Jagged edge state → Transient chaos	*Forked* edge state → Transient chaos
Jagged edge state → $\mathbf{s}_{\text{ISR}, q = 2.06/d}$	*Forked* edge state → $\mathbf{s}_{\text{ISR}, q = 2.24/d}$
Point-defect edge state → $\mathbf{s}_{\text{bubble} - \text{defect}}$	*Skew* − *varicose* edge state → Transient chaos
Point-defect edge state → $\mathbf{s}_{\text{ISR}, q = 2.24/d}$	*Skew* − *varicose* edge state → $\mathbf{s}_{\text{ISR}, q = 3.16/d}$