

VGA Register			
<u>clk</u>	Clock		
<u>write</u>	write		
<u>x-next</u> / ⁶	x-next[5..0]	r-out[3..0]	<u>r-out</u> / ⁴
<u>y-next</u> / ⁶	y-next[5..0]	g-out[3..0]	<u>g-out</u> / ⁴
<u>x-write</u> / ⁶	x-write[5..0]	b-out[3..0]	<u>b-out</u> / ⁴
<u>y-write</u> / ⁶	y-write[5..0]		
<u>r-write</u> / ³	r-write[2..0]		
<u>g-write</u> / ³	g-write[2..0]		
<u>b-write</u> / ³	b-write[2..0]		