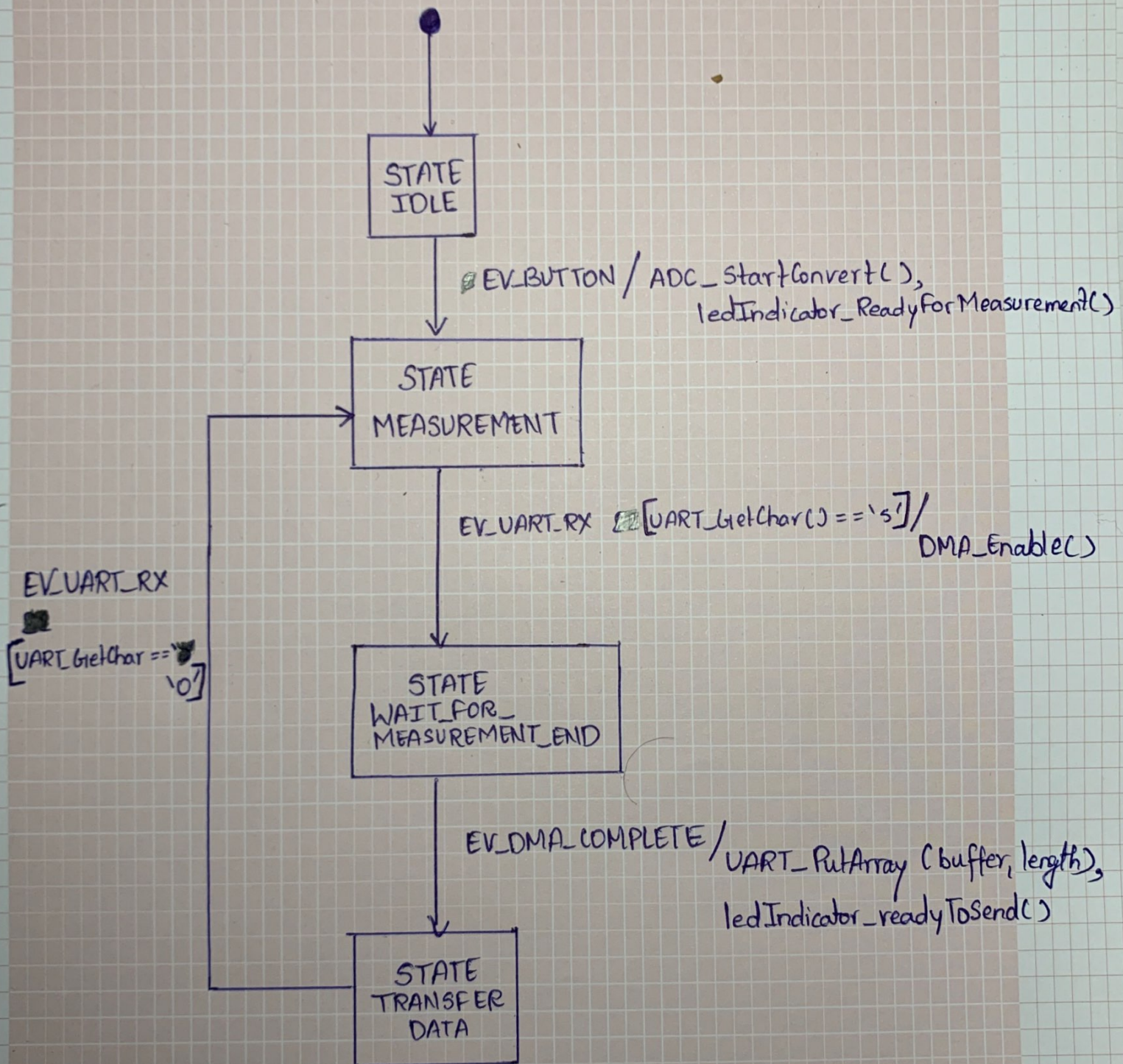


STATEMACHINE FOR MOVEMENT DETECTION



- * event[guard condition] / Actions.
- * → states
- * → → transitions