

PrimEx MLU Trigger Bit Assignment

MLU 1 : HORIZONTAL STRIPS

Aug.25, 2004

Section A				
Inputs		Outputs		
0	HGA	0	Non-Adjacent Strips	MLU1-A-0
1	HWA	1	Adjacent Strips	MLU1-A-1
2	HWB	2		
3	HWC	3		
4	HWD	4		
5	HWE	5	Any Strip	MLU1-A-5
6	HWF	6	HGA & HGE	MLU1-A-6
7	HGE	7	HGA HGE	MLU1-A-7

Section B				
Inputs		Outputs		
0	HGA	0	Non-Adjacent Any 2	MLU1-B-0
1	HGBL	1	Any 2	MLU1-B-1
2	HGCL	2	Any Strip	MLU1-B-2
3	HGDL	3		
4	HGBR	4		
5	HGCR	5		
6	HGDR	6		
7	HGE	7		

MLU 2 : VERTICAL STRIPS

Section A				
<i>Inputs</i>		<i>Outputs</i>		
0	VGA	0	Non-Adjacent Strips	MLU2-A-0
1	VWA	1	Adjacent Strips	MLU2-A-1
2	VWB	2		
3	VWC	3		
4	VWD	4		
5	VWE	5	Any Strip	MLU2-A-5
6	VWF	6	VGA & VGE	MLU2-A-6
7	VGE	7	VGA VGE	MLU2-A-7

Section B				
<i>Inputs</i>		<i>Outputs</i>		
0	VGA	0	Non-Adjacent Any 2	MLU2-B-0
1	VGBT	1	Any 2	MLU2-B-1
2	VGCT	2	Any Strip	MLU2-B-2
3	VGDT	3		
4	VGBB	4		
5	VGCB	5		
6	VGDB	6		
7	VGE	7		

MLU 3 : Master Trigger

Section A				
<i>Inputs</i>			<i>Outputs</i>	
0	Non-Adjacent from Section A MLU1	MLU1-A-0	0	b0 b3 b4 b7 (b1 & b5)
1	Adjacent from Section A MLU1	MLU1-A-1	1	b0 b2 b4 b6 (b1 & b5)
2	Non-Adjacent any 2 from Section B MLU1	MLU1-B-0	2	
3	Any 2 from Section B MLU1	MLU1-B-1	3	
4	Non-Adjacent from Section A MLU2	MLU2-A-0	4	
5	Adjacent from Section A MLU2	MLU2-A-1	5	
6	Non-Adjacent any 2 from Section B MLU2	MLU2-B-0	6	
7	Any 2 from Section B MLU2	MLU2-B-1	7	

Section B				
<i>Inputs</i>			<i>Outputs</i>	
0	Any Strip from Section A MLU1	MLU1-A-5	0	b0 b1 b2 b3
1	Any Strip from Section B MLU1	MLU1-B-2	1	b4 b5 (b6 & b7)
2	Any Strip from Section A MLU2	MLU2-A-5	2	
3	Any Strip from Section B MLU2	MLU2-B-2	3	
4	HGA & HGE	MLU1-A-6	4	
5	VGA & VGE	MLU2-A-6	5	
6	HGA HGE	MLU1-A-7	6	
7	VGA VGE	MLU2-A-7	7	