

timer\_clearCompareEvent



```
graph LR; A[timer_clearCompareEvent] --> B[register_write]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow. The left box is filled with a dark gray color and contains the text 'timer\_clearCompareEvent'. The right box is white with a black border and contains the text 'register\_write'. The arrow points from the right side of the first box to the left side of the second box.

register\_write