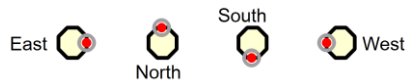

Input Gate



An input gate supplies a simulation run with interactive stimuli data.

While a simulation is running:

- A **left mouse** click toggles the bit at the current cursor position between '0' and '1'. If the actual value is neither '0' nor '1' the bit's value is reset to '0'.
- A **left mouse** click with **<shift>** pressed toggles every bit of the input gate between '0' and '1'. If a value is neither '0' nor '1' the value is reset to '0'.
- A **right mouse** click opens a context menu to select a value for the bit at the cursor position. This is mainly used for assigning a value from std_ulogic.
- A **right mouse** click with **<shift>** pressed opens a context menu to select a value which will be assigned to all bits of the input gate.

Property	Settings	Meaning
Label	Standard	A unique name is recommended and mandatory for viewing in a waveform window.
Orientation	Standard	Defines the position of the output port.
Data Bits:	Standard	Bit width of input value