	Name	current_	current_	current	current	current_	current_	current	current_	current	current	current_	current	current
	Italic	state.S_		state.S	state.S		state.S_L							
				CYCLE_	_	CYCLE_							OAD_A_	
		4	3	2	1	0	WAIT		WAIT		WAIT	-0,15_5	WAIT	
1	current_s	0				0		0		0	0	0		0
	tate.S_L													
	OAD_A													
2	current_s	0	0	0	0	0	0	0	0	0	0	0	1	1
	tate.S_L													
	OAD_A_													
	WAIT	•						•						
	current_s	0	0	0	0	0	0	0	0	0	0	1	0	1
	tate.S_L OAD_B													
	current_s	n	0	0	0	0	0	0	0	0	1	0	0	1
	tate.S L										_			<u> </u>
	OAD_B_													
	WAIT _													
5	current_s	0	0	0	0	0	0	0	0	1	0	0	0	1
	tate.S_L													
	OAD_C													
	current_s	0	0	0	0	0	0	0	1	0	0	0	0	1
	tate.S_L													
	OAD_C_ WAIT													
	current_s	n	0	0	0	0	0	1	0	0	0	0	0	1
	tate.S L	U						_			U	0		
	OAD_X													
_	current_s	0	0	0	0	0	1	0	0	0	0	0	0	1
	tate.S_L													
	OAD_X_													
	WAIT													
	current_s	0	0	0	0	1	0	0	0	0	0	0	0	1
	tate.S_C													
	YCLE_0	0			4	0				0				4
10	current_s	U	0	0	1	0	0	0	0	0	0	0	0	1

	Name	state.S_	state.S_ CYCLE_	state.S_	state.S_	state.S_ CYCLE_	state.S_L OAD_X_	state.S_	state.S_L OAD_C_	state.S_	state.S_L OAD_B_	state.S_	current_ state.S_L OAD_A_	state.S_
-	tate.S C	4	3			0	WAIT		WAIT		WAIT		WAIT	
	YCLE_1													
11	current_s	0	0	1	0	0	0	0	0	0	0	0	0	1
	tate.S_C													
_	YCLE_2			_		_	_							
- 1	current_s	0	1	0	0	0	0	0	0	0	0	0	О	1
- 1	tate.S_C													
	YCLE_3													
13	current_s	1	0	0	0	0	0	0	0	0	0	0	0	1
	tate.S_C													
	YCLE_4													