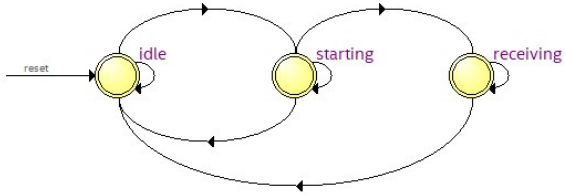

Table

	Source State	Destination State	Condition
1	idle	starting	(Ser_in_0).(rst_b)
2	idle	idle	(!Ser_in_0) + (Ser_in_0).(!rst_b)
3	receiving	receiving	(!BC_eq_8).(rst_b) + (BC_eq_8).(SC_lt_7).(rst_b)
4	receiving	idle	(!BC_eq_8).(!rst_b) + (BC_eq_8).(!SC_lt_7) + (BC_eq_8).(SC_lt_7).(!rst_b)
5	starting	receiving	(SC_eq_3).(Ser_in_0).(rst_b)
6	starting	starting	(inc_Sample_counter).(rst_b)
7	starting	idle	(!Ser_in_0) + (Ser_in_0).(!rst_b)