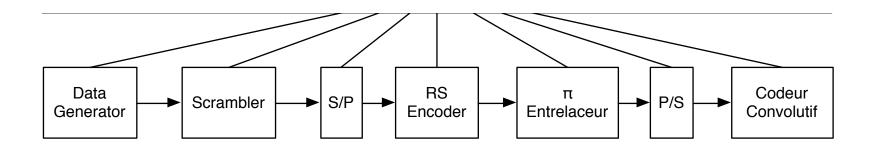
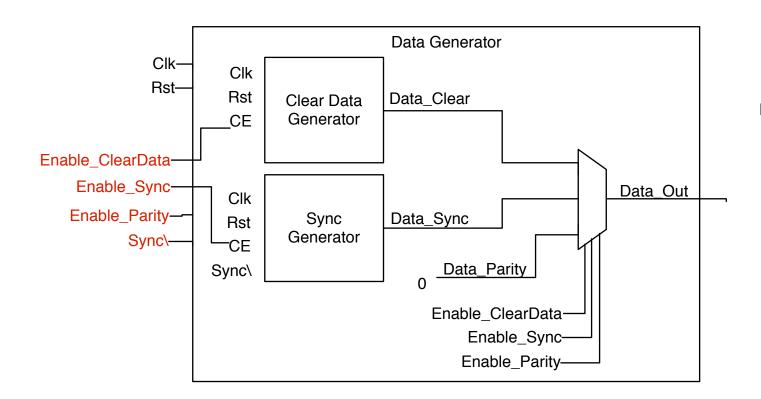
	8 clk		187*8 cll	16*8	3 cll	8 clk		187*8 cll	16'	*8 c
Data Generator (bit) no delay	SYNC\	DATA CLEAR		ZERO SYNC		SYNC	DATA CLEAR		ZE	ERC
	8 clk		187*8 cll	16*8	3 cll	8 clk		187*8 cll	16'	*8 c
Scrambler (bit) no delay	SYNC\	DATA	RANDOMIZED	ZE	RO	SYNC	DAT	A RANDOMIZED	ZE	ERC
	8 clk	8 clk	187*8 cll		16*	8 cll	8 clk	187*8 cll		
S/P (octet) 8clk delay	←	SYNC\	DATA RANDOMI	ZED	ZE	RO	SYNC	DATA RANDOM	ZED	
	1c 8 clk	8 clk	187*8 c	II		16*8 cll	8 clk	187*8 (oll	
RS Encoder (octet) 1clk delay	**	→ SYNC\	DATA RANDO	MIZED	F	PARITY	SYNC	PARIT	Y	
	1c 8 clk	8 clk	187*8 c	II		16*8 cll	8 clk	187*8 (oll	
Entrelaceur ∏ (octet) no delay	**	→				DATA I	NTERLACED)		
	1c 1c 8 c	clk 8 c	lk 187*	8 cll		16*8 cll	8 (clk 187	*8 cll	
P/S (bit) 1clk delay	**			DATA INTERLACED		ED .				
	1c 1c 8 c	elk 8 c	lk 187*	8 cll		16*8 cll	8 (clk 187	*8 cll	
Codeur convolutif (bit) no delay	**						DATA X DATA Y			<u> </u>

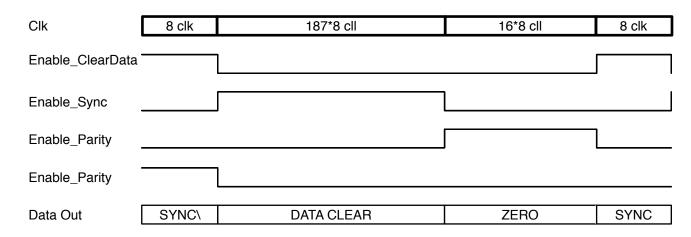
CONTROLLER

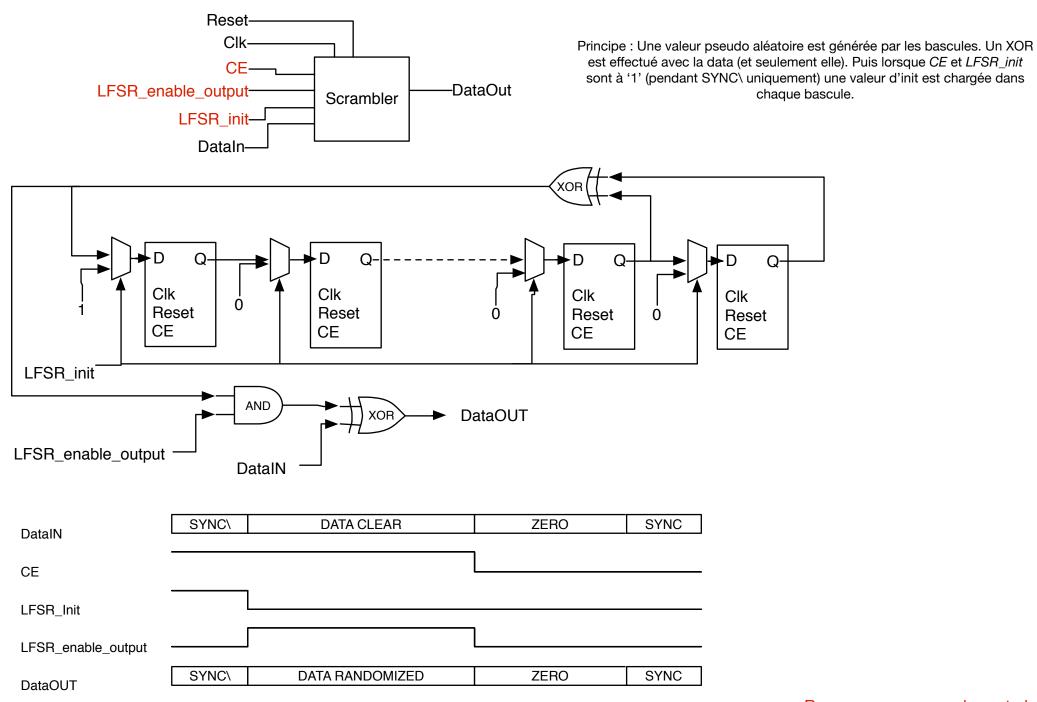
II
II
)
16*8 cll
ZERO
16*8 cll
PARITY
16*8 cll
16*8 cll
16*8 cll

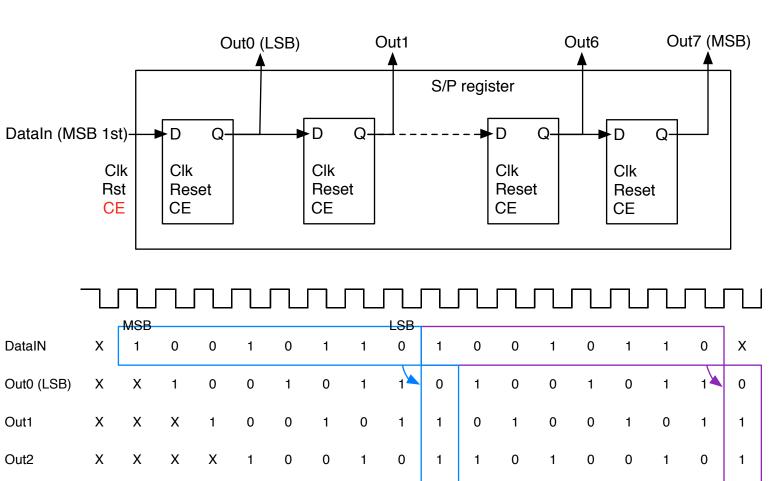




Principe : Générer les données préformatées pour le reste de la chaine Les « Enable » permettent de choisir quel type de donnée est générée Fonctionne au bit







Out3 Χ Χ Χ Χ 0 0 0 0 0 0 0 Χ Χ Χ Χ Χ Out4 Χ 0 0 0 0 0 0 1 Out5 Χ Χ Χ Χ Χ Χ Χ 0 0 0 0 1 1 0 0 Out6 Χ Χ Χ Χ 1 0 0 0 0 0 Out7 (MSB) Χ Χ Χ Χ Χ Χ Χ Χ 0 0 0 1

Donnée non exploitable pendant 7 clk

Donnée OK

Donnée non exploitable pendant 7 clk

Donnée OK