



State Transition				
	State = "S"	State = "A"	State = "D"	State = "X"
Last State = "S"	State = Last State	If object lost, state = "S" Else rpm_des & step_des calculated comcount = 100 Timer period = 1ms	State = Last State	comcount = 100 Timer Period = 1ms step_des = 0 rpm_des = 0
Last State = "A"	State = Last State	State = Last State	step_des = 0 rpm_des = 0	
Last State = "D"	State = Last State	State = Last State	State = Last State	
Last State = "X"	If current pitch = 0 comcount = 5 Timer period = 20ms Else State = "X"	State = Last State	State = Last State	

