

brickout_game Project Status (06/26/2012 - 12:50:09)			
Project File:	brickout.xise	Parser Errors:	No Errors
Module Name:	brickout_game	Implementation State:	Programming File Generated
Target Device:	xc3s200-4ft256	<ul style="list-style-type: none"> • Errors: • Warnings: • Routing Results: • Timing Constraints: • Final Timing Score: 	No Errors
Product Version:	ISE 13.2		106 Warnings (106 new)
Design Goal:	Balanced		All Signals Completely Routed
Design Strategy:	Xilinx Default (unlocked)		All Constraints Met
Environment:	System Settings		0 (Timing Report)

Device Utilization Summary [-]				
Logic Utilization	Used	Available	Utilization Note(s)	
Number of Slice Flip Flops	252	3,840	6%	
Number of 4 input LUTs	1,135	3,840	29%	
Number of occupied Slices	690	1,920	35%	
Number of Slices containing only related logic	690	690	100%	
Number of Slices containing unrelated logic	0	690	0%	
Total Number of 4 input LUTs	1,221	3,840	31%	
Number used as logic	1,135			
Number used as a route-thru	86			
Number of bonded IOBs	9	173	5%	
Number of BUFGMUXs	2	8	25%	
Average Fanout of Non-Clock Nets	3.65			

Performance Summary [-]			
Final Timing Score:	0 (Setup: 0, Hold: 0, Component Switching Limit: 0)	Pinout Data:	Pinout Report
Routing Results:	All Signals Completely Routed	Clock Data:	Clock Report
Timing Constraints:	All Constraints Met		

Detailed Reports [-]					
Report Name	Status	Generated	Errors	Warnings	Infos
Synthesis Report	Current	Fri Jul 6 10:29:29 2012	0	106 Warnings (106 new)	8 Infos (8 new)
Translation Report	Current	Fri Jul 6 10:29:34 2012	0	0	0
Map Report	Current	Fri Jul 6 10:29:39 2012	0	0	2 Infos (2 new)

Place and Route Report	Current	Fri Jul 6 10:29:50 2012	0	0	0
Power Report					
Post-PAR Static Timing Report	Current	Fri Jul 6 10:29:52 2012	0	0	4 Infos (4 new)
Bitgen Report	Current	Fri Jul 6 10:29:57 2012	0	0	1 Info (1 new)

Secondary Reports [-]		
Report Name	Status	Generated
WebTalk Report	Current	Fri Jul 6 10:29:58 2012
WebTalk Log File	Current	Fri Jul 6 10:30:00 2012

Date Generated: 07/06/2012 - 10:30:40