STATE	NEXTSTATE	athome	findfood	lostfood	closetofood	success	scantimeup	food	Déclenchement C1	Attente COUNTER (en cycles)	CYCLE	TEMPS MIS A '1'	TEMPS MIS A '0'	MARQUE
					INPUT			OUTPUT						
DO NOTHING														
IDLE	RESTING	0	0	0	0	0	0	0						1
RESTING	RANDOMWALK	0	0	0	0	0	0	0	1	4	1	10	30	
RANDOMWALK	HOMING	0	0	0	0	0	0	0		10	5	90	110	
TIME TO GO HOME														
HOMING	RESTING	1	0	0	0	0	0	0	1	4	21	410	430	2
RESTING	RANDOMWALK	0	0	0	0	0	0	0		0	25	490	510	
FIND SOME FOOD														
RANDOMWALK	RANDOMWALK	0	0	0	0	0	0	0			25	490	510	3
RANDOMWALK	MOVETOFOOD	0	1	0	0	0	0	0			30	590	610	
MOVETOFOOD	GRABFOOD	0	0	0	1	0	0	1			32	630	650	
WAIT LONG TIME TO PROOVE THAT NEED SUCCESS														
GRABFOOD	MOVETOHOME	0	0	0	0	1	0	0			42	830	850	4
WAIT LONG TIME TO PROOVE THAT NEED ATHOME														
MOVETOHOME	DEPOSIT	1	0	0	0	0	0	0			52	1030	1050	5
WAIT LONG TIME TO PROOVE THAT NEED SUCESS														
DEPOSIT	RESTING	0	0	0	0	1	0	0			62	1230	1250	6
BACK TO NORMAL														
RESTING	RANDOMWALK	0	0	0	0	0	0	0	1	4	62	1230	1250	7
GO TO SCAN AREA														
RANDOMWALK	RANDOMWALK	0	0	0	0	0	0	0			66	1310	1330	8
RANDOMWALK	MOVETOFOOD	0	1	0	0	0	0	0			67	1330	1350	
MOVETOFOOD	SCANAREA	0	0	1	0	0	0	0			69	1370	1390	
GO TO RANDOMWALK														
SCANAREA	RANDOMWALK	0	0	0	0	0	1	0			71	1410	1430	9
GO TO MOVETOFOOD AND WAIT FOR COUNTER														
RANDOMWALK	MOVETOFOOD	0	1	0	0	0	0	0			72	1430	1450	10
MOVETOFOOD	HOMING	0	0	0	0	0	0	0			76	1510	1530	
GO TO SCAN AREA AND PING PONG WITH MOVE TO FOOD														
HOMING	HOMING	0	0	0	0	0	0	0			76	1510	1530	11
HOMING	RESTING	1	0	0	0	0	0	0	1	4	77	1530	1550	
RESTING	RANDOMWALK	0	0	0	0	0	0	0			81	1610	1630	
RANDOMWALK	MOVETOFOOD	0	1	0	0	0	0	0			83	1650	1670	
MOVETOFOOD	SCANAREA	0	0	1	0	0	0	0			84	1670	1690	
SCANAREA	MOVETOFOOD	0	1	0	0	0	0	0			85	1690	1710	
MOVETOFOOD	SCANAREA	0	0	1	0	0	0	0			86	1710	1730	
WAIT FOR HOMING														
SCANAREA	HOMING	0	0	0	0	0	0	0			0	1810	1830	12
LAST THING TO TEST IS RESET														
HOMING	IDLE	RESET									0	1830	1850	13