













Rfsm

FileProjectBuildEditViewConfiguration







▷ sim

▷ systemc

ctr.fsm

main.fsm

main.pro

▷ dot

▷ vhdl

▷ ctask

▷ ml

ctr.fsm

main.fsm

```
-- A simplified model of a mouse controller
-- Emits [DoubleClick] is [Click] occurs and re-occurs before [d] periods of
[top] elapse
-- Emits [SimpleClick] otherwise
-- Instantiated here with d=5

fsm model ctr<d: int>{
  in top: event,
  in clic: event,
  out sdlic: event,
  out ddlic: event)
{
  states: Idle, Wait;
  vars: ctr: int<0:d>;
  trans:
  | Idle -> Wait on clic with ctr:=0
  | Wait -> Idle on clic with ddlic
  | Wait -> Wait on top when ctr<d-1 with ctr:=ctr+1
  | Wait -> Idle on top when ctr=d-1 with sdlic;
  itrans:
  | -> Idle ;
}
```

Reading C:/Program Files/Rfsm/rfsm.ini

COMPILER=C:\Program Files\Rfsm\bin\rfsmc.exe

DOTPROGRAM=C:\Program Files\Graphviz\bin\dot.exe

DOTVIEWER=C:\Program Files\Graphviz\bin\dotty.exe

VCDVIEWER=C:\Program Files\Gtkwave\bin\gtkwave.exe

Opening project C:/Users/JS/Documents/RfsmExamples/single/mousectr/main.pro

Updated compiler options with settings from file main.pro