

```
STATE:IDLE
current_slot = 0
STATE:RECEIVE_SLOT_INFO
STATE:CHECK_RECEIVED_PACKET
STATE:WAIT_OWN_SLOT
current_slot = 1
STATE:WAIT_OWN_SLOT
STATE:WAIT_OWN_SLOT
current_slot = 2
STATE:WAIT_RANDOM_DELAY
STATE:CREATE_PACKET
STATE:TRANSMIT
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•
•
```

次のステップ

前のステップ

最初に戻る

Log Range

変数 Variables

current_slot

▼

Value: 1

hasOwnSlot

▼

Value: true

追加

ログ Log

STATE: IDLE
STATE: RECEIVE_SLOT_INFO
STATE: WAIT_OWN_SLOT
STATE: WAIT_OWN_SLOT
STATE: WAIT_RANDOM_DELAY
STATE: TRANSMIT
STATE: WAIT_ACK
STATE: WAIT_NEXT_TURN
STATE: IDLE
STATE: WAIT_OWN_SLOT
STATE: WAIT_OWN_SLOT
STATE: TRANSMIT
STATE: WAIT_ACK
STATE: WAIT_NEXT_TURN
STATE: IDLE
STATE: WAIT_OWN_SLOT
STATE: TRANSMIT
STATE: WAIT_ACK
STATE: WAIT_NEXT_TURN
STATE: IDLE

