

zplayer State Machine Diagram (v2)



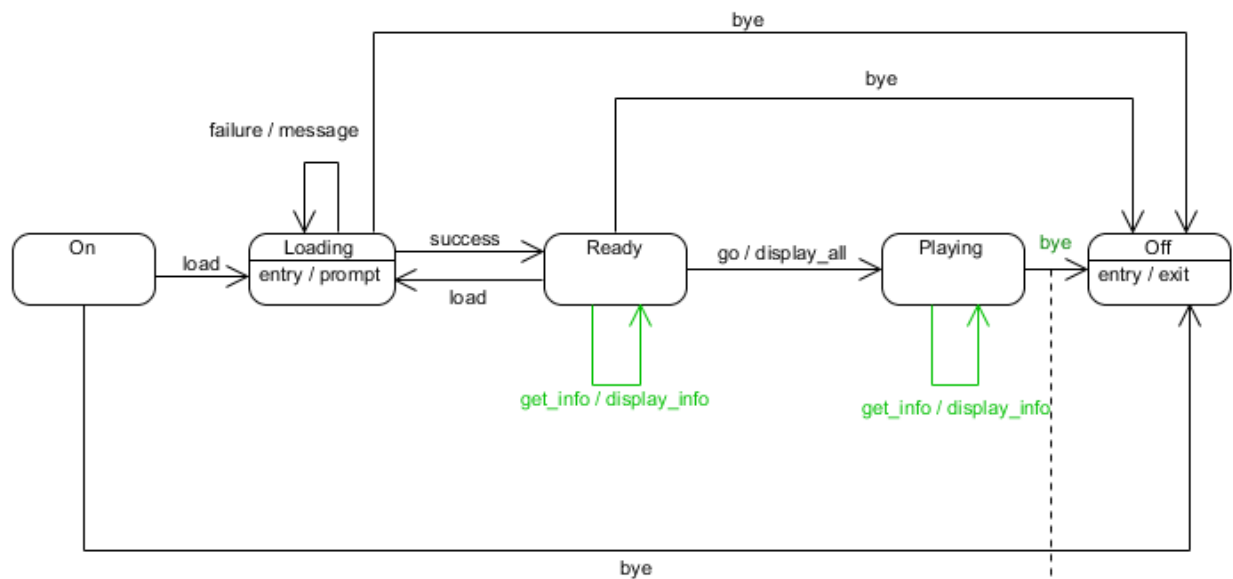
Overview

The following state machine diagram describes the dynamic behavior of the zplayer.

For simplicity, the transitions have been given abbreviated names. So, for example, the transition “bye” should be thought of as “bye button pressed”.

The Diagram

Additions/modifications since the previous version are illustrated in green.



The previous version of the system transitioned from the Playing state to the Off state when the bookz_player terminated.

In this version, the user must press "b" to enter the Off state.