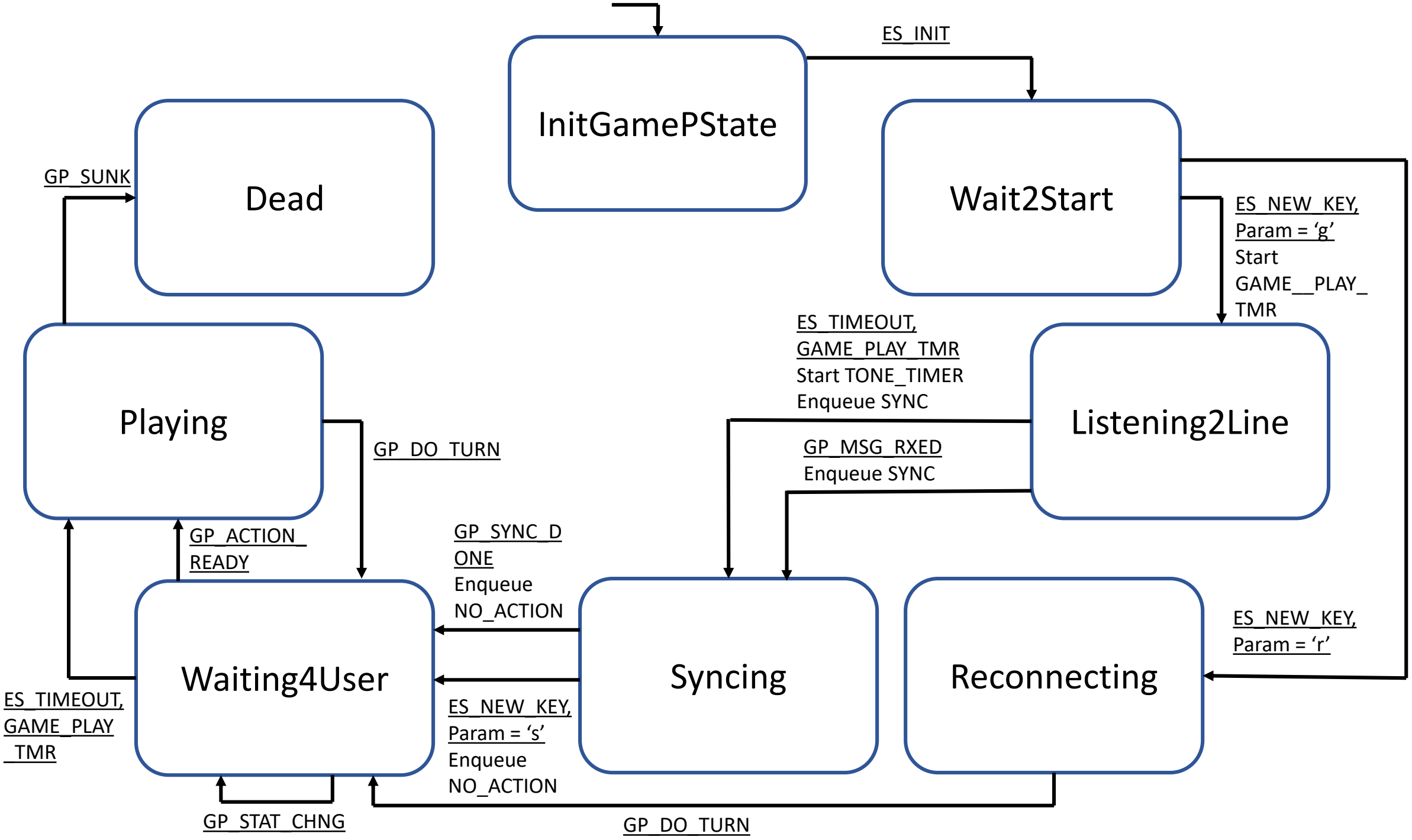
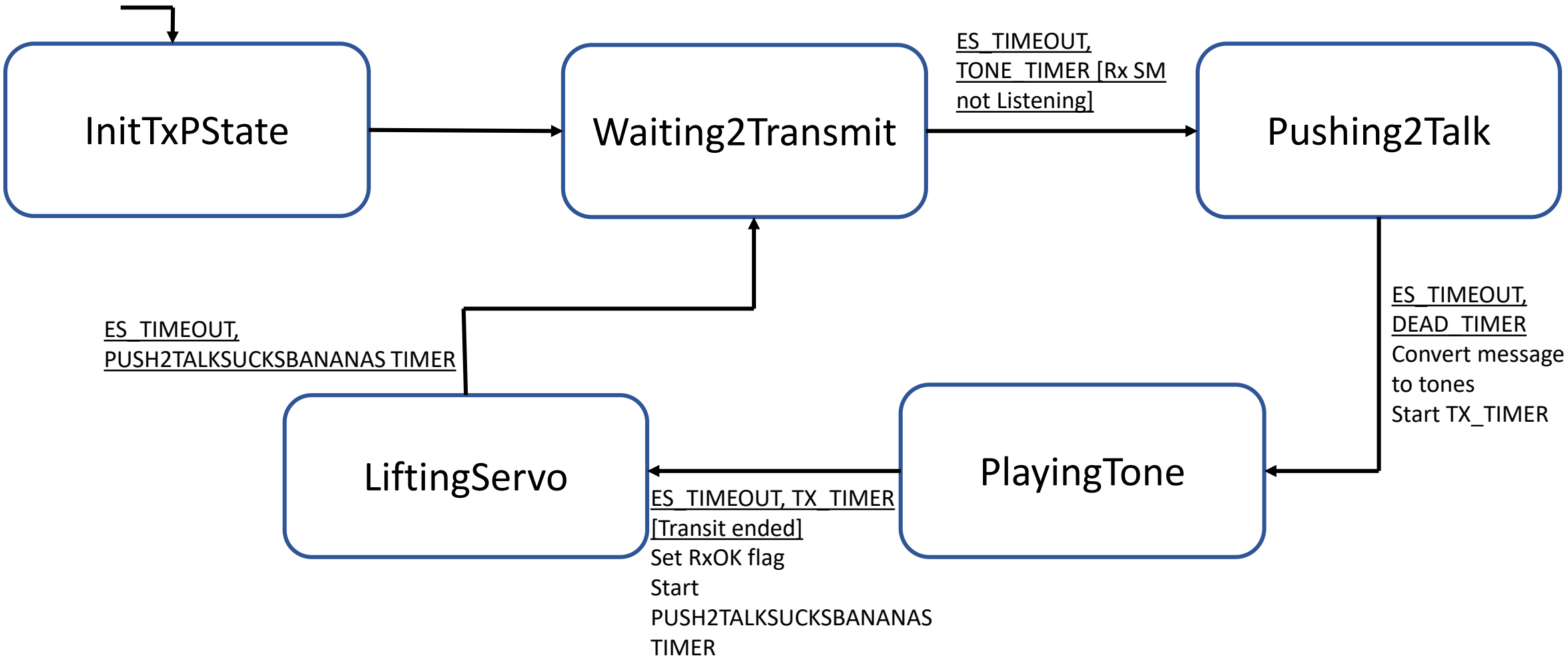
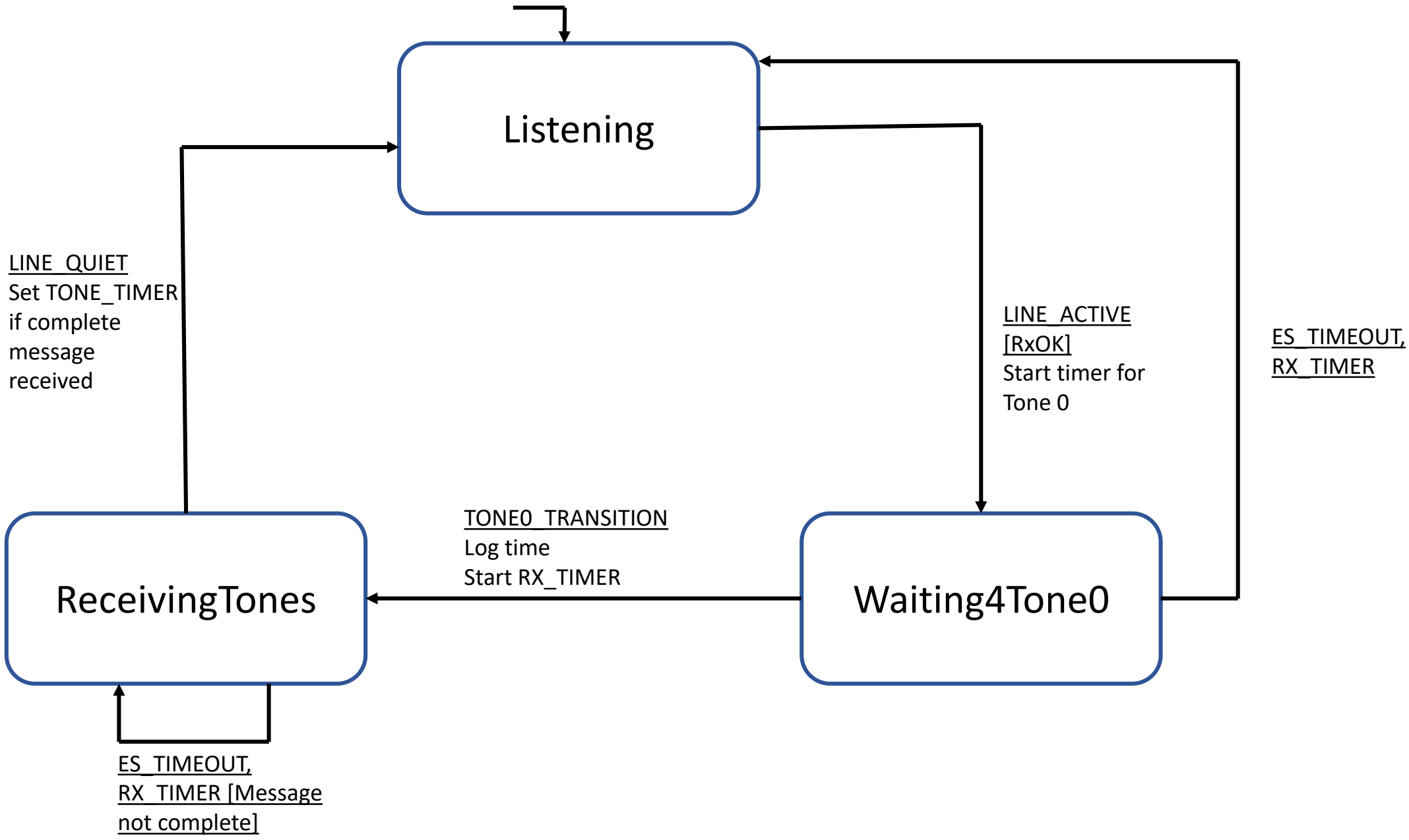
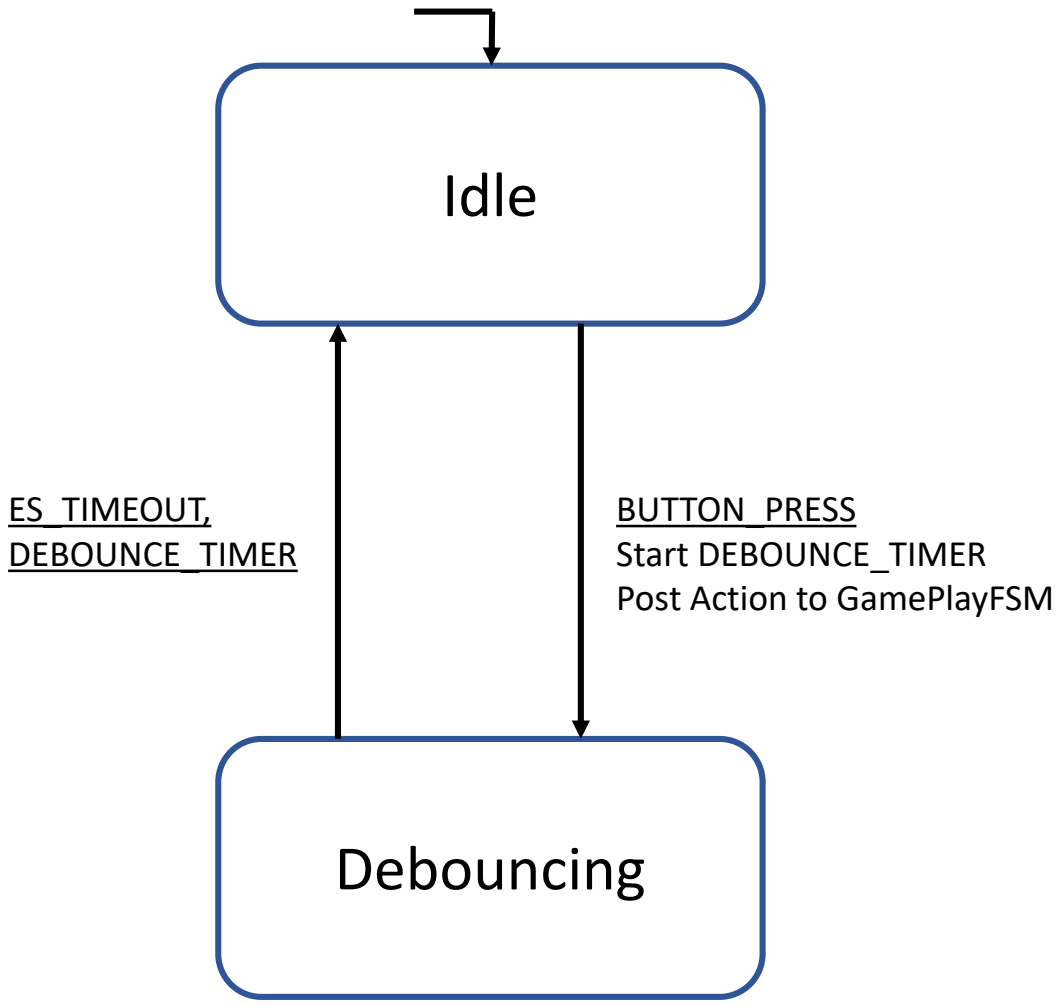
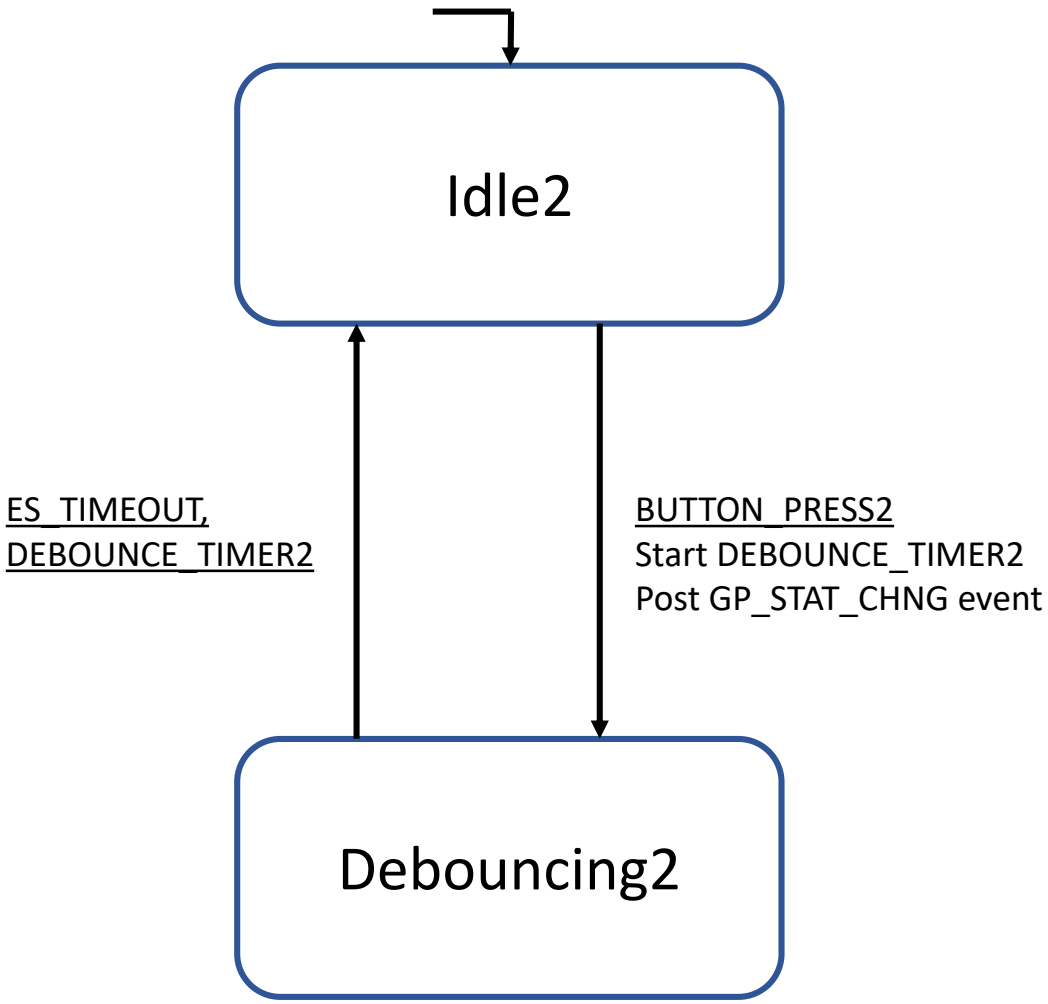

InitGamePState
ES_INIT
Wait2Start
ES_NEW_KEY,
Param = 'g'
Start
GAME__PLAY_
TMR
Dead
GP_SUNK
Playing
GP_DO_TURN
ES_TIMEOUT,
GAME_PLAY_TMR
Start TONE_TIMER
Enqueue SYNC
Listening2Line
GP_MSG_RXED
Enqueue SYNC
GP_ACTION_
READY
GP_SYNC_D
ONE
Enqueue
NO_ACTION
Waiting4User
Syncing
Reconnecting
ES_NEW_KEY,
Param = 'r'
ES_TIMEOUT,
GAME_PLAY
_TMR
ES_NEW_KEY,
Param = 's'
Enqueue
NO_ACTION
GP_STAT_CHNG
GP_DO_TURN


InitTxPState
Waiting2Transmit
ES_TIMEOUT,
TONE_TIMER [Rx SM
not Listening]
Pushing2Talk
ES_TIMEOUT,
DEAD_TIMER
Convert message
to tones
Start TX_TIMER
PlayingTone
ES_TIMEOUT, TX_TIMER
[Transit ended]
Set RxOK flag
Start
PUSH2TALKSUCKSBANANAS
TIMER
LiftingServo
ES_TIMEOUT,
PUSH2TALKSUCKSBANANAS TIMER


Listening
LINE_QUIET
Set TONE_TIMER
if complete
message
received
LINE_ACTIVE
[RxOK]
Start timer for
Tone 0
ES_TIMEOUT,
RX_TIMER
TONE0_TRANSITION
Log time
Start RX_TIMER
ReceivingTones
Waiting4Tone0
ES_TIMEOUT,
RX_TIMER [Message
not complete]


Idle
ES_TIMEOUT,
DEBOUNCE_TIMER
BUTTON_PRESS
Start DEBOUNCE_TIMER
Post Action to GamePlayFSM
Debouncing


Idle2
ES_TIMEOUT,
DEBOUNCE_TIMER2
BUTTON_PRESS2
Start DEBOUNCE_TIMER2
Post GP_STAT_CHNG event
Debouncing2