If elev_get_floor_sensor_signal() returns -1 (is between floors) run all «A» scenarios , else run all «B» scenarios.

Use-case:
Stop-button operator

2.1   elev_set_motor_direction(0)
2.2   elev_get_floor_sensor_signal()
2.3   elev_set_button_lamp(0) [ALL]
B.2   elev_set_door_open_lamp(1)
B.8.1 elev_set_door_open_lamp(0)

2.4   queue_removeOrder() [ALL]

FinalStateMachine

2.   ev_stopButtonPressed()
A.1   ev_stopButtonUnpressed()
B.1   ev_stopButtonPressed()
B.4   ev_stopButtonUnpressed()
B.8   ev_timerIsTimeOut()

B.5   timer_start()
B.8.2 timer_stop()

Timer

EventManager

Queue

B.6   timer_isTimeOut()
B.7   timer_isTimeOut()

1.   elev_get_stop_signal()
3.   elev_get_stop_signal()
A   elev_get_stop_signal()
B.1   elev_get_stop_signal()
B.3   elev_get_stop_signal()

The stop button is pressed in 1., 3. and B.1.
Unpressed in A. and B.3

I/O - hardware