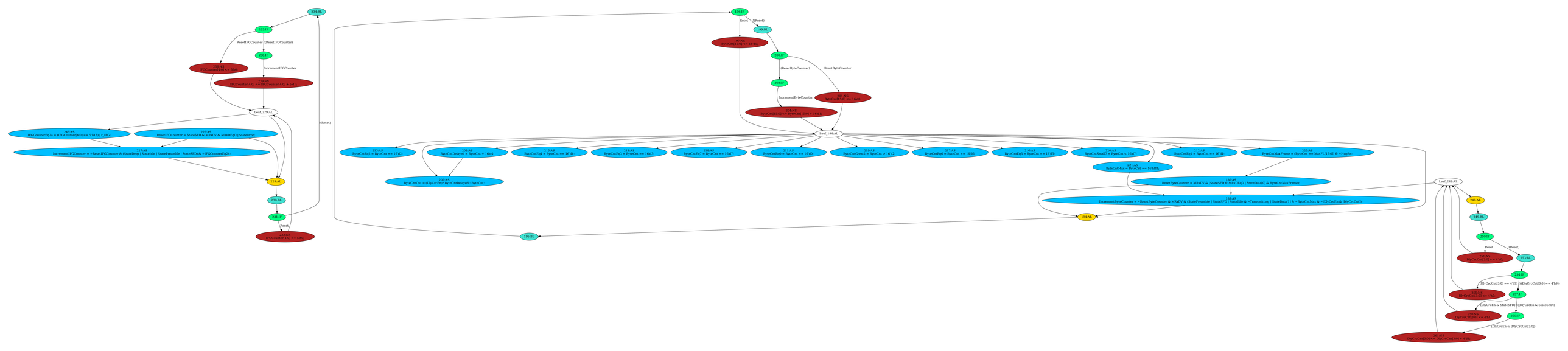
234:BL
235:IF
ResetIFGCounter |(ResetIFGCounter)
236:IF
IncrementIFGCounter
237:NS
IFGCounter[4:0] <= 5'h0;
238:NS
IFGCounter[4:0] <= IFGCounter[4:0] + 5'h1;
Leaf_229:AL
242:AS
IFGCounterEq24 = (IFGCounter[4:0] == 5'h1B) | (_IFG
225:AS
ResetIFGCounter = StateSFD & MRxDV & MRxDEq0 | StateDrop;
227:AS
IncrementIFGCounter = ~ResetIFGCounter & (StateDrop | StateIdle | StatePreamble | StateSFD) & ~IFGCounterEq24;
229:AL
230:BL
231:IF
Reset
232:NS
IFGCounter[4:0] <= 5'h0;
!(Reset)
196:IF
Reset |(Reset)
199:BL
197:NS
ByteCnt[15:0] <= 16'd0;
200:IF
!(ResetByteCounter)
ResetByteCounter
202:IF
IncrementByteCounter
203:NS
ByteCnt[15:0] <= ByteCnt[15:0] + 16'd1;
205:NS
ByteCnt[15:0] <= 16'd0;
Leaf_194:AL
213:AS
ByteCntEq2 = ByteCnt == 16'd2;
208:AS
ByteCntDelayed = ByteCnt + 16'd4;
215:AS
ByteCntEq0 = ByteCnt == 16'd4;
214:AS
ByteCntEq3 = ByteCnt == 16'd3;
218:AS
ByteCntEq7 = ByteCnt == 16'd7;
211:AS
ByteCntEq0 = ByteCnt == 16'd0;
219:AS
ByteCntGreat2 = ByteCnt > 16'd2;
217:AS
ByteCntEq6 = ByteCnt == 16'd6;
216:AS
ByteCntEq5 = ByteCnt == 16'd5;
220:AS
ByteCntSmall7 = ByteCnt < 16'd7;
212:AS
ByteCntEq1 = ByteCnt == 16'd1;
222:AS
ByteCntMaxFrame = (ByteCnt == MaxF1115:0]) & ~HugeEn;
209:AS
ByteCntOut = (ByteCntEq7 ByteCntDelayed : ByteCnt;
221:AS
ByteCntMax = ByteCnt == 16'hffff;
186:AS
ResetByteCounter = MRxDV & (StateSFD & MRxDEq0 | StateData[0]) & ByteCntMaxFrame;
188:AS
IncrementByteCounter = ~ ResetByteCounter & MRxDV & (StatePreamble | StateSFD | StateIdle & ~Transmitting | StateData[1] & ~ByteCntMax & ~(!DyCrcEn & (DlyCrcCut));
194:AL
195:BL
Leaf_248:AL
144:AL
249:BL
250:IF
!(Reset)
Reset
251:NS
DlyCrcCnt[3:0] <= 4'b5;
253:BL
254:IF
(DlyCrcCnt[3:0] == 4'b0) |(!(DlyCrcCnt[3:0] == 4'b0)
255:NS
DlyCrcCnt[3:0] <= 4'b0;
257:IF
(DlyCrcEn & StateSFD) |(!(DlyCrcEn & StateSFD))
258:NS
DlyCrcCnt[3:0] <= 4'b1;
260:IF
(DlyCrcEn & (DlyCrcCnt[3:0])
261:NS
!(DlyCrcCnt[3:0] == DlyCrcCnt[3:0] + 4'd1);