

FSM Revised

Maps to use: LIGHT-RED, LIGHT-YELLOW, LIGHT-GREEN
PED-NS, PED-EW, PED-BOTH, PED-NEITHER

Variables: light-ns, light-ew
light-ped
timer-en, timer-load, timer-int, timer-out
lastgreen // 0 is NS, 1 is EW
nextped
ped, cat-ns, cat-ew

