

Neptun-kód	Eredmény	Tiltott elemek	Teszthibák	Hibás tesztek száma	Megjegyzés
A3BC1G	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-	0	
ACD6T6	Siker	Trigger can not be empty! (source vertex name: increment)   Trigger can not be empty! (source vertex name: white_falling)   Trigger can not be empty! (source vertex name: increment)   Trigger can not be empty! (source vertex name: black_falling)	-	0	
AF1WZU	Siker		-	0	
AFGC8N	Siker		-	0	
AG6THV	Siker	Trigger can not be empty! (source vertex name: Game)   Trigger can not be empty! (source vertex name: Game)	-	0	
AGVNXV	Hiba		checkLastSeconds: Checking the last seconds of a game button in the game. F	14	Beadtad ugyanazt amit kiadtunk?
AV4SQO	Siker	Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White moves)	-	0	
AXFXRO	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0	
AYAIF8	Hiba	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   Trigger can not be empty! (source vertex name: White moves)   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   Trigger can not be empty! (source vertex name: Black Moves)   Trigger can not be empty! (source vertex name: add bonus w)   Trigger can not be empty! (source vertex name: add bonus w)   Trigger can not be empty! (source vertex name: max Zeit w)   Trigger can not be empty! (source vertex name: max Zeit w)   Trigger can not be empty! (source vertex name: add bonus b)   Trigger can not be empty! (source vertex name: add bonus b)   Trigger can not be empty! (source vertex name: max Zeit b)   Trigger can not be empty! (source vertex name: max Zeit b)   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	checkLastSeconds: Checking the last seconds of a game button in the game. F	14	Javítsd a tiltott elemeket!
BAMRHY	Siker	Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White moves)	-	0	
BB85QA	Siker	Trigger can not be empty! (source vertex name: Whitemoves)   Trigger can not be empty! (source vertex name: Blackmoves)	-	0	
BJ1W0I	Siker		-	0	
BO8Q7P	Siker	Trigger can not be empty! (source vertex name: timeCounter)   Trigger can not be empty! (source vertex name: timeCounter)	-	0	
BOOPT6	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White stopped)   Trigger can not be empty! (source vertex name: Black stopped)	-	0	
BOZOAN	Hiba	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	checkLastSeconds: Checking the last seconds of a game button in the game. F	12	Javítsd a tiltott elemeket!
BR2LE6	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0	

C00P7Q	Siker	Trigger can not be empty! (source vertex name: White's Turn)   Trigger can not be empty! (source vertex name: Black's Turn)   Trigger can not be empty! (source vertex name: Init)	-		0	
C44ZM7	Siker		-		0	
C8SXJJ	Siker	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-		0	
C92L6H	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White pause)   Trigger can not be empty! (source vertex name: Black pause)	-		0	
CB5QAB	Siker		-		0	
CTGMAT	Hiba	Trigger can not be empty! (source vertex name: Initialize)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	checkLastSeconds: Checking the last seconds of a game button in the game.	F	7	Javitsd a tiltott elemeket!
D9XLSG	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-		0	
DBP27Y	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-		0	
DDZ590	Siker		-		0	
DJY1FZ	Siker	Trigger can not be empty! (source vertex name: White's turn)   Trigger can not be empty! (source vertex name: Black's turn)	-		0	
DM04Q5	Hiba	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   Trigger can not be empty! (source vertex name: feketSoron)   Trigger can not be empty! (source vertex name: feherSoron)   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   Trigger can not be empty! (source vertex name: kevesIdoFekere)   Trigger can not be empty! (source vertex name: kevesIdoFeher)	checkLastSeconds: Checking the last seconds of a game button in the game.	F	10	Javitsd a tiltott elemeket!
DMEM3S	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White beep)   Trigger can not be empty! (source vertex name: Black beep)	-		0	
DVIFYV	Hiba	Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	checkLastSeconds: Checking the last seconds of a game button in the game.	F	6	Javitsd a tiltott elemeket!
E7FCHF	Siker	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-		0	

EIZUOZ	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: WhitePause1)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: BlackPause1)   Trigger can not be empty! (source vertex name: Init)	-	0	
ET7D8H	Siker	Trigger can not be empty! (source vertex name: Ready to Play)   Trigger can not be empty! (source vertex name: Ready to Play)   Trigger can not be empty! (source vertex name: Initial time)   Trigger can not be empty! (source vertex name: Initial time)   Trigger can not be empty! (source vertex name: Increment time)   Trigger can not be empty! (source vertex name: Increment time)   Trigger can not be empty! (source vertex name: Increment time)   Trigger can not be empty! (source vertex name: Increment time)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0	
EW5EM9	Siker		-	0	
EY1G7D	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0	
FNARVP	Siker	Trigger can not be empty! (source vertex name: White turn)   Trigger can not be empty! (source vertex name: White turn)   Trigger can not be empty! (source vertex name: Black turn)   Trigger can not be empty! (source vertex name: Black turn)	-	0	
FP9W6B	Siker		-	0	
FQ0Y7K	Siker	Trigger can not be empty! (source vertex name: Wh.moves)   Trigger can not be empty! (source vertex name: Bl.move)	-	0	
FRHZU1	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-	0	
FSR38D	Siker		-	0	
FZONO0	Siker	Trigger can not be empty! (source vertex name: Game)   Trigger can not be empty! (source vertex name: Game)	-	0	
G1CH4I	Siker	Trigger can not be empty! (source vertex name: Countdown)   Trigger can not be empty! (source vertex name: Countdown)	-	0	
G5IJFF	Siker	Trigger can not be empty! (source vertex name: Gameplay)	-	0	
GDL0HB	Hiba		checkLastSeconds: Checking the last seconds of a game button in the game. F	2	
GLX2FX	Hiba		checkLastSeconds: Checking the last seconds of a game button in the game. F	13	Beadtat ugyanazt amit kiadtunk?
GQH7FW	Siker	Trigger can not be empty! (source vertex name: White Waiting)   Trigger can not be empty! (source vertex name: Black Waiting)	-	0	
H7LB3H	Siker		-	0	

		The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0	
HGL57H	Siker		-	0	
HGURZI	Siker		-	0	
HH1XLH	Hiba	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	checkLastSeconds: Checking the last seconds of a game button in the game. F	14	Javitsd a tiltott elemeket!
HKSVA0	Siker	Trigger can not be empty! (source vertex name: White init)   Trigger can not be empty! (source vertex name: Less then 5 sec)   Trigger can not be empty! (source vertex name: Black init)   Trigger can not be empty! (source vertex name: Less then 5 sec)	-	0	
I0P3RO	Siker		-	0	
I3ZSE1	Hiba	Trigger can not be empty! (source vertex name: White turn)   Trigger can not be empty! (source vertex name: Black turn)	checkLastSeconds: Checking the last seconds of a game button in the game. F	15	Javitsd a tiltott elemeket!
I46RYI	Siker	Trigger can not be empty! (source vertex name: White player)   Trigger can not be empty! (source vertex name: Black player)	-	0	
I6IKM9	Siker		-	0	
I15ZCC	Siker		-	0	
INA1VL	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-	0	
IP1LXW	Siker	Trigger can not be empty! (source vertex name: Maximal time)   Trigger can not be empty! (source vertex name: Maximal time)   Trigger can not be empty! (source vertex name: Maximal time)   Trigger can not be empty! (source vertex name: Maximal time)   Trigger can not be empty! (source vertex name: Increment time)   Trigger can not be empty! (source vertex name: Increment time)   Trigger can not be empty! (source vertex name: Black initial time)   Trigger can not be empty! (source vertex name: Black initial time)   Trigger can not be empty! (source vertex name: White initial time)   Trigger can not be empty! (source vertex name: White initial time)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0	
IS8IJS	Siker	Trigger can not be empty! (source vertex name: Normal_game)   Trigger can not be empty! (source vertex name: Normal_game)	-	0	
J1CE13	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   Trigger can not be empty! (source vertex name: White press modeButton)   Trigger can not be empty! (source vertex name: White press modeButton)   Trigger can not be empty! (source vertex name: Black press modeButton)   Trigger can not be empty! (source vertex name: Black press modeButton)	-	0	
J9PCWO	Hiba	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	checkLastSeconds: Checking the last seconds of a game button in the game. F	15	Javitsd a tiltott elemeket!

JDI3IL	Siker	Trigger can not be empty! (source vertex name: initial time)   Trigger can not be empty! (source vertex name: initial time)   Trigger can not be empty! (source vertex name: increment time)   Trigger can not be empty! (source vertex name: increment time)   Trigger can not be empty! (source vertex name: maximal time)   Trigger can not be empty! (source vertex name: maximal time)   Trigger can not be empty! (source vertex name: white moves)   Trigger can not be empty! (source vertex name: white moves)   Trigger can not be empty! (source vertex name: white moves)   Trigger can not be empty! (source vertex name: black moves)   Trigger can not be empty! (source vertex name: black moves)   Trigger can not be empty! (source vertex name: black moves)	-		0	
JN12LH	Siker	Trigger can not be empty! (source vertex name: Decr)   Trigger can not be empty! (source vertex name: <5)   Trigger can not be empty! (source vertex name: Decr)   Trigger can not be empty! (source vertex name: <5)	-		0	
JX7HF6	Siker		-		0	
JXFCCC	Siker		-		0	
K88DNI	Hiba			checkLastSeconds: Checking the last seconds of a game button in the game. F	14	Beadtad ugyanazt amit kiadtunk?
K916HA	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-		0	
KDSVSG	Hiba	Trigger can not be empty! (source vertex name: Start)   Trigger can not be empty! (source vertex name: Start)   Trigger can not be empty! (source vertex name: White init)   Trigger can not be empty! (source vertex name: White incr)   Trigger can not be empty! (source vertex name: White incr)   Trigger can not be empty! (source vertex name: White incr)   Trigger can not be empty! (source vertex name: White incr)   Trigger can not be empty! (source vertex name: Black incr)   Trigger can not be empty! (source vertex name: Black incr)   Trigger can not be empty! (source vertex name: Black incr)   Trigger can not be empty! (source vertex name: Black incr)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Black)   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!		checkLastSeconds: Checking the last seconds of a game button in the game. F	13	Javitsd a tiltott elemeket!
KFK3TO	Siker	Trigger can not be empty! (source vertex name: Lepesek)   Trigger can not be empty! (source vertex name: Lepesek)	-		0	
KOF2VK	Siker	Trigger can not be empty! (source vertex name: W_T_C)   Trigger can not be empty! (source vertex name: B_T_C)	-		0	
KQFJQD	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-		0	
KUKYQ2	Siker		-		0	
L4TCS4	Siker		-		0	
L88JN8	Siker	Trigger can not be empty! (source vertex name: Feher)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: Black Adjourned)   Trigger can not be empty! (source vertex name: White Adjourned)	-		0	
LAXFOA	Hiba			checkLastSeconds: Checking the last seconds of a game button in the game. F	13	Beadtad ugyanazt amit kiadtunk?

LG6O4N	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0
LYFA29	Siker		-	0
M9TEFT	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: bBeep)   Trigger can not be empty! (source vertex name: wBeep)	-	0
MMO7I0	Siker	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0
MMV9Q8	Siker		-	0
MPG13R	Siker	Trigger can not be empty! (source vertex name: Black counter)   Trigger can not be empty! (source vertex name: White counter)	-	0
MSZVBY	Siker		-	0
NOS80B	Siker	The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0
ON82HB	Siker	Trigger can not be empty! (source vertex name: setup)   Trigger can not be empty! (source vertex name: master)   Trigger can not be empty! (source vertex name: whitePlays)   Trigger can not be empty! (source vertex name: whitePlays)   Trigger can not be empty! (source vertex name: blackPlays)   Trigger can not be empty! (source vertex name: blackPlays)   Trigger can not be empty! (source vertex name: blackPlays)	-	0
OTXJ6C	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-	0
PS6MA2	Siker		-	0
PT9H3E	Siker	Trigger can not be empty! (source vertex name: Game)   Trigger can not be empty! (source vertex name: Game)	-	0
PUENLH	Siker	Trigger can not be empty! (source vertex name: Playstart)   Trigger can not be empty! (source vertex name: Playstart)	-	0
Q1A8C5	Siker	Trigger can not be empty! (source vertex name: Jatek)   Trigger can not be empty! (source vertex name: Jatek)	-	0
Q87UU5	Siker	Trigger can not be empty! (source vertex name: white moves)   Trigger can not be empty! (source vertex name: white moves)   Trigger can not be empty! (source vertex name: black moves)   Trigger can not be empty! (source vertex name: black moves)	-	0

QONKNM	Siker	Trigger can not be empty! (source vertex name: White Moves)   Trigger can not be empty! (source vertex name: Black Moves)	-	0
RAU2YH	Siker	Trigger can not be empty! (source vertex name: Moves)   Trigger can not be empty! (source vertex name: Moves)	-	0
RC092M	Siker		-	0
RQF877	Siker	Trigger can not be empty! (source vertex name: WHITE)   Trigger can not be empty! (source vertex name: BLACK)	-	0
S4CVUJ	Siker	Trigger can not be empty! (source vertex name: count)   Trigger can not be empty! (source vertex name: sub)   Trigger can not be empty! (source vertex name: count)   Trigger can not be empty! (source vertex name: sub)	-	0
SG8TY0	Siker	Trigger can not be empty! (source vertex name: Vilagos)   Trigger can not be empty! (source vertex name: Sotet)	-	0
SKJPFY	Siker	Trigger can not be empty! (source vertex name: Idle)   Trigger can not be empty! (source vertex name: Idle)   Trigger can not be empty! (source vertex name: Idle)   Trigger can not be empty! (source vertex name: Idle)   Trigger can not be empty! (source vertex name: Idle)   Trigger can not be empty! (source vertex name: Idle)   Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: WhiteMoves)   Trigger can not be empty! (source vertex name: BlackMoves)   Trigger can not be empty! (source vertex name: BlackMoves)   Trigger can not be empty! (source vertex name: BlackMoves)	-	0
SQZP3S	Siker	Trigger can not be empty! (source vertex name: Time)   Trigger can not be empty! (source vertex name: Time)	-	0
SVAKH4	Siker		-	0
TBBFNC	Siker	Trigger can not be empty! (source vertex name: whiteMoves)   Trigger can not be empty! (source vertex name: blackMoves)	-	0
TLCXYA	Siker	Trigger can not be empty! (source vertex name: Wbegins)   Trigger can not be empty! (source vertex name: Bbegins)	-	0
TP47VC	Siker	Trigger can not be empty! (source vertex name: WHITE_MOVES)   Trigger can not be empty! (source vertex name: BLACK_MOVES)	-	0
TXEZOR	Siker		-	0
UP1V4W	Siker		-	0
URY8W2	Siker	Trigger can not be empty! (source vertex name: Black)   Trigger can not be empty! (source vertex name: White)	-	0
VQDEYB	Siker	Trigger can not be empty! (source vertex name: BlackPlayer)   Trigger can not be empty! (source vertex name: WhitePlayer)	-	0
VXBOPM	Siker	Trigger can not be empty! (source vertex name: vilagos)   Trigger can not be empty! (source vertex name: sotet)	-	0
VZVAFK	Hiba		-	0
W646KN	Siker		-	0
WFPTP9	Siker	Trigger can not be empty! (source vertex name: game)   Trigger can not be empty! (source vertex name: game)	-	0
WPG1QB	Siker	Trigger can not be empty! (source vertex name: White turn)   Trigger can not be empty! (source vertex name: Black turn)   Trigger can not be empty! (source vertex name: Black turn)   Trigger can not be empty! (source vertex name: White pressed Mode)   Trigger can not be empty! (source vertex name: Black pressed Mode)	-	0

Az utolsó sorba ne írj ';' karaktert!

		Trigger can not be empty! (source vertex name: StartGame White)   Trigger can not be empty! (source vertex name: StartGame White)   Trigger can not be empty! (source vertex name: StartGame Black)   Trigger can not be empty! (source vertex name: StartGame Black)   Trigger can not be empty! (source vertex name: w5)   Trigger can not be empty! (source vertex name: w4)   Trigger can not be empty! (source vertex name: w3)   Trigger can not be empty! (source vertex name: w2)   Trigger can not be empty! (source vertex name: w1)   Trigger can not be empty! (source vertex name: b5)   Trigger can not be empty! (source vertex name: b4)   Trigger can not be empty! (source vertex name: b3)   Trigger can not be empty! (source vertex name: b2)   Trigger can not be empty! (source vertex name: b1)	-	0
X25EZO	Siker		-	0
X78258	Siker		-	0
XAQGN7	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-	0
XD9T9V	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)	-	0
XGXP0U	Siker	Trigger can not be empty! (source vertex name: white_moves)   Trigger can not be empty! (source vertex name: black_moves)	-	0
Y7G3ZL	Siker	Trigger can not be empty! (source vertex name: game)   Trigger can not be empty! (source vertex name: game)	-	0
YJ8F2X	Siker	Trigger can not be empty! (source vertex name: White's turn)   Trigger can not be empty! (source vertex name: Black's turn)	-	0
YOMPPI	Siker	Trigger can not be empty! (source vertex name: White)   Trigger can not be empty! (source vertex name: Black)	-	0
YQ83HY	Siker	Trigger can not be empty! (source vertex name: White Moves)   Trigger can not be empty! (source vertex name: Black Moves)	-	0
Z8VFCM	Siker		-	0
ZBRZFP	Siker		-	0
ZW702H	Siker	Trigger can not be empty! (source vertex name: White moves)   Trigger can not be empty! (source vertex name: Black moves)   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!   The usage of always/oncycle keyword (or triggerless transitions) is forbidden!	-	0