

Receive Interrupt Routine

Read Input Register

Stage = 0 ?

Stage = 1 ?

Stage = 2 ?

High Input Mark ?

Two Low Inputs Back To Back

Set New Timing Value

Sample Each Bit 5 Times to Determine Mark or Space

Maximum Time Low ?

Minimum Stop Bit Time ?

Set New Timing Value

Set Stage Equal 3

All Five Bits Determined ?

Reset and Start Over

Set Stage Equal 1

Set Stage Equal 2

Determine Character and Save it

Set Stage Equal 0

Exit Routine

