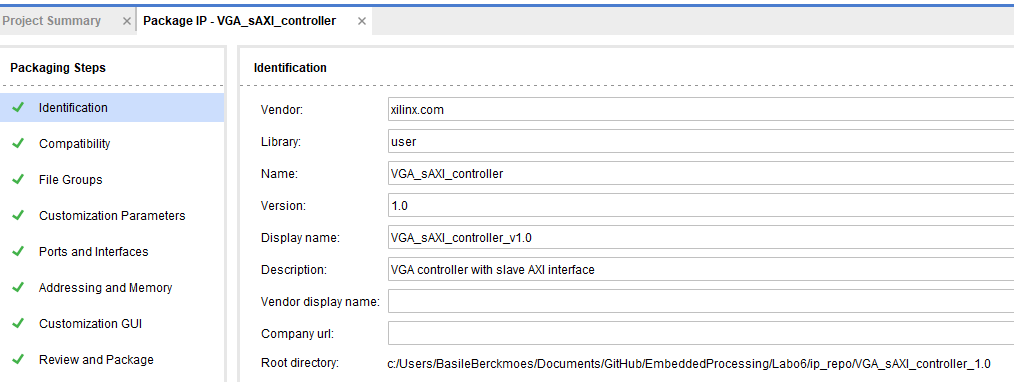
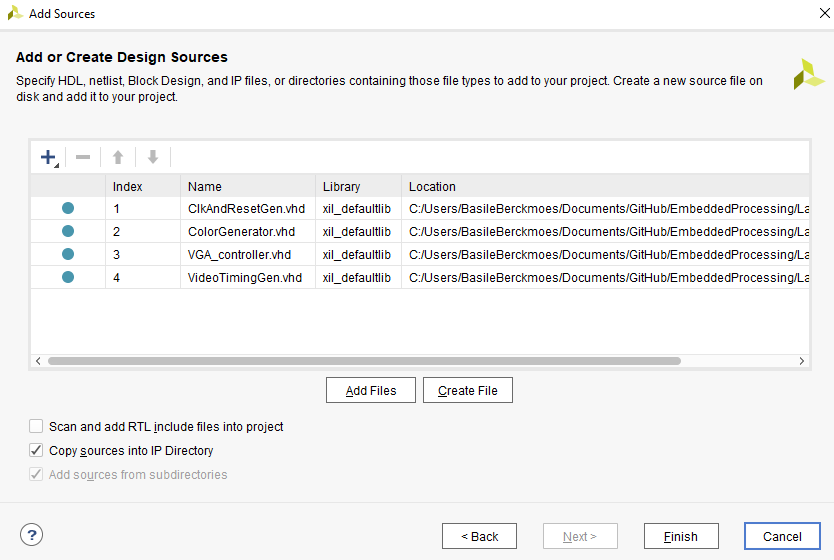
# Labo 6

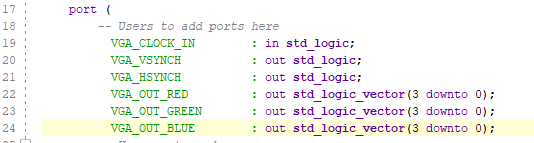
## VGA blok creëren (fig. pg 1.3)



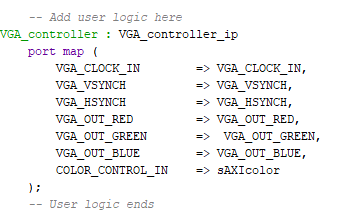
## Files voor VGA-unit toevoegen



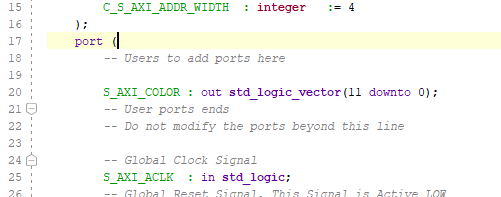
## Externe poorten toevoegen

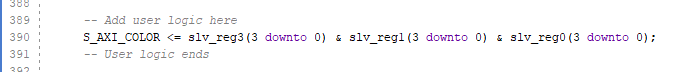


## VGA-controller instantiëren

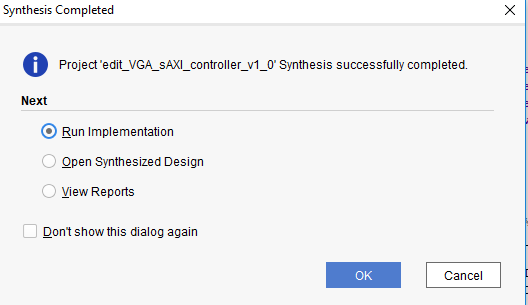


## COLOR\_CONTROL\_IN koppelen





## Controle van het ontwerp voor het compileren



## Afwerking van het blok

