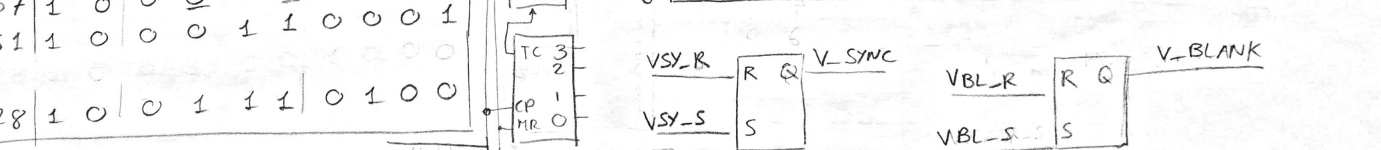
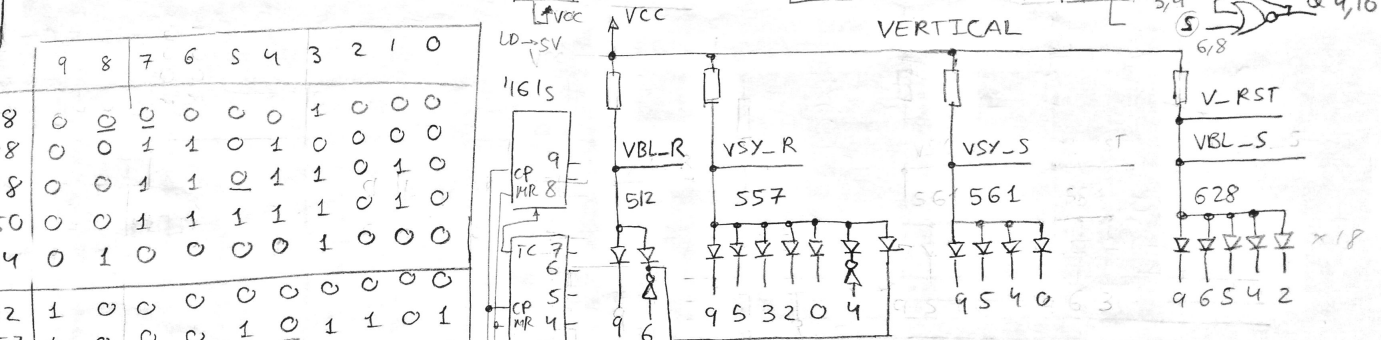
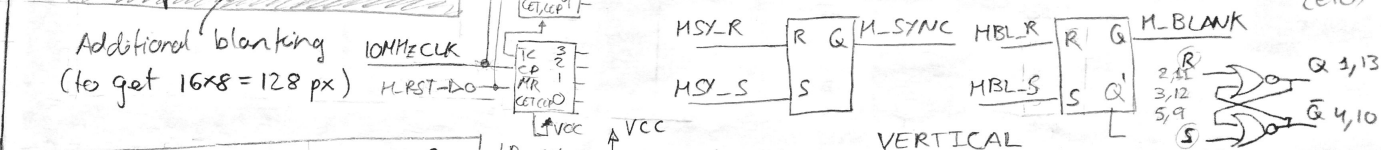
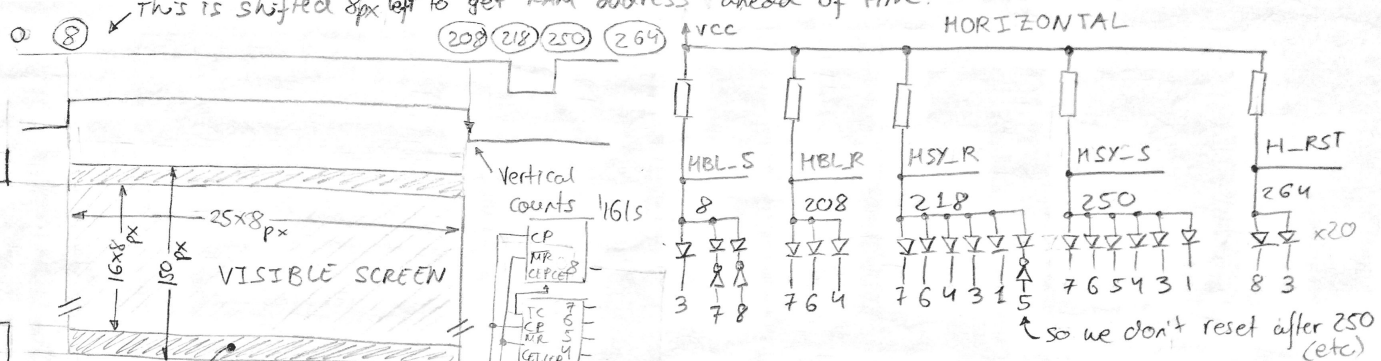


VGA VIDEO CARD 1/2: COUNTERS, SYNC & BLANKING JUAN GG MARCH 2020

0. ⑧ ← This is shifted 8px left to get RAM address ahead of time. (208) (218) (250) (264) ↑ VCC



800x600 SUGA. PXL.CLK: 40 MHE

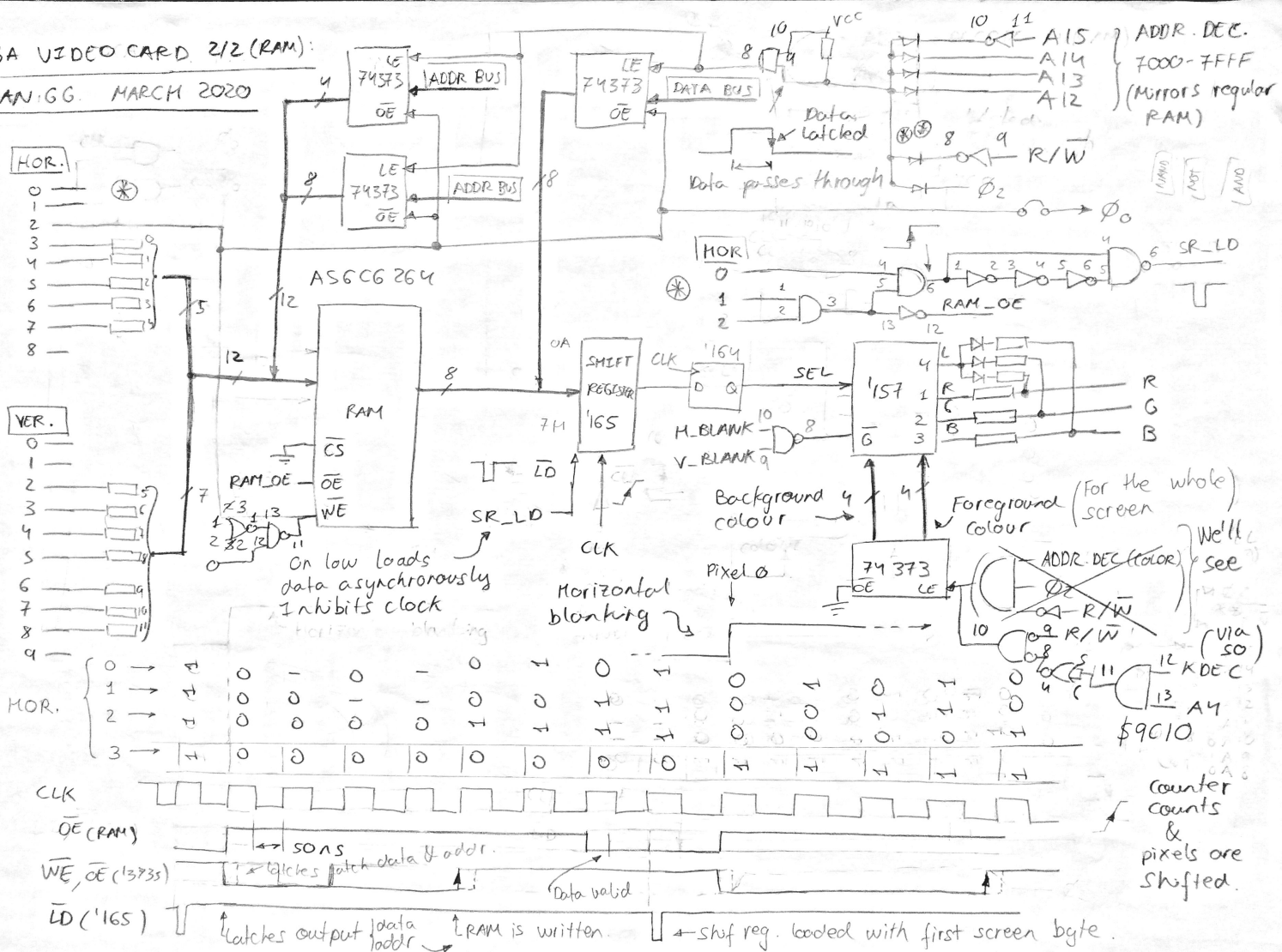
We divide everything by 4 (10MHz clk)

	9	8	7	6	5	4	3	2	1	0
8	0	0	0	0	0	0	1	0	0	0
208	0	0	1	1	0	1	0	0	0	0
218	0	0	1	1	0	1	1	0	1	0
250	0	0	1	1	1	1	1	0	1	0
264	0	1	0	0	0	0	1	0	0	0

512	1	0	0	0	0	0	0	0	0	0
557	1	0	0	0	1	0	1	1	0	1
561	1	0	0	0	1	1	0	0	0	1
628	1	0	0	1	1	1	0	1	0	0

VGA VIDEO CARD 2/2 (RAM):

JUAN GG. MARCH 2020



HOR.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
3	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0

