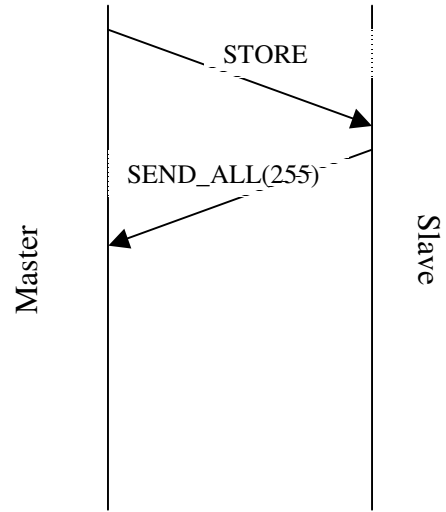
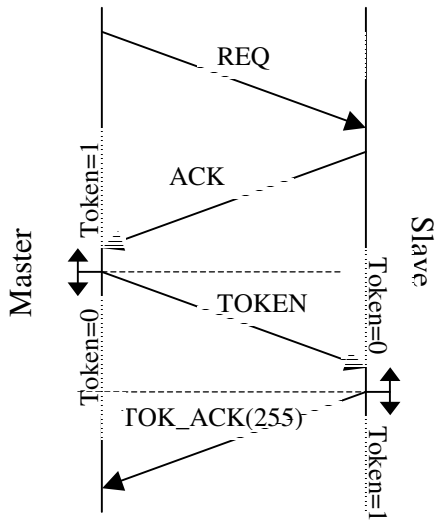


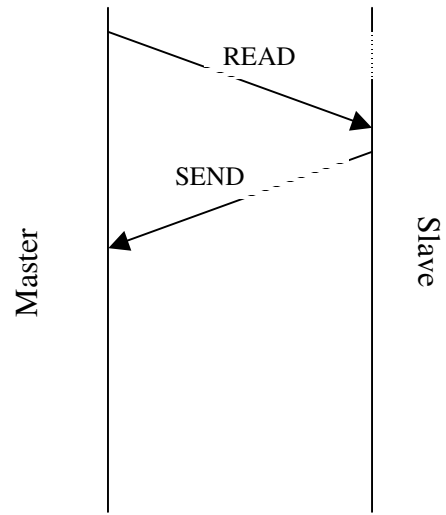
Podstawowy schemat transmisji



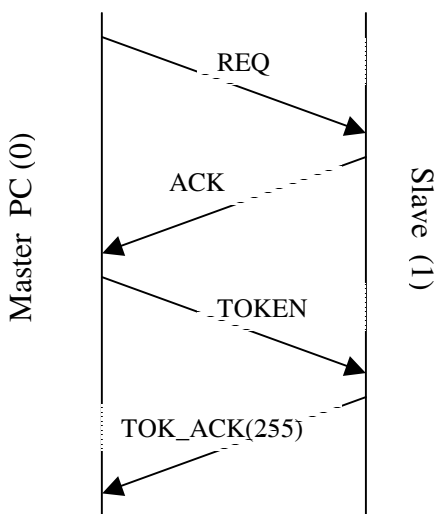
Koniec rundy



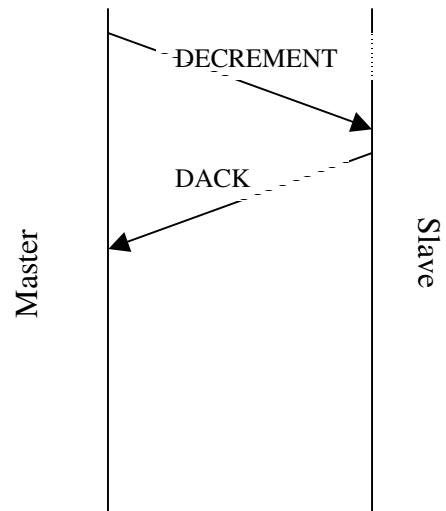
Przekazanie tokena



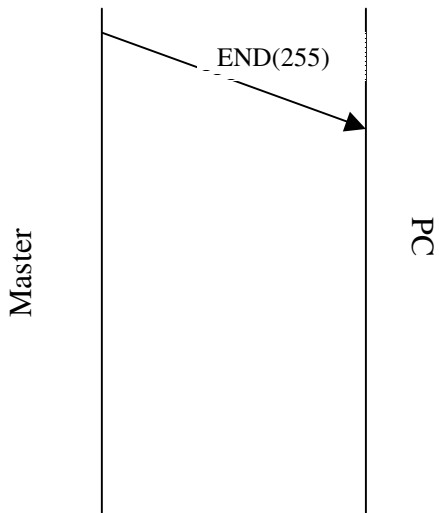
Szukanie sygnatury



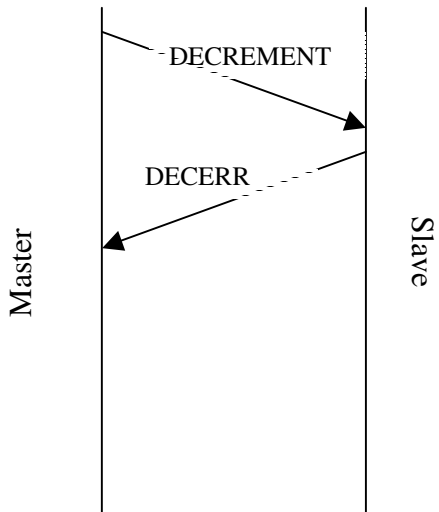
Początek gry



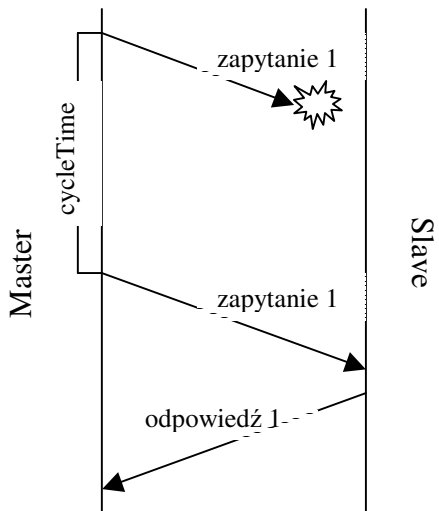
Dekrementacja licznika



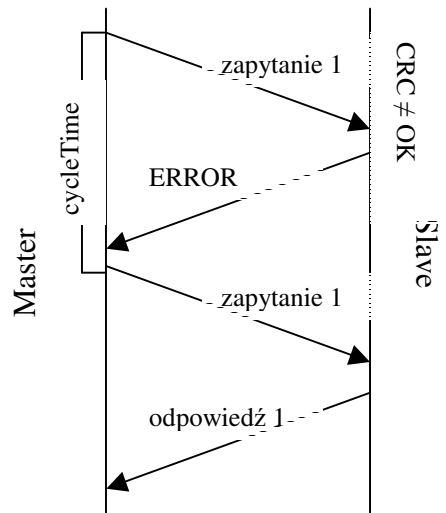
Koniec gry



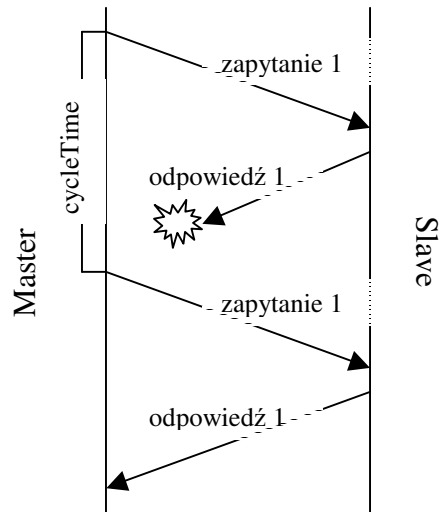
Błędna dekrementacja licznika



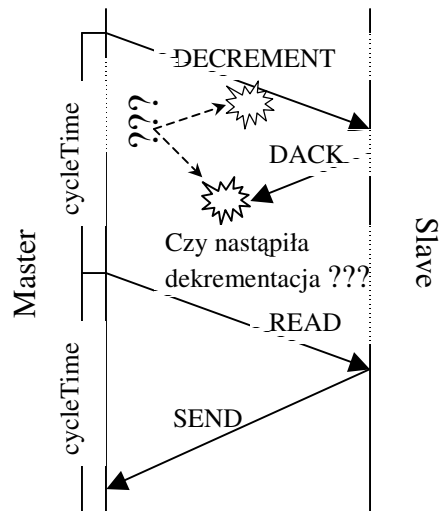
Błąd komunikacji



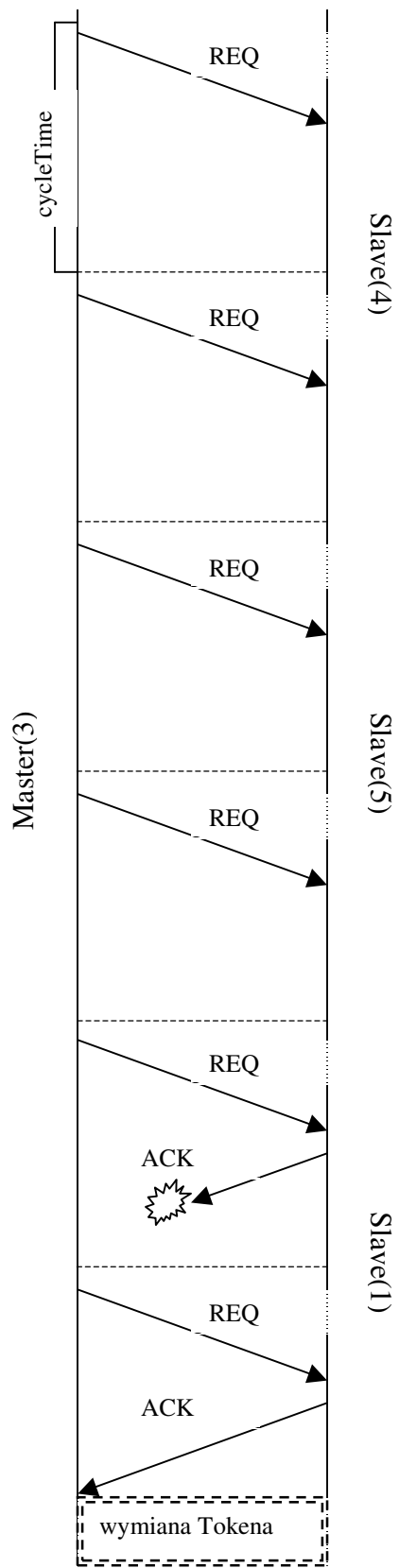
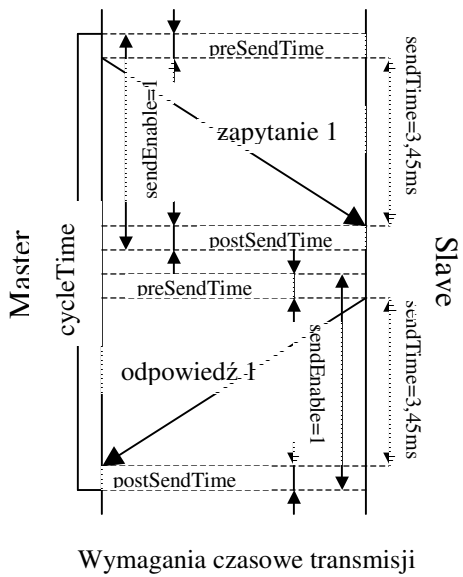
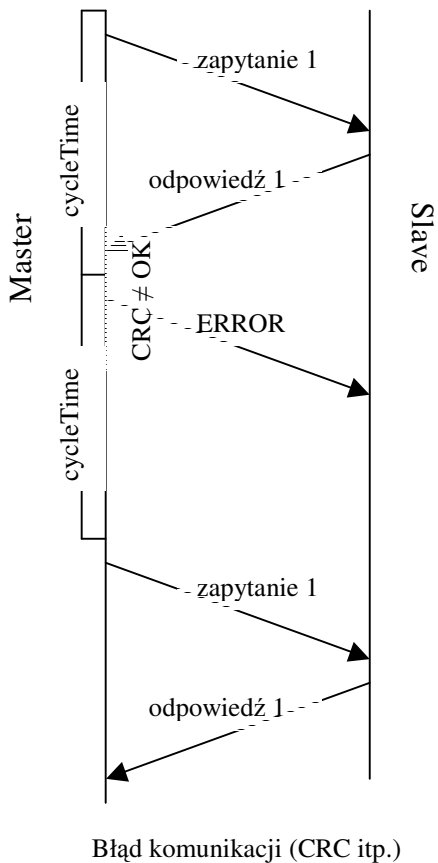
Błąd komunikacji (CRC itp.)

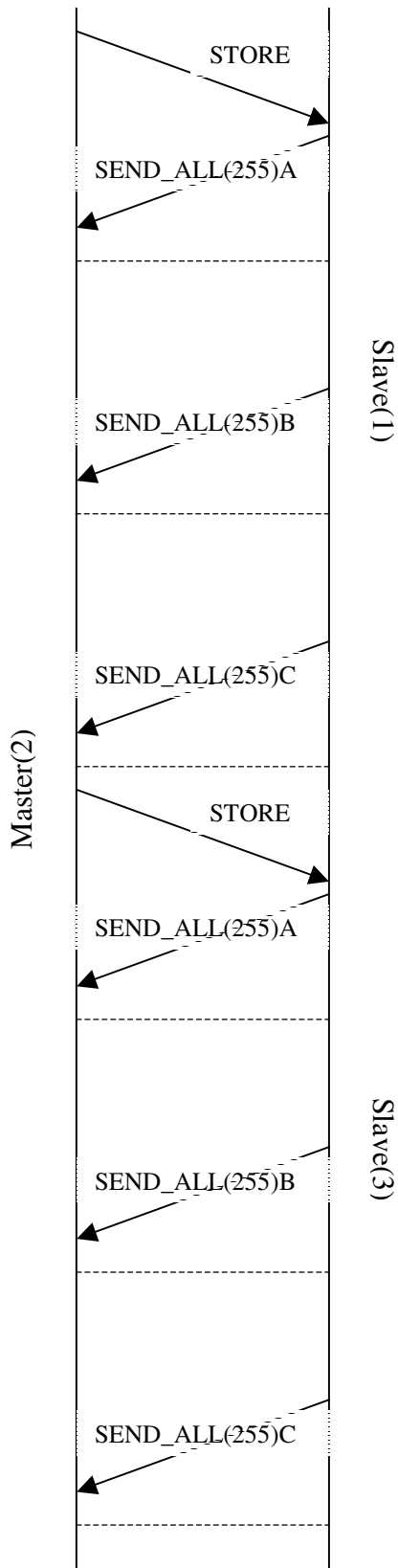


Błąd komunikacji

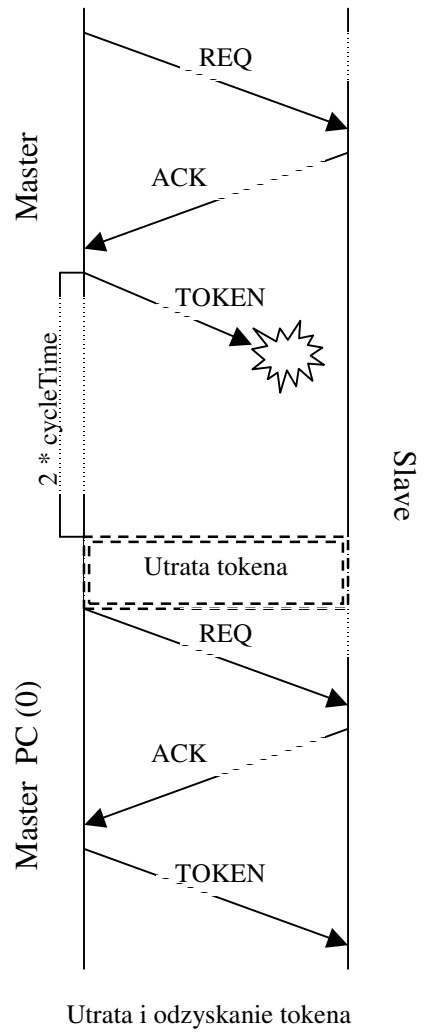


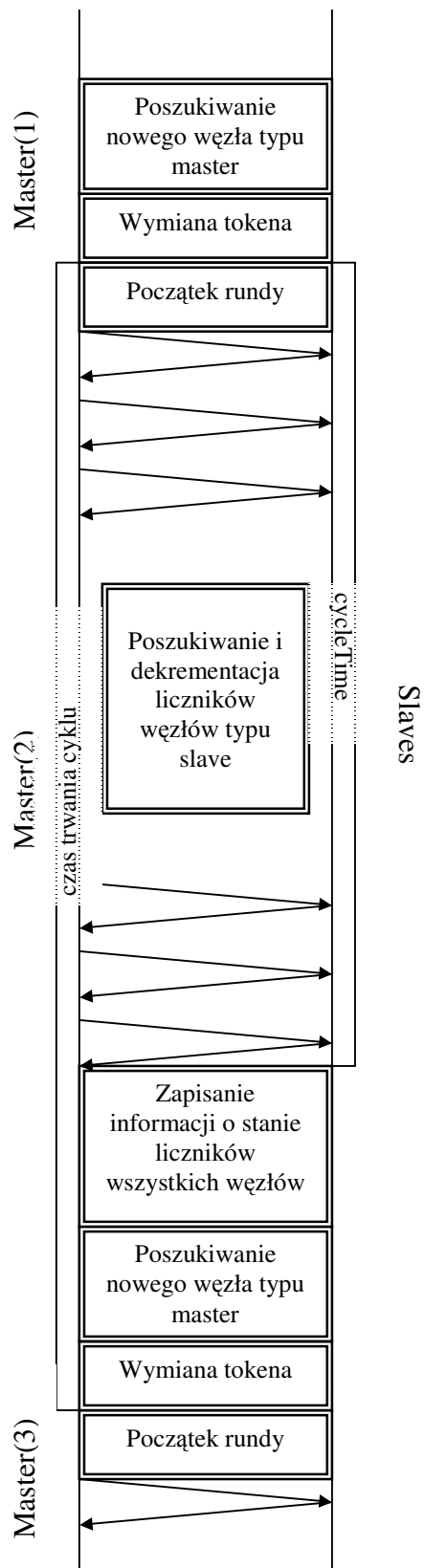
Odzyskanie informacji o stanie licznika





Pełna sekwencja końca rundy





Schemat pojedynczej rundy