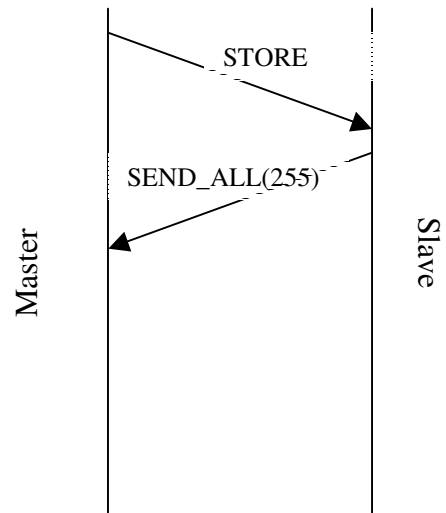
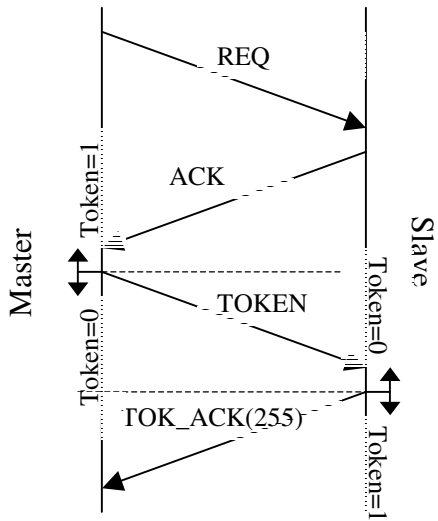


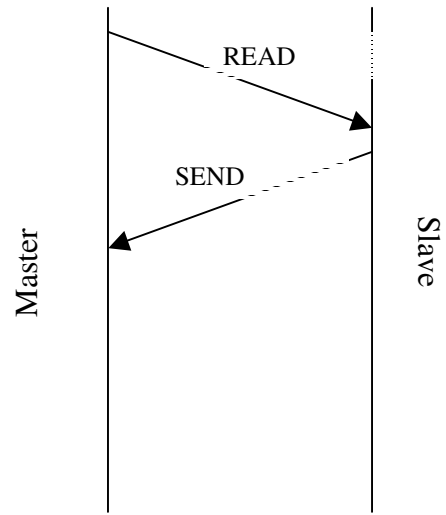
Podstawowy schemat transmisji



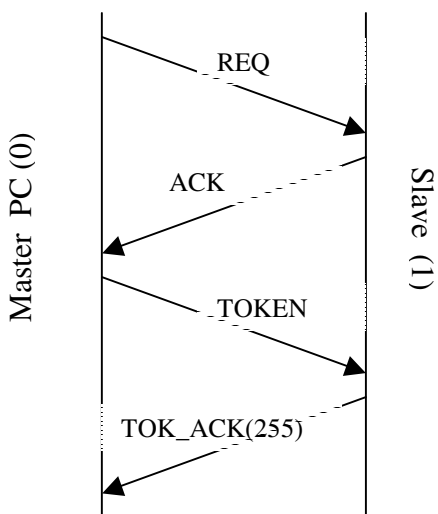
Koniec rundy



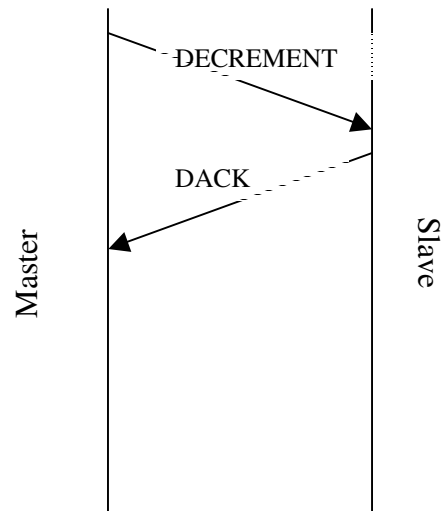
Przekazanie tokena



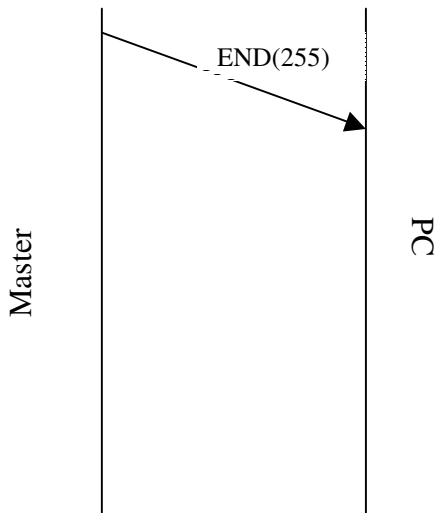
Szukanie sygnatury



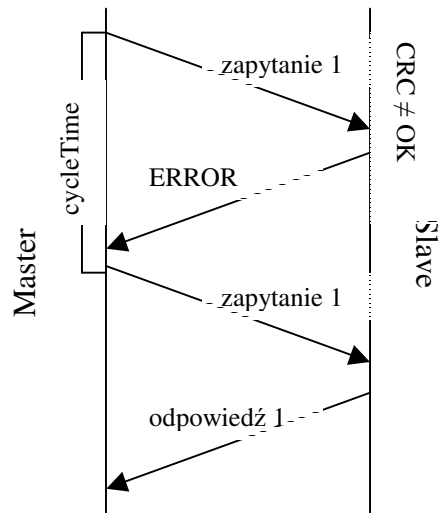
Początek gry



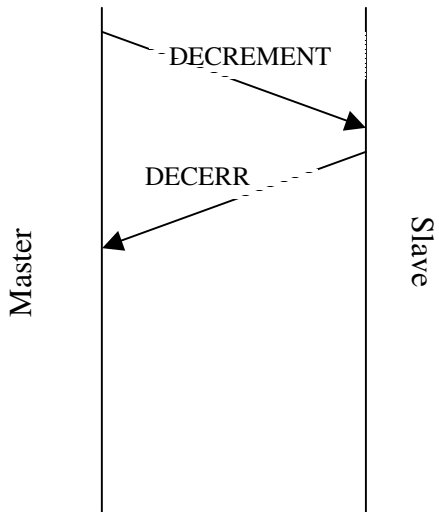
Dekrementacja licznika



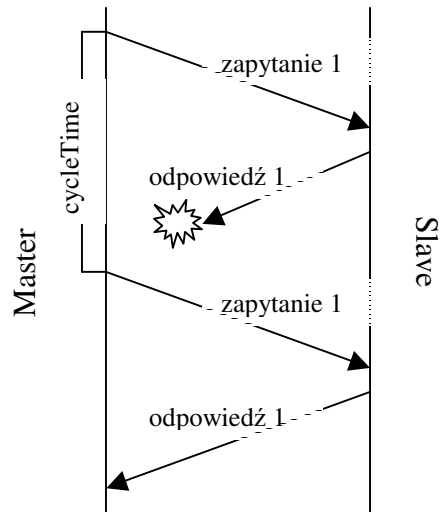
Koniec gry



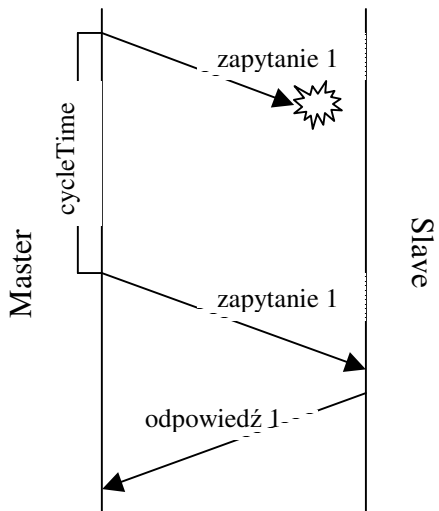
Błąd komunikacji (CRC itp.)



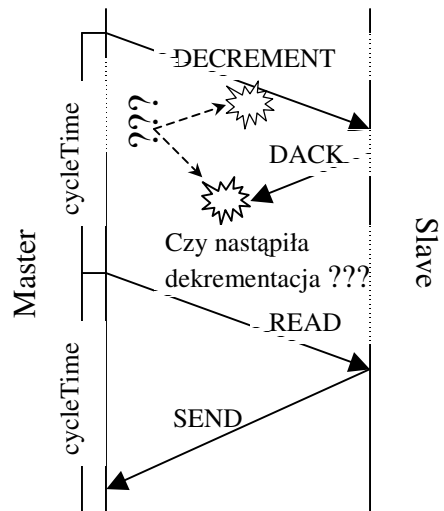
Błędna dekrementacja licznika



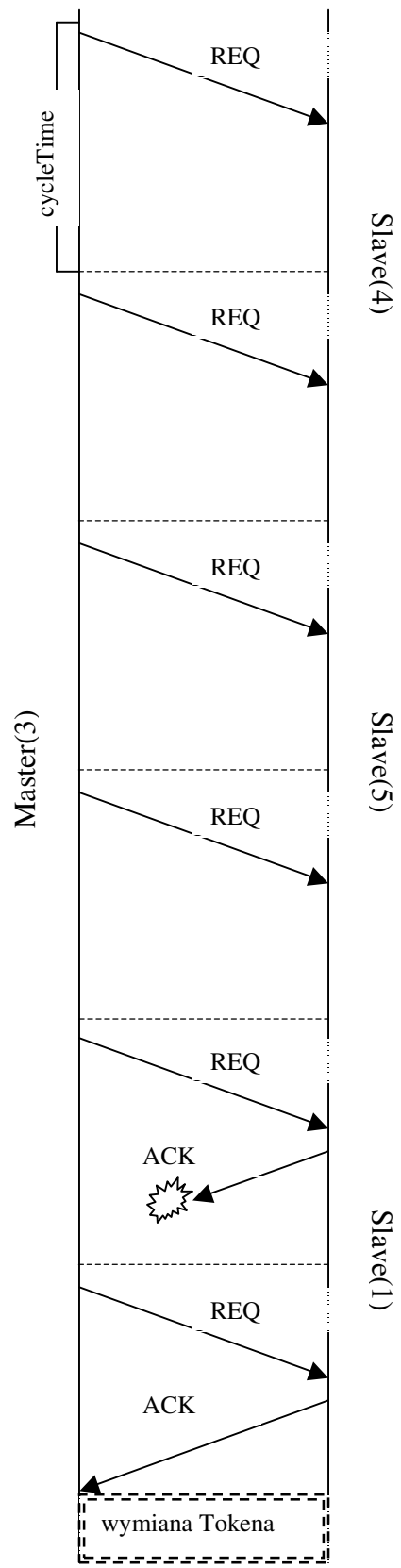
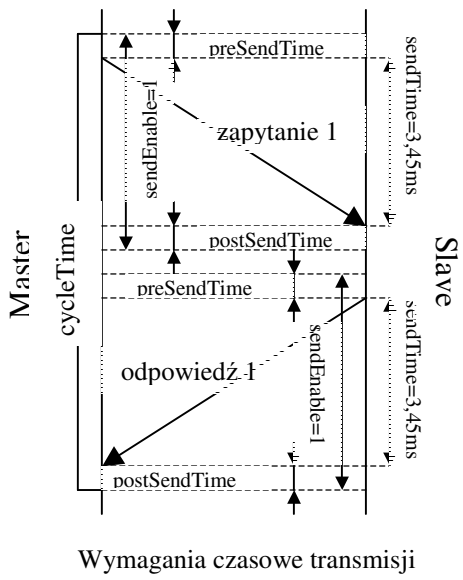
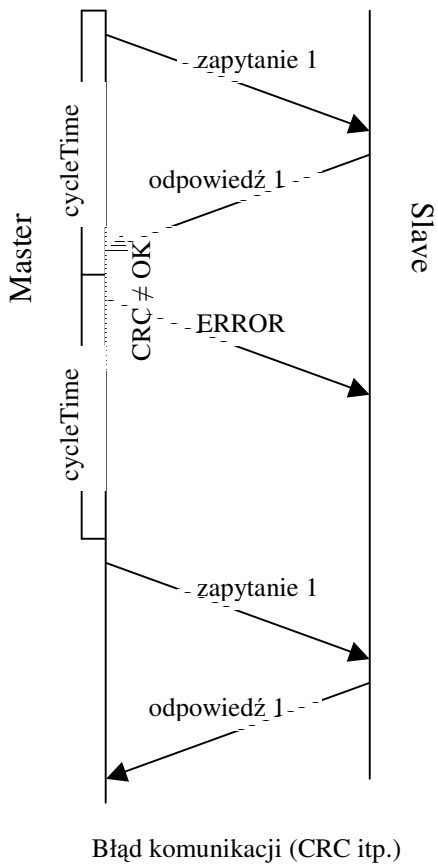
Błąd komunikacji

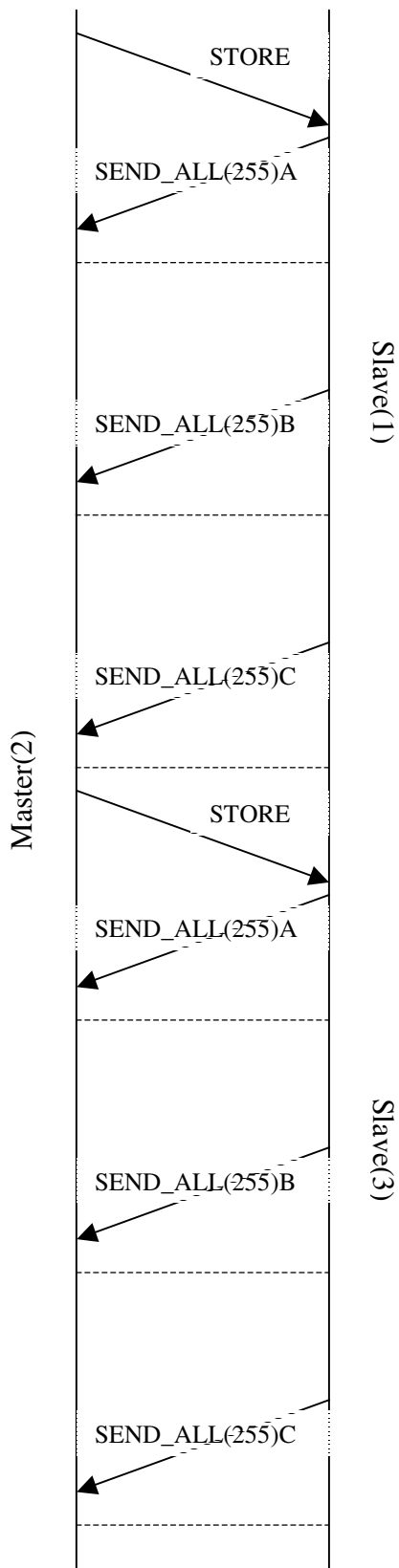


Błąd komunikacji

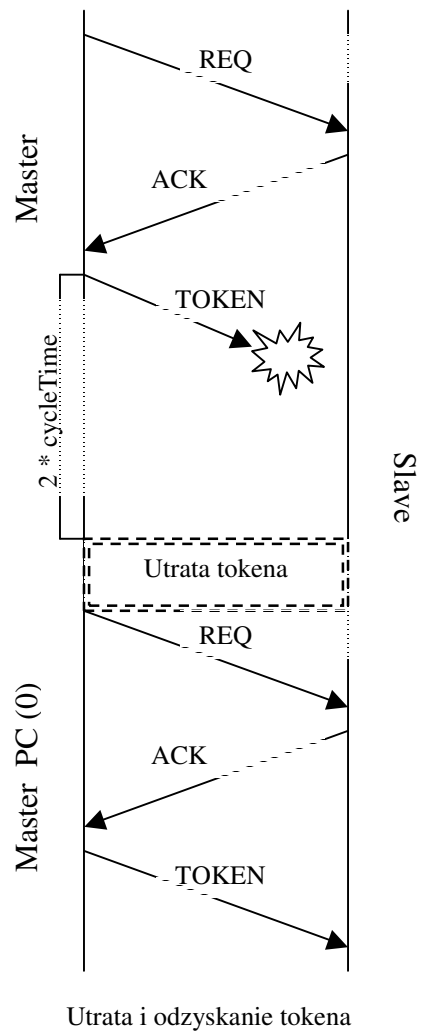


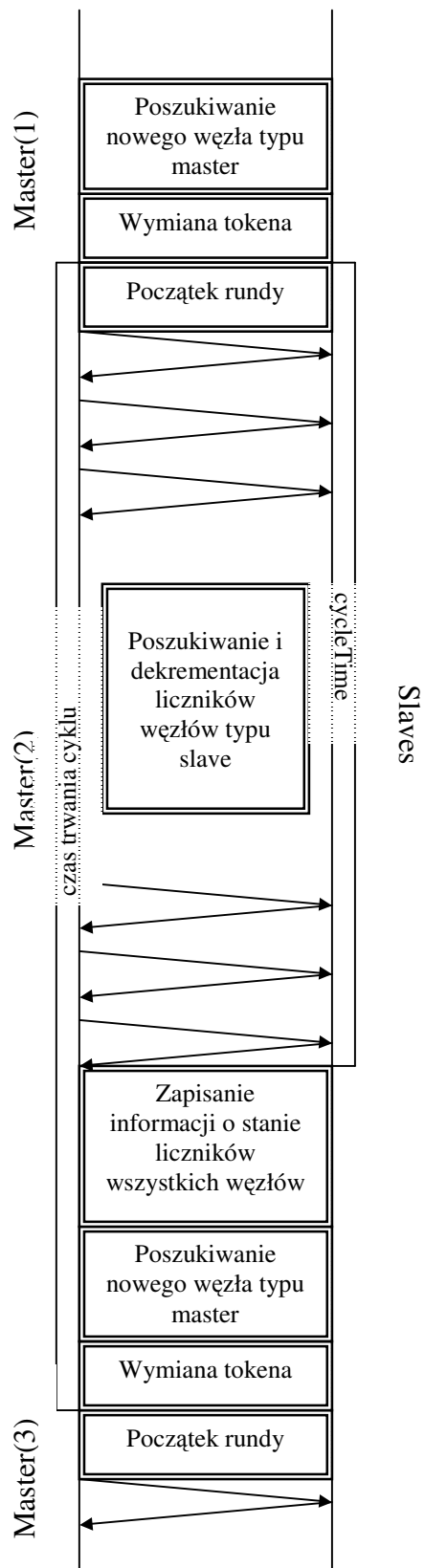
Odzyskanie informacji o stanie licznika





Pełna sekwencja końca rundy





Schemat pojedynczej rundy