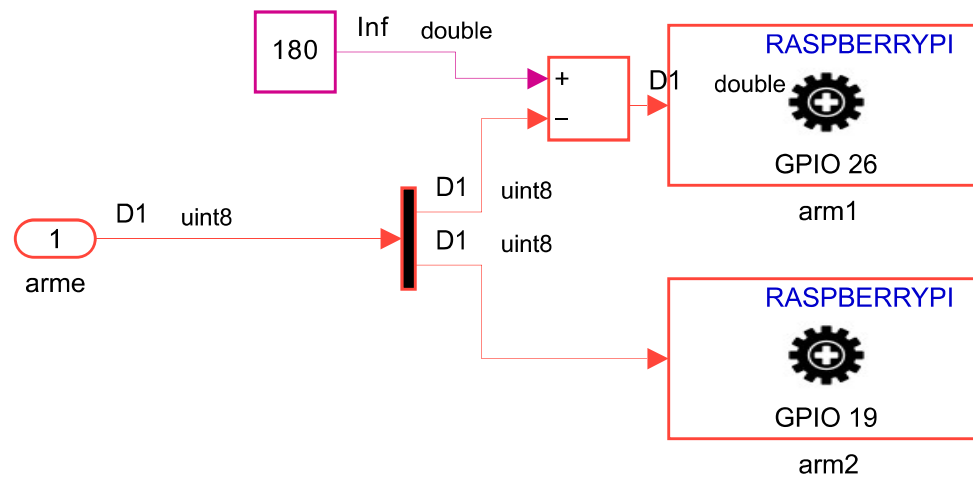


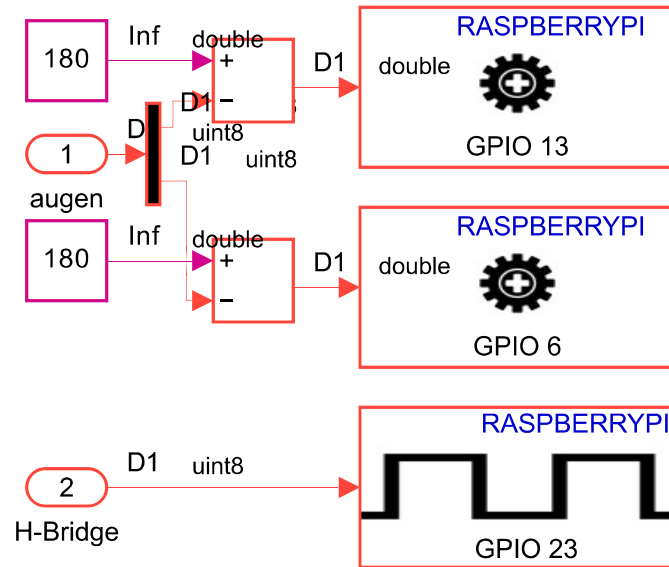
babuschka

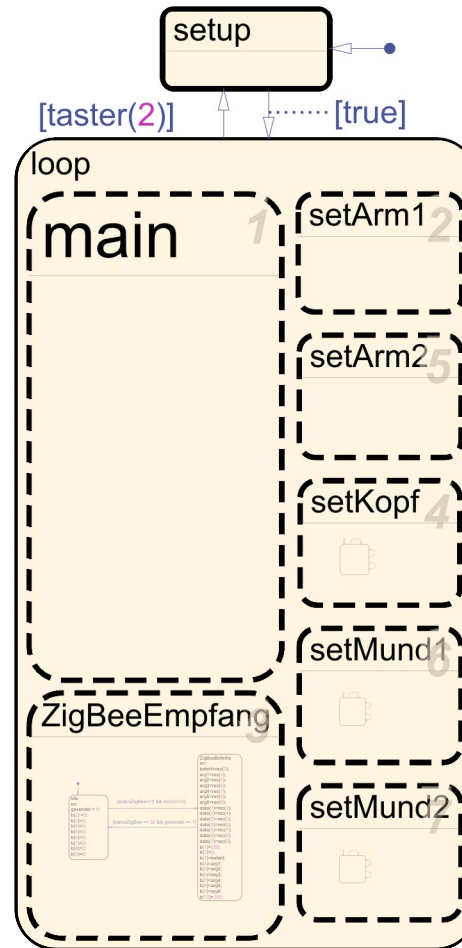


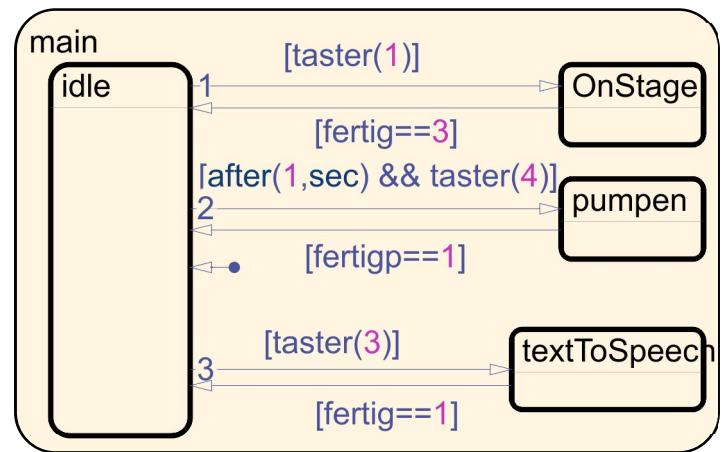
Arme



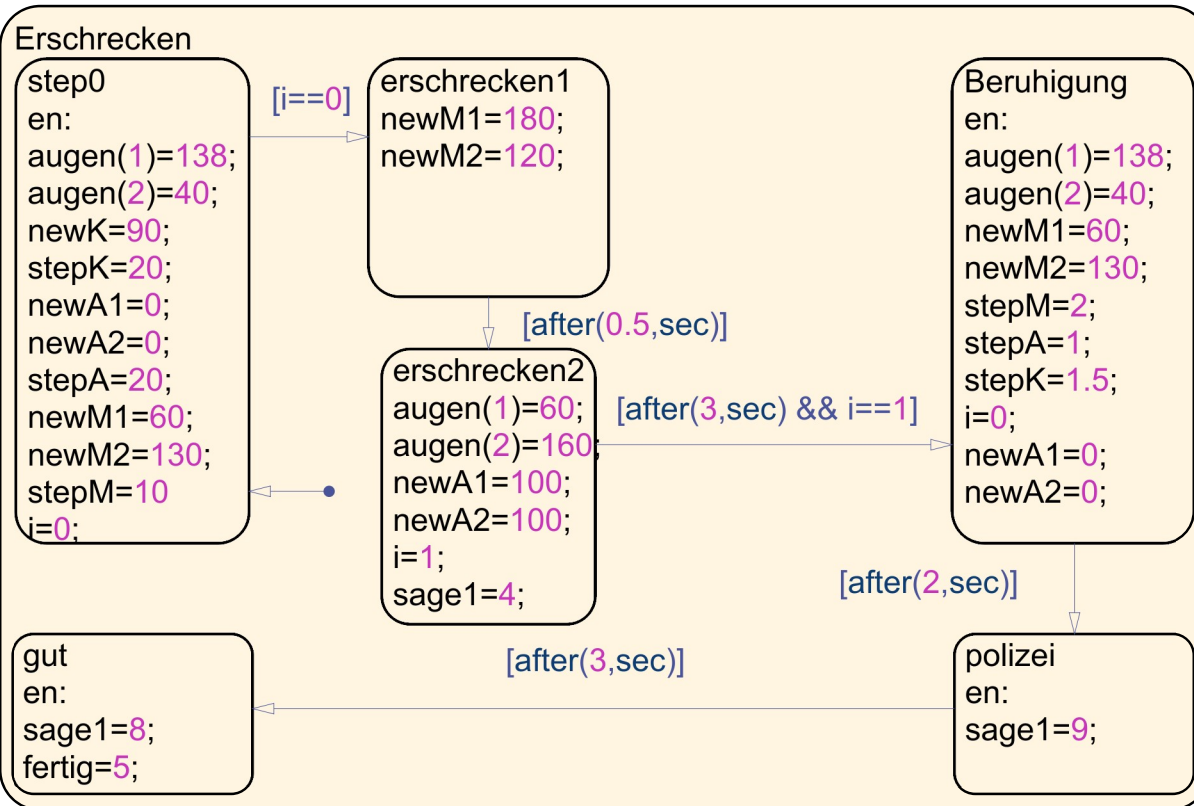
Augen

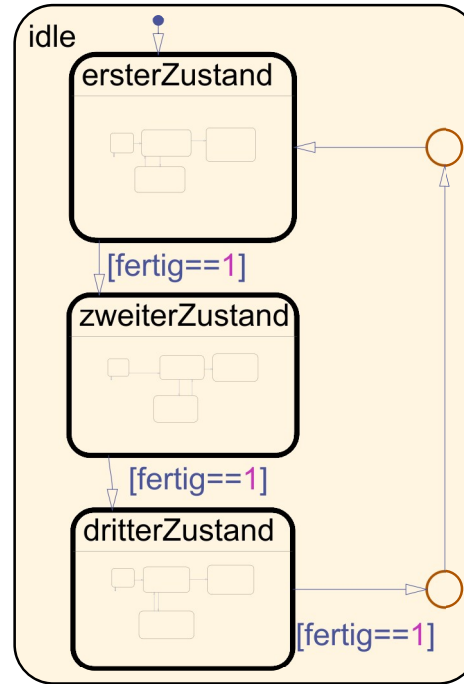


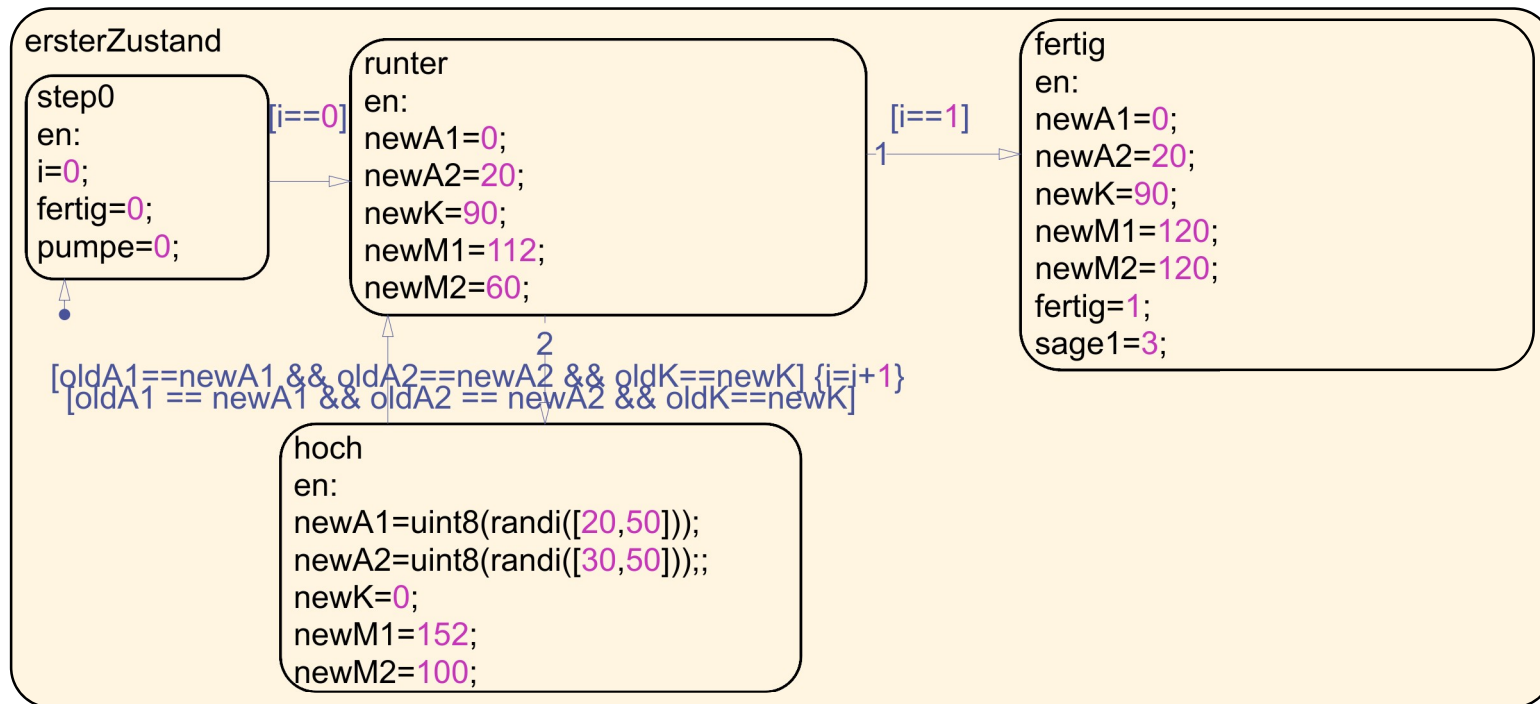




idle
en:







dritterZustand

step0

en:
i=0;
fertig=0;
pumpe=0;

[i==0]

runter

en:
newA1=20;
newA2=0;
newK=40;
newM1=52;
newM2=40;

[i==1]

fertig

en:
newA1=0;
newA2=0;
newK=90;
newM1=100;
newM2=100;
fertig=1;

[oldA1==newA1 && oldA2==newA2 && oldK==newK] {i=i+1}
[oldA1 == newA1 && oldA2 == newA2 && oldK==newK]

hoch

en:
newA1=uint8(randi([20,50]));;
newA2=uint8(randi([30,50]));;
newK=120;
newM1=180;
newM2=120;
sage1=5;

zweiterZustand

```
step0
en:
i=0;
fertig=0;
pumpe=0;
```

[i==0]

```
runter
en:
newA1=0;
newA2=10;
newK=150;
newM1=120;
newM2=72;
```

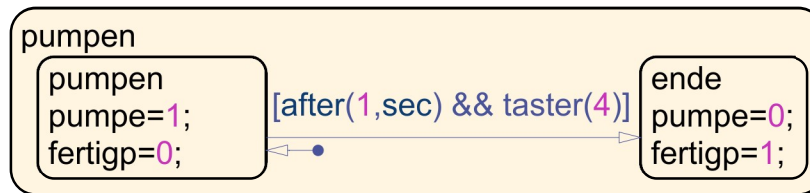
[i==1]

```
fertig
en:
newA1=0;
newA2=10;
newK=120;
newM1=100;
newM2=80;
fertig=1;
```

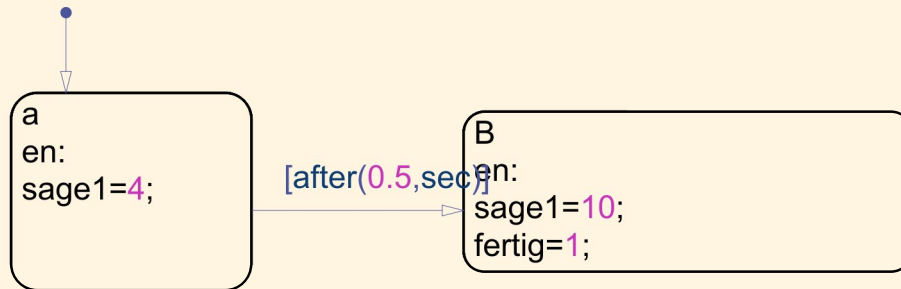
[oldA1 == newA1 && oldA2 == newA2 && oldK==newK]

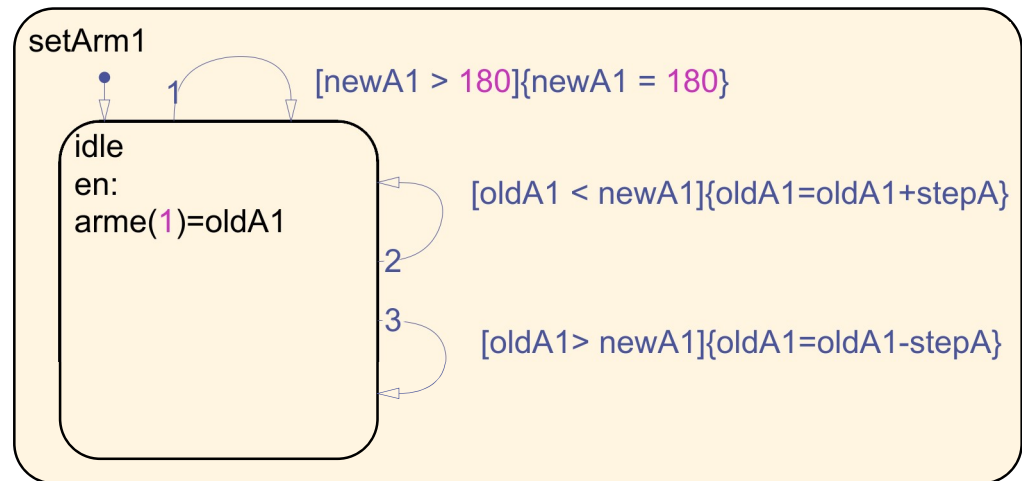
[oldA1==newA1 && oldA2==newA2 && oldK==newK] {i=i+1}

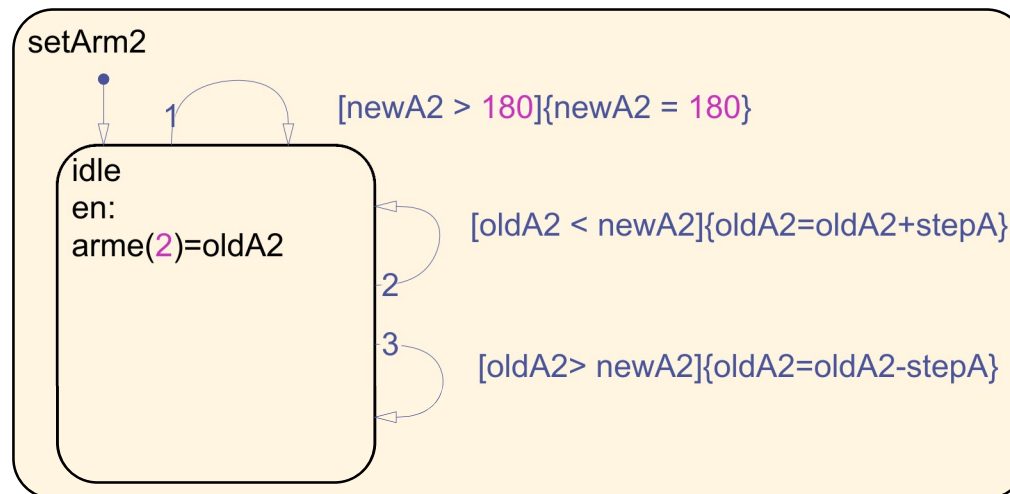
```
hoch
en:
newA1=uint8(randi([20,50]));
newA2=uint8(randi([30,50]));;
newK=70;
newM1=160;
newM2=112;
```

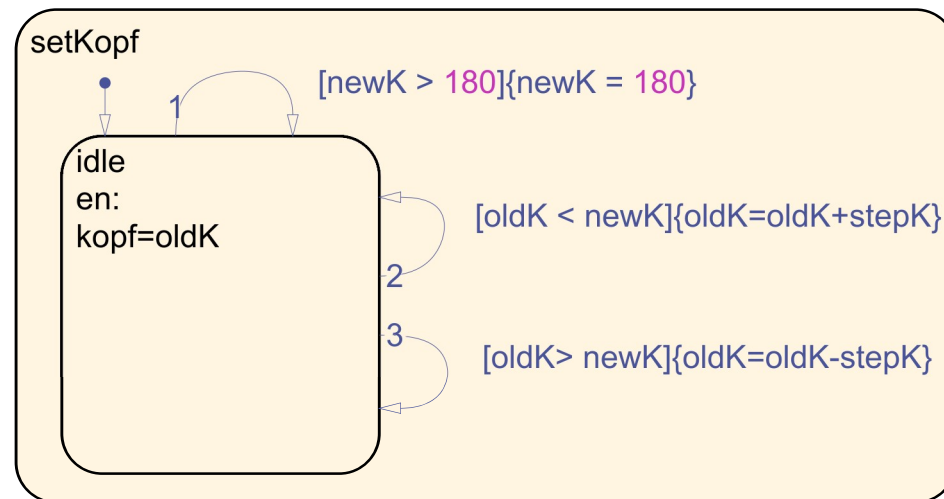


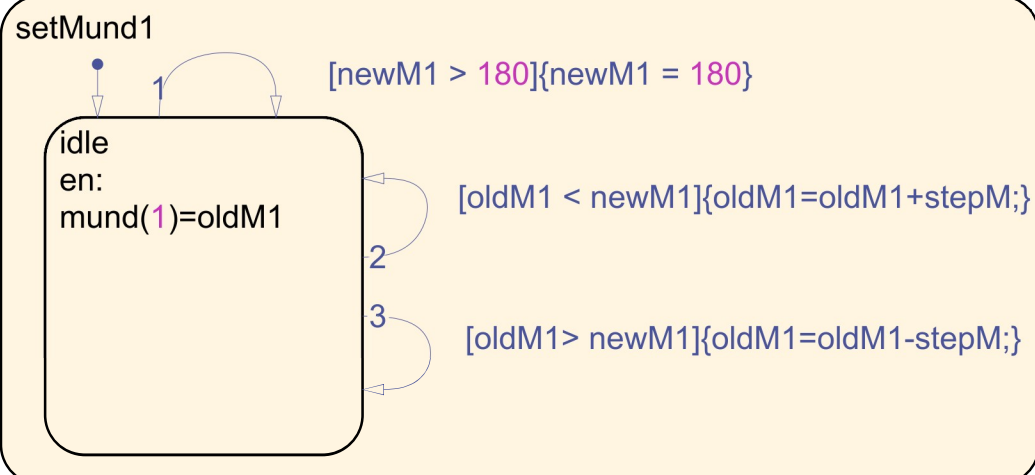
textToSpeech











ZigBeeEmpfang

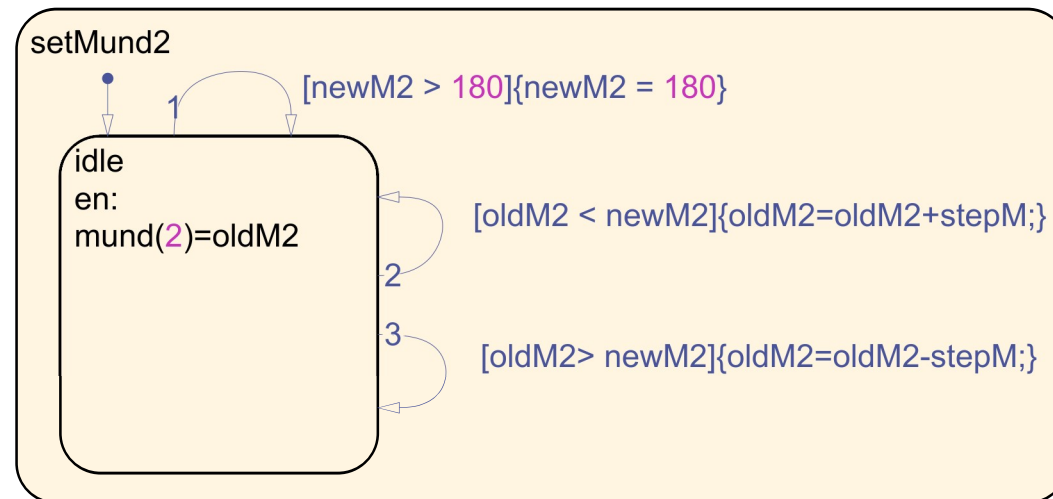
idle
en:
gesendet = 0;
b(2) = 2;
b(3) = 0;
b(4) = 0;
b(5) = 0;
b(6) = 0;
b(7) = 0;
b(8) = 0;
b(9) = 0;

[statusZigBee == 0 && rec(2) == 2]

[statusZigBee == 32 && gesendet == 1]

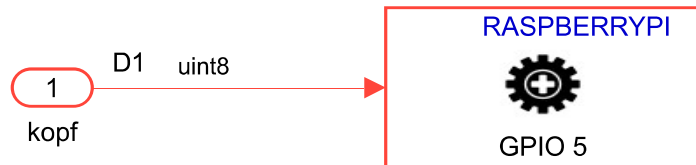
ZigBeeBefehle

en:
befehl = rec(3);
arg1 = rec(4);
arg2 = rec(5);
arg3 = rec(6);
arg4 = rec(7);
arg5 = rec(8);
arg6 = rec(9);
data(1) = rec(3);
data(2) = rec(4);
data(3) = rec(5);
data(4) = rec(6);
data(5) = rec(7);
data(6) = rec(8);
data(7) = rec(9);
b(1) = 255;
b(2) = 2;
b(3) = befehl;
b(4) = arg1;
b(5) = arg2;
b(6) = arg3;
b(7) = arg4;
b(8) = arg5;
b(9) = arg6;
b(10) = 242;

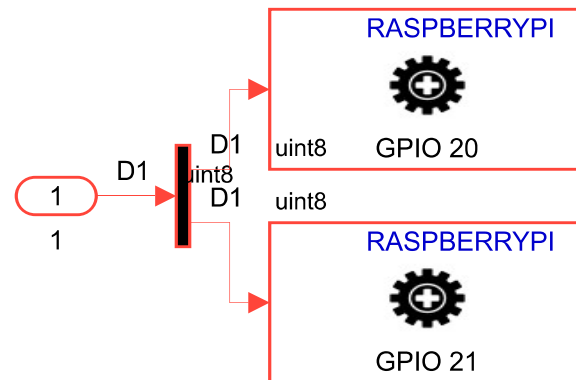


```
setup
en:
newA1=0;
newA2=0;
oldA1=0;
oldA2=0;
stepA=1;
oldK=90;
newK=90;
stepK=1.5;
augen(1)=138;
augen(2)=40;
pumpe=0;
newM1=60;
oldM1=60;
newM2=130;
oldM2=130;
stepM=2;
fertig=0;
b(1)=255;
b(10)=242;
bSend(1)=255;
bSend(10)=242;
sage1=10;
```

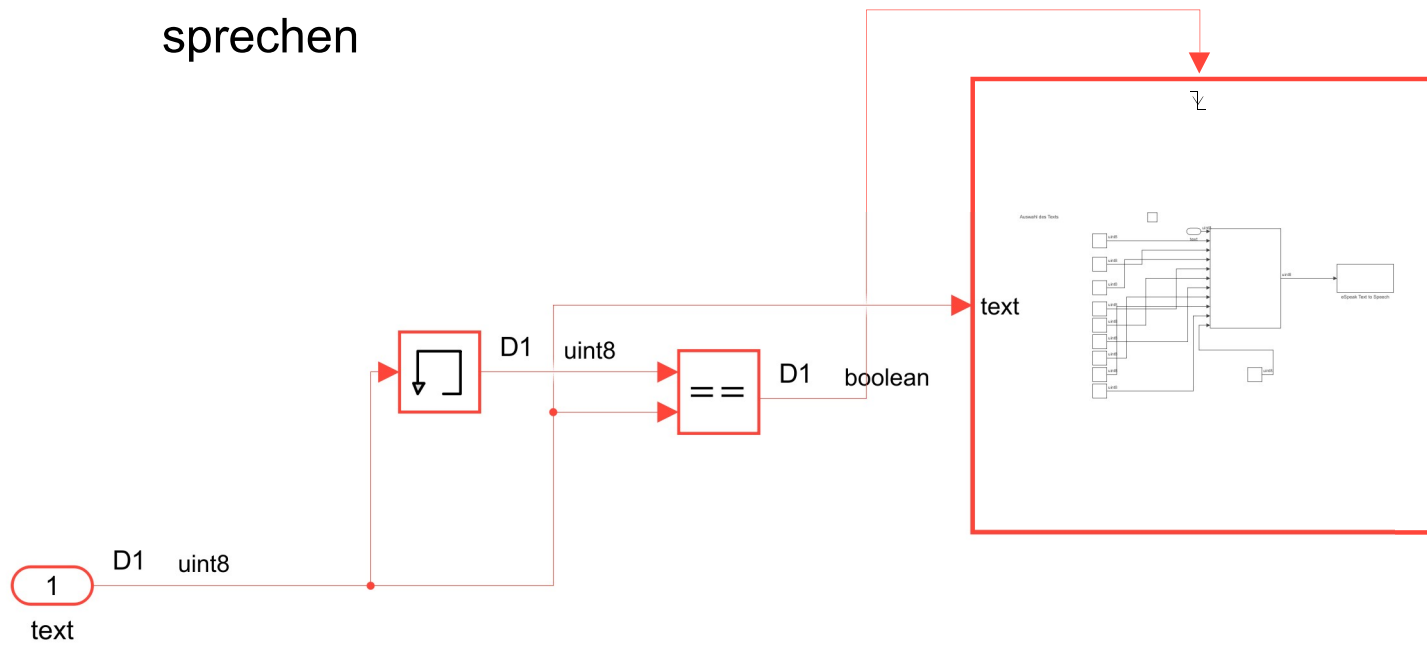
Kopf



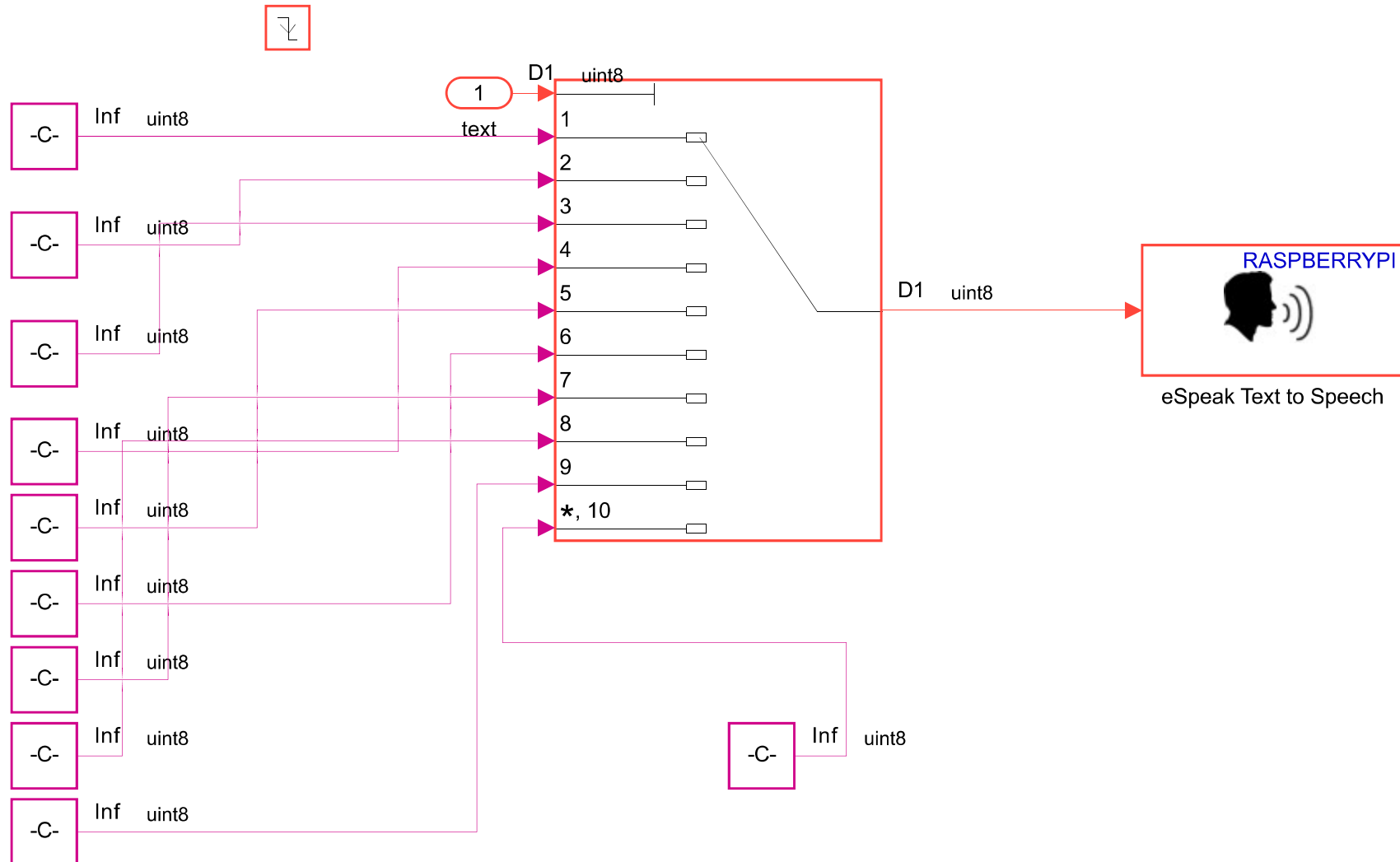
Mund



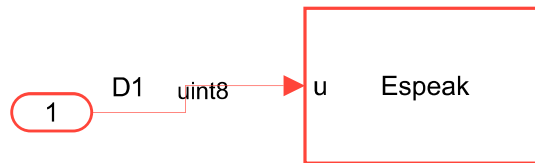
sprechen



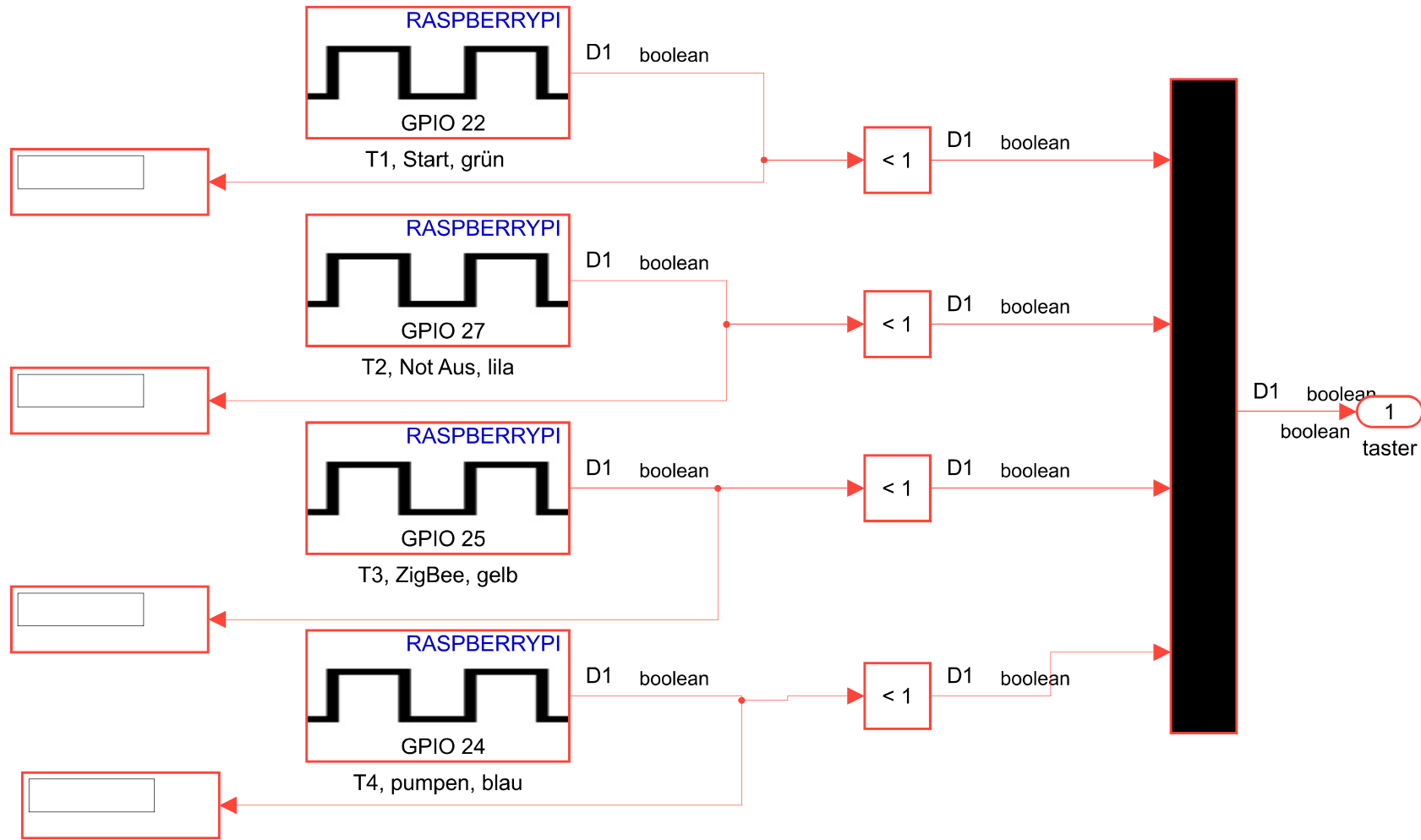
Auswahl des Texts



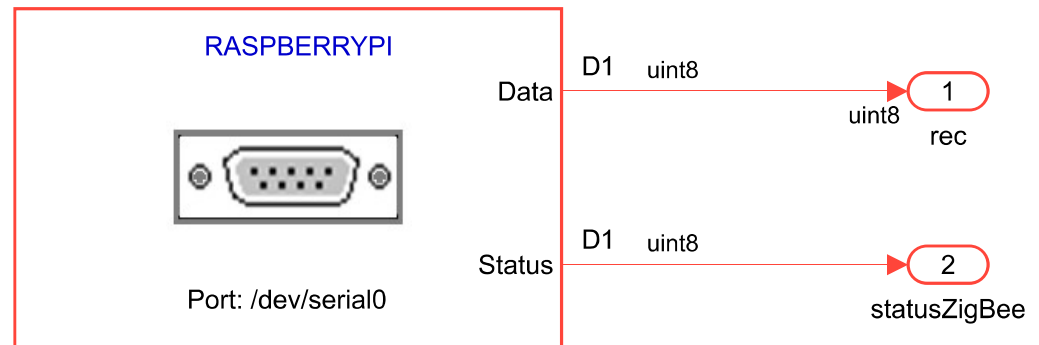
eSpeak



Taster



ZigBee



Page	System Name
1	babuschka
2	babuschka/arme
3	babuschka/augen
4 (SF)	babuschka/babuschka
5 (SF)	babuschka/babuschka/loop/main
6 (SF)	babuschka/babuschka/loop/main/idle
7 (SF)	babuschka/babuschka/loop/main/OnStage
8 (SF)	babuschka/babuschka/loop/main/OnStage/Erschrecken
9 (SF)	babuschka/babuschka/loop/main/OnStage/idle
10 (SF)	babuschka/babuschka/loop/main/OnStage/idle/ersterZustand
11 (SF)	babuschka/babuschka/loop/main/OnStage/idle/dritterZustand
12 (SF)	babuschka/babuschka/loop/main/OnStage/idle/zweiterZustand
13 (SF)	babuschka/babuschka/loop/main/pumpen
14 (SF)	babuschka/babuschka/loop/main/textToSpeech
15 (SF)	babuschka/babuschka/loop/setArm1
16 (SF)	babuschka/babuschka/loop/setArm2
17 (SF)	babuschka/babuschka/loop/setKopf
18 (SF)	babuschka/babuschka/loop/setMund1
19 (SF)	babuschka/babuschka/loop/ZigBeeEmpfang
20 (SF)	babuschka/babuschka/loop/setMund2
21 (SF)	babuschka/babuschka/setup
22	babuschka/kopf
23	babuschka/mund
24	babuschka/sprechen
25	babuschka/sprechen/Subsystem
26	babuschka/sprechen/Subsystem/eSpeak Text to Speech
27	babuschka/taster
28	babuschka/zigbee