Prafull Gupta
2018csB1112
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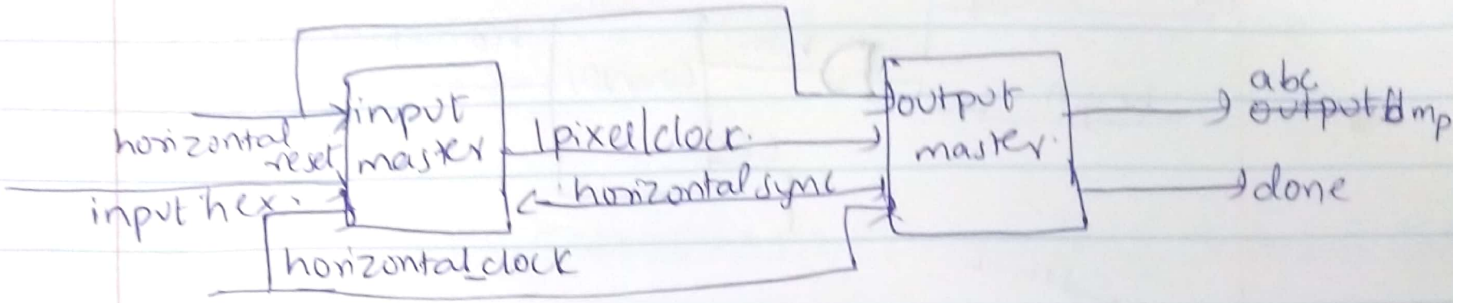
2018CSB1081

input ~~master~~:

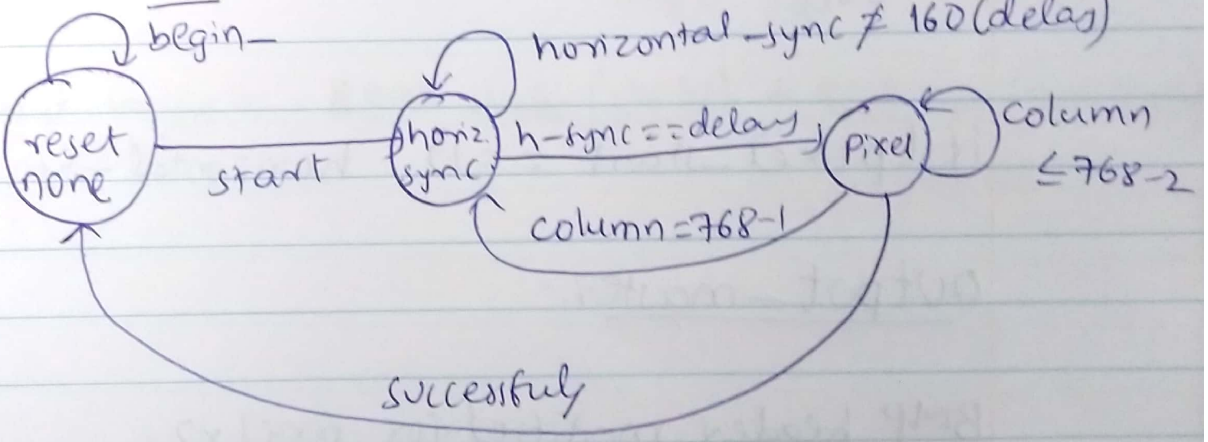


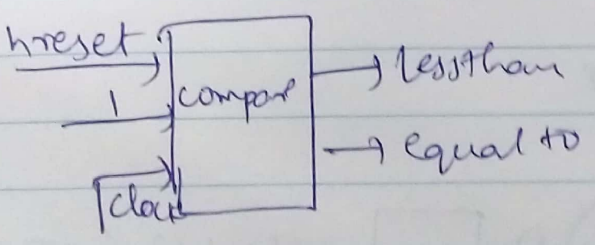
input master.v) —

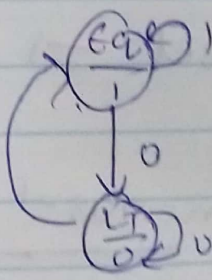
(current_state == state_horizontal_sync) control_horizontal_sync_start = 1.

(current_state == state_pixel) control_pixel_start = 1

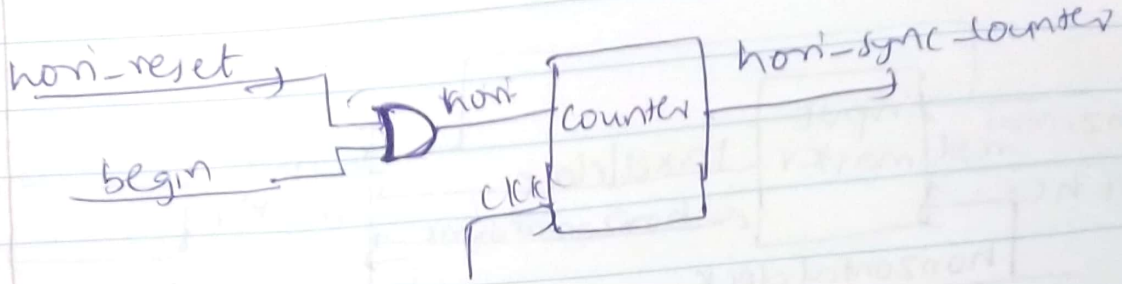
State Machine

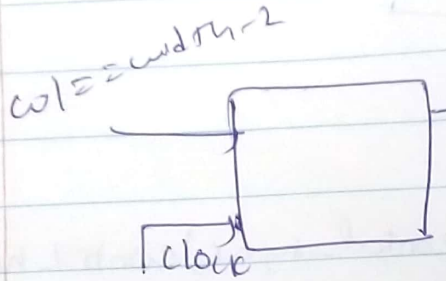


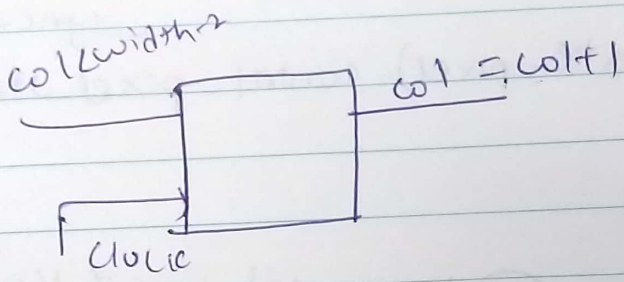




olp wired to start





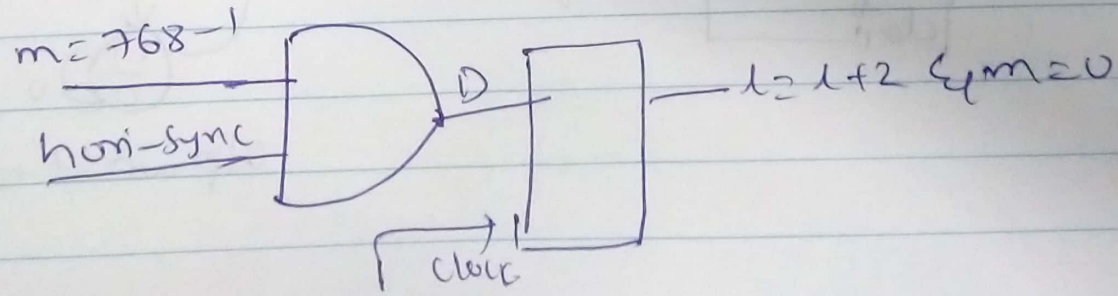


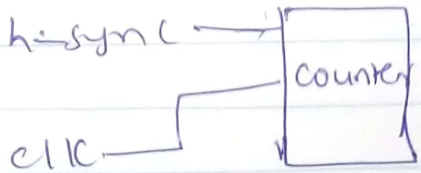
if (pixel_start == 1) horizontal_sync = 1,

output_master:-

BMP header modified for pixel x2,

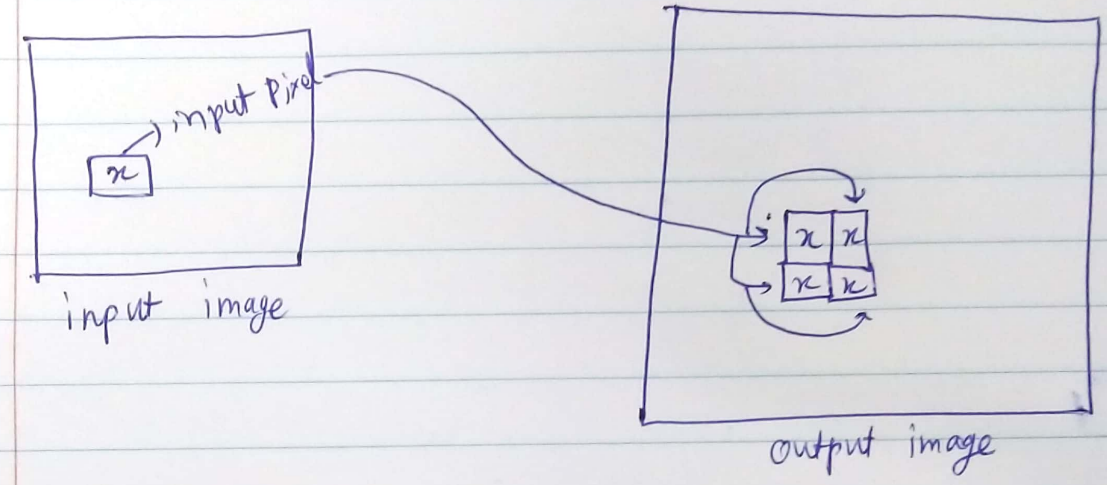
reset ⇒ l=0
m=0





if (reset) → counter = 0

if counter = 2x384x512 − 1 → done → Generate Output



Output image = BMP Header (54 bit) + RGB Data (~~768x512x4~~)
3 Channels.