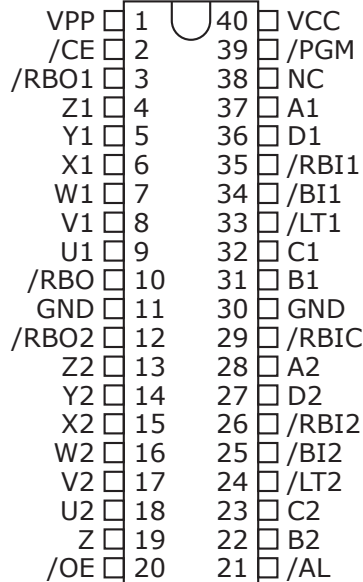
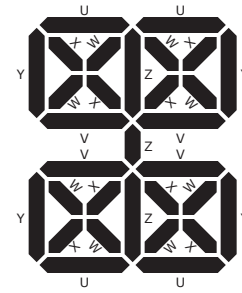
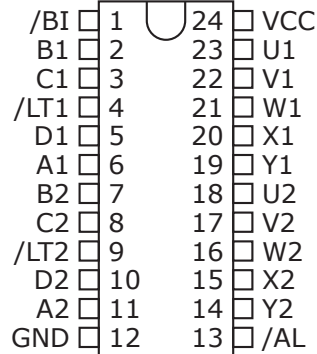


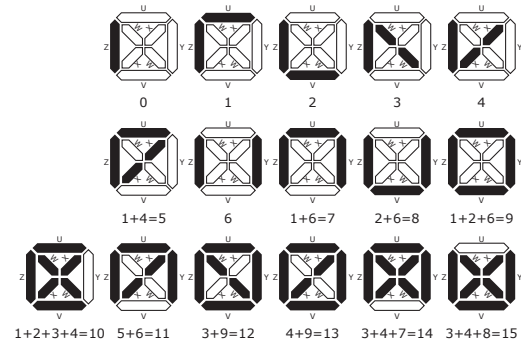
KKHWC0003M1616
(ROM-Based)
(TOP VIEW)



KKHWC0003L1210
(CPLD-Based)
(TOP VIEW)



Patterns as seen in top right (units) position:



SIGNAL	DESCRIPTION
/AL	If HIGH, outputs will be HIGH when lit. If LOW, outputs will be LOW when lit.
/BI, /BI1, /BI2	Blanking input. When LOW, no segments will be lit regardless of other inputs.
/LT1, /LT2	Lamp test. When /BI is HIGH and /LT is low, all segments will be lit.
/RBI1, /RBI2	Ripple blanking input. When A, B, C, D, and /RBI are LOW, Z will not be lit.
A1, A2	Ones value (least significant bit) of BCD input.
B1, B2	Twos value of BCD input.
C1, C2	Fours value of BCD input.
D1, D2	Eights value (most significant bit) of BCD input.
U1, U2	Output for outer orthogonal segment; a numeric value of 1. (See diagram.)
V1, V2	Output for inner orthogonal segment; a numeric value of 2. (See diagram.)
W1, W2	Output for diagonal segments; a numeric value of 3. (See diagram.)
X1, X2	Output for antidiagonal segments; a numeric value of 4. (See diagram.)
Y1, Y2	Output for parallel segment; a numeric value of 6. (See diagram.)
/RBO1, /RBO2	Ripple blanking output. HIGH when BCD input is nonzero or /RBI is HIGH.
Z1, Z2	Output for center segment. Lit when BCD input is nonzero or /RBI is HIGH.
/RBIC	Ripple blanking input carry.
/RBO	Ripple blanking output. HIGH when any of /RBO1, /RBO2, or /RBIC is HIGH.
Z	Center segment. Lit when any of /RBO1, /RBO2, or /RBIC is HIGH.

