

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 blue arrow points from the right side of the gray box to the left side of the white box.

register_write