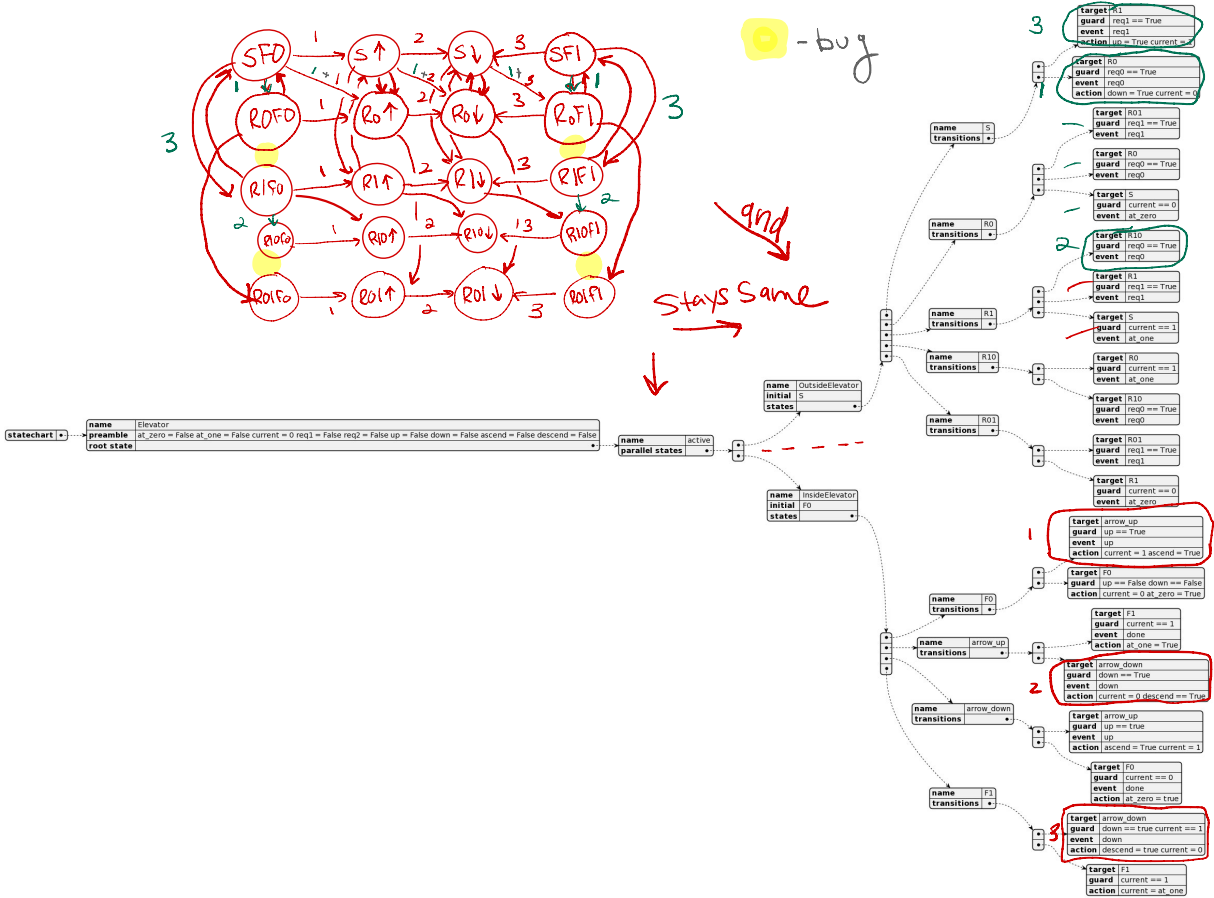
-bug
and
stays same
statechart
name Elevator
preamble at_zero = False at_one = False current = 0 req1 = False req2 = False up = False down = False ascend = False descend = False
root state
name active
parallel states
name OutsideElevator
initial S
states
name InsideElevator
initial F0
states
name S
transitions
target R1
guard req1 == True
event req1
action up = True current = 0
target R0
guard req0 == True
event req0
action down = True current = 0
name R0
transitions
target R01
guard req1 == True
event req1
target R0
guard req0 == True
event req0
target S
guard current == 0
event at_zero
target R10
guard req0 == True
event req0
name R1
transitions
target R1
guard req1 == True
event req1
target S
guard current == 1
event at_one
name R10
transitions
target R0
guard current == 1
event at_one
target R10
guard req0 == True
event req0
name R01
transitions
target R01
guard req1 == True
event req1
target R1
guard current == 0
event at_zero
name F0
transitions
target arrow_up
guard up == True
event up
action current = 1 ascend = True
target F0
guard up == False down == False
action current = 0 at_zero = True
name arrow_up
transitions
target F1
guard current == 1
event done
action at_one = True
name arrow_down
transitions
target arrow_down
guard down == True
event down
action current = 0 descend == True
target arrow_up
guard up == true
event up
action ascend = True current = 1
name F1
transitions
target F0
guard current == 0
event done
action at_zero = true
target arrow_down
guard down == true current == 1
event down
action descend = true current = 0
target F1
guard current == 1
action current = at_one