

Entering the state the switchpoint is activated.  
Opening and closing the door switches the lamp on and off.  
If the Run signal becomes active and the Timeout value is not zero the state machine goes to the state Cooking.

Idle	Entry action	Swip_Timeout_On
	eXit action	
	Door_Closed	Do_LampOff
	Door_Open	Do_LampOn
Cooking	Di_Run	