



```
Case(state)
  Enable_Timer = Load_Buffer = 0
  SBC_Clear = SBC_Enable = 0
Wait_Cycle1:
```

Enable_Timer = Load_Buffer = 0 SBC_Clear = 1; SBC_Enable = 0

Count:

Enable_Timer = SBC_Clear = 1

SBC_Enable = Load_Buffer = 0

Stop_Bit_Check:

SBC_Enable = 1

SBC_Clear = Enable_Timer = Load_Buffer = 0

Wait_Error:

 $SBC_Enable = 1$

 $SBC_Clear = En$

Load_Buffer:

Load_Buffer = 1

SBC_Enable = SBC_Clear = Enable_Timer = 0