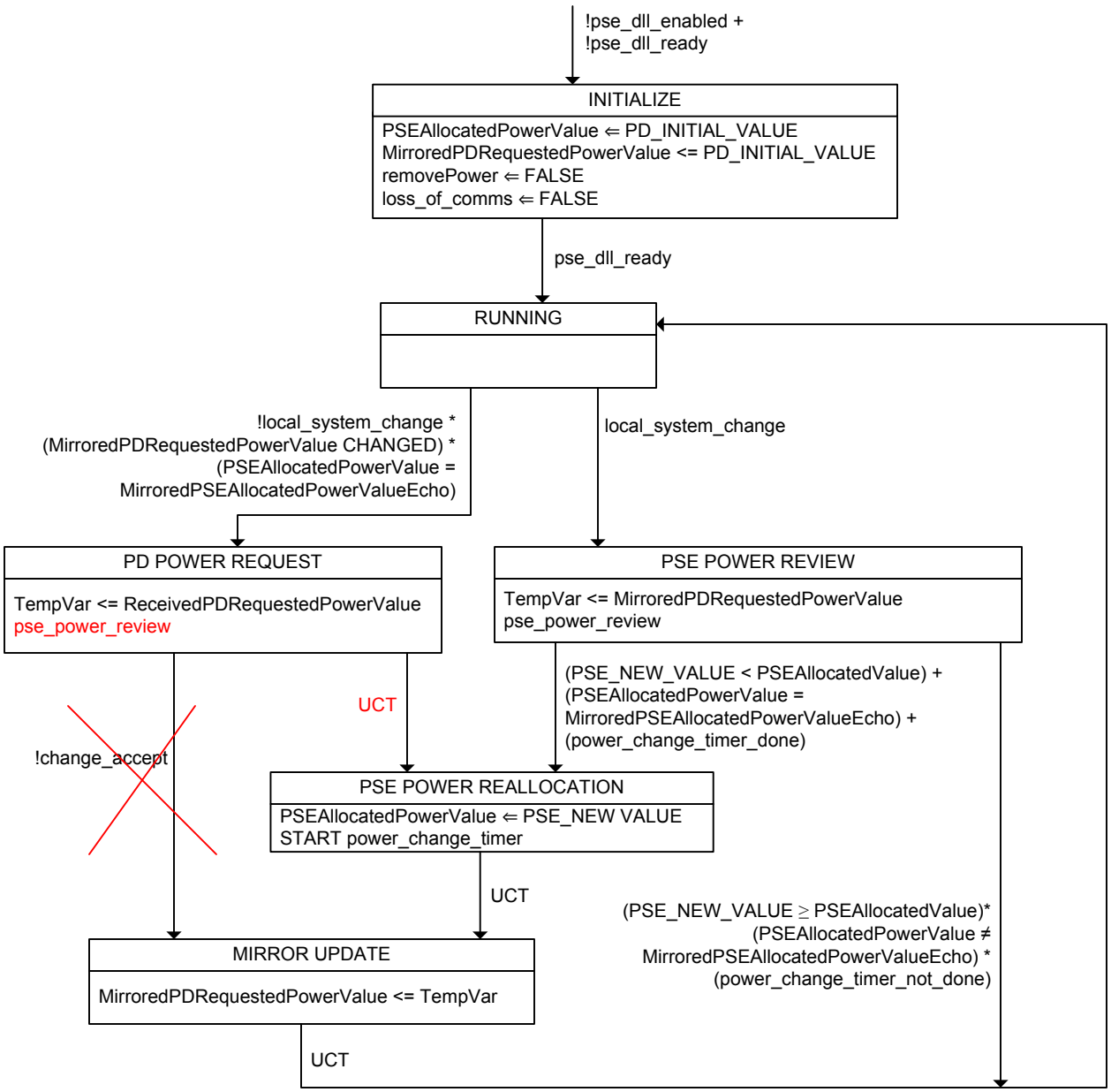
!pse_dll_enabled +
!pse_dll_ready
INITIALIZE
PSEAllocatedPowerValue ⇐ PD_INITIAL_VALUE
MirroredPDRequestedPowerValue <= PD_INITIAL_VALUE
removePower ⇐ FALSE
loss_of_comms ⇐ FALSE
pse_dll_ready
RUNNING
!local_system_change *
(MirroredPDRequestedPowerValue CHANGED) *
(PSEAllocatedPowerValue =
MirroredPSEAllocatedPowerValueEcho)
local_system_change
PD POWER REQUEST
TempVar <= ReceivedPDRequestedPowerValue
pse_power_review
PSE POWER REVIEW
TempVar <= MirroredPDRequestedPowerValue
pse_power_review
UCT
(PSE_NEW_VALUE < PSEAllocatedValue) +
(PSEAllocatedPowerValue =
MirroredPSEAllocatedPowerValueEcho) +
(power_change_timer_done)
!change_accept
PSE POWER REALLOCATION
PSEAllocatedPowerValue ⇐ PSE_NEW VALUE
START power_change_timer
UCT
(PSE_NEW_VALUE ≥ PSEAllocatedValue)*
(PSEAllocatedPowerValue ≠
MirroredPSEAllocatedPowerValueEcho) *
(power_change_timer_not_done)
MIRROR UPDATE
MirroredPDRequestedPowerValue <= TempVar
UCT