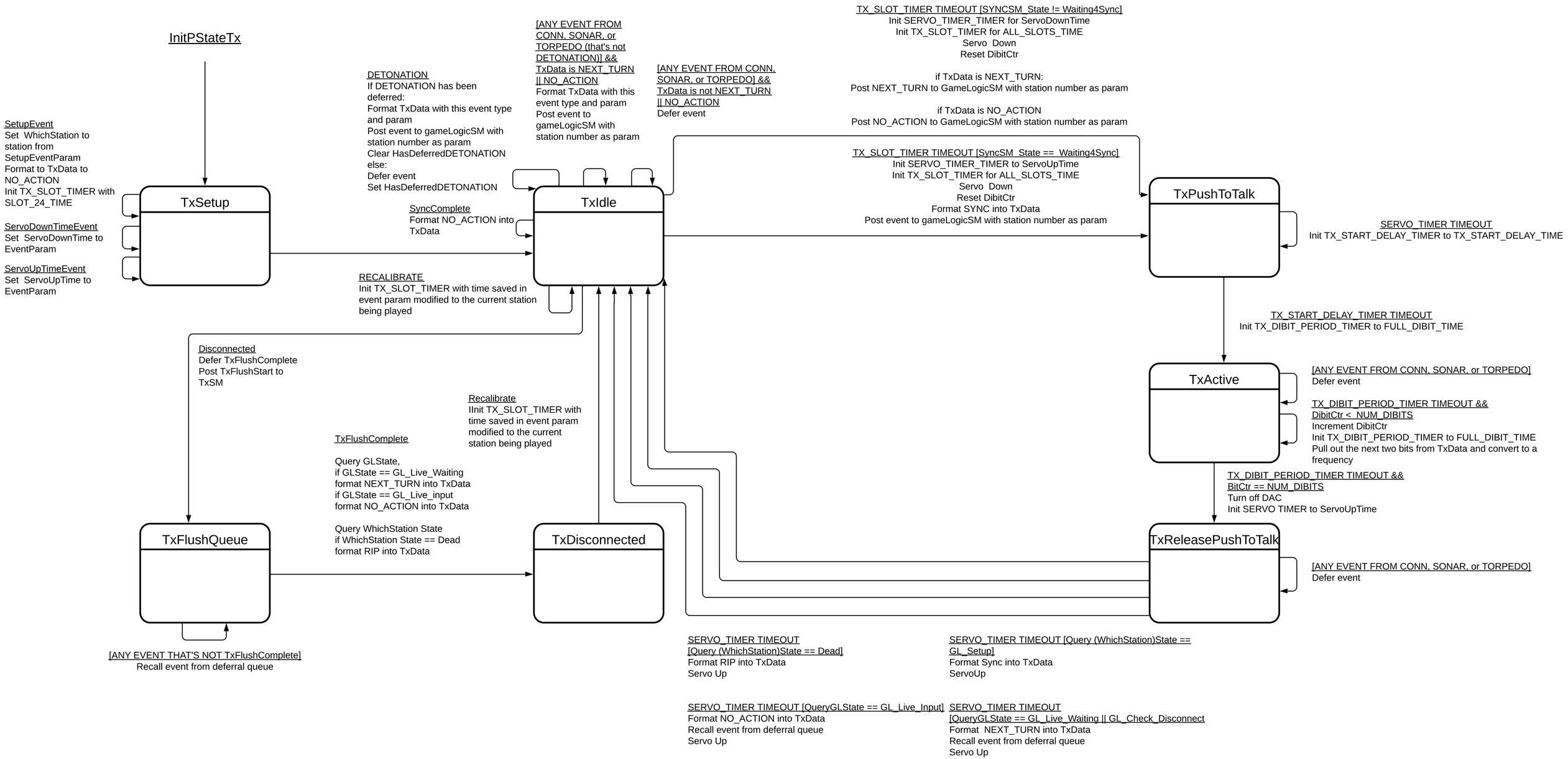
TxSM


InitPStateTx
TxSetup
SetupEvent
Set WhichStation to station from SetupEventParam
Format to TxData to NO_ACTION
Init TX_SLOT_TIMER with SLOT_24_TIME
ServoDownTimeEvent
Set ServoDownTime to EventParam
ServoUpTimeEvent
Set ServoUpTime to EventParam
TxIdle
DETONATION
If DETONATION has been deferred:
Format TxData with this event type and param
Post event to gameLogicSM with station number as param
Clear HasDeferredDETONATION
else:
Defer event
Set HasDeferredDETONATION
SyncComplete
Format NO_ACTION into TxData
RECALIBRATE
Init TX_SLOT_TIMER with time saved in event param modified to the current station being played
[ANY EVENT FROM CONN, SONAR, or TORPEDO (that's not DETONATION)] && TxData is NEXT_TURN || NO_ACTION
Format TxData with this event type and param
Post event to gameLogicSM with station number as param
[ANY EVENT FROM CONN, SONAR, or TORPEDO] && TxData is not NEXT_TURN || NO_ACTION
Defer event
TX_SLOT_TIMER TIMEOUT [SYNCSM_State != Waiting4Sync]
Init SERVO_TIMER_TIMER for ServoDownTime
Init TX_SLOT_TIMER for ALL_SLOTS_TIME
Servo Down
Reset DibitCtr
if TxData is NEXT_TURN:
Post NEXT_TURN to GameLogicSM with station number as param
if TxData is NO_ACTION
Post NO_ACTION to GameLogicSM with station number as param
TX_SLOT_TIMER TIMEOUT [SyncSM_State == Waiting4Sync]
Init SERVO_TIMER_TIMER to ServoUpTime
Init TX_SLOT_TIMER for ALL_SLOTS_TIME
Servo Down
Reset DibitCtr
Format SYNC into TxData
Post event to gameLogicSM with station number as param
TxPushToTalk
SERVO_TIMER TIMEOUT
Init TX_START_DELAY_TIMER to TX_START_DELAY_TIME
TX_START_DELAY_TIMER TIMEOUT
Init TX_DIBIT_PERIOD_TIMER to FULL_DIBIT_TIME
TxActive
[ANY EVENT FROM CONN, SONAR, or TORPEDO]
Defer event
TX_DIBIT_PERIOD_TIMER TIMEOUT && DibitCtr < NUM_DIBITS
Increment DibitCtr
Init TX_DIBIT_PERIOD_TIMER to FULL_DIBIT_TIME
Pull out the next two bits from TxData and convert to a frequency
TX_DIBIT_PERIOD_TIMER TIMEOUT && BitCtr == NUM_DIBITS
Turn off DAC
Init SERVO TIMER to ServoUpTime
TxReleasePushToTalk
[ANY EVENT FROM CONN, SONAR, or TORPEDO]
Defer event
Disconnected
Defer TxFlushComplete
Post TxFlushStart to TxSM
Recalibrate
IInit TX_SLOT_TIMER with time saved in event param modified to the current station being played
TxFlushComplete
Query GLState,
if GLState == GL_Live_Waiting
format NEXT_TURN into TxData
if GLState == GL_Live_input
format NO_ACTION into TxData
Query WhichStation State
if WhichStation State == Dead
format RIP into TxData
TxFlushQueue
[ANY EVENT THAT'S NOT TxFlushComplete]
Recall event from deferral queue
TxDisconnected
SERVO_TIMER TIMEOUT [Query (WhichStation)State == Dead]
Format RIP into TxData
Servo Up
SERVO_TIMER TIMEOUT [Query (WhichStation)State == GL_Setup]
Format Sync into TxData
ServoUp
SERVO_TIMER TIMEOUT [QueryGLState == GL_Live_Input]
Format NO_ACTION into TxData
Recall event from deferral queue
Servo Up
SERVO_TIMER TIMEOUT [QueryGLState == GL_Live_Waiting || GL_Check_Disconnect
Format NEXT_TURN into TxData
Recall event from deferral queue
Servo Up