

- · Librarys Defined
- e entite inquer is port (

 define ports)
- · architecture top of image is
- · type State_imag is (idle, realIQ, calcinag);
 - · Define signals
 - · TR-SW : Process -- SPOT
 - · Txhornsw: Process -- SP4T
 - · Ry hornsw: Process -- SPIGT
 - · VGAZSMILL: Process -- clock to VGA
 - · VGA-hor-vert: Process -- Hayne, Vsync.
- · main: proces
- · Idle
- · Reclia
- · calcinage