

Anexo 2: Descrição de Máquina de Estados

"Pathfinder"



"CPT"



"Courier"



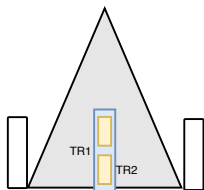
"CPT"



Realizar movimentação dos motores e correções baseado na máquina de estado de percurso ativa

Entradas

ACTIVE = COURIER_STATE II PATHFINDER_STATE*



OR



*Courier e Pathfinder nunca estarão ativos ao mesmo tempo

DONE = Temporizador Esgotado



Estados

STANDBY

ACTIVE	next
RIGHT	RET
LEFT	ERR
FIX-L	RIGHT
FIX-R	ERR
FWD	FWD
RET	RET

RIGHT

DONE	next
0	RIGHT
1	Standby

LEFT

DONE	next
0	LEFT
1	Standby

FWD

DONE	next
0	LEFT
1	Standby

RET

DONE	next
0	RET
1	Standby

FIX-L

FIX	DONE	next
0	0	FIX-L
0	1	STANDBY
1	x	STANDBY
1	x	STANDBY

FIX-R

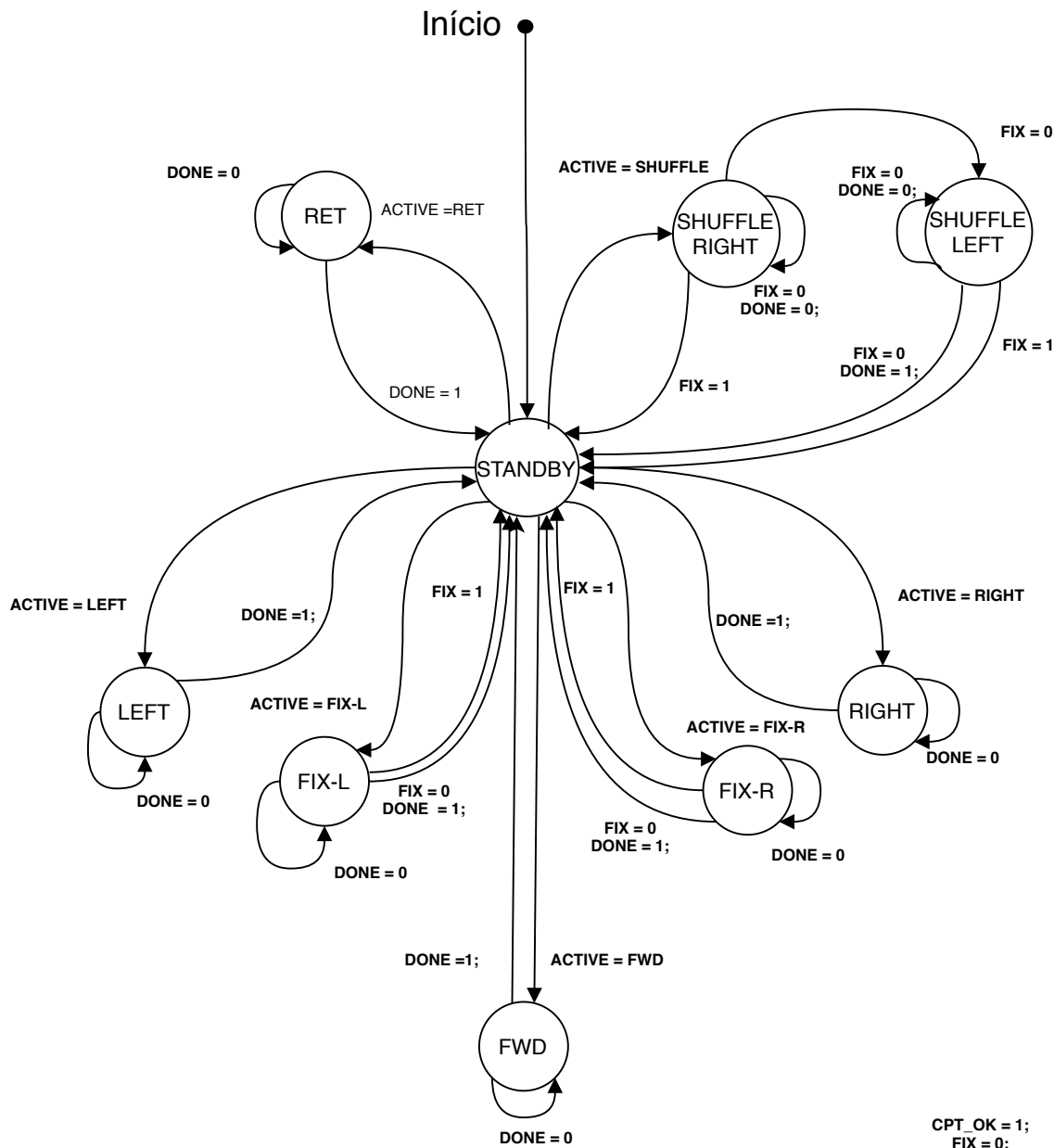
FIX	DONE	next
0	0	FIX-R
0	1	STANDBY
1	x	STANDBY
1	x	STANDBY

SHUFFLE-LEFT

FIX	DONE	next
0	0	SHUFFLE-LEFT
0	1	STANDBY
1	x	STANDBY
1	x	STANDBY

SHUFFLE-RIGHT

FIX	DONE	next
0	0	SHUFFLE-RIGHT
0	1	STANDBY
1	x	STANDBY
1	x	STANDBY



CPT_OK = 1;
FIX = 0;