Type 2 Connection Component Transition Table: RSET

Note: The timer used for RSET command is ACK_TIMER.

Transition	Input / Event	Output / Action
RSET-1A	RECEIVE_UA_RSP(F=X) and LOCAL_BUSY=0	V(S):=0; STOP_ACK_TIMER; UPDATE_P_FLAG;
RSET-1B	RECEIVE_UA_RSP(F=X) and LOCAL_BUSY=1	V(S):=0; STOP_ACK_TIMER; UPDATE_P_FLAG;
RSET-2	ACK_TIMER_EXPIRED and RETRY_COUNT<N2	RESEND_RSET_CMD; START_ACK_TIMER; RETRY_COUNT:=RETRY_COUNT+1;
RSET-3	DISCONNECT_REQUEST	SEND_DISC_CMD(P=X); P_FLAG:=P; START_ACK_TIMER; STOP_OTHER_TIMERS; RETRY_COUNT:=0;
RSET-4	RESET_REQUEST	SEND_SABME_CMD(P=X); P_FLAG:=P; START_ACK_TIMER; STOP_OTHER_TIMERS; RETRY_COUNT:=0; S_FLAG:=0;
RSET-5	RECEIVE_SABME_CMD(P=X)	RESET_INDICATION(REMOTE); F_FLAG:=P; STOP_ALL_TIMERS;
RSET-6	RECEIVE_DISC_CMD(P=X)	SEND_UA_RSP(F=P); DISCONNECT_INDICATION; STOP_ALL_TIMERS;
RSET-7	RECEIVE_FRMR_RSP(F=X) and REASON=N(S)_ERROR	(RSET has already been sent) REPORT_STATUS(FRMR_RECEIVED);
RSET-8	RECEIVE_FRMR_RSP(F=X) and REASON<>N(S)_ERROR	STOP-ALL_TIMERS; RESET_INDICATION(LOCAL); REPORT_STATUS(FRMR_RECEIVED); S_FLAG:=0;

RSET-9	RECEIVE_DM_RSP(F=X)	DISCONNECT_INDICATION; STOP_ALL_TIMERS;
RSET-10	RECEIVE_I_CMD(P=X)_WITH_INVALID_N(S)	SEND_FRMR_RSP(F=P); REPORT_STATUS(FRMR_SENT); START_ACK_TIMER; STOP_OTHER_TIMERS; RETRY_COUNT:=0;
RSET-11	RECEIVE_I_RSP(F=X)_WITH_INVALID_N(S) or RECEIVE_BAD_PDU	SEND_FRMR_RSP(F=0); REPORT_STATUS(FRMR_SENT); START_ACK_TIMER; STOP_OTHER_TIMERS; RETRY_COUNT:=0;
RSET-12	RECEIVE_RSET_CMD(P=X)	V(R):=0; SEND_UA_RSP(F=X);
RSET-13	LOCAL_BUSY_DETECTED and P_FLAG=0	SEND_RNR_CMD(P=1); START_P_TIMER; DATA_FLAG:=0; LOCAL_BUSY:=1;
RSET-14	LOCAL_BUSY_DETECTED and P_FLAG=1	SEND_RNR_XXX(X=0); DATA_FLAG:=0; LOCAL_BUSY:=1;
RSET-15	RECEIVE_I_CMD(P=1)_WITH_UNEXPECTED_N(S)	SEND_R(N)R_RSP(F=1);
RSET-16	RECEIVE_I _XXX and LOCAL_BUSY=1	SEND_RNR; DATA_FLAG:=1; UPDATE_P_FLAG; IF_F=1_CLEAR_REMOTE_BUSY;
RSET-17	RECEIVE_I _XXX and LOCAL_BUSY=0	V(R):=V(R)+1; DATA_INDICATION; SEND_RR; UPDATE_P_FLAG; IF_F=1_CLEAR_REMOTE_BUSY;
RSET-18	RECEIVE_RR_CMD(P=0) or RECEIVE_RR_RSP(F=0) or RECEIVE_RR_RSP(F=1) and P_FLAG=1	UPDATE_P_FLAG; CLEAR_REMOTE_BUSY;

RSET-19	RECEIVE_RR_CMD(P=1)	SEND_R(N)R_RSP(F=1); CLEAR_REMOTE_BUSY;
RSET-20	RECEIVE_RNR_CMD(P=0) or RECEIVE_RNR_RSP(F=0) or RECEIVE_RNR_RSP(F=1) and P_FLAG=1	UPDATE_P_FLAG; SET_REMOTE_BUSY;
RSET-21	RECEIVE_RNR_CMD(P=1)	SEND_R(N)R_RSP(F=1); SET_REMOTE_BUSY;
RSET-22	RECEIVE_REJ_XXX or RECEIVE_SREJ_XXX	(RSET has already been sent)
RSET-23	INITIATE_P/F_CYCLE and P_FLAG=0	SEND_R(N)R_CMD(P=1); START_P_TIMER;
RSET-24	P_TIMER_EXPIRED and RETRY_COUNT<N2	P_FLAG:=0;
RSET-25	P_TIMER_EXPIRED and RETRY_COUNT>=N2 or ACK_TIMER_EXPIRED and RETRY_COUNT>=N2	STOP_ALL_TIMERS; RESET_INDICATION(LOCAL); S_FLAG:=0;