

Main Block:

3 BCDs with tick rate equals to 1 millisecond. The top one is timer; mid one is stopper and the bot one is watch.

Each BCD (except stopper) has load option, which being performed via button2(right) and has several conditions that are has to be met. Verification of the conditions performed via AND3 gate with input:

- XOR with timer_load and watch_load inputs.
- timer_load/watch_load is '1', respectively.
- Step is pressed.

Each BCD has and output of 32-bit, which is current result of every counter in BCD. Then there is a block called **time_selector**, which controls current display group of numbers. There are 2 options controlled with switch t_sel:

- milliseconds and seconds
- minutes and hours.

Flicker is Verilog-written block, which make current load segments to flick: once every half a second.

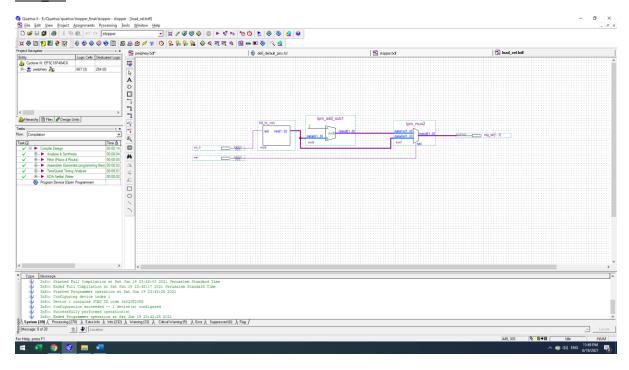
PWMgen is Verilog-written block, which is responsible for brightness control with **button0**(left) to decrease and **button1**(middle) to increase.

3-to-1 VecMux to choose the display block: timer, stopper, watch.

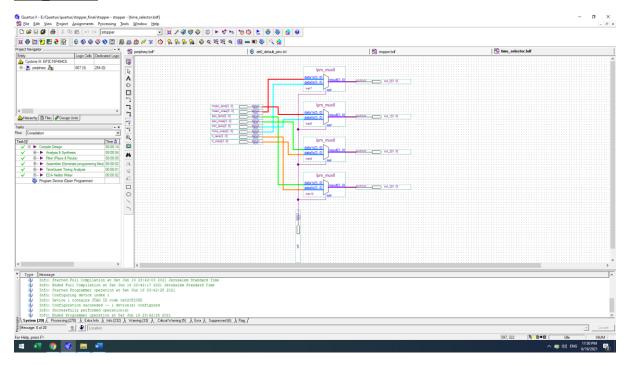
4 **hexsse** to convert binary to hex.

load_sel block to chose which counter in BCD is being loaded. Not used in watch, but could be.

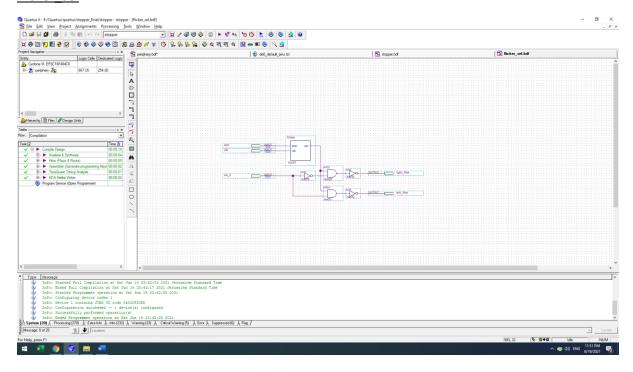
load_sel



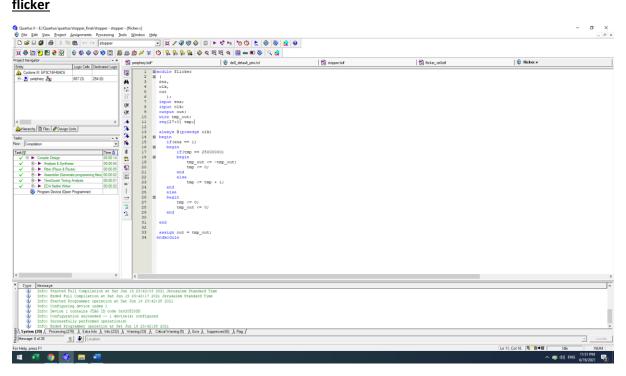
time_selector



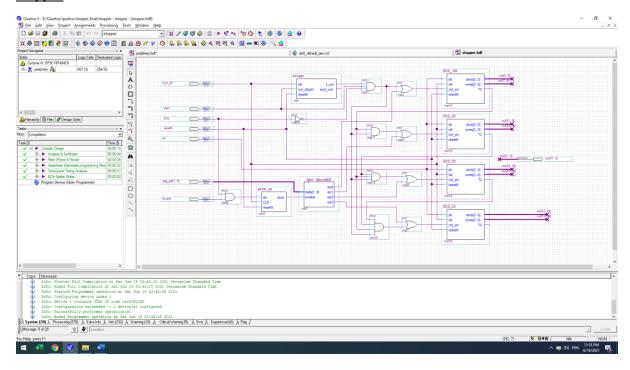
flicker_sel



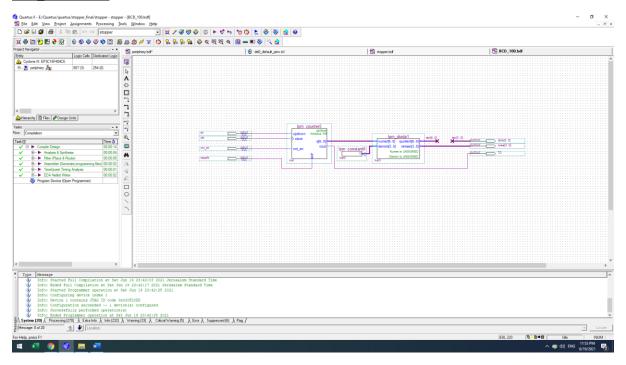
flicker



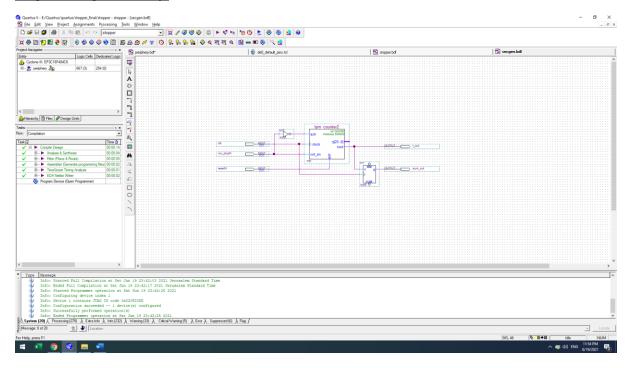
<u>stopper</u>



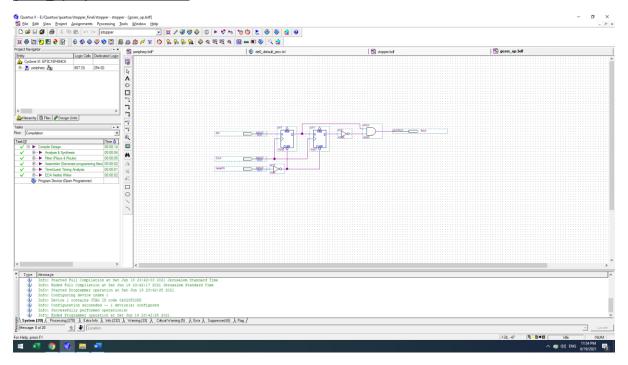
BCD_24/60/100



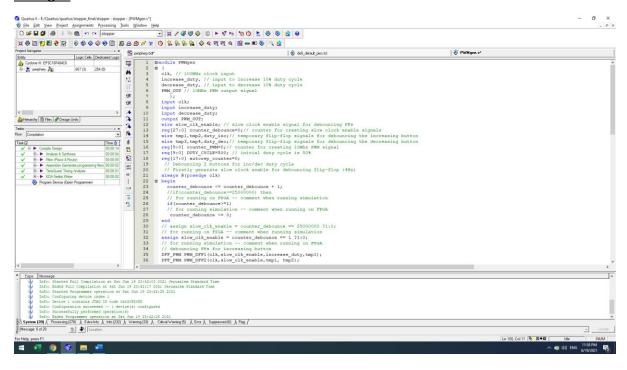
secgen (centgen actually)

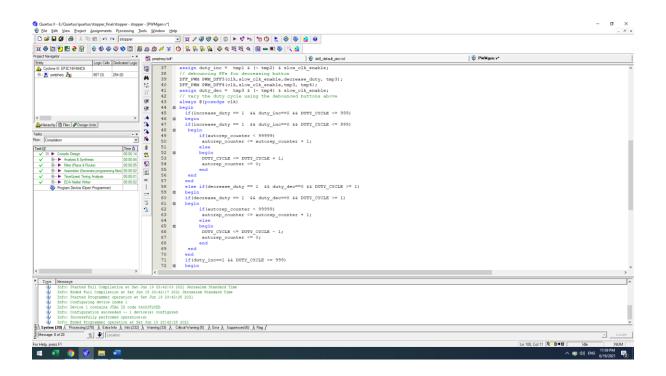


gozer_up (sync rise detector)



PWMgen

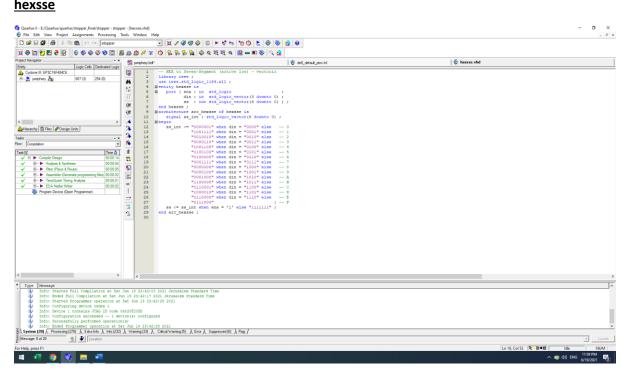




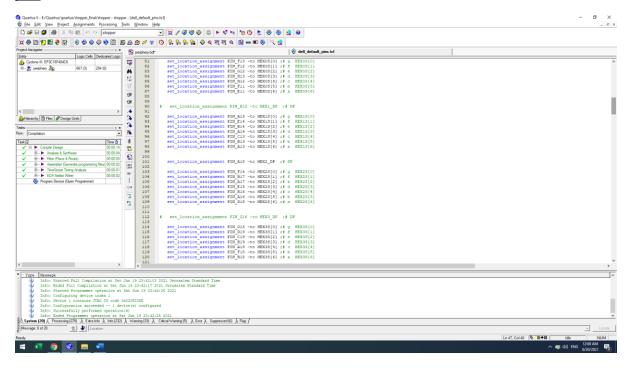
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© Counts 1 - 6/Control/quants/integer. Integer: |PRMAgency|
© Pie _ Set _ Yew _ Point _ Australian _ Processing _ Soit _ Window_ Help

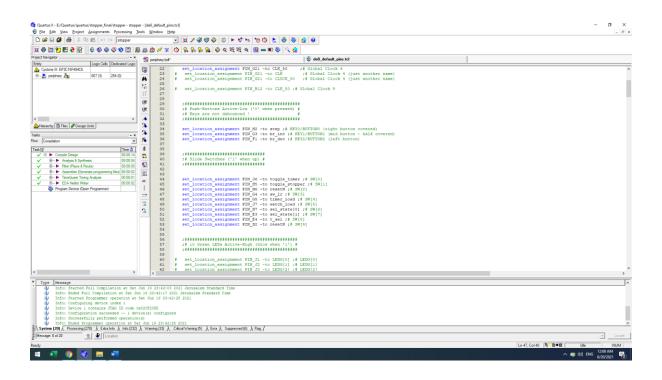
Down _ Set _ Set _ Yew _ Point _ Australian _ Austr
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hexsse

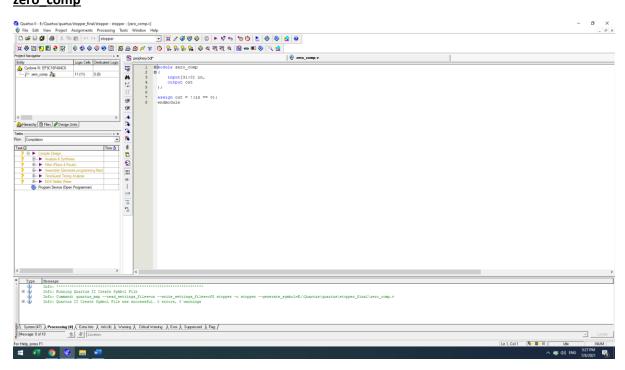


pins





zero_comp



Output is inverted to stop timer count on 00:00:00:000.