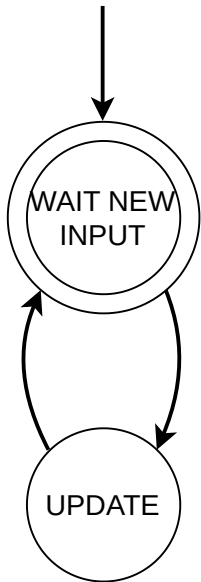


# Buffer FSM



(new\_pixel = '1' and valid\_data = '1') or  
(valid\_data = '0' and reg\_empty = '0')