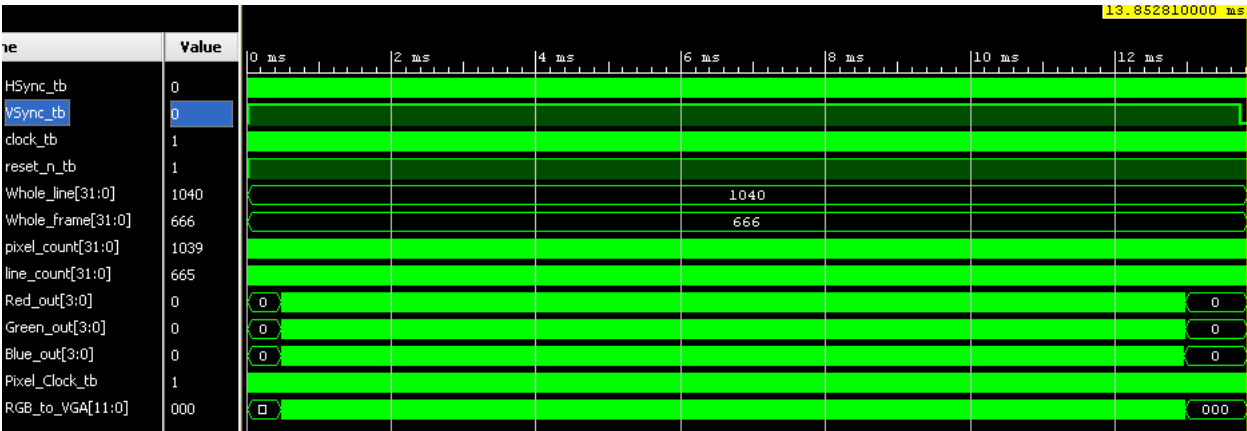
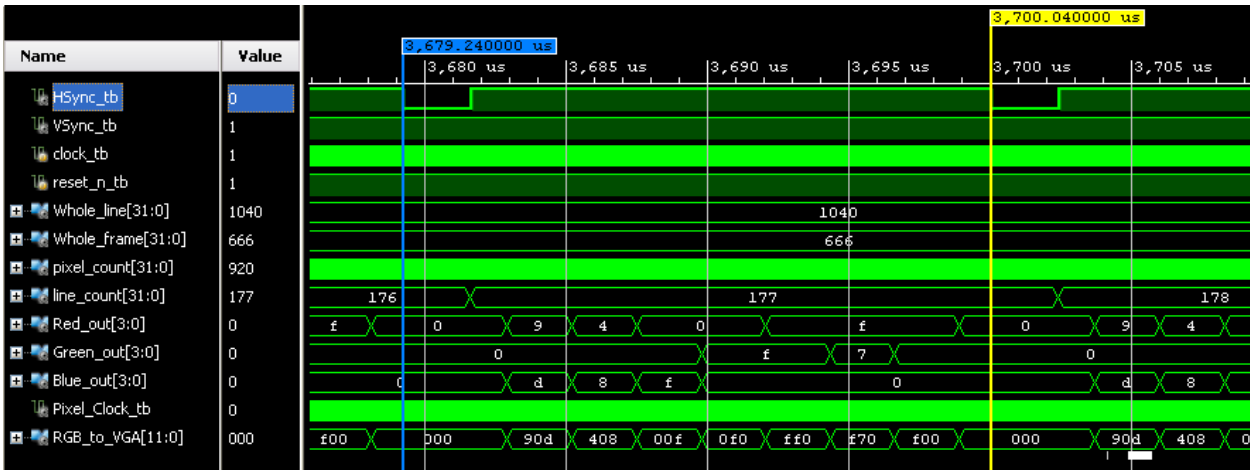


1. Simulation

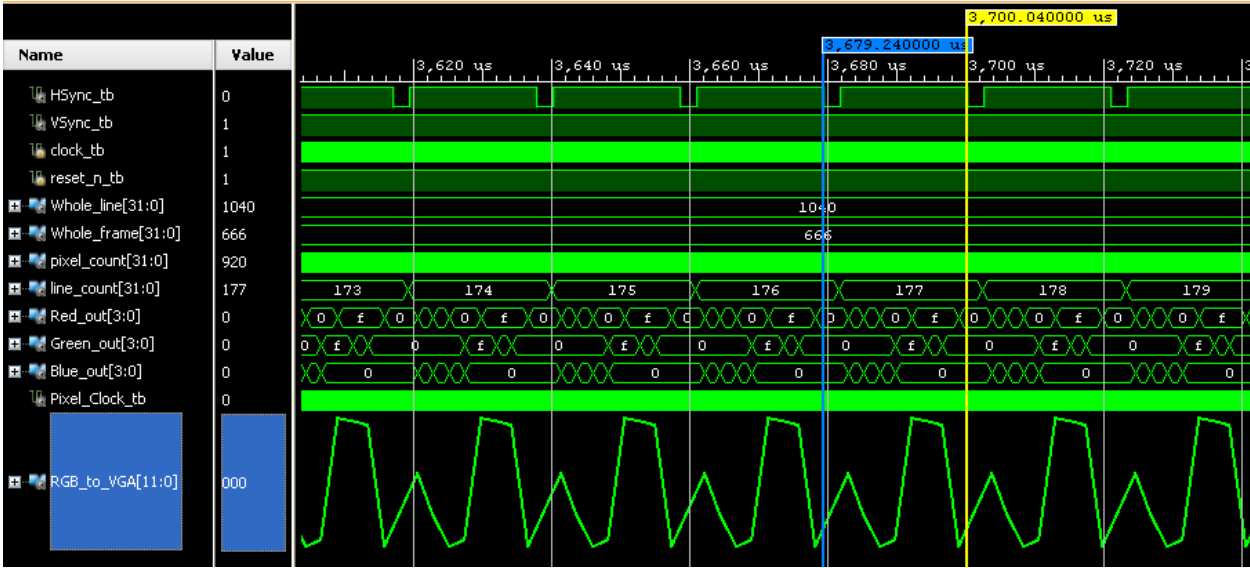
1.1. VSync



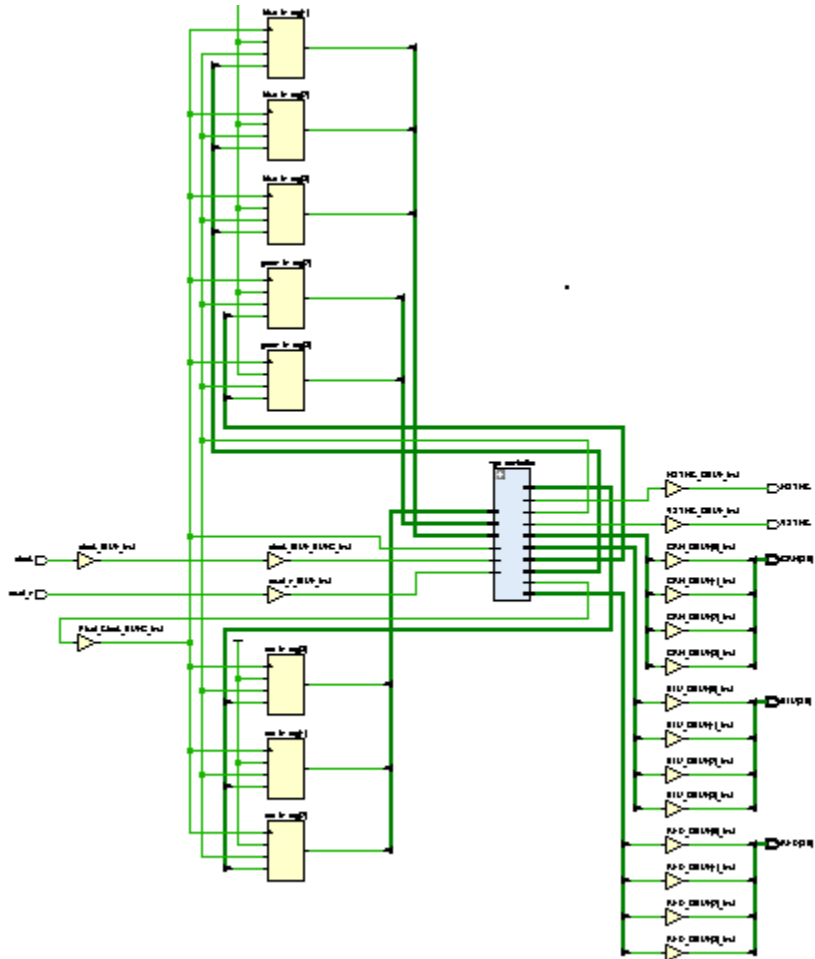
1.2. HSync

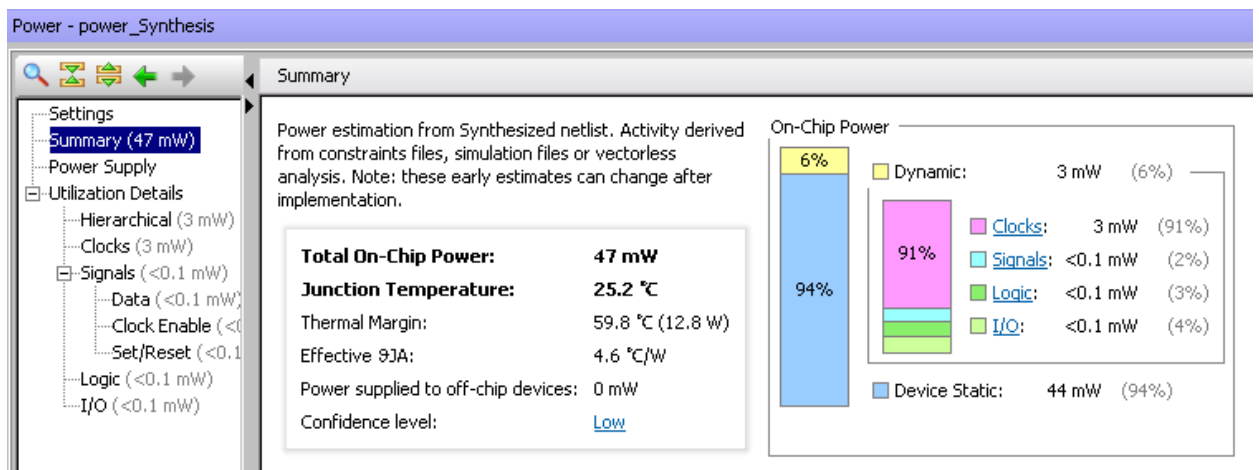
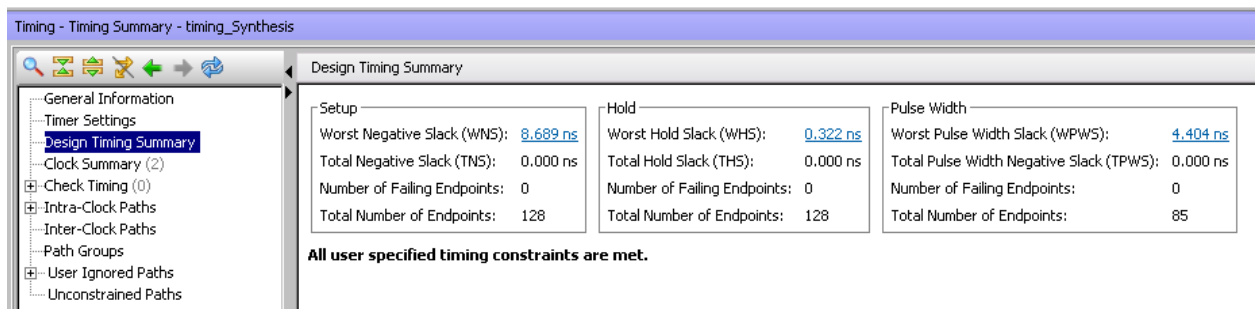


1.3. VGA RGB data as Analog



2. Synthesis





Power - power_Synthesis

Utilization Details - Hierarchical

Utilization	Name	Clocks (mW)	Signals (mW)	Data (mW)
3 mW (6% of total)	VGA_VIBGYOR_top			
2 mW (5% of total)	vga_controller (VGA_Controller)	2	<0.1	<0.1
<0.1 mW (1% of total)	Primitives (504)			

3. Implementation

