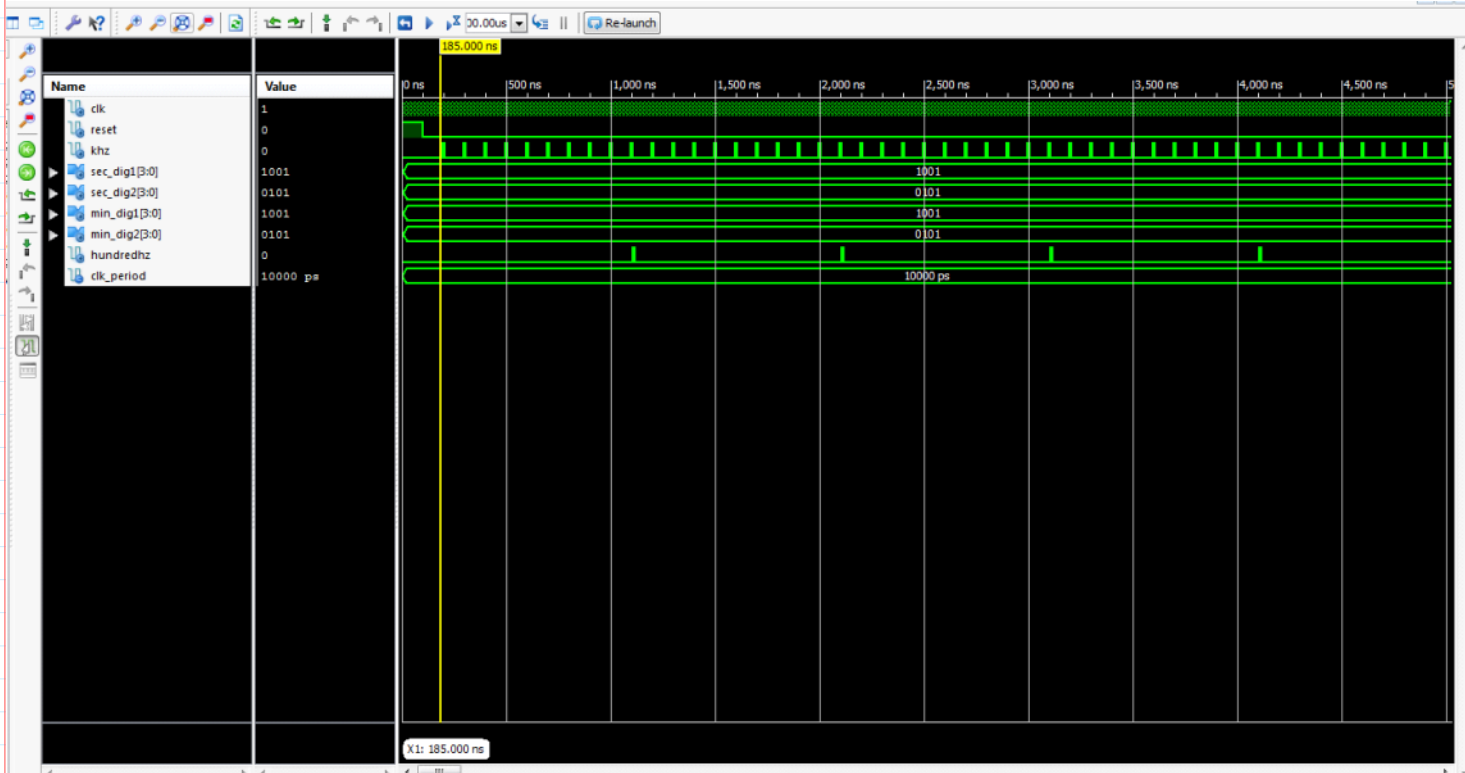


Clk - M6

Push button 1 - G12  
" " 2 - C11  
" " 3 - M4  
" " 4 - A7

Switch 1 - P11  
" " 2 - L3  
" " 3 - K3  
" " 4 - B4  
" " 5 - G3  
" " 6 - F3  
" " 7 - E2  
" " 8 - N3

HSYNC - J14 Red 0 - C14 GRN 0 - F14 BLUE 0 - H13  
VSYNC - K13 " " 1 - D13 " " 1 - G13 1 - J13  
" " 2 - F13 " " 2 - G14



```

64 scanlineX <= (currentHPos - HSyncWidth - HBackPorch) when i_Blank = '0' else (others => '0');
65
66 -- my code:
67 verSync <= '0' when currentVPos < VsyncWidth else '1';
68 VerBlank <= '0' when (currentVPos >= VsyncWidth + VBackPorch) and (currentVPos < VsyncWidth + VBackPorch + VDisplayArea) else '1';
69 scanlineY <= (currentVPos - VsyncWidth - VBackPorch) when i_Blank = '0' else (others => '0');
70 -- :end my code
71 |
72 i_Blank <= '1' when HorBlank = '1' or VerBlank = '1' else '0';

```

