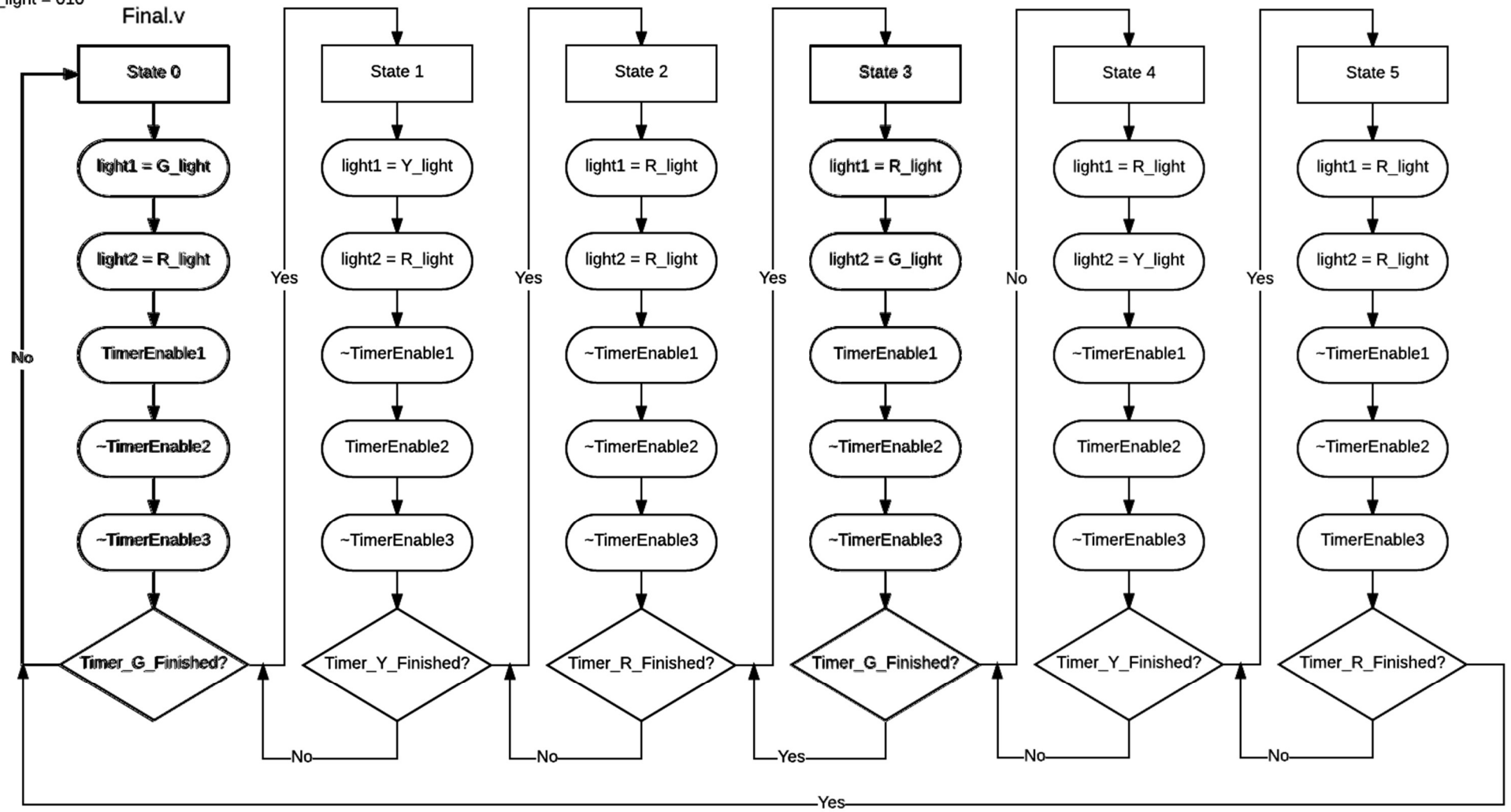


Light1 = G1,Y1,R1
 Light2 = G2,Y2,R2
 R_light = 001
 G_light = 100
 Y_light = 010



Counter.v

