

Doors

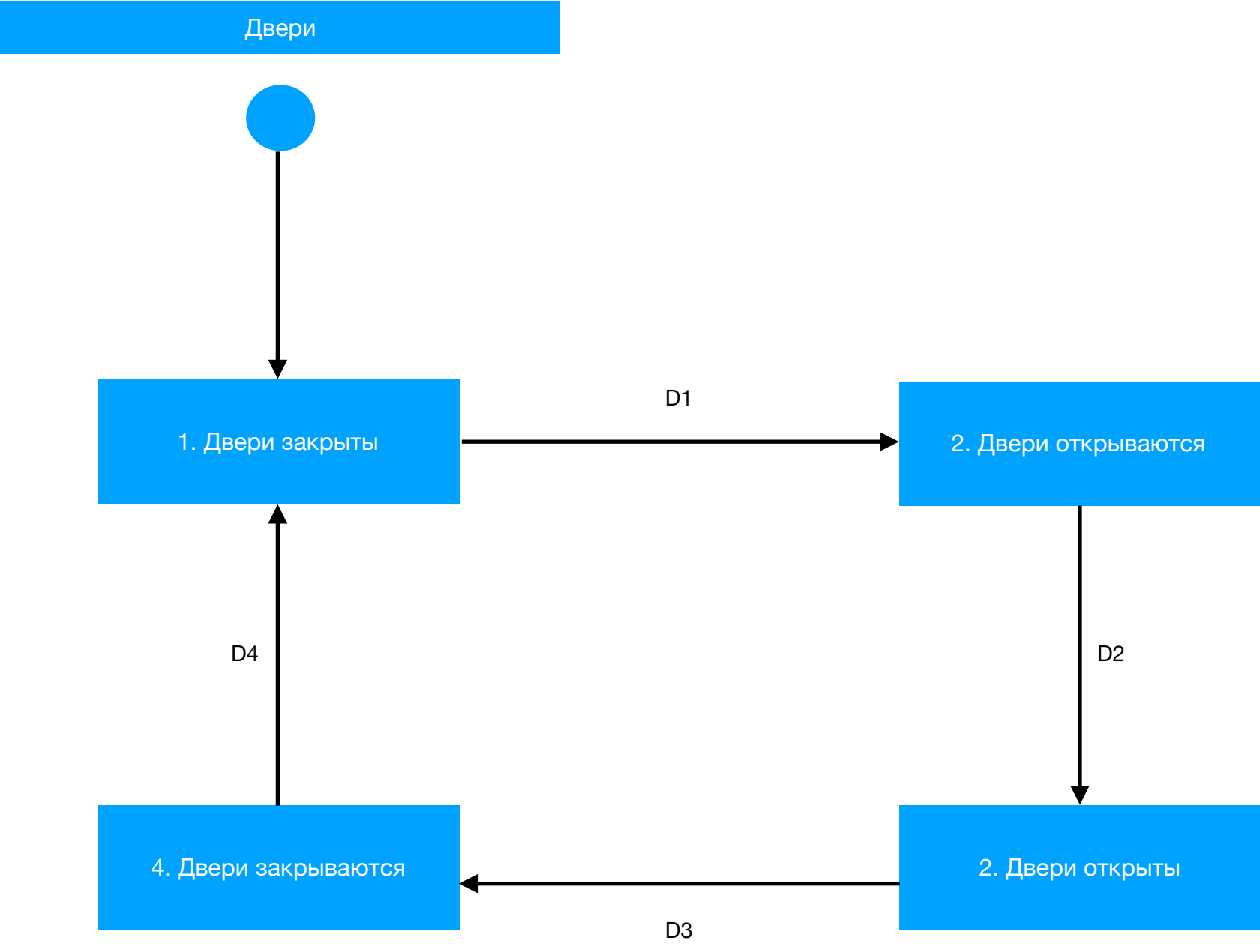
enum DoorState	
{	
DoorStateOpen	
DoorStateClosed	
DoorStateOpening	
DoorStateClosing	
};	

Cabin

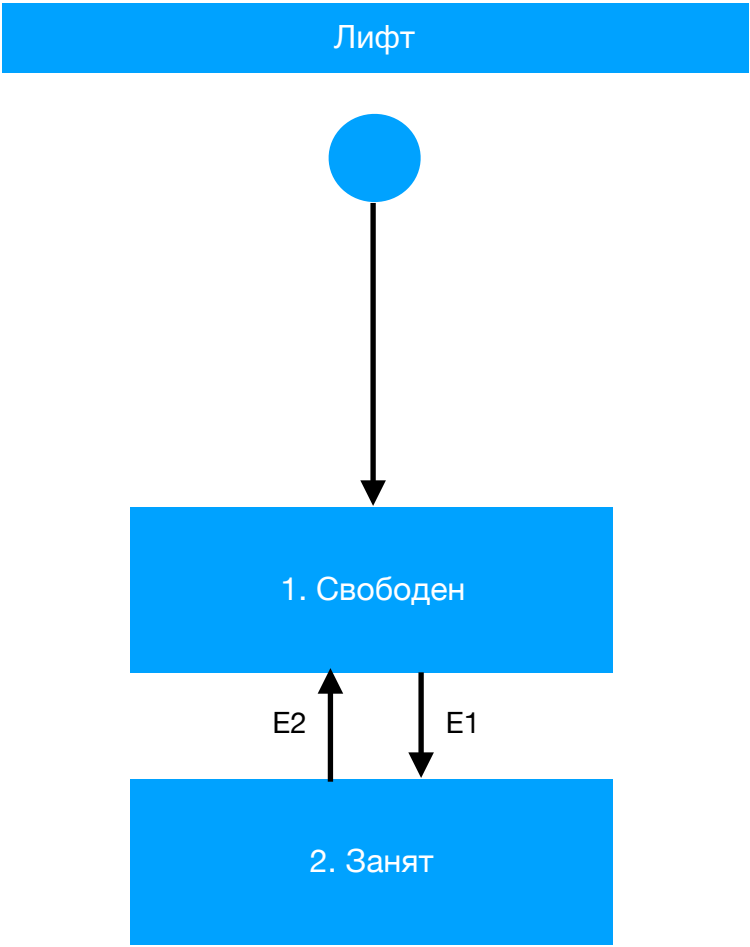
enum CabinState	
{	
CabinStateGoingUp	
CabinStateGoingDown	
CabinStateWaiting	
CabinStateOpening	
CabinStateClosing	
};	

Elevator

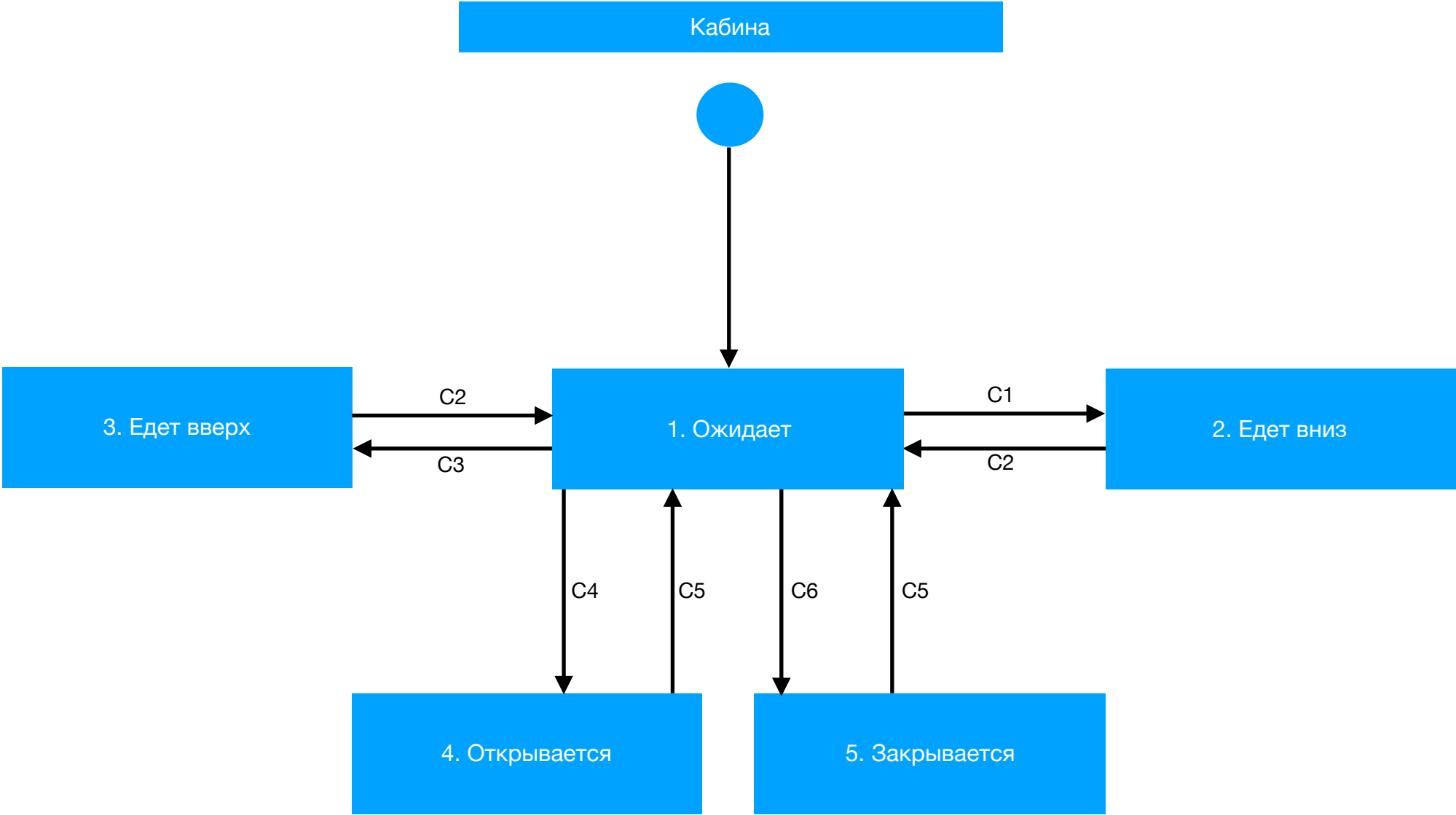
enum ElevatorState	
{	
ElevatorStateBusy	
ElevatorStateFree	
};	



D1 opening
D2 opened
D3 closing
D4 closed



E1 floorButtonPressed
E2 cabinArrived



C1 moveDown
C2 arrived
C3 moveUp
C4 openDoors
C5 delayAsync
C6 closeDoors

E1 floorButtonPressed
E2 cabinArrived
C1 moveDown
C2 arrived
C3 moveUp
C4 openDoors
D1 opening
D2 opened
D3 closing
D4 closed

