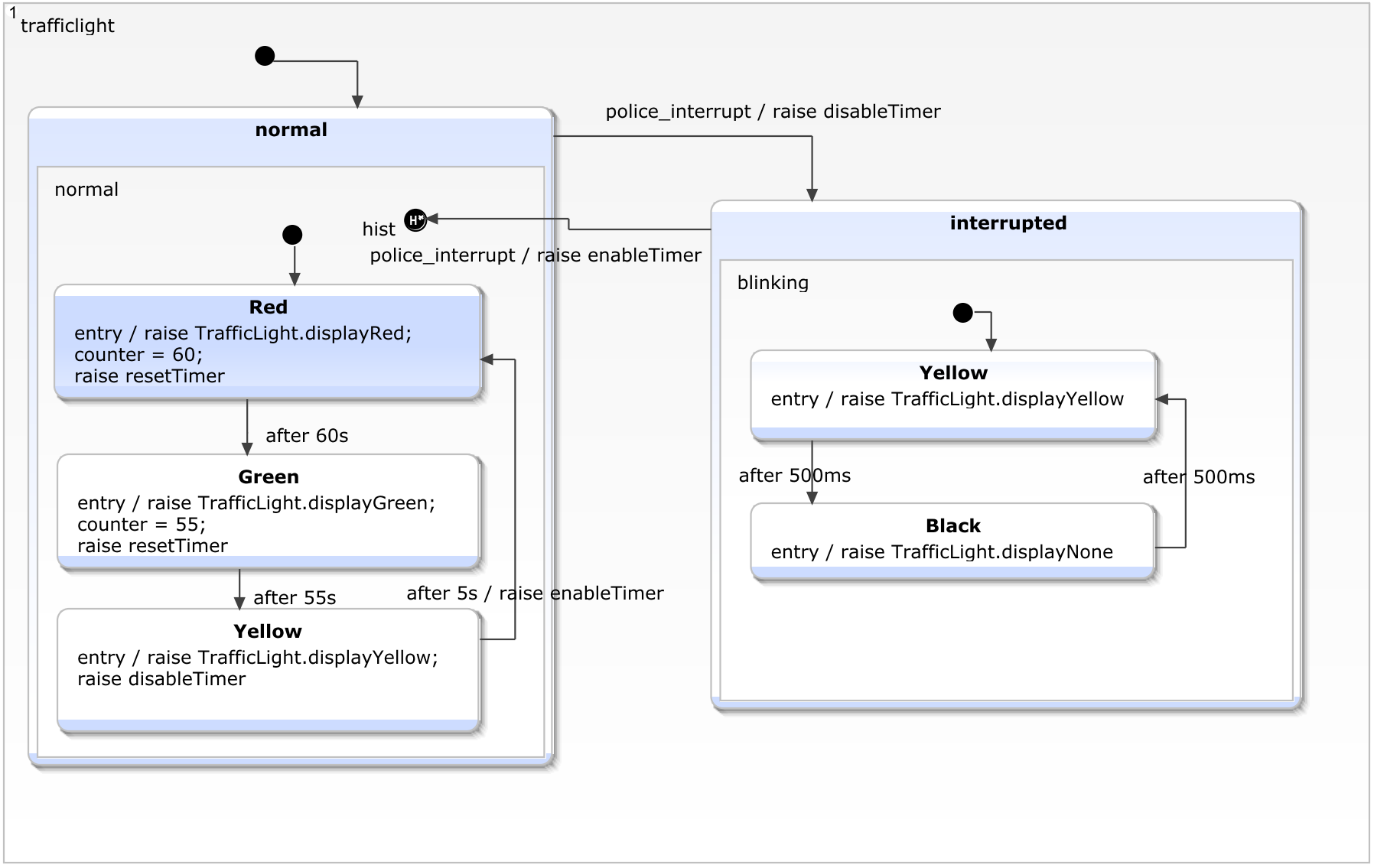

1
trafficlight
normal
police_interrupt / raise disableTimer
normal
hist
police_interrupt / raise enableTimer
interrupted
Red
entry / raise TrafficLight.displayRed;
counter = 60;
raise resetTimer
blinking
Yellow
entry / raise TrafficLight.displayYellow
after 60s
Green
entry / raise TrafficLight.displayGreen;
counter = 55;
raise resetTimer
after 500ms
after 500ms
Black
entry / raise TrafficLight.displayNone
after 55s
after 5s / raise enableTimer
Yellow
entry / raise TrafficLight.displayYellow;
raise disableTimer