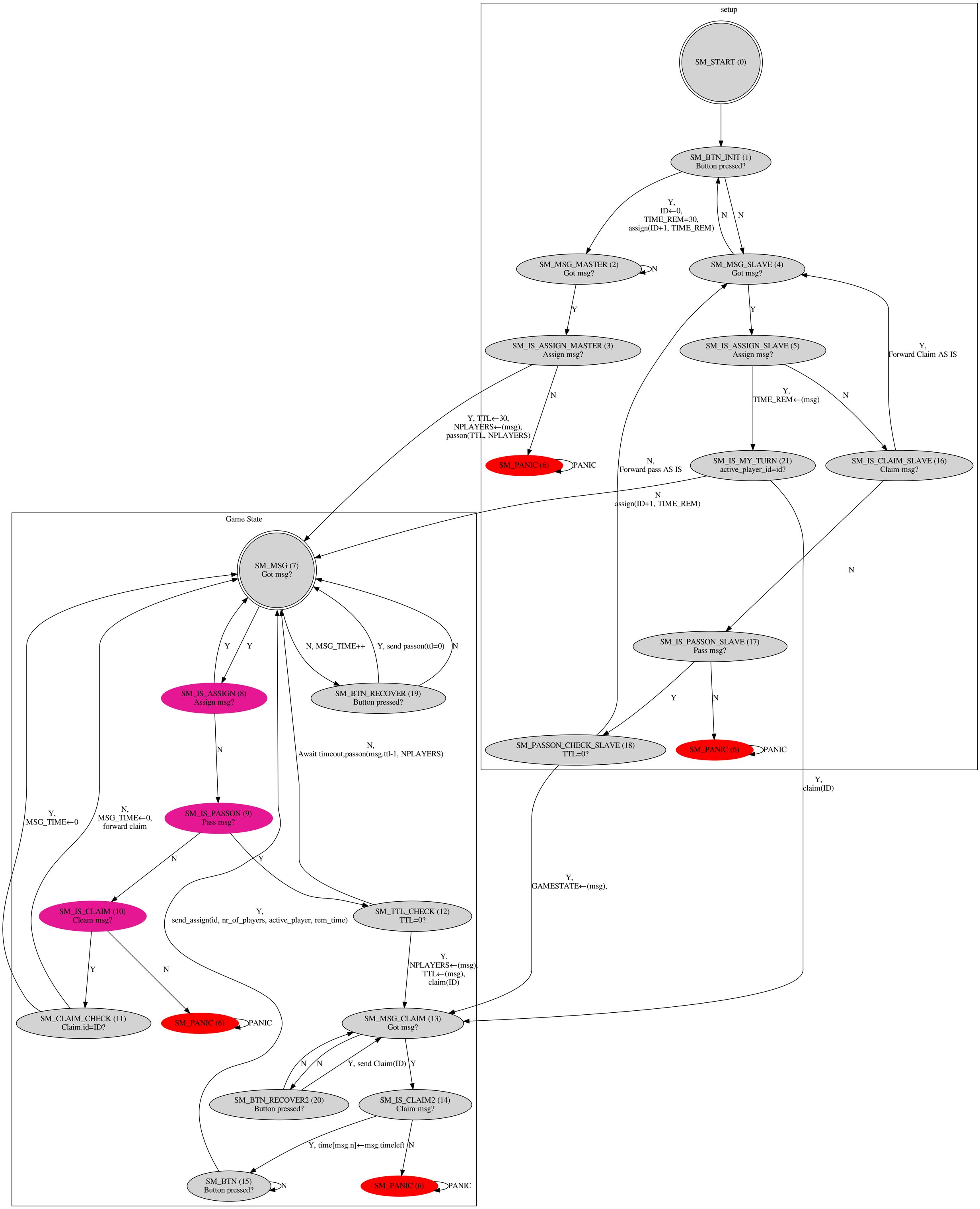
setup
SM_START (0)
SM_BTN_INIT (1)
Button pressed?
Y,
ID←0,
TIME_REM=30,
assign(ID+1, TIME_REM)
N
N
SM_MSG_MASTER (2)
Got msg?
N
SM_MSG_SLAVE (4)
Got msg?
Y
Y
SM_IS_ASSIGN_MASTER (3)
Assign msg?
SM_IS_ASSIGN_SLAVE (5)
Assign msg?
Y,
Forward Claim AS IS
N
Y, TTL←30,
NPLAYERS←(msg),
passon(TTL, NPLAYERS)
Y,
TIME_REM←(msg)
N
SM_PANIC (6)
PANIC
N,
Forward pass AS IS
SM_IS_MY_TURN (21)
active_player_id=id?
SM_IS_CLAIM_SLAVE (16)
Claim msg?
N
assign(ID+1, TIME_REM)
Game State
SM_MSG (7)
Got msg?
N
SM_IS_PASSON_SLAVE (17)
Pass msg?
Y
Y
N, MSG_TIME++
Y, send passon(ttl=0)
N
SM_IS_ASSIGN (8)
Assign msg?
SM_BTN_RECOVER (19)
Button pressed?
Y
N
SM_PASSON_CHECK_SLAVE (18)
TTL=0?
SM_PANIC (6)
PANIC
N
N,
Await timeout,passon(msg.ttl-1, NPLAYERS)
Y,
claim(ID)
Y,
MSG_TIME←0
N,
MSG_TIME←0,
forward claim
SM_IS_PASSON (9)
Pass msg?
N
Y
Y,
GAMESTATE←(msg),
SM_IS_CLAIM (10)
Cleam msg?
Y,
send_assign(id, nr_of_players, active_player, rem_time)
SM_TTL_CHECK (12)
TTL=0?
Y
N
Y,
NPLAYERS←(msg),
TTL←(msg),
claim(ID)
SM_CLAIM_CHECK (11)
Claim.id=ID?
SM_PANIC (6)
PANIC
SM_MSG_CLAIM (13)
Got msg?
N
N
Y, send Claim(ID)
Y
SM_BTN_RECOVER2 (20)
Button pressed?
SM_IS_CLAIM2 (14)
Claim msg?
Y, time[msg.n]←msg.timeleft
N
SM_BTN (15)
Button pressed?
N
SM_PANIC (6)
PANIC