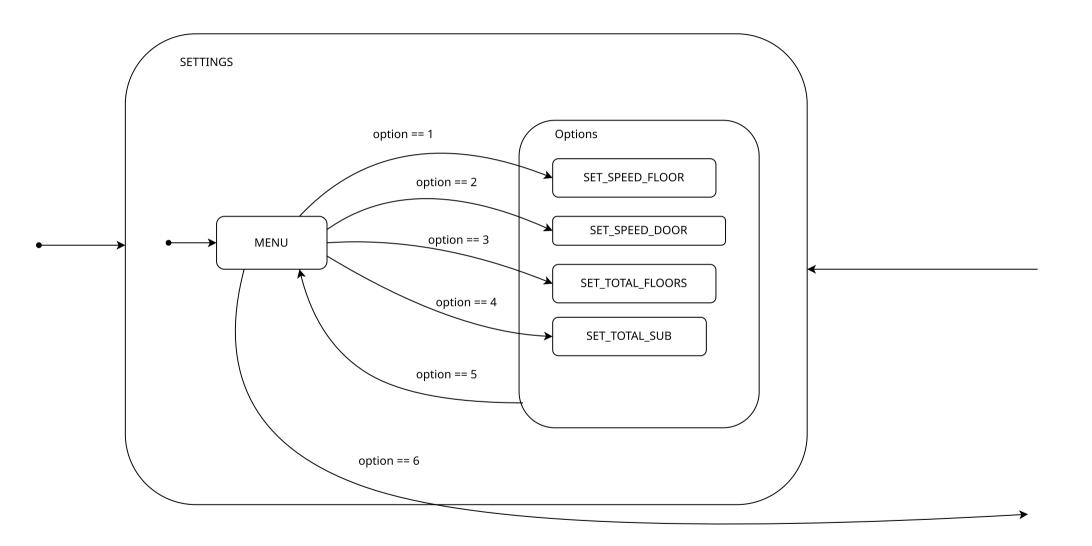
MEF Configuracion



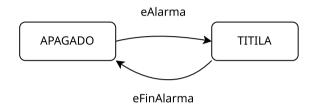
MEF Leds

LED1: ascensor en movimiento.

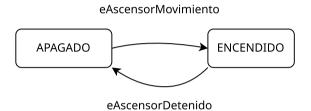
LED2: ascensor detenido o en planta baja.

LED3: puerta abierta. LED VERDE: problema con puerta. LED AZUL: puerta abriéndose. LED AMARILLO: puerta cerrándose.

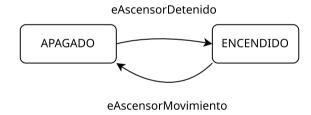
LED VERDE



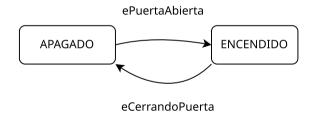
LED1



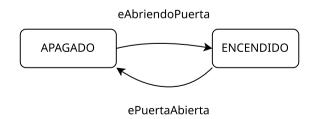
LED2



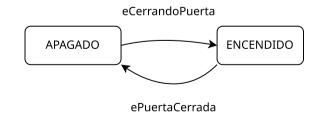
LED3



LED AZUL



LED AMARILLO



MEF Ascensor order ^ go ^ direction == GOING_DOWN GOING_DOWN option == 6 currentFloor == destiny **SETTING STOPED** currentFloor == destiny eSetting ^ currentFloor == 0 GOING UP order ^ go ^ direction == GOING_UP GOING_DOWN **SETTING** order ^ go ^ direction == GOING_DOWN onEntry | onEntry = insert_LedEventQueue() **STOPED** enable timer() SET SPEED FLOOR option == 2 currentFloor != destiny ^ SET SPEED DOOR check_order() | onEntry = 1 option == 6 timerInt | timerInt = 0, CLOSING DOOR order = 1 MENL option == 3 SET TOTAL FLOORS currentFloor++ OPEN_DOOR buttonAccess = 1 SET_TOTAL_SUB option == 4 currentFloor == destiny | flag = 0, disable_timer(), option == 5 insert_LedEventQueue(), insert_DisplayEventQueue(), open = 1 timerInt | {1} !check order() ^ insert_LedEventQueue() currentFloor == destiny | flag = 0, disable_timer() currentFloor == 0 ^ disable_timer(), event == eSetting | OPENING DOOR **CLOSED DOOR** insert_LedEventQueue(), order ^ open supress_EventQueue() onEntry = 1 insert_DisplayEventQueue(), open = 1 settingAccess = 1 onEntry | onEntry = 0 open = 1 enable_timer() GOING_UP insert_LedEventQueue() {1} a) !blocked ^ !closing ^ !consult_EventQueue() | closing = 1, insert_LedEventQueue(), blocked = 0 -> closing ^ timerInt | timerInt = 0, go = 1, buttonAccess = 0, closing = 0, disable_timer() onEntry | onEntry = b) !blocked ^ !closing ^ e == eThereIsSomeone | supress_EventQueue(), enable_timer(), blocked = 1 ->

insert_LedEventQueue()

enable_timer()

currentFloor != destiny ^

timerInt | timerInt = 0,

currentFloor++

order ^ go ^ direction == GOING_UP

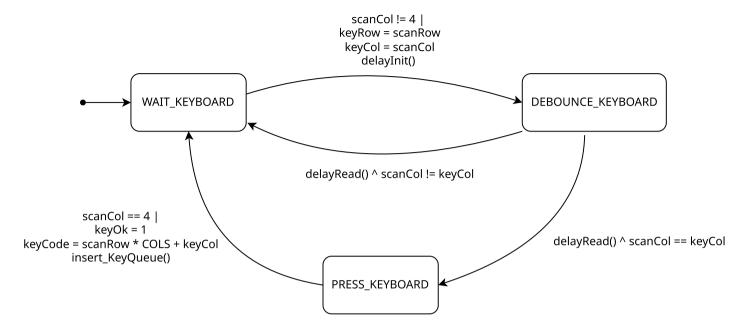
disable_timer()
c)!blocked ^!closing ^ e == eThereIsSomeone | supress_EventQueue(), enable_timer(), blocked = 1 ->
blocked ^!alarm ^ timerInt ^ e == eThereIsSomeone | supress_EventQueue(), insert_LedEventQueue(),
alarm = 1, disable_timer() -> alarm ^ e == eThereIsNoOne | supress_EventQueue(),
insert_LedEventQueue(), enable_timer(), blocked = 0, alarm = 0, closing = 0 -> closing ^ timerInt |

blocked ^ !alarm ^ timerInt ^ e == eThereIsNoOne | supress_EventQueue(), insert_LedEventQueue(),

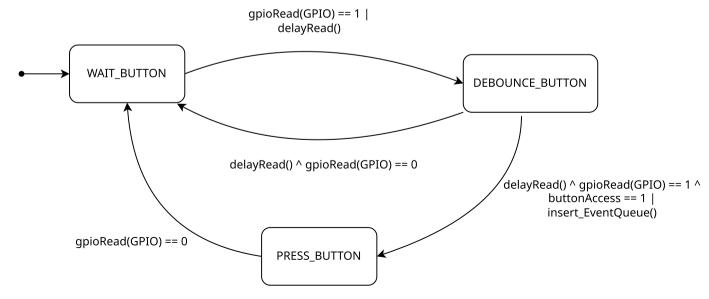
blocked = 0, closing = 0 -> closing ^ timerInt | timerInt = 0, go = 1, buttonAccess = 0, closing = 0,

 $insert_LedEventQueue(), enable_timer(), blocked = 0, alarm = 0, closing = 0 -> closing ^ timerInt | timerInt = 0, go = 1, buttonAccess = 0, closing = 0, disable_timer()$

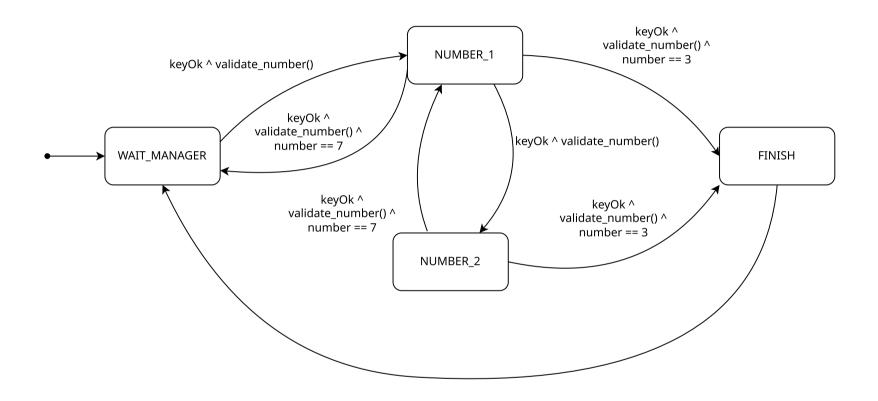
MEF Teclado



MEF Boton

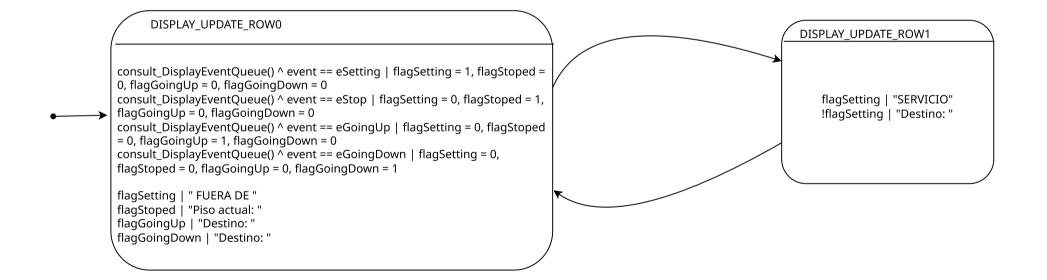


MEF Administrador Teclado

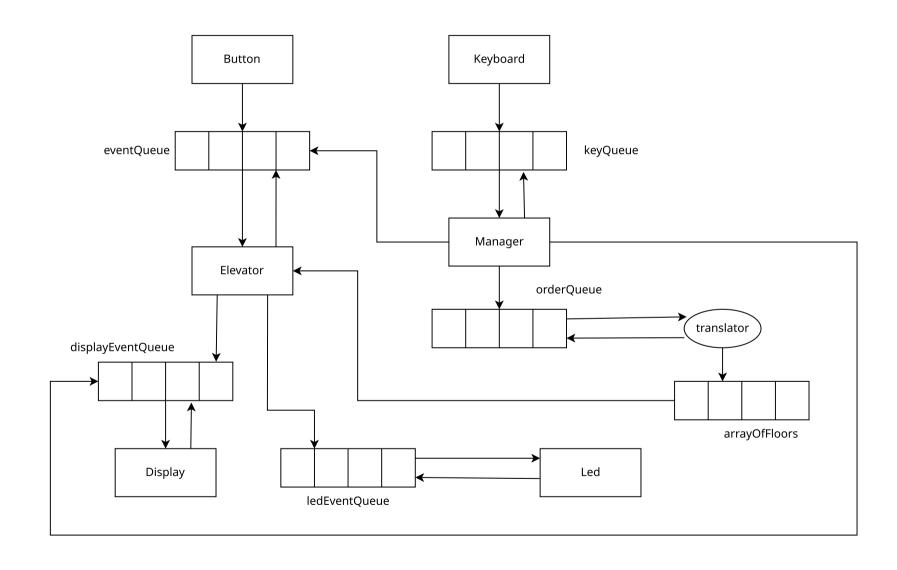


MEF Display





Estructura del proyecto



MEF Completa

