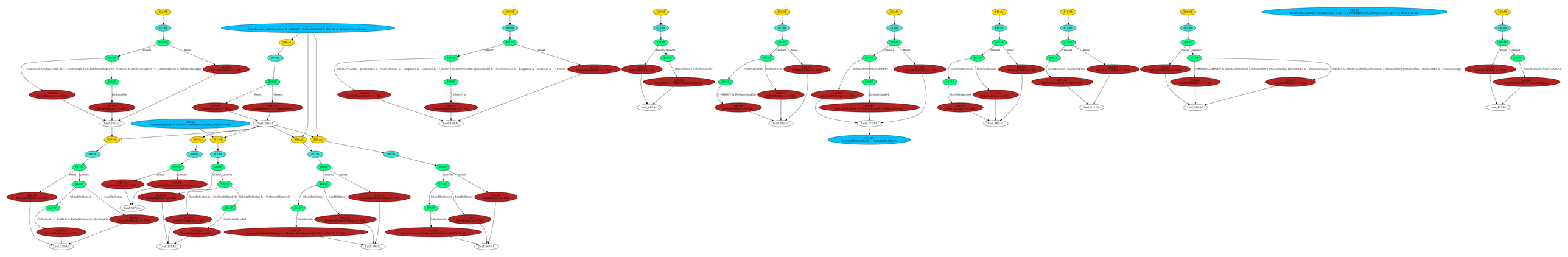

341:IF

342:NS
RxLateCollision <= 1'b0;

Reset

344:IF

!(Reset)

Leaf_339:AL

345:NS
RxLateCollision <= 1'b0;

LoadRxStatus

347:IF

!(LoadRxStatus)

465:NS
CarrierSenseLost <= 1'b1;

Leaf_459:AL

428:NS

RetryLimit <= MaxCollisionOccured;

Leaf_422:AL

353:BL

354:IF

355:NS
RxColWindow <= 1'b1;

Reset

357:IF

!(Reset)

348:NS
RxLateCollision <= 1'b1;

307:AL

308:BL

309:IF

383:BL

384:IF

387:IF

!(Reset)

385:NS
DribbleNibble <= 1'b0;

Reset

254:IF

257:IF

!(Reset)

255:NS
LatchedCrcError <= 1'b0;

Reset

258:NS
LatchedCrcError <= 1'b0;

RxStateSFD

260:IF

!(RxStateSFD)

Leaf_252:AL

404:IF

405:NS

ReceivedPacketTooBig <= ~r_HugEn & (RxByteCnt[15:0] > r_MaxFL[15:0]);

TakeSample

Leaf_396:AL

261:NS

LatchedCrcError <= RxCrcError & ~RxByteCntEq0;

279:AS
ReceivedPacketGood = ~LatchedCrcError;

464:IF

((StatePreamble | |StateData) & ~CarrierSense & ~Loopback & ~Collision & ~r_FullD)

467:IF

!(((StatePreamble | |StateData) & ~CarrierSense & ~Loopback & ~Collision & ~r_FullD))

468:NS
CarrierSenseLost <= 1'b0;

TxStartFrm

450:IF

453:IF

!(DeferIndication)

451:NS
DeferLatched <= 1'b1;

DeferIndication

454:NS
DeferLatched <= 1'b0;

RstDeferLatched

Leaf_445:AL

310:NS
ReceiveEnd <= 1'b0;

Reset

312:NS
ReceiveEnd <= LoadRxStatus;

!(Reset)

Leaf_307:AL

372:IF

375:IF

!(LoadRxStatus)

373:NS
ShortFrame <= 1'b0;

LoadRxStatus

376:NS

ShortFrame <= RxByteCnt[15:0] < r_MinFL[15:0];

TakeSample

Leaf_367:AL

327:NS

InvalidSymbol <= 1'b0;

Leaf_321:AL

Leaf_352:AL

339:AL 321:AL

322:BL

323:IF

390:IF

!(RxStateSFD)

388:NS
DribbleNibble <= 1'b0;

RxStateSFD

391:NS
DribbleNibble <= 1'b1;

(~MRxDV & RxStateData[1])

Leaf_382:AL

446:BL

447:IF

!(Reset)

448:NS
DeferLatched <= 1'b0;

Reset

398:IF

401:IF

!(Reset)

399:NS
ReceivedPacketTooBig <= 1'b0;

Reset

!(LoadRxStatus)

402:NS

ReceivedPacketTooBig <= 1'b0;

LoadRxStatus

340:BL

324:NS
InvalidSymbol <= 1'b0;

Reset

326:IF

!(Reset)

(LoadRxStatus & ~SetInvalidSymbol)

329:IF

!((LoadRxStatus & ~SetInvalidSymbol))

297:BL

298:IF

301:NS
LoadRxStatus <= TakeSample;

!(Reset)

299:NS
LoadRxStatus <= 1'b0;

Reset

Leaf_296:AL

396:AL 367:AL

368:BL

369:IF

425:NS

RetryLimit <= 1'h0;

417:NS

RetryCntLatched <= RetryCnt;

Leaf_411:AL

274:NS
LatchedMRxErr <= 1'b0;

Leaf_266:AL

416:IF

(StartTxDone | StartTxAbort)

268:IF

269:NS
LatchedMRxErr <= 1'b0;

Reset

271:IF

!(Reset)

!((MRxErr & MRxDV & (RxStatePreamble | RxStateSFD | |RxStateData | RxStateIdle & ~Transmitting)))

272:NS
LatchedMRxErr <= 1'b1;

(MRxErr & MRxDV & (RxStatePreamble | RxStateSFD | |RxStateData | RxStateIdle & ~Transmitting))

!(Reset)

370:NS
ShortFrame <= 1'b0;

Reset

RxStateData[0]

445:AL 411:AL

412:BL

413:IF

459:AL

460:BL

461:IF

423:BL

424:IF

Reset

427:IF

!(Reset)

(StartTxDone | StartTxAbort)

(Collision & ~r_FullD & (~RxColWindow | r_RecSmall))

360:IF

!((~Collision & (RxByteCnt[5:0] == CollValid[5:0]) & RxStateData[1]))

358:NS
RxColWindow <= 1'b0;

(~Collision & (RxByteCnt[5:0] == CollValid[5:0]) & RxStateData[1])

361:NS
RxColWindow <= 1'b1;

RxStateIdle

422:AL

397:BL

267:BL

283:AS

ReceivedLengthOK = (RxByteCnt[15:0] >= r_MinFL[15:0]) & (RxByteCnt[15:0] <= r_MaxFL[15:0]); 382:AL

253:BL 291:AS TakeSample = |RxStateData & ~MRxDV | RxStateData[0] & MRxDV & RxByteCntMaxFrame;

296:AL

436:NS
LateCollLatched <= 1'b0;

Leaf_433:AL

439:NS
LateCollLatched <= LateCollision;

!(Reset)

462:NS
CarrierSenseLost <= 1'b0;

Reset

266:AL

330:NS
InvalidSymbol <= 1'b1;

352:AL 252:AL

438:IF

(StartTxDone | StartTxAbort)

SetInvalidSymbol

433:AL

434:BL

435:IF

Reset!(Reset)

414:NS

RetryCntLatched <= 4'h0;

!(Reset) Reset

317:AS
SetInvalidSymbol = MRxDV & MRxErr & (MRxD[3:0] == 4'he);