

ON

Gate

BLOCKED

entry/Main_In.Block=true
entry/On_In.Reset=false
exit/Main_In.Block=false

[On_In.CardAccept==true]

UNBLOCKED

entry/On_In.CardAccept=false

[On_In.Reset==true]

CardReader

READY

GetReady

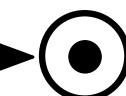


CLEAR

after
10ms

COMPLETE_SET_UP

after
10ms



CardIn

CardError

READING

CardOk

ACCEPT

entry/On_In.CardAccept=true
exit/On_In.Reset=true

Ready

OFF

OnOff

OnOff