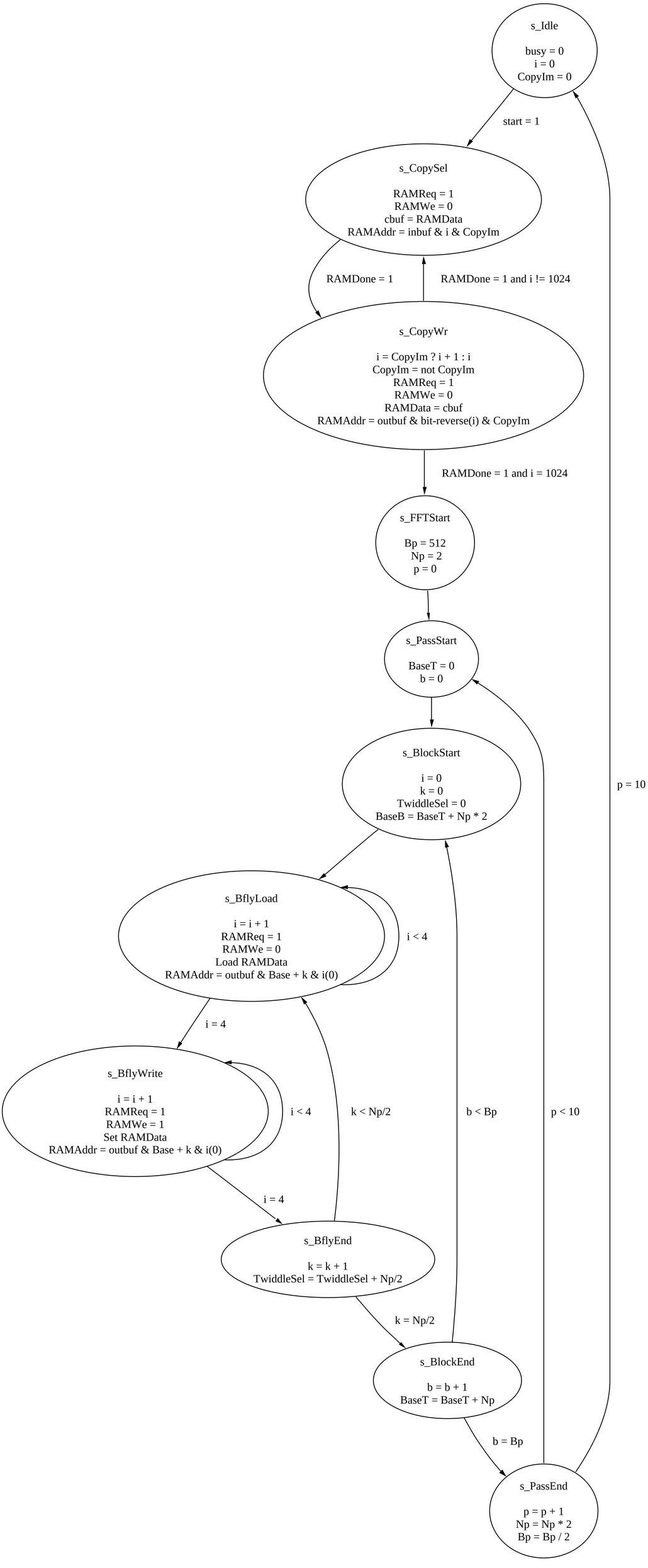
s_Idle
busy = 0
i = 0
CopyIm = 0
start = 1
s_CopySel
RAMReq = 1
RAMWe = 0
cbuf = RAMData
RAMAddr = inbuf & i & CopyIm
RAMDone = 1
RAMDone = 1 and i != 1024
s_CopyWr
i = CopyIm ? i + 1 : i
CopyIm = not CopyIm
RAMReq = 1
RAMWe = 0
RAMData = cbuf
RAMAddr = outbuf & bit-reverse(i) & CopyIm
RAMDone = 1 and i = 1024
s_FFTStart
Bp = 512
Np = 2
p = 0
s_PassStart
BaseT = 0
b = 0
s_BlockStart
i = 0
k = 0
TwiddleSel = 0
BaseB = BaseT + Np * 2
p = 10
s_BflyLoad
i = i + 1
RAMReq = 1
RAMWe = 0
Load RAMData
RAMAddr = outbuf & Base + k & i(0)
i < 4
i = 4
s_BflyWrite
i = i + 1
RAMReq = 1
RAMWe = 1
Set RAMData
RAMAddr = outbuf & Base + k & i(0)
i < 4
k < Np/2
b < Bp
p < 10
i = 4
s_BflyEnd
k = k + 1
TwiddleSel = TwiddleSel + Np/2
k = Np/2
s_BlockEnd
b = b + 1
BaseT = BaseT + Np
b = Bp
s_PassEnd
p = p + 1
Np = Np * 2
Bp = Bp / 2