Explanation TM:

// Save File for STEM

// Version 1.00

// State Format: name x\_coord y\_coord start\_t/f accept\_t/f state\_rbga

(a opacity)

STATES:

0 164.285714 181.428571 true false 0.980392 0.980392 0.823529 1.000000

1 315.714286 181.428571 false false 0.980392 0.980392 0.823529 1.000000

2 570.000000 61.428571 false false 0.980392 0.980392 0.823529 1.000000

3 695.714286 155.714286 false false 0.980392 0.980392 0.823529 1.000000

4 810.000000 330.000000 false false 0.980392 0.980392 0.823529 1.000000

5 461.428571 418.571429 false false 0.980392 0.980392 0.823529 1.000000

6 432.857143 283.288749 false true 0.980392 0.980392 0.823529 1.000000

// Transition format: fromStateId toStateId readCHar writeChar moveDirection

// The Character '~' is the catchall character

TRANSITION: from t oread write movement

1 1 x x RIGHT

1 3 a x RIGHT

2 1 RIGHT

2 2 x x LEFT

2 2 a a LEFT

3 2 LEFT

3 3 x x RIGHT

3 4 a a RIGHT

4 3 a x RIGHT

4 4 x x RIGHT

4 5 LEFT

1 6 RIGHT

0 1 a RIGHT

0 5 x RIGHT

0 5 x RIGHT

// Tape format: tapeChar(0) tapeChar(1) ... tapeChar(n)

TAPE:

5

xxx

Start Triangle Position:0