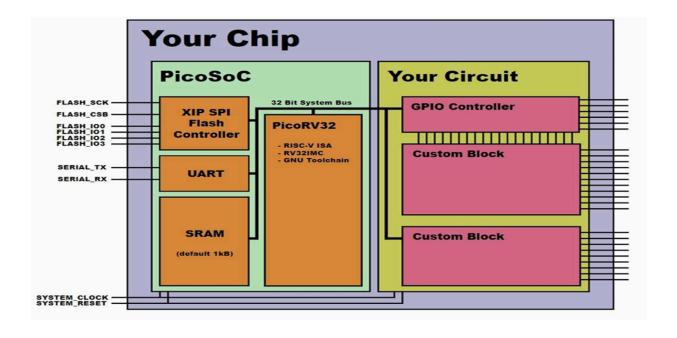
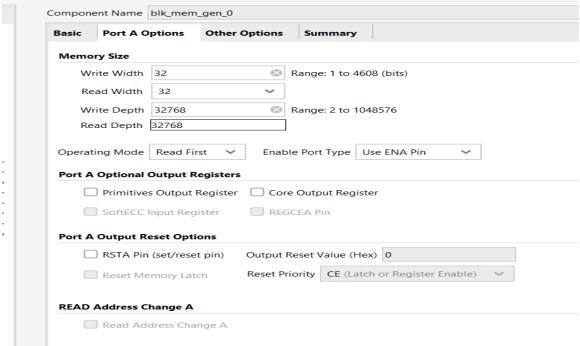
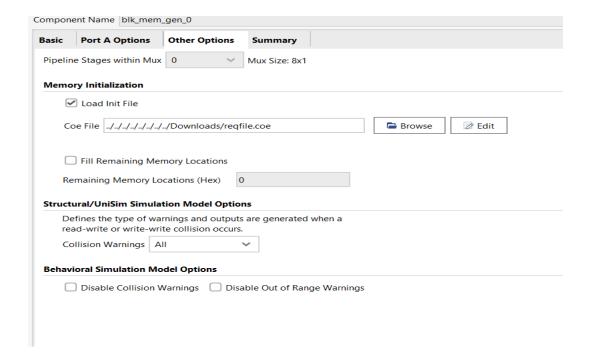
BRAM developing tutorial:-







Block Memory Generator (8.4)

