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/*
definitions are declared globally else where. Listed here for cut and paste into command column
#define   Transmitter      1   // turn on transmitter  for N half seconds
#define   Speaker_Message  2   // play speaker message N
#define   Horn             3   // blow boat horn for N half seconds
#define   Boat_beeper      4   // turn on beeper or N half seconds
#define   Radio_Message    5   // play radio message N
#define   Clock_Pause      6   // stop RTC clock display for N half seconds
#define   Reload_Count     7   // reload count down counter minutes seconds (no colon)..must be last command for the current second
#define   LoadOcsCount     8   // load counter at start in case of OCS.. usually 400
*/

__code unsigned ScheduleONE [ 84] [3]  =

//   Min-Sec till start   Command   Variable   // time till start format: minutes seconds with implied (missing) colon
{
  {  615,  Transmitter,  10},
  {  614,  Radio_Message,  13},   // “ten seconds to the postpone or repeat flag drop”
  {  614,  Speaker_Message,  18},   // “ten seconds to the postpone or repeat flag drop”
  {  605,  Boat_beeper,  1},
  {  604,  Boat_beeper,  1},
  {  603,  Boat_beeper,  1},
  {  602,  Boat_beeper,  1},
  {  601,  Boat_beeper,  1},
  {  601,  Transmitter,  4},
  {  600,  Horn,  2},   // blows horn for 1 sec at 6 min
  {  600,  Radio_Message,  20},   // radio mimics the air horn
  {  511,  Transmitter,  12},
  {  510,  Radio_Message,  10},   // radio mimics the air horn  5  ½ second blasts

  // 5 alert blasts ollie style
  {  510,  Horn,  1},   // ½ second alerts
  {  509,  Horn,  1},
  {  508,  Horn,  1},
  {  507,  Horn,  1},
  {  506,  Horn,  1},
  // 5 second warning for RC

  {  505,  Boat_beeper,  1},   // ½ second beeps
  {  504,  Boat_beeper,  1},
  {  503,  Boat_beeper,  1},
  {  502,  Boat_beeper,  1},
  {  501,  Boat_beeper,  1},   // 1 second message
  {  501,  Transmitter,  4},
  // class flag
  {  500,  Radio_Message,  20},   // class horn 1 second
  {  500,  Horn,  2},   // 1 horn second blast
  // 30 seconds till prep up
  {  433,  Transmitter,  7},
  {  432,  Radio_Message,  17},   // 30 seconds to prep flag up
  {  432,  Speaker_Message,  22},   // 30 seconds to prep flag up
  {  432,  Boat_beeper,  1},
  {  431,  Boat_beeper,  1},
  {  430,  Boat_beeper,  1},
  // 20 seconds
  {  421,  Boat_beeper,  1},   // half second  dual beep 20 sec warning
  {  420,  Boat_beeper,  1},
  // 10 seconds 1 beep
  {  410,  Boat_beeper,  1},
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		// 5 second count down till prep											
	{	405	,	Boat_beeper	,	1	},	//begin 5 sec count down					
	{	404	,	Boat_beeper	,	1	},						
	{	403	,	Boat_beeper	,	1	},						
	{	402	,	Boat_beeper	,	1	},						
	{	401	,	Boat_beeper	,	1	},						
	{	401	,	Transmitter	,	5	},						
	{	400	,	Radio_Message	,	20	},	// 1 horn second blast					
	{	400	,	Horn	,	2	},	// 1 horn second blast					
		// 30 sec to prep flag down											
	{	133	,	Transmitter	,	7	},						
	{	132	,	Radio_Message	,	16	},	// “30 seconds to prep flag down”					
	{	132	,	Speaker_Message	,	21	},	// “30 seconds to prep flag down”					
	{	130	,	Boat_beeper	,	1	},						
	{	129	,	Boat_beeper	,	1	},						
	{	128	,	Boat_beeper	,	1	},						
		// 20 second 2 beeps											
	{	121	,	Boat_beeper	,	1	},						
	{	120	,	Boat_beeper	,	1	},						
		// 10 sec 1 beep											
	{	110	,	Boat_beeper	,	1	},						
		// 5 sec beeper count down for prep drop											
	{	105	,	Boat_beeper	,	1	},						
	{	104	,	Boat_beeper	,	1	},						
	{	103	,	Boat_beeper	,	1	},						
	{	102	,	Boat_beeper	,	1	},						
	{	101	,	Boat_beeper	,	1	},						
	{	101	,	Transmitter	,	6	},						
	{	100	,	Radio_Message	,	21	},	// 2 second air horn					
	{	100	,	Horn	,	2	},	// long (2 second) air horn					
		// 30 seconds till start											
	{	33	,	Transmitter	,	7	},						
	{	32	,	Boat_beeper	,	1	},						
	{	32	,	Radio_Message	,	18	},	// “30 seconds until the start”					
	{	32	,	Speaker_Message	,	19	},	// “30 seconds until the class flag”					
	{	31	,	Boat_beeper	,	1	},						
	{	30	,	Boat_beeper	,	1	},						
		// 20 seconds till start 2 beeps											
	{	22	,	Transmitter	,	5	},						
	{	21	,	Radio_Message	,	15	},	// “20 seconds”					
	{	21	,	Boat_beeper	,	1	},						
	{	20	,	Boat_beeper	,	1	},						
		// 10 seconds till start 1 beep											
	{	12	,	Transmitter	,	5	},						
	{	11	,	Radio_Message	,	14	},	// “10 seconds”					
	{	11	,	Boat_beeper	,	1	},						
		// 5 seconds till start											
	{	6	,	Transmitter	,	16	},						
	{	5	,	Radio_Message	,	12	},	// 5 second voice count down message with horn					
	{	5	,	Boat_beeper	,	1	},						
	{	4	,	Boat_beeper	,	1	},						
	{	3	,	Boat_beeper	,	1	},						
	{	2	,	Boat_beeper	,	1	},						
	{	1	,	Boat_beeper	,	1	},						
	{	0	,	Horn	,	2	},						
	{	0	,	Clock_Pause	,	30	},	// pause rtc update for scorer to copy start time					
	{	0	,	LoadOcsCount	,	400	},	// start the OCS counter going					
	{	0	,	Reload_Count	,	500	},	// rolling start at 5 minutes..this must be the last command for any current second					
};													