1. cFSM fsm;
2. enum {
3. *INIT* = 0,
4. //Zustandsname = FSM\_Typ(Position)
5. *ModifyingMsg* = FSM\_Steady(1),
6. *WaitingForMsg* = FSM\_Steady(2),
7. *ReceivingMsg* = FSM\_Transient(1),
8. *SendingMsg* = FSM\_Transient(2),
9. };