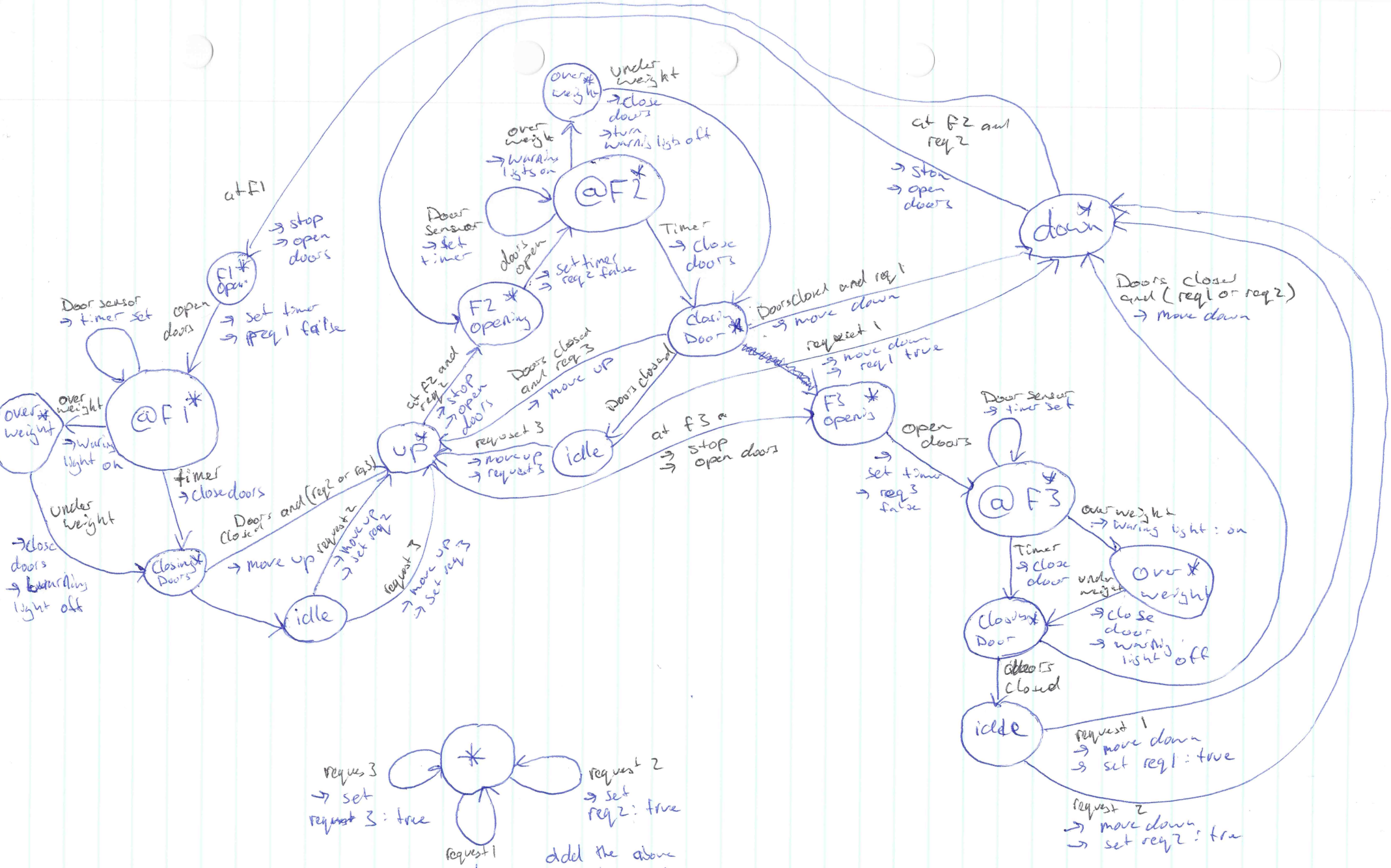
at F1
→ stop
→ open doors
F1 * open
open doors
→ set timer
→ req1 false
Door sensor
→ timer set
@F1 *
over weight
→ warning light on
over weight *
under weight
→ close doors
→ turn warning light off
timer
→ close doors
Closing Doors *
Doors and (req2 or req3)
→ move up
→ request 2
→ move up
→ set req2
idle
request 3
→ move up
→ set req3
up *
at F2 and req2
→ stop
→ open doors
F2 * opening
doors open
→ set timer
→ req2 false
@F2 *
over weight
→ warning lights on
over weight *
under weight
→ close doors
→ turn warning lights off
Door sensor
→ set timer
Timer
→ close doors
Closing Door *
Doors closed and req3
→ move up
Doors closed
idle
request 3
→ move up
→ request 3
at F3
→ stop
→ open doors
F3 * opening
open doors
→ set timer
→ req3 false
Door sensor
→ timer set
@F3 *
over weight
→ warning light : on
over weight *
under weight
→ close door
→ warning light off
Timer
→ close door
Closing Door *
doors closed
idle
request 1
→ move down
→ set req1 : true
request 2
→ move down
→ set req2 : true
at F2 and req2
→ stop
→ open doors
down *
Doors closed and req1
→ move down
request 1
→ move down
→ req1 true
Doors closed and (req1 or req2)
→ move down
*
request 3
→ set
request 3 : true
request 2
→ set
req2 : true
request 1
→ set
req1 : true
add the above transitions to any state marked with an *