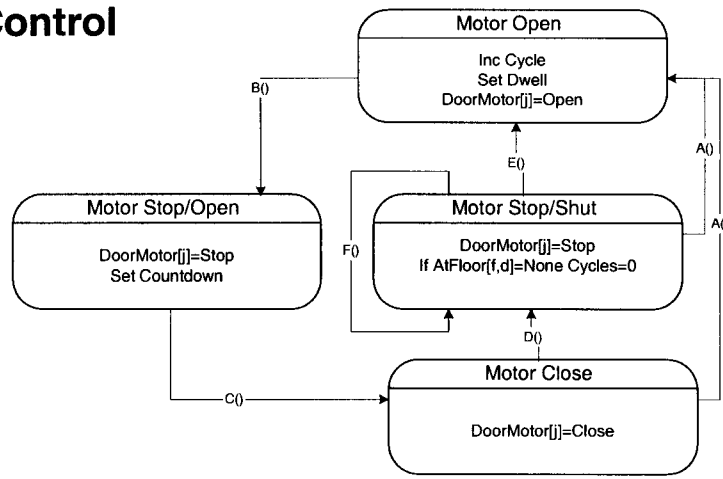
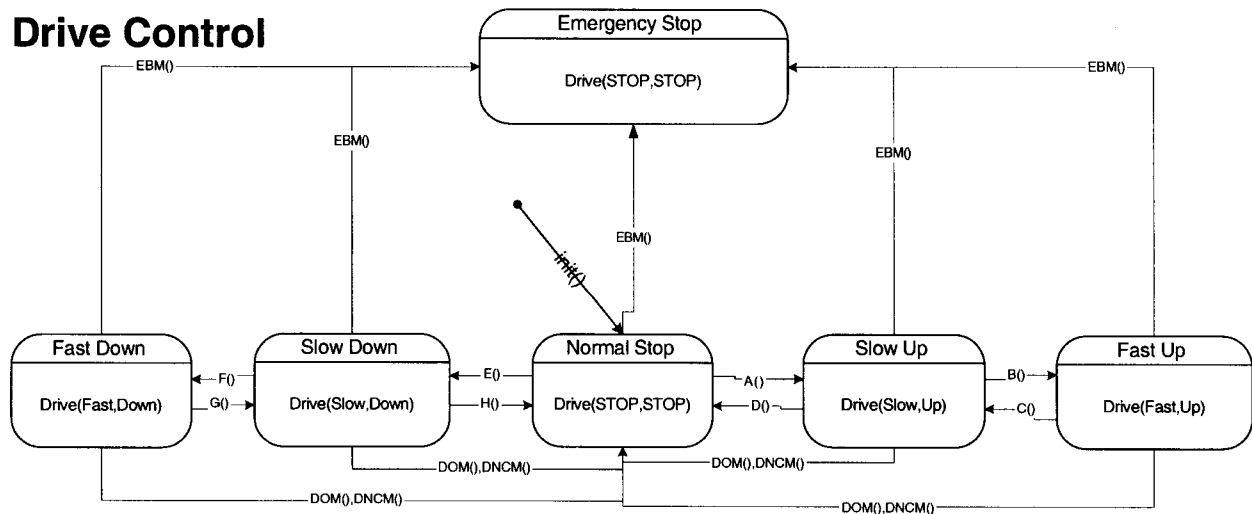


# Door Control



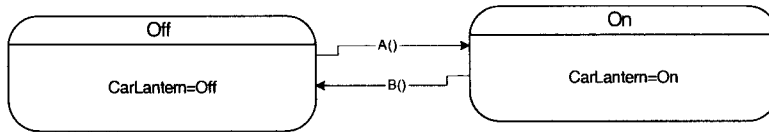
Transition	Message	Guard Conditions
A	DoorReversal	DoorReversal[q]=True
B	DoorOpen	DoorOpen[j]=True
C	Countdown	Countdown=0
D	DoorClosed	DoorClosed[j]=True
E	AtFloor	CurrentFloor=DesiredFloor and Drive=Stop and Cycles=0 or CurrentFloor=DesiredFloor and Drive=Stop and CarCall[currentFloor]=True or CurrentFloor=DesiredFloor and Drive=Stop and HallCall[currentFloor,DesiredFloor.d]=True or CurrentFloor=DesiredFloor and Drive=Stop and HallCall[currentFloor,*] and DesiredFloor.d=Stop
F	AtFloor	CurrentFloor=DesiredFloor and Drive=Stop and HallCall[currentFloor,*] and DesiredFloor.d=Stop AtFloor[f,d]=None

# Drive Control



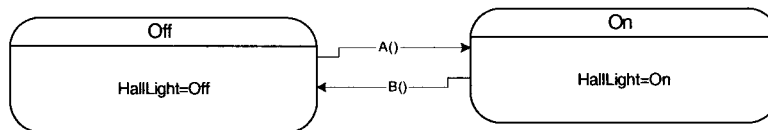
Transition	Message	Guard Conditions
A	DesiredFloor DriveSpeed	DesiredDirection=UP, DriveSpeed=Stop  GoUp Speed=Stop, DesiredDirection=Up
B	DriveSpeed	Speed=Slow
C	AtFloor DesiredFloor	atfloor.f=DesiredFloor, atfloor.d=Up DesiredDirection=down
D	DesiredFloor AtFloor	atFloor.f=DesiredFloor, atFloor.d=Up AtFloor.f=DesiredFloor, AtFloor.d=Stop
E-H	DesiredFloor DesiredFloor	DesiredDirection=Down AtFloor.f=DesiredFloor, AtFloor.d=Stop
E-H	As above, replace Down with Up	
EBM	Emergencybrake	
DOM	DoorMotor	DoorMotor=Open
DNCM	DoorClosed	DoorClosed=False

# LanternControl



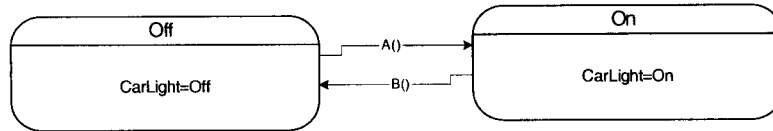
Transition	Message	Guard Conditions
A	DoorClosed DesiredFloor	DoorClosed[j]=False and DesiredFloor.d=MyDirection DoorClosed[j]=False and DesiredFloor.d=MyDirection
B	DoorClosed	DoorClosed[j]=True

# HallButtonControl



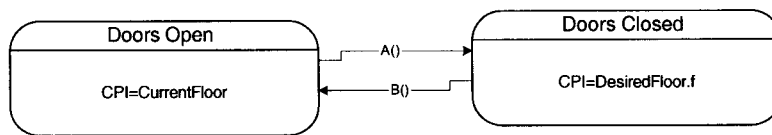
Transition	Message	Guard Conditions
A	HallCall	HallCall[myFloor,myDirection]=True
B	DesiredFloor	DesiredFloor=[Myfloor,MyDirection][Stop]

# CarButtonControl



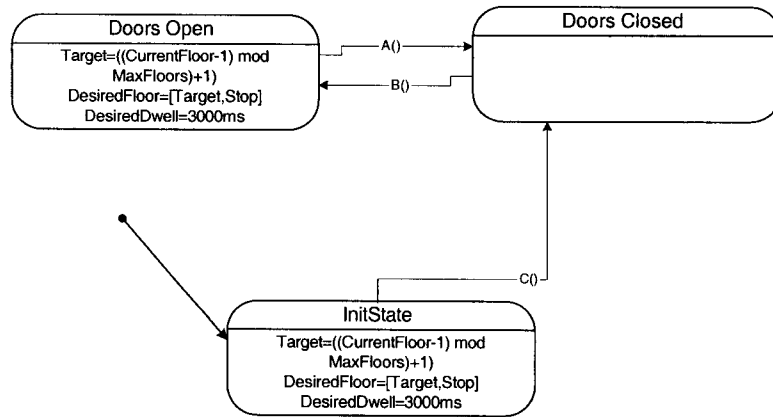
Transition	Message	Guard Conditions
A	CarCall	CarCall[myFloor]=True
B	DesiredFloor	DesiredFloor.f=MyFloor

# CarPositionControl



Transition	Message	Guard Conditions
A	DoorClosed	DoorClosed=True
B	DoorClosed	DoorClosed=False

# Dispatcher



Transition	Message	Guard Conditions
A	DoorClosed	DoorClosed=True
B	DoorClosed	DoorClosed=False
C	Atfloor	AtFloor[f,d]=None