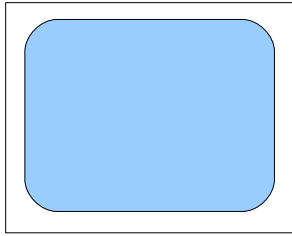


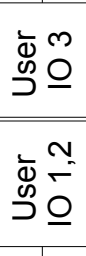
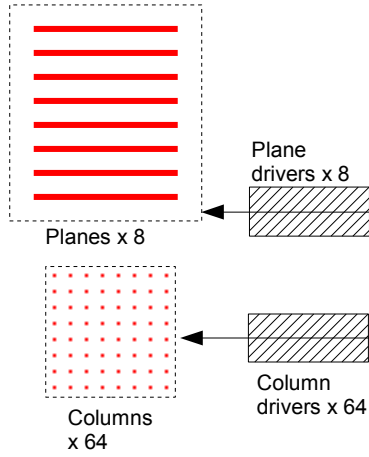
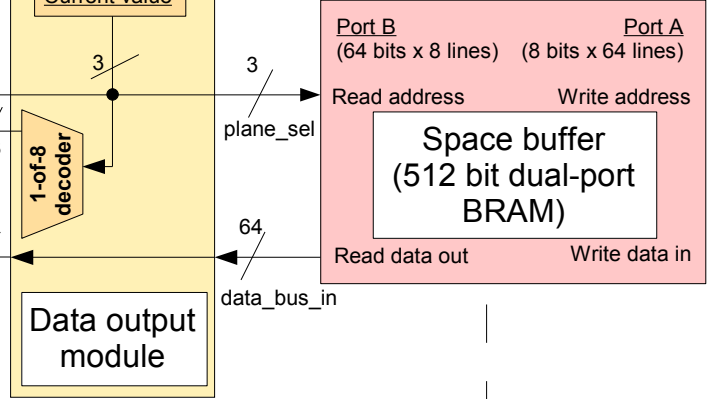
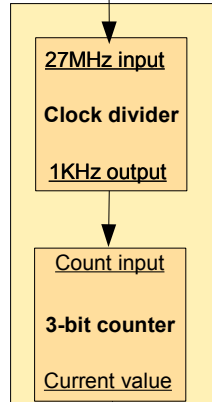
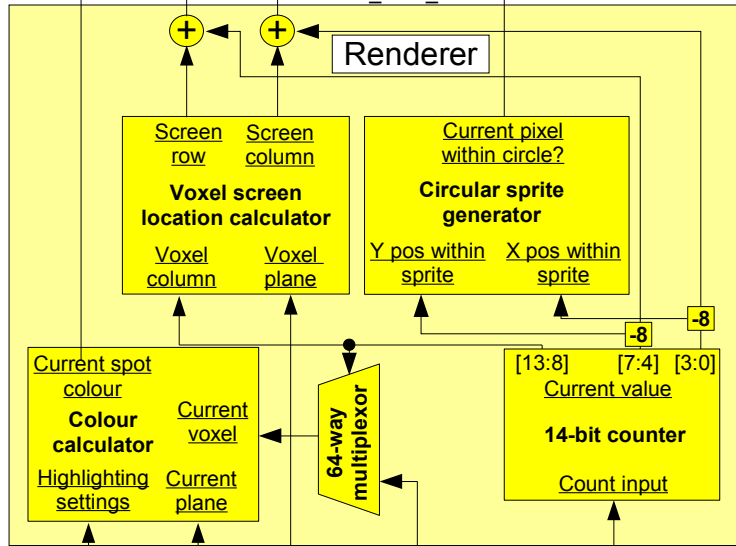
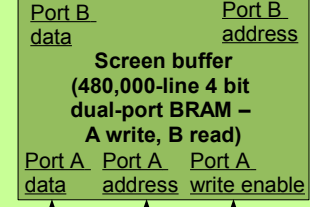
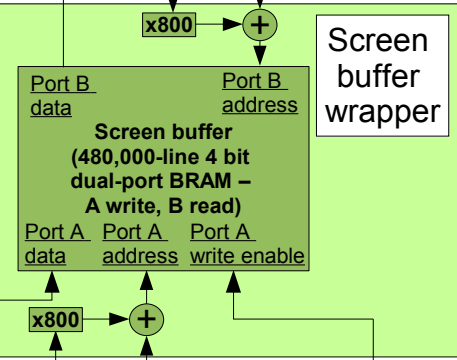
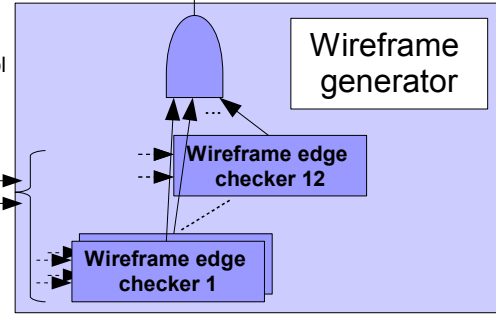
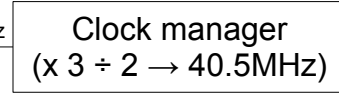
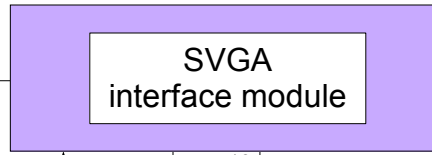
External circuitry



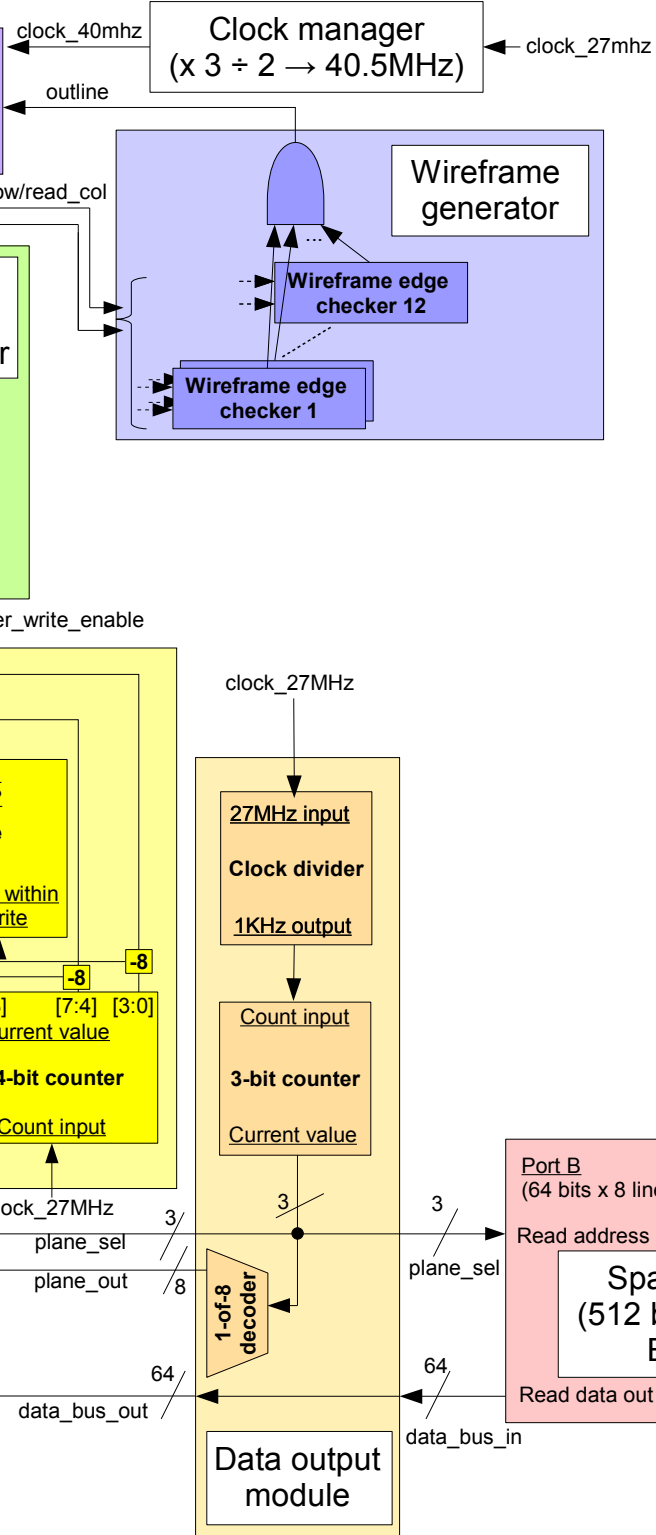
Monitor port

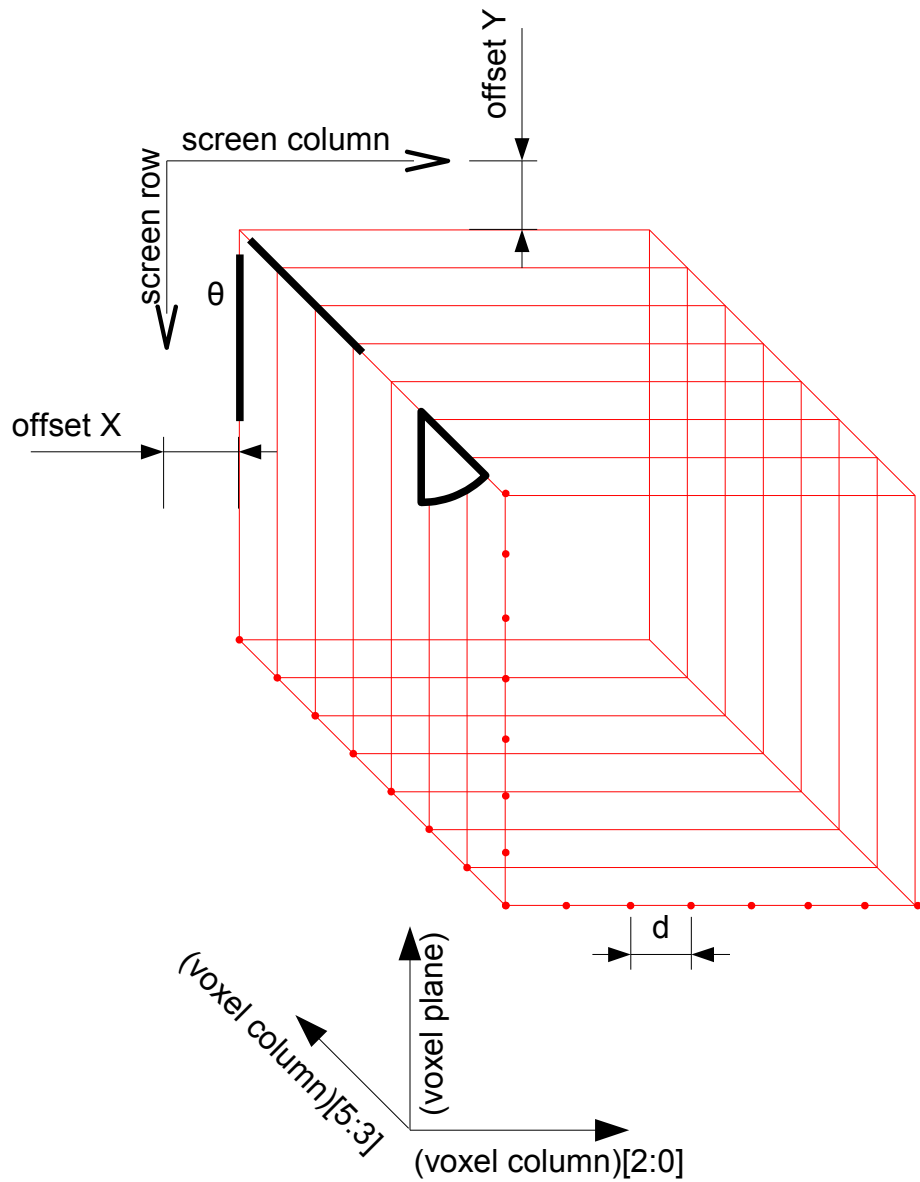
VGA signals:
 vga_out_red,
 vga_out_green,
 vga_out_blue,
 vga_out_sync_b,
 vga_out_blank_b,
 vga_out_hsync,
 vga_out_vsync,
 vga_out_pixel_clock

Display subsystem



Highlighting controls (switch[7:3])





Voxel screen location calculator:

$$(\text{screen column}) = (\text{offset X}) + d \cdot (\text{voxel column})[2:0] + d \cdot \sin \theta \cdot (7 - (\text{voxel column})[5:3])$$

$$(\text{screen row}) = (\text{offset Y}) + d \cdot (7 - (\text{voxel plane})) + d \cdot \cos \theta \cdot (7 - (\text{voxel column})[5:3])$$