Current version:

<GUI dynamics state machine>

states → section 1~2 - acceleration

sequence state → CALCULATE

monitor tracking → update tracking performance flag

section 2~3 - constant speed

sequence state → APPLYandLISTEN

section 3~4 - deceleration

sequence state → CALCULATE

monitor tracking → update tracking performance flag

<Sequence state machine>

states → CALCULATE

check if the prev. tracking was okay → flx motion

ext motion

APPLYandLISTEN

apply calculated torque → randomly decide which way to apply and pick appropriate magnitude from CALCULATE state

listen to user's response → store in the variable for CALCULATE state

reset the variables → reset other variables and enable the 'torque toggle'

IDLE(default)

at every call → resets the sequence state machine such that this machine can be set through only dynamic state machine

<Torque module>

activation condition → initiate internal counter

torque applied while counter ++

counting lasts up to set interval