State Transition Table

	On	Off	Select	Play	pause	Stop	Rewind	Fast Forward
Idle Off	Idle on	Idle Off	Idle Off	Idle Off	Idle Off	Idle Off	Idle Off	Idle Off
Idle On	Idle on	Off	Select	Play	Paused	Stop	Rewinding	Fast Forward
Select	Select	Off	Select	Play	Paused	Stop	Rewinding	Fast Forward
Playing	Playing	Off	Playing	Playing	Paused	Show End	Paused	Fast Forward
Paused	Paused	Off	Select	Playing	Paused	Show End	Paused	Paused
Stopped	Stopped	Off	Select	Playing	Paused	Show End	Rewinding	Show End
Rewinding	Rewinding	Off	Rewinding	Playing	Paused	Stopped	Rewinding	Rewinding
FF	FF	Off	Fast Forward	Playing	Paused	Show End	Fast Forward	Fast Forward
Screen Saver; not selected	Idle on	Off	Idle on; not selected	Idle on; not selected	Idle on; not selected	Idle on; not selected	Idle on; not selected	Idle on; not selected
Screen Saver; selected	Idle on; selected	Off	Idle on; selected show	Playing	Idle on; selected	Idle on; selected	Idle on; selected	Idle on; selected

State Transition Diagram

Play, Pause, Stop, Fast Forward, Rewind

System Off ← Player turn off ← **System ON** → Turn on, timer tick, no button press

Player turn on

User select

Select Show ← Turn off, when button press

Rewind

Play

Fast Forward

Fast Forward → **Fast Forward** → Fast Forward → **Playing** → Play, timer ticks → Pause → **Pause** ← Pause

Play

Play → **Playing**

Play ← Pause

Stop, Fast Forward

Timer run out

Rewind

Show End ← Stop ← **Screen Saver**

Stop, Rewind

Timer ticks

Rewind

Stop

Unselect Shows → User select

Playing
Pause
Screen Saver