

start\_bit\_detected=0<sub>t</sub>

**IDLE**

sbc\_clear = 1'b0  
sbc\_enable = 1'b0  
enable\_timer = 1'b0  
load\_buffer = 1'b0

framing\_error=1

**DATA**

sbc\_clear = 1'b0  
sbc\_enable = 1'b0  
enable\_timer = 1'b0  
load\_buffer = 1'b1

