if(RF\_READ) {

m\_rf\_read(buffer, BUFFER\_SIZE);

message = buffer[0];

switch(message){

default:

setMainState(COMM);

break;

case COMM\_TEST:

for(i=0;i<10;i++){

clear(PORTD,4);m\_wait(100);set(PORTD,4);} // flash for 10 times

setMainState(COMM);

break;

case PLAY:

setMainState(SEARCH);

break;

case GOAL\_R:

setMainState(RETURN);

break;

case GOAL\_B:

setMainState(RETURN);

break;

case PAUSE:

setMainState(WAIT);

break;

case HALFTIME:

setMainState(RETURN); // how to deal with halftime change?

break;

case GAME\_OVER:

setMainState(WAIT);

break;

}

RF\_READ = 0;

}

switch(getMainState()){

default:

setMainState(SEARCH);

break;

case WAIT:

stop(); // in drive.c

break;

case RETURN:

home();

break;

case SEARCH:

search();

update\_puck();

if(getPuckState()==PUCK\_VISIBLE){

setMainState(APPROACH\_PUCK);

}

search();//else continue

break;

case APPROACH\_PUCK:

update\_puck();

curve(puck\_angle);

if(getPuckState()==I\_HAVE\_PUCK){

setMainState(APPROACH\_GOAL);

}

else if(getPuckState()==PUCK\_NDEF){

setMainState(SEARCH);

}

curve(puck\_angle);//else continue

break;

case APPROACH\_GOAL:

move(goal\_x, 0);

close\_enough = approach\_goal();

if(close\_enough==1){

setMainState(SHOOT);

}

else if( close\_enough == 2 ){

setMainState(APPROACH\_PUCK);

}

move(goal\_x, 0);//else continue

break;

case SHOOT:

shoot();

setMainState(SEARCH);

break;

case COMM:

comm\_test();

setMainState(WAIT);

break;

}