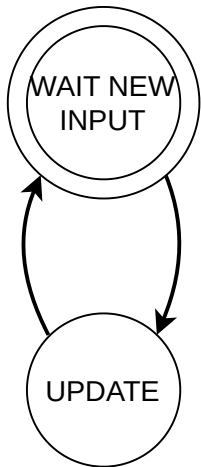


Buffer FSM



(new_pixel = '1' and valid_data = '1') or
(valid_data = '0' and reg_empty = '0')