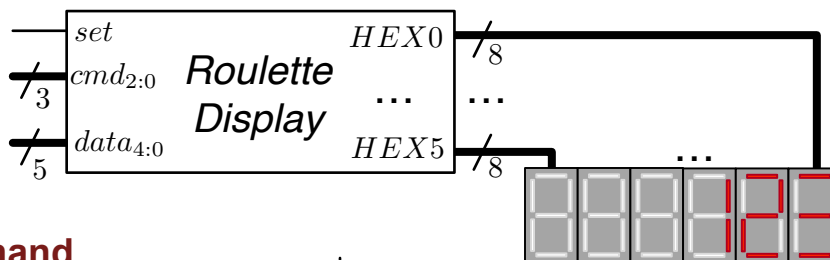


Roulette Display

General Description

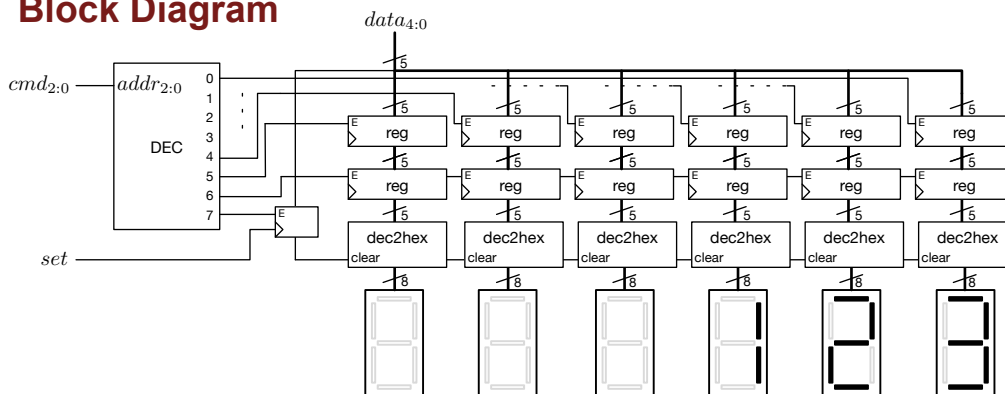
The Roulette Display accepts three lines of input command ($cmd_{2:0}$) and five lines of input data ($data_{4:0}$), that is stored in an internal register on every rising edge of the *set* signal, according to command Table. The outputs of such register are decoded as show in the figure 7-Segment Display Codes. The decoded data is connected to the 7 output pins (a to g) that drive the LEDs of the 7-segment display.



Command Table

Cmd	$data$	$Function$
2 1 0	4 3 2 1 0	
0 0 0	$d_4 d_3 d_2 d_1 d_0$	update digit 0
0 0 1	$d_4 d_3 d_2 d_1 d_0$	update digit 1
...
1 0 1	$d_4 d_3 d_2 d_1 d_0$	update digit 5
1 1 0	- - - - -	update display
1 1 1	- - - - 0	display on
1 1 1	- - - - 1	display off

Block Diagram



7-Segment Display Codes

