

The following graph presents any case in which at least **either a state switch or a action** is triggered by the input event.

Note1: Beside **logically impossible** cases, those ones, in which **neither a state switch nor a action** will be triggered by the input event, are also not presented below

Note2: When a timeout failure is detected at the local end, the corresponding remote registration / unregistration may actually succeed a litter bit later. In current design, this case is just treated as a normal “failure”.

