

16farb.bls

Module : 'farb16'

Input files:

ABEL PLA file : farb16.tt3
Device library : P16V8AS.dev

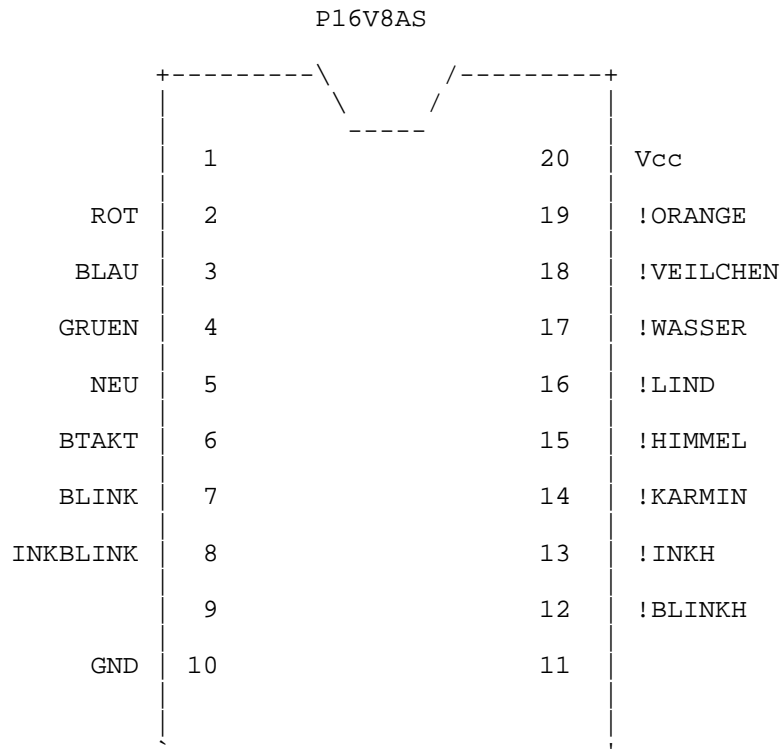
Output files:

Report file : farb16.rep
Programmer load file : farb16.jed

P16V8AS Programmed Logic:

BLINKH = (BLINK & INKBLINK);
INKH = (BLINK & !INKBLINK);
WASSER = !(BLAU & GRUEN & NEU);
VEILCHEN = !(ROT & BLAU & NEU);
ORANGE = !(ROT & GRUEN & NEU);
KARMIN = (!BLAU & !GRUEN & NEU & BTAKT);
HIMMEL = (!ROT & !GRUEN & NEU & BTAKT);
LIND = (!ROT & !BLAU & NEU & BTAKT);

P16V8AS Chip Diagram:



SIGNATURE: N/A

P16V8AS Resource Allocations:

Device Resources	Resource Available	Design Requirement	Unused
Input Pins:			
Input:	10	7	3 (30 %)
Output Pins:			
In/Out:	6	6	0 (0 %)
Output:	2	2	0 (0 %)
Buried Nodes:			
Input Reg:	-	-	-
Pin Reg:	-	-	-
Buried Reg:	-	-	-

P16V8AS Product Terms Distribution:

Signal Name	Pin Assigned	Terms Used	Terms Max	Terms
Unused				
BLINKH	12	1	8	7
INKH	13	1	8	7
WASSER	17	1	8	7
VEILCHEN	18	1	8	7
ORANGE	19	1	8	7
KARMIN	14	1	8	7
HIMMEL	15	1	8	7
LIND	16	1	8	7

==== List of Inputs/Feedbacks ====

Signal Name	Pin	Pin Type
ROT	2	INPUT
BLAU	3	INPUT
GRUEN	4	INPUT
NEU	5	INPUT
BTAKT	6	INPUT
BLINK	7	INPUT
INKBLINK	8	INPUT

P16V8AS Unused Resources:

Pin Number	Pin Type	Product Terms	Flip-flop Type
1	INPUT	-	-
9	INPUT	-	-
11	INPUT	-	-