`

exit

fallSense

!fallSense

enough

!enough

!exit

select

passcode

!passcode

!select

input

!input

**MAINTENENCE**

All O/Ps = 0

**IDLE**

All O/Ps = 0

**DISPENSE**

Servo# = 1

**ACCEPT\_COINS**

All O/Ps = 0

**SLEEP**

All O/Ps = 0