FSM for Control Node

référence for F5M:

Light-on () - Use XDec to tell minion to turn on. Light-off() - Use XDec to tell minion to turn off.

no 6th press ~ Reset INIT Vacay_Time + EEPROM? STANDBY LCD <- curr-state; OFF- BIN Init - LED FON: Vacay - LED & OFF; XBEE. SINDSTATE Standby-LED + OFF; curr-time - RTC-Read? YACAY_BIN LCD - Curr_time; LCD - curr-state; lights-on-T - KOM; EDIT TIME ENTER BTN (an we have the RTC STANDBY_BTN generale a time ENTER-BTN interrupt instead UPDATE TIME of polling? VACAY LCO = Keyrad input for if (RTC time = = LIGHTS ON T) & & Light = = on the actual current Light-on (); time; endif elif (Light = = on) & & (RTC. time = = LIGHTS_OFF_T): P Block diagram has Light-OFF (); this happening on Minion endif Node this is the else control FSM STANDBY - BTN 44 OFF- BTN OFF_ VA CAY BIN BTN STANOBY_BTN - STANDON OFF Light-off() STANOBY_BIN & VACAY_BIN

FSM of Minion XBEE, newtransmission ~ Reset STANDBY INIT Light + OFF if Person detected in room: Light < on else:
Wait for some time
light & OFF f do with time interrupt STANDBY_BIN OFFLight $\leftarrow off$ VACAY- BIN VACAY Highlighted Section above is supposed to go here instead So, Im (NACAY_) & (STANDBY) not sure if we want to keep that way