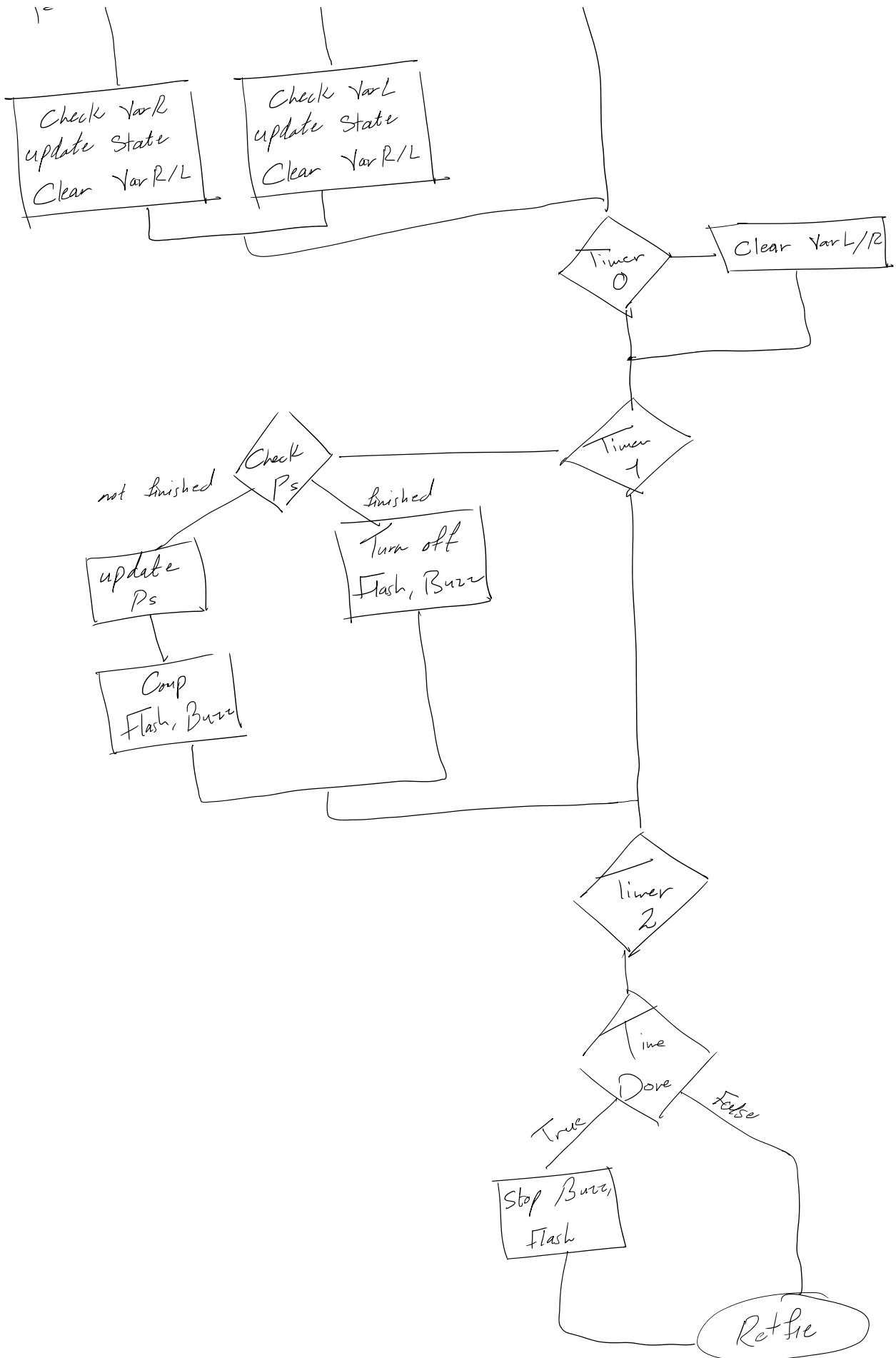
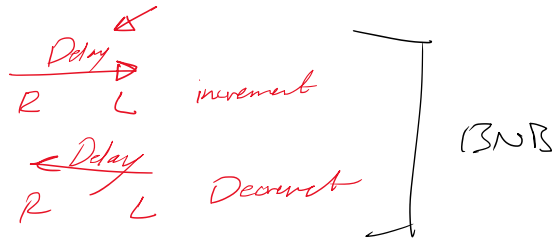


Timer 0 : Clear Var L/R
 Timer 1 : Flashing and Buzz
 Timer 2 : 0.5s Flash and Buzz

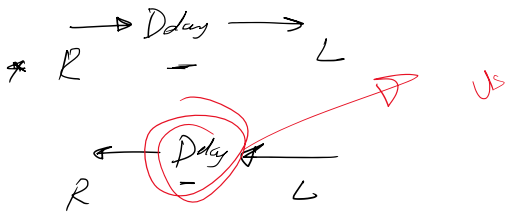
main



$\frac{1}{L}$

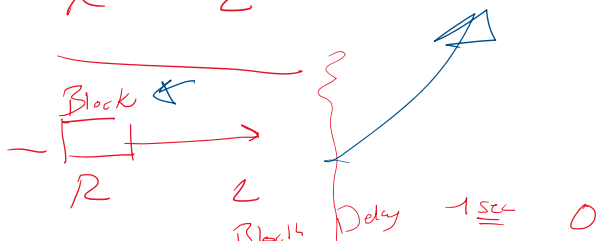
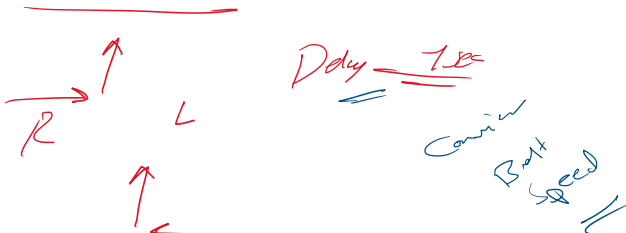
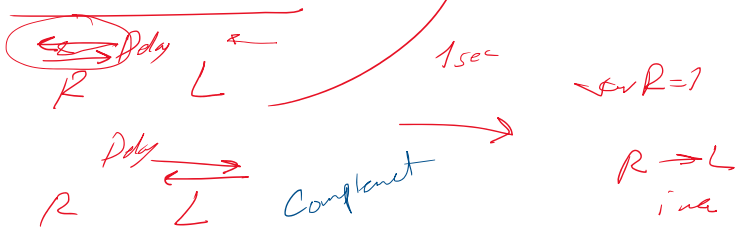
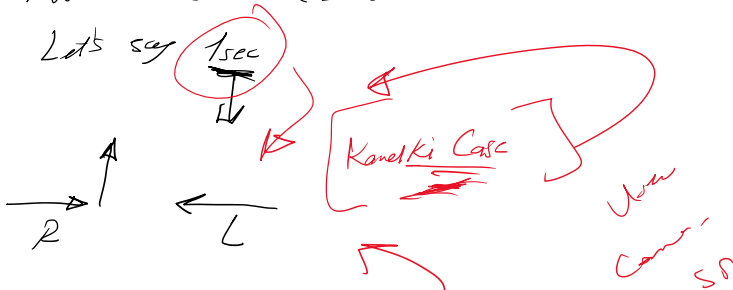


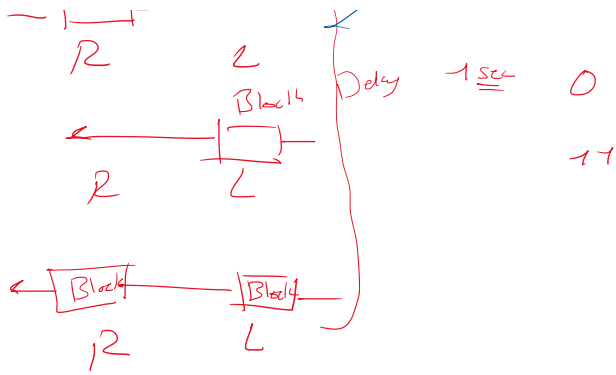
+



* When to clear (Delay Time)

Let's say 1sec





That's it for now.

more cases could use.