XBDATAE – X Beam Data Entry

XBDATAD – X Beam Data Done

EBDATAE – E Beam Data Entry

EBDATAD – E Beam Data Done

TADMIN – Treatment Administered

Trigger TICK is a frame tick that happens every frame

C1 condition is always TRUE

1) If in State EDIT AND Trigger XT occurs THEN transit to XBDATAE if condition C1 Is TRUE

2) If in State EDIT AND Trigger ET occurs THEN transit to EBDATAE if condition C1 Is TRUE

3) If in State EBDATAE AND Trigger UP occurs THEN transit to EDIT if condition C1 Is TRUE

4) If in State EBDATAE AND Trigger ENT occurs THEN transit to EBDATAD if condition C1 Is TRUE

5) If in State EBDATAD AND Trigger UP occurs THEN transit to EBDATAE if condition C1 Is TRUE

6) If in State EBDATAD AND Trigger BT occurs THEN transit to TADMIN if condition C1 Is TRUE

7) If in State XBDATAE AND Trigger UP occurs THEN transit to EDIT if condition C1 Is TRUE

8) If in State XBDATAE AND Trigger ENT occurs THEN transit to XBDATAD if condition C1 Is TRUE

9) If in State XBDATAD AND Trigger UP occurs THEN transit to XBDATAE if condition C1 Is TRUE

10) If in State XBDATAD AND Trigger BT occurs THEN transit to TADMIN if condition C1 Is TRUE

11) If in State TADMIN AND Trigger ENT occurs THEN transit to EDIT if condition C1 Is TRUE

12) If in State NEITHER AND Trigger XT occurs THEN transit to XB if condition C1 Is TRUE

13) If in State NEITHER AND Trigger ET occurs THEN transit to EB if condition C1 Is TRUE

14) If in State XB AND Trigger ET occurs THEN transit to X2E if condition C1 Is TRUE

15) If in State XB AND Trigger RESET occurs THEN transit to NEITHER if condition C1 Is TRUE

16) If in State EB AND Trigger XT occurs THEN transit to E2X if condition C1 Is TRUE

17) If in State EB AND Trigger RESET occurs THEN transit to NEITHER if condition C1 Is TRUE

18) If in State X2E AND Trigger TICK occurs THEN transit to EB if condition C1 Is TRUE

19) If in State E2X AND Trigger TICK occurs THEN transit to XB if condition C1 Is TRUE

20) If in State INPLACE AND Trigger ET occurs THEN transit to MOVOUT if condition C1 Is TRUE

21) If in State MOVOUT AND Trigger XT occurs THEN transit to MOVIN if condition C1 Is TRUE

22) If in State MOVOUT AND Trigger TIM8 occurs THEN transit to OUTPLACE if condition C1 Is TRUE

23) If in State OUTPLACE AND Trigger XT occurs THEN transit to MOVIN if condition C1 Is TRUE

24) If in State MOVIN AND Trigger ET occurs THEN transit to MOVOUT if condition C1 Is TRUE

25) If in State MOVIN AND Trigger TIM8 occurs THEN transit to INPLACE if condition C1 Is TRUE

26) If in State WAIT AND Trigger BT occurs THEN transit to FIRED if condition C1 Is TRUE

27) If in State FIRED AND Trigger TICK occurs THEN transit to WAIT if condition C1 Is TRUE