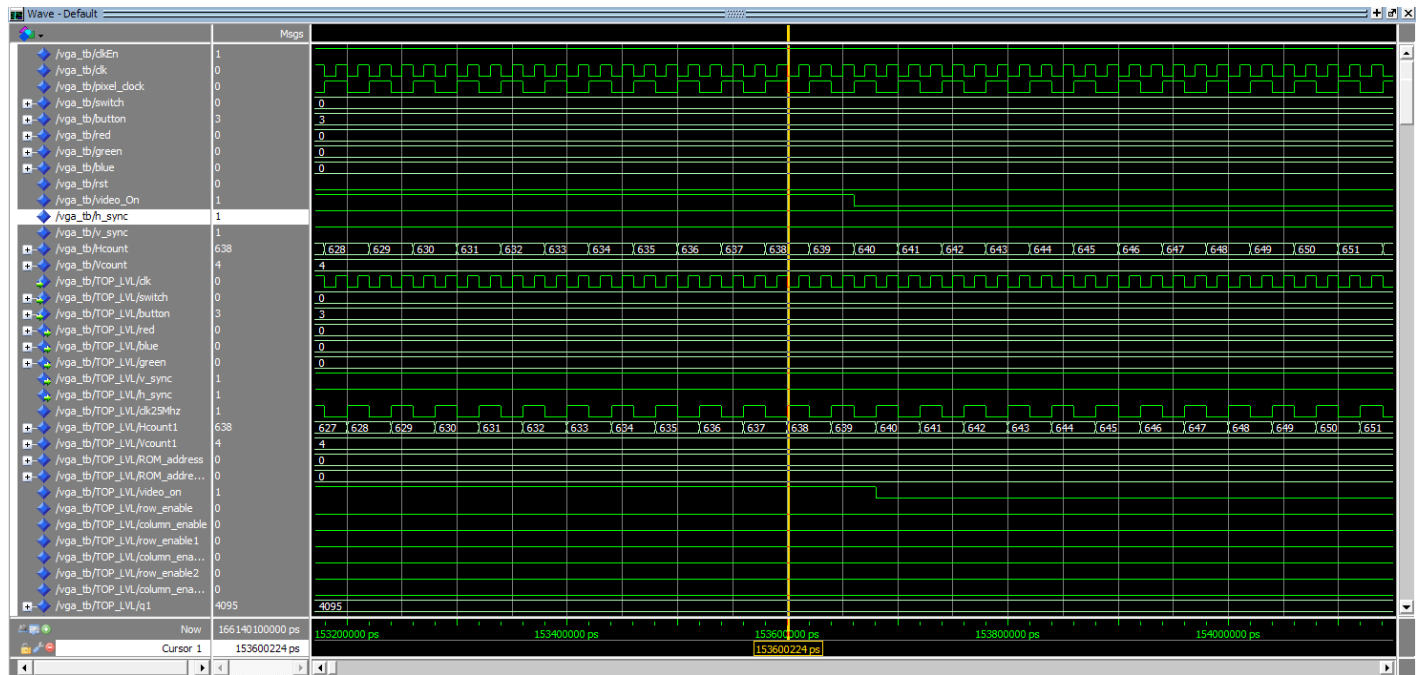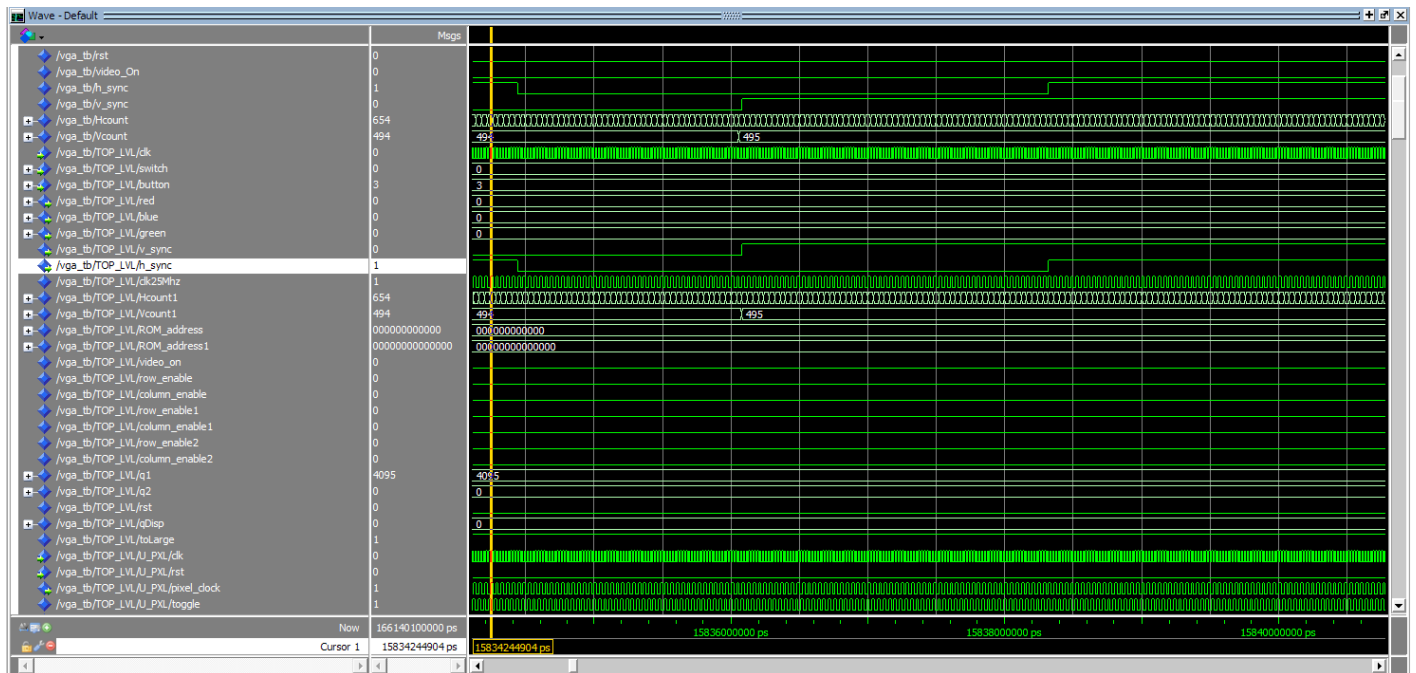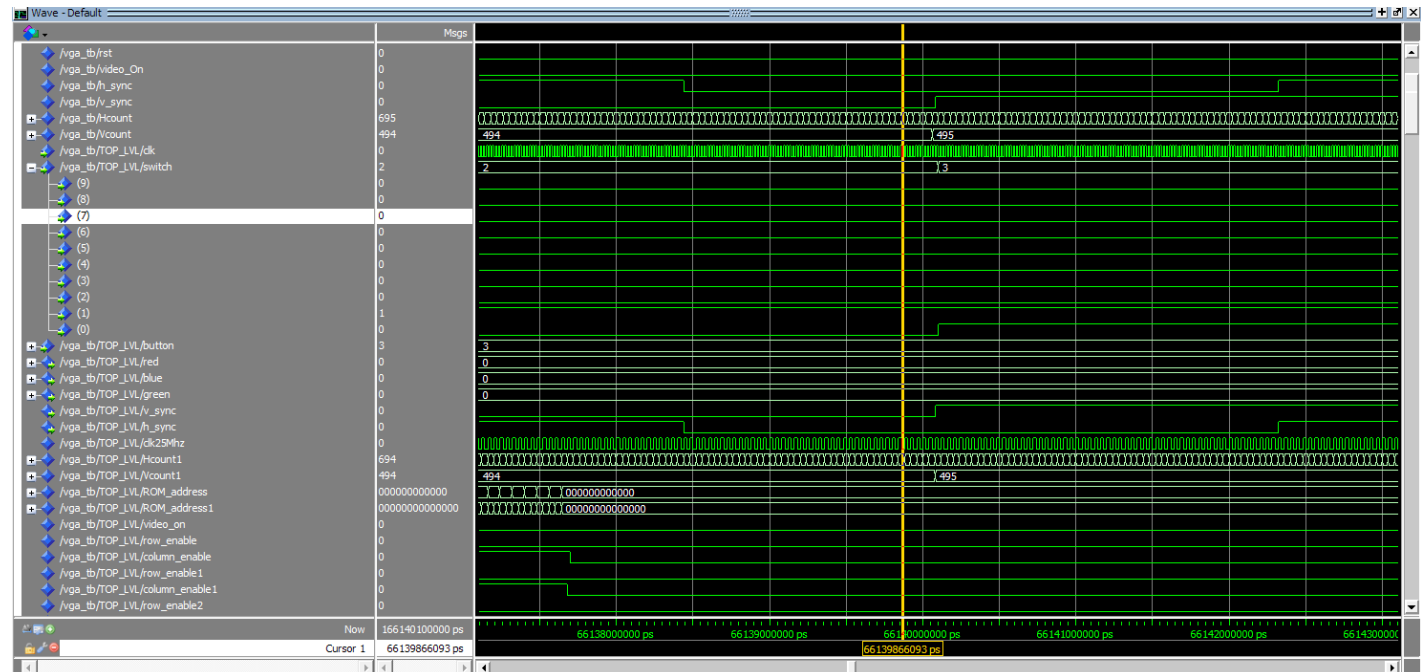**Part 2:**

In the picture above you can see the Hcount and Vcount incrementing, along with video on going false when the limit was reached.

Below, you can see h_sync and v_sync toggling when their respective counts have been reached.

Part 3:

Above, you can see the address for the VGA roms changing as the counters increment. You can also see the enables holding true and false depending on their current state.

Part 4:

In this part you can see the switches being enabled/disabled to select the position of the image on the monitor.