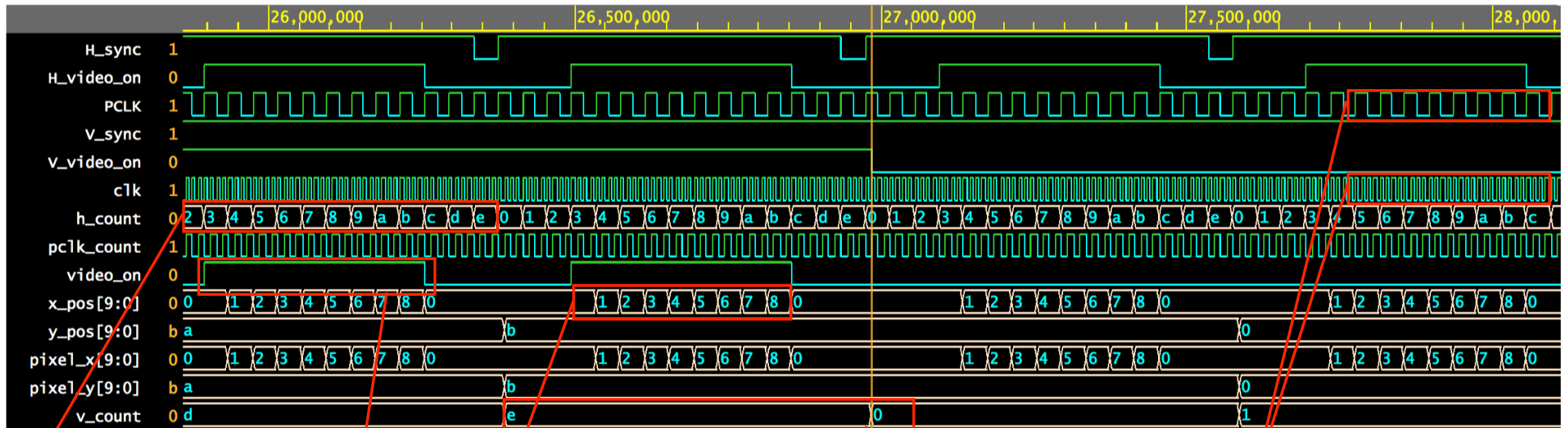# VGA Timing Waveform

In order to simulate on EDA playground, I had to adjust the constants such as h_display (set to 9 instead of 640) and v_display (set to 16 instead of 480)

Outputs: H_sync, V_Sync, video_on, pixel_x, pixel_y

h_count counts the full width of the screen, including padding, which in this case is up to 0xe

x_pos is the horizontal pixel count, and is from 0 to h_display - 1

PCLK is clk /4

video_on is only on when both V_video_on and H_video_on are on

v_count is similar to h_count, but is activated on H_Sync signals