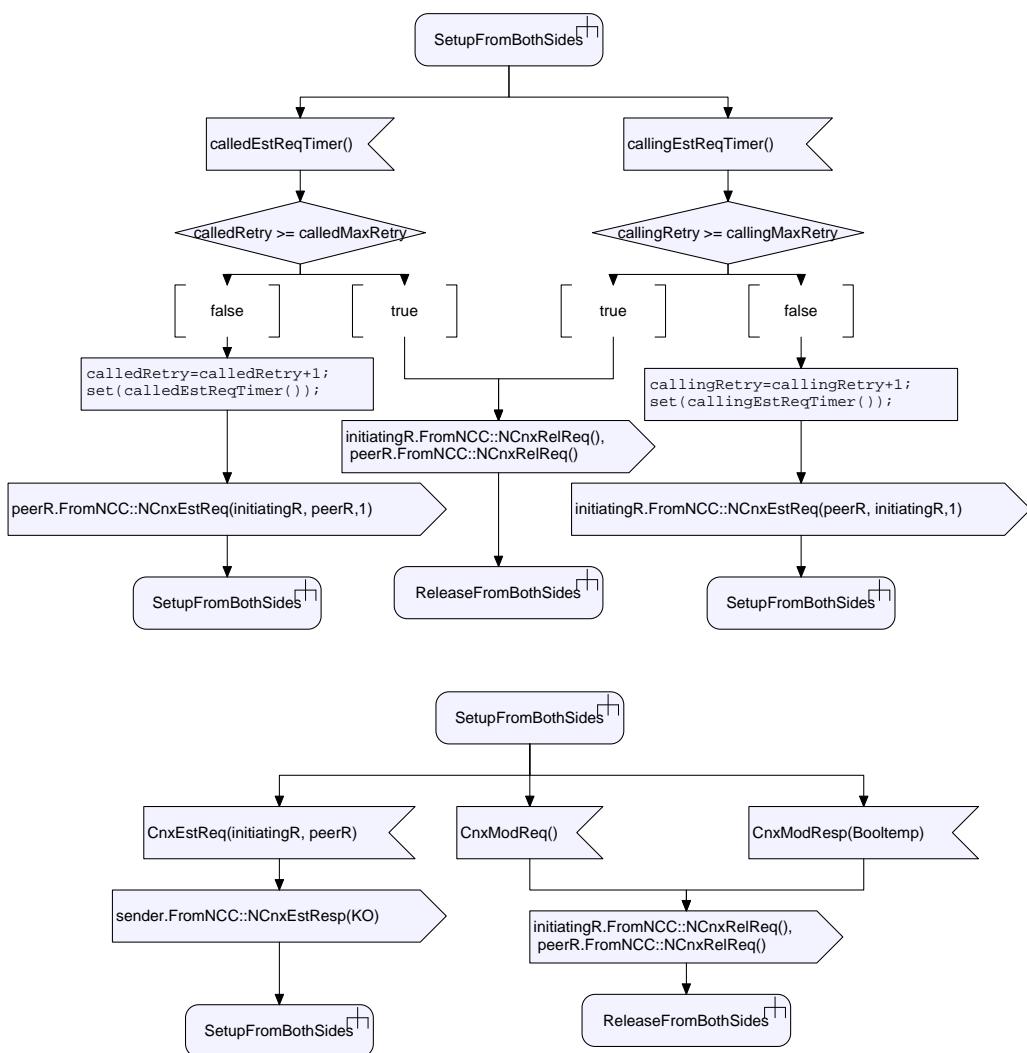
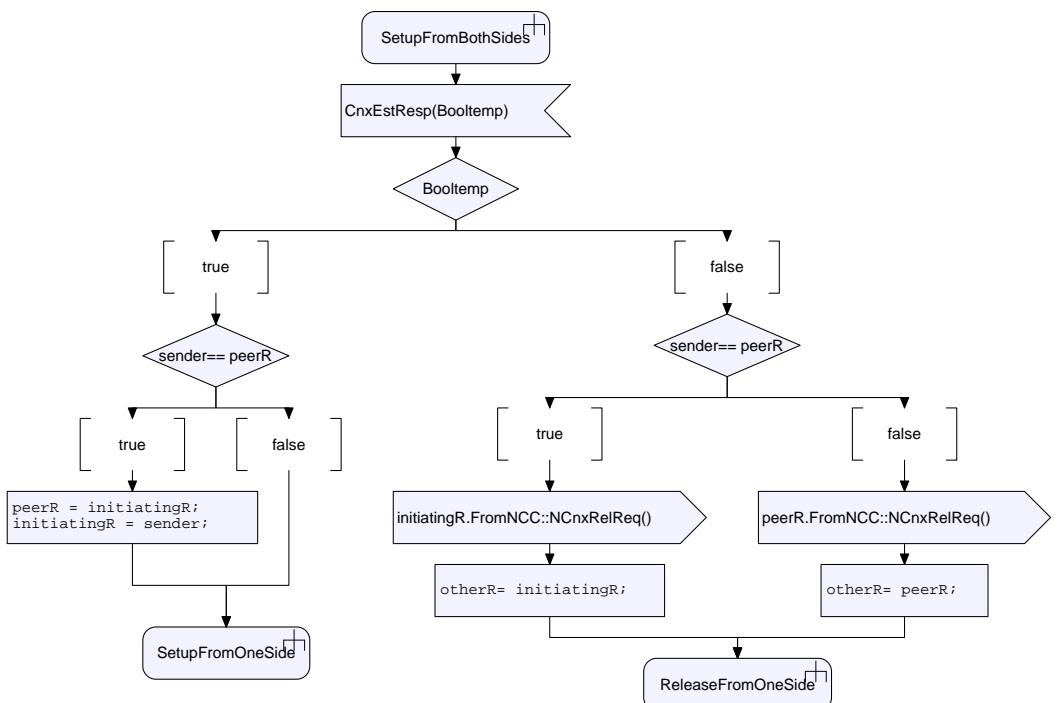
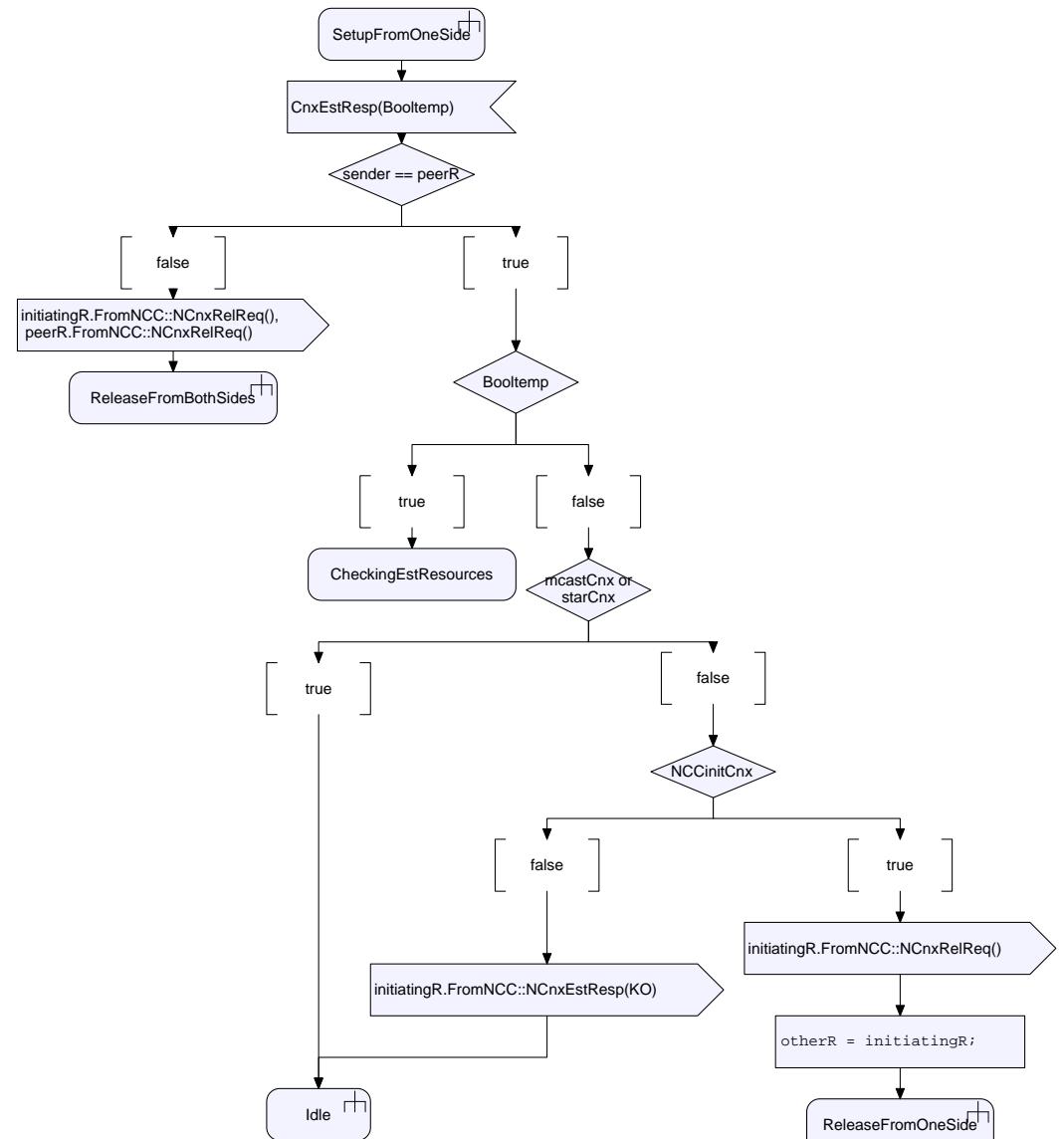
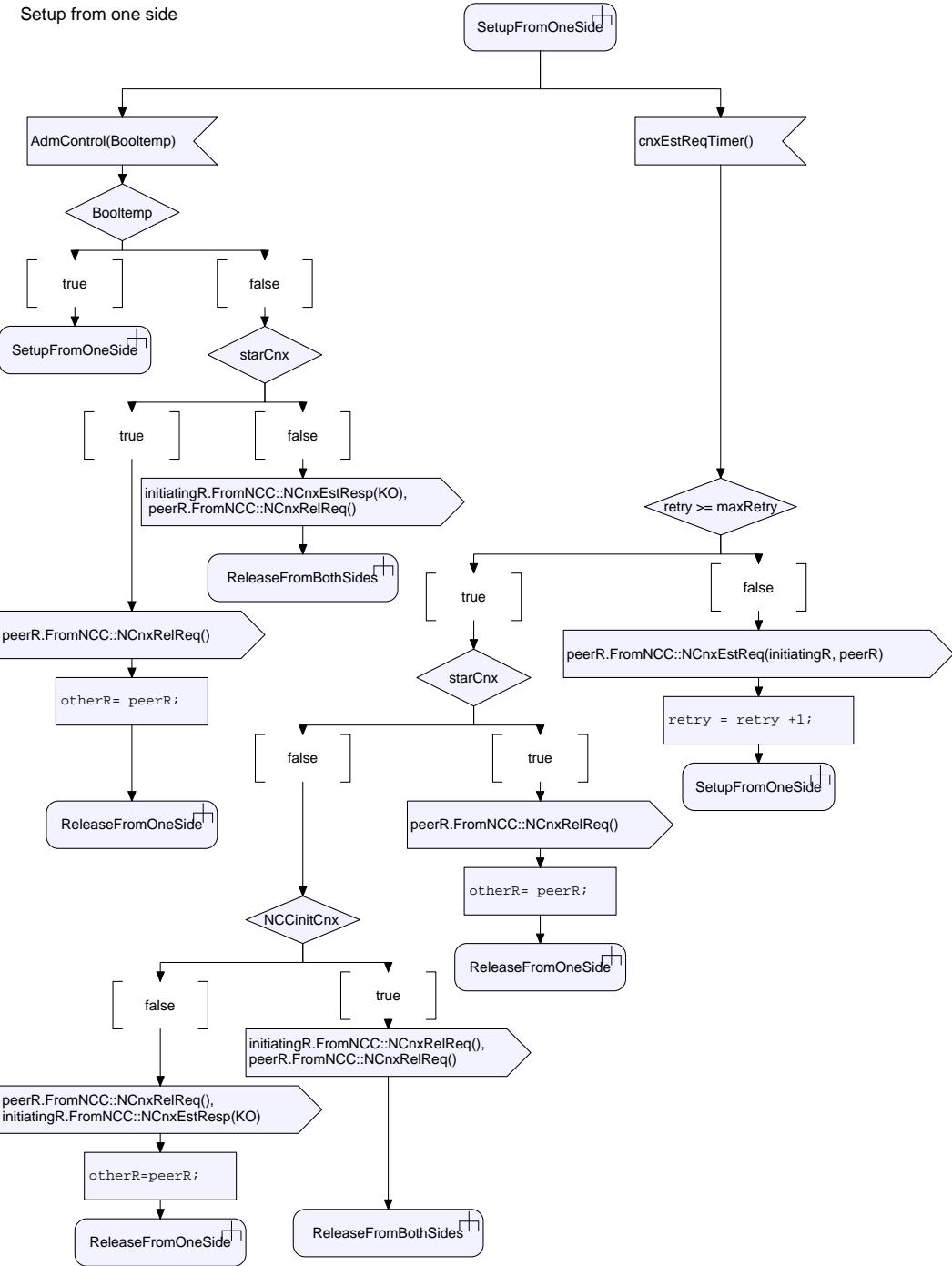


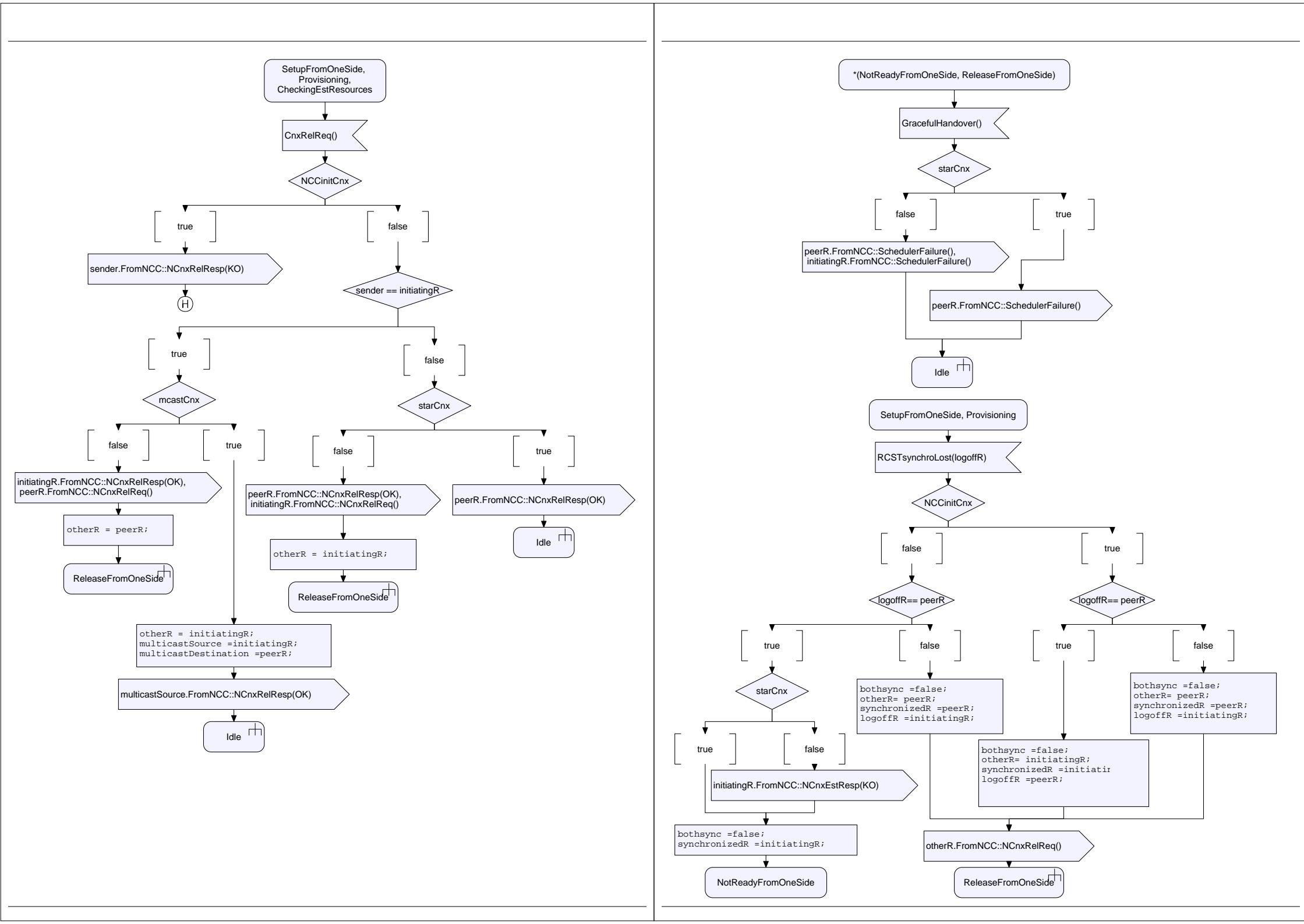
Setup from both sides

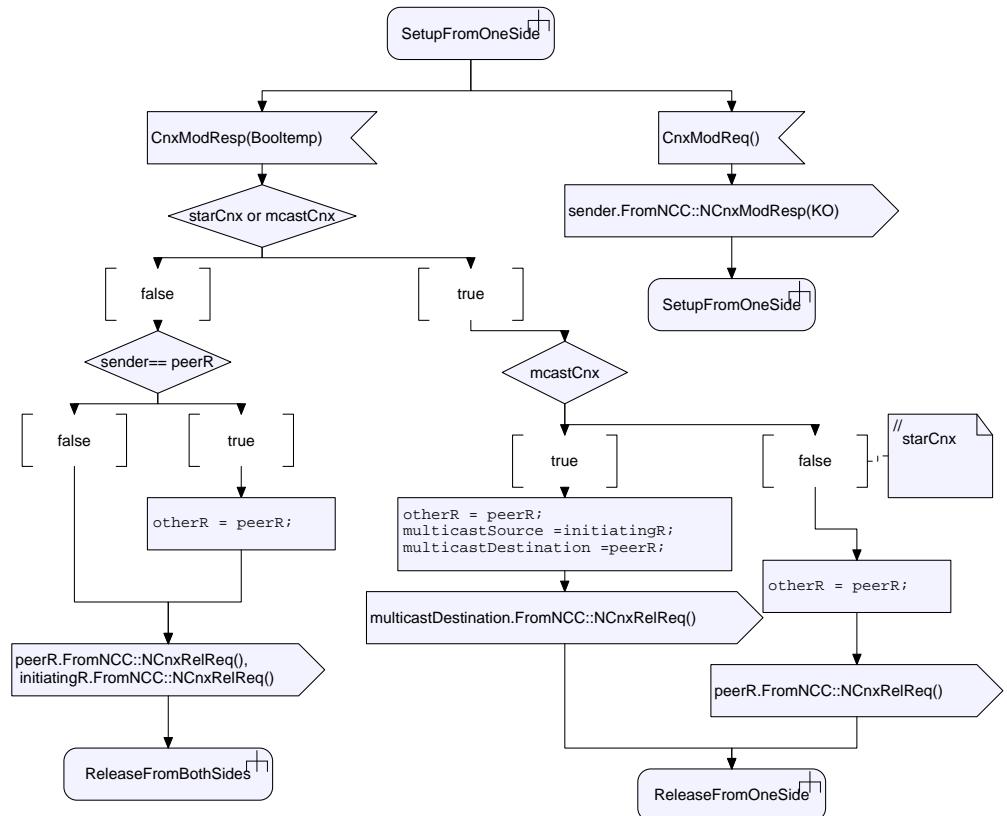
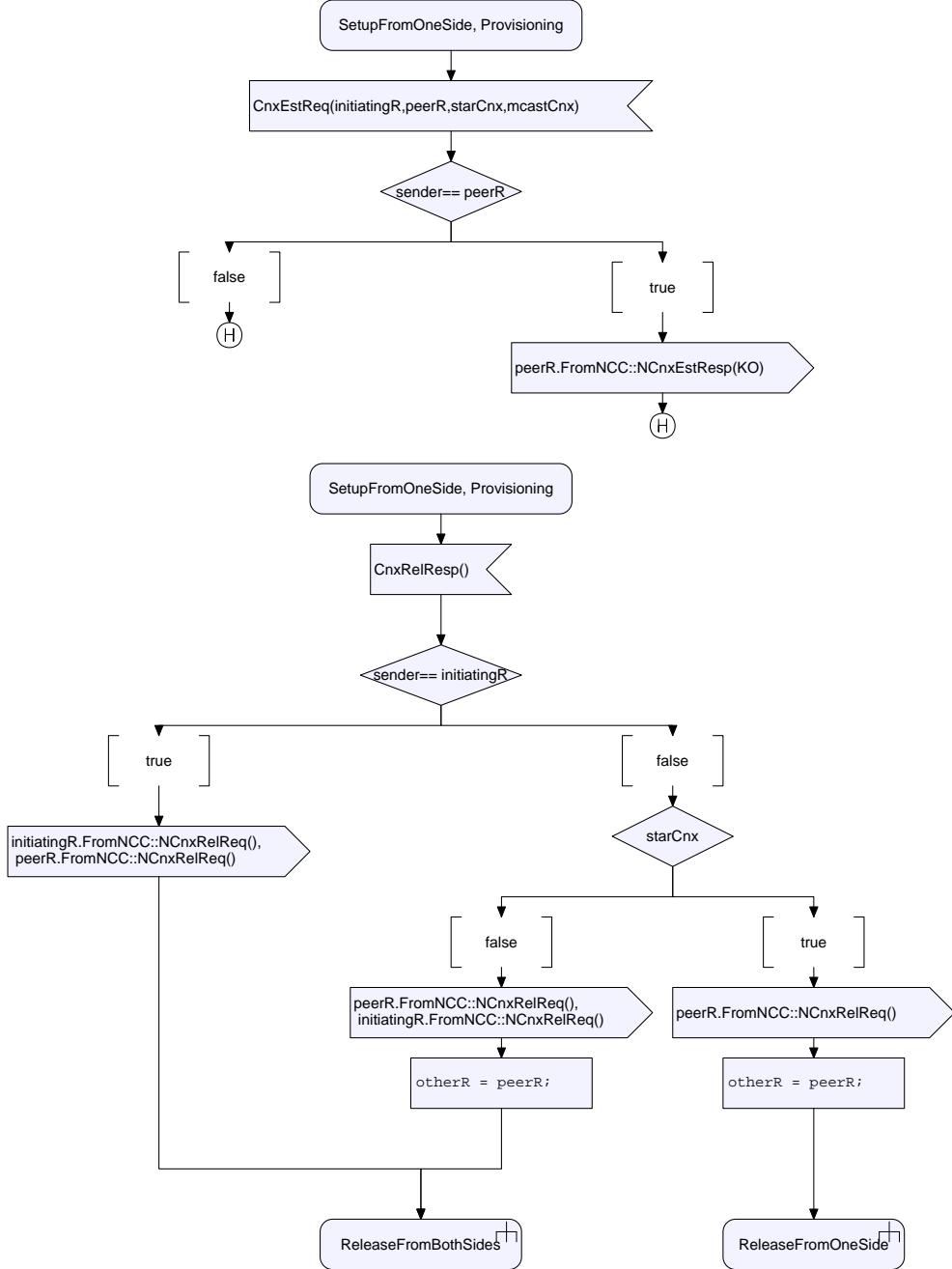


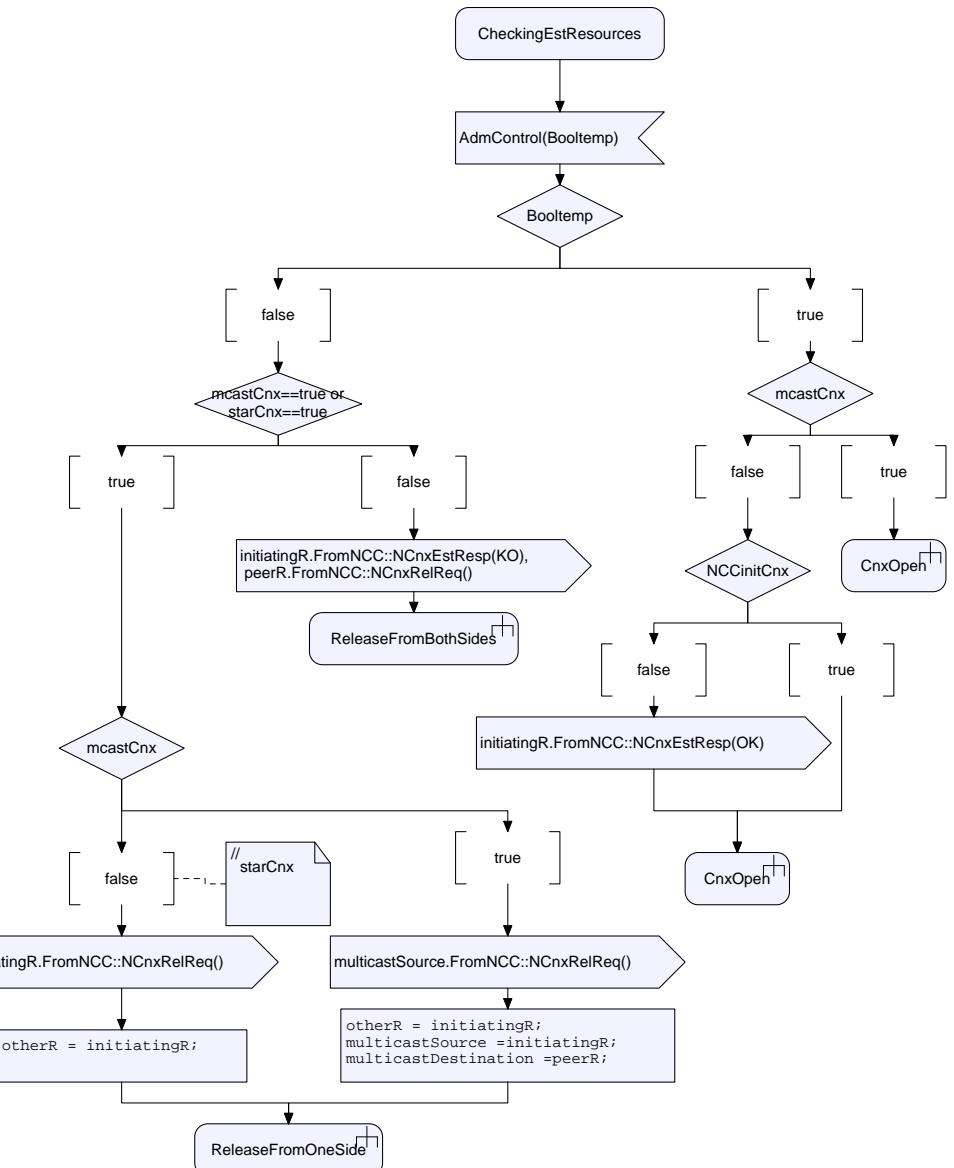
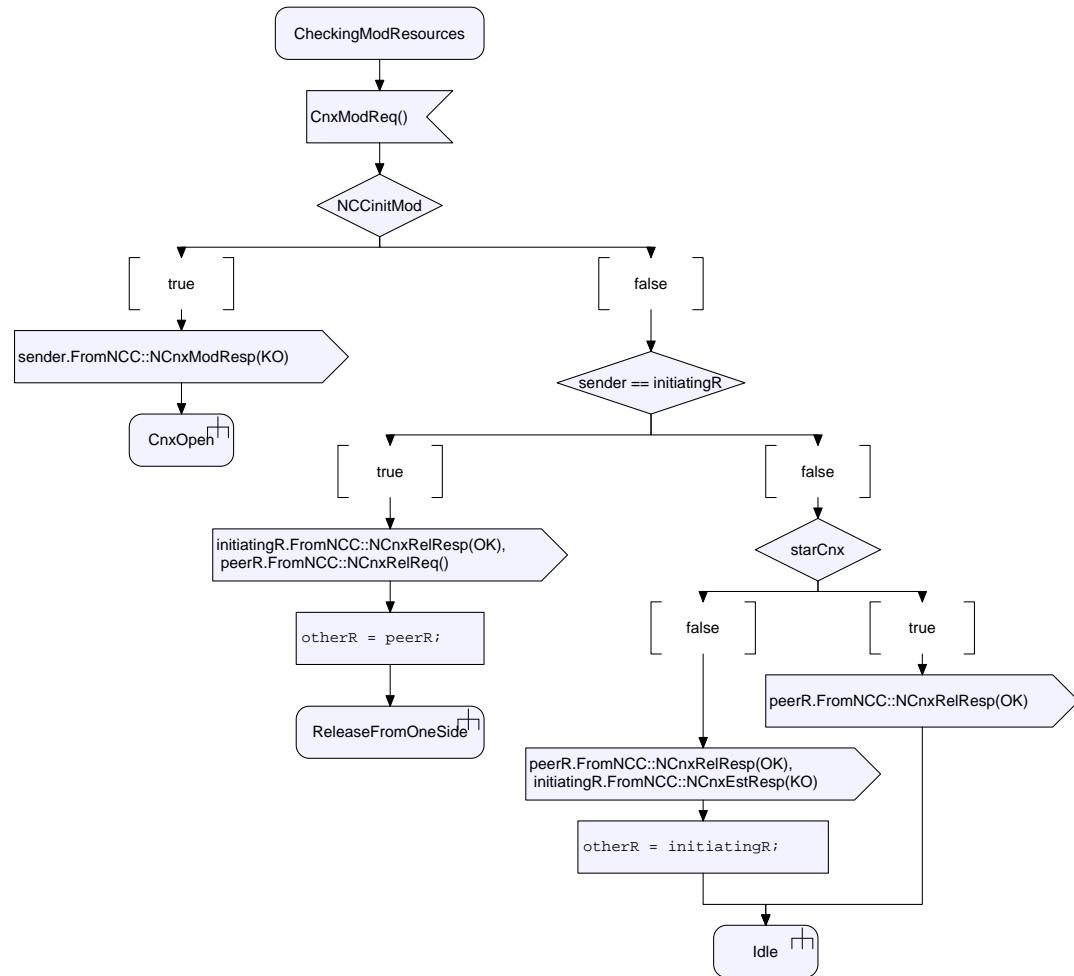
statemachine NCC :: initialize {7/11}

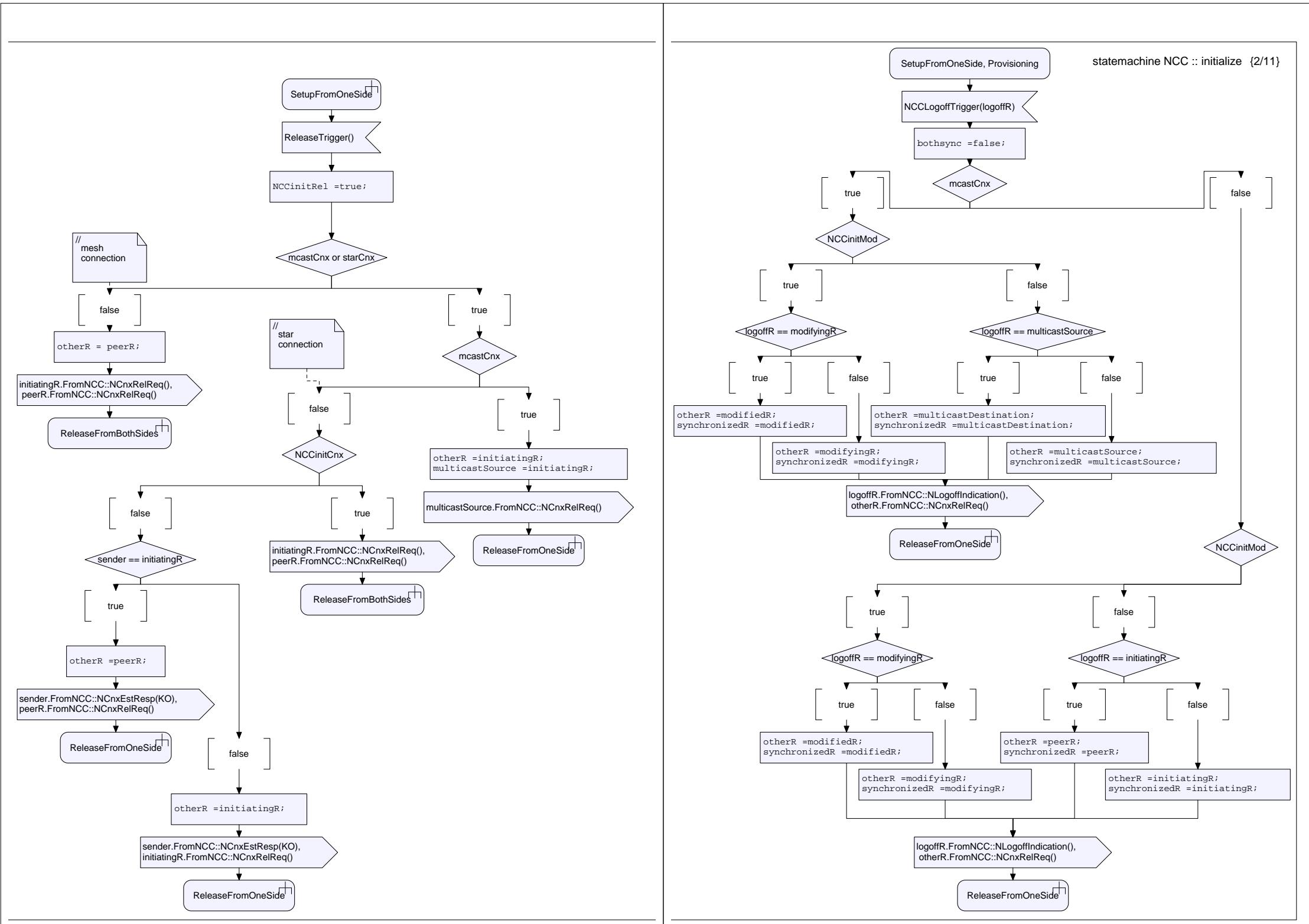


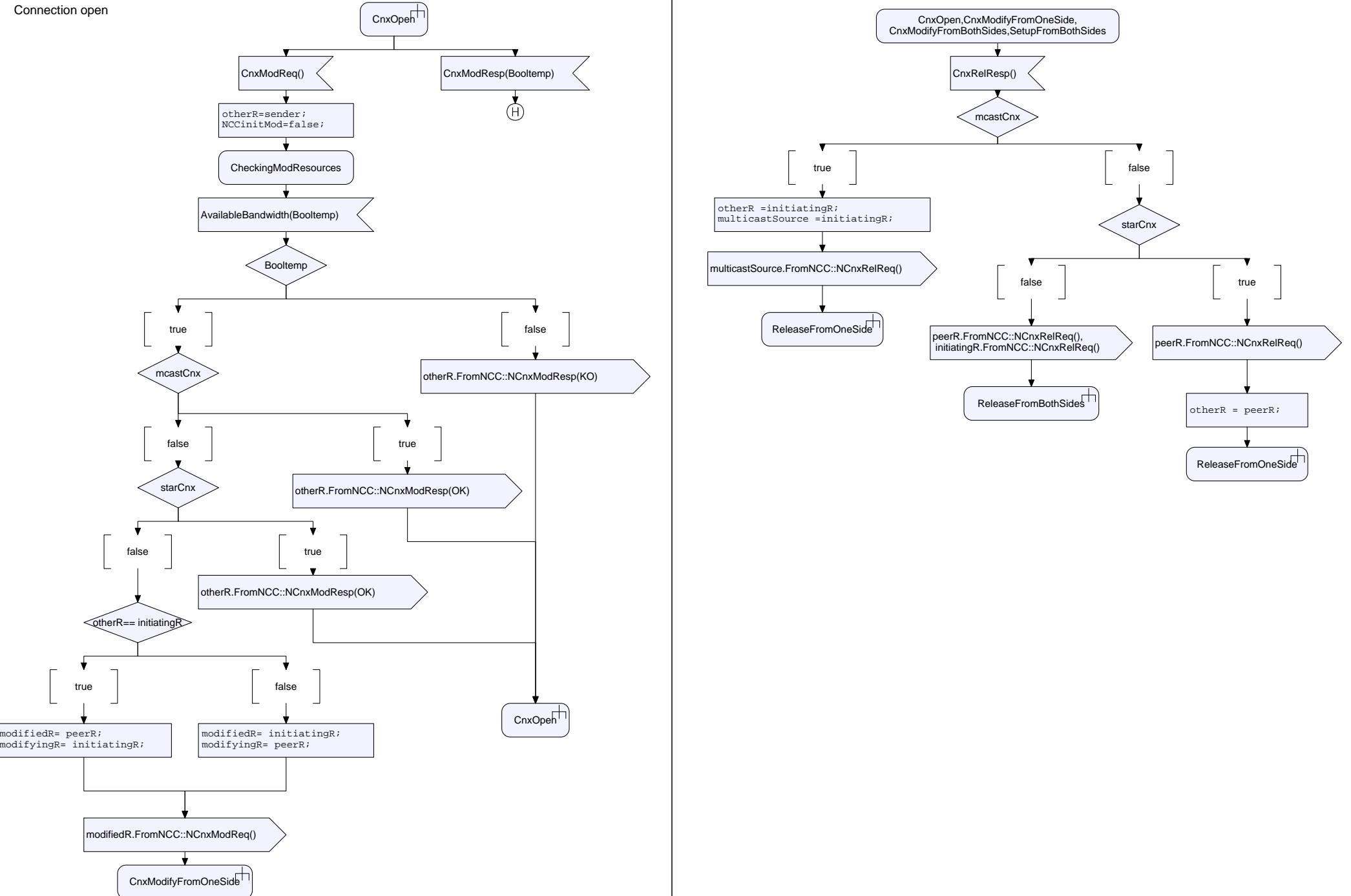


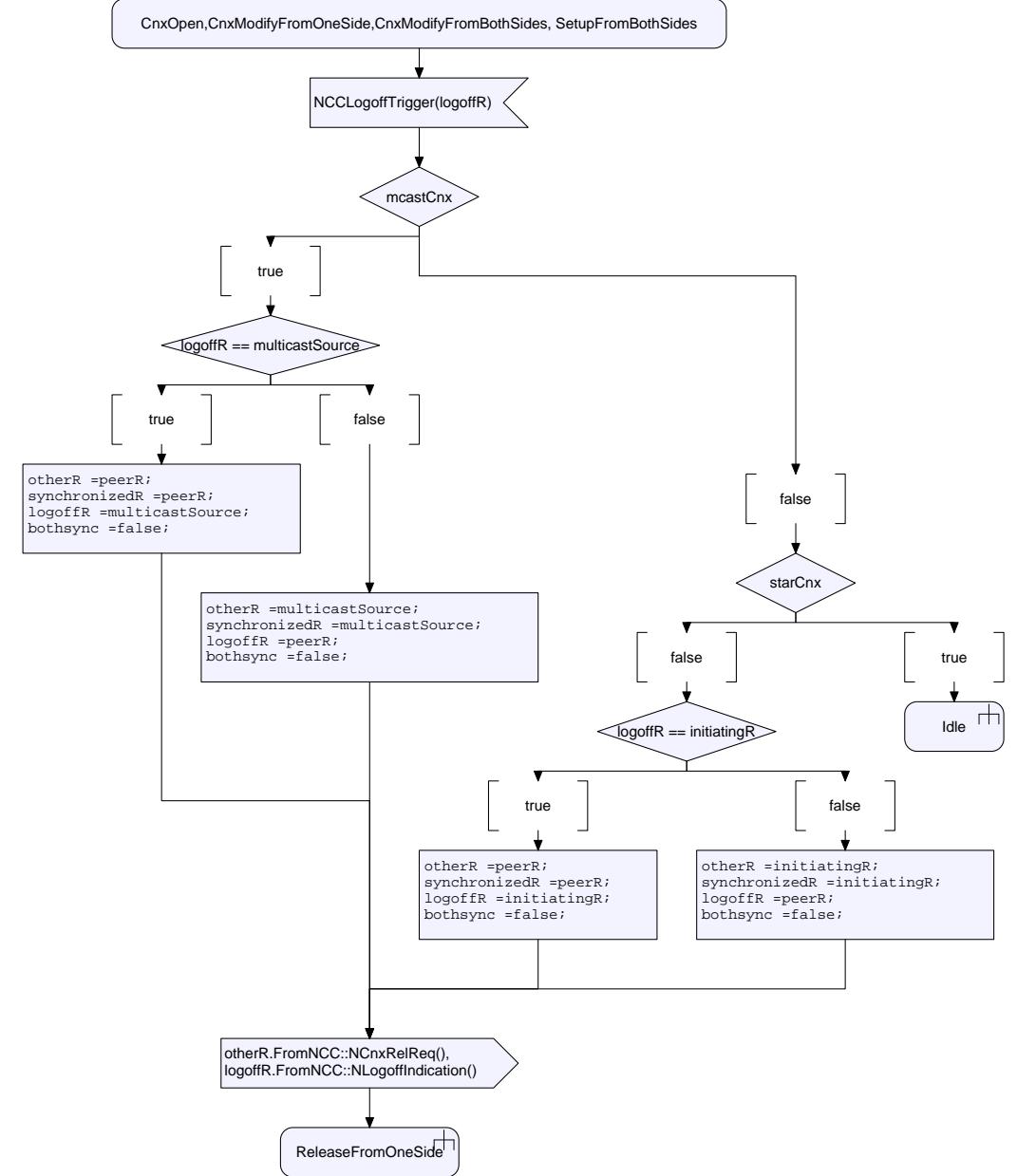
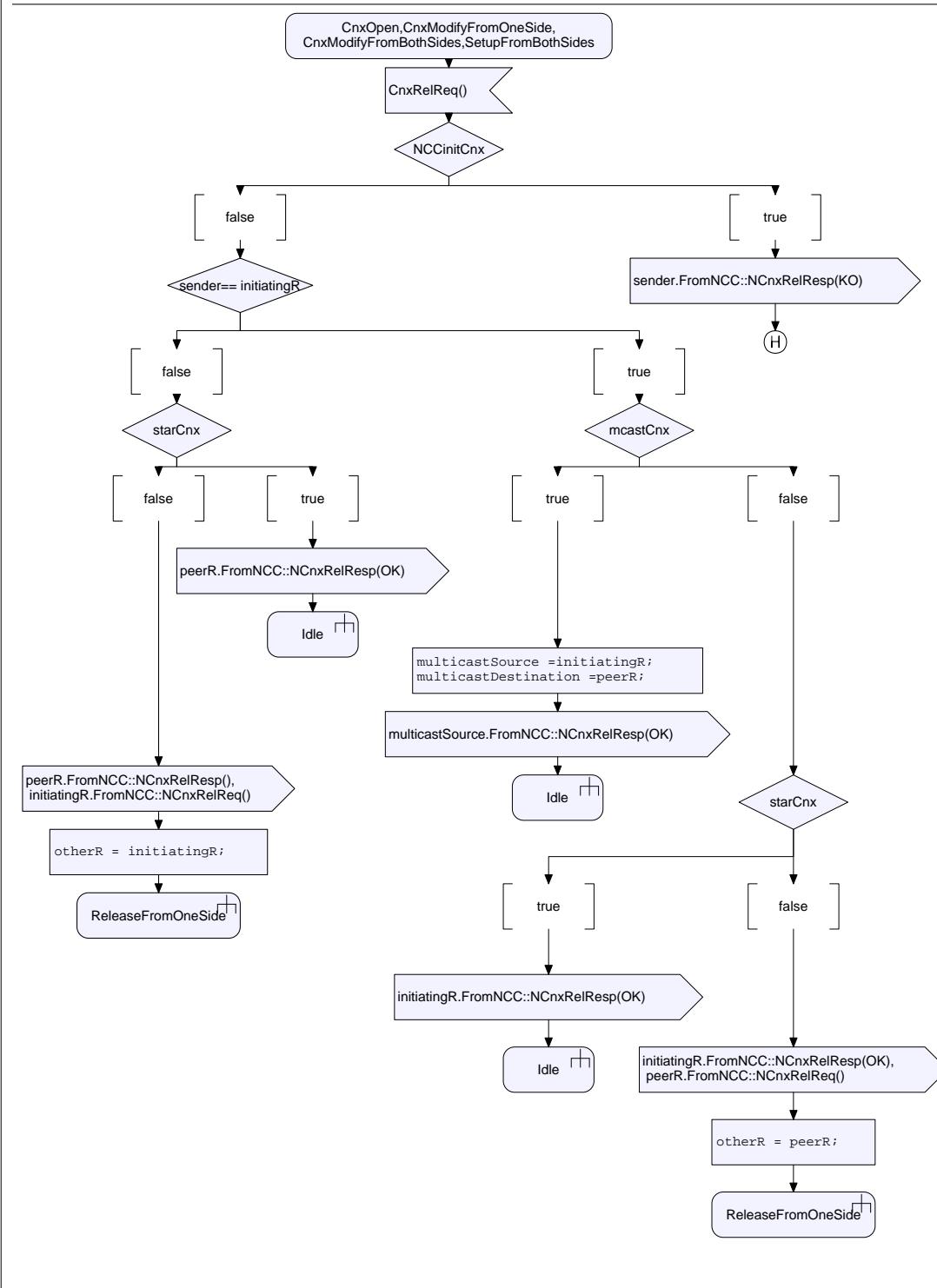


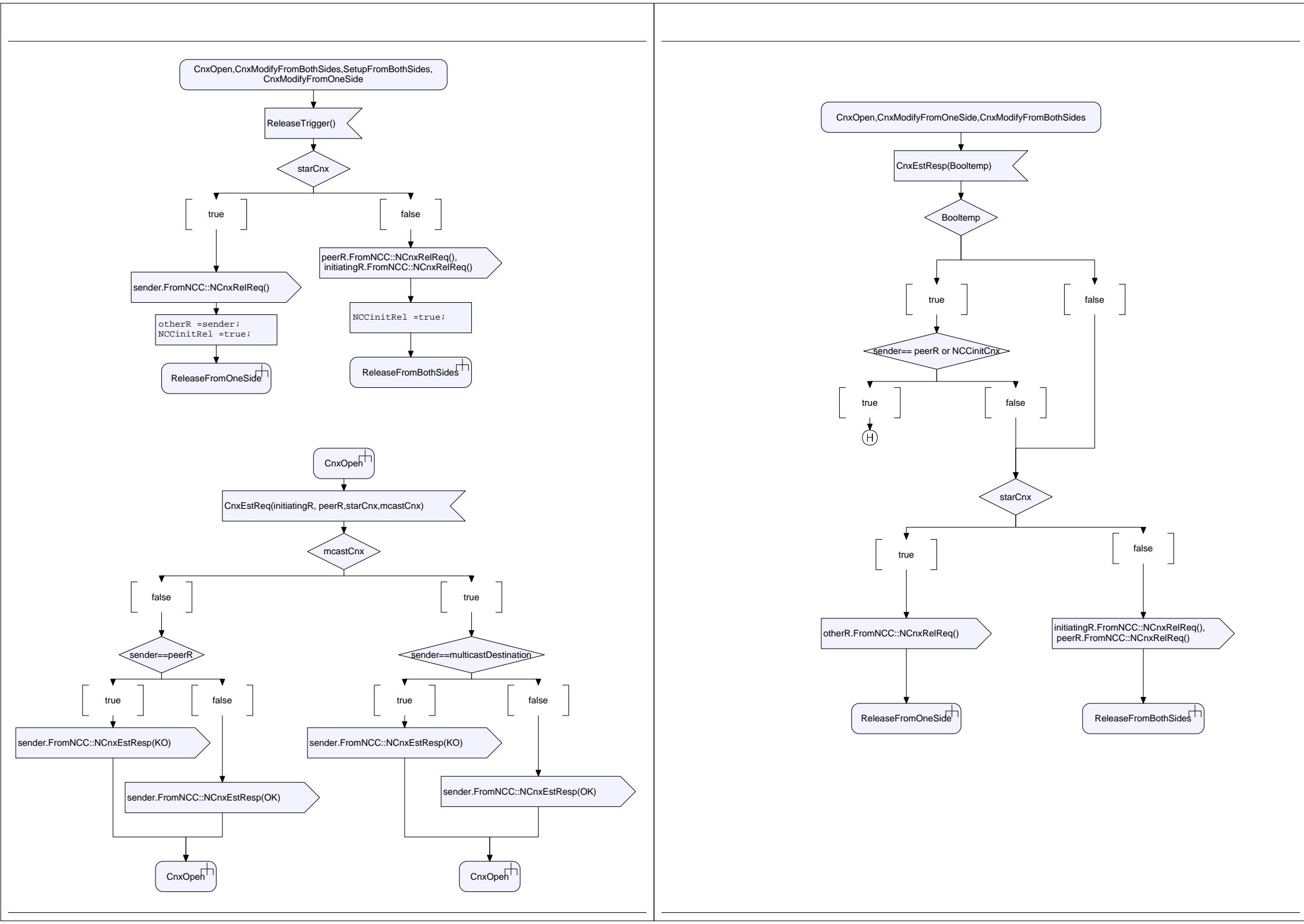


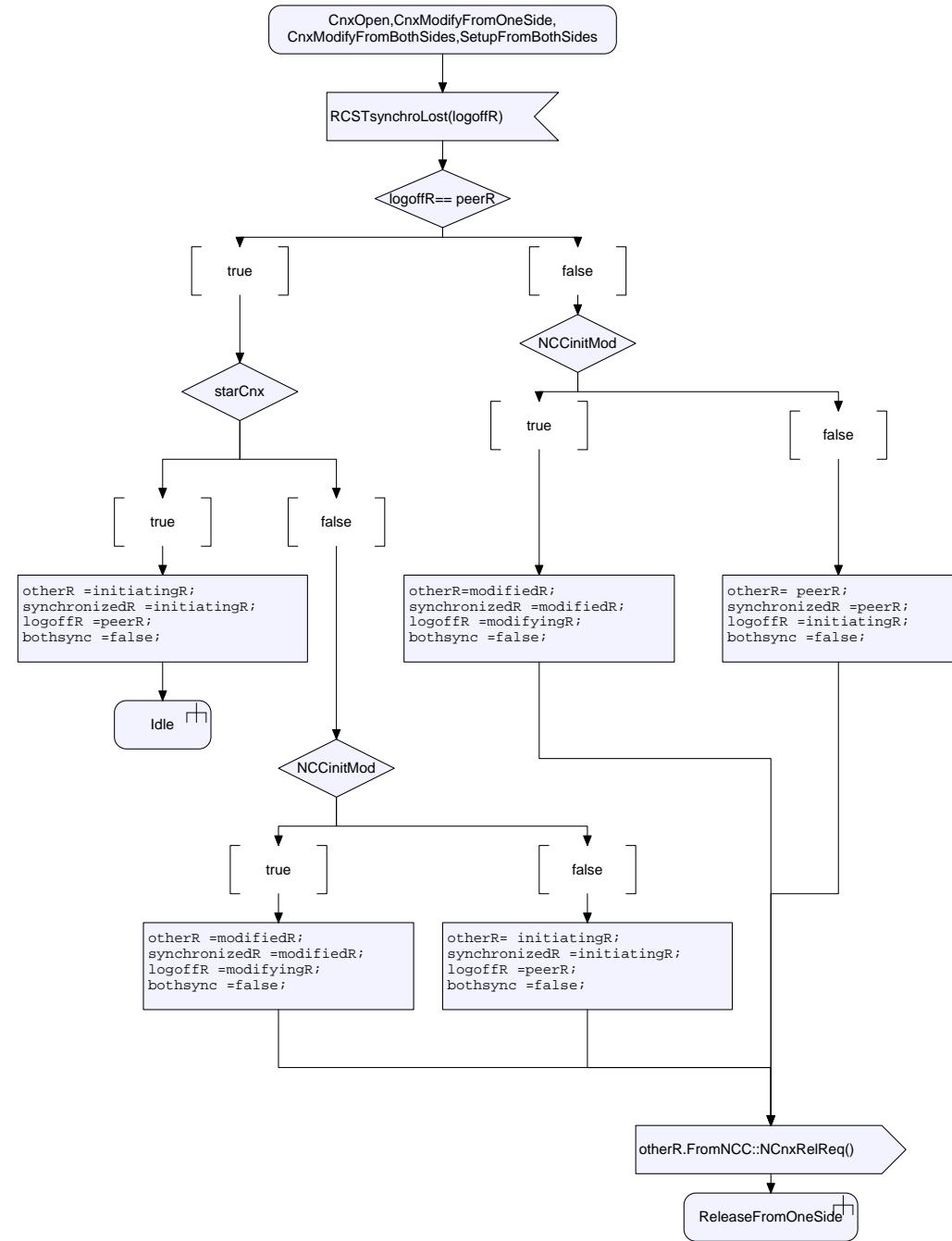
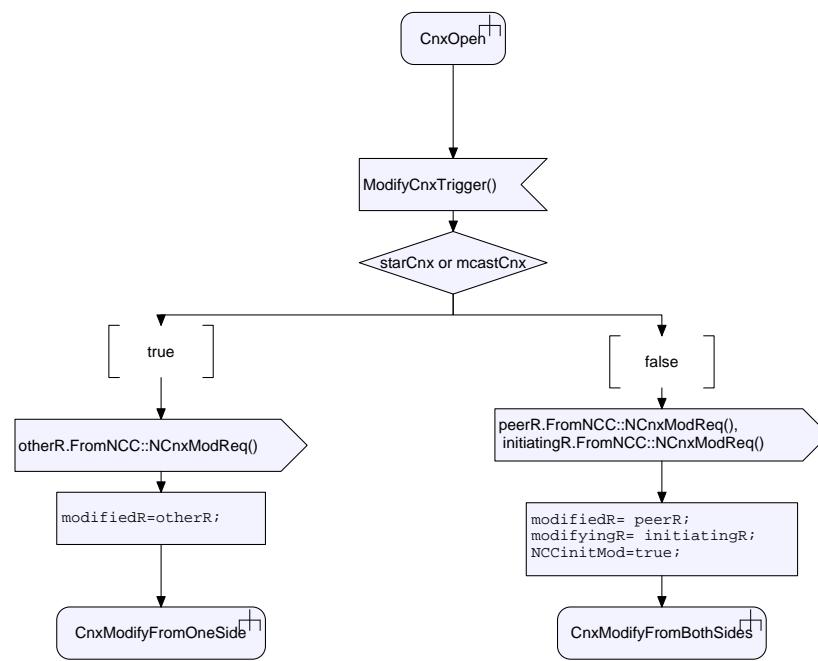




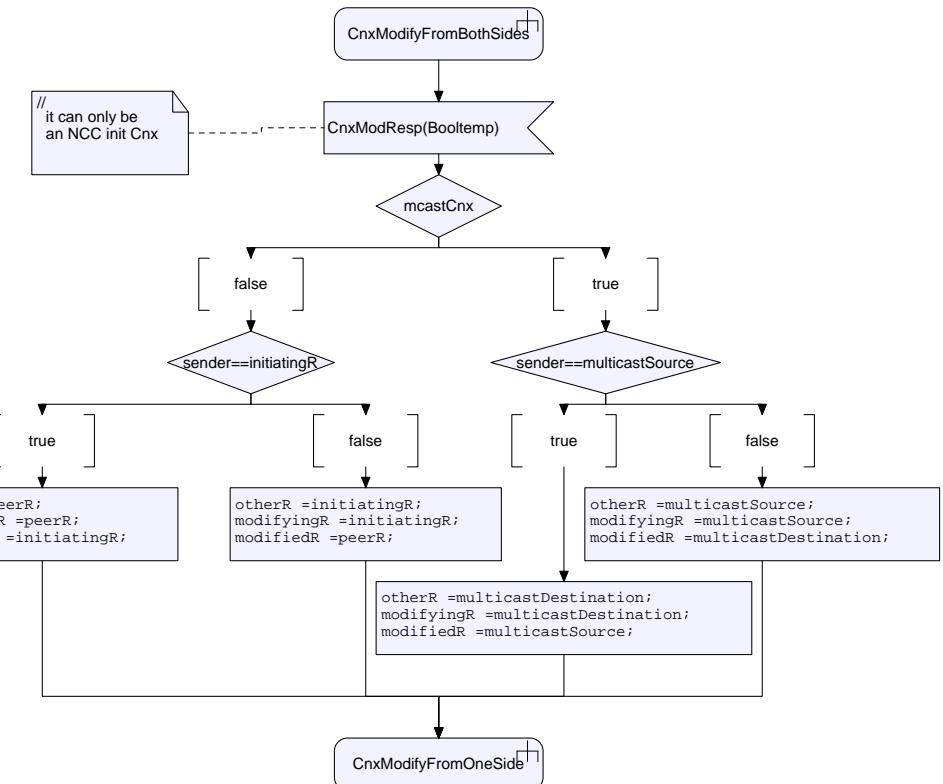
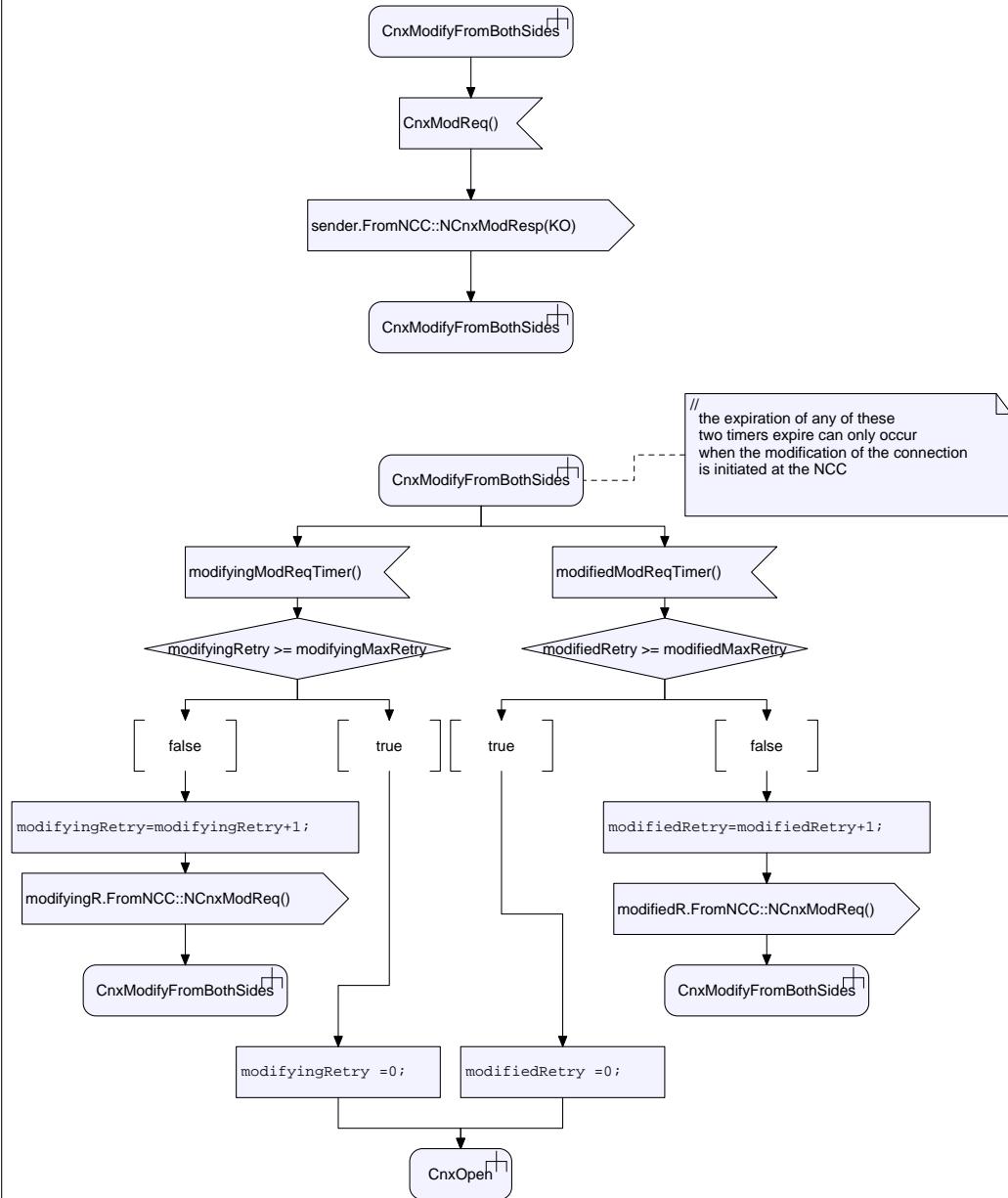




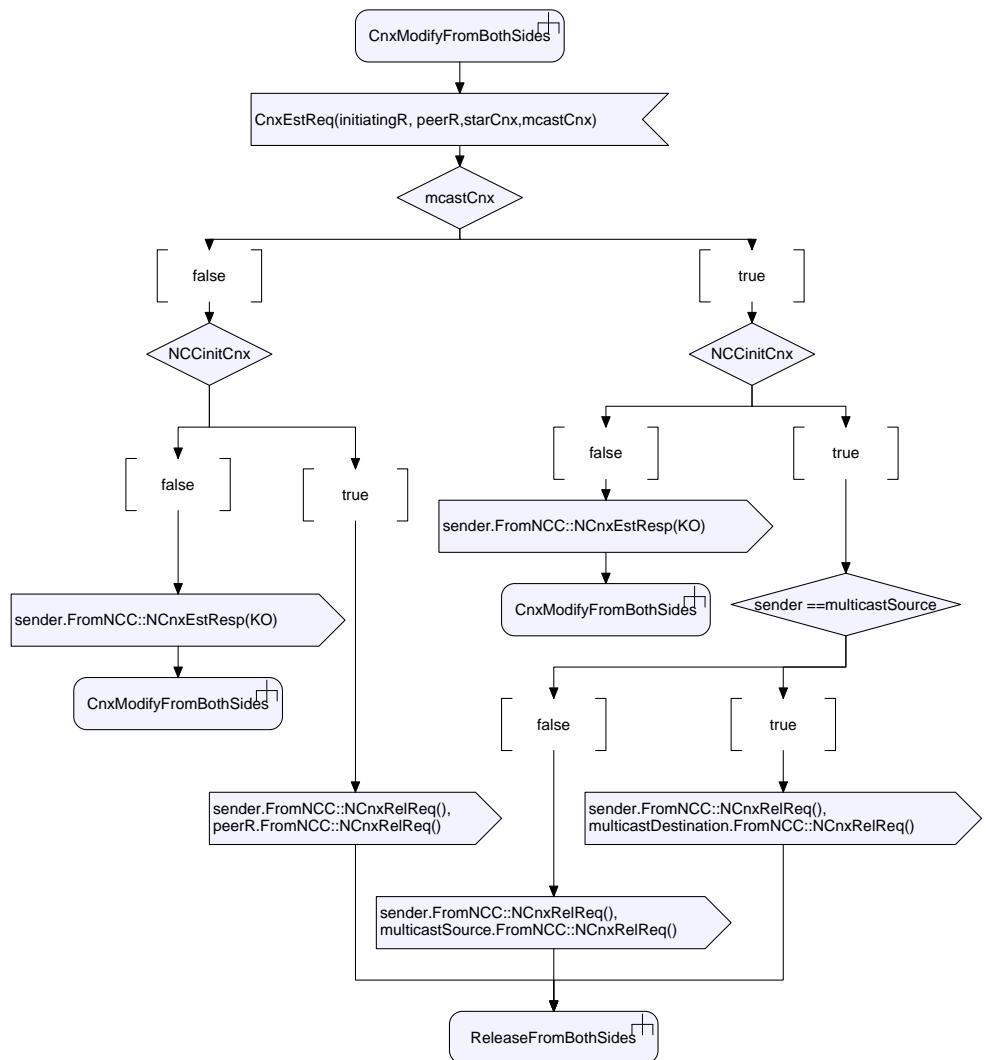


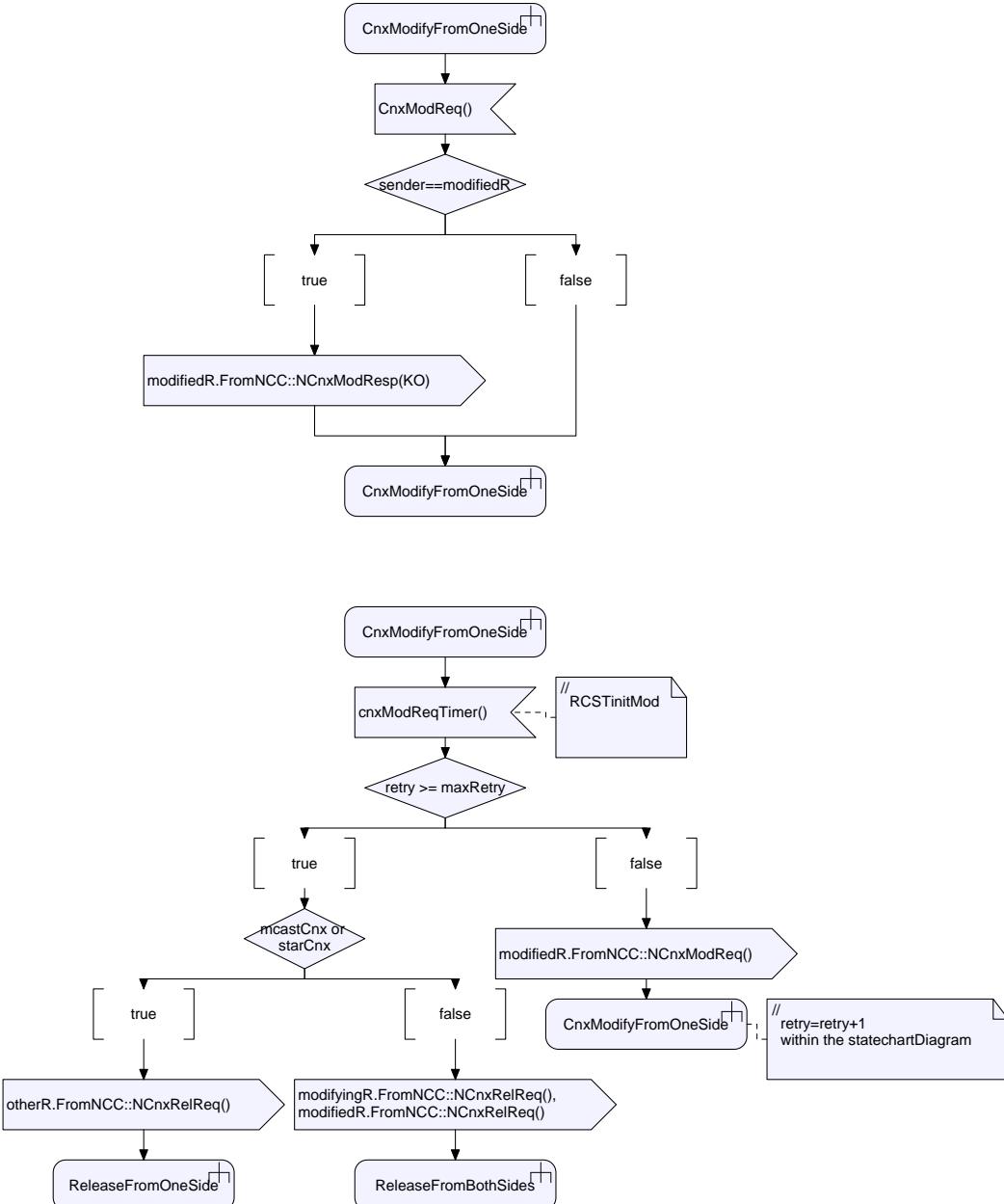
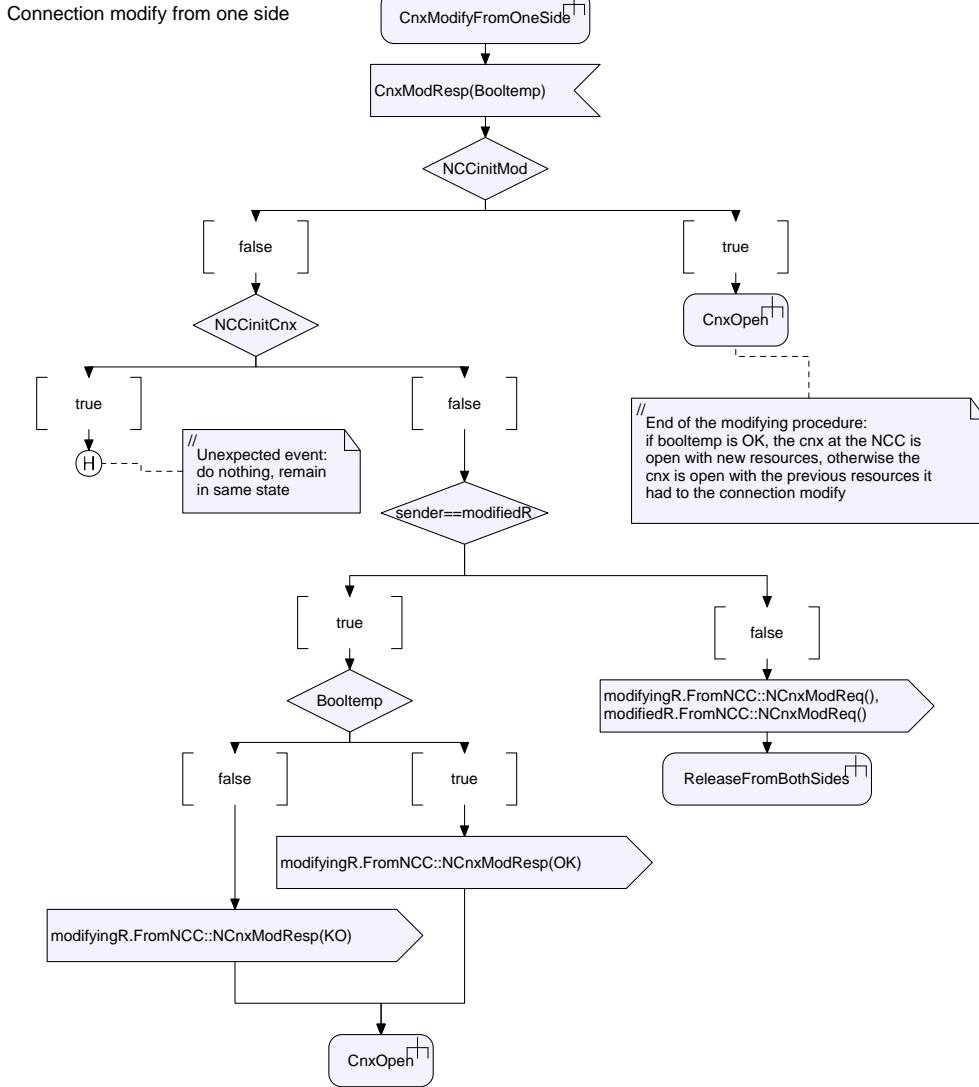


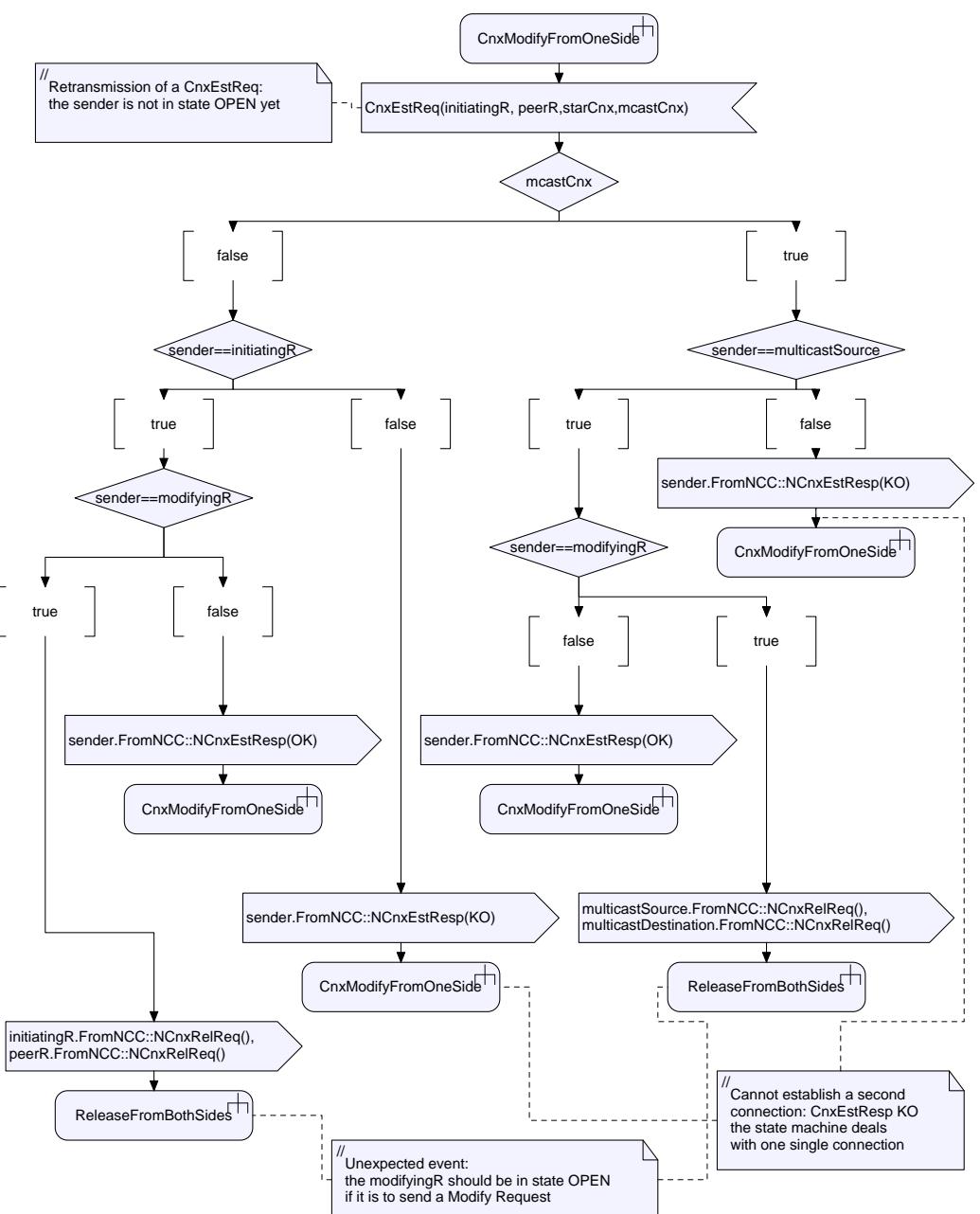
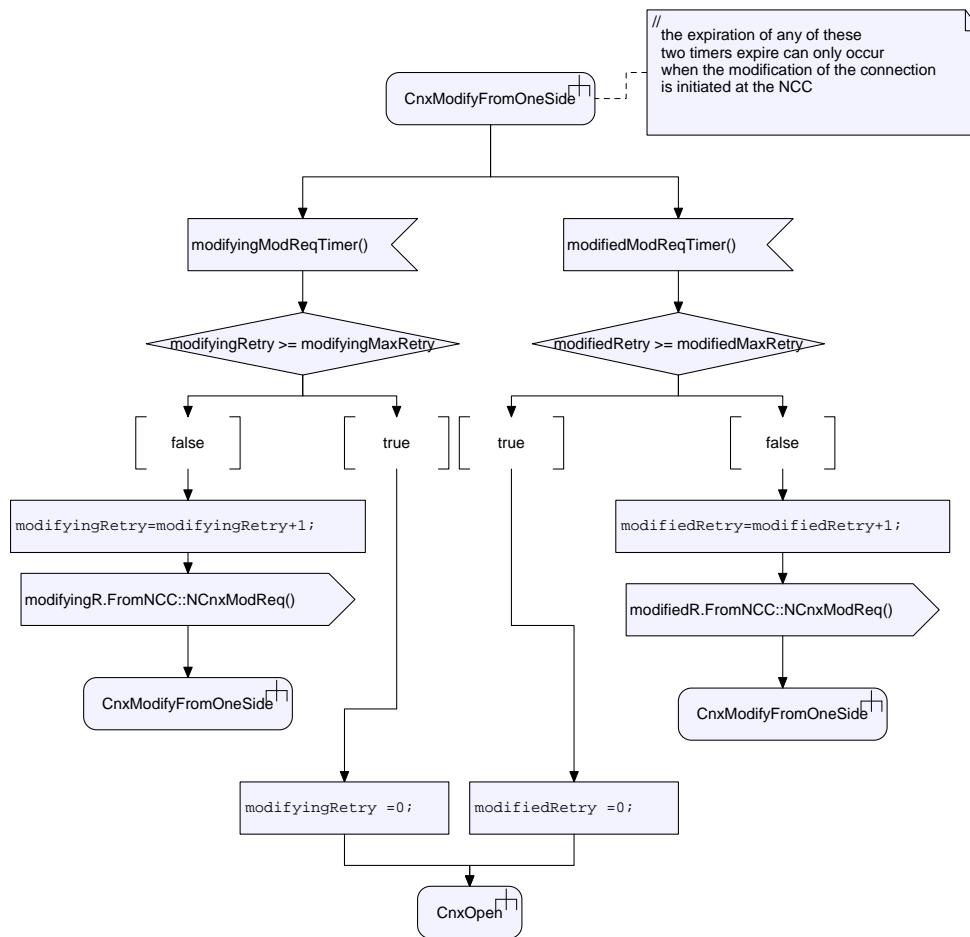
### Connection modify from both sides

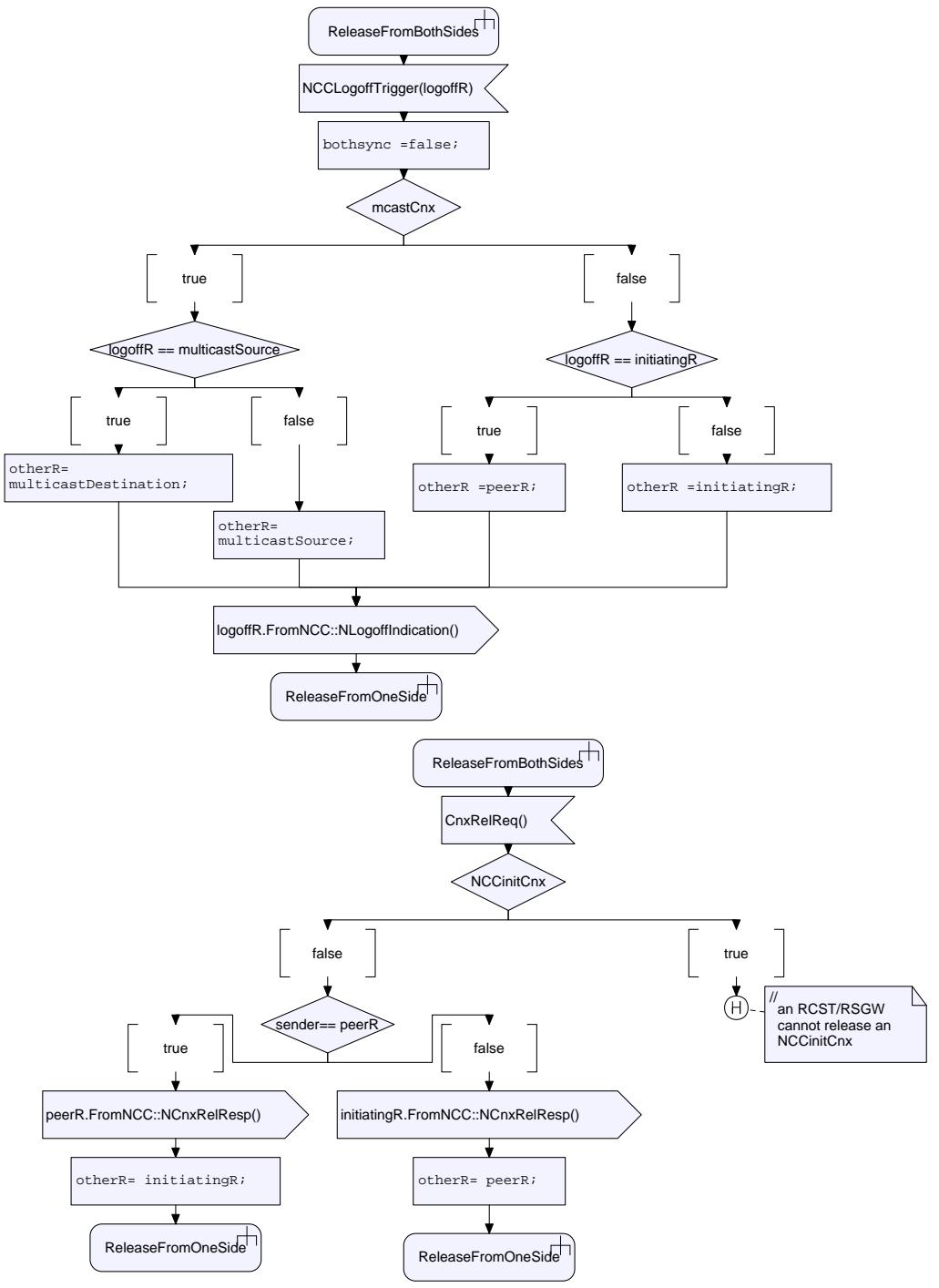
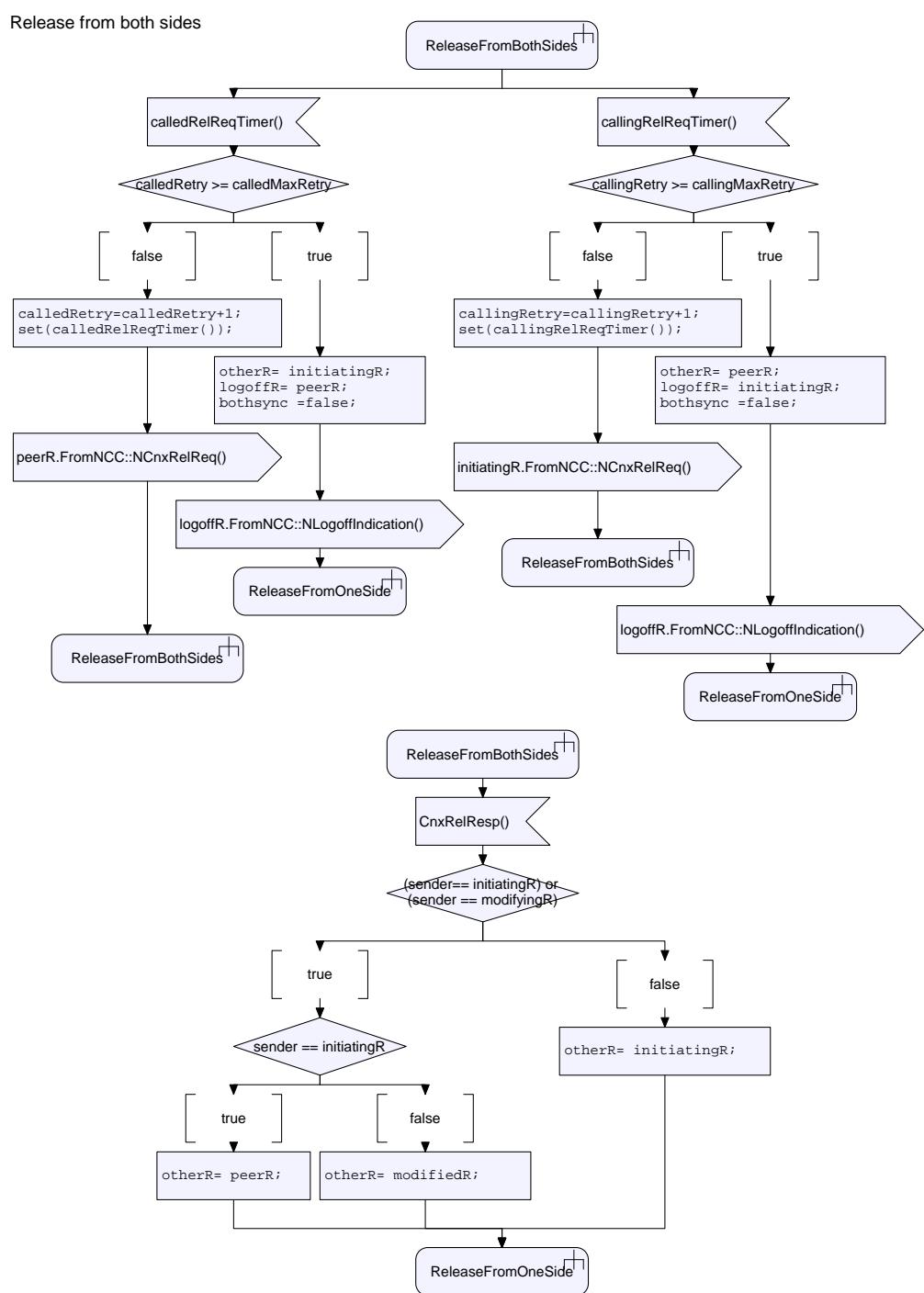


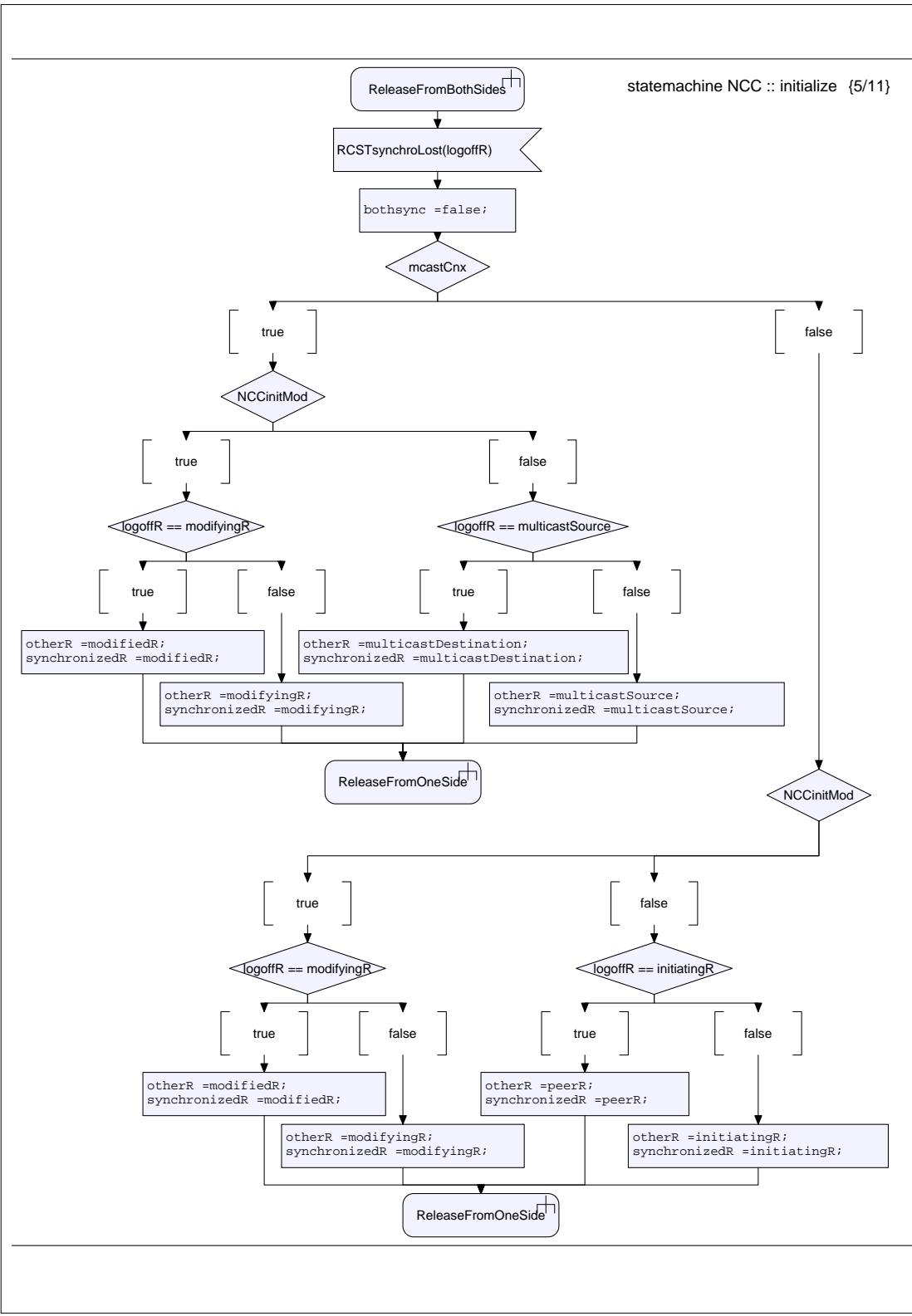
statemachine NCC :: initialize {8/11}

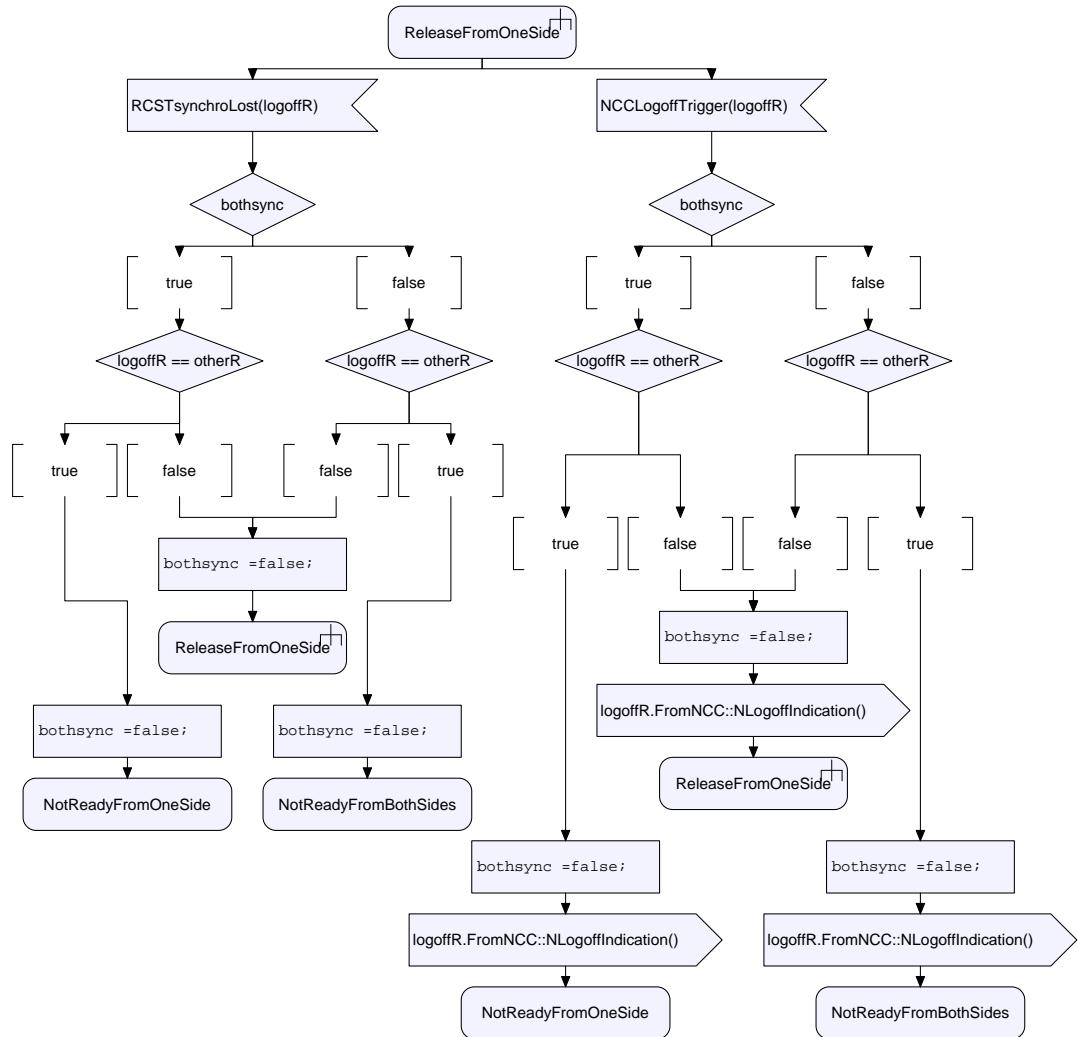
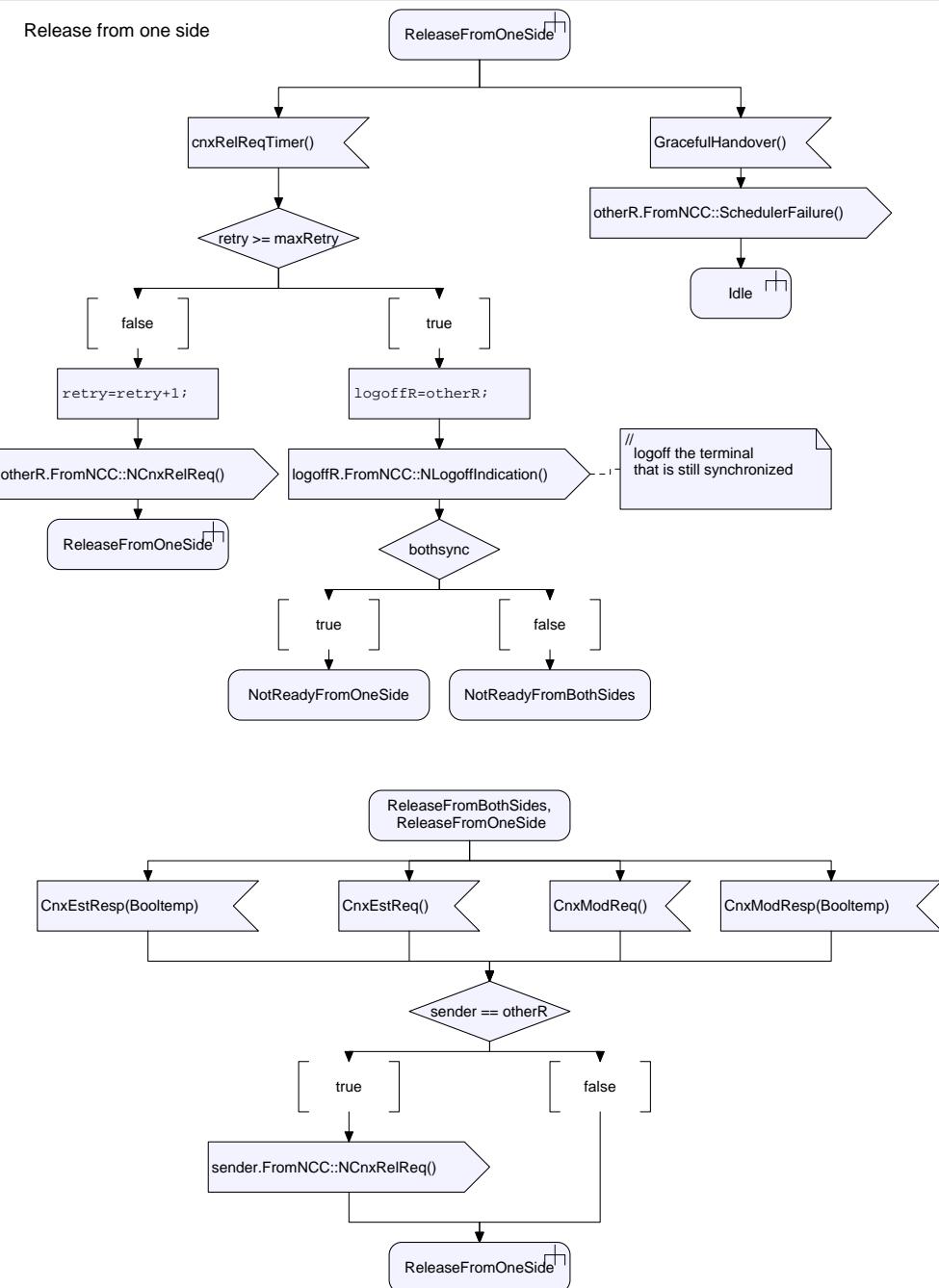


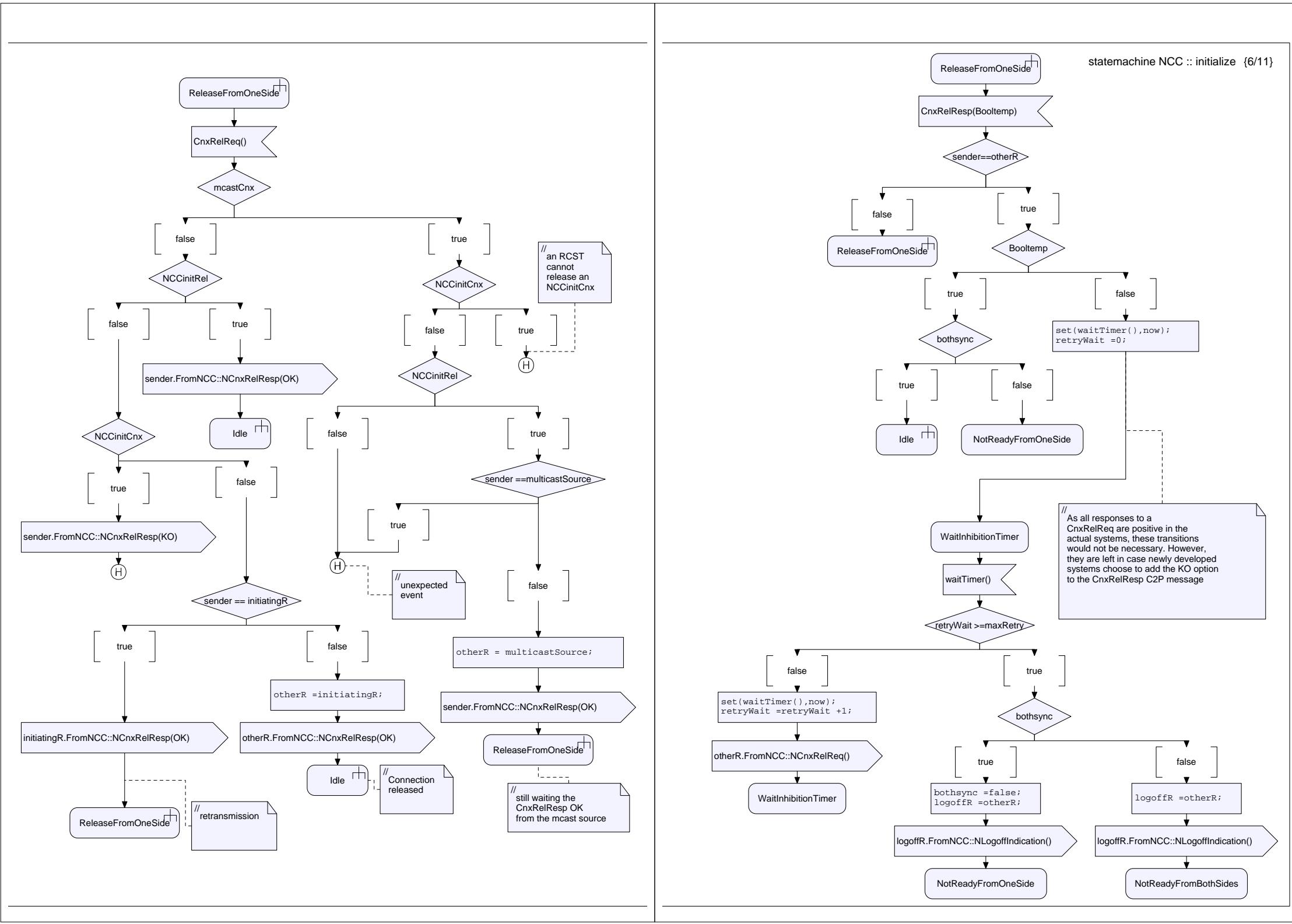






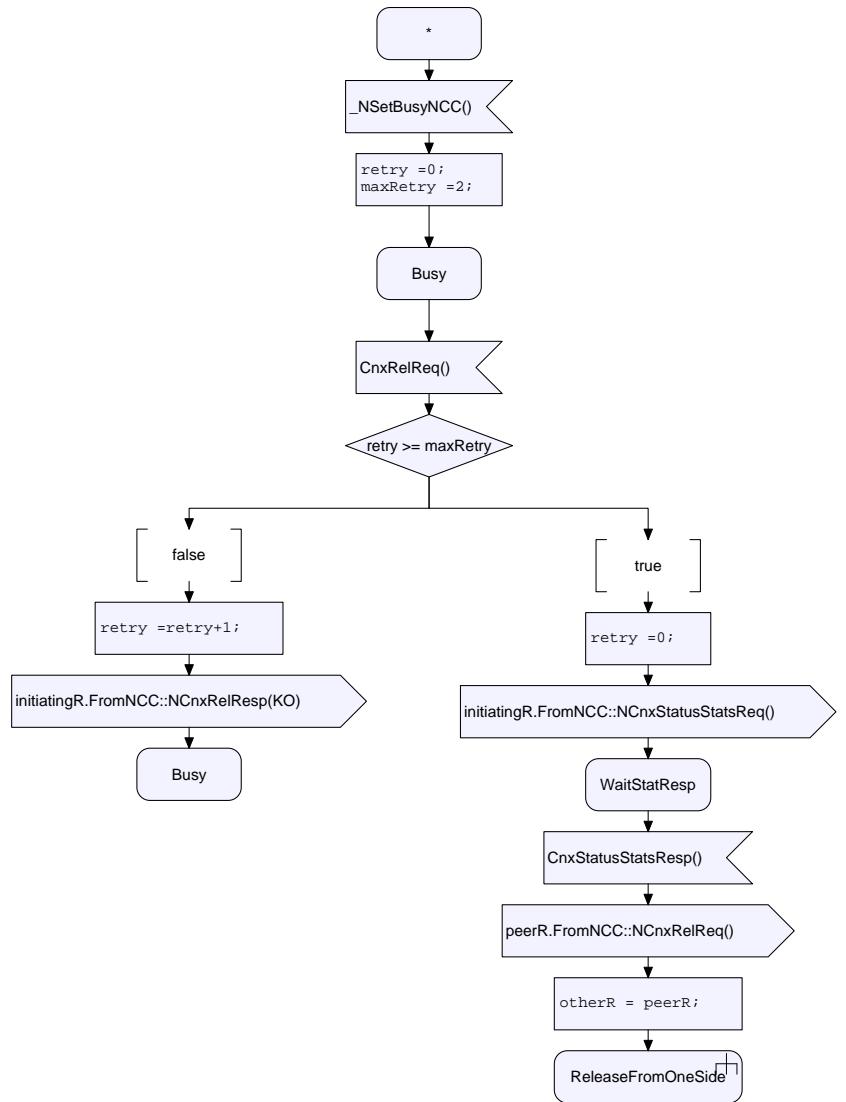






## Default and NCC busy transitions

## statemachine NCC :: initialize {11/11}



### StatechartDiagram1

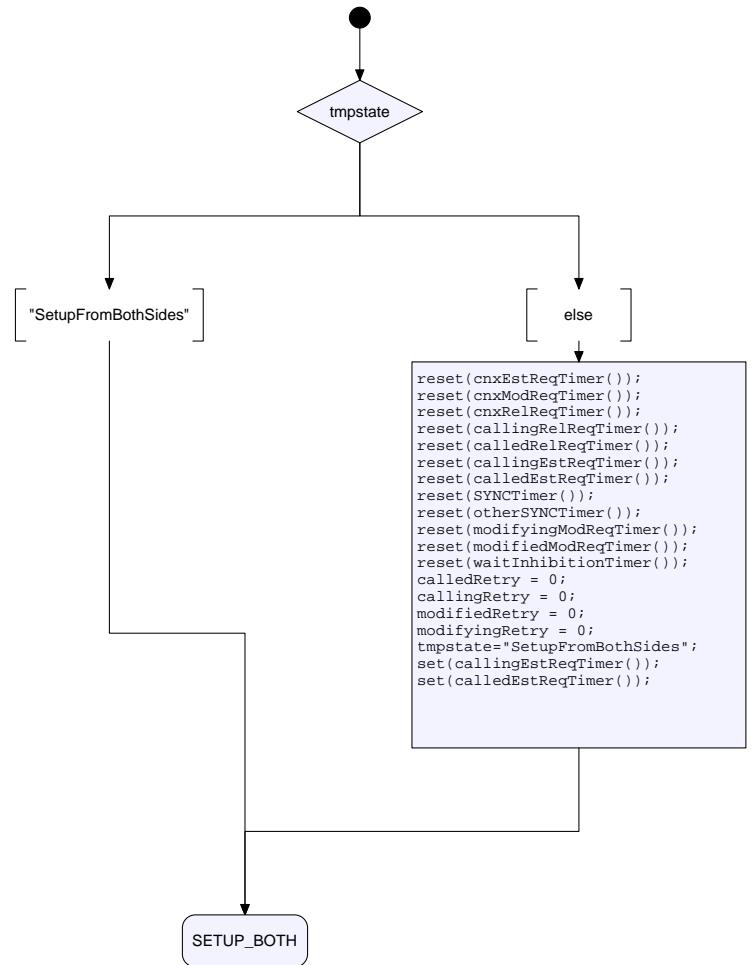
```
state Idle {1/1}

reset(cnxEstReqTimer());
reset(cnxModReqTimer());
reset(cnxRelReqTimer());
reset(callingRelReqTimer());
reset(calledRelReqTimer());
reset(callingEstReqTimer());
reset(calledEstReqTimer());
reset(SYNCTimer());
reset(otherSYNCTimer());
reset(modifyingModReqTimer());
reset(modifiedModReqTimer());
reset(waitInhibitionTimer());
RCST callingR;
RCST calledR;
RCST modifyingR;
RCST modifiedR;
Boolean Adm_Control = true;
Boolean Booltemp;
Boolean OK = true;
Boolean KO = false;
String tmpstate = "idle";
```

IDLE

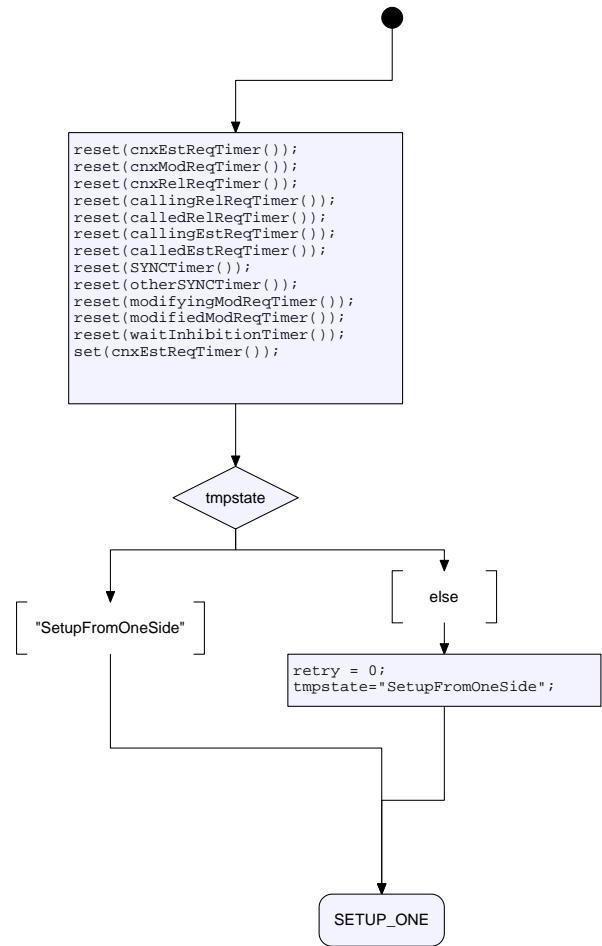
## StatechartDiagram1

state SetupFromBothSides {1/1}



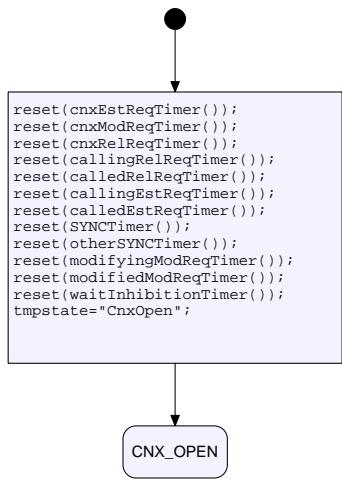
## StatechartDiagram1

## state SetupFromOneSide {1/1}



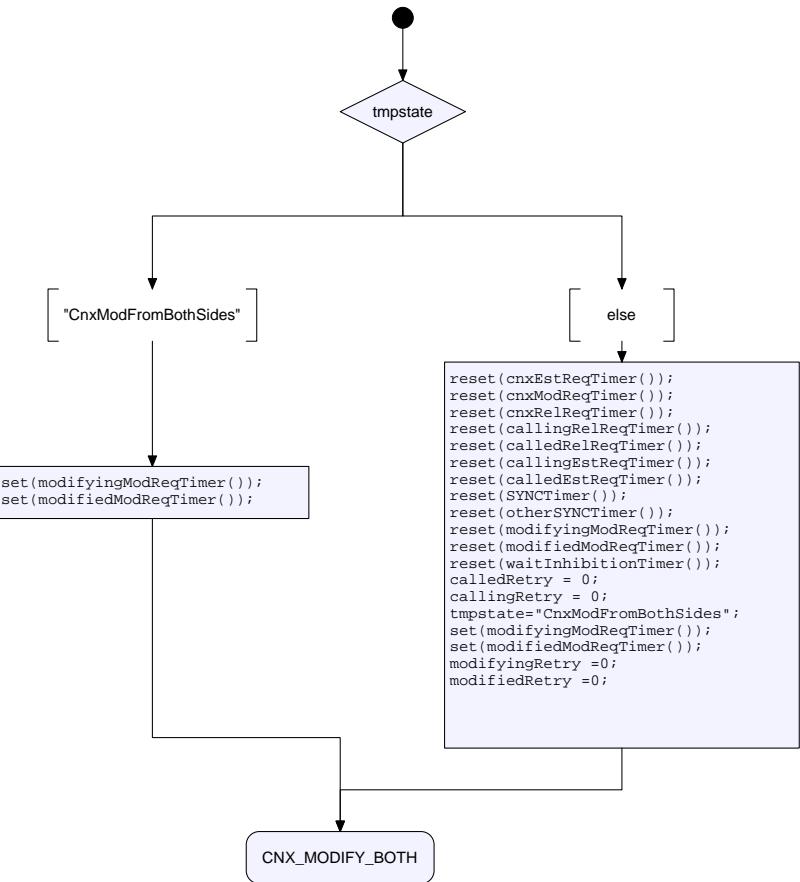
# StatechartDiagram1

state CnxOpen {1/1}



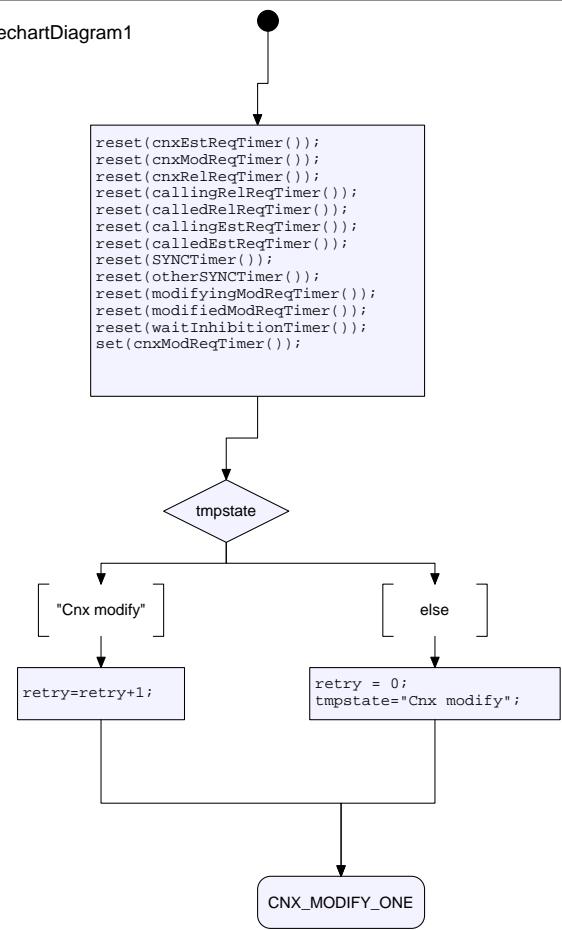
## StatechartDiagram1

state CnxModifyFromBothSides {1/1}

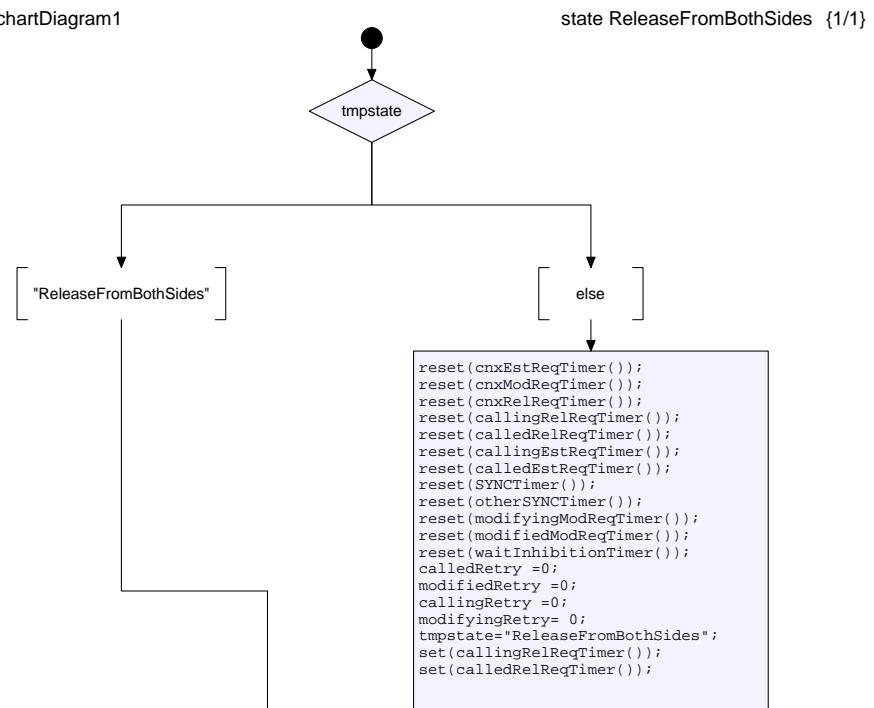


## StatechartDiagram1

## state CnxModifyFromOneSide {1/1}



StatechartDiagram1



RELEASE\_BOTH

## StatechartDiagram1

## state ReleaseFromOneSide {1/1}

