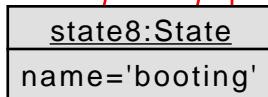


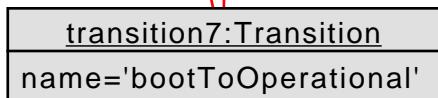
stateMachine4

containsStates start



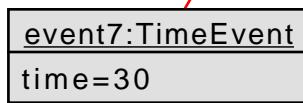
source

containsTransitions



transition incoming

timer



containsStates

