



```

#define Error_ 3
#define Active_ 1
#define Cancel_ 4
#define Finish_ 2
#define N_A_ 0
#define Skip_ 5
#define True_ 6
#define False_ 7
#define Wake_up_ 8
#define Stop_ 9
#define Break_ 10
#define is_robot 1

```

int action(int action)



when operating, call function and send argument is Active_