-- LIVES

if (unsigned(y\_draw) >= 15 and unsigned(y\_draw) < 45) then

-- DIGIT 1 (lives): if within 20 px in x dir

if (unsigned(x\_draw) >= 120 and unsigned(x\_draw) < 140) then

x\_pos := to\_integer(unsigned(x\_draw)) - 120; -- find pixel within digitArray

y\_pos := to\_integer(unsigned(y\_draw)) - 15;

if(lives = 0) then

pixel := dg0((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 1) then

pixel := dg1((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 2) then

pixel := dg2((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 3) then

pixel := dg3((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 4) then

pixel := dg4((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 5) then

pixel := dg5((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 6) then

pixel := dg6((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 7) then

pixel := dg7((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 8) then

pixel := dg8((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

if(lives = 9) then

pixel := dg9((y\_pos\*20) + x\_pos);

if (pixel = '1') then

r <= "1111";

g <= "1111";

b <= "1111";

end if;

end if;

end if;

end if;