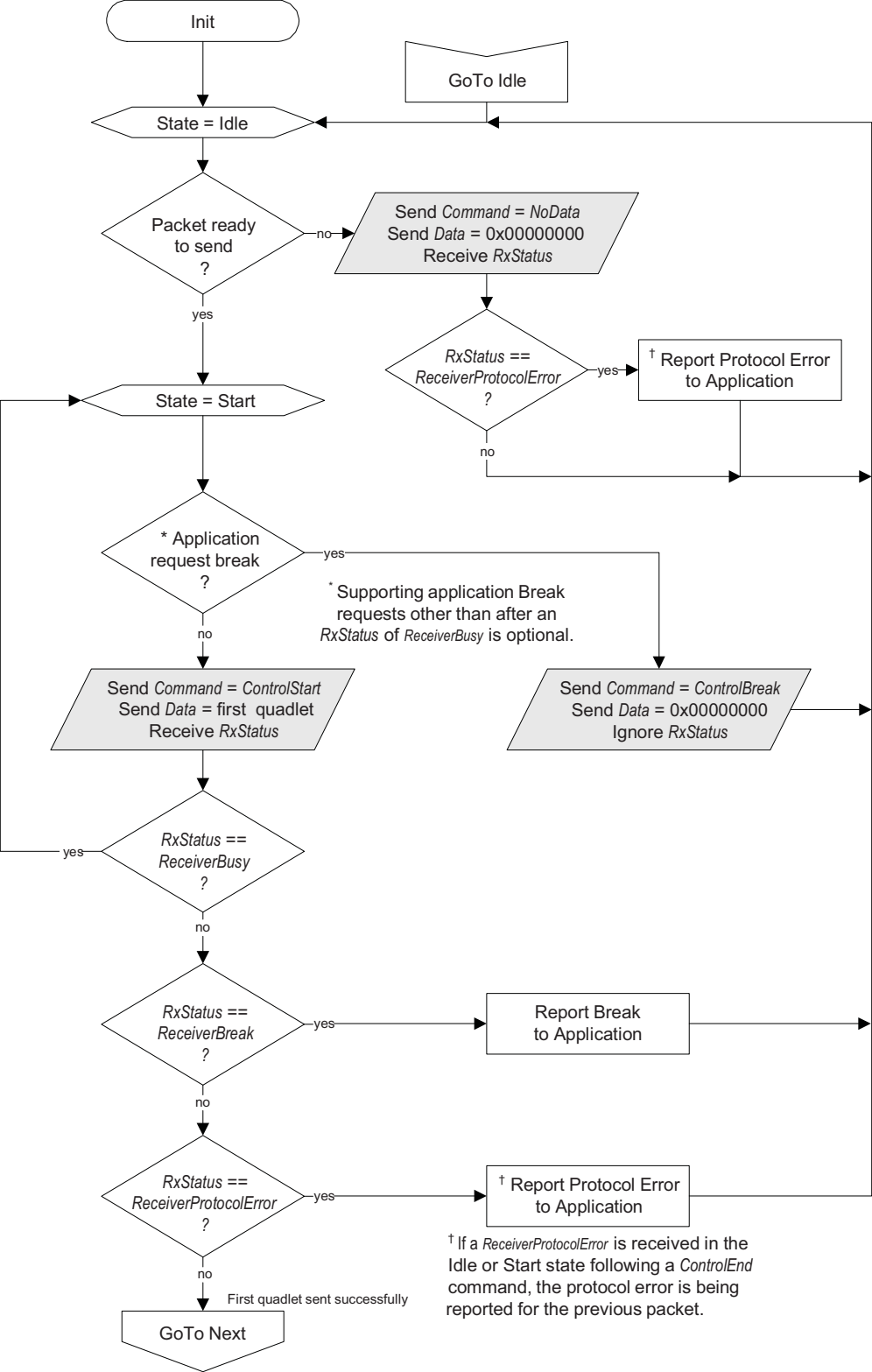
Init
GoTo Idle
State = Idle
Packet ready to send ?
no
Send Command = NoData
Send Data = 0x00000000
Receive RxStatus
yes
RxStatus == ReceiverProtocolError ?
yes
† Report Protocol Error to Application
no
State = Start
* Application request break ?
yes
* Supporting application Break requests other than after an RxStatus of ReceiverBusy is optional.
no
Send Command = ControlStart
Send Data = first quadlet
Receive RxStatus
Send Command = ControlBreak
Send Data = 0x00000000
Ignore RxStatus
RxStatus == ReceiverBusy ?
yes
no
RxStatus == ReceiverBreak ?
yes
Report Break to Application
no
RxStatus == ReceiverProtocolError ?
yes
† Report Protocol Error to Application
no
First quadlet sent successfully
GoTo Next
† If a ReceiverProtocolError is received in the Idle or Start state following a ControlEnd command, the protocol error is being reported for the previous packet.