

CONN Station (ConnStation.c)

Event	Parameter / Message Type	Action
Waiting for User		
ES_NEW_KEY	‘;’	Queue up TURN CCW Action
ES_NEW_KEY	‘.’	Queue up TURN CW Action
ES_NEW_KEY	‘m’	Queue up MOVE Action
ES_NEW_KEY	‘p’	Queue up POS_REQUEST action
BUTTON_PRESS		Return GP_ACTION_READY to GamePlayFSM
Playing		
GP_NEXT_TURN		Enqueue NO_ACTION, Return GP_DO_TURN to GamePlayFSM
GP_MSG_RXED	POS_REQUEST, INTERNAL	Enqueue message with current position
GP_MSG_RXED	POS_UPDATE, INTERNAL	Save current heading and position
GP_MSG_RXED	DETONATE	If matches current position, return GP_SUNK event to GamePlayFSM
GP_MSG_RXED	PING_UP, EXTERNAL	Send ECHO response back to enemy if in range
GP_MSG_RXED	PING_RIGHTUP, EXTERNAL	Send ECHO response back to enemy if in range
GP_MSG_RXED	PING_RIGHTDOWN, EXTERNAL	Send ECHO response back to enemy if in range
GP_MSG_RXED	PING_DOWN, EXTERNAL	Send ECHO response back to enemy if in range
GP_MSG_RXED	PING_LEFTDOWN, EXTERNAL	Send ECHO response back to enemy if in range
GP_MSG_RXED	PING_LEFTUP, EXTERNAL	Send ECHO response back to enemy if in range
GP_MSG_RXED	PING_OMNI, EXTERNAL	Send ECHO response back to enemy if in range

SONAR Station (SonarStation.c)

Event	Parameter / Message Type	Action
Waiting for User		
ES_NEW_KEY	'o'	Queue up OMNI Action
ES_NEW_KEY	'p'	Queue up DIRECTED Action
ES_NEW_KEY	'd'	Queue up POS_REQUEST Action
BUTTON_PRESS		Return GP_ACTION_READY event to GamePlayFSM
Playing		
GP_NEXT_TURN		Enqueue NO_ACTION, Return GP_DO_TURN event to GamePlayFSM
GP_MSG_RXED	POS_REQUEST, INTERNAL	Enqueue message with current position
GP_MSG_RXED	POS_UPDATE, INTERNAL	Save current heading and position
GP_MSG_RXED	PING_UP, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	PING_RIGHTUP, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	PING_RIGHTDOWN, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	PING_DOWN, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	PING_LEFTDOWN, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	PING_LEFTUP, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	PING_OMNI, EXTERNAL	Show enemy position if in range
GP_MSG_RXED	LAUNCHED, EXTERNAL	Show enemy position
GP_MSG_RXED	ECHO, EXTERNAL	Show enemy position if echo corresponding to a PING sent in previous turn and meant for this station
GP_MSG_RXED	HIT, INTERNAL	Return GP_SUNK event to GamePlayFSM

TORPEDO Station (TorpedoStation.c)

Event	Parameter / Message Type	Action
Waiting for User		
ES_NEW_KEY	'0' – '9'	Queue up LAUNCHED Action
ES_NEW_KEY	'p'	Queue up DIRECTED Action
BUTTON_PRESS		Return GP_ACTION_READY to GamePlayFSM
Playing		
GP_NEXT_TURN		Enqueue NO_ACTION Return GP_DO_TURN event to GamePlayFSM
GP_NEXT_TURN	2 turns from LAUNCHED and Detonate Flag clear	Enqueue DETONATE with detonation position
GP_MSG_RXED	POS_REQUEST, INTERNAL	Enqueue message with current position
GP_MSG_RXED	POS_UPDATE, INTERNAL	Save current heading and position
GP_MSG_RXED	HIT, INTERNAL	Return GP_SUNK event to GamePlayFSM