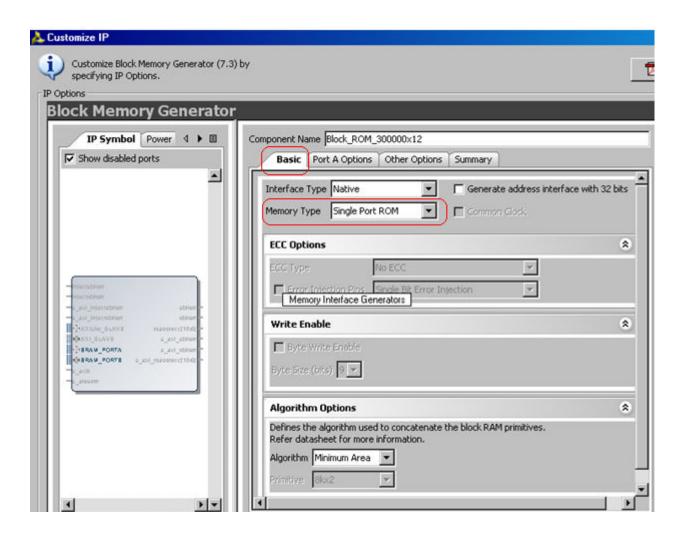
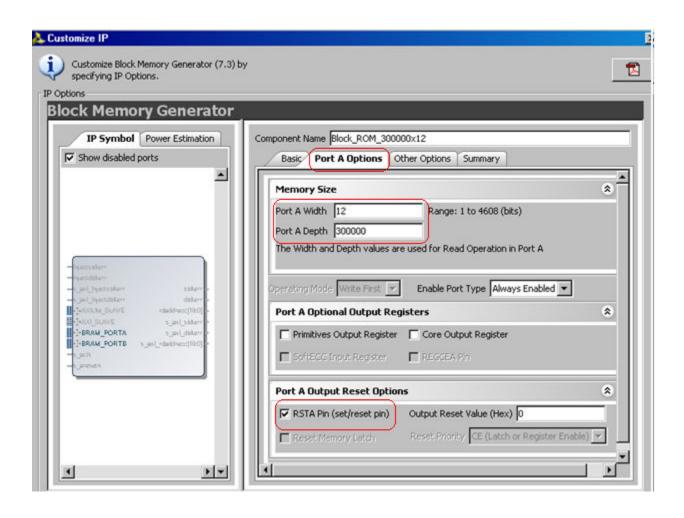
1. Block ROM Instantiation

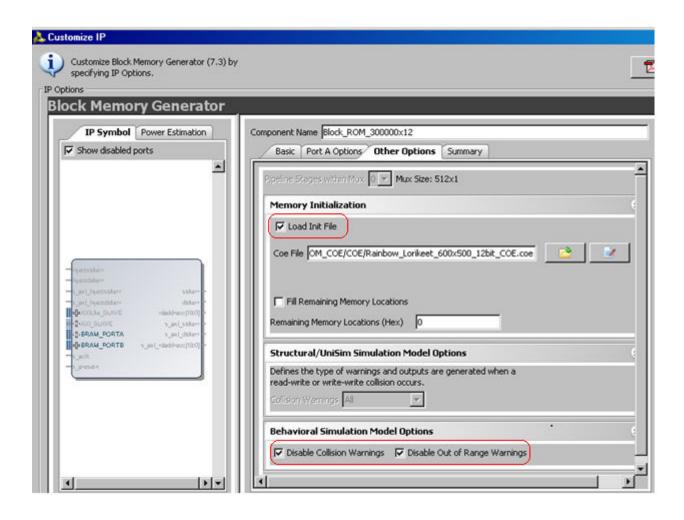
Vivado → Project Manager → IP Catalog →

Memories & Storage Elements →

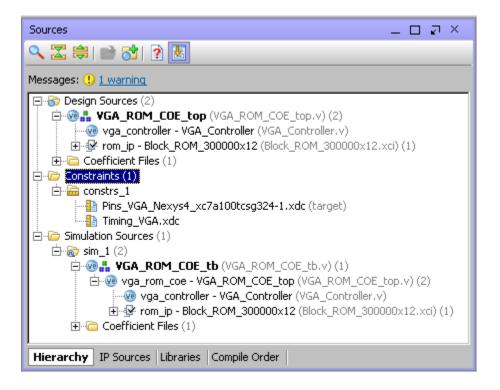
RAMs & ROMs → Block Memory Generator







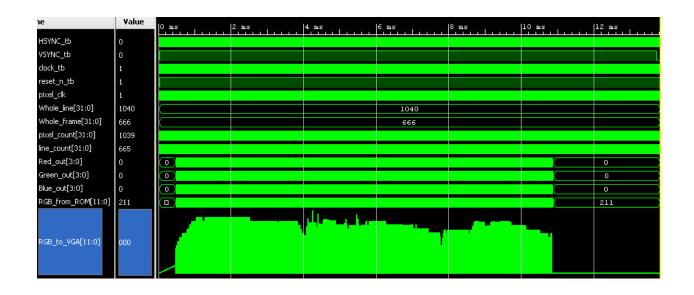
2. Project Hierarchy



3. Simulation

3.1. Vsync

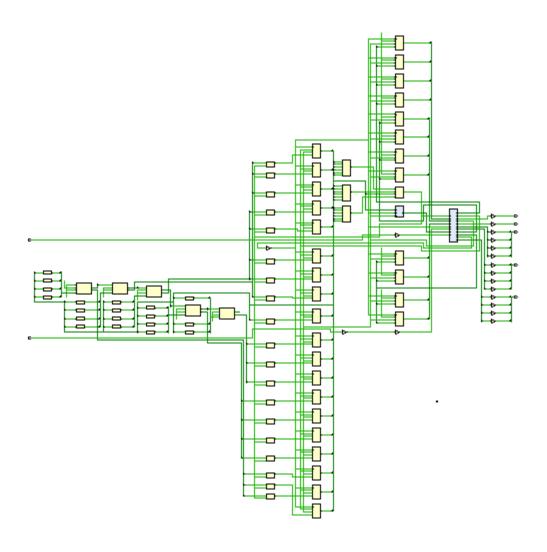
							1	3.832030000 ms
me	Value	0 ms	2 ms	4 ms	6 ms	8 ms	10 ms	12 ms
HSYNC_tb	0							
VSYNC_tb	0							
clock_tb	1							
reset_n_tb	1							
pixel_clk	1							
Whole_line[31:0]	1040				1040			
Whole_frame[31:0]	666				666			
pixel_count[31:0]	1039							
line_count[31:0]	665							
Red_out[3:0]	0	0						0
Green_out[3:0]	0	0						0
Blue_out[3:0]	0	0						0
RGB_from_ROM[11:0]	211							211
RGB_to_VGA[11:0]	000							000

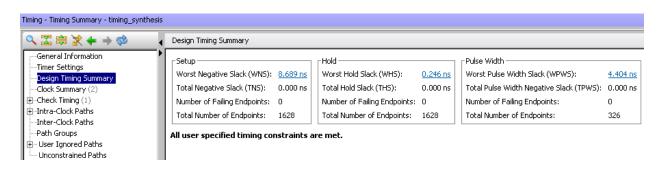


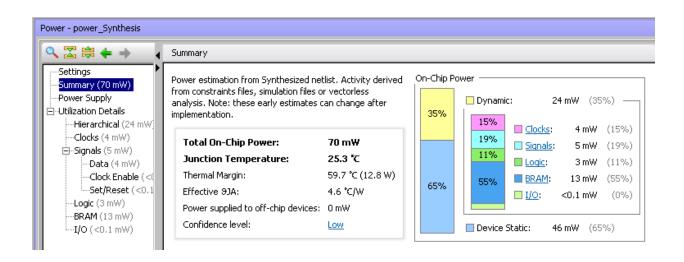
3.2. Hsync

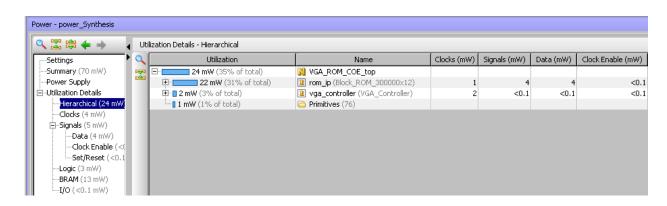


4. Synthesis









5. Implementation

