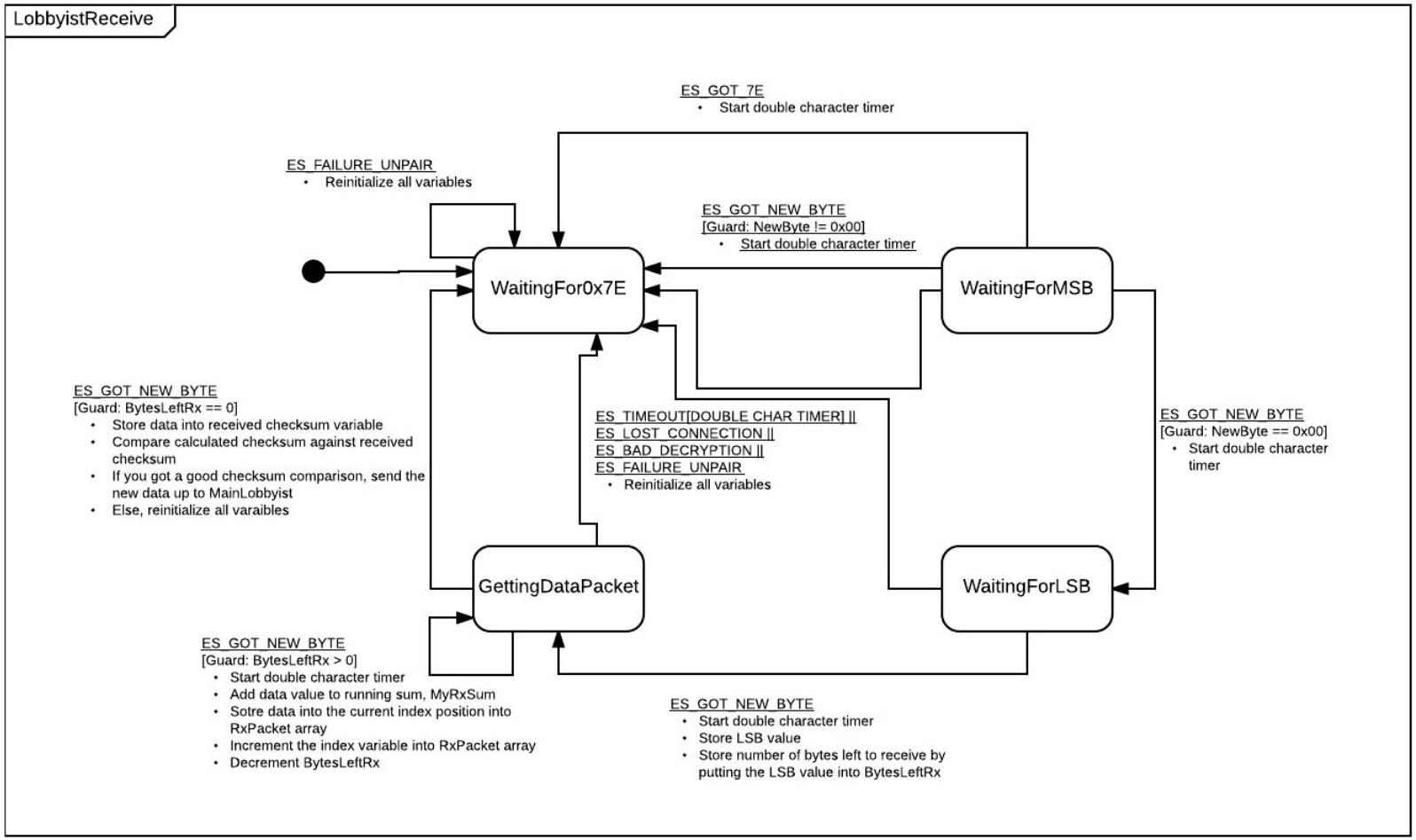
LobbyistReceive
ES_GOT_7E
• Start double character timer
ES_FAILURE_UNPAIR
• Reinitialize all variables
ES_GOT_NEW_BYTE
[Guard: NewByte != 0x00]
• Start double character timer
WaitingFor0x7E
WaitingForMSB
ES_GOT_NEW_BYTE
[Guard: BytesLeftRx == 0]
• Store data into received checksum variable
• Compare calculated checksum against received checksum
• If you got a good checksum comparison, send the new data up to MainLobbyist
• Else, reinitialize all varaibles
ES_TIMEOUT[DOUBLE CHAR TIMER] ||
ES_LOST_CONNECTION ||
ES_BAD_DECRYPTION ||
ES_FAILURE_UNPAIR
• Reinitialize all variables
ES_GOT_NEW_BYTE
[Guard: NewByte == 0x00]
• Start double character timer
GettingDataPacket
WaitingForLSB
ES_GOT_NEW_BYTE
[Guard: BytesLeftRx > 0]
• Start double character timer
• Add data value to running sum, MyRxSum
• Sotre data into the current index position into RxPacket array
• Increment the index variable into RxPacket array
• Decrement BytesLeftRx
ES_GOT_NEW_BYTE
• Start double character timer
• Store LSB value
• Store number of bytes left to receive by putting the LSB value into BytesLeftRx