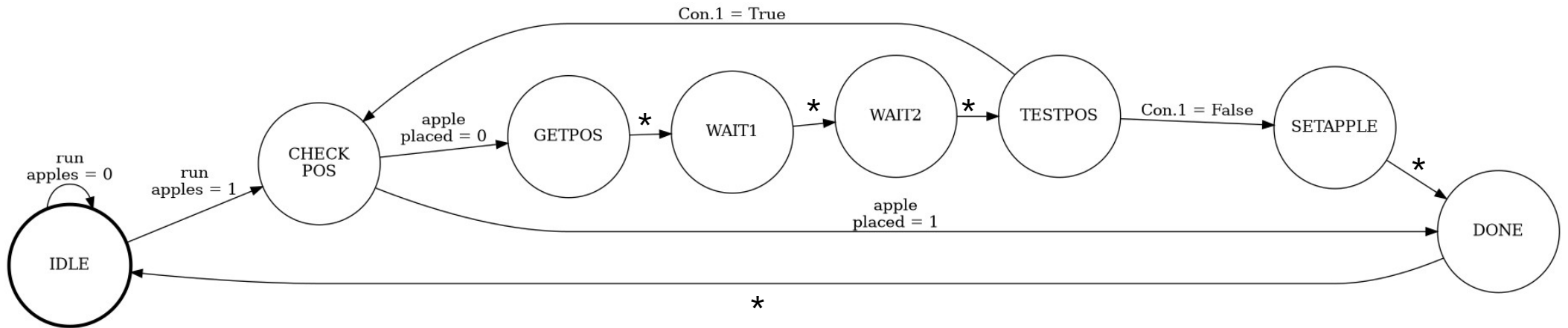


Apples.vhd – FSM



State	Output
IDLE	
CHECKPOS	
GETPOS	tile_coord = next_apple_pos
WAIT1	tile_coord = next_apple_pos

State	Output
WAIT2	tile_coord = next_apple_pos
TESTPOS	tile_coord = next_apple_pos
SETAPPLE	tile_coord = next_apple_pos tile_to_GA = apple_tile set_tile = 1
DONE	apples_done = 1

Con.1: tile_from_GA.is_tail = '1' or tile_from_GA.is_head = '1' or tile_from_GA.is_body = '1'

* → Transition without condition