



ctr.fsm

-- A simplified model of a mouse controller
-- Emits [DoubleClick] if [Clic] occurs and re-occurs before [d] periods of [top] elapse
-- Emits [SimpleClic] otherwise
-- Instantiated here with d=5

```
fsm model ctr<d: int>(  
  in top: event,  
  in clic: event,  
  out sdic: event,  
  out ddic: event)  
{  
  states: Idle, Wait;  
  vars: ctr: int<0:d>;  
  trans:  
  | Idle -> Wait on clic with ctr:=0  
  | Wait -> Idle on clic with ddic  
  | Wait -> Wait on top when ctr<d-1 with ctr:=ctr+1  
  | Wait -> Idle on top when ctr=d-1 with sdic;  
  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 file C:/Users/JS/Documents/RfsmExamples/single/mousectrl/ctr.fsm

Opening file C:/Users/JS/Documents/RfsmExamples/single/mousectrl/ctr.fsm