

```

graph LR
    Idle(((Idle))) -- goForced --> Forced((Forced))
    Forced -- rdyForced --> Idle
    Idle -- Done --> Done((( )))
    Done -- Startoff --> Tickle1((Tickle1))
    Tickle1 -- ToneOver --> Tickle2((Tickle2))
    Tickle2 -- Startoff --> Done
  
```

