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[node distance=4cm] [on grid,i=triangle 60]
(interrupt) [block] at (0,0) Interrupt on character received via USART ;
[block, below=2.5cm of interrupt] (writechar) Write character to receive buffer
;
[decision, below=3cm of writechar] (isterminator) Character is command terminator? ;
[decision, left=of isterminator] (isnochar) Character count is zero? ;
[block, right=of isterminator] (counter++) Increment character counter ;
[decision, below=of isnochar] (ispllock) Parse buffer locked? ;
[block, right=of ispllock] (termstr) Terminate string in receive buffer ;
[block, below=of termstr] (buffcopy) Copy receive buffer to parse buffer ;
[block, below=2cm of buffcopy] (setlock) Set parse buffer lock ;
[block, below=2cm of setlock] (erase) Erase receive buffer ;
[decision, below=of counter++] (islimit) Character count above limit? ;
[block, below=of islimit] (overflow) Receive buffer overflow error ;
[block, below=of ispllock] (toofast) Command process speed error ;
[block, below=2cm of erase] (exit) Exit interrupt ;
[block, right=of exit] (pointer++) Increment receive buffer write pointer ;
[-i] (interrupt.south) - (writechar.north); [-i] (writechar.south) - (isterminator.north); [-i] (isterminator.west) - (isnochar.east) node[near start,above]Yes;
[-i] (isnochar.west) - +(-1,0) - (exit.west); [solid] (isnochar.west) - +(-1,0) node[near start,above]Yes; [-i] (isterminator.east) - (counter++.west) node[near start,above]No; [-i] (isnochar.south) - (ispllock.north) node[near start,right]No; [-i] (ispllock.east) - (termstr.west) node[near start,above]No; [-i] (termstr.south) - (buffcopy.north); [-i] (counter++.south) - (islimit.north);
[-i] (islimit.south) - (overflow.north) node[near start,right]Yes; [-i] (overflow.south) - (erase.east); [-i] (islimit.east) - +(1,0) - (pointer++.east);
[solid] (islimit.east) - +(1,0) node[near start,above]No; [-i] (pointer++.west) - (exit.east); [-i] (ispllock.south) - (toofast.north) node[near start,right]Yes; [-i] (toofast.south) - (erase.west); [-i] (buffcopy.south) - (setlock.north); [-i] (setlock.south) - (erase.north); [-i] (erase.south) - (exit.north);

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