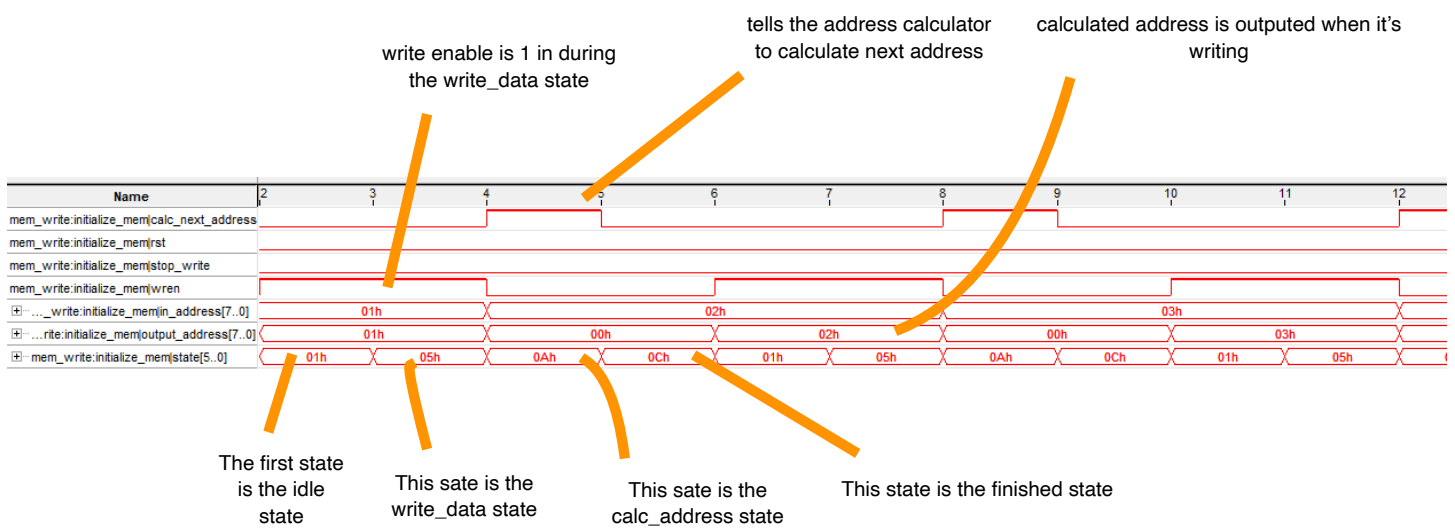
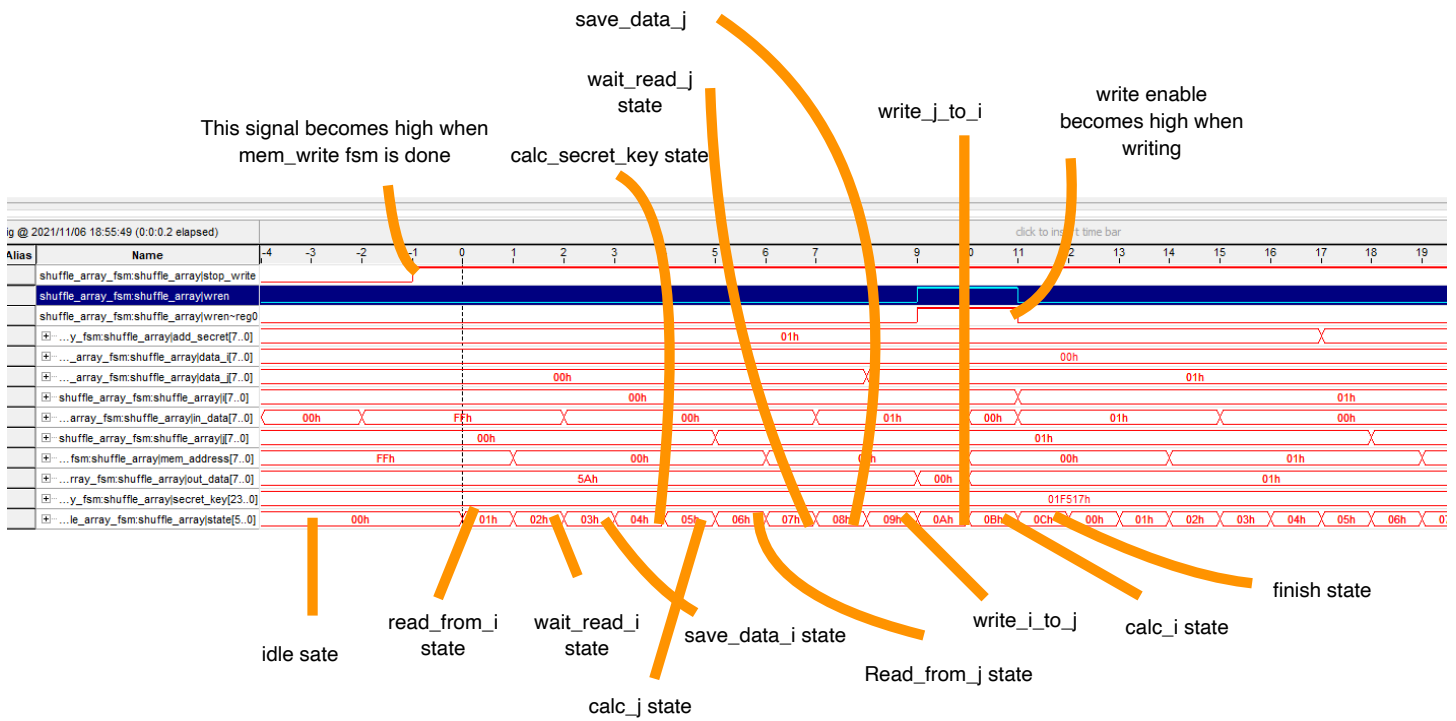


Mem write fsm

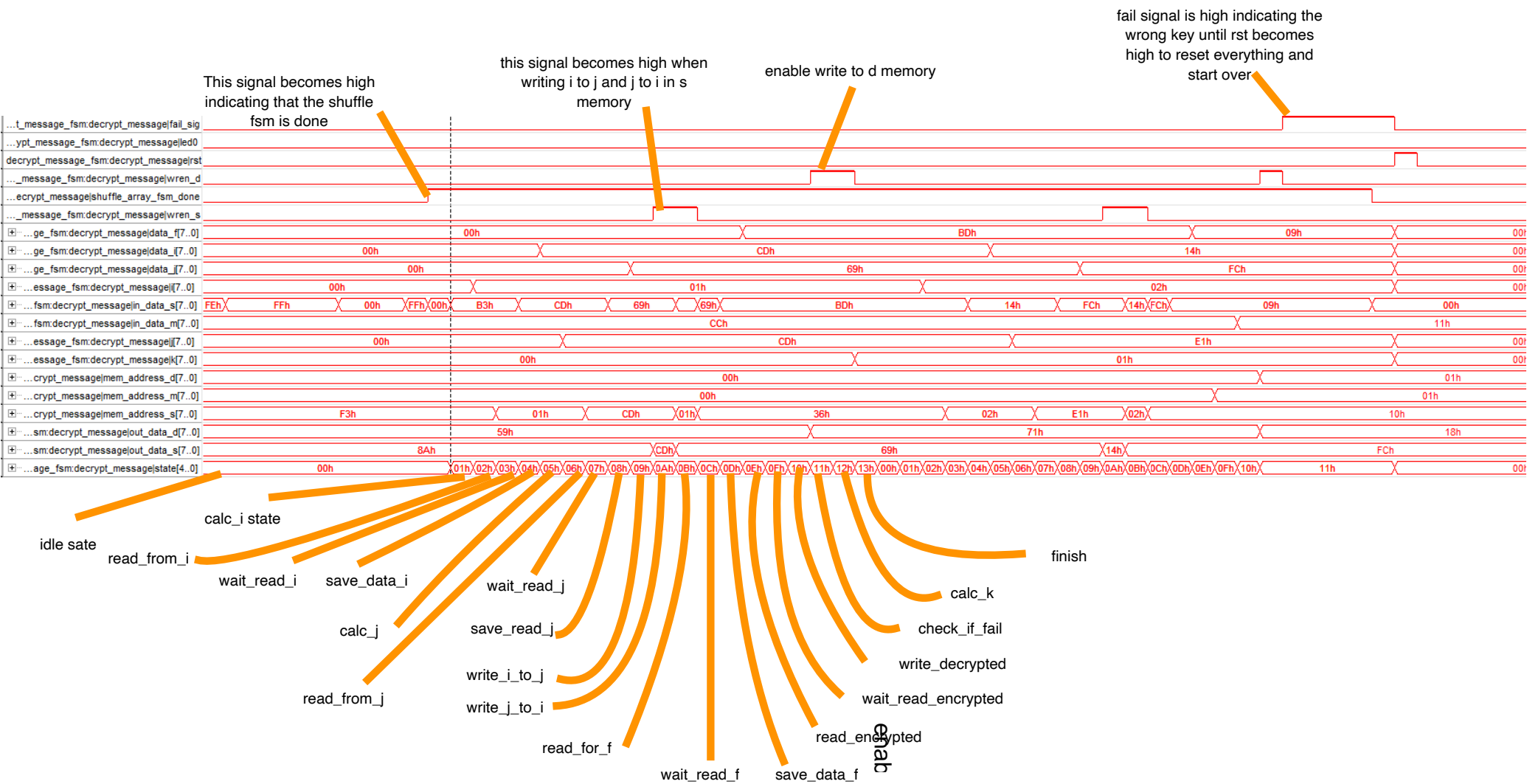


wait_read_j

shuffle fsm



decrypt message fsm



key count fsm

fail sig becomes high so moves on to the next state

reset's all the state machines

