CLOSED

UI.Door closed(Shaft)
Close attempts.reset
Blocked.unset
[Lock requested] Lock -> me
Door closed -> /R4/R53/Transfer

LOCKED

Lock requested.unset
Doors secure -> /R4/Cabin

CLOSING

[!Emergency hold] {
    Close door(Shaft) => SIO
    UI.Door closing(Shaft)
}
[Emergency hold] Emergency hold -> me

OPEN

UI.Door opened(Shaft)
my Bank .= /R4/R2/Bank
Time to close -> me after Blocked ?
    my Bank.Block clear time : my Bank.Passenger load time

OPENING

Open door(Shaft) => SIO
UI.Door opening(Shaft)