```
InitPlayerReceiveSM()
    Call InitSCI();
    Call InitRxPorts();

    setting variables
    i = 1;
    startListen = 0;
    sumCounter_R = 0;
    timeoutFlag = 0;

    Start ES_ Timer 0- intramessage timeout to prevent being stuck waiting for byte
    Start ES_Timer LiFKIM Timer - heartbeat timer that will shut down LiFKIM if packet not received
    Start ES_Timer PlayerBrain_Timer - hearbeat timer that will put PlayerBrain to Wait_Link state
    Start ES_Timer PlayerTransmit_Timer - heartbeat timer that will put PlayerTransmit to Sleep state
End InitPlayerReceiveSM

InitSCI()
    Set Baud rate to 9600;
    Set to full duplex, 8 bit sending, no parity bit
    Turn on RIE interrupt, turn on Transmit and Receive for SCI
End InitSCI

InitRxPorts()
    Set Pin 3 on Port T to an output;
    Put Pin 3 on Port T as low;
End InitRxPorts

interrupt _Vec_sci1 CommHandler()
    Check for Overrun Error
    Check for Framing Error
    Check for RDRF Flag which tells me that a message has fully come into register
        if (first byte in message is Delimiter)
          initialize variable i, k to 0 and startListen to 1
          restart ES_Timer 0
          restart LiFKIM Timer
          restart PlayerBrain_Timer
          restart PlayerTransmit_Timer
        end if

        if too much time has elapsed
           reinitialize i to 0
        end if
        if (startListen is set)
         for the first 8 bytes in message populate into array called iPacketPreamble
         read the LengthByte LSB to find out how long the RF Data is
          populate array called iPacketRFData with RF Data bytes
          Set Pin 3 on Port T High
        end if
End interrupt _Vec_sci1 CommHandler




sendDataThru()
    pass iPacketPreamble array to PlayerBrainSM
    pass IPacketRFData array to PlayerBrainSM
End sendDatatThru


RunPlayerReceieveSM()
    If Event is PUSH
        call sendDataThru();
    End If

    If Event is ES_Timeout
        set timeOutFlag to 1;
    End If

return ReturnEvent;

End RunPlayerReceiveSM
```