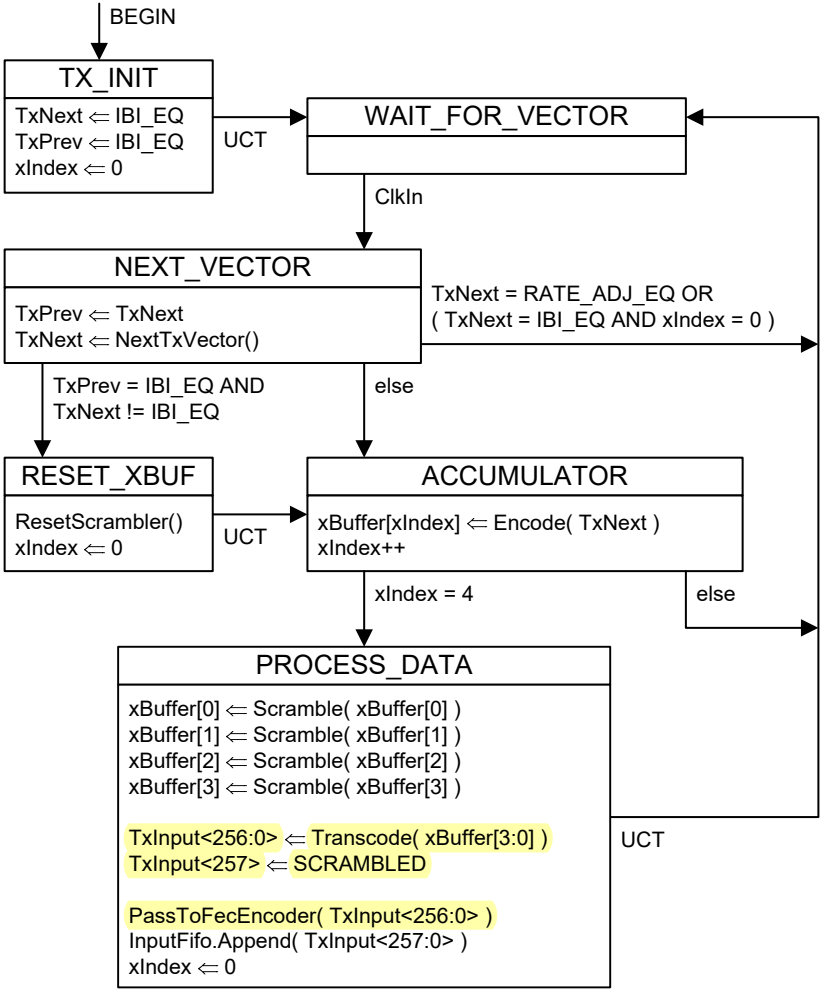
BEGIN
TX_INIT
TxNext ⇐ IBI_EQ
TxPrev ⇐ IBI_EQ
xIndex ⇐ 0
UCT
WAIT_FOR_VECTOR
ClkIn
NEXT_VECTOR
TxPrev ⇐ TxNext
TxNext ⇐ NextTxVector()
TxNext = RATE_ADJ_EQ OR
(TxNext = IBI_EQ AND xIndex = 0)
TxPrev = IBI_EQ AND
TxNext != IBI_EQ
else
RESET_XBUF
ResetScrambler()
xIndex ⇐ 0
UCT
ACCUMULATOR
xBuffer[xIndex] ⇐ Encode(TxNext)
xIndex++
xIndex = 4
else
PROCESS_DATA
xBuffer[0] ⇐ Scramble(xBuffer[0])
xBuffer[1] ⇐ Scramble(xBuffer[1])
xBuffer[2] ⇐ Scramble(xBuffer[2])
xBuffer[3] ⇐ Scramble(xBuffer[3])
TxInput<256:0> ⇐ Transcode(xBuffer[3:0])
TxInput<257> ⇐ SCRAMBLED
PassToFecEncoder(TxInput<256:0>)
InputFifo.Append(TxInput<257:0>)
xIndex ⇐ 0
UCT