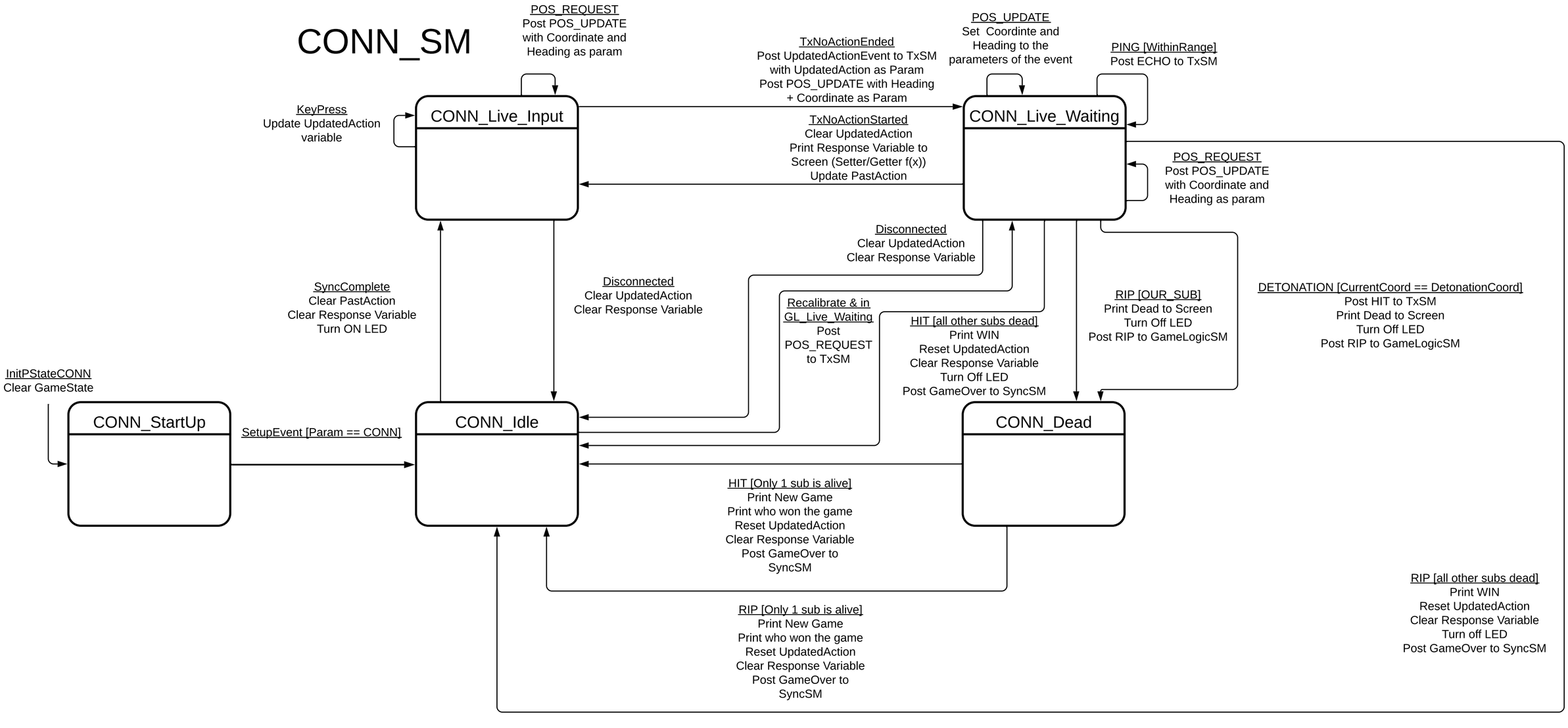
CONN_SM


POS_REQUEST
Post POS_UPDATE
with Coordinate and
Heading as param
TxNoActionEnded
Post UpdatedActionEvent to TxSM
with UpdatedAction as Param
Post POS_UPDATE with Heading
+ Coordinate as Param
POS_UPDATE
Set Coordinte and
Heading to the
parameters of the event
PING [WithinRange]
Post ECHO to TxSM
KeyPress
Update UpdatedAction
variable
CONN_Live_Input
CONN_Live_Waiting
TxNoActionStarted
Clear UpdatedAction
Print Response Variable to
Screen (Setter/Getter f(x))
Update PastAction
POS_REQUEST
Post POS_UPDATE
with Coordinate and
Heading as param
Disconnected
Clear UpdatedAction
Clear Response Variable
SyncComplete
Clear PastAction
Clear Response Variable
Turn ON LED
Disconnected
Clear UpdatedAction
Clear Response Variable
Recalibrate & in
GL_Live_Waiting
Post
POS_REQUEST
to TxSM
HIT [all other subs dead]
Print WIN
Reset UpdatedAction
Clear Response Variable
Turn Off LED
Post GameOver to SyncSM
RIP [OUR_SUB]
Print Dead to Screen
Turn Off LED
Post RIP to GameLogicSM
DETONATION [CurrentCoord == DetonationCoord]
Post HIT to TxSM
Print Dead to Screen
Turn Off LED
Post RIP to GameLogicSM
InitPStateCONN
Clear GameState
CONN_StartUp
SetupEvent [Param == CONN]
CONN_Idle
CONN_Dead
HIT [Only 1 sub is alive]
Print New Game
Print who won the game
Reset UpdatedAction
Clear Response Variable
Post GameOver to
SyncSM
RIP [all other subs dead]
Print WIN
Reset UpdatedAction
Clear Response Variable
Turn off LED
Post GameOver to SyncSM
RIP [Only 1 sub is alive]
Print New Game
Print who won the game
Reset UpdatedAction
Clear Response Variable
Post GameOver to
SyncSM