|  |  |
| --- | --- |
| States | Outputs |
| Idle | DrawRelay -> L ResetRelay -> L  FireSolenoid -> L |
| Armed | DrawRelay -> L ResetRelay -> L  FireSolenoid -> L |
| Drawing | DrawRelay -> H  ResetRelay -> L  FireSolenoid -> L |
| Drawn | DrawRelay -> L  ResetRelay -> L  FireSolenoid -> L |
| Retracting | DrawRelay -> L  ResetRelay -> H  FiresSolenoid -> L |
| Firing | DrawRelay -> L  ResetRelay -> L  FireSolenoid -> H |
| Fired | DrawRelay -> L  ResetRelay -> H  FireSolenoid -> L |
| HALT | DrawRelay -> L  ResetRelay -> L  FireSolenoid -> L |