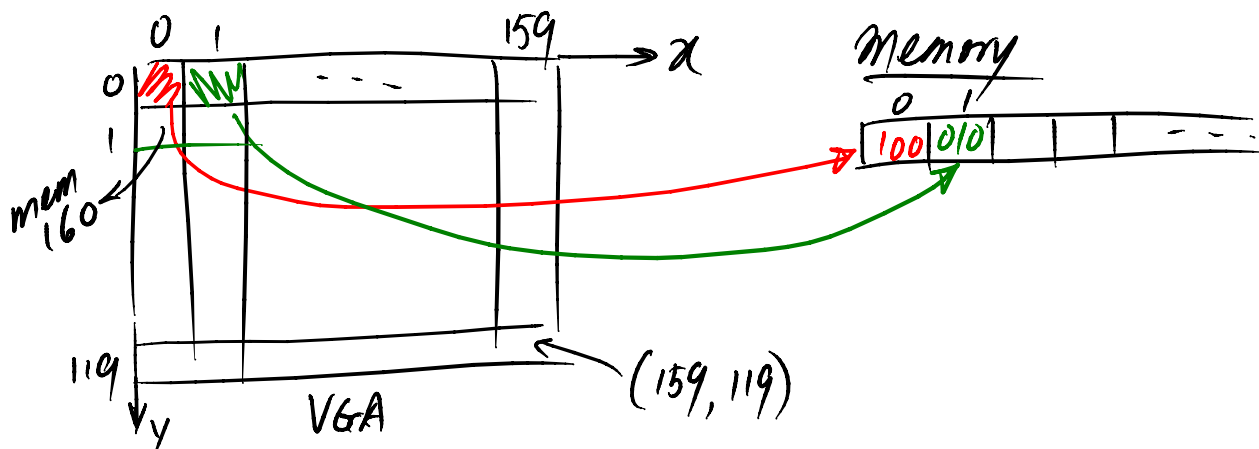
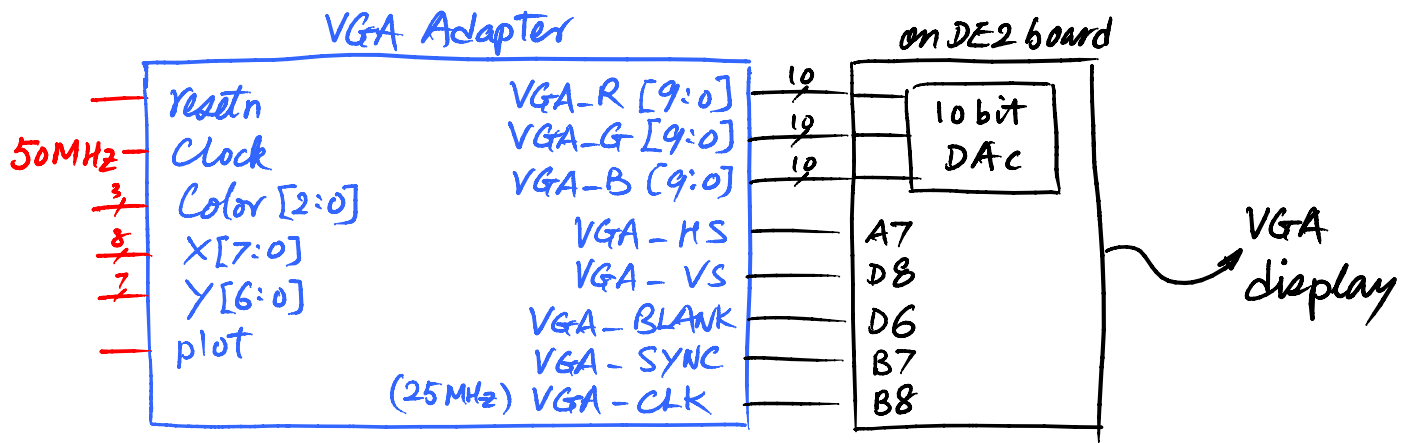


Color information R G B ← channel

# of bit/channel = 1, range of color = 8





## How to customize the VGA Adapter

Option One = *module instantiation*

vga\_adapter myVGA (...)

def param VGA.RESOLUTION = "160x120"; *by default "320x240"*  
 " VGA.MONOCHROME = "FALSE";  
 " VGA.COLOUR-CHANNEL-DEPTH = "1";  
 " VGA.BACKGROUND-IMAGE = "image.colour.mif"; *by default "background.mif"*

Option Two = go into schematic editor (vga\_adapter.bsf)

Parameter	Value
BIT-PER-COLOUR-CHANNEL	1
MONOCHROME	"FALSE"
RESOLUTION	"160x120"
BACKGROUND-IMAGE	"image.colour.mif"

Resource: BMP2MIF.exe

bmp2mif *your BMP file* outputs  $\left\{ \begin{array}{l} \text{image.colour.mif} \\ \text{image.mono.mif} \end{array} \right.$

Lab 7: ① background image. ② changing few pixels ③ 