Égère state machine

init
- cmde cone stop
- cmde earo stop
- led alive 0.5 / 2 s

lock #0
- cmde cone open
- cmde earo open
- led alive 0 / 1 s
- led signal 0.1 / 0.1 s

lock #1
- cmde aero close
- led alive 1 / 0 s
- led signam 0 / 1 s
- time-out = 5s

lock #2
- cmde cone close
- led signal 1 / 0 s
- time-out = 1 s

waiting
- cmde cone stop
- cmde aero stop
- led alive 0.4 / 2 s

flight
- led signal 0.1 / 0.1 s
- time-out = window begin

window begin
- time-out = window end

open seq
- cmde cone open
- cmde aero stop
- led alive 0.1 / 0.1 s
- time-out = 0.2 s

brake
- cmde cone stop
- cmde aero open
- time-out = 0.2 s

unlock
- cmde cone open
- cmde aero stop
- time-out = 0.2 s

parachute
- cmde cone stop
- cmde earo stop
- led alive 1 / 4 s
- led signal 1 / 4 s

Transitions:
- init → lock #0 : sepa_open
- lock #0 → lock #1 : sepa_closed
- lock #1 → lock #2 : time_out
- lock #2 → waiting : time_out
- init → waiting : sepa_closed
- waiting → flight : take_off
- flight → window begin : time_out
- flight → balistic : balistic_up
- balistic → open seq : time_out
- window begin → open seq : time_out || balistic_down || lat acc trigger
- open seq → brake : time_out
- brake → unlock : time_out
- unlock → brake : time_out
- unlock → parachute : sepa_open