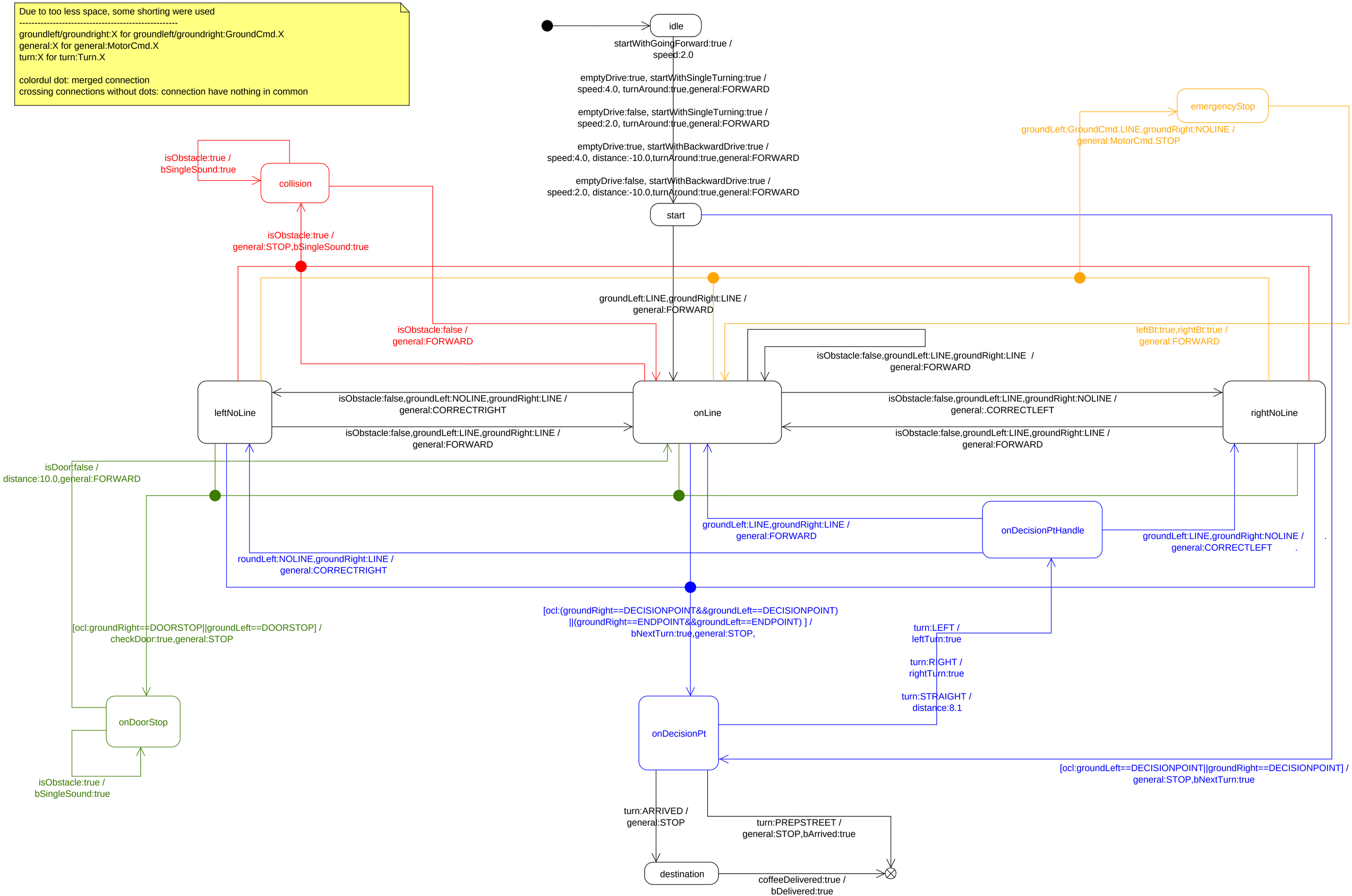
Due to too less space, some shorting were used
groundleft/groundright:X for groundleft/groundright:GroundCmd.X
general:X for general:MotorCmd.X
turn:X for turn:Turn.X
colordul dot: merged connection
crossing connections without dots: connection have nothing in common
idle
startWithGoingForward:true /
speed:2.0
emptyDrive:true, startWithSingleTurning:true /
speed:4.0, turnAround:true,general:FORWARD
emptyDrive:false, startWithSingleTurning:true /
speed:2.0, turnAround:true,general:FORWARD
emptyDrive:true, startWithBackwardDrive:true /
speed:4.0, distance:-10.0,turnAround:true,general:FORWARD
emptyDrive:false, startWithBackwardDrive:true /
speed:2.0, distance:-10.0,turnAround:true,general:FORWARD
start
emergencyStop
groundLeft:GroundCmd.LINE,groundRight:NOLINE /
general:MotorCmd.STOP
isObstacle:true /
bSingleSound:true
collision
isObstacle:true /
general:STOP,bSingleSound:true
groundLeft:LINE,groundRight:LINE /
general:FORWARD
isObstacle:false /
general:FORWARD
leftBt:true,rightBt:true /
general:FORWARD
isObstacle:false,groundLeft:LINE,groundRight:LINE /
general:FORWARD
leftNoLine
onLine
rightNoLine
isObstacle:false,groundLeft:NOLINE,groundRight:LINE /
general:CORRECTRIGHT
isObstacle:false,groundLeft:LINE,groundRight:LINE /
general:FORWARD
isObstacle:false,groundLeft:LINE,groundRight:NOLINE /
general:.CORRECTLEFT
isObstacle:false,groundLeft:LINE,groundRight:LINE /
general:FORWARD
isDoor:false /
distance:10.0,general:FORWARD
groundLeft:LINE,groundRight:LINE /
general:FORWARD
onDecisionPtHandle
groundLeft:LINE,groundRight:NOLINE /
general:CORRECTLEFT
roundLeft:NOLINE,groundRight:LINE /
general:CORRECTRIGHT
[ocl:(groundRight==DECISIONPOINT&&groundLeft==DECISIONPOINT)
||(groundRight==ENDPOINT&&groundLeft==ENDPOINT)] /
bNextTurn:true,general:STOP,
[ocl:groundRight==DOORSTOP||groundLeft==DOORSTOP] /
checkDoor:true,general:STOP
turn:LEFT /
leftTurn:true
turn:RIGHT /
rightTurn:true
turn:STRAIGHT /
distance:8.1
onDoorStop
onDecisionPt
[ocl:groundLeft==DECISIONPOINT||groundRight==DECISIONPOINT] /
general:STOP,bNextTurn:true
isObstacle:true /
bSingleSound:true
turn:ARRIVED /
general:STOP
turn:PREPSTREET /
general:STOP,bArrived:true
destination
coffeeDelivered:true /
bDelivered:true