//#include <avr/io.h>

//#include "RIMS.h"

enum States {Start, } state;

void Tick(){

switch(state){ //Transitions

case():

...

default:

break;

}

switch(state){ //Action

case():

...

default:

break;

}

}

void main(){

B = 0x00;

state = Start;

while(1) {Tick();}

}