```
97          hash_out <= '0';
98          if hash_sw_synk = '1' AND hash_sw_synk_new = '0' then
99              hash_out <= '1';
100         end if;
101     end process;
102
103     -- aqua switch
104     process(aqua_sw_synk)
105     begin
106         aqua_out <= '0';
107         if aqua_sw_synk = '1' AND aqua_sw_synk_new = '0' then
108             aqua_out <= '1';
109         end if;
110     end process;
111
112     ------------------------------------------
113     -- This process keeps updating registers
114     -- on every rising clock edge
115     ------------------------------------------
116     process(clock)
117     begin
118         if rising_edge(clock) then
119             -- buy button
120             buy_btn_synk     <= buy_btn;
121             buy_btn_synk_new <= buy_btn_synk;
122
123             -- coin1 button
124             coin1_btn_synk     <= coin1_btn;
125             coin1_btn_synk_new <= coin1_btn_synk;
126
127             -- coin2 button
128             coin2_btn_synk     <= coin2_btn;
129             coin2_btn_synk_new <= coin2_btn_synk;
130
131             -- coin5 button
132             coin5_btn_synk     <= coin5_btn;
133             coin5_btn_synk_new <= coin5_btn_synk;
134
135             -- cola switch
136             cola_sw_synk     <= cola_sw;
137             cola_sw_synk_new <= cola_sw_synk;
138
139             -- hash switch
140             hash_sw_synk     <= hash_sw;
141             hash_sw_synk_new <= hash_sw_synk;
142
143             -- aqua switch
144             aqua_sw_synk     <= aqua_sw;
```