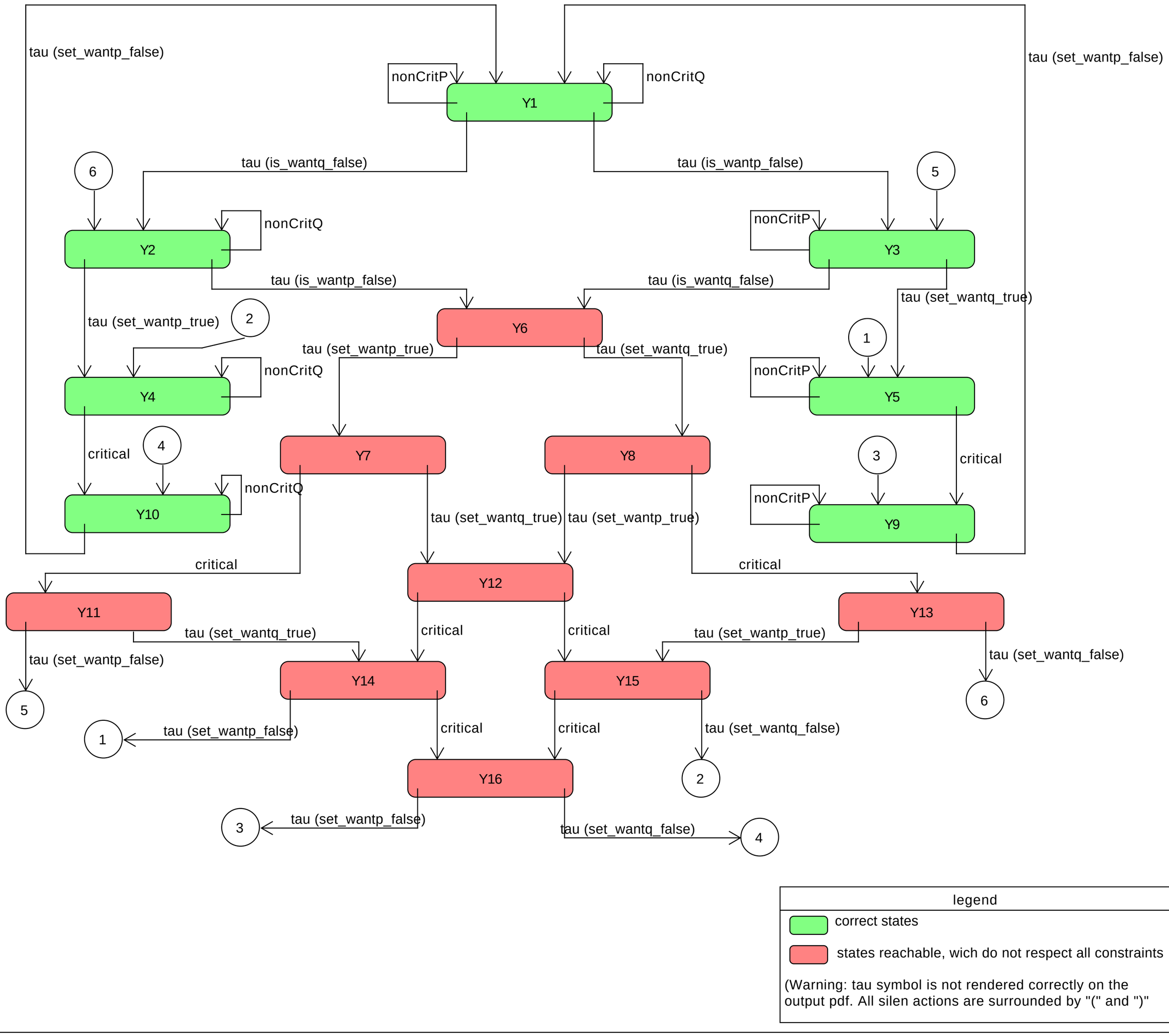
process P	process q	wantP (all actions are coactions)	wantQ (all actions are coactions)
P = nonCritP.P + is_wantq_false.P1 P1 = set_wantp_true.P2 P2 = critical.P3 P3 = set_wantp_false.P	Q = nonCritQ.Q + is_wantp_false.Q1 Q1 = set_wantq_true.Q2 Q2 = critical.Q3 Q3 = set_wantq_false.Q	WP = is_wantp_false.WP + set_wantp_true.WP1 WP1 = is_wantp_true.WP1 + set_wantp_false.WP	WQ = is_wantq_false.WQ + set_wantq_true.WQ1 WQ1 = is_wantq_true.WQ1 + set_wantq_false.WQ

system: (P || WP || WQ || Q) \ {is_wantp_false, is_wantp_true, set_wantp_true, set_wantp_false,is_wantq_false, is_wantq_true, set_wantq_true, set_wantq_false}



legend
correct states
states reachable, wich do not respect all constraints
(Warning: tau symbol is not rendered correctly on the output pdf. All silen actions are surrounded by "(" and ")"