva.h"

/*----- Module Defines -----*/

/*----- Module Functions -----*/
/* prototypes for private functions for this service.They should be functions
   relevant to the behavior of this service
*/
static void UpdateNeedle (void);
static void MoveNeedleRight (void);
static void MoveNeedleLeft (void);
/*----- Module Variables -----*/
// with the introduction of Gen2, we need a module level Priority variable
static uint8_t MyPriority;

static NeedleServiceState_t CurrentState = NeedleLeft;

static uint16_t StepSize = 25;
static const uint16_t channel = 2;
static uint16_t CurrentPulse = 3000;
static const uint16_t NeedleTime = 2000; //ms
static const uint16_t reqPeriod = 25000;
static uint8_t group = 1;

/*----- Module Code -----*/
/*****
Function
    InitNeedleService

```

Parameters

uint8_t : the priority of this service

Returns

bool, false if error in initialization, true otherwise

Description

Saves away the priority, and does any other required initialization for this service

Notes

Author

Kat Liu

*****/

bool InitNeedleService(uint8_t Priority)

```

{
    ES_Event_t ThisEvent;
    MyPriority = Priority;

    //static uint8_t PWM_NumChannels = 5;

    //(PWM_NumChannels);
    PWM_TIVA_SetPeriod(reqPeriod, group);

    if (ES_PostToService( MyPriority, ThisEvent) == true)
    {
        return true;
    }else
    {
        return false;
    }
}

```

Function

PostNeedleService

Parameters

ES_Event ThisEvent ,the event to post to the queue

Returns

bool false if the Enqueue operation failed, true otherwise

Description

Posts an event to this state machine's queue

Notes

Author

Kat Liu

*****/

bool PostNeedleService(ES_Event_t ThisEvent)

```

{
    return ES_PostToService(MyPriority, ThisEvent);
}

```

Function

RunNeedleService

Parameters

ES_Event : NEEDLE_START, CELEB_TIMEOUT, GAME_START

Returns

ES_Event, ES_NO_EVENT

Description

Implements needle service to move needle from left to right

Notes

Author

Kat Liu

*****/

```
ES_Event_t RunNeedleService(ES_Event_t ThisEvent)
{
    ES_Event_t ReturnEvent;
    ReturnEvent.EventType = ES_NO_EVENT; // assume no errors
    NeedleServiceState_t NextState;
    NextState = CurrentState;

    switch(CurrentState){

        //CurrentState is NeedleLeft
        case NeedleLeft:

            printf("NeedleLeft\r\n");
            //MoveNeedleLeft();

            if (ThisEvent.EventType == NEEDLE_START) {
                //Start needle timer
                ES_Timer_InitTimer(NEEDLE_TIMER, NeedleTime);
                NextState = NeedleMoving;
                printf("NEEDLE TIMER STARTED!!!!!!!!!!\r\n");
            }
            break;

        //Current State is NeedleMoving
        case NeedleMoving:

            printf("NeedleMoving\r\n");

            if (ThisEvent.EventType == ES_TIMEOUT && ThisEvent.EventParam ==
NEEDLE_TIMER) {
                //Call UpdateNeedle function
                UpdateNeedle();
                printf("NEEDLE TIMEOUT\r\n");
                ES_Timer_InitTimer(NEEDLE_TIMER, NeedleTime);
            }
            else if (ThisEvent.EventType == ES_TIMEOUT && ThisEvent.EventParam ==
CELEB_TIMER) {
                //Move needle to the right most position
                MoveNeedleLeft();
                NextState = NeedleLeft;
                printf("Move Leftt\r\n");
            }
            break;

        //Current State is NeedleRight
        // case NeedleRight :
        //
        //     printf("Needle Right\r\n");
        //
        //     if (ThisEvent.EventType == NEEDLE_START) {
        //         //Move needle to the left most position
        //         MoveNeedleLeft();
        //         NextState = NeedleLeft;
        //         printf("Left");
    }
```

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//      }
//      break;
    }

    //Set CurrentState to NextState
    CurrentState = NextState;
    return ReturnEvent;
}

/*****
private functions
*****/
/*****
Function
    UpdateNeedle

Parameters
    None

Returns
    None

Description
    Actuates motor to move the needle incrementally

Notes

Author
    Katherine Liu, 11/11/19
*****/
static void UpdateNeedle (void)
{
    CurrentPulse -= StepSize;
    if (CurrentPulse > 2900) { CurrentPulse = 2900;}
    if (CurrentPulse < 1225) { CurrentPulse = 1250;}
    PWM_TIVA_SetPulseWidth(CurrentPulse, channel);
    printf("Needle Pos: %d\r\n", CurrentPulse);
}

/*****
Function
    MoveNeedleRight

Parameters
    None

Returns
    None

Description
    Actuates motor to move the needle to the most maximum right position

Notes

Author
    Katherine Liu, 11/11/19
*****/
static void MoveNeedleRight (void)
{
    static uint16_t PulseWidth = 3000;
    PWM_TIVA_SetPulseWidth(PulseWidth, channel);
    //PWM_TIVA_SetPeriod(reqPeriod, group);
    CurrentPulse = PulseWidth;
    printf("Needle Right: %d\r\n", CurrentPulse);
}

```

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}
/*****
Function
    MoveNeedleLeft

Parameters
    None

Returns
    None

Description
    Actuates motor to move the needle to the most maximum left position

Notes

Author
    Katherine Liu, 11/11/19
*****/
static void MoveNeedleLeft (void)
{
    static uint16_t PulseWidth = 2900;
    PWM_TIVA_SetPulseWidth(PulseWidth, channel);
    //PWM_TIVA_SetPeriod(reqPeriod, group);
    CurrentPulse = PulseWidth;
    printf("Needle Left: %d\r\n", CurrentPulse);
}

/*----- Footnotes -----*/
/*----- End of file -----*/

```