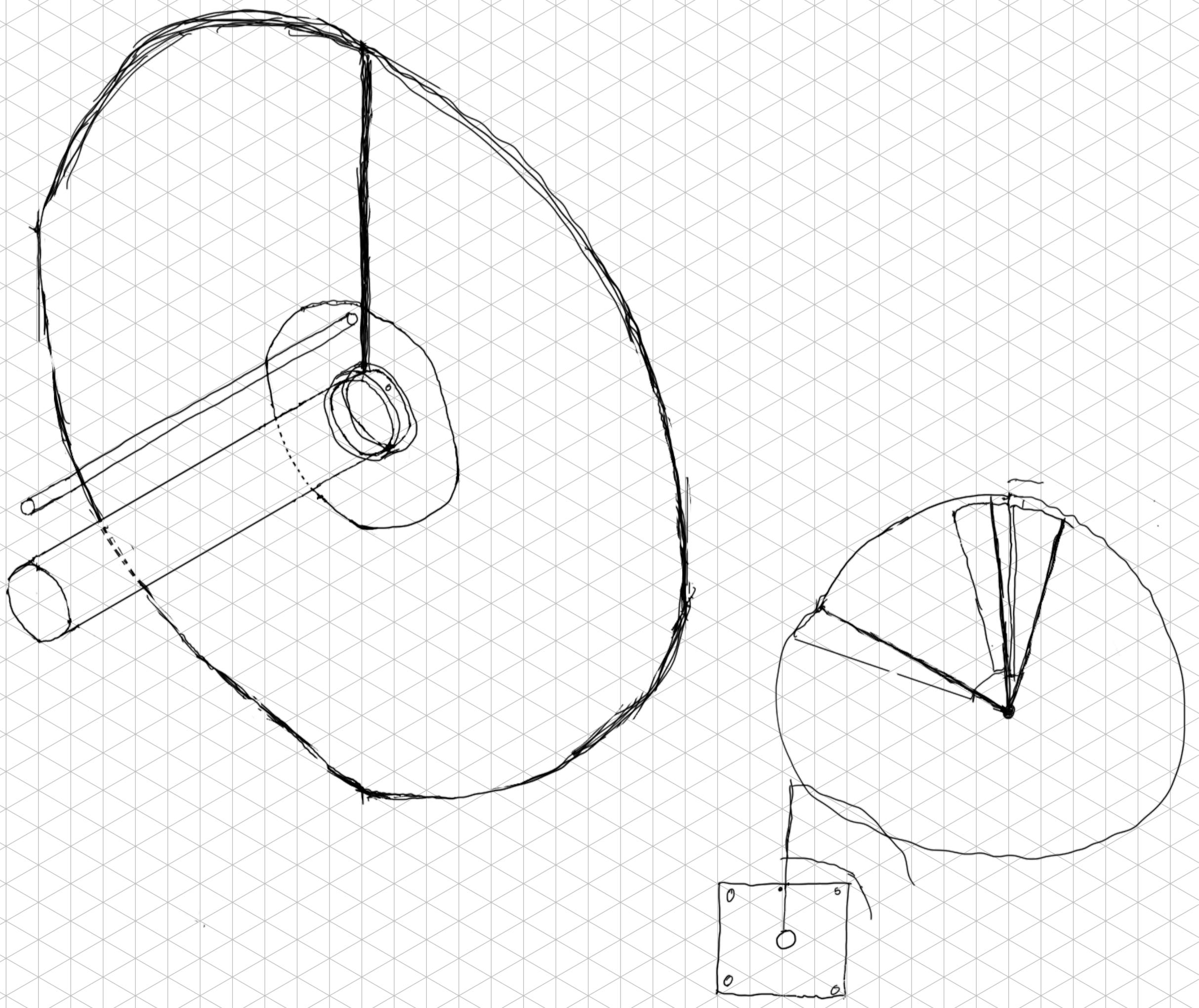
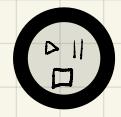


Minee Timer

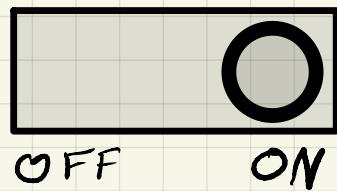
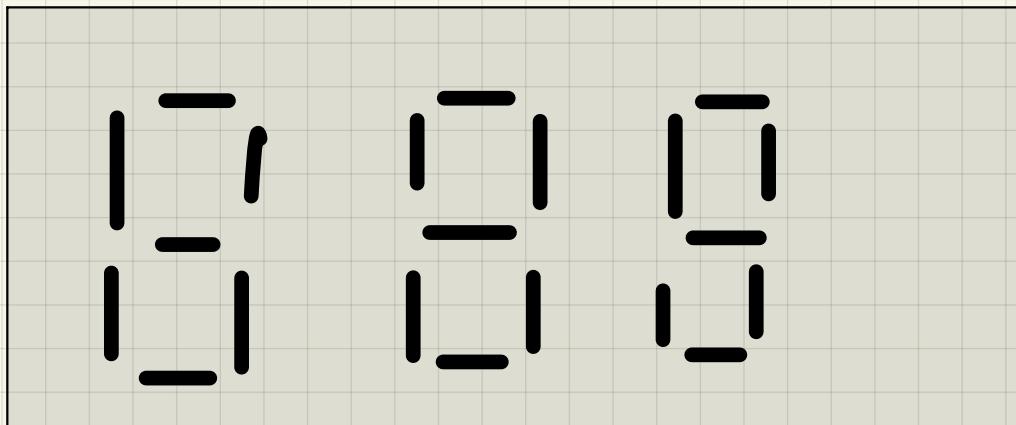
2025-04-19







START / STOP / RESET



OFF ON

WORKING

RESTING

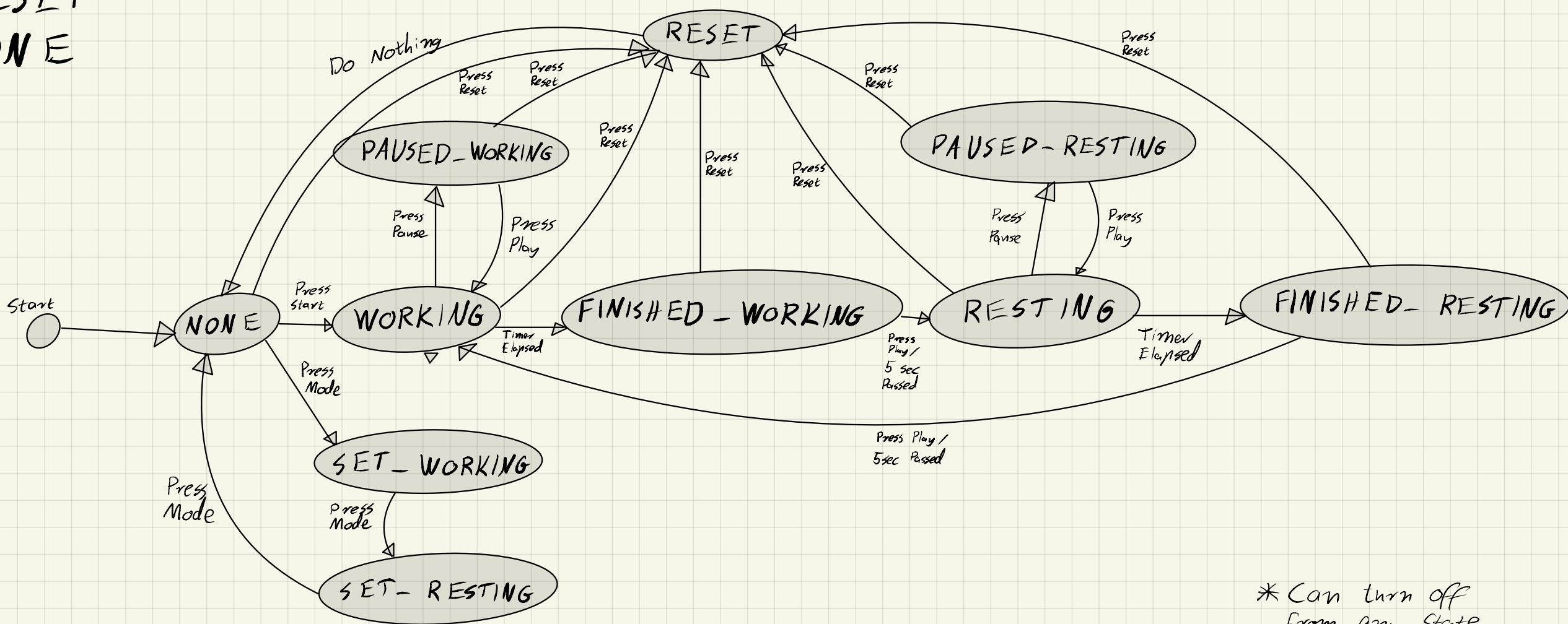
Up/Down



MODE

STATES:

- WORKING
- RESTING
- PAUSED_WORKING
- PAUSED_RESTING
- FINISHED_WORKING
- FINISHED_RESTING
- SET_WORKING
- SET_RESTING
- RESET
- NONE



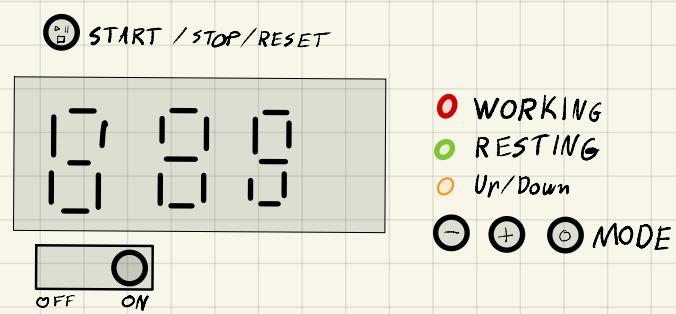
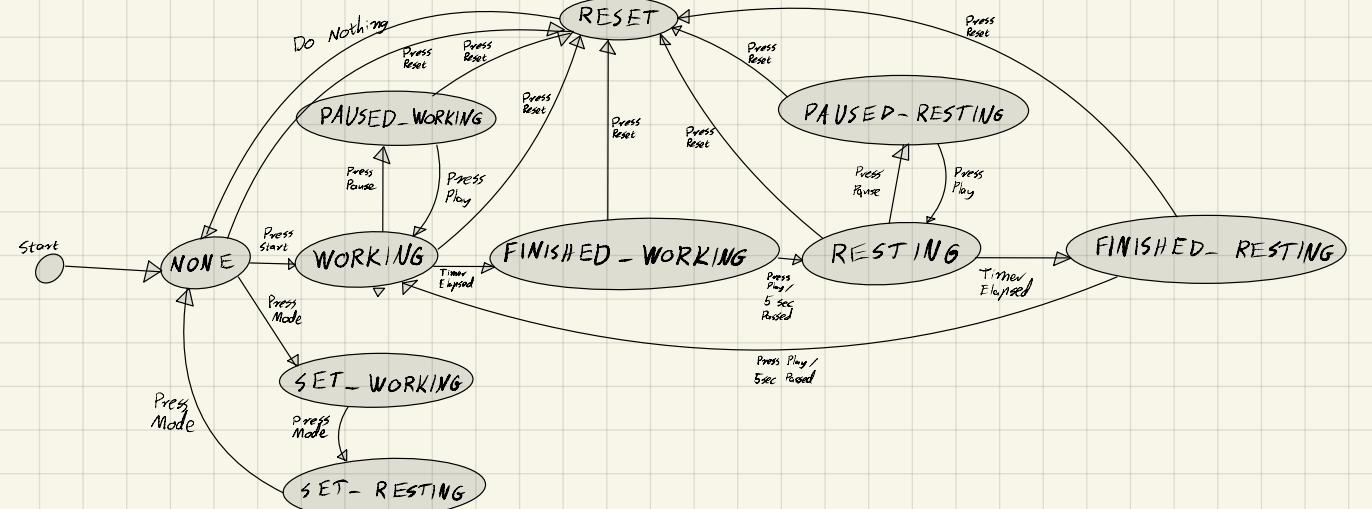
* Can turn off
from any state

State: NONE

Notes:

- Initial State on Power On
- Always entered after reset
- Only state that can enter timer set menu
- Display working timer value on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to WORKING
	Long Press	Transition to RESET
Mode	Short Press	Transition to SET-WORKING
	Long Press	Switch count up/down
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



STATES:

- WORKING
- RESTING
- PAUSED_WORKING
- PAUSED_RESTING
- FINISHED_WORKING
- FINISHED_RESTING
- SET_WORKING
- SET_RESTING
- RESET
- NONE

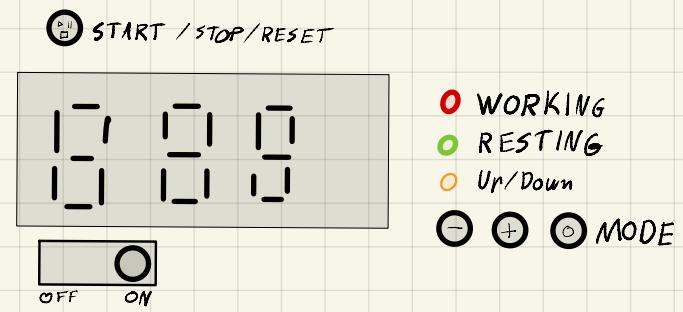
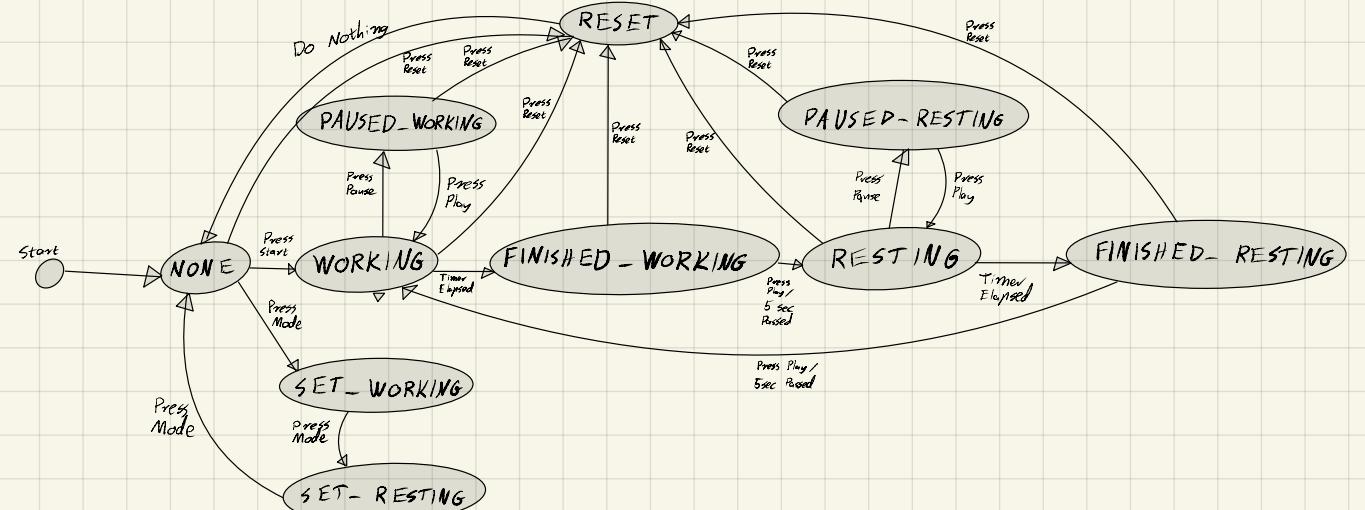
- WORKING
- RESTING
- Up/Down
- MODE

State: WORKING

Notes:

- Start working counter decrement on entry
 - Transition to FINISHED_WORKING on counter expiry
 - Clock face fills/empties depending on up/down setting
 - Display counter value on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to PAUSED_WORKING
	Long Press	Transition to RESET
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



STATES:

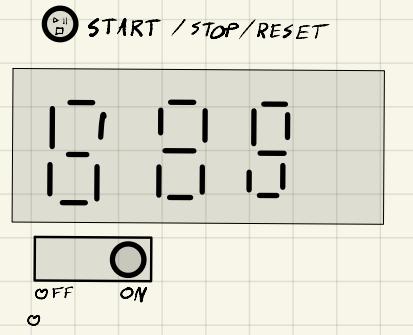
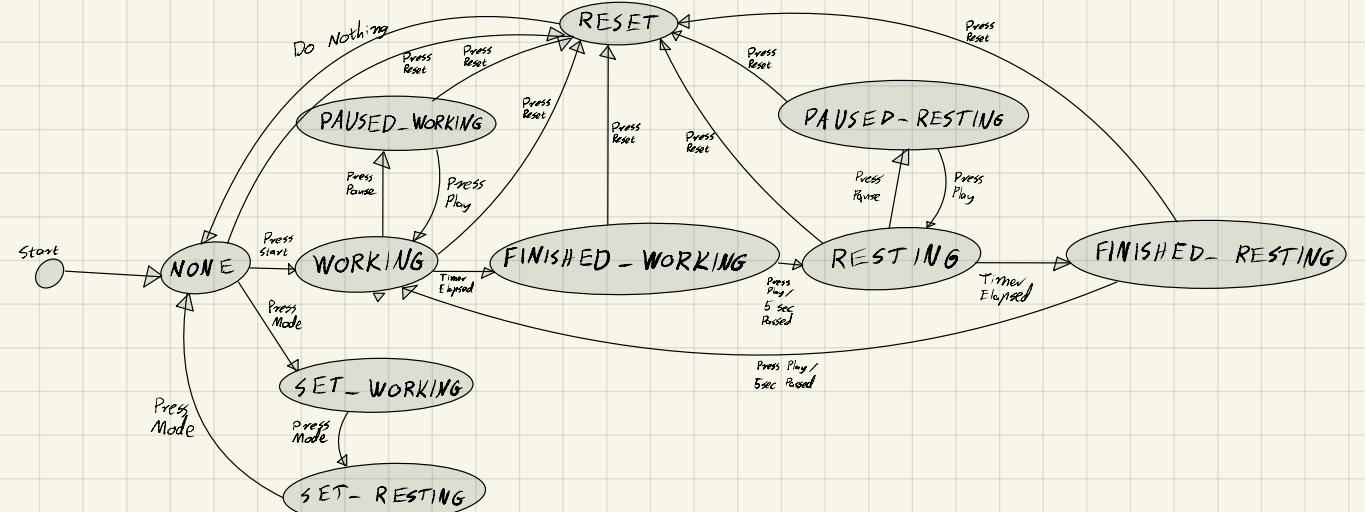
- WORKING
 - RESTING
 - PAUSED_WORKING
 - PAUSED_RESTING
 - FINISHED_WORKING
 - FINISHED_RESTING
 - SET_WORKING
 - SET_RESTING
 - RESET
 - NONE

State: RESTING

Notes:

- Start resting counter decrement on entry
- Transition to FINISHED_RESTING on counter expiry
- Clock face fills/empties depending on up/down setting
- Display counter value on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to PAUSED_RESTING
	Long Press	Transition to RESET
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



- WORKING
- RESTING
- Up/Down
- MODE

STATES:

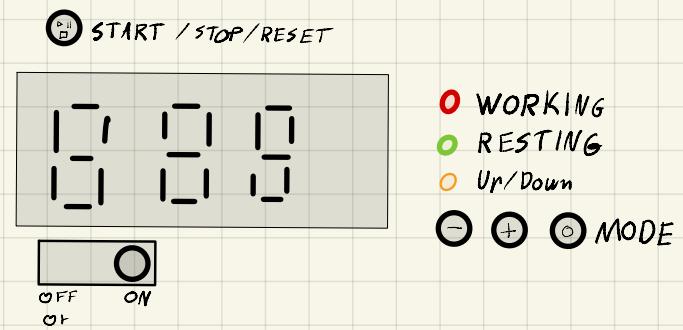
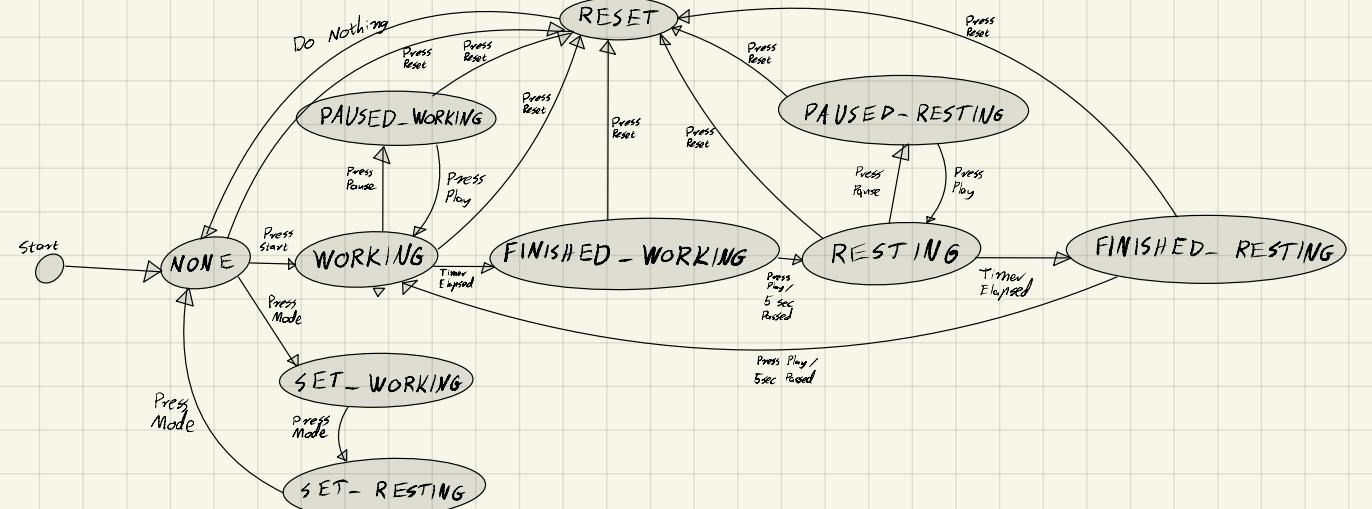
- WORKING
- RESTING
- PAUSED_WORKING
- PAUSED_RESTING
- FINISHED_WORKING
- FINISHED_RESTING
- SET_WORKING
- SET_RESTING
- RESET
- NONE

State: PAUSED_WORKING

Notes:

- Stop Working counter decrement on entry
- Flash counter value on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to WORKING
	Long Press	Transition to RESET
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



STATES:

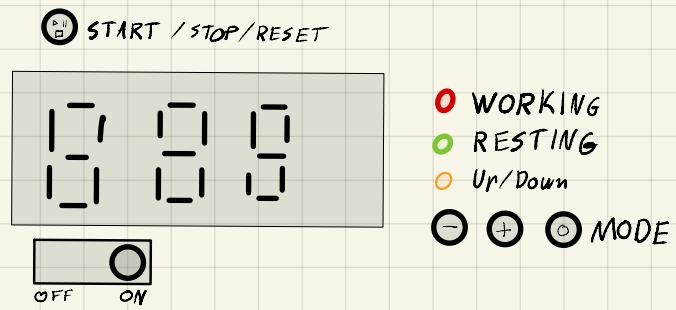
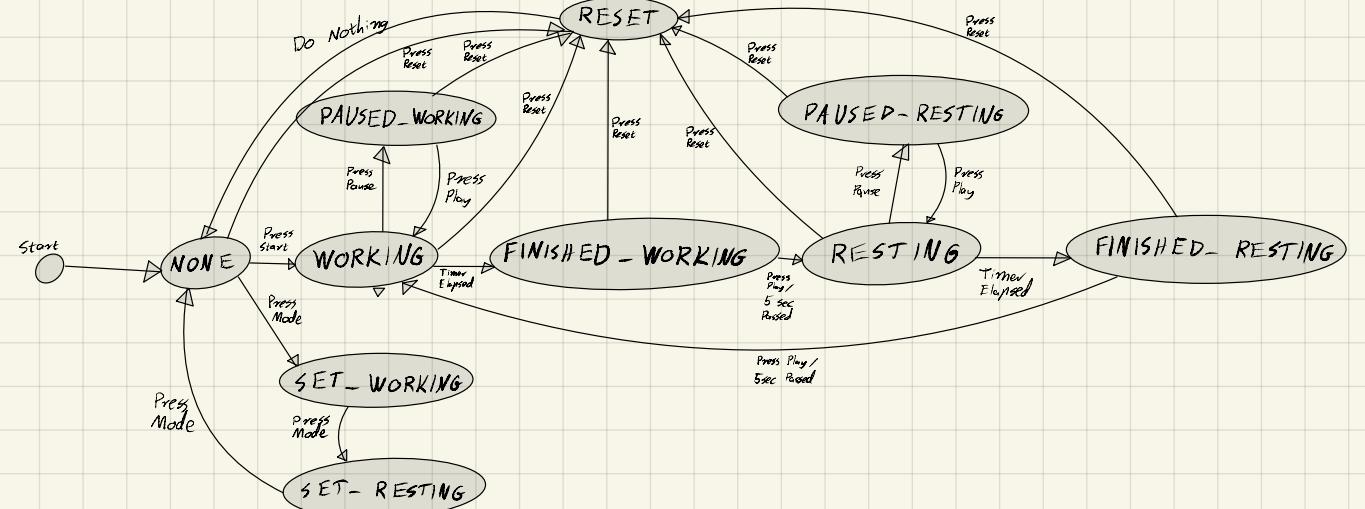
- WORKING
- RESTING
- PAUSED_WORKING
- PAUSED_RESTING
- FINISHED_WORKING
- FINISHED_RESTING
- SET_WORKING
- SET_RESTING
- RESET
- NONE

State: PAUSED-RESTING

Notes:

- Stop resting counter decrement on entry
- Flash counter value on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to RESTING
	Long Press	Transition to RESET
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



STATES:

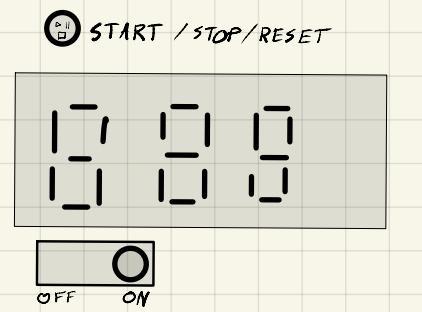
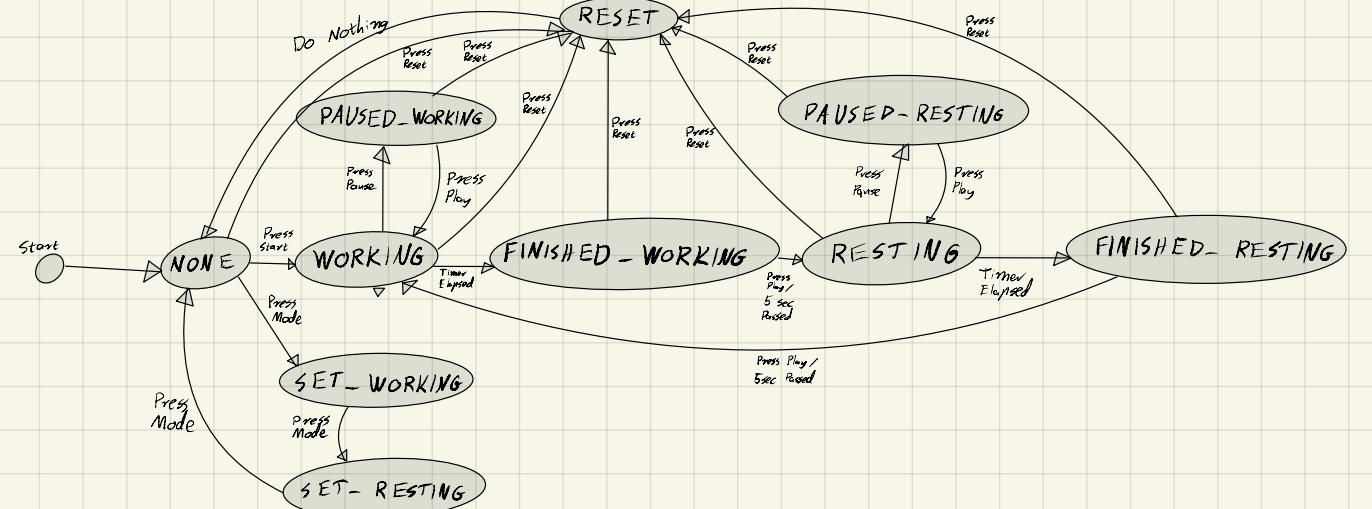
- WORKING
- RESTING
- PAUSED-WORKING
- PAUSED-RESTING
- FINISHED-WORKING
- FINISHED-RESTING
- SET-WORKING
- SET-RESTING
- RESET
- NONE

State: FINISHED - WORKING

Notes:

- On entry:
 - Start alarm
 - Start 5s counter decrement
- On 5s counter expiry:
 - Transition to RESTING
- On exit:
 - Stop alarm
- Flash 0 on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to RESTING
	Long Press	Transition to RESET
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



STATES:

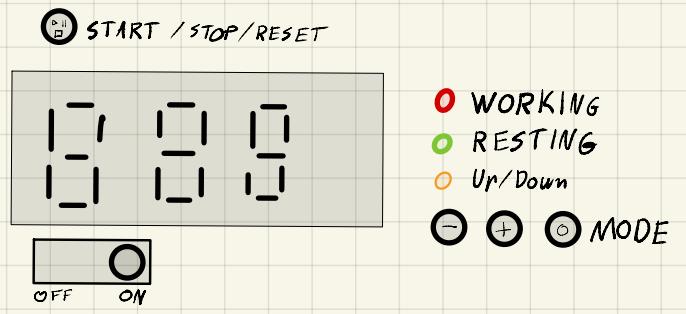
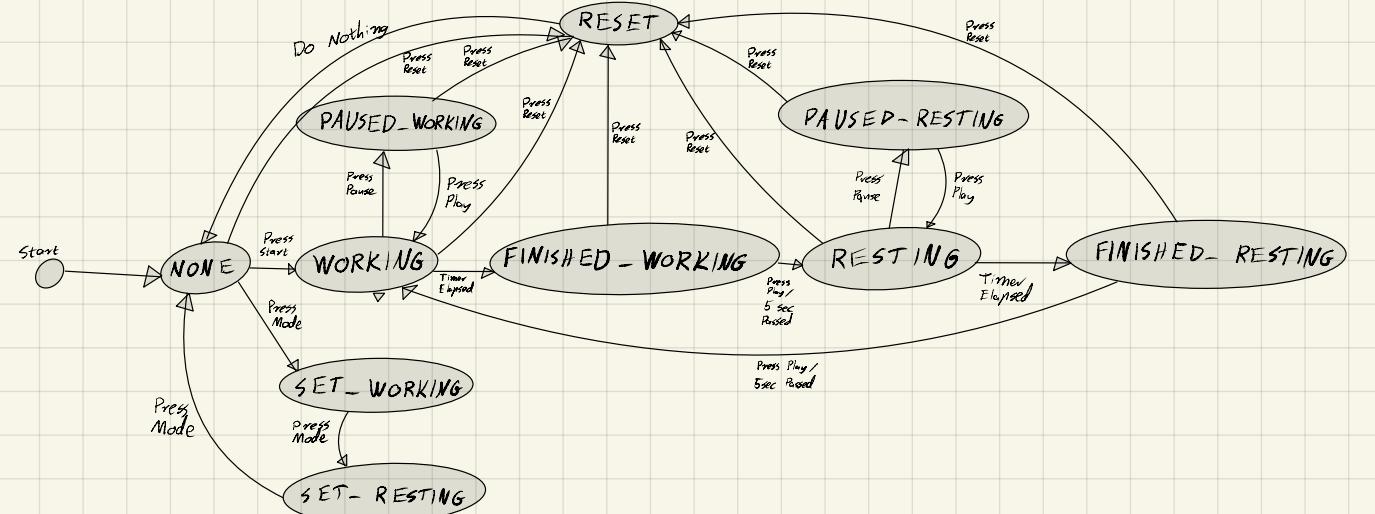
- WORKING
- RESTING
- PAUSED - WORKING
- PAUSED - RESTING
- FINISHED - WORKING
- FINISHED - RESTING
- SET - WORKING
- SET - RESTING
- RESET
- NONE

State: FINISHED_RESTING

Notes:

- On entry:
 - Start alarm
 - Start 5s counter decrement
- On 5s counter expiry:
 - Transition to WORKING
- On exit:
 - Stop alarm
- Flash 0 on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	Transition to WORKING
	Long Press	Transition to RESET
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A



STATES:

- WORKING
- RESTING
- PAUSED_WORKING
- PAUSED_RESTING
- FINISHED_WORKING
- FINISHED_RESTING
- SET_WORKING
- SET_RESTING
- RESET
- NONE

WORKING

RESTING

Up/Down

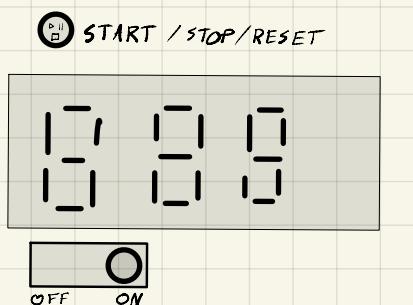
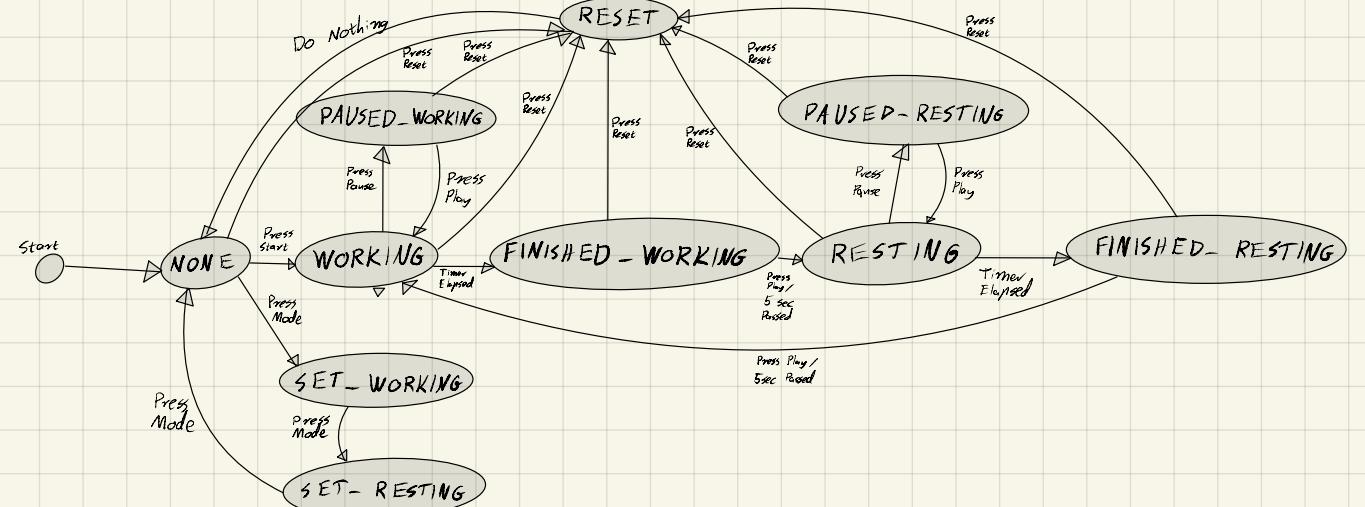
MODE

State: SET_WORKING

Notes:

- Flash timer value on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	N/A
	Long Press	N/A
Mode	Short Press	Transition to SET_RESTING
	Long Press	Switch count up/down
Plus / Minus	Short Press	In/Decrement timer value by 1 minute
	Long Press	In/Decrement timer value by 10 minutes
	Both	Reset timer value to 1 minute



STATES:

- WORKING
- RESTING
- PAUSED_WORKING
- PAUSED_RESTING
- FINISHED_WORKING
- FINISHED_RESTING
- SET_WORKING
- SET_RESTING
- RESET
- NONE

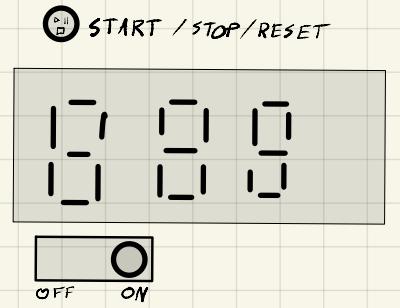
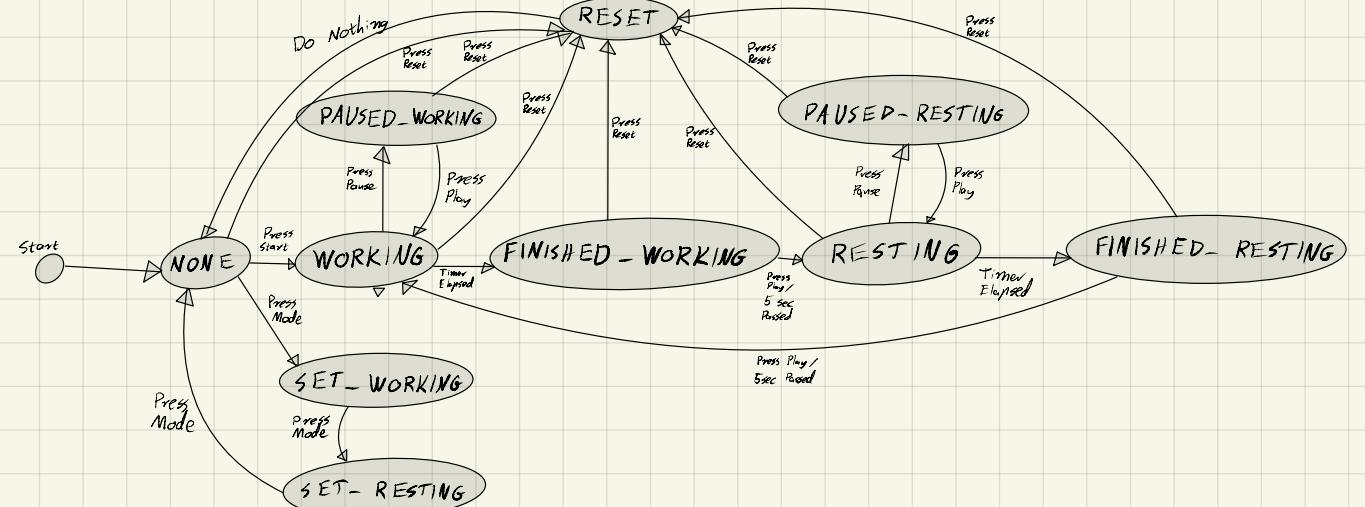
- WORKING
- RESTING
- Up/Down
- MODE

State: SET-RESTING

Notes:

- Flash timer value
on 7-segment

Button	Action	Result
Play/Pause/Reset	Short Press	N/A
	Long Press	N/A
Mode	Short Press	Transition to NONE
	Long Press	Switch count up/down
Plus / Minus	Short Press	In/Decrement timer value by 1 minute
	Long Press	In/Decrement timer value by 10 minutes
	Both	Reset timer value to 1 minute



STATES:

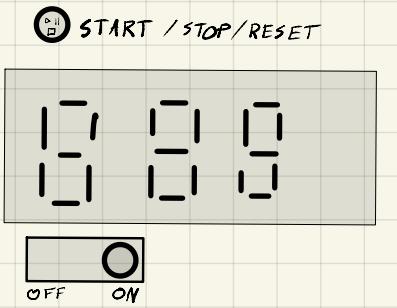
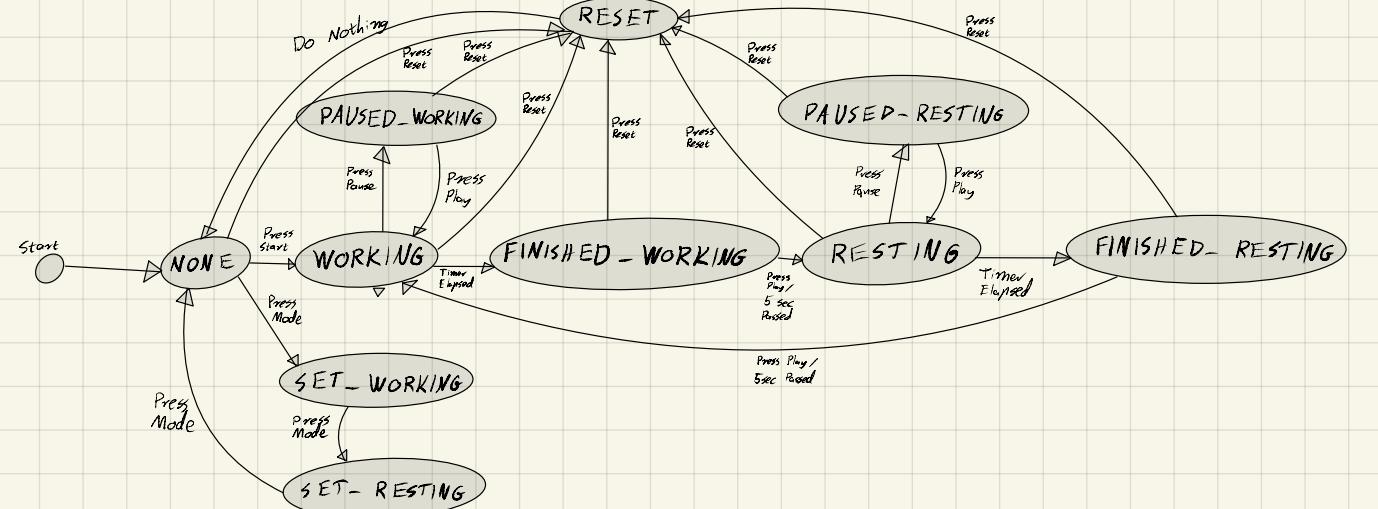
- WORKING
 - RESTING
 - PAUSED - WORKING
 - PAUSED - RESTING
 - FINISHED - WORKING
 - FINISHED - RESTING
 - SET - WORKING
 - SET - RESTING
 - RESET
 - NONE

State: RESET

Notes:

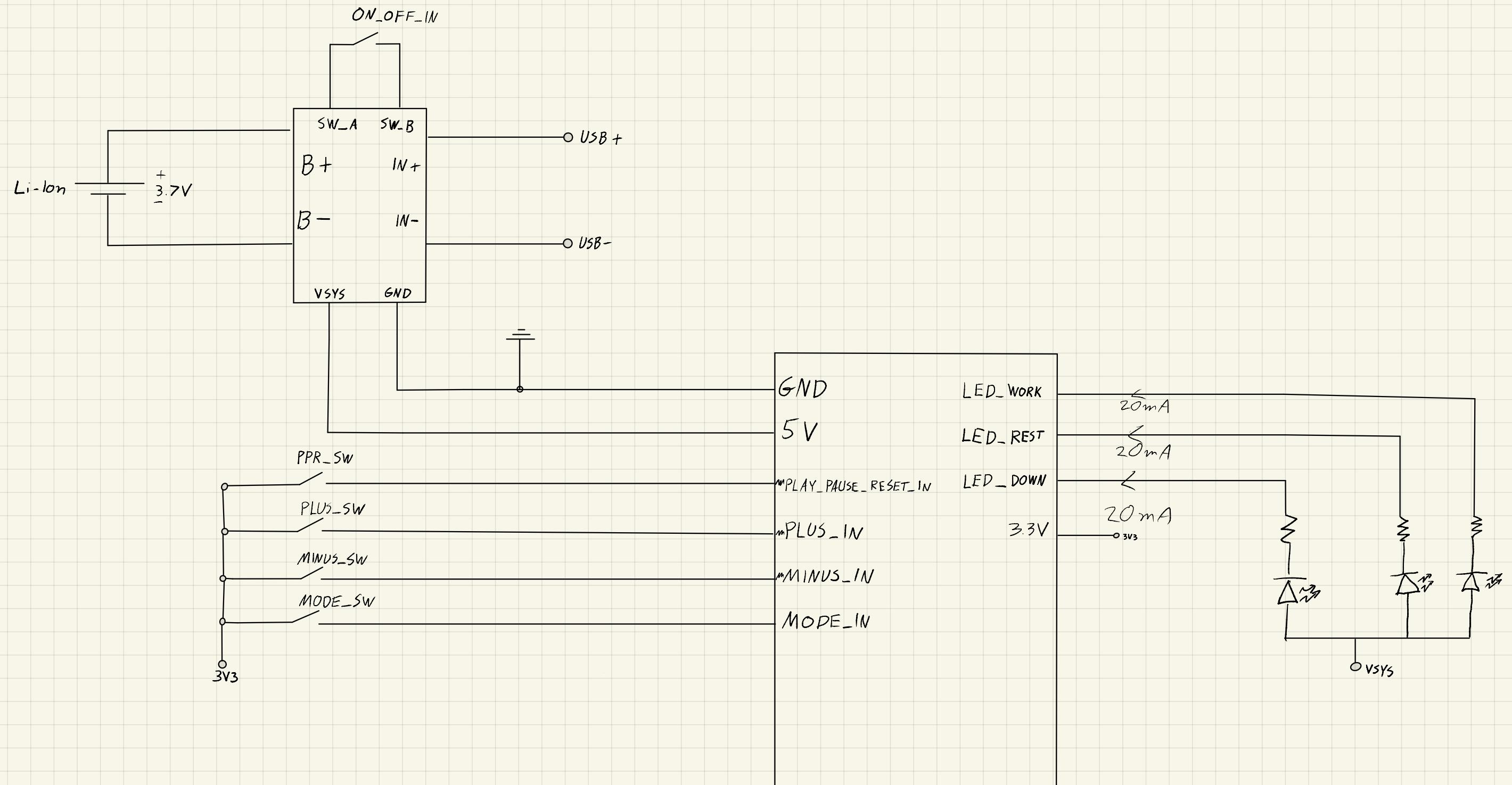
- Don't care what's on 7-segments
 - Transitions immediately to NONE
 - Used for state clean-up

Button	Action	Result
Play/Pause/Reset	Short Press	N/A
	Long Press	N/A
Mode	Short Press	N/A
	Long Press	N/A
Plus / Minus	Short Press	N/A
	Long Press	N/A
	Both	N/A

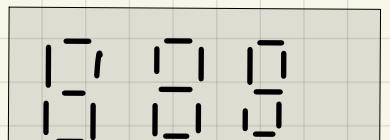


STATES:

- WORKING
 - RESTING
 - PAUSED - WORKING
 - PAUSED - RESTING
 - FINISHED - WORKING
 - FINISHED - RESTING
 - SET - WORKING
 - SET - RESTING
 - RESET
 - NONE



START / STOP / RESET



- ① WORKING
- ② RESTING
- ③ Up/Down
- ④ MODE

