

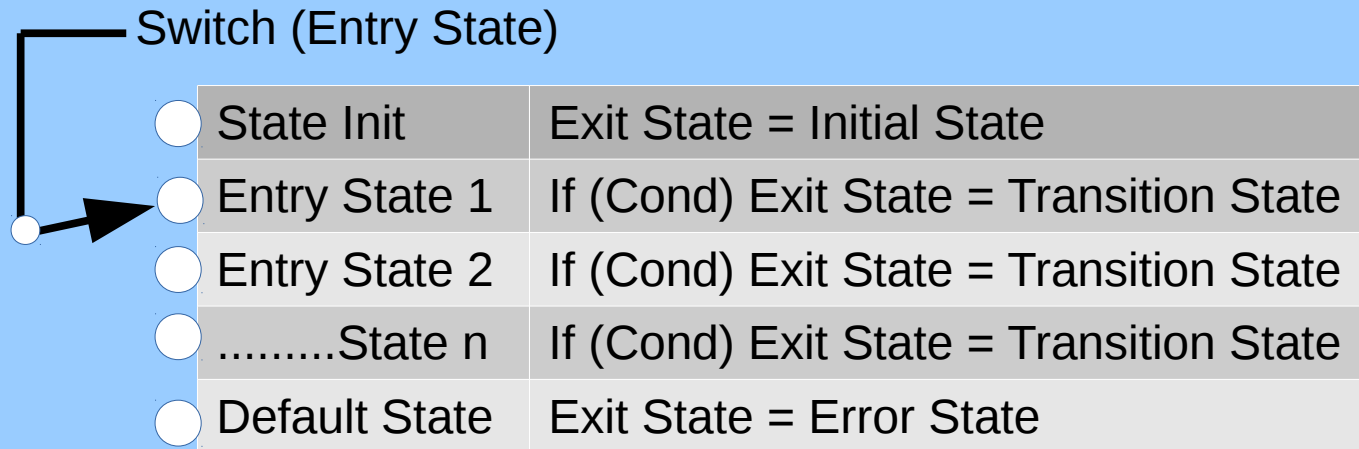
Finite State Machine

Tick Function (Entry State)

Transitions
Output: Exit State

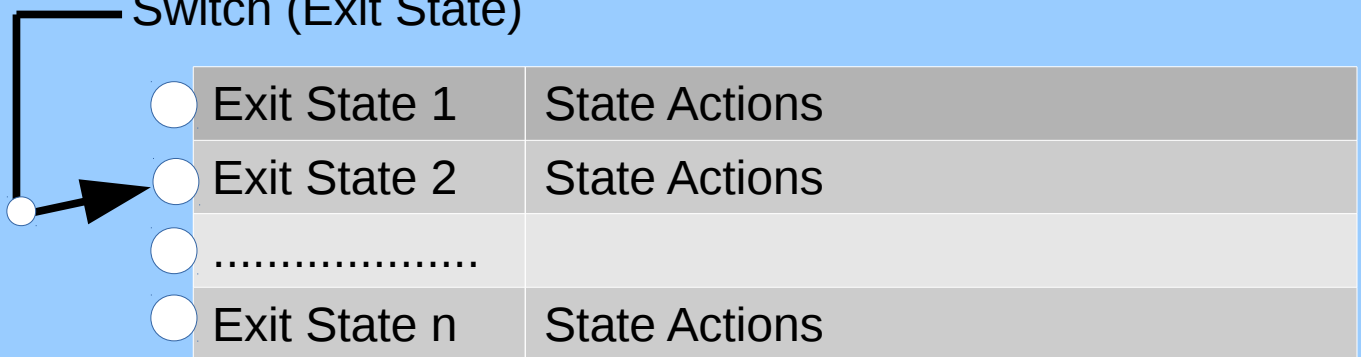
Each State	Exit State = Transition State when condition met
	Exit State = Entry State when condition NOT met

Code: Exit State = Entry State



State Actions
Output: Exit State

Code:
Switch (Exit State)



Return (Exit State)