

LDL06E27A

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1 論理譜

```
logicname LDL06E27A
library LDL06E26A { 端末 }
library LDL06E21A { 変換器 }

entity main
input RESET;
input SCLK;
input YIN[5];
input ADD[3];
input TAKE;

output XSEL[5];
output SEGOUT[7];
output KETAOUT[8];
output BIN[32];
output SET;

bitn term[25];
bitn change[36];
bitn data[4];
bitn add[3];
bitn take;
bitr setseq[2];
bitn changerest;
bitn set;

BIN=change.0:31;
SET=setseq.1;

term=LDL06E26A(RESET,SCLK,YIN,add,take);
term.25=1;
XSEL=term.0:4;
SEGOUT=term.5:11;
KETAOUT=term.12:19;
data=term.20:23;
set=term.24;

change=LDL06E21A(changerest,data);
change.36=1;
add=change.32:34;
take=change.35;

if (RESET)
    setseq=0;
else
    switch(setseq)
        case 0:
            if (set) setseq=1; endif
        case 1:
            if (take)
                setseq=2;
            else
                setseq=setseq;
            endif
        case 2:
            if (TAKE)
                setseq=0;
            else
                setseq=setseq;
            endif
    endswitch
endif

switch(setseq)
    case 1: changerest=0;
    case 2: changerest=0;
    default: changerest=1;
endswitch

ende

entity sim
output RESET;
output SCLK;
output YIN[5];
output ADD[3];
output TAKE;
output XSEL[5];
output SEGOUT[7];
output KETAOUT[8];
output BIN[32];
output SET;

bitr tc[12];
```

```

part main(RESET,SCLK,YIN,ADD,TAKE,XSEL
         ,SEGOUT,KETAOUT,BIN,SET)
tc=tc+1;
if (tc<5) RESET=1; endif
SCLK=tc.4;
switch(tc)
  case 145: YIN.3=1; { 1 を押す }
  case 146: YIN.3=1;

  case 273: YIN.3=1; { 2 を押す }
  case 274: YIN.3=1;

  case 401: YIN.3=1; { 3 を押す }
  case 402: YIN.3=1;

  case 465: YIN.2=1; { 4 を押す }
  case 466: YIN.2=1;

  case 593: YIN.2=1; { 5 を押す }
  case 594: YIN.2=1;

  case 721: YIN.2=1; { 6 を押す }
  case 722: YIN.2=1;

  case 785: YIN.1=1; { 7 を押す }
  case 786: YIN.1=1;

  case 913: YIN.1=1; { 8 を押す }
  case 914: YIN.1=1;

  case 1201: YIN.4=1; { RET を押す }
  case 1202: YIN.4=1;

  case 1393: YIN.4=1; { CLR を押す }
  case 1394: YIN.4=1;

  case 1500: TAKE=1;
endswitch
ende
endlogic

```

2 動作

図 1 動作

