

timer\_clearCompareEvent



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

A flow diagram consisting of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'timer\_clearCompareEvent'. The right box is white and contains the text 'register\_write'. A blue arrow points from the right side of the gray box to the left side of the white box.

register\_write