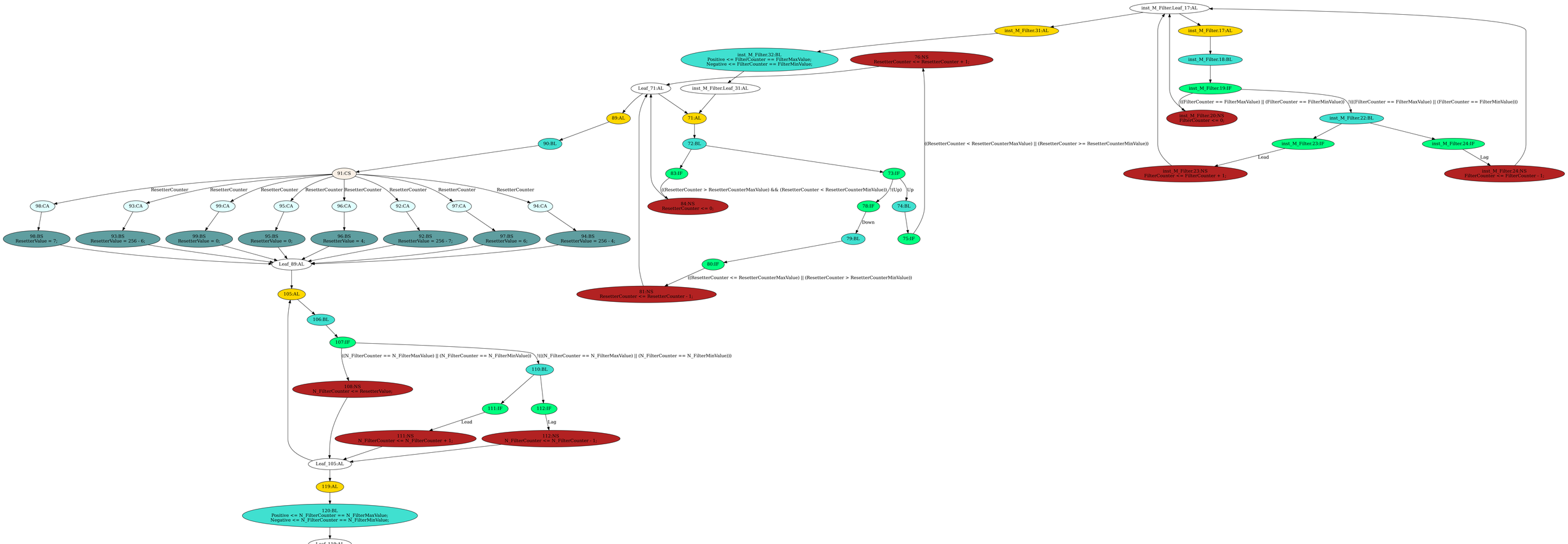
inst_M_Filter.Leaf_17:AL
inst_M_Filter.31:AL
inst_M_Filter.17:AL
inst_M_Filter.18:BL
inst_M_Filter.19:IF
((FilterCounter == FilterMaxValue) || (FilterCounter == FilterMinValue))
!(((FilterCounter == FilterMaxValue) || (FilterCounter == FilterMinValue)))
inst_M_Filter.20:NS
FilterCounter <= 0;
inst_M_Filter.22:BL
inst_M_Filter.23:IF
inst_M_Filter.24:IF
Lead
Lag
inst_M_Filter.23:NS
FilterCounter <= FilterCounter + 1;
inst_M_Filter.24:NS
FilterCounter <= FilterCounter - 1;
inst_M_Filter.32:BL
Positive <= FilterCounter == FilterMaxValue;
Negative <= FilterCounter == FilterMinValue;
76:NS
ResetterCounter <= ResetterCounter + 1;
((ResetterCounter < ResetterCounterMaxValue) || (ResetterCounter >= ResetterCounterMinValue))
Leaf_71:AL
inst_M_Filter.Leaf_31:AL
71:AL
89:AL
90:BL
72:BL
83:IF
((ResetterCounter > ResetterCounterMaxValue) && (ResetterCounter < ResetterCounterMinValue))
84:NS
ResetterCounter <= 0;
73:IF
!(Up)
Up
78:IF
74:BL
Down
79:BL
75:IF
80:IF
((ResetterCounter <= ResetterCounterMaxValue) || (ResetterCounter > ResetterCounterMinValue))
81:NS
ResetterCounter <= ResetterCounter - 1;
91:CS
ResetterCounter
98:CA
93:CA
99:CA
95:CA
96:CA
92:CA
97:CA
94:CA
98:BS
ResetterValue = 7;
93:BS
ResetterValue = 256 - 6;
99:BS
ResetterValue = 0;
95:BS
ResetterValue = 0;
96:BS
ResetterValue = 4;
92:BS
ResetterValue = 256 - 7;
97:BS
ResetterValue = 6;
94:BS
ResetterValue = 256 - 4;
Leaf_89:AL
105:AL
106:BL
107:IF
((N_FilterCounter == N_FilterMaxValue) || (N_FilterCounter == N_FilterMinValue))
!(((N_FilterCounter == N_FilterMaxValue) || (N_FilterCounter == N_FilterMinValue)))
108:NS
N_FilterCounter <= ResetterValue;
110:BL
111:IF
112:IF
Lead
Lag
111:NS
N_FilterCounter <= N_FilterCounter + 1;
112:NS
N_FilterCounter <= N_FilterCounter - 1;
Leaf_105:AL
119:AL
120:BL
Positive <= N_FilterCounter == N_FilterMaxValue;
Negative <= N_FilterCounter == N_FilterMinValue;
Leaf_119:AL