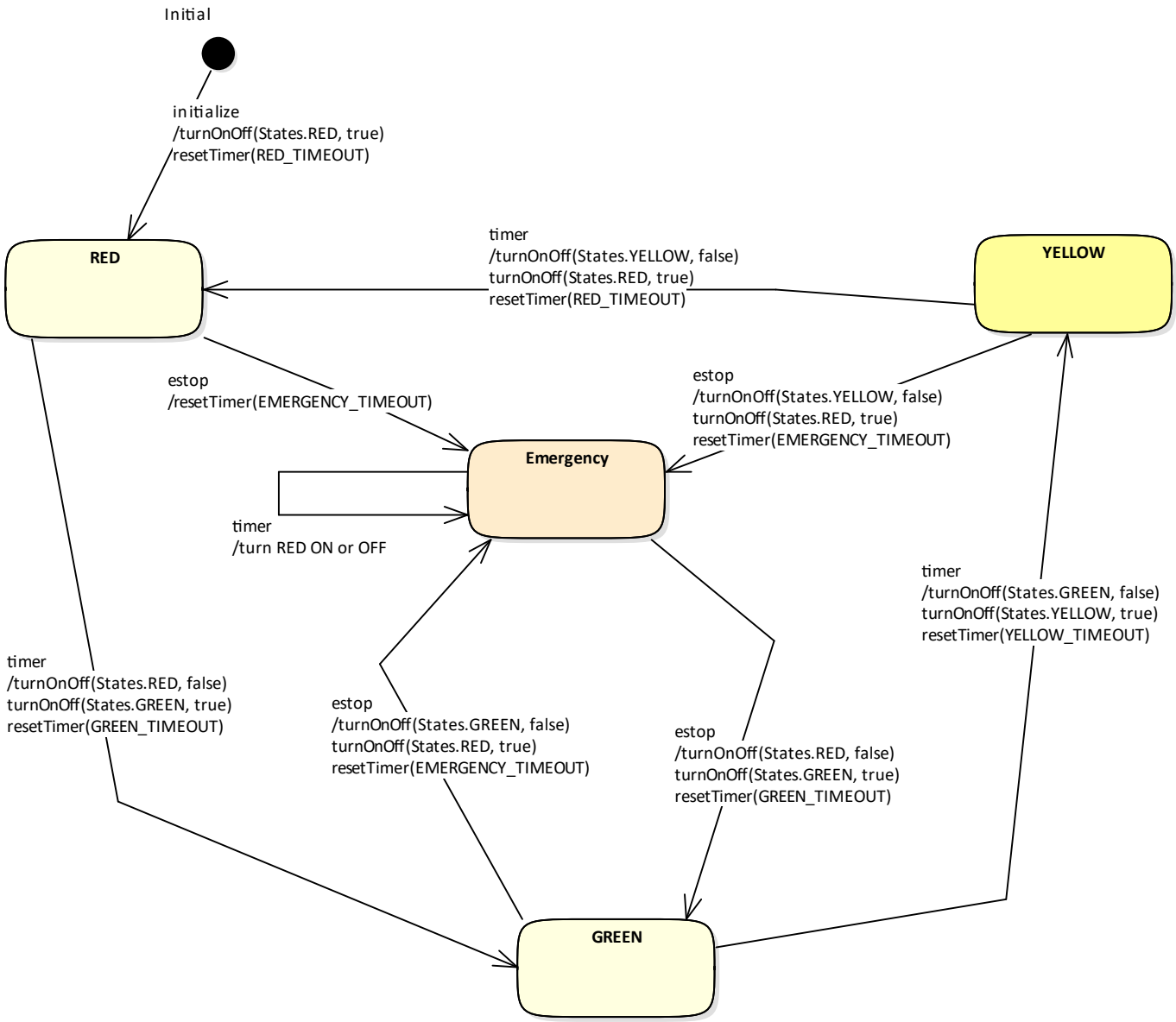
Initial
initialize
/turnOnOff(States.RED, true)
resetTimer(RED_TIMEOUT)
RED
timer
/turnOnOff(States.YELLOW, false)
turnOnOff(States.RED, true)
resetTimer(RED_TIMEOUT)
YELLOW
estop
/resetTimer(EMERGENCY_TIMEOUT)
estop
/turnOnOff(States.YELLOW, false)
turnOnOff(States.RED, true)
resetTimer(EMERGENCY_TIMEOUT)
Emergency
timer
/turn RED ON or OFF
timer
/turnOnOff(States.GREEN, false)
turnOnOff(States.YELLOW, true)
resetTimer(YELLOW_TIMEOUT)
timer
/turnOnOff(States.RED, false)
turnOnOff(States.GREEN, true)
resetTimer(GREEN_TIMEOUT)
estop
/turnOnOff(States.GREEN, false)
turnOnOff(States.RED, true)
resetTimer(EMERGENCY_TIMEOUT)
estop
/turnOnOff(States.RED, false)
turnOnOff(States.GREEN, true)
resetTimer(GREEN_TIMEOUT)
GREEN