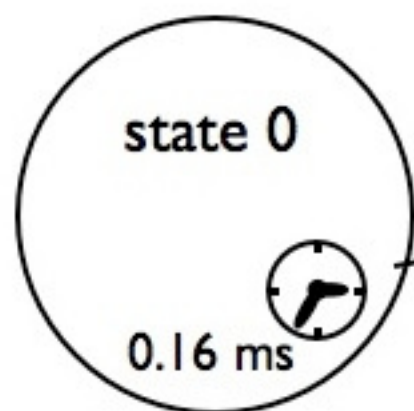


A very simple state machine



Pokes in/out,
lever presses, etc

my_start

Cin

Pokes in/out,
lever presses, etc

light_on

Ctr light ON

Cin

2 s

reward

water valve ON

punish

trigger ON loud
1 sec white noise

200 ms

1 s

jump to state 0

jump to state 0