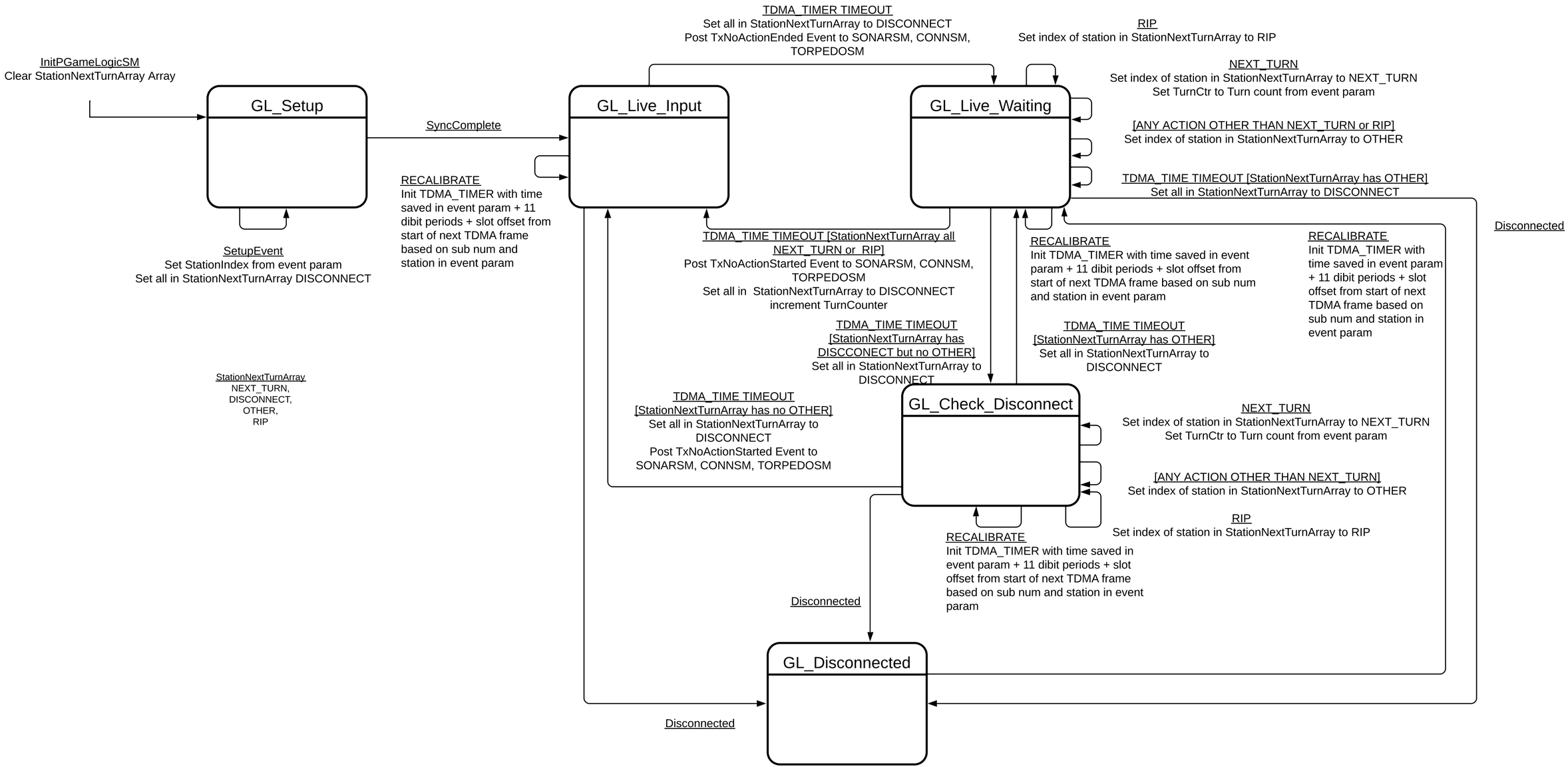
InitPGameLogicSM
Clear StationNextTurnArray Array
GL_Setup
SetupEvent
Set StationIndex from event param
Set all in StationNextTurnArray DISCONNECT
SyncComplete
GL_Live_Input
RECALIBRATE
Init TDMA_TIMER with time saved in event param + 11 dibit periods + slot offset from start of next TDMA frame based on sub num and station in event param
TDMA_TIMER TIMEOUT
Set all in StationNextTurnArray to DISCONNECT
Post TxNoActionEnded Event to SONARSM, CONNSM, TORPEDOSM
GL_Live_Waiting
RIP
Set index of station in StationNextTurnArray to RIP
NEXT_TURN
Set index of station in StationNextTurnArray to NEXT_TURN
Set TurnCtr to Turn count from event param
[ANY ACTION OTHER THAN NEXT_TURN or RIP]
Set index of station in StationNextTurnArray to OTHER
TDMA_TIME TIMEOUT [StationNextTurnArray has OTHER]
Set all in StationNextTurnArray to DISCONNECT
Disconnected
TDMA_TIME TIMEOUT [StationNextTurnArray all NEXT_TURN or RIP]
Post TxNoActionStarted Event to SONARSM, CONNSM, TORPEDOSM
Set all in StationNextTurnArray to DISCONNECT
increment TurnCounter
RECALIBRATE
Init TDMA_TIMER with time saved in event param + 11 dibit periods + slot offset from start of next TDMA frame based on sub num and station in event param
RECALIBRATE
Init TDMA_TIMER with time saved in event param + 11 dibit periods + slot offset from start of next TDMA frame based on sub num and station in event param
TDMA_TIME TIMEOUT [StationNextTurnArray has DISCCONECT but no OTHER]
Set all in StationNextTurnArray to DISCONNECT
TDMA_TIME TIMEOUT [StationNextTurnArray has OTHER]
Set all in StationNextTurnArray to DISCONNECT
StationNextTurnArray
NEXT_TURN,
DISCONNECT,
OTHER,
RIP
TDMA_TIME TIMEOUT [StationNextTurnArray has no OTHER]
Set all in StationNextTurnArray to DISCONNECT
Post TxNoActionStarted Event to SONARSM, CONNSM, TORPEDOSM
GL_Check_Disconnect
NEXT_TURN
Set index of station in StationNextTurnArray to NEXT_TURN
Set TurnCtr to Turn count from event param
[ANY ACTION OTHER THAN NEXT_TURN]
Set index of station in StationNextTurnArray to OTHER
RIP
Set index of station in StationNextTurnArray to RIP
RECALIBRATE
Init TDMA_TIMER with time saved in event param + 11 dibit periods + slot offset from start of next TDMA frame based on sub num and station in event param
Disconnected
GL_Disconnected
Disconnected