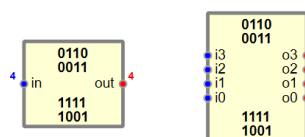


LuT - Lookup Table Gate



A LuT (Lookup Table) is used to define an arbitrary switching function by means of a truth table. After instantiating a LuT-Gate its truth table gets editable by double-clicking the gate:

- Left mouse clicks change output values cyclically. Possible values are 1 (HIGH), 0 (LOW) and '-' (Don't Care).
- Names of input and output ports are editable after double-clicking and are saved using the <Enter>/<Return> Key.

Property	Settings	Meaning
In	Standard	Number of input bits
Out	Standard	Number of output bits
Delay	Delays	Propagation delay from each <i>input</i> port to each <i>output</i> port. $t_{pd} = t_{plh} = t_{phl}$
Rejection Limit	Delays	Inertial delay for all input ports. All signal spikes shorter than the rejection limit are canceled. This is called pulse rejection. $t_{inertial} \geq t_{pd}$
Ports	Standard	Single: The gate has a single multi-bit input port <i>in</i> and a single multi-bit output port <i>out</i> . Multi: The gate has multiple single-bit input and output ports. Their default names are <i>inx</i> and <i>outx</i> respectively. The names of ports are editable in the header row of the gate's truth table.

Settings

☐ Save RAM, ROM, and truthtables in separate files

When checked, the gate's truth table is saved in a separate file when saving the whole circuit.

This helps to keep circuit files small, but it is on the user to keep the truth table's file and the circuit's file always in the same directory.

When not checked the truth table is saved within the circuit's file resulting in bigger files and less responsibilities for users.