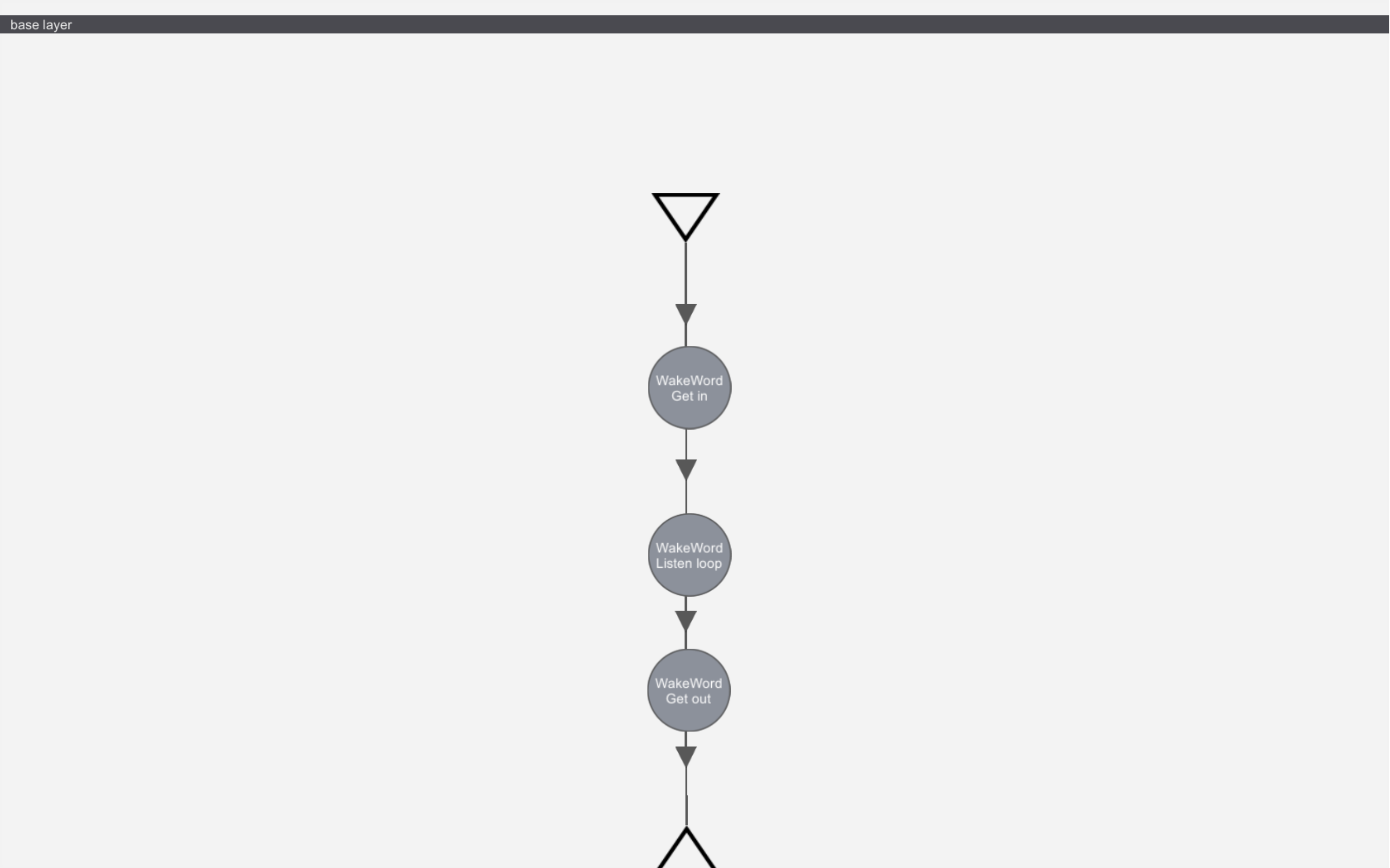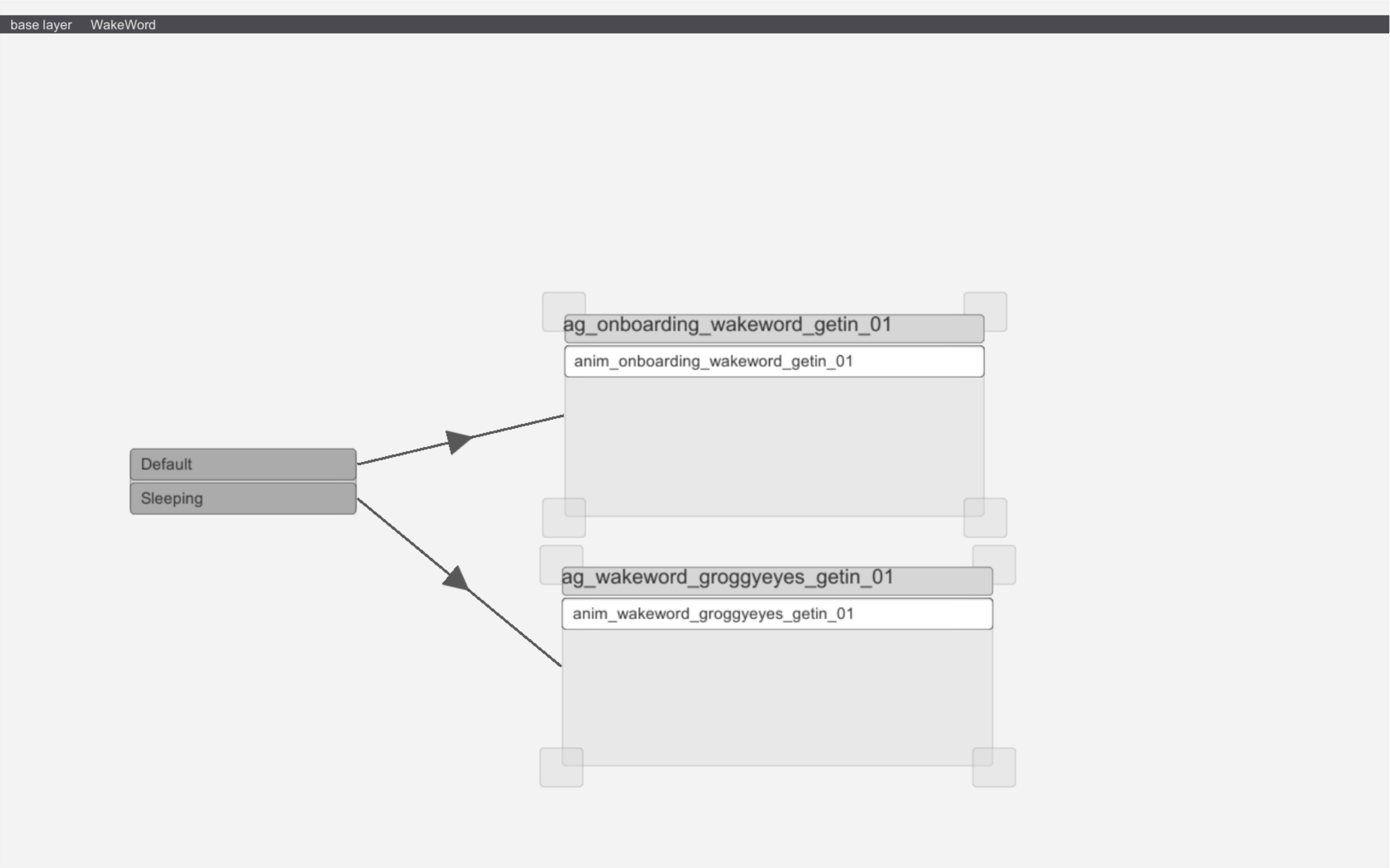# Wakeword State Machine.

base layer

WakeWord
Get in

WakeWord
Listen loop

WakeWord
Get out

WakeWord Get in

ag_onboarding_wakeword_getin_01

anim_onboarding_wakeword_getin_01

Default

Sleeping

ag_wakeword_groggyeyes_getin_01

anim_wakeword_groggyeyes_getin_01

WakeWord Listen loop

ag_onboarding_wakeword_loop

anim_onboarding_wakeword_loop_01

anim_onboarding_wakeword_loop_02

Default

Sleeping

ag_wakeword_groggyeyes_listenloop

anim_wakeword_groggyeyes_listenloop_01

WakeWord Get out

ag_onboarding_wakeword_getout_01

anim_onboarding_wakeword_getout_01

Default

Sleeping

ag_wakeword_groggyeyes_getout_01

anim_wakeword_groggyeyes_getout_01