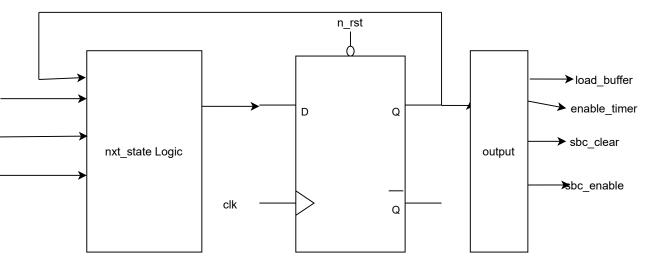
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framming error

Start Bit Detected —



```
case(mode):
IDLE:
 if(start_bit_detected):
  nxt_state = START
 else:
 nxt_state = IDLE
START:
nxt_state = DATA_COLLECT
DATA_COLLECT:
 if(packet_done):
  nxt_state = STOP
 else
  nxt_state = DATA_COLLECT
STOP:
 if(framming_error)
  nxt_state = IDLÉ
 else
  nxt_state = LOAD
LOAD:
 nxt_state = IDLE
```

```
assign sbc_clear = (state == START)
assign enable_timer = (state == DATA_COLLECT)
assign sbc_enable = (state == STOP)
assign load_buffer = (state == LOAD)
```