

timer\_clearCompareEvent



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

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

register\_write