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This is the MGCC project finite state machine (FSM) part. It is the main VI for debugging and testing period. Here are some basic introduction and guides for using this VI.

1. This FSM follows the same FSM in Q2 report. Please refer to the report.
2. Events will determine the jumping conditions for states
3. At each states, different function enable bool will changes, this value will be transfer to the lib which is available for other function blocks
4. Flags will determine the jumping conditions for events
5. Flags will be determined by other function blocks as well as local controllers
6. There are two manually control panels for flags and events, respectively.
7. Other functions are watchdog timer and interrupts