Increase time duration

Set value

button3== 1

button3== 1

button3== 1

button2 == 1

button2 == 1

button2 == 1

button1 == 1

button1 == 1

button1 == 1

button1 == 1

button1 == 1

MODE 4

(MAN\_GREEN)

MODE 3

(MAN\_AMBER)

MODE 2 (MAN\_RED)

MODE 1 (NORMAL)

INIT