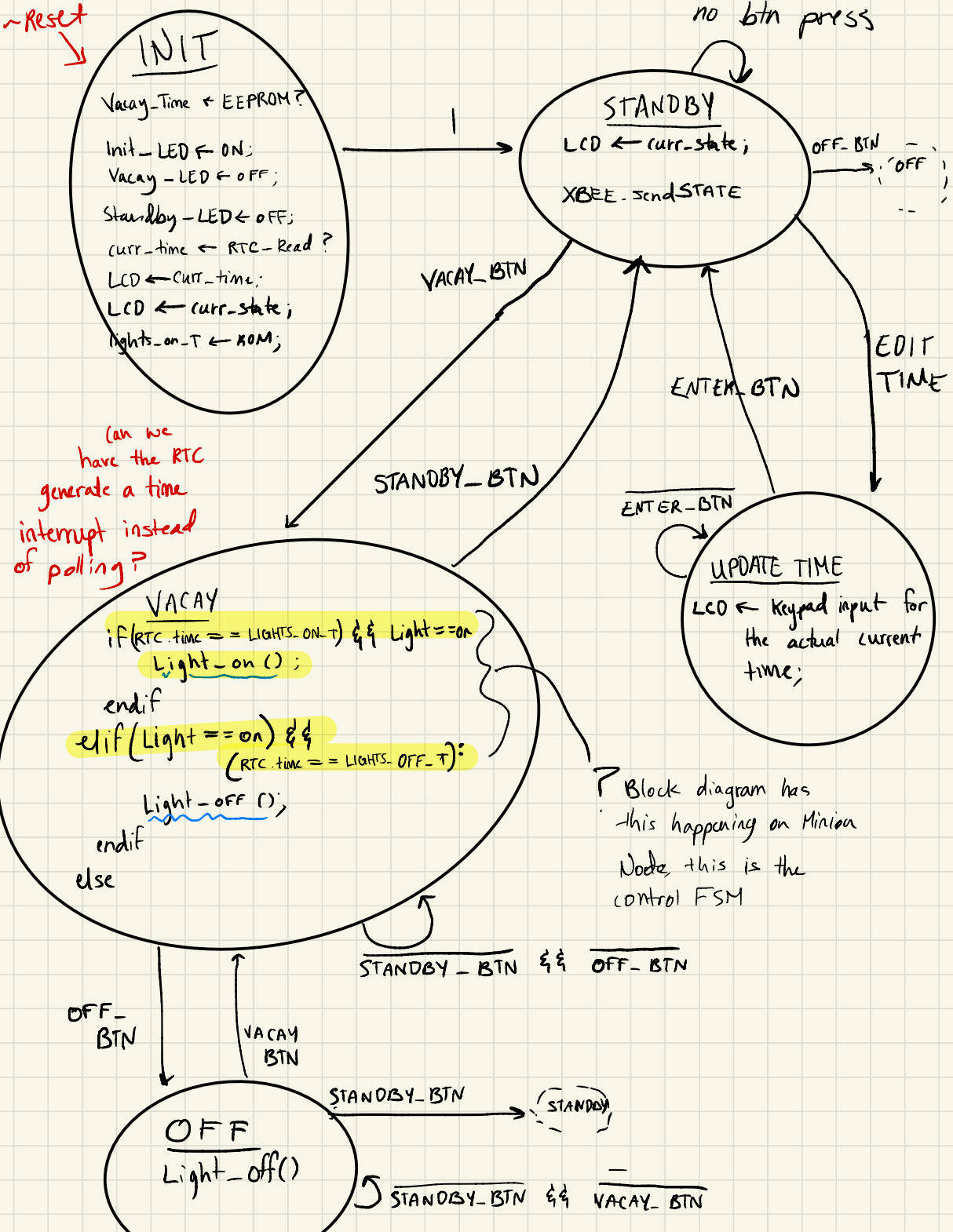
FSM For Control Node

reference for FSM:

Light_on() - use XBee to tell minion to turn on.
Light_off() - use XBee to tell minion to turn off.


~Reset
INIT
Vacay_Time ← EEPROM?
Init_LED ← ON;
Vacay_LED ← OFF;
Standby_LED ← OFF;
curr_time ← RTC_Read?
LCD ← curr_time;
LCD ← curr_state;
Lights_on_T ← NOM;
no btn press
STANDBY
LCD ← curr_state;
XBEE.sendSTATE
OFF_BTN
OFF
VACAY_BTN
EDIT TIME
ENTER_BTN
STANDBY_BTN
can we have the RTC generate a time interrupt instead of polling?
ENTER_BTN
UPDATE TIME
LCD ← Keypad input for the actual current time;
VACAY
if(RTC.time == LIGHTS_ON_T) && Light==on
Light_on();
endif
elif(Light==on) &&
(RTC.time == LIGHTS_OFF_T):
Light_off();
endif
else
Block diagram has this happening on Minion Node, this is the control FSM
STANDBY_BTN && OFF_BTN
OFF_BTN
VACAY BTN
STANDBY_BTN
STANDBY
OFF
Light_off()
STANDBY_BTN && VACAY_BTN

FSM of Minion