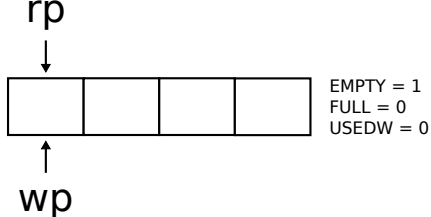


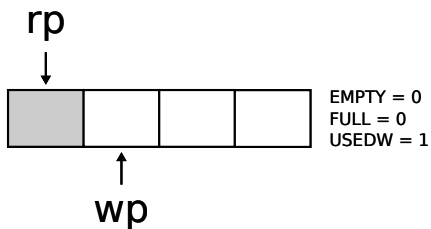
1.

Before pulse arrival,
or after buffer clear



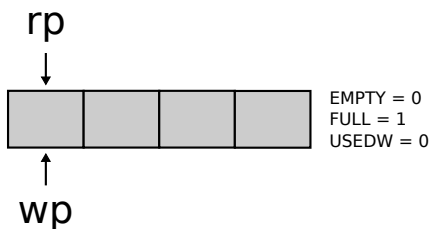
2.

One pulse arrives,
advancing write pointer



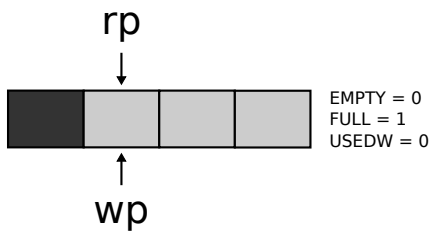
3.

Three more pulses
arrive, filling up
the ring buffer



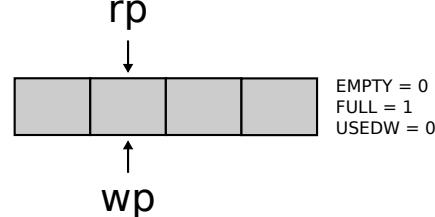
4.

One more pulse arrives,
one timetag overwritten,
read pointer advances
with write pointer



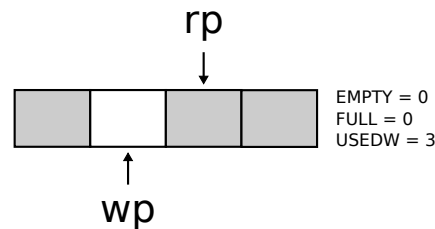
5.

Read from TBCYR, TBTLR,
or TBHR, read pointer
does not advance



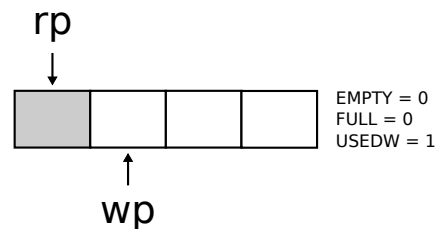
6.

Read from TBMR,
advancing read pointer



7.

Two more TBMR reads



8.

One more TBMR read,
emptying the buffer,
any more reads will
not advance the
read pointer

