mac.pc2unix Specification

Initial State: SK_%!

Input(char)\ State	%	!	^J(\n)	^M(\r)	x(other)
SK_%!	SK_! ""				SK_%! ""
SK_!		SK_NL "%!"			SK_%! ""
SK_NL			SN_NL "\n"	SN_NL "\n"	SK_NL "x"
SN_NL			SN_NL ""	SN_NL ""	SK_NL "x"

SK=seeking
SN=seen
NL=new_line in the form of ^J or ^M