```c
/**************************************************************************

  Header file for Artillery on the E128

 **************************************************************************/
#ifndef ArtilleryFSM_H
#define ArtilleryFSM_H

//#include headers
#include "ES_Configure.h"
#include "ES_Framework.h"
#include "ES_Types.h"
#include <stdio.h>
#include <stdlib.h>
#include <mc9s12e128.h>
#include <S12e128bits.h>
#include <Bin_Const.h>
#include <termio.h>

//typedefs for the states
//State definitions for use with the query function
typedef enum {Off, RampingUp, WaitingToShoot, Shooting } ArtilleryState_t ;

//Declare Public Function Prototypes
boolean InitArtilleryFSM ( uint8_t Priority );
boolean PostArtilleryFSM( ES_Event ThisEvent );
ES_Event RunArtilleryFSM( ES_Event ThisEvent );

//#defines
#define SHOOT_LONG   5
#define SHOOT_SHORT 3
#define SHOOT_PP     6
#define LEVIATHAN    0
#define FLYWHEEL_TIME 4000 //7 seconds
#define PP_TIME      7000
#define DEPLOY_TIME 500

#endif /* ArtilleryFSM_H */
```