

# TimeMonitor\_SingleEvent

{MState=0;  
Fail = 0;}

Idle

[~event&after(Thigh,sec)]  
{MState = 2; Fail = 1;}

Fail

2

3

[event&(temporalCount (sec)<Tlow)]  
{MState=2; Fail = 1;}

1

[event]  
{MState = 1;}

