

Beispiel 1:

MODULE Ampel

"Synchroner 9 Bit Binaerzähler, beschrieben mit einer Funktionstabelle

//Ampelsteuerung mit einem 9 Bit Zaehler. Das 9bit ist deshalb benutzt,

//Damit keine 2 gleiche Zustände (rot-Rot) entstehen, sonst Fehlfunktion

//Alle Ampelphasen gleich lang

DECLARATIONS "***** Ein- und Ausgänge *****GWS_Offenburg*****"

takt PIN 11; "Taktingang Ne555 Taster

bit7,bit6,bit5,bit4,bit3,bit2,bit1,bit0 PIN 21,20,19,18,17,16,15,14 ISTYPE

internen D-FFs zu verwenden,

bit8 NODE ISTYPE'BUFFER,REG'; //Hilfsbit

"diese nennt man Registerausgänge Port2 14,15,16,17,18,19,20,21

Synchroner 9 bit Zähler, erzeugt direkt die Ampelimpulse

Hilfsbit
bit8

"so zu lesen: vor dem Takt :-> nach dem Takt

TRUTH_TABLE ([bit8, bit7,bit6,bit5,bit4,bit3,bit2,bit1,bit0]) :-> [bit8, bit7,bit6,bit5,bit4,bit3,bit2,bit1,bit0])

[0, 0,0,0,0,0,0,0,0] :-> [0, 0,1,0,0,1,0,0,1]; //rot rot !!Zaehler muss mit 0 beginnen!!

[0, 0,1,0,0,1,0,0,1] :-> [0, 0,1,0,0,1,0,1,1]; //rot gelb rot

[0, 0,1,0,0,1,0,1,1] :-> [0, 0,1,0,0,1,1,0,0]; //rot grün

[0, 0,1,0,0,1,1,0,0] :-> [0, 0,1,0,0,1,0,1,0]; //rot gelb

[0, 0,1,0,0,1,0,1,0] :-> [1, 0,1,0,0,1,0,0,1]; //rot rot Hier bit8 notwendig, damit Unterschied zu Zustand 1

[1, 0,1,0,0,1,0,0,1] :-> [0, 0,1,0,1,1,0,0,1]; //gelb rot rot

[0, 0,1,0,1,1,0,0,1] :-> [0, 0,1,1,0,0,0,0,1]; //grün rot

[0, 0,1,1,0,0,0,0,1] :-> [0, 0,1,0,1,0,0,0,1]; //gelb rot

[0, 0,1,0,1,0,0,0,1] :-> [0, 0,1,0,0,1,0,0,1]; //rot rot Wie Zustand 1

EQUATIONS "***** Zähler-Gleichungen *****"

bit0.clk = takt; "synchroner Zähler: alle D-FF's erhalten den

bit1.clk = takt; "gleichen Takt

bit2.clk = takt;

bit3.clk = takt;

bit4.clk = takt;

bit5.clk = takt;

bit6.clk = takt;

bit7.clk = takt;

bit8.clk = takt;



END

Beispiel 2:

MODULE ampel
declarations

```
//Ampel(Strassenkreuzung) mit Fussgaenger, Ampelphasen verschieden lang
takt pin 11;
X0,X1,X2,X3,X4 node ISTYPE'BUFFER,REG';
r1,g11,g1,r2,g2,g2,rF,gF pin 14,15,16,17,18,19,20,21 ISTYPE'BUFFER,REG';
register=[X0,X1,X2,X3,X4,r1,g11,g1,r2,g2,g2,rF,gF];
```

equations

register.clk=takt;

truth_table

```
([X0,X1,X2,X3,X4, r1,g11,g1,r2,g2,g2,rF,gF ]->[X0,X1,X2,X3,X4, r1,g11,g1,r2,g2,g2,rF,gF]);
```

```
[0,0,0,0,0, 0,0,0,0,0,0,0,0,0]>:[0,0,0,0,0, 1,0,0,1,0,0,1,0]; //rot - rot
[0,0,0,0,0, 1,0,0,1,0,0,1,0]>:[0,0,0,0,1, 1,0,0,1,0,0,1,0];
[0,0,0,0,1, 1,0,0,1,0,0,1,0]>:[0,0,0,1,0, 1,0,0,1,0,0,1,0];
[0,0,0,1,0, 1,0,0,1,0,0,1,0]>:[0,0,0,1,1, 1,0,0,1,0,0,1,0];
```

```
[0,0,0,1,1, 1,0,0,1,0,0,1,0]>:[0,0,0,0,0, 1,1,0,1,0,0,1,0]; //rot,gelb - rot
```

```
[0,0,0,0,0, 1,1,0,1,0,0,1,0]>:[0,0,0,0,0, 0,0,1,1,0,0,1,0]; //grün - rot
[0,0,0,0,0, 0,0,1,1,0,0,1,0]>:[0,0,0,0,1, 0,0,1,1,0,0,1,0];
[0,0,0,0,1, 0,0,1,1,0,0,1,0]>:[0,0,0,1,0, 0,0,1,1,0,0,1,0];
[0,0,0,1,0, 0,0,1,1,0,0,1,0]>:[0,0,0,1,1, 0,0,1,1,0,0,1,0];
```

```
[0,0,0,1,1, 0,0,1,1,0,0,1,0]>:[0,0,0,0,0, 0,1,0,1,0,0,1,0]; //gelb - rot
```

```
[0,0,0,0,0, 0,1,0,1,0,0,1,0]>:[0,0,1,0,0, 1,0,0,1,0,0,1,0]; //rot - rot
[0,0,1,0,0, 1,0,0,1,0,0,1,0]>:[0,0,1,0,1, 1,0,0,1,0,0,1,0];
[0,0,1,0,1, 1,0,0,1,0,0,1,0]>:[0,0,1,1,0, 1,0,0,1,0,0,1,0];
```

```
[0,0,1,1,0, 1,0,0,1,0,0,1,0]>:[0,0,0,0,0, 1,0,0,1,1,0,1,0]; //rot - rot,gelb
```

```
[0,0,0,0,0, 1,0,0,1,1,0,1,0]>:[0,0,0,0,0, 1,0,0,0,0,1,1,0]; //rot - grün
[0,0,0,0,0, 1,0,0,0,0,1,1,0]>:[0,0,0,0,1, 1,0,0,0,0,1,1,0];
[0,0,0,0,1, 1,0,0,0,0,1,1,0]>:[0,0,0,1,0, 1,0,0,0,0,1,1,0];
```

```
[0,0,0,1,0, 1,0,0,0,0,1,1,0]>:[0,0,0,0,0, 1,0,0,0,1,0,1,0]; //rot - gelb
```

```
[0,0,0,0,0, 1,0,0,0,1,0,1,0]>:[0,1,0,0,0, 1,0,0,1,0,0,1,0]; //rot - rot
[0,1,0,0,0, 1,0,0,1,0,0,1,0]>:[0,1,0,0,1, 1,0,0,1,0,0,1,0];
```

```
[0,1,0,0,1, 1,0,0,1,0,0,1,0]>:[0,0,0,0,0, 1,0,0,1,0,0,0,1]; //rot - rot, fuss grün
[0,0,0,0,0, 1,0,0,1,0,0,0,1]>:[0,0,0,0,1, 1,0,0,1,0,0,0,1];
```

```
[0,0,0,0,1, 1,0,0,1,0,0,0,1]>:[0,1,0,1,0, 1,0,0,1,0,0,1,0]; //rot - rot, fuss rot
[0,1,0,1,0, 1,0,0,1,0,0,1,0]>:[0,0,0,0,0, 1,0,0,1,0,0,1,0]; //Beginn wieder von vorne
```

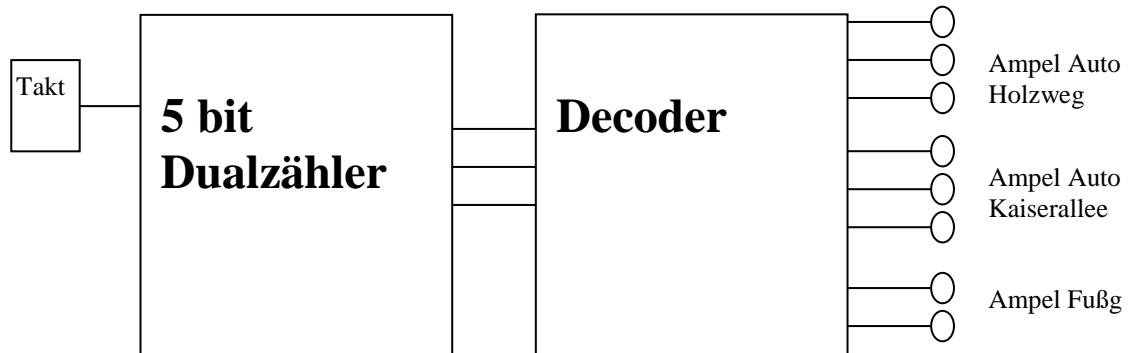
END

Synchroner 13 bit Zähler, erzeugt direkt die Ampelimpulse

Hilfsbits X0 bis X4



Beispiel mit Zähler und Decoder:



MODULE Ampel

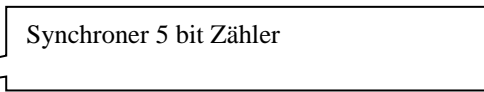
"Synchroner 5 Bit Binaerzähler, beschrieben mit Beschreibungssprache: Zaehler=Zaehler+1

DECLARATIONS "***** Ein- undAusgänge*****GWS_Offenburg*****

takt PIN 11; "Taktingang Ne555 Taster
//Ampelausgaenge:

bit7,bit6,bit5,bit4,bit3,bit2,bit1,bit0 PIN 21,20,19,18,17,16,15,14 ISTYPE'BUFFER,COM';

Q4,Q3,Q2,Q1,Q0 NODE ISTYPE'BUFFER,REG';
zaehler=[Q4..Q0]; //5bit Zaehler 0 bis 31



Equations
zaehler=zaehler+1;

TRUTH_TABLE (zaehler -> [bit7,bit6,bit5,bit4,bit3,bit2,bit1,bit0]);

```

0 -> [0,1,0,0,1,0,0,1]; //rot rot
1 -> [0,1,0,0,1,0,0,1];
2 -> [0,1,0,0,1,0,0,1];
3 -> [0,1,0,0,1,0,0,1];

4 -> [0,1,0,0,1,0,1,1]; //rot gelb rot
5 -> [0,1,0,0,1,0,1,1];

6 -> [0,1,0,0,1,1,0,0]; //rot grün
7 -> [0,1,0,0,1,1,0,0];
8 -> [0,1,0,0,1,1,0,0];
9 -> [0,1,0,0,1,1,0,0];

10 -> [0,1,0,0,1,0,1,0]; //rot gelb
11 -> [0,1,0,0,1,0,1,0];

12 -> [0,1,0,0,1,0,0,1]; //rot rot
13 -> [0,1,0,0,1,0,0,1];
14 -> [0,1,0,0,1,0,0,1];
15 -> [0,1,0,0,1,0,0,1];

16 -> [0,1,0,1,1,0,0,1]; //gelb rot rot
17 -> [0,1,0,1,1,0,0,1];

18 -> [0,1,1,0,0,0,0,1]; //Ggruen rot
19 -> [0,1,1,0,0,0,0,1];
20 -> [0,1,1,0,0,0,0,1];

```





- 21 -> [0,1,1,0,0,0,1];
- 22 -> [0,1,0,1,0,0,1];//gelb rot
- 23 -> [0,1,0,1,0,0,1];
- 24 -> [0,1,0,0,1,0,0,1]; //rot rot
- 25 -> [0,1,0,0,1,0,0,1];
- 26 -> [0,1,0,0,1,0,0,1];
- 27 -> [0,1,0,0,1,0,0,1];
- 28 -> [1,0,0,0,1,0,0,1];//Fussgaenger
- 29 -> [1,0,0,0,1,0,0,1];
- 30 -> [1,0,0,0,1,0,0,1];
- 31 -> [1,0,0,0,1,0,0,1];

EQUATIONS "***** Zählertakt*****"

[Q4..Q0].clk=takt;

END