Output: (Any output not listed is set to 0 by default)
idle:

    de_bigE: sccEncrypt = 1;

    de_bigD: sccDecrypt = 1;

encDelay:

    de_validAscii: sccEncrypt = 1, sccEldByte = 1;

    de_cr: L4_PrintBuf = 1;

Enc:

    sccEncrypt = 1, sccEmsBitsLd = 1;

encM:

    sccEncrypt = 1, sccElsBitsLd = 1, sccEmsBitsSl = 1, L4_tx_data_rdy = 1;

encL:

    sccEncrypt = 1, L4_tx_data_rdy = 1;

dec:

    de_hex: sccDecrypt = 1, sccDnibble1En = 1;

    de_cr: L4_PrintBuf = 1;

decM:

    de_hex: sccDecrypt = 1, sccDnibble2En = 1;

decL:

    sccDecrypt = 1, L4_tx_data_rdy = 1;

k0:

    de_hex: sccLdKey = 8'b10000000;

k1:

    de_hex: sccLdKey = 8'b01000000;

k2:

    de_hex: sccLdKey = 8'b00100000;

k3:

    de_hex: sccLdKey = 8'b00010000;

k4:

    de_hex: sccLdKey = 8'b00001000;

k5:

    de_hex: sccLdKey = 8'b00000100;

k6:

    de_hex: sccLdKey = 8'b00000010;

k7:

    de_hex: sccLdKey = 8'b00000001;

loadKD:

    De_cr: sccLdLFSR = 1, L4_PrintBuf = 1;