

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
1		/*												
2		definitions are declared globally else where. Listed here for cut and paste into command column												
3		#define	Transmitter	1										
4		#define	Speaker_Message	2										
5		#define	Horn	3										
6		#define	Boat_beeper	4										
7		#define	Radio_Message	5										
8		#define	Clock_Pause	6										
9		#define	Reload_Count	7										
10		#define	LoadOcsCount	8										
11		*/												
12														
13														
14		code unsigned ScheduleONE [		84]	[3] =									
15														
16		//	<b>Min-Sec till start</b>		<b>Command</b>		<b>Variable</b>							// time till start format: minutes seconds with implied (missing) colon
17	{													
18	{		610,		Transmitter	,	10},							
19	{		610,		Radio_Message	,	13},							// "ten seconds to the postpone or repeat flag drop"
20	{		610,		Speaker_Message	,	18},							// "ten seconds to the postpone or repeat flag drop"
21	{		605,		Boat_beeper	,	1},							
22	{		604,		Boat_beeper	,	1},							
23	{		603,		Boat_beeper	,	1},							
24	{		602,		Boat_beeper	,	1},							
25	{		601,		Boat_beeper	,	1},							
26	{		601,		Transmitter	,	4},							
27	{		600,		Horn	,	2},							// blows horn for 1 sec at 6 min
28	{		600,		Radio_Message	,	20},							// radio mimics the air horn
29	{		511,		Transmitter	,	12},							
30	{		510,		Radio_Message	,	10},							// radio mimics the air horn 5 1/2 second blasts
31	{													
32		// 5 alert blasts ollie style												
33	{		510,		Horn	,	1},							// 1/2 second alerts
34	{		509,		Horn	,	1},							
35	{		508,		Horn	,	1},							
36	{		507,		Horn	,	1},							
37	{		506,		Horn	,	1},							
38		// 5 second warning for RC												
39														
40	{		505,		Boat_beeper	,	1},							// 1/2 second beeps
41	{		504,		Boat_beeper	,	1},							
42	{		503,		Boat_beeper	,	1},							
43	{		502,		Boat_beeper	,	1},							
44	{		501,		Boat_beeper	,	1},							// 1 second message
45	{		501,		Transmitter	,	4},							
46		// class flag												
47	{		500,		Radio_Message	,	20},							// class horn 1 second
48	{		500,		Horn	,	2},							// 1 horn second blast
49		// 30 seconds till prep up												
50	{		433,		Transmitter	,	7},							
51	{		432,		Radio_Message	,	17},							// 30 seconds to prep flag up
52	{		432,		Speaker_Message	,	22},							// 30 seconds to prep flag up
53	{		432,		Boat_beeper	,	1},							
54	{		431,		Boat_beeper	,	1},							
55	{		430,		Boat_beeper	,	1},							
56		// 20 seconds												
57	{		421,		Boat_beeper	,	1},							// half second dual beep 20 sec warning
58	{		420,		Boat_beeper	,	1},							
59		// 10 seconds 1 beep												
60	{		410,		Boat_beeper	,	1},							

