

*Library Reference  
Manual*

*Volume I*

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## MANUAL REVISION HISTORY

Rev	Date	Software Release	Reason for Change
A	3-10-86	Library Release 7.3	Initial release.
B	6-30-86	Library Release 7.6	Updated libraries to include releases 7.4 and 7.6; added VAXstation II support.
C	10-10-86	Library Release 7.8	Updated libraries to include release 7.8.
D	4-6-87	Library Release 8.4	Updated libraries to include releases 8.0, 8.2, and 8.4; updated PIN NUMBER property and added platform-specific information for the Sun Workstation.
E	10-1-89	Library Release 9.0	Updated all libraries to include releases 8.6, and 9.0; updated logic array libraries to include release 9.3; added ECL 10KH, ECL ANSI 10KH, FACT, and RCACMOS libraries; added DECstation support.



## Preface

**T**he *Library Reference Manual* lists the contents of all libraries supplied by Valid and shows an example of each part contained in each library. Version 1 of each component is shown on the left of or above the other body versions. Note the following information in the library examples:

- (SIZE)** Means that the body can be given a SIZE property in GED.
- (OFF GRID)** Means that the output pin is off grid (0.1). Start a wire from the output pin with the blue cursor button so the wire automatically snaps to the pin. Use the white cursor button to adjust the shape of the wire, if necessary.

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# 1

## *Valid Standard Libraries*

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**T**his section describes the individual libraries that make up the Valid Standard libraries.

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## *The STANDARD Library*

**T**he STANDARD Library requires approximately 253 Kbytes of disk storage.

The STANDARD Library contains parts that have no logic function or physical meaning. These parts are used either to convey design information to the Compiler, Timing Verifier, Simulator, and Packager, or to make the schematic more concisely represent the design. Each part in this library is a body that can be added to a drawing of any type (.LOGIC, .BODY, etc.)

The release level of the STANDARD Library is 9.0.

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<b>A SIZE PAGE</b>	<p>The following 30 parts (bodies) are in the Standard Library:</p> <p>An A-size page border that can be placed around a drawing. The border provides a space for the engineer's name, the date, and notes. The border has no other significance and is not required.</p>
<b>B SIZE PAGE</b>	<p>A B-size page border that can be placed around a drawing. The border provides a space for the engineer's name, the date, and notes. The border has no other significance and is not required.</p>
<b>DEFINE</b>	<p>Used to define text macros which are specified as properties of this body. The property name is the text macro name and the value is its definition.</p>
<b>DRAWING</b>	<p>Used to attach properties to the entire drawing.</p>
<b>FLAG</b>	<p>Flag bodies can be added to interface signals to indicate the physical pins of a design. Flag bodies are usually not required. They are required as Packager output by some physical design systems.</p>
<b>MERGE/DEMERGE</b>	<p>The merge/demerge bodies are used to combine a number of separate signals into a single vectored signal, or to separate a vectored signal into a number of separate signals. This allows you to draw the vectored signal (the bus) as a single wire in parts of the drawing, and to draw it as several signals in other parts of the drawing. For example, an address bus called ABUS&lt;15..0&gt; could be made up of ABUS&lt;8..0&gt; connected to a memory device, and ABUS&lt;10..9&gt;, ABUS&lt;12..11&gt;, and ABUS&lt;15..13&gt; connected to decoders and other control devices.</p>

Using a 4MERGE merge body lets you draw each of the four signals separately on part of the drawing, and then merge them into a single signal in another part of the design. This merge function is performed by synonyming the single signal name with the concatenation of the other signal names.

Each merge body has four versions, two for merges and two for demerges. Versions 1 and 2 have inputs on 0.2-inch centers and versions 3 and 4 have inputs on 0.1-inch centers. Each merge body accepts a different number of input signals to be concatenated together. The merge bodies provided in the Valid libraries are:

**2 MERGE**  
**3 MERGE**  
**4 MERGE**  
**5 MERGE**  
**6 MERGE**  
**7 MERGE**  
**8 MERGE**

Other merge bodies can be defined. The definition of the merge body is found in a .LOGIC drawing that contains only a SYNONYM body.

The versions of the 2, 4, 6, 8, and 10 merge bodies having inputs on 0.1-inch centers have outputs off grid. To connect a wire to these points, use the blue button on the puck or the right hand button on the mouse. For additional information on wiring, see the *ValidGED User's Manual*.

**MSB TAP, LSB TAP, and  
BIT TAP**

The TAP bodies are used to extract, or “break out,” a single bit from a vectored signal. There are three TAP bodies:

- The MSB TAP extracts the most significant bit from the signal.
- The LSB TAP extracts the least significant bit from the signal.
- The BIT TAP extracts any single bit from a bus.

For the MSB TAP and the LSB TAP, the width of the signal to be extracted is specified by the SIZE property.

For the BIT TAP, the body property BIT must be changed to select any single bit from bit number 0 to bit number <bus size>-1.

**NOT**

The NOT body supports the Bubble Checker feature of the Compiler. The NOT body is seen only by the Bubble Checker. It does not change the assertion of a signal. If the Bubble Checker is turned off (by the Compiler directive), the signals on either side of the NOT body are synonymed together and the NOT body is otherwise simply ignored.

This body is used to convert a signal from one assertion to the other for the Bubble Checker without a logical inversion taking place. The NOT body definition is found in NOT.LOGIC. It consists of nothing more than a SYNONYM body to which the two NOT body signals are connected.



<b>ORIGIN</b>	The Graphics Editor automatically uses this body to indicate the origin of any body. The <b>ORIGIN</b> body is not added manually to a drawing. When you edit a <b>.BODY</b> drawing, an origin body (a small X) appears at the center of the screen.
<b>PIN NAMES</b>	The <b>PIN NAMES</b> body is used in hierarchical design and in library development. The <b>PIN NAMES</b> body is added to an unused area of a <b>.LOGIC</b> drawing; the Graphics Editor automatically attaches the names of the pins on the <b>.BODY</b> drawing to the <b>PIN NAMES</b> body on the <b>.LOGIC</b> drawing and appends a <b>\I</b> suffix (scope = interface) to each signal name. The signal names can be moved and reattached to the hierarchical body and the <b>PIN NAMES</b> body then deleted. The use of the <b>PIN NAMES</b> body eliminates the need to retype the signal names and reduces the chances of mislabeling signal names or omitting the local scope ( <b>\I</b> ) signal property.
<b>REPLICATE</b>	The <b>REPLICATE</b> body is used when making models for sizable parts. This body is used by library developers and is usually added to <b>.TIME</b> and <b>.SIM</b> drawings. It is not usually added to a <b>.LOGIC</b> drawing.
<b>SIGN EXTEND</b>	The <b>SIGN EXTEND</b> body is used to extend an n-bit signal to a <b>SIZE</b> -bit signal by replicating the sign bit. The <b>SIZE</b> property is attached to the body. The <b>MSB</b> (the most significant bit) of the signal is always extended.
<b>SLASH</b>	A <b>SLASH</b> body may be added to a vectored signal to provide a visible note of the signal width. It is also used to check the width of the parent signal. When

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you attach a SLASH body you change the value of the SIZE property attached to the body to the correct value. The Compiler checks that the value of the SIZE property for the SLASH body matches the width of the signal. If the two do not match, an error is generated.

## SYNONYM

The SYNONYM body is a body with two pins of the same name. Add the synonym body in a corner of the drawing, and use the SIGNAME command to give each of the two pins of the synonym body the name of one of the signals to be synonymed. The assertions of the two signals must match and the signals must have the same width. The synonym body has a definition found in SYNONYM.LOGIC. It is empty. There is a property on the DRAWING body of this drawing that allows this (it is normally not permitted). The property `TERMINAL=TRUE` tells the Compiler that this is a terminal drawing and does not have to be expanded.

When signals are synonymed together they become aliases for each other. Both names refer to the same physical signal (net). When a signal has a very long name it is convenient to give it a shorter name with a SYNONYM body.

The Compiler performs the synonym function. Two signals are synonymed when the signal names are each connected to a pin of the SYNONYM body, or when the signal names are connected to the same pin of any body. The latter condition should be avoided. Bus-through pins are also implemented by the Compiler synonym function. Two distinct pins

**TIME\_DIRECTIVES**

on the body are given the same name and the signals connected to them are therefore synonymed together.

This body is used to pass directives to the Timing Verifier. Properties attached to this body are Timing Verifier directives. This body is used infrequently.

**SIM\_DIRECTIVES**






















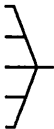
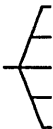


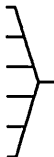
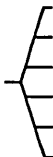
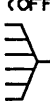
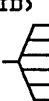
This body is used to pass directives to the Simulator. Properties attached to this body are Simulator directives. This body is used infrequently.

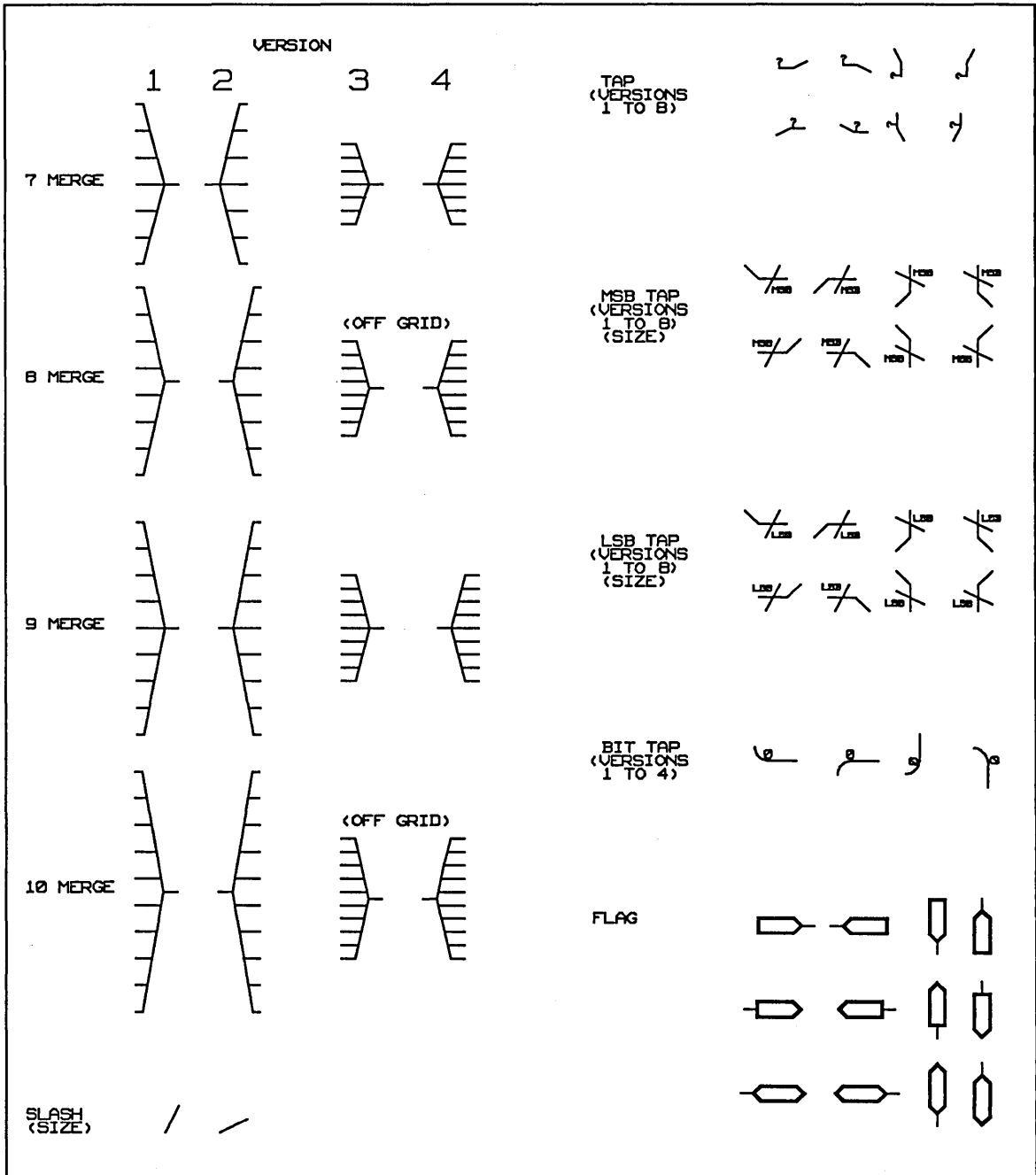
**VALID A SIZE PAGE**

An A-size page border that can be placed around drawings. The border includes the Valid logo and copyright statement. The border has no other significance and is not required. The border is used for Valid-supplied models and drawings.

**VALID B SIZE PAGE**

A B-size page border that can be placed around drawings. The border includes the Valid logo and copyright statement. The border has no other significance and is not required. The border is used for Valid-supplied models and drawings.

		VERSION					
		1	2	3	4		
SIGN EXTEND (SIZE)	1 						
SYNONYM	 	NOT					
ORIGIN	x	2 MERGE			(OFF GRID)		
DEFINE	<u>DEFINE</u> X_FIRST=0 X_STEP=SIZE	3 MERGE					
DRAWING <u>DRAWING</u>		4 MERGE			(OFF GRID)		
LAST_MODIFIED=Tue Jun 28 09:11:10 1988							
REPLICATE (SIZE)	 	5 MERGE					
PIN NAMES	<u>PIN NAMES</u>	6 MERGE			(OFF GRID)		



TIME\_DIRECTIVES

```

TIMING VERIFIER
DIRECTIVES
CLOCK_PERIOD=100.0
CLOCK_INTERVALS=8
CLOCK_SKEW=0.0
PREC_CLOCK_SKEW=0.0
DOT_TYPE=DOT OR
LIST=NOUNAMED
MAX_ERRORS=18
MAX_EXP_ERRORS=0
MAX_EVAL_PASSES=200
PRINT_WIDTH=132
RISE_FALL_ANA=ON
RISE_FALL_MODELS=ON
TIMING_DIAGRAMS=OFF
TS_BUS_TYPE=DOT_TS
WIRE_DELAY=0.0-0.0
    
```

SIM\_DIRECTIVES

```

SIMULATOR DIRECTIVES
CLOCK_PERIOD=100.0
CLOCK_INTERVALS=8
COMPILER_OUTPUT='CMPEXP.DAT'
COMMAND_FILE='TEST.CMD'
MEM_STATE=4
OUTPUT_LIST,COMMAND_LOG
SESSION_LOG=ON
SYNONYM_FILE='CMPSYN.DAT'
TERMINAL=VT100
    
```

OTHER BODIES IN  
THE STANDARD LIBRARY

```

A SIZE PAGE - 'A' SIZE BORDER FOR A DRAWING
B SIZE PAGE - 'B' SIZE BORDER FOR A DRAWING
C SIZE PAGE - 'C' SIZE BORDER FOR A DRAWING
D SIZE PAGE - 'D' SIZE BORDER FOR A DRAWING
    
```

```

VALID A SIZE PAGE - VALID'S STANDARD A SIZE PAGE
VALID B SIZE PAGE - VALID'S STANDARD B SIZE PAGE
    
```



## *The PHANTOM Library*

**T**he PHANTOM Library requires approximately 202 Kbytes of disk storage; there are 14 components in the library.

The release level of the PHANTOM Library is 9.0.

## The Phantom Gate

Phantom gates are used when designing with parts using either OPEN COLLECTOR or OPEN EMITTER technology. The TTL family of parts uses OPEN COLLECTOR technology, for example. These two technologies permit outputs to be wired together. The wired outputs act as a logic gate, a so-called wire-gate. In the case of OPEN COLLECTOR technology, the wire-gate performs an AND function, and in the case of OPEN EMITTER technology the wire-gate performs an OR function. Phantom OR-gates and phantom AND-gates are both provided in this library. All phantom gates have a circle at the center so they can be easily distinguished from real logic gates.

Phantom gates are used for OPEN COLLECTOR and OPEN EMITTER connections, but not for TRI\_STATE connections.

Instead of joining output wires with a T-junction or a dot, the appropriate phantom body can be added to the drawing and the output wires wired to the input pins of the phantom body. This procedure makes the logic function of the wire-gate visible on the drawing while clearly showing (with a circle on the phantom gate) that the logic function is not performed by a real gate.

The Packager removes the phantom bodies before creating a physical net list. For more details on phantom bodies, see the *ValidPACKAGER Reference Manual* and the *SCALD Language Manual*.



In order to make the phantom gates perform as desired, the WIRE\_GATE property is attached to each body on the library drawing for the phantom library (this drawing is named PHANTOM LIBRARY). This property informs the Packager to remove the body before creating a physical net list.

## PHAN AND

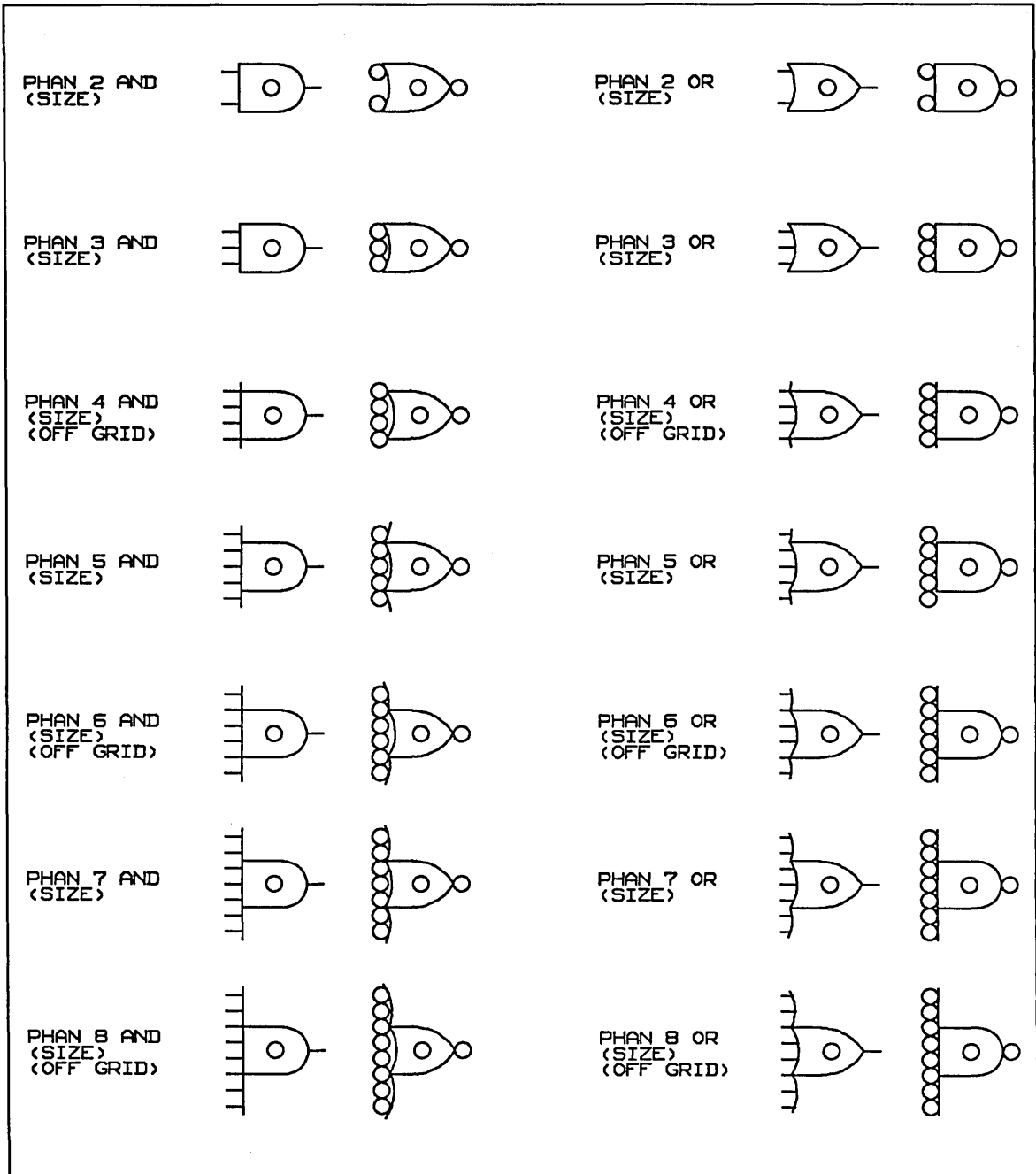
The Phantom AND body is used where connecting outputs together forms an AND function. This is the case for OPEN COLLECTOR. There are two versions of each body. The bodies are:

PHAN 2 AND  
PHAN 3 AND  
PHAN 4 AND  
PHAN 5 AND  
PHAN 6 AND  
PHAN 7 AND  
PHAN 8 AND

## PHAN OR

The Phantom OR body is used where connecting outputs together forms an OR function. This is the case for OPEN EMITTER. There are two versions of each body. The bodies are:

PHAN 2 OR  
PHAN 3 OR  
PHAN 4 OR  
PHAN 5 OR  
PHAN 6 OR  
PHAN 7 OR  
PHAN 8 OR





## *The TIME Library*

**T**he TIME Library requires approximately 237 Kbytes of disk storage; there are 43 components (primitives) in the library.

The TIME Library contains all the Timing Verifier primitives. These primitives are used to build timing models (.TIME drawings) for all of the parts in the Valid libraries. Timing Verifier primitives can only be added to a .TIME drawing. They cannot be added to a .LOGIC drawing.

The release level of the TIME Library is 9.0.

Each Timing Verifier primitive consists of a body and a .PRIM drawing. Every pin of each body can be bubbled individually. This is quite different from the bubbling capability of physical parts. There is only one version of each of the Timing Verifier primitives because each primitive pin can be bubbled individually. See the *Timing Verifier Reference Manual* for a detailed description of each Timing Verifier primitive.

The following primitives are included in the TIME library:

**AND****2 AND****3 AND****4 AND****5 AND****6 AND****7 AND****8 AND**

SIZE inputs to single bit output AND gate

2-input SIZE-wide AND gate

3-input SIZE-wide AND gate

4-input SIZE-wide AND gate

5-input SIZE-wide AND gate

6-input SIZE-wide AND gate

7-input SIZE-wide AND gate

8-input SIZE-wide AND gate

**OR****2 OR****3 OR****4 OR****5 OR****6 OR****7 OR****8 OR**

SIZE inputs to single bit output OR gate

2-input SIZE-wide OR gate

3-input SIZE-wide OR gate

4-input SIZE-wide OR gate

5-input SIZE-wide OR gate

6-input SIZE-wide OR gate

7-input SIZE-wide OR gate

8-input SIZE-wide OR gate

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---

CHG	SIZE inputs to single bit output CHANGE gate
2 CHG	2-input SIZE-wide CHANGE gate
3 CHG	3-input SIZE-wide CHANGE gate
4 CHG	4-input SIZE-wide CHANGE gate
5 CHG	5-input SIZE-wide CHANGE gate
6 CHG	6-input SIZE-wide CHANGE gate
7 CHG	7-input SIZE-wide CHANGE gate
8 CHG	8-input SIZE-wide CHANGE gate
XOR	2-input SIZE-wide XOR gate
BUF	1-input SIZE-wide BUFFER gate
THRESHOLD	1-input SIZE-wide threshold gate
IDENTITY	1-input SIZE-wide identity gate
RES	1-input SIZE-wide resistor
TS	BUF SIZE-wide tristate driver with enable
LATCH	SIZE-wide latch with enable
LATCH RS	SIZE-wide latch with enable and asynchronous set and reset
REG	SIZE-wide rising-edge triggered register
REG RS	SIZE-wide rising-edge triggered register with asynchronous set and reset
2 MUX	SIZE-wide 2-input multiplexer
4 MUX	SIZE-wide 4-input multiplexer
8 MUX	SIZE-wide 8-input multiplexer

**SETUP HOLD**

SIZE-wide rising-edge setup and hold checker

**SETUP RISE HOLD FALL**

SIZE-wide rising-edge setup and falling-edge hold checker

**EDGE TO EDGE**

SIZE-wide rising-edge to rising-edge skew checker

**MIN PULSE WIDTH**

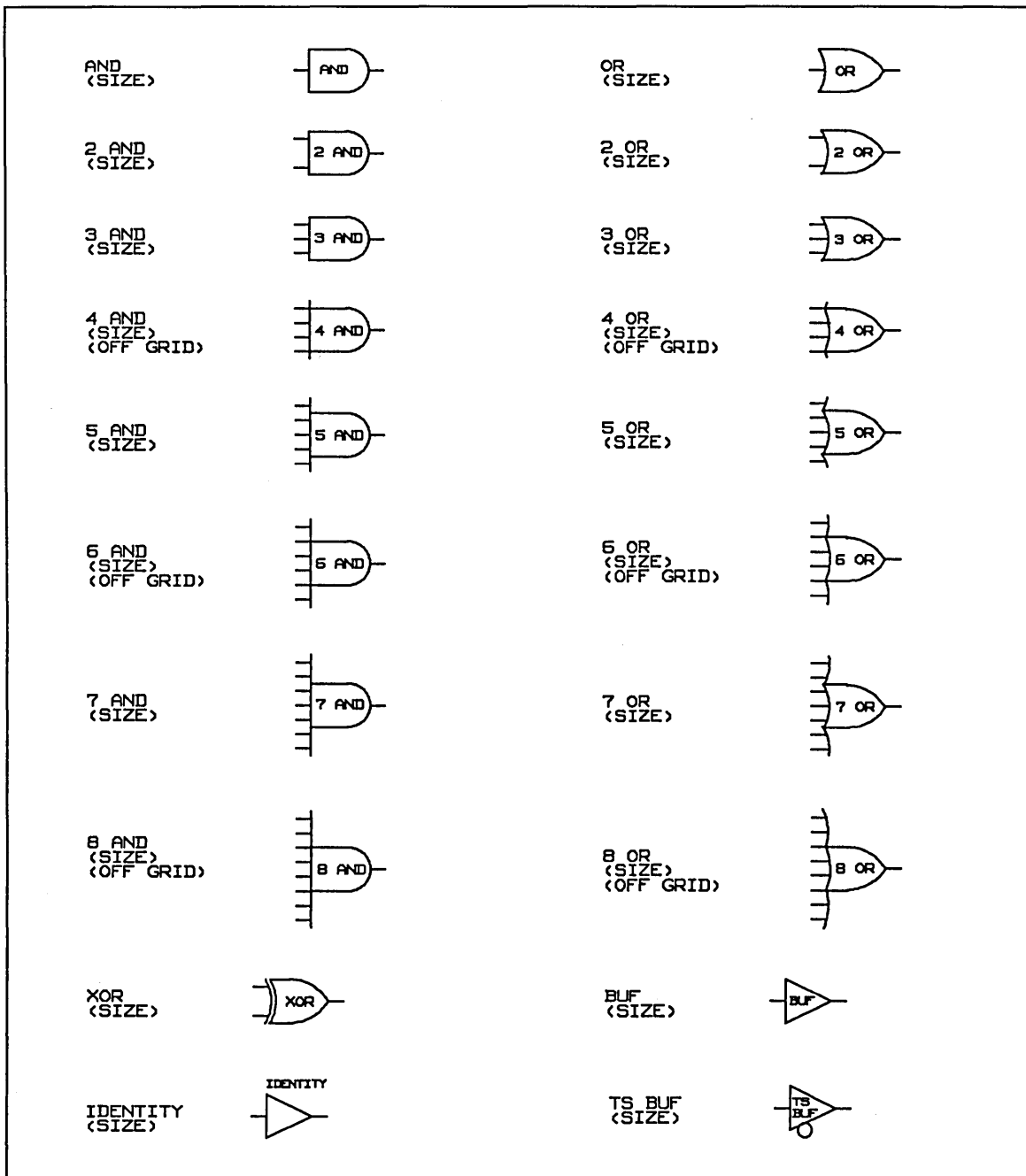
SIZE-wide minimum pulse width checker

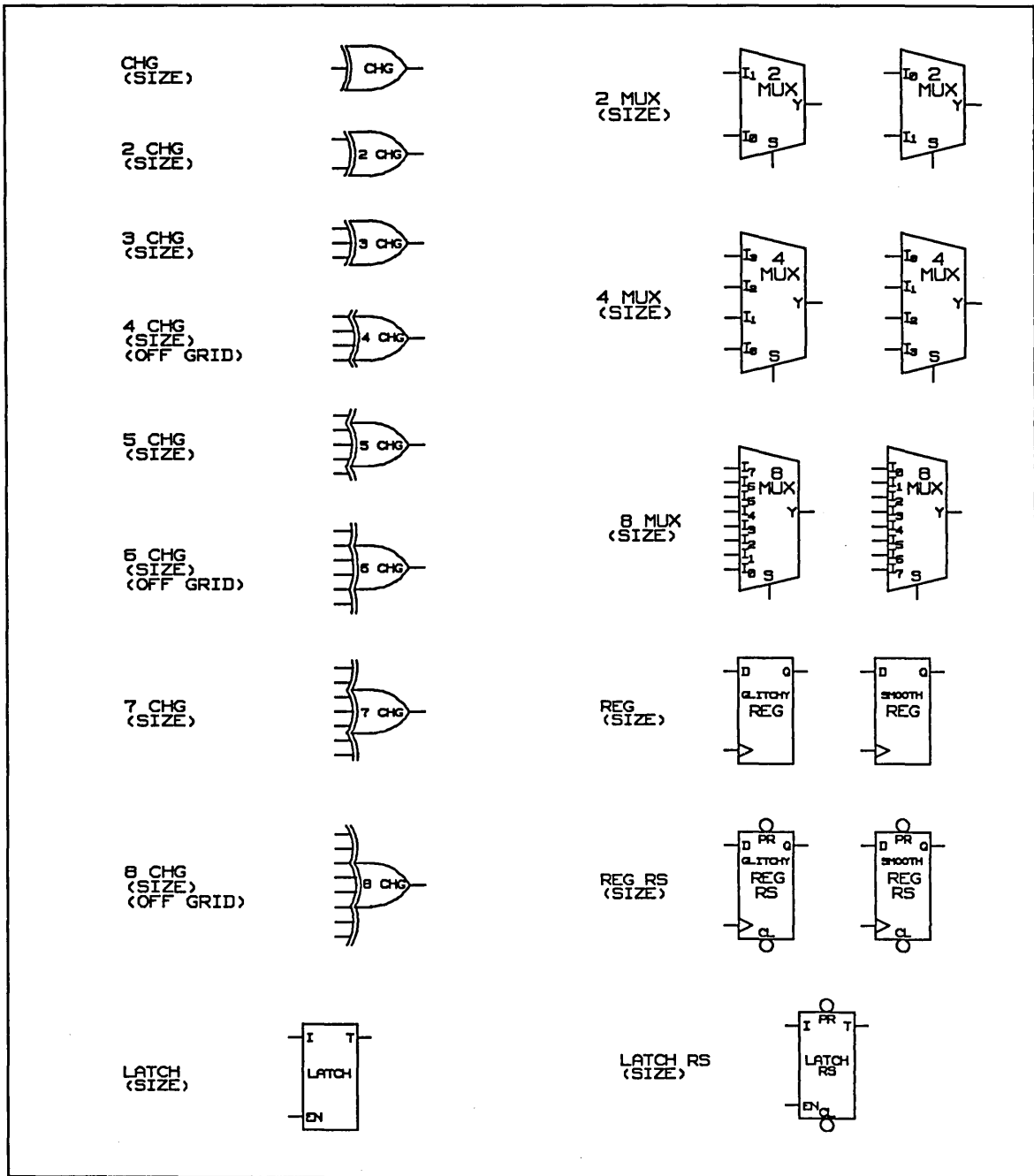
**TRANSMISSION GATE**

SIZE-wide bidirectional transmission gate

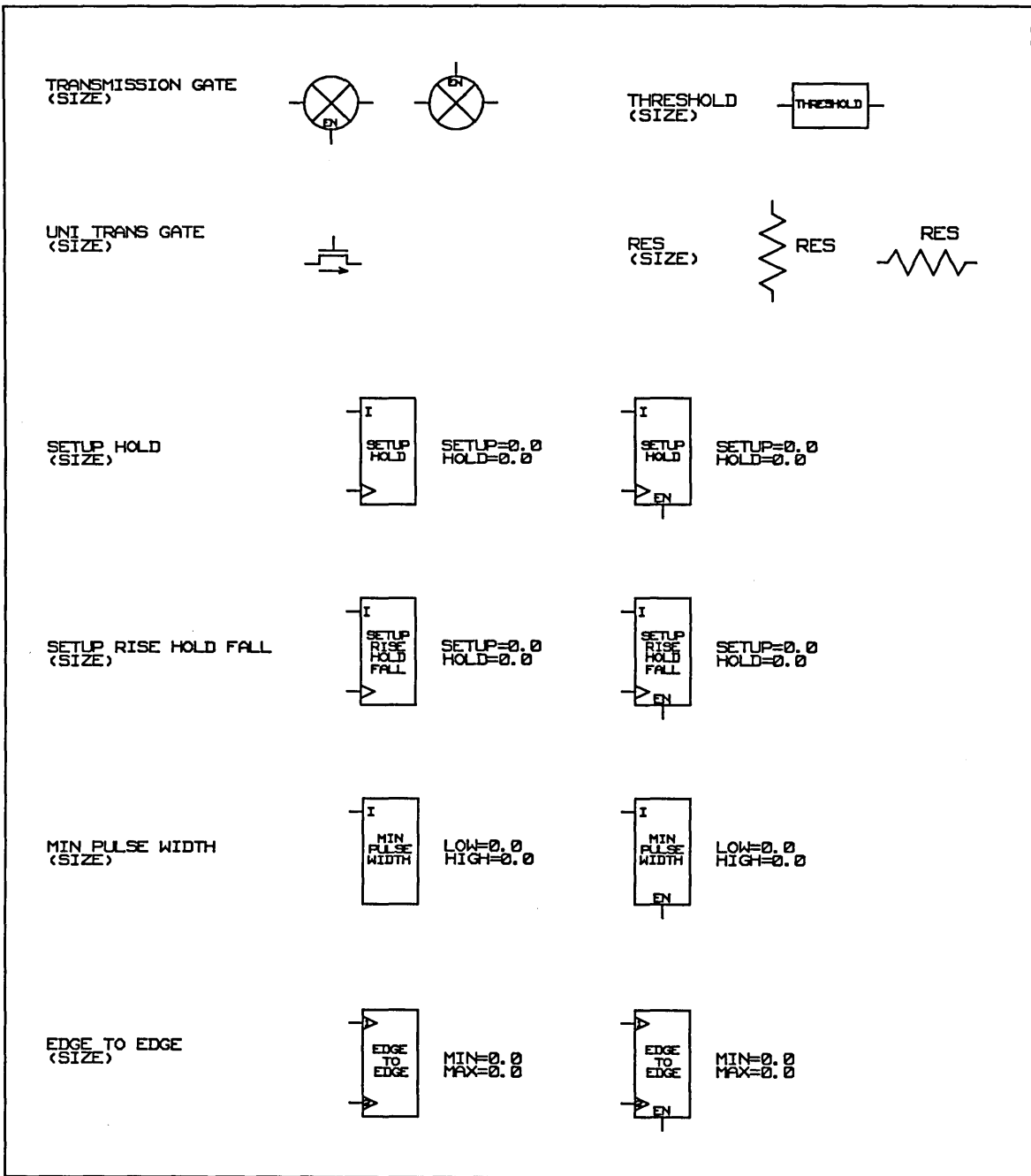
**UNI TRANS GATE**

SIZE-wide uni-directional transmission gate













## *The SIM Library*

**T**he SIM Library requires approximately 354 Kbytes of disk storage; there are 51 components (primitives) in the library.

The SIM Library contains all the Logic Simulator primitives. These primitives are used to build simulation models (.SIM drawings) for all of the parts in the Valid libraries. Simulator primitives can only be added to a .SIM drawing. They cannot be added to a .LOGIC drawing.

The release level of the SIM Library is 9.0.

Each Simulator primitive consists of:

- A body
- A .PRIM drawing

Every pin of each body can be bubbled individually. This is quite different from the bubbling capability of physical parts. There is only one version of each of the Simulator primitives because each primitive pin can be bubbled individually.

See the *ValidSIM Reference Manual* for a detailed description of each Simulator primitive.

**AND**

There are several different AND primitives, each with a different number of inputs:

2 AND  
3 AND  
4 AND  
5 AND  
6 AND  
7 AND  
8 AND

**OR**

There are several different OR primitives, each with a different number of inputs:

2 OR  
3 OR  
4 OR  
5 OR  
6 OR  
7 OR  
8 OR

**XOR**

Exclusive-OR primitive

<b>BUF</b>	Buffer primitive
<b>TS BUF</b>	3-state buffer primitive
<b>MUX</b>	Several multiplexer primitives are provided:  <div style="text-align: center;"> <b>2 MUX</b>  <b>4 MUX</b>  <b>8 MUX</b> </div>
<b>REG, REG RS, REG RS COMP, REG RS COMP 2</b>	Register primitives
<b>LATCH, LATCH RS, LATCH RS COMP, SCAN LATCH, SCAN LATCH RS</b>	Latch primitives
<b>JK</b>	JK flip-flop primitive
<b>RES</b>	Resistor primitive
<b>PASS TRANSISTOR</b>	Pass transistor primitive
<b>UNI PASS TRANSISTOR</b>	Uni pass transistor primitive
<b>COUNTER SHIFT REGISTER</b>	Counter/shift register primitive. This is equivalent to the ECL 100136 part.
<b>IDENTITY</b>	The identity primitive. This primitive is similar to the BUF primitive except that it outputs 'Z' if the input is 'Z' (the BUF primitive outputs a 'U' if its input is 'Z').
<b>FLAG</b>	Flag bodies can be added to interface signals to indicate the physical pins of a design.

**TIMING CHECKERS****SETUP HOLD SIZE**

Wide rising-edge setup and hold checker

**SETUP RISE HOLD FALL**

SIZE-wide rising-edge setup and falling-edge hold checker

**EDGE TO EDGE**

SIZE-wide rising-edge to rising-edge skew checker

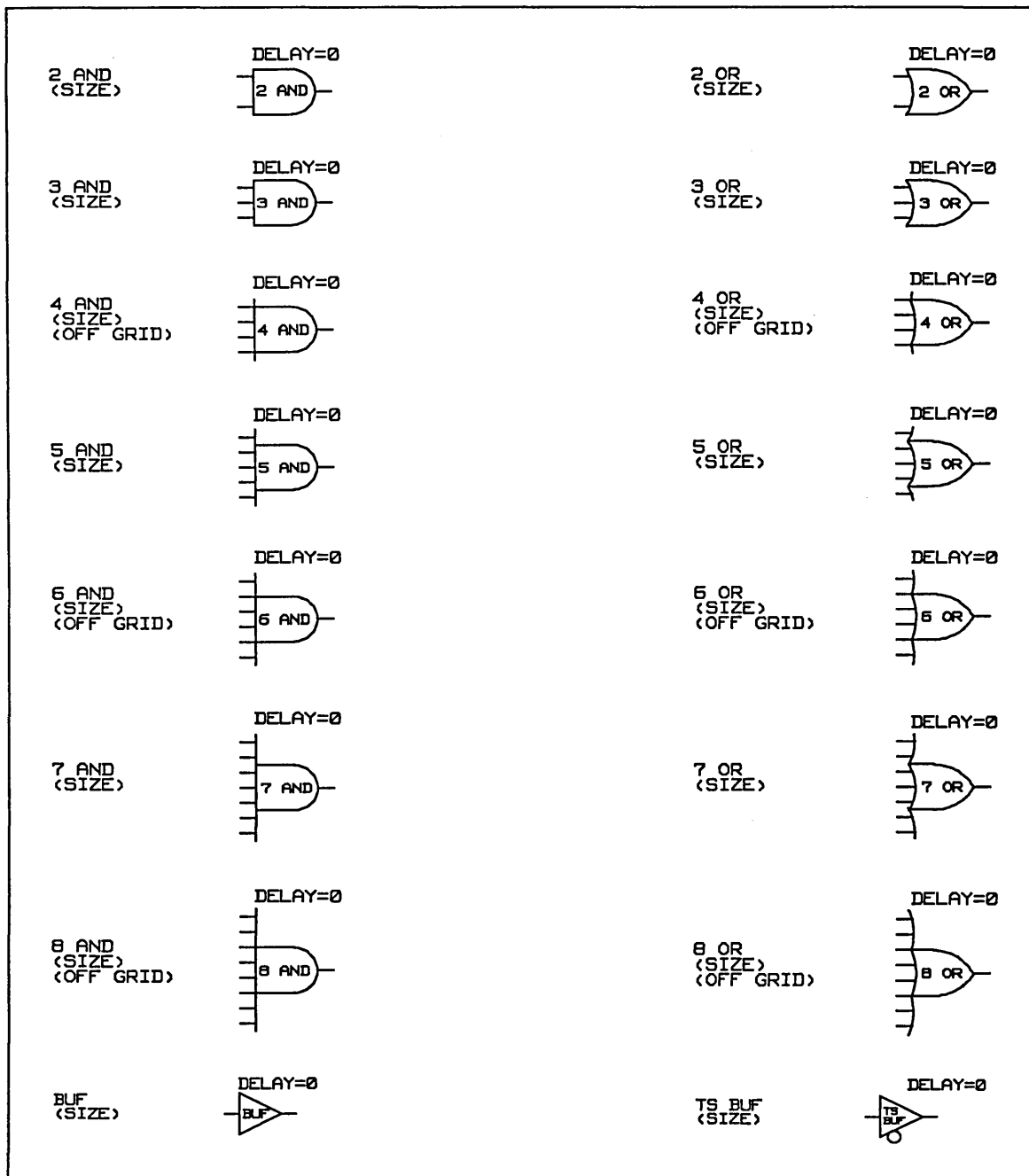
**MIN PULSE WIDTH**

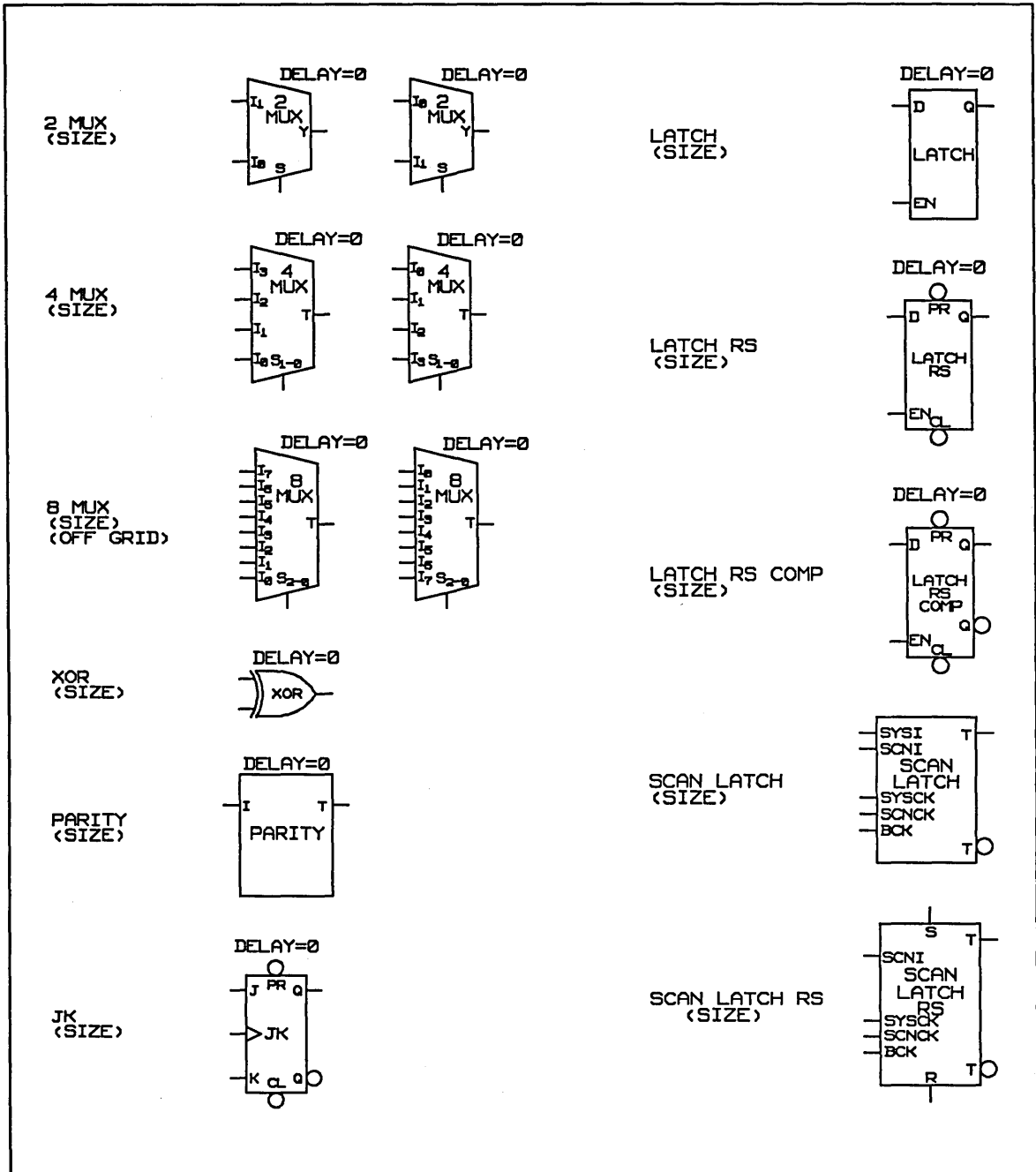
SIZE-wide minimum pulse width checker

**MISCELLANEOUS**

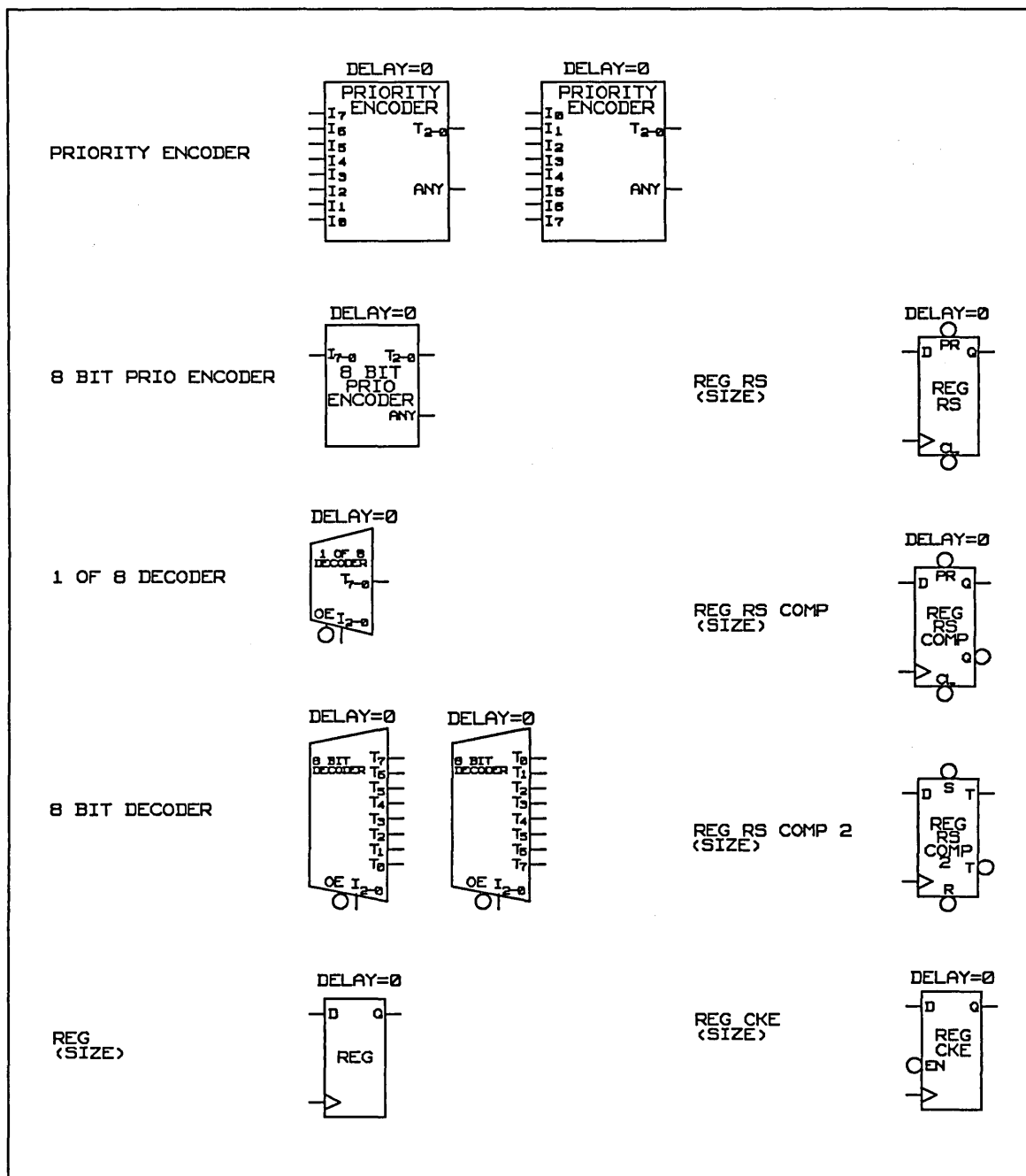
The following primitives are also available:

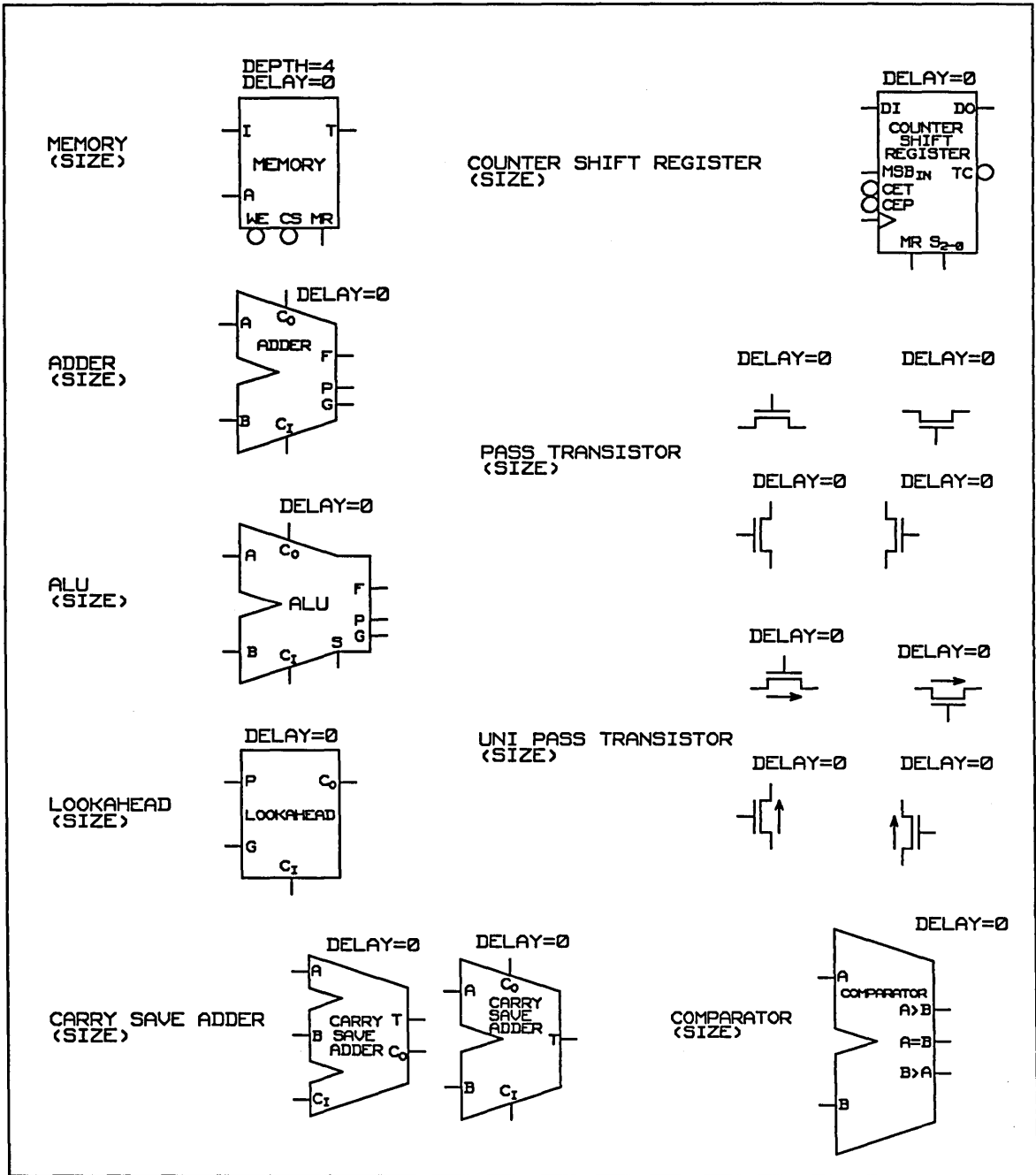
**1 OF 8 DECODER  
8-BIT DECODER  
PRIORITY ENCODER  
8-BIT PRIO ENCODER  
ALU  
ADDER  
CARRY SAVE ADDER  
COMPARATOR  
LOOKAHEAD  
MEMORY  
PARITY**

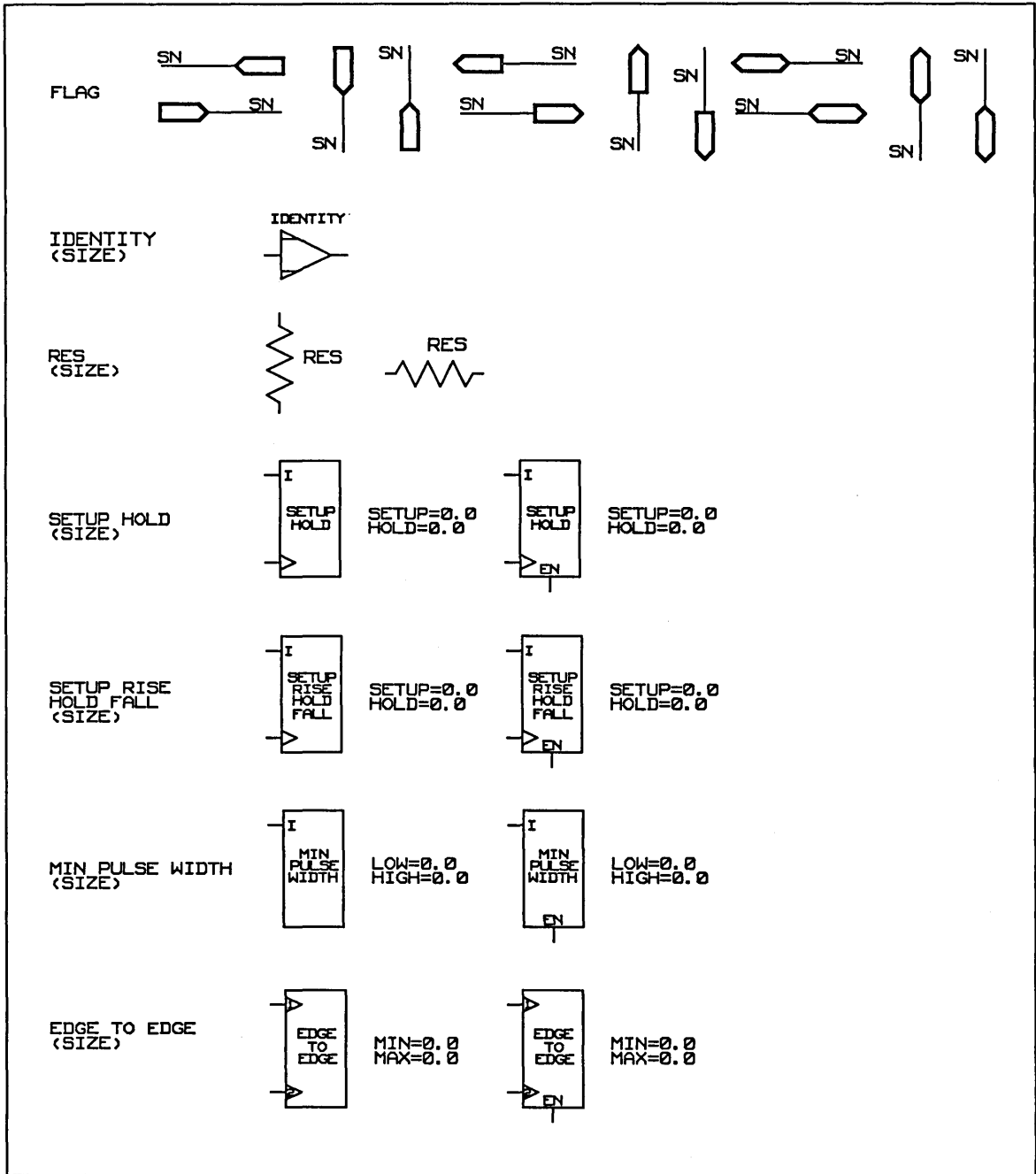
















## *The TUTORIAL Library*

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**T**he TUTORIAL Library requires 115 Kbytes of disk storage. This library is included for use with the SCALD tutorials (Tutorial I and Tutorial II) for the various platforms.

Tutorial I is a step-by-step guide to the Graphics Editor, the Compiler, and the Packager; Tutorial II is a guide to the Simulator and Timing Verifier analysis tools and to the structured and hierarchical design methodologies.

The release level of the TUTORIAL Library is 9.0.

The Tutorial Library is based on the LSTTL library and contains body drawings and physical, timing, and simulation models for the following six components:

**INV**

Hex inverter

**2AND**

Quad 2-input AND

**2OR**

Quad 2-input OR

**EXOR**

Quad 2-input exclusive-OR

**ADDER**

4-bit binary full-adders

**DFF**

Octal D-type flip-flops with enable

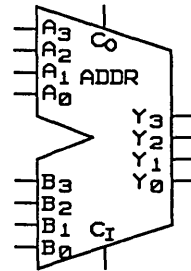
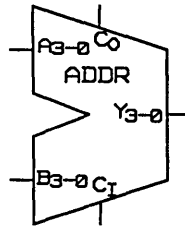
2and  
(size)



2or  
(size)



addr



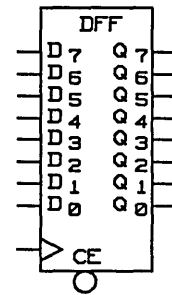
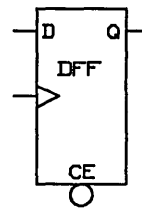
exor  
(size)



inv  
(size)

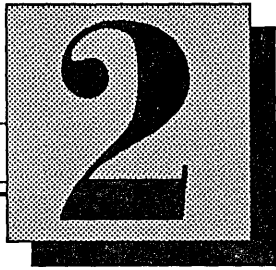


dff  
(size)









## 74 Series Libraries

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**T**his section describes the individual libraries that make up the 74 series libraries. Note that both standard and ANSI body styles are available for all libraries and that the same components are available in each library. The body style selected is determined by the first library name encountered in the library search path or by the last **library** command.

### Contents

LSTTL/ANSI LSTTL Libraries .....	2-3
STTL/ANSI STTL Libraries .....	2-69
ASTTL/ANSI ASTTL Libraries .....	2-91
ALSTTL/ANSI ALSTTL Libraries .....	2-119
HCMOS/ANSI HCMOS Libraries .....	2-153
FAST/ANSI FAST Libraries .....	2-201
TTL/ANSI TTL Libraries .....	2-267
FACT Library .....	2-293
RCACMOS Library .....	2-309





## *The LSTTL and ANSI LSTTL Libraries*

**T**he LSTTL Library requires approximately 8837 Kbytes of disk storage, and the ANSI LSTTL Library requires approximately 8746 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*lsttl.lib* or *a74lsttl.lib*).

The release level of the LSTTL and ANSI LSTTL Libraries is 9.0.

	Each library contains body drawings and physical, timing, and simulation models for the following 219 components:
LS00	Quad 2-input NAND
LS01	Quad 2-input open-collector NAND
LS02	Quad 2-input NOR
LS03	Quad 2-input open-collector NAND
LS04	Hex inverter
LS05	Hex open-collector inverter
LS08	Quad 2-input AND
LS09	Quad 2-input open-collector AND
LS10	Triple 3-input NAND
LS11	Triple 3-input AND
LS12	Triple 3-input open-collector NAND
LS13	Dual 4-input NAND Schmitt trigger
LS14	Hex Schmitt-trigger inverter
LS15	Triple 3-input open-collector AND
LS18	Schmitt-trigger positive-NAND gate with totem-pole outputs
LS19	Schmitt-trigger inverter with totem-pole outputs
LS20	Dual 4-input NAND
LS21	Dual 4-input AND
LS22	Dual 4-input open-collector NAND
LS24	Quad 2-input Schmitt-trigger NAND
LS26	Quad 2-input NAND
LS27	Triple 3-input NOR
LS28	Quad 2-input NOR
LS30	8-input NAND
LS31	Delay element

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LS32	Quad 2-input OR
LS33	Quad 2-input NOR
LS37	Quad 2-input NAND buffer
LS38	Quad 2-input open-collector NAND buffer
LS40	Dual 4-input NAND
LS42	4-to-10-line decoder
LS47	BCD-to-7-segment decoder/driver
LS48	BCD-to-7-segment decoder/driver
LS51	2-wide 3-input, 2-wide 2-input AND-OR-invert
LS54	4-wide AND-OR-invert
LS55	2-wide 4-input AND-OR-invert
LS73	Dual JK flip-flops with clear
LS74	Dual positive-edge-triggered D flip-flop
LS75	4-bit bistable latch
LS76	Dual JK flip-flop with preset and clear
LS78	Dual JK flip-flop with common clock and clear
LS83	4-bit binary full-adders with fast carry
LS85	4-bit magnitude comparator
LS86	Quad 2-input exclusive-OR
LS90	Decade counter
LS91	8-bit shift register
LS92	4-bit divide-by-12 counter
LS93	4-bit binary counter
LS95	4-bit shift register
LS96	5-bit shift register

LS107	Dual JK flip-flops with clear
LS109	Dual JKbar positive-edge-triggered flip-flop
LS112	Dual JK negative-edge-triggered flip-flop
LS113	Dual JK negative-edge-triggered flip-flop with preset
LS114	Dual JK negative-edge-triggered flip-flop with preset, common clear, and clock
LS122	Retriggerable monostable multivibrator with clear
LS123	Dual retriggerable monostable multivibrators with clear
LS125	Quad bus buffers with three-state outputs
LS126	Quad bus buffers with three-state outputs
LS132	Quad 2-input positive-NAND Schmitt triggers
LS133	13-input positive-NAND gate
LS136	Quad 2-input exclusive-OR
LS137	3-to-8 line decoders/multiplexers with address latch
LS138	3-to-8 line decoders/multiplexers
LS139	Dual 2-to-4 line decoders/multiplexers
LS145	BCD-to-decimal decoders/drivers for lamps, relays, MOS
LS147	10-line decimal to 4-line BCD priority encoder
LS148	8-line to 3-line octal priority encoder
LS151	1-of-8 data selectors/multiplexers
LS152	1-of-8 data selectors/multiplexers

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LS153	Dual 4-to-1-line data multiplexer
LS154	4-to-16 line decoders/demultiplexers
LS155	Decoder/demultiplexer
LS156	Decoder/demultiplexer
LS157	Quad 2-to-1-line non-inverting multiplexer
LS158	Quad 2-to-1-line inverting data multiplexer
LS160	4-bit synchronous decade counters with direct clear
LS161	4-bit synchronous binary counters with direct clear
LS162	4-bit synchronous decade counters with synchronous clear
LS163	4-bit synchronous binary counters with synchronous clear
LS164	8-bit parallel output serial shift register
LS165	Parallel-load 8-bit shift registers
LS166	8-bit shift registers
LS169	4-bit synchronous binary up/down counters
LS170	4 by 4 register files
LS173	4-bit D-type registers with 3-state outputs
LS174	Hex D-type flip-flops
LS175	Quad D-type flip-flops
LS181	Arithmetic logic units/function generators
LS182	Look-ahead carry generators
LS183	Dual carry-save full adders
LS189	64-bit random-access memory
LS190	Synchronous BCD up/down counter
LS191	Synchronous binary up/down counter
LS192	Synchronous BCD up/down dual clock counters

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LS193	Synchronous binary up/down dual clock counters
LS194A	4-bit bidirectional shift register
LS195	4-bit parallel-access shift registers
LS196	Presetable decade/bi-quinary counters/latches
LS197	Presetable binary counters/latches
LS219	64-bit random access memory
LS221	Dual monostable multivibrators
LS222	16 x 4 asynchronous first-in first-out memories
LS224	64-bit FIFO memories
LS227	64-bit FIFO memories
LS228	64-bit FIFO memories
LS240	Octal inverting 3-state bus transceiver
LS241	Octal non-inverting 3-state bus transceiver
LS242	Quad inverting 3-state bus transceiver
LS243	Quad non-inverting 3-state bus transceiver
LS244	Octal non-inverting 3-state bus transceiver
LS245	Octal non-inverting 3-state bus transceiver
LS247	BCD-to-7-segment decoder/driver with ripple blanking
LS248	BCD-to-7-segment decoder/driver with internal pull-up
LS249	BCD-to-7-segment decoder/driver with open collector
LS251	3-state data multiplexer
LS253	Dual data selectors/multiplexers
LS257	Quad 3-state non-inverting data multiplexer
LS258	Quad 3-state inverting data multiplexer
LS259	8-bit addressable latches



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LS260	Dual 5-input NOR
LS261	2-bit by 4-bit parallel binary multiplier
LS266	Quad 2-input exclusive-NOR gates with open collector
LS273	Octal D-type flip-flops
LS279	Quad SR latches
LS280	9-bit odd/even parity generators/checkers
LS283	4-bit binary full adders
LS290	Decade counter
LS293	4-bit binary counter
LS295	4-bit bidirectional universal shift register
LS298	Quad 2-input multiplexers with storage
LS299	8-bit bidirectional 3-state shift/storage register
LS321	Crystal-controlled oscillator
LS322	8-bit shift register with sign extend
LS323	8-bit bidirectional universal shift/storage registers with 3-state outputs
LS347	BCD-to-7-segment decoder/driver with open collector
LS348	8-line to 3-line priority encoder
LS352	Dual 4-line to 1-line data selector/multiplexer
LS353	Dual 4-line to 1-line data selectors/multiplexers
LS354	8-line to 1-line data selector/multiplexer/transparent registers

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LS355	8-line to 1-line data selector/multiplexer/ transparent registers with open collectors
LS356	8-line to 1-line data selector/multiplexer/ edge-trigger registers
LS357	8-line to 1-line data selector/multiplexer/ edge-trigger registers with open collectors
LS363	Hex bus drivers
LS364	Hex bus drivers
LS365	Hex non-inverted 3-state bus drivers
LS366	Hex inverted 3-state bus drivers
LS367	Hex bus drivers
LS368	Hex bus drivers
LS373	Octal 3-state D-latch with common enable
LS374	Octal 3-state positive-edge-triggered D register
LS375	4-bit bistable latches
LS377	Octal D-type flip-flops with enable
LS378	Hex D-type flip-flops
LS379	Quad D-type flip-flops with enable
LS381	Arithmetic logic unit/function generator
LS382	Arithmetic logic unit/function generator
LS385	Quad serial adders/subtractors
LS386	Quad 2-input exclusive-OR gates
LS390	Dual decade counters
LS393	Dual 4-bit binary counters
LS395A	4-bit universal shift register
LS396	Octal storage register
LS398	Quad 2-input multiplexer with storage
LS399	Quad 2-input multiplexer with storage

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LS422	Retriggerable monostable multivibrators
LS423	Retriggerable monostable multivibrators
LS445	BCD-to-decimal decoder/driver
LS446	Quad bus transceivers with direction control
LS447	BCD-to-7-segment decoder/driver
LS448	Quad tridirectional bus transceivers with open collectors
LS449	Quad bus transceivers with direction control
LS465	Octal buffers with three-state outputs
LS466	Octal buffers with three-state outputs
LS467	Octal buffers with three-state outputs
LS468	Octal buffers with three-state outputs
LS490	Dual decade counters
LS533	8-bit latch with inverting outputs
LS534	8-bit register with inverting outputs
LS540	Octal buffers and line drivers with 3-state outputs
LS541	Octal buffers and line drivers with 3-state outputs
LS569	4-bit up/down counters with 3-state outputs
LS590	8-bit binary counters with output registers
LS591	8-bit binary counter with output registers with open collectors
LS592	8-bit binary counter with input registers
LS593	8-bit binary counter with input registers
LS595	8-bit shift register with output latches
LS596	8-bit shift register with output latches with open collectors
LS597	8-bit shift register with input latches
LS598	8-bit shift register with input latches

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LS604	Octal 3-state 2-input multiplexed register
LS605	Octal open collector 2-input multiplexed register
LS606	Octal 3-state 2-input multiplexed register
LS607	Octal open collector 2-input multiplexed register
LS620	Octal bus transceiver with 3-state outputs
LS621	Octal bus transceiver with open collector
LS622	Octal bus transceiver with open collector
LS623	Octal bus transceiver with 3-state outputs
LS624	Voltage-controlled oscillator
LS625	Voltage-controlled oscillator
LS626	Voltage-controlled oscillator
LS627	Voltage-controlled oscillator
LS628	Voltage-controlled oscillator
LS629	Dual voltage-controlled oscillator
LS640	Octal 3-state inverting bus transceiver
LS641	Octal open-collector non-inverting bus transceiver
LS642	Octal open collector inverting bus transceiver
LS645	Octal 3-state non-inverting bus transceiver
LS652	Octal 3-state bus transceiver and register
LS668	Synchronous 4-bit up/down counters
LS669	Synchronous 4-bit up/down counters
LS670	4 x 4 register files with 3-state outputs
LS671	4-bit 3-state universal shift register/latch
LS672	4-bit 3-state universal shift register/latch
LS674	16-bit shift registers

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LS684	8-bit magnitude comparators
LS693	Synchronous counters with output registers and multiplexed 3-state outputs
LS699	Synchronous up/down counters with output registers and multiplexed 3-state outputs
LS793	8-bit latch/register with readback

## Application Notes

### Monostable Multivibrators

The LS122, LS123, LS221, LS422, and LS423 models fully support the simulation and timing behavior of a retrigerrable multivibrator – infinite retrigerring edges and external resettability at any time.

To use the simulation model, logic initialization or initial depositing of the same value (either 0 or 1) to internal signals D0 and D1 must be performed.

To use the timing verification model, the following must be observed:

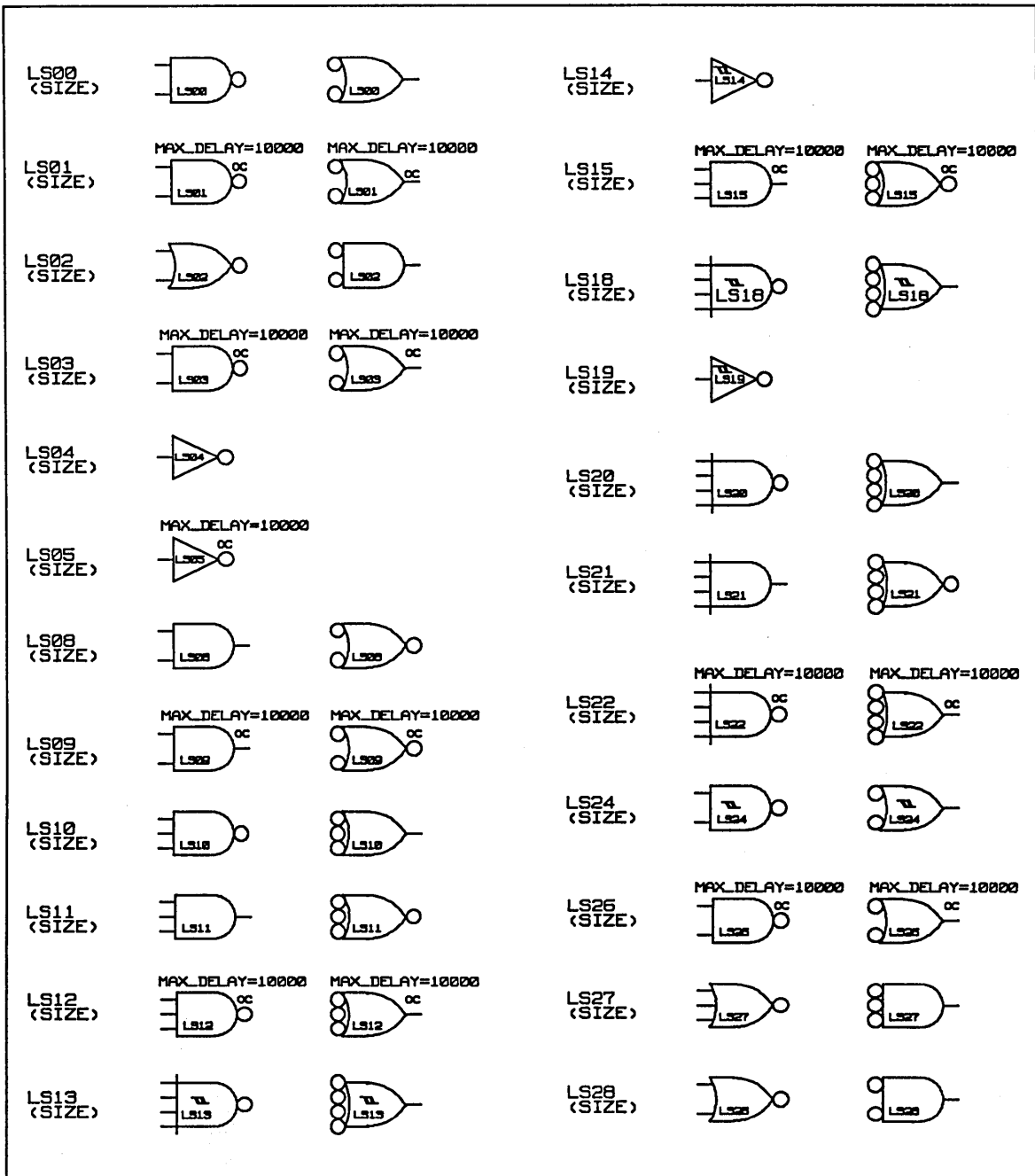
- The Timing Verifier's directives file (*verifier.cmd*) must include the directive:

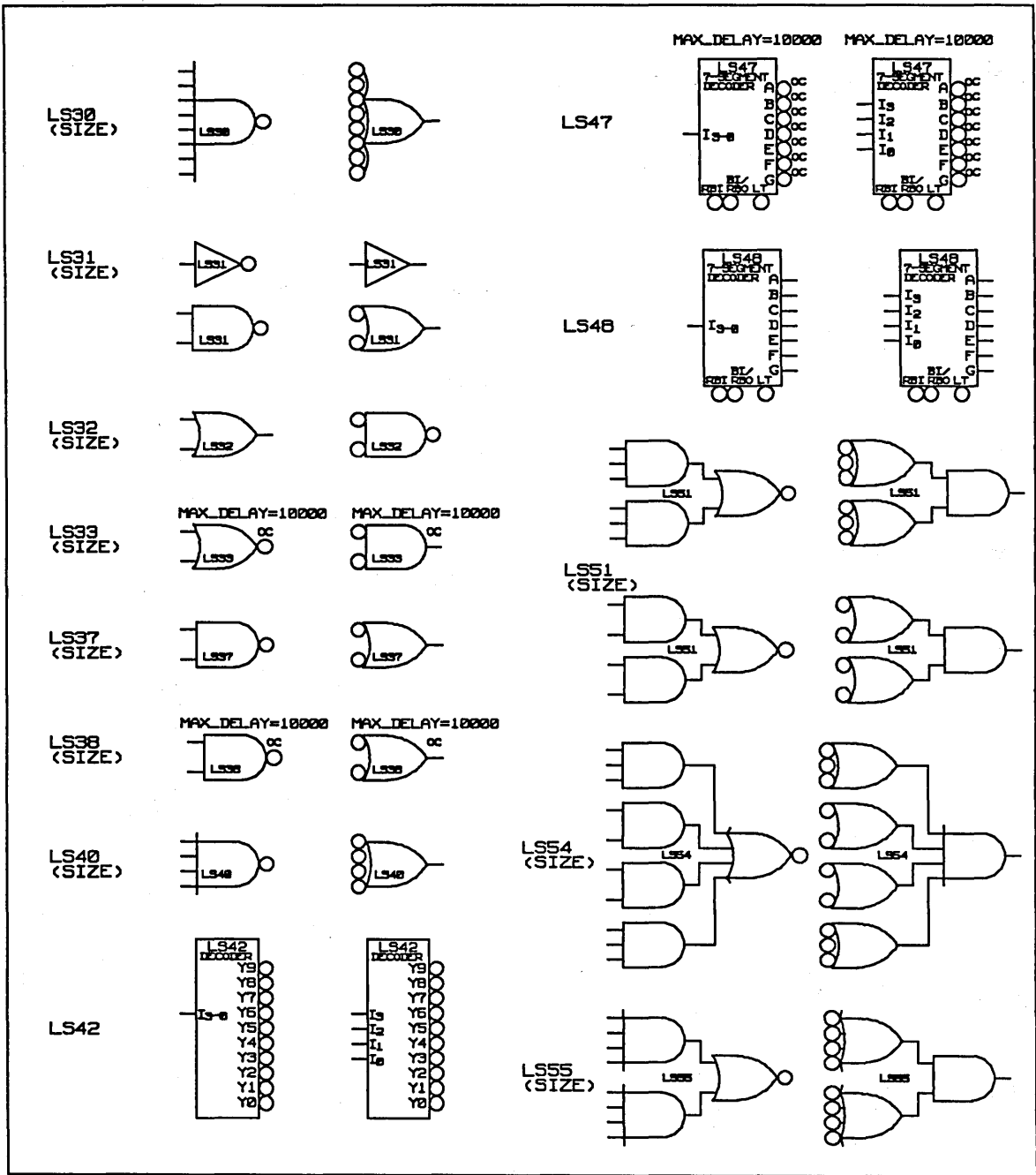
```
LATCH_ERR_MODEL CLOSED;
```

- The first trigger edge must occur after 'PULSE\_WIDTH' ns.
- The maximum trigger frequency is

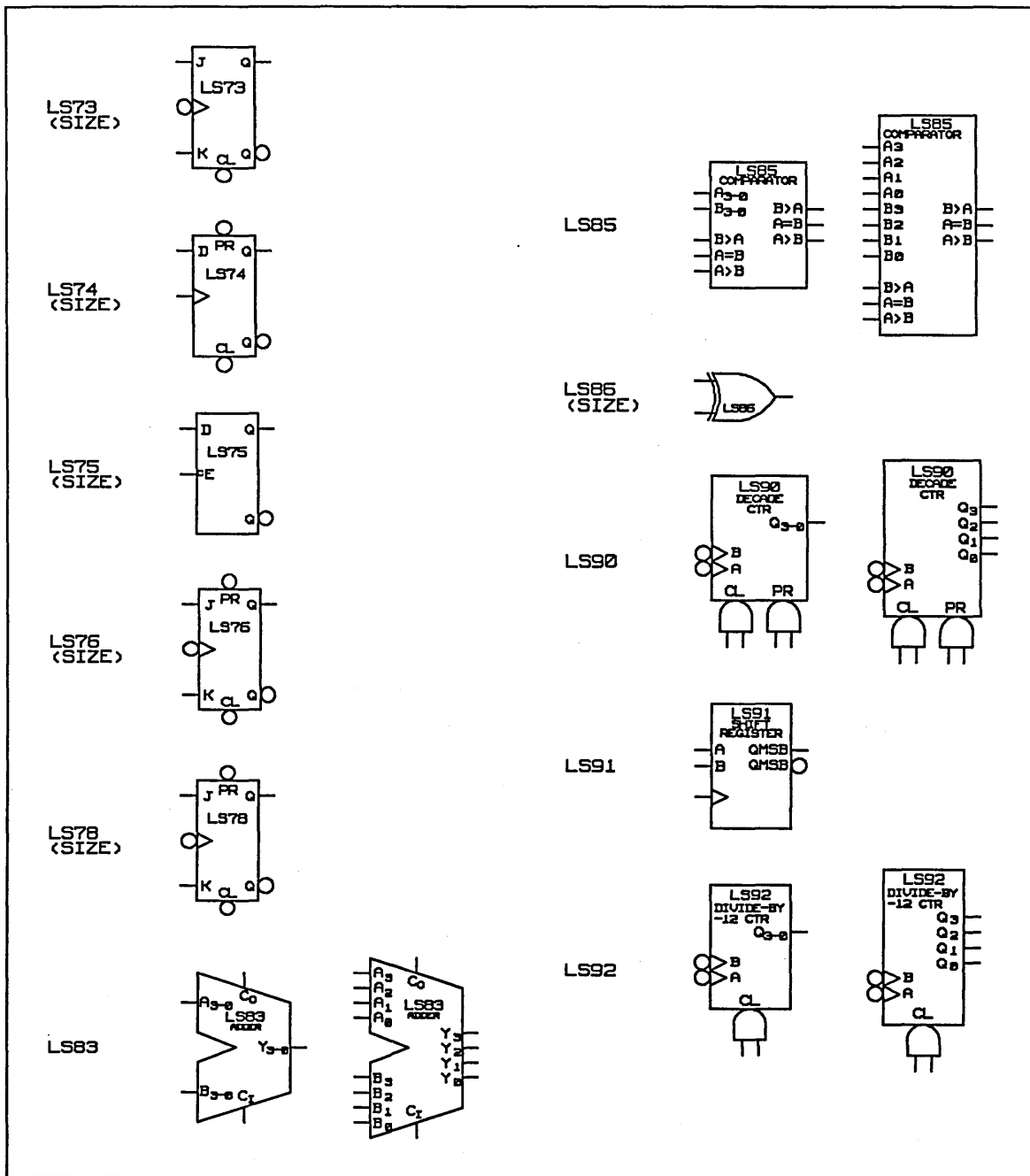
$$2 * \text{RETRIG\_DIV2} - 1$$

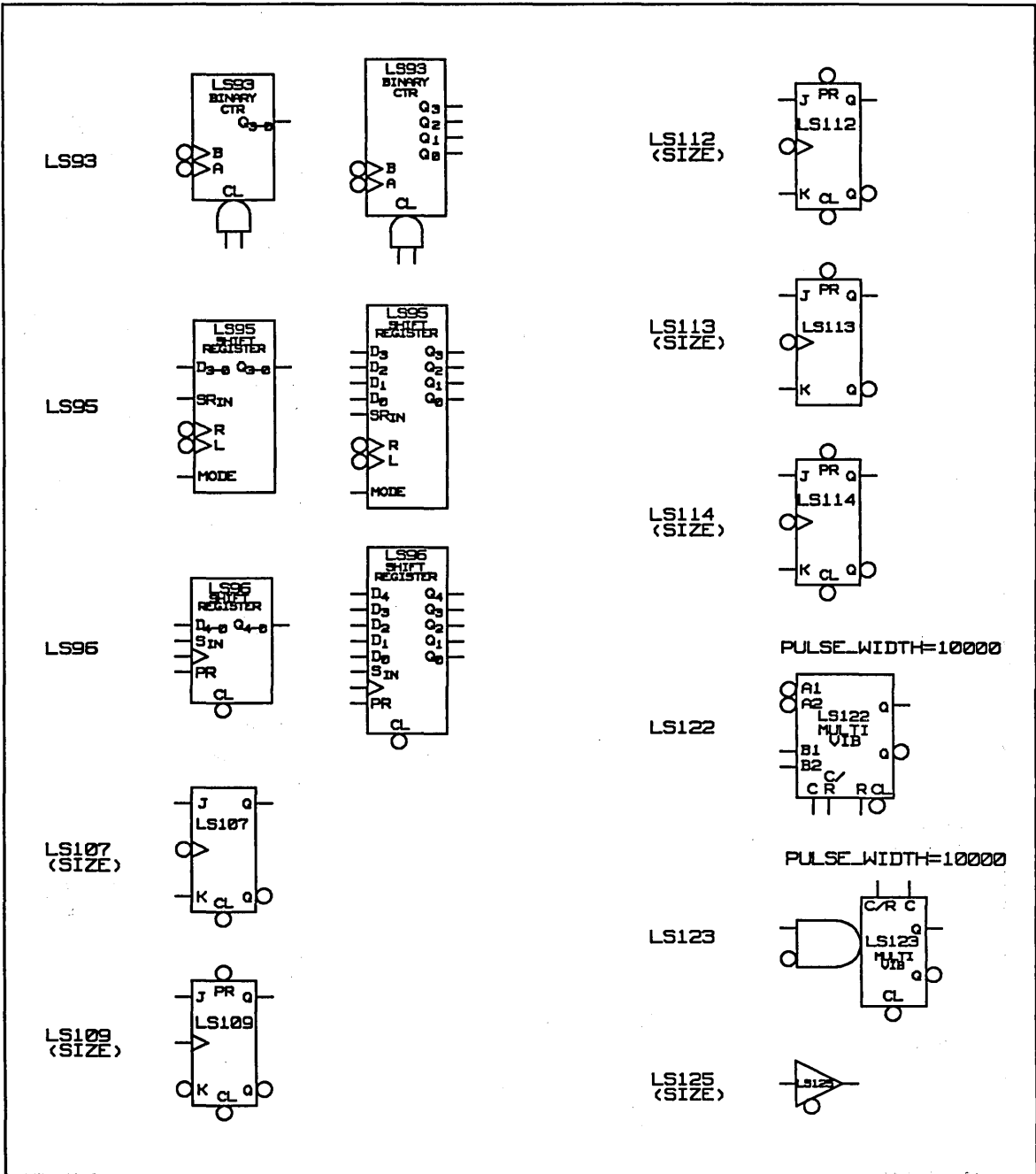
edges per 'PULSE\_WIDTH' ns. Since RETRIG\_DIV2 is defined to be 6 in the model,  $2*6-1=11$  clock edges are permitted in any 'PULSE\_WIDTH' ns interval. If an application requires a greater trigger frequency, RETRIG\_DIV2 must be redefined in the model.

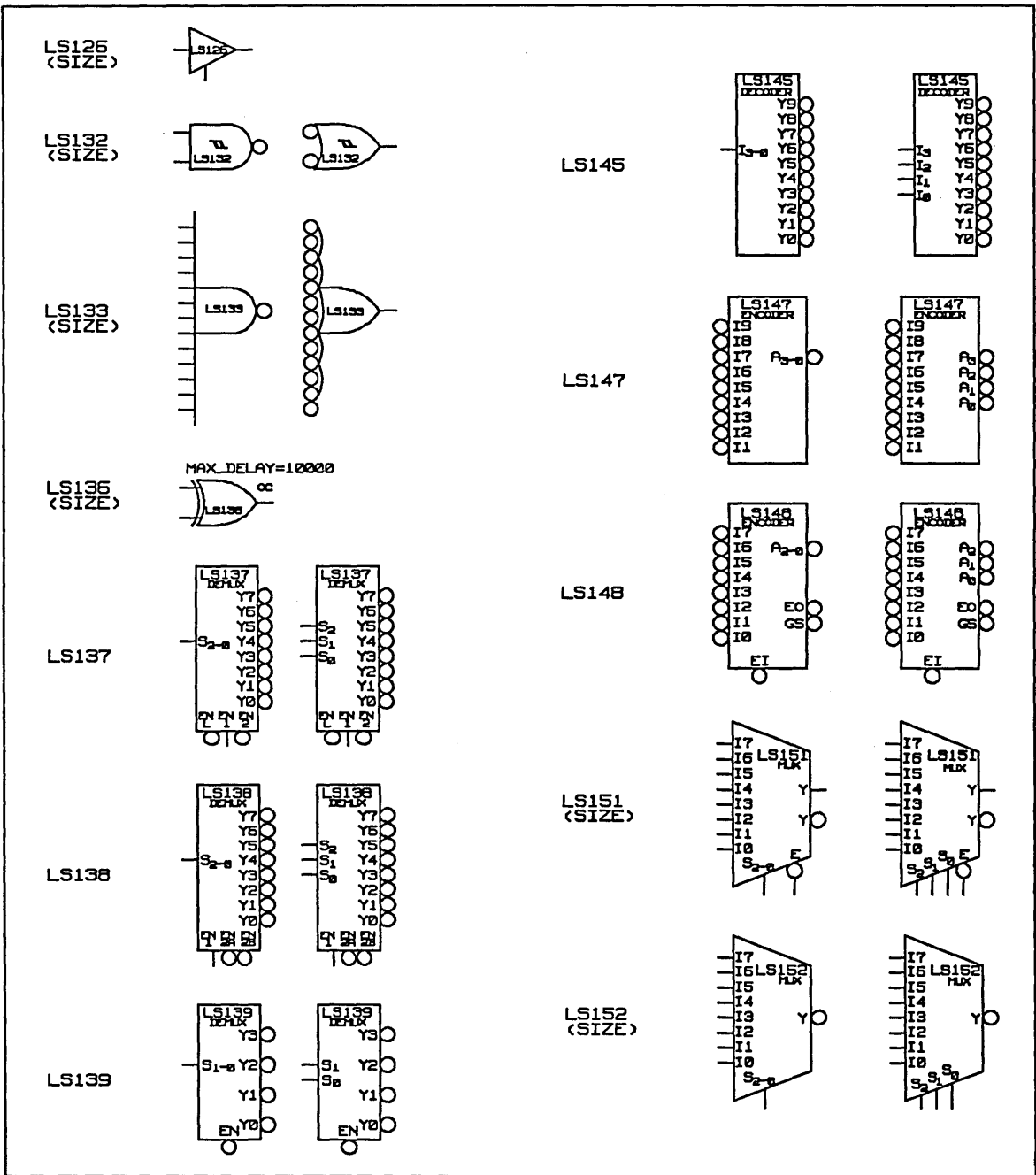


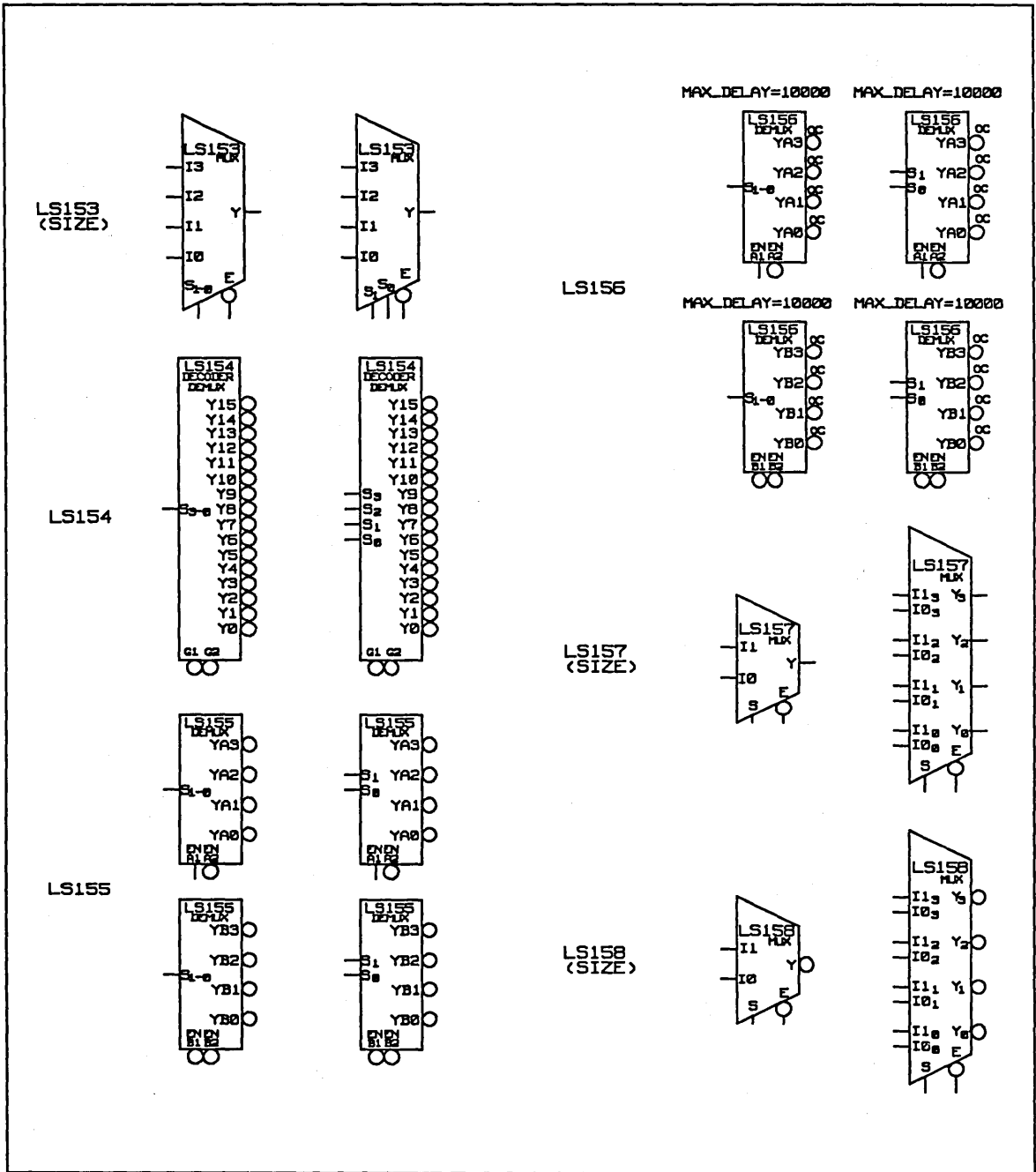


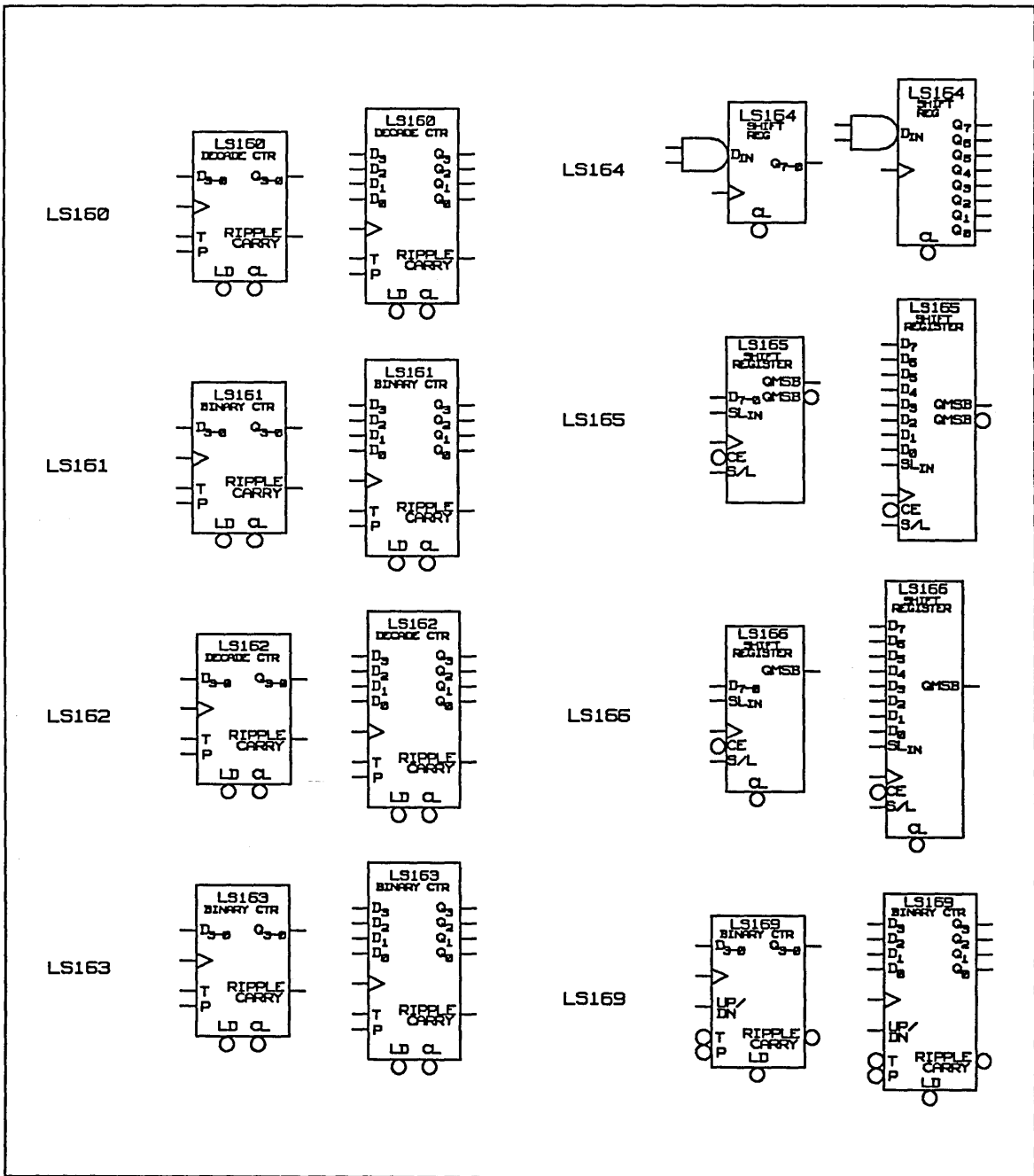


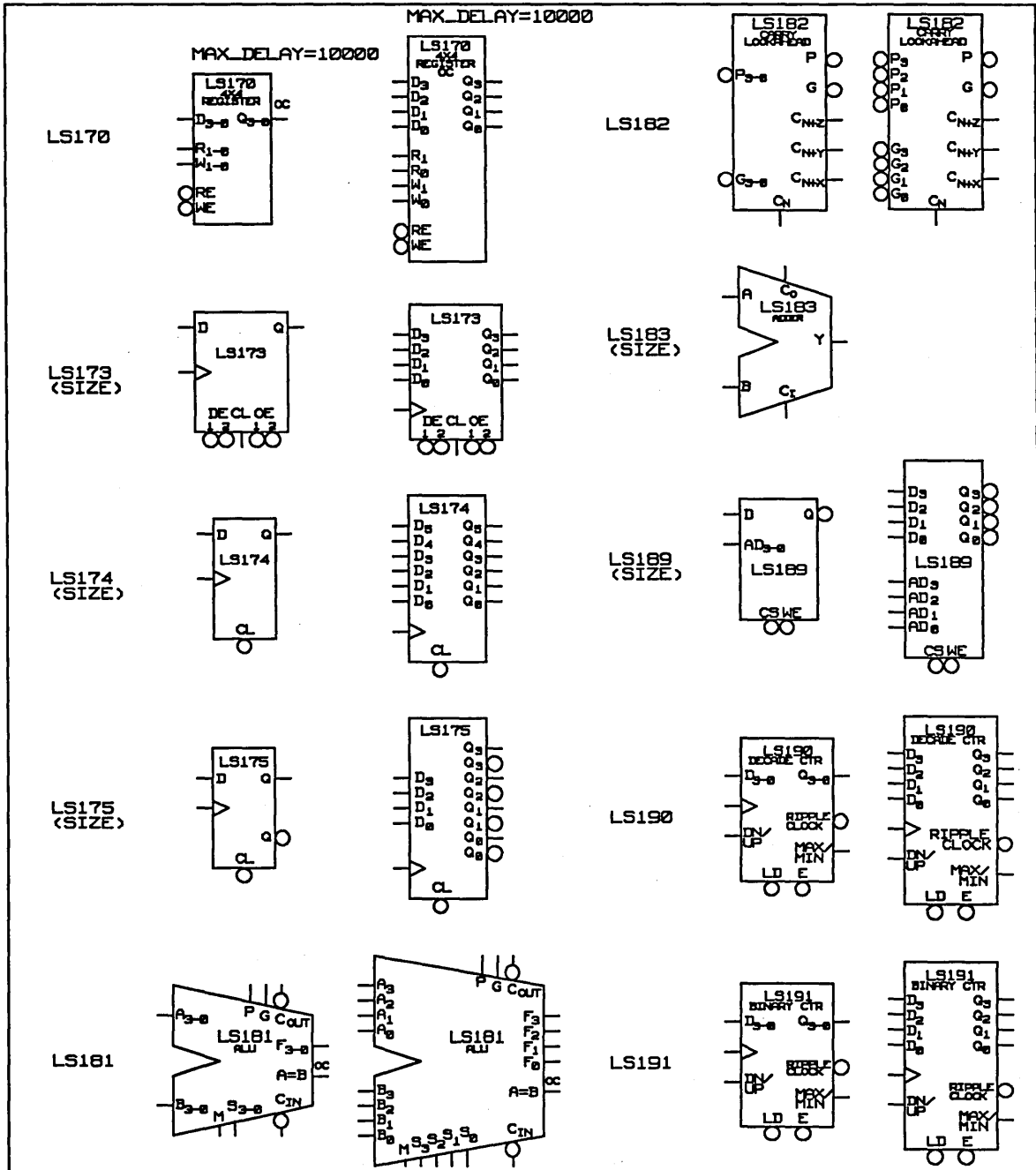


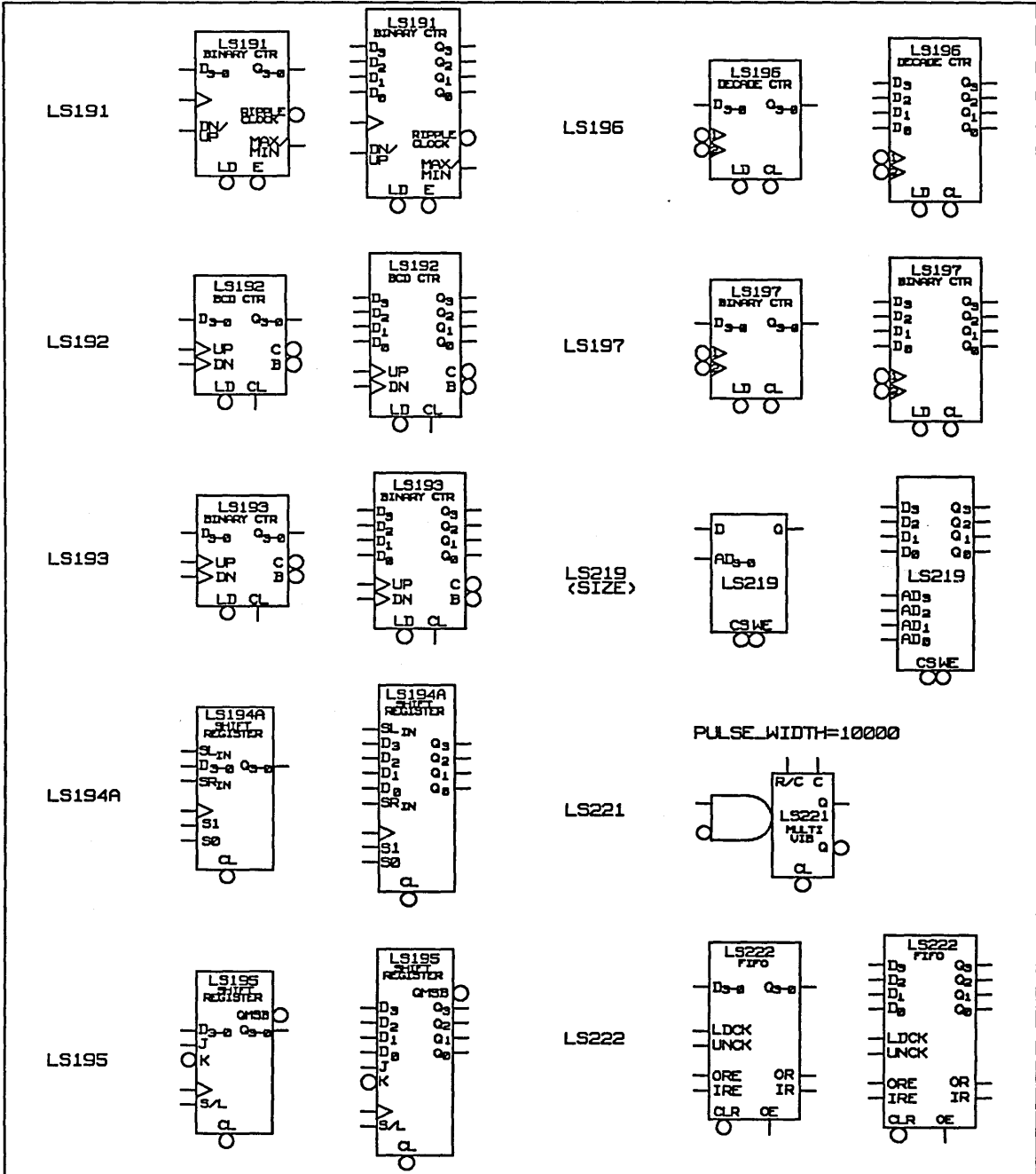


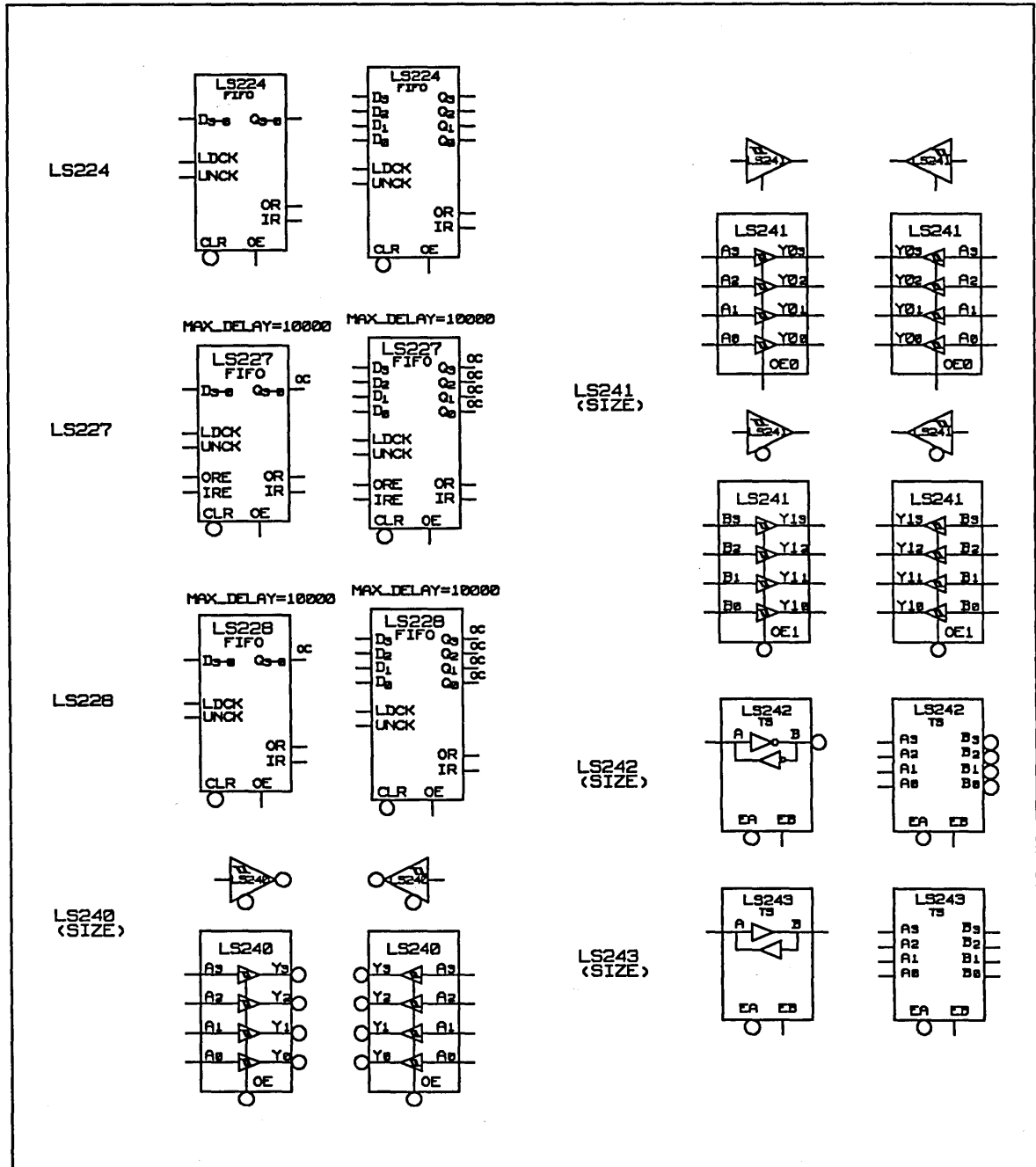




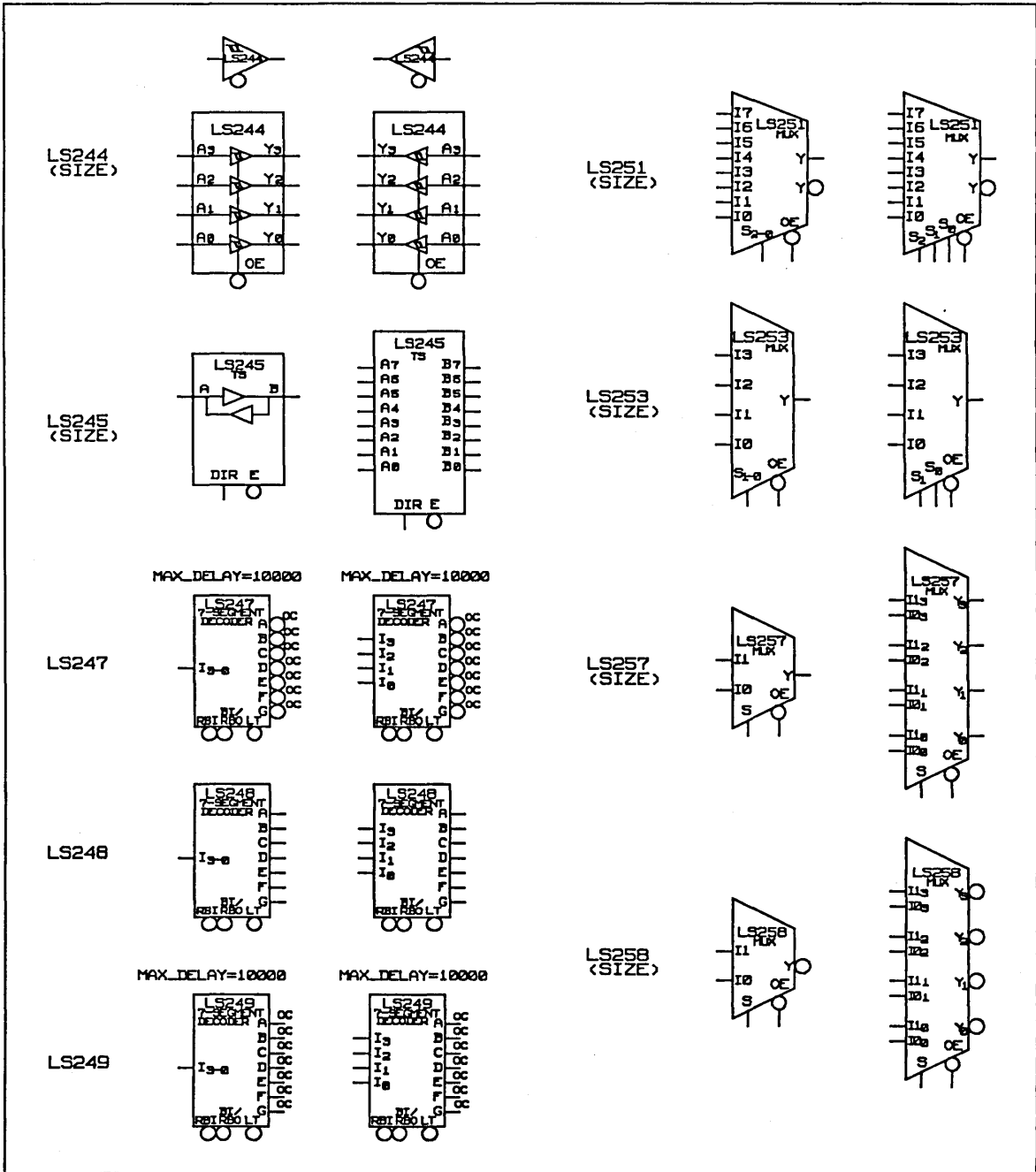


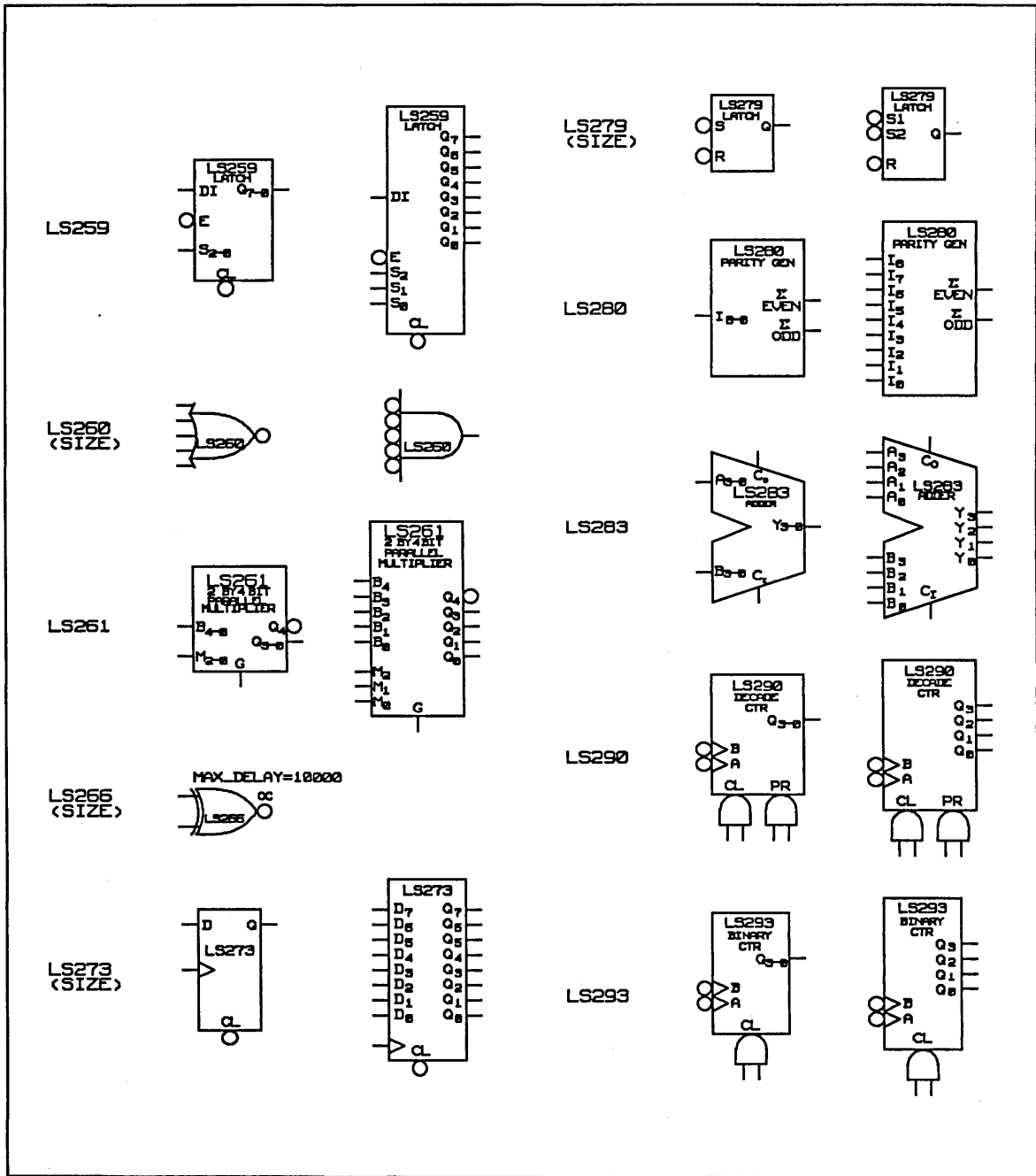


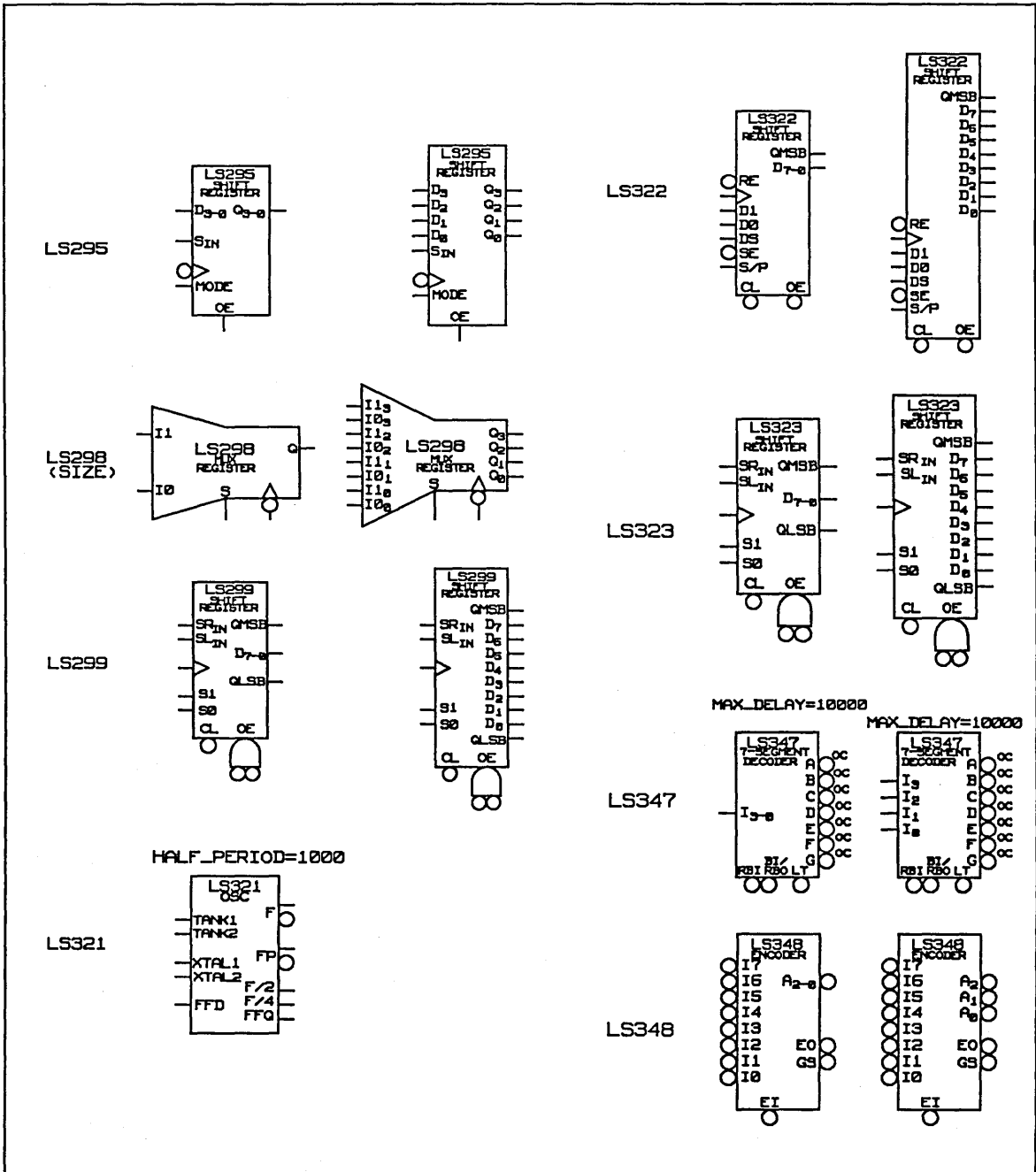


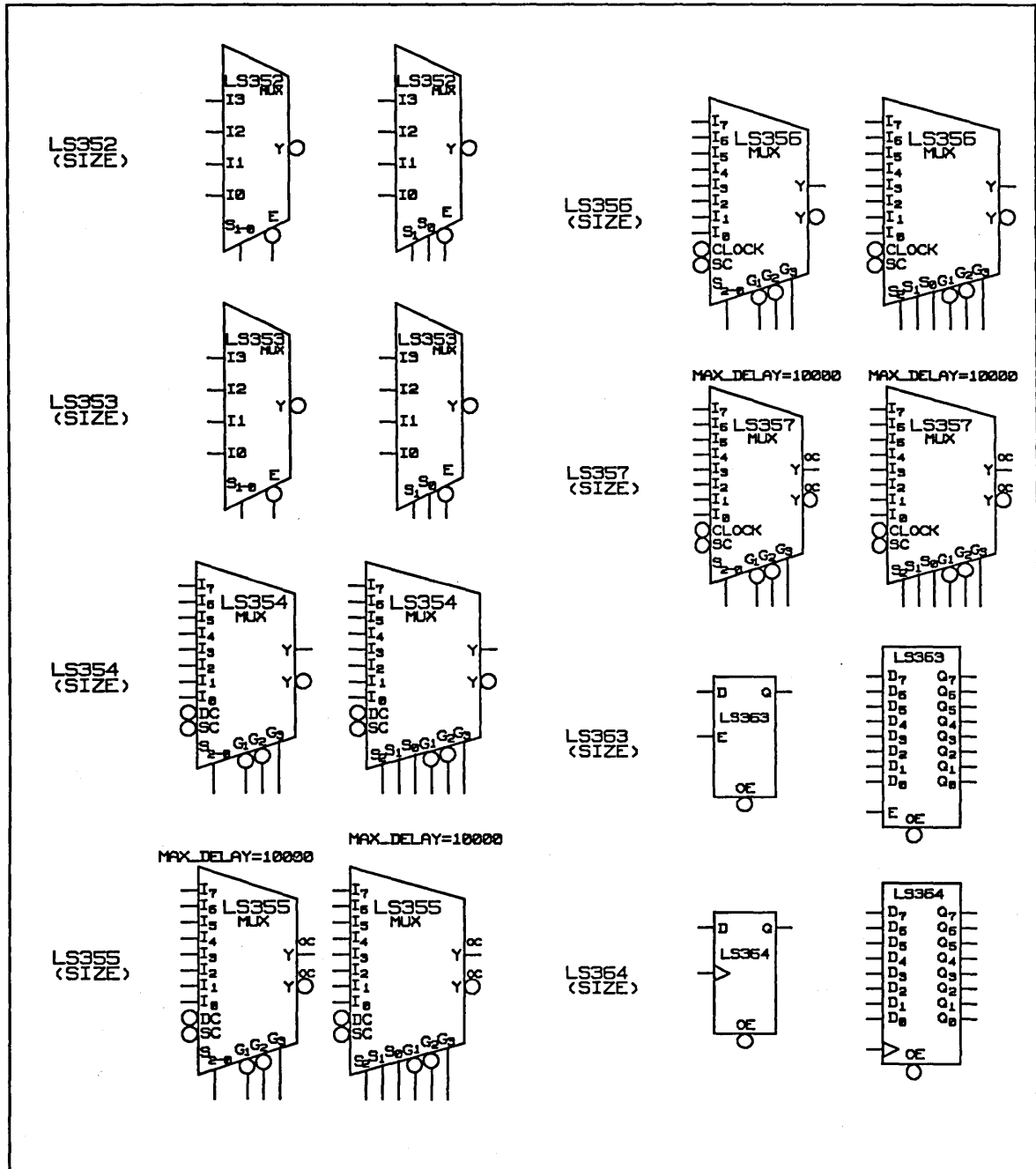


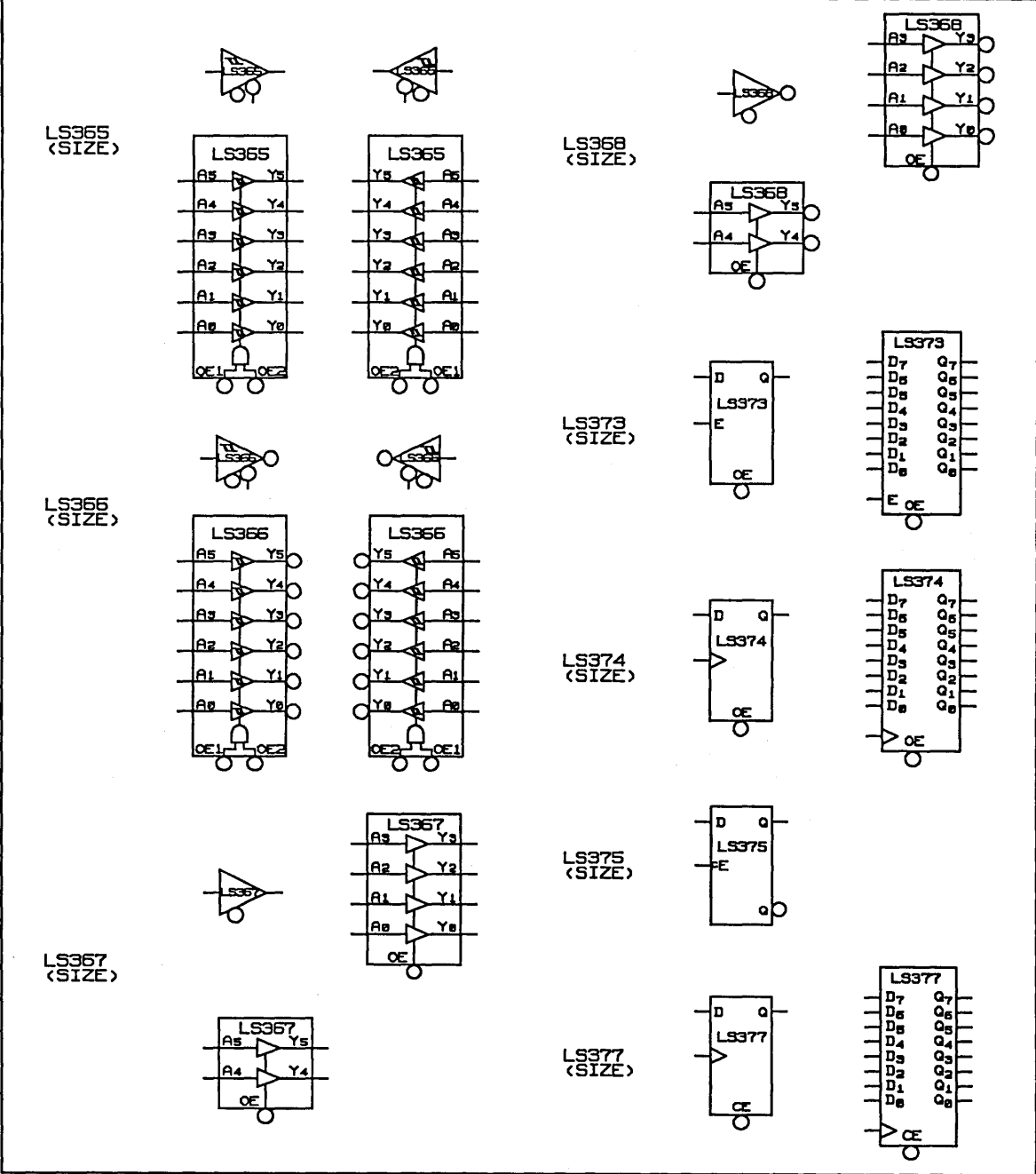


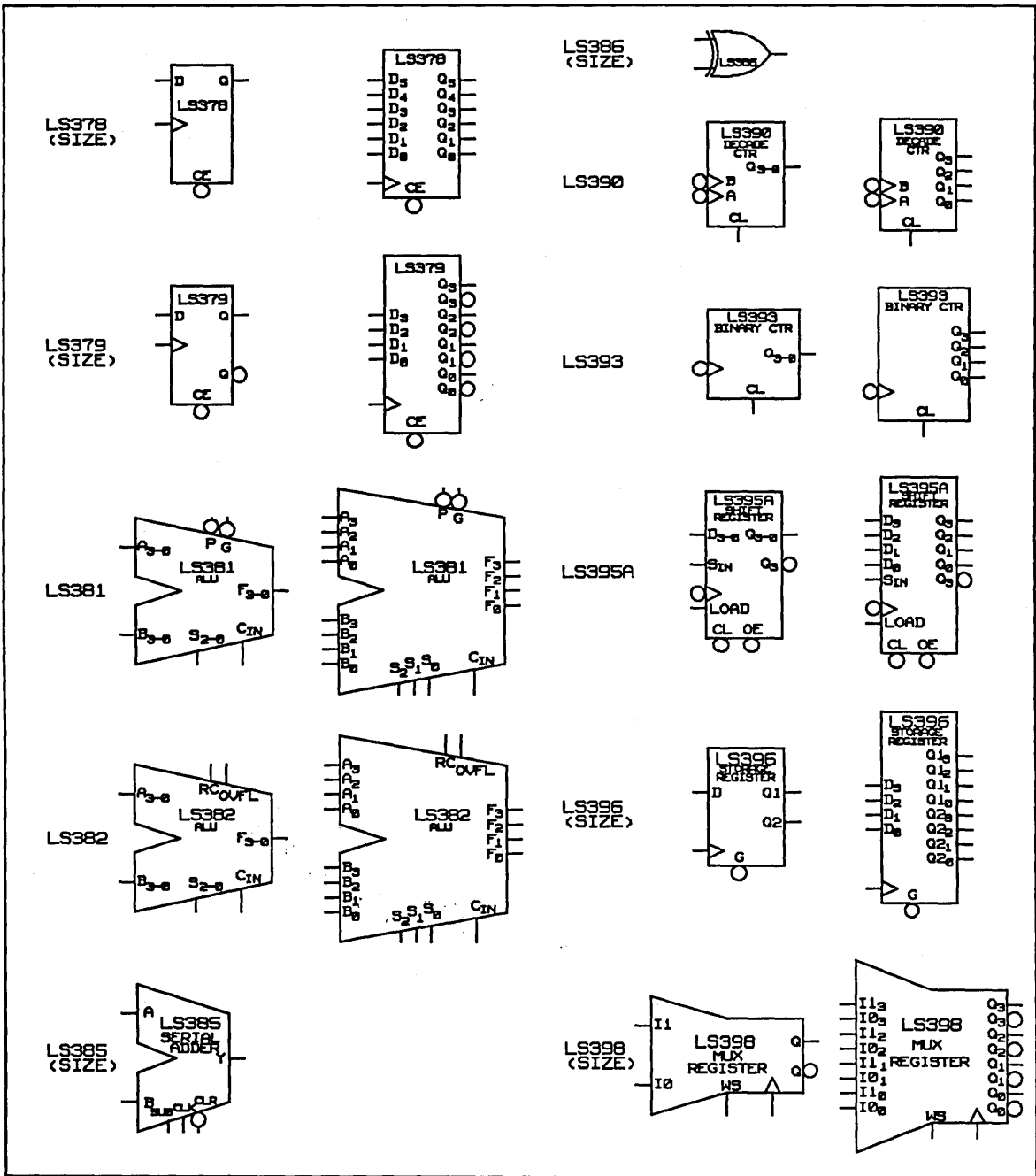


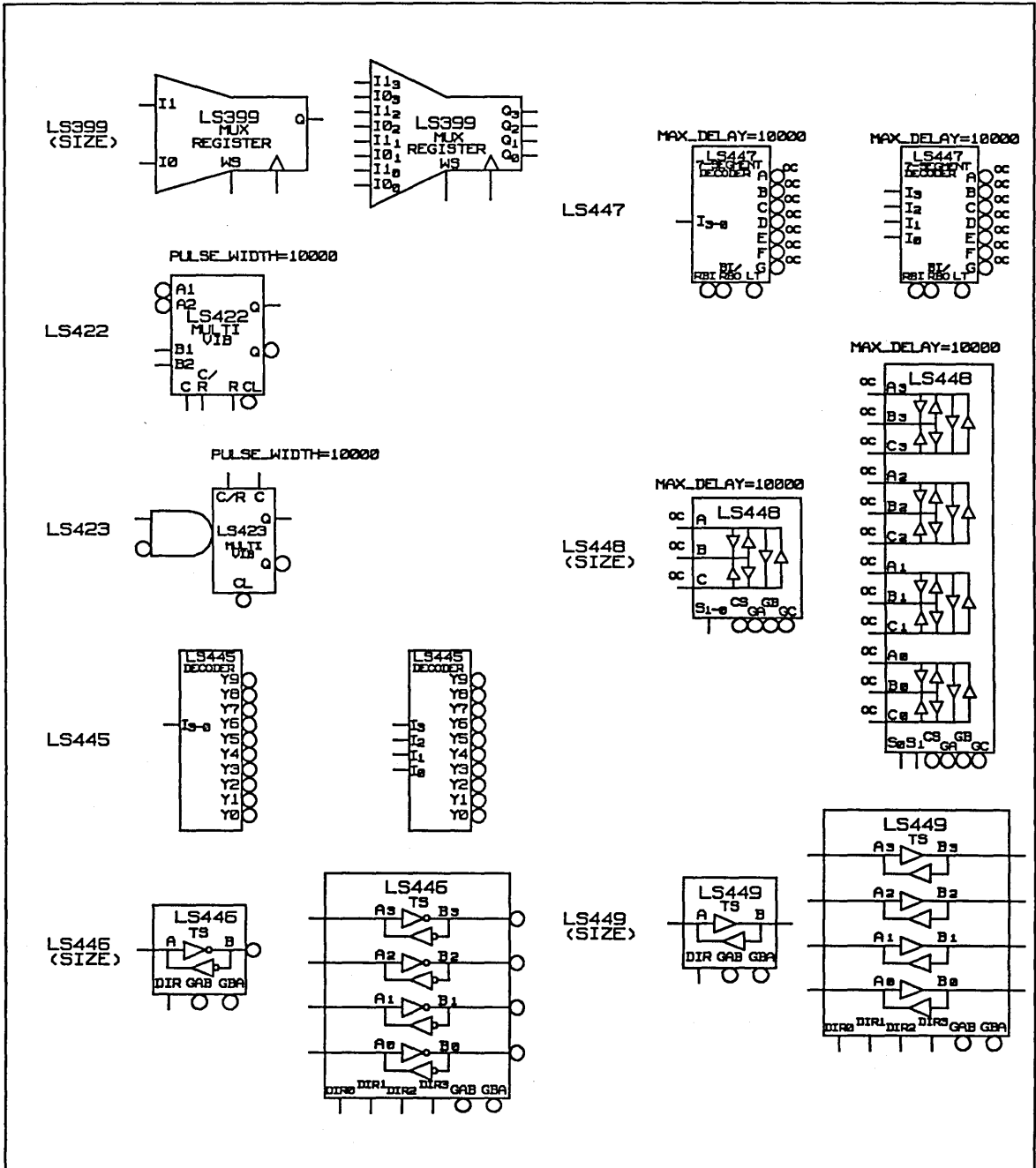


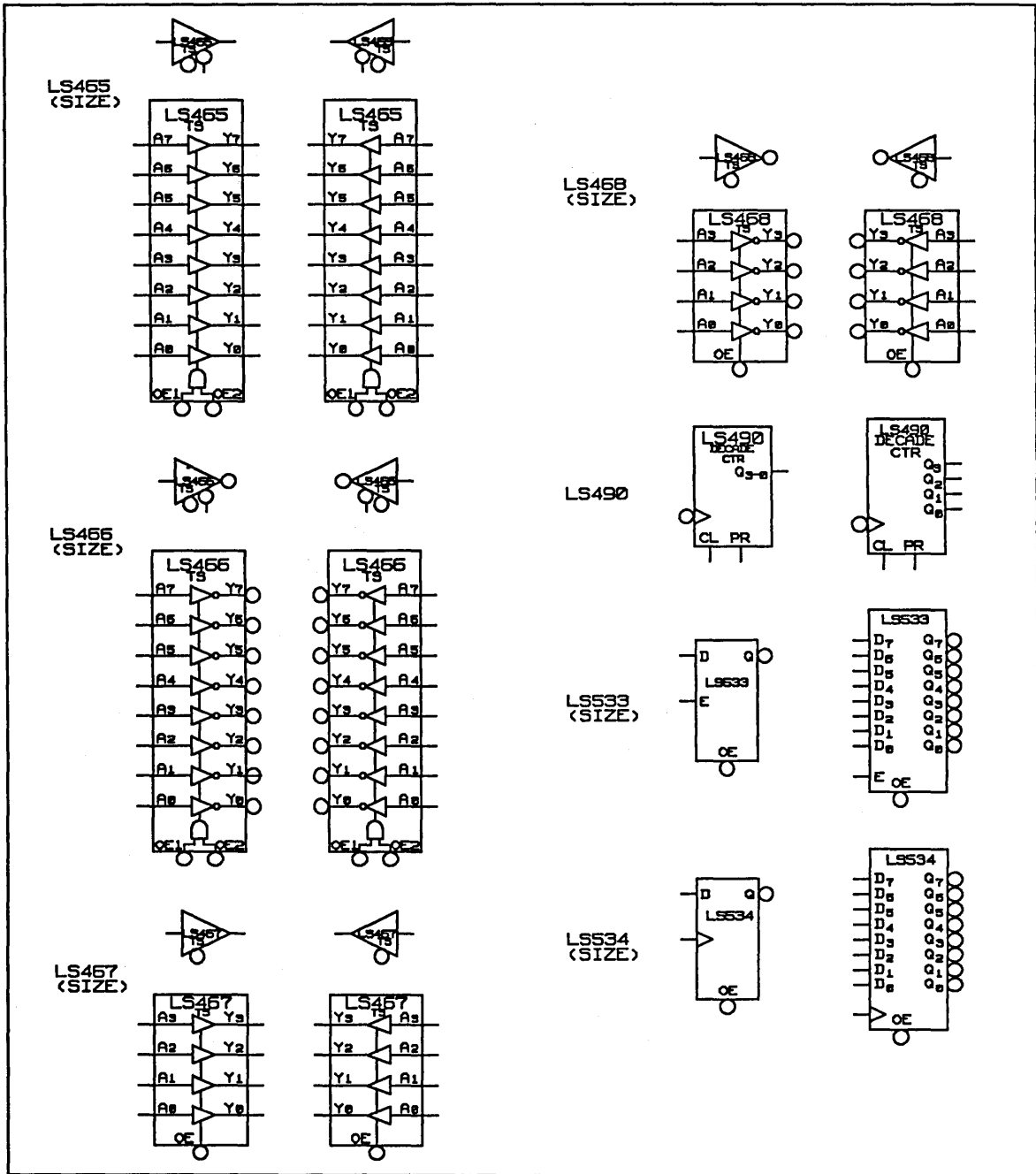




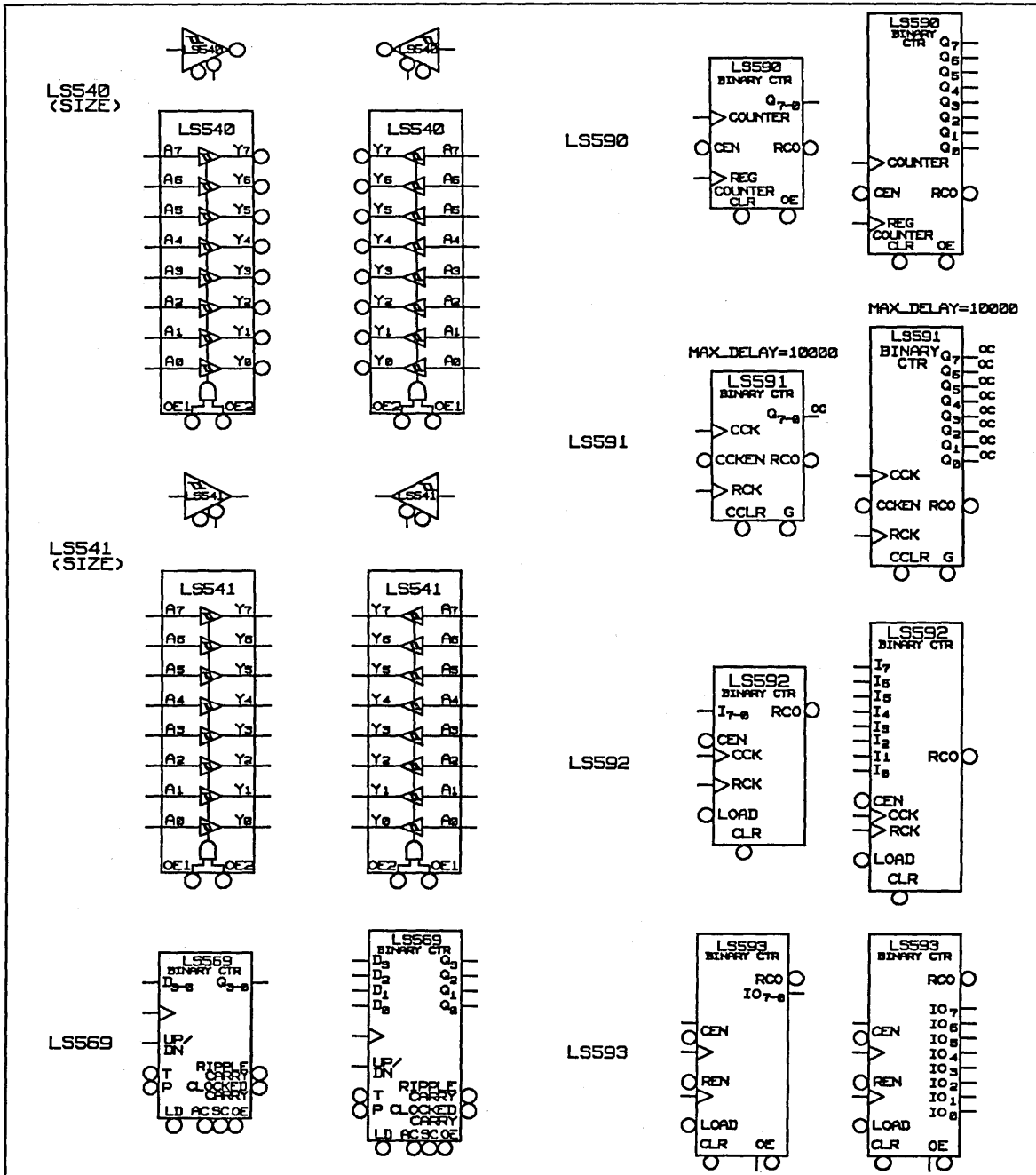


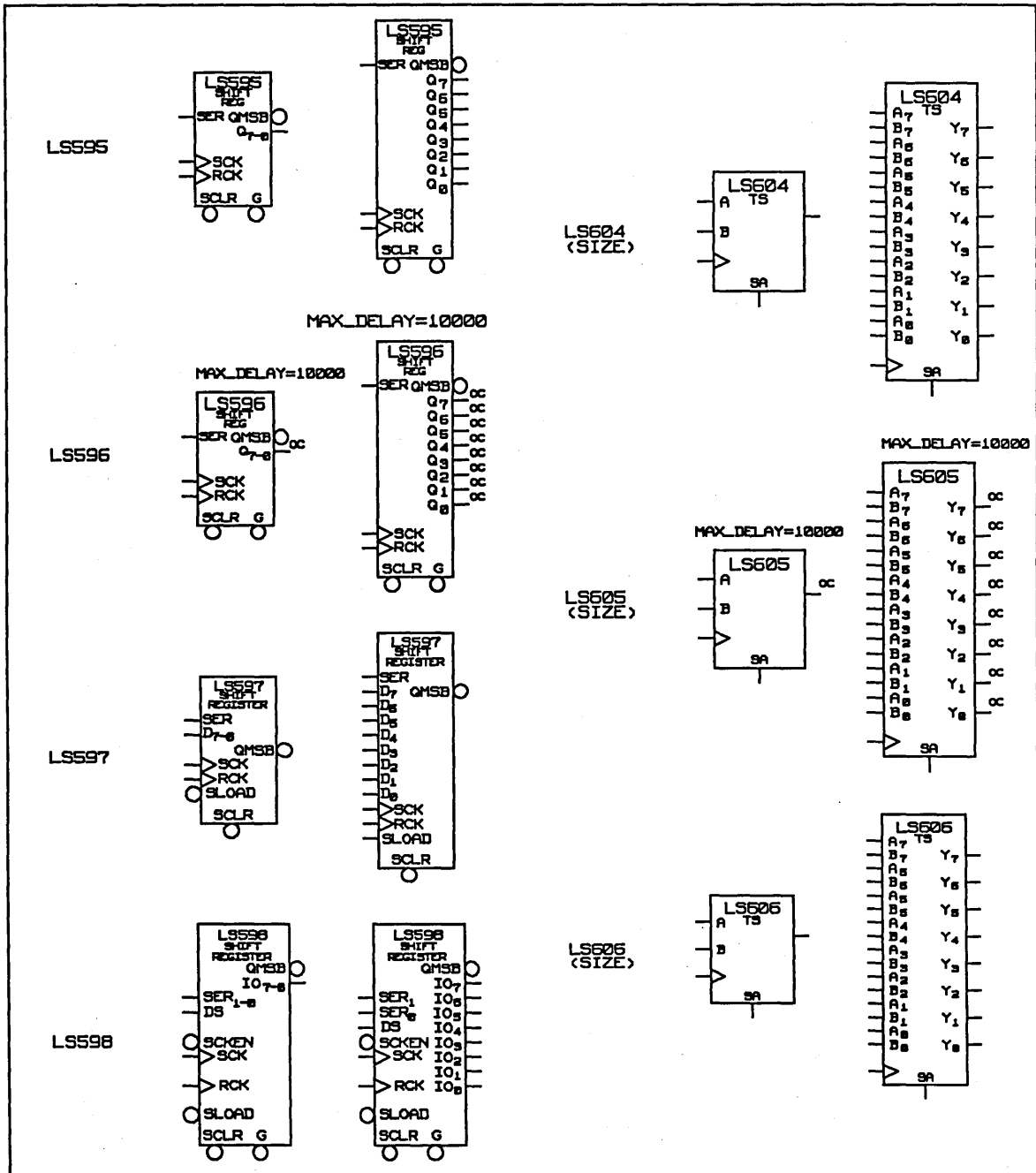




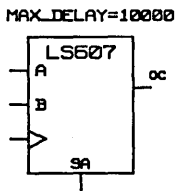




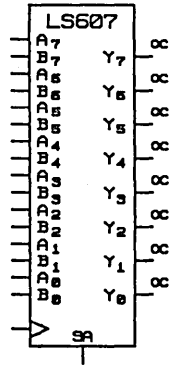




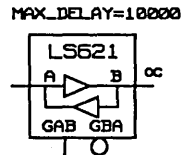
LS607  
(SIZE)



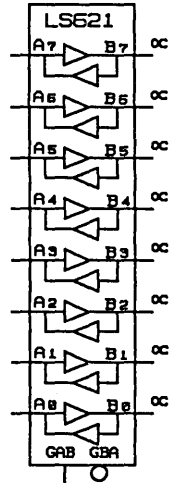
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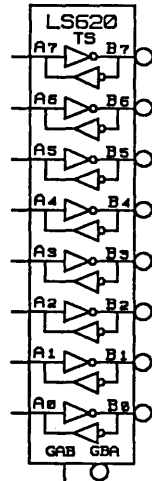
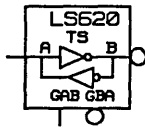
LS621  
(SIZE)



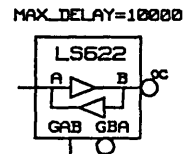
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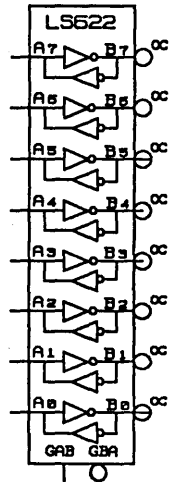
LS620  
(SIZE)

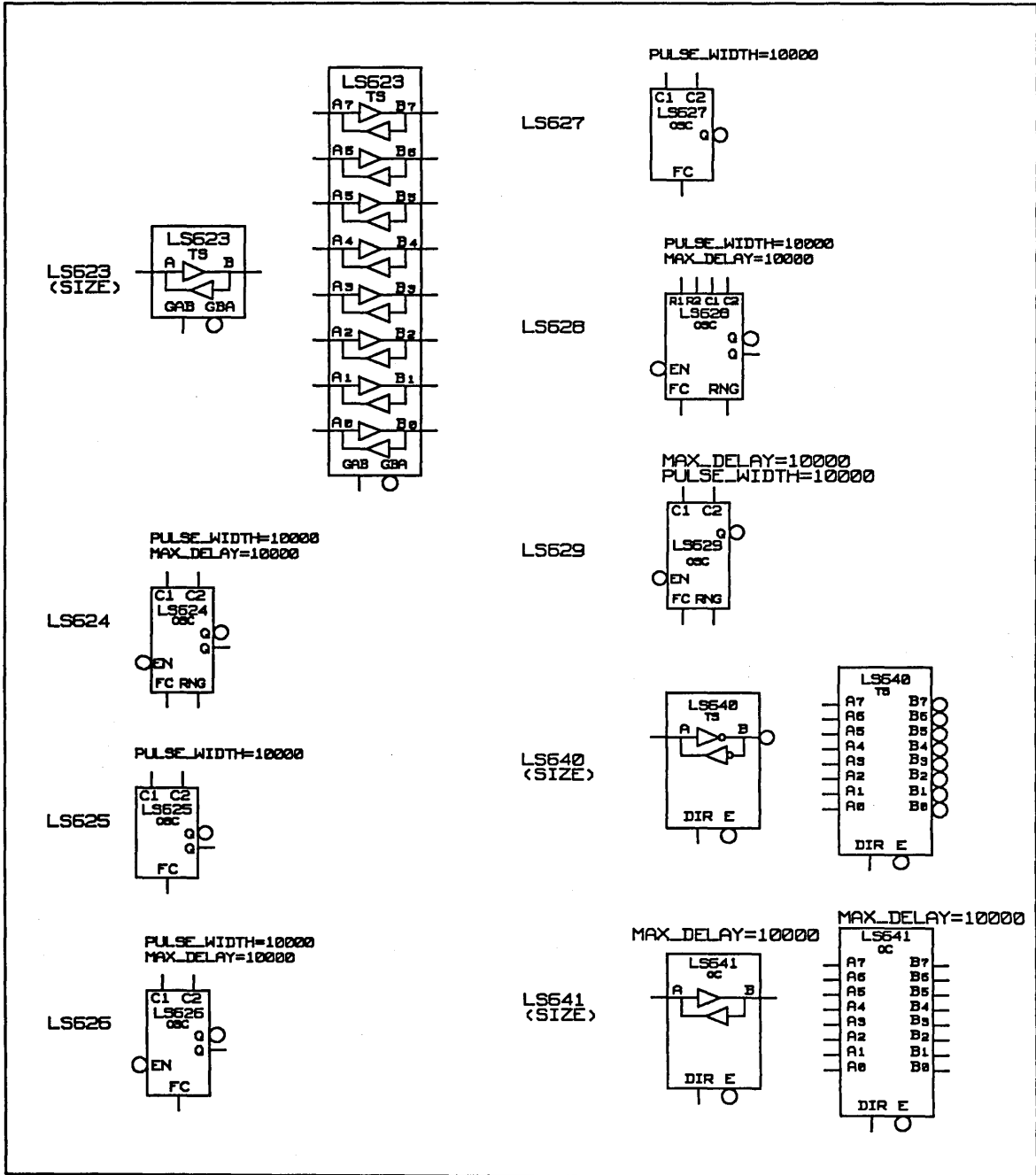


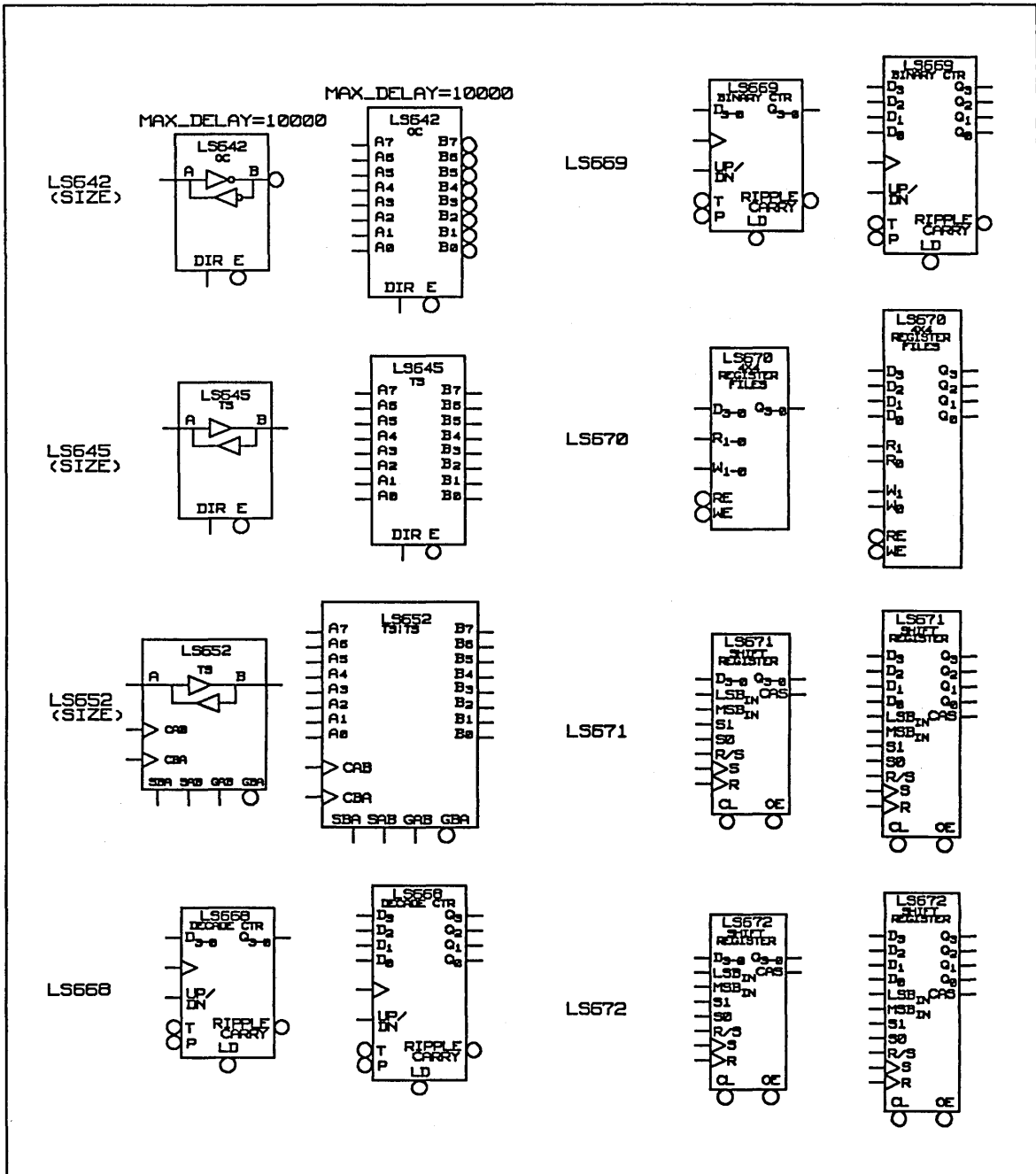
LS622  
(SIZE)

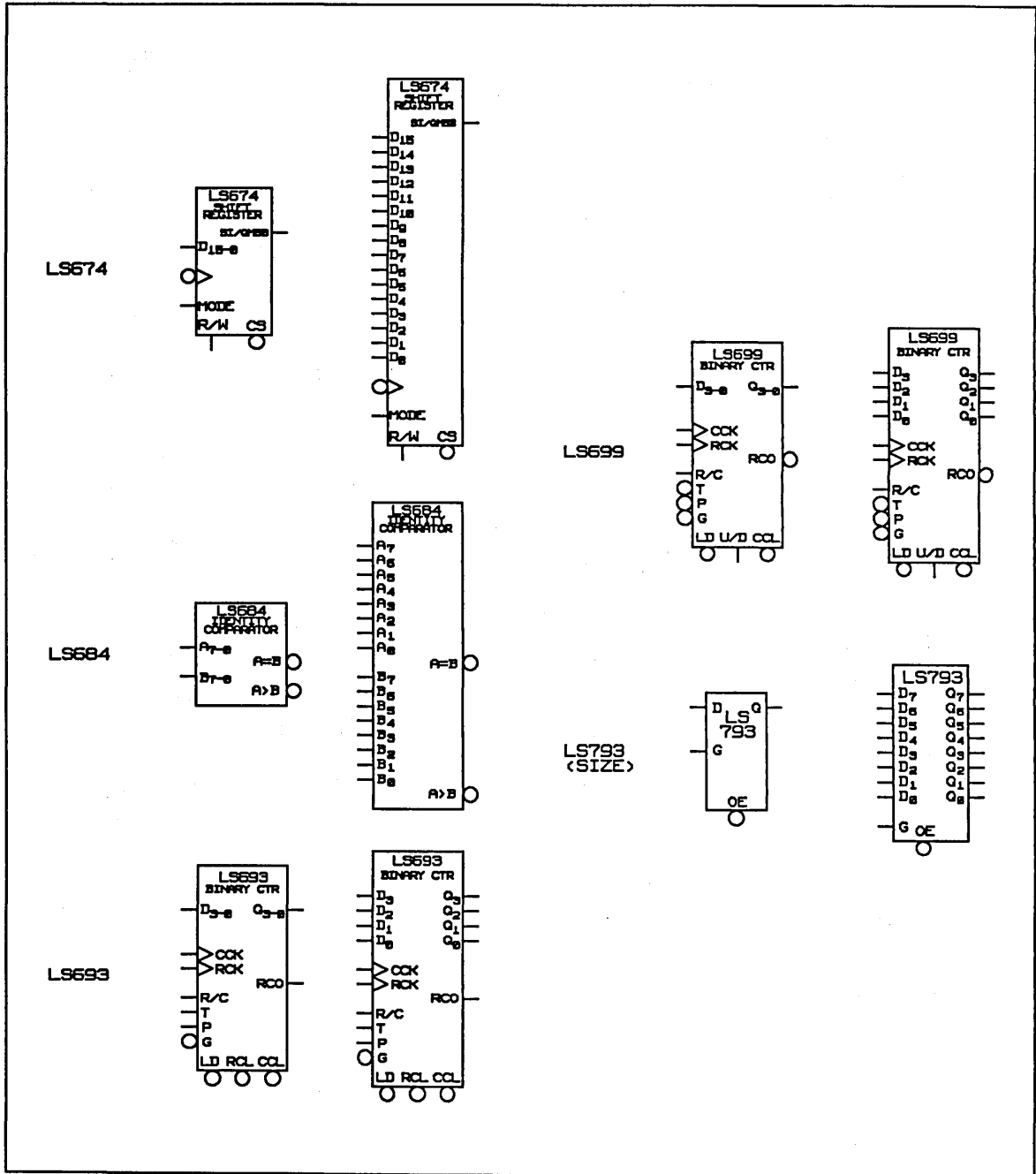


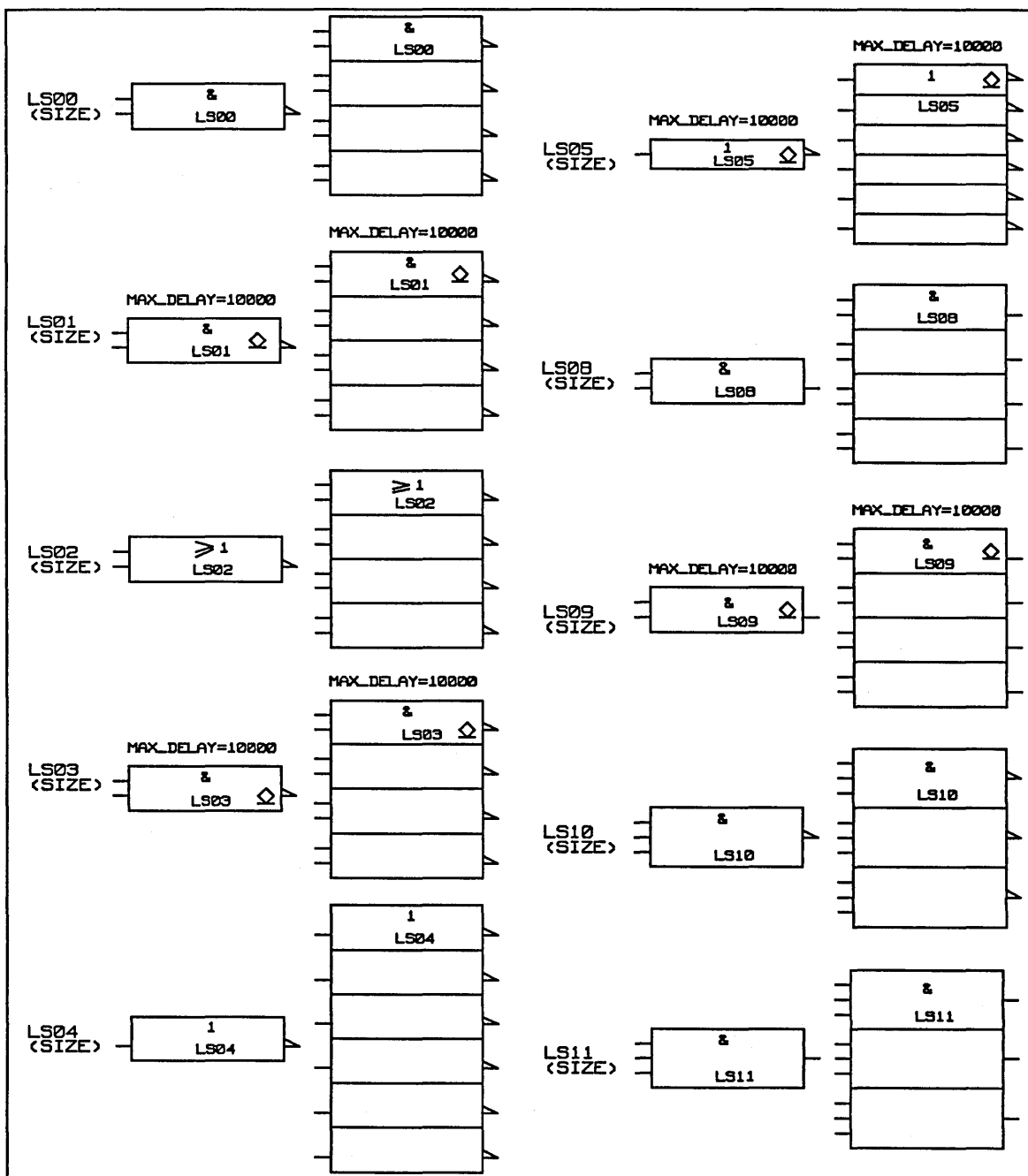
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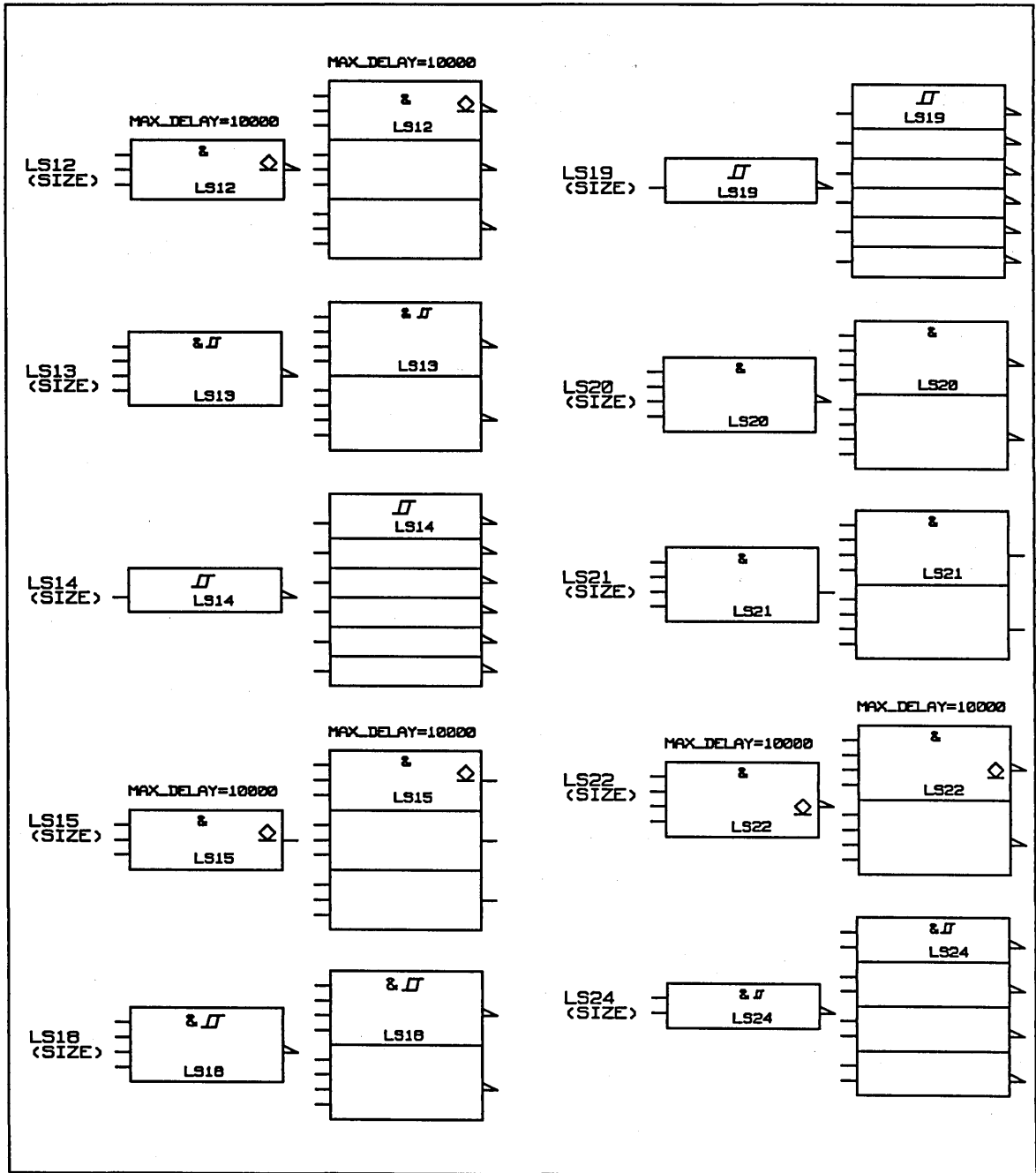




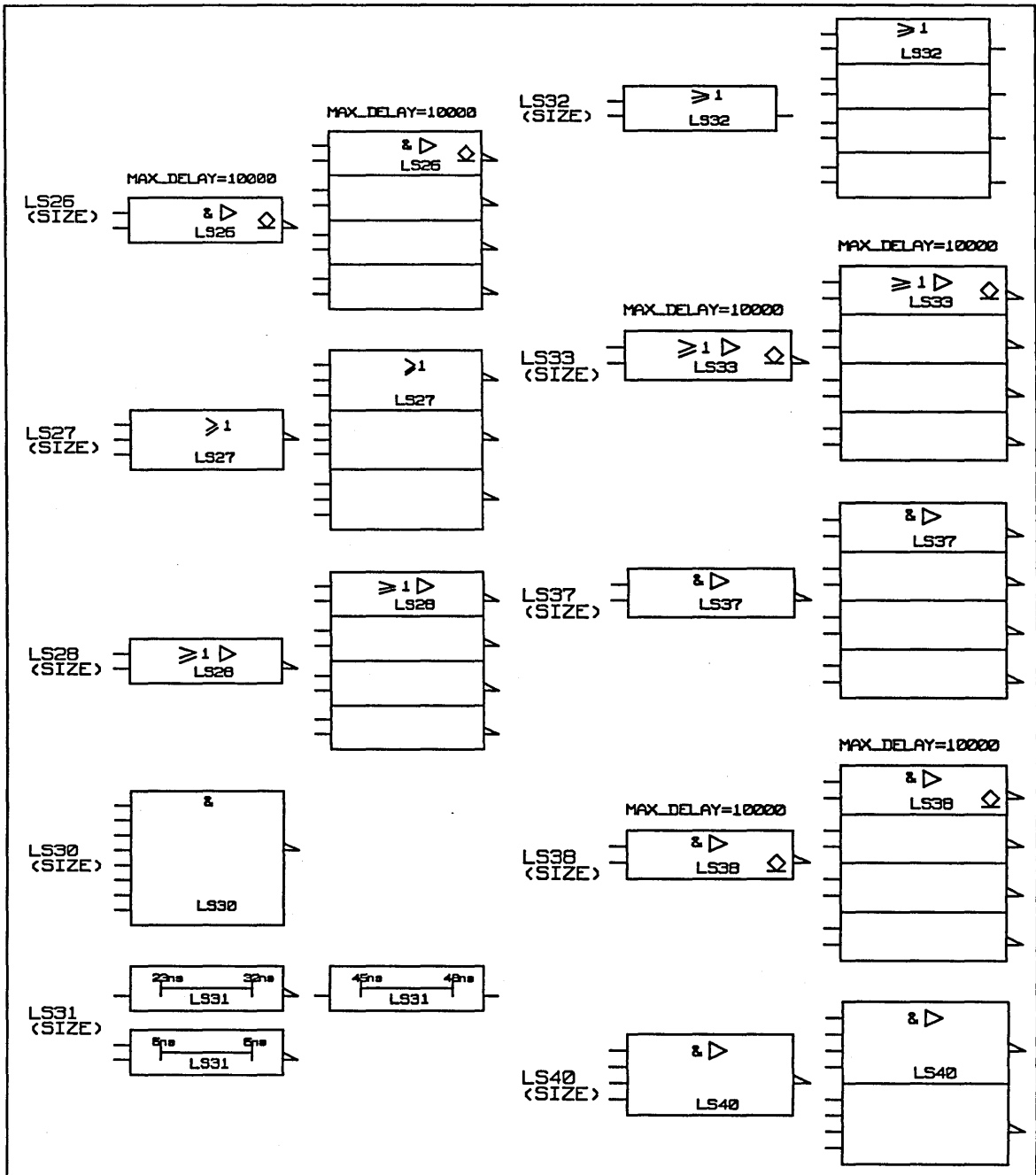


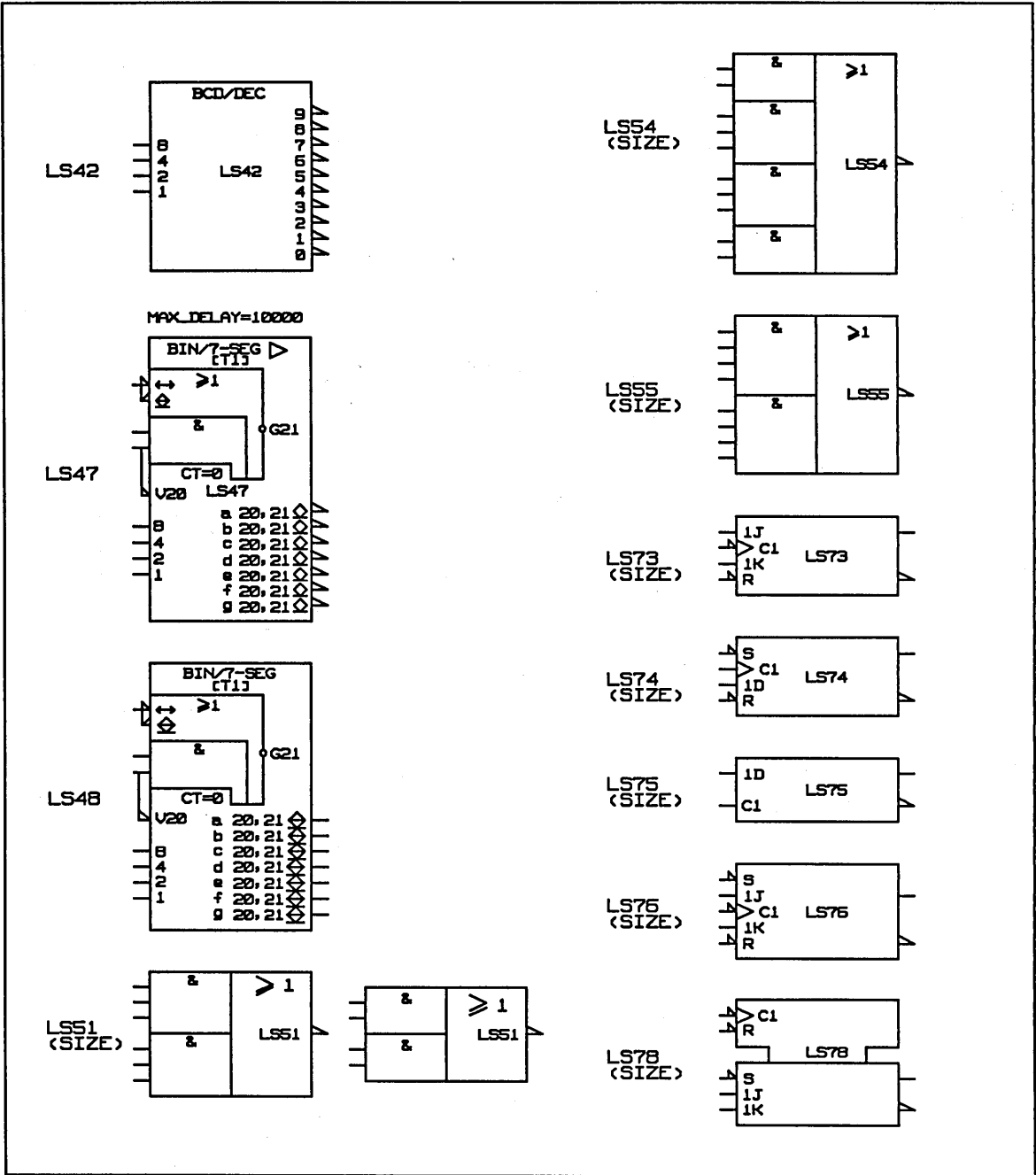


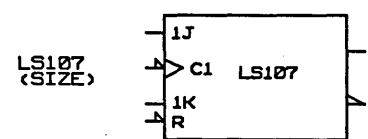
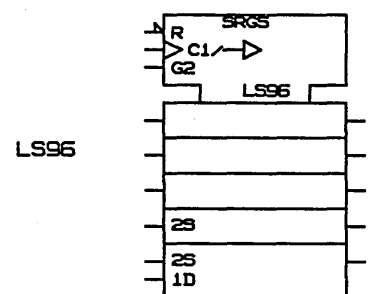
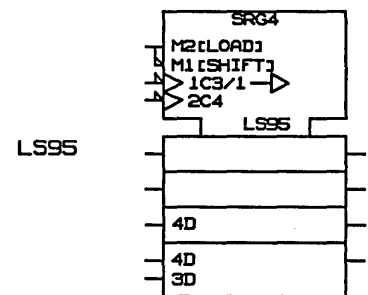
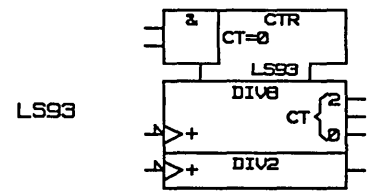
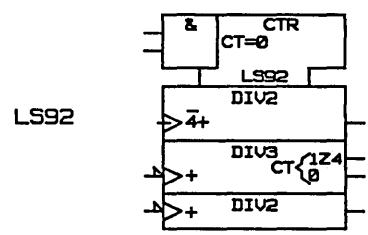
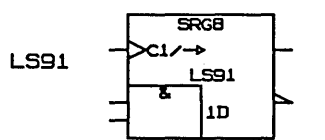
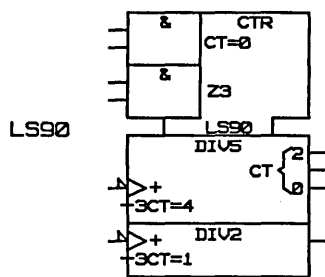
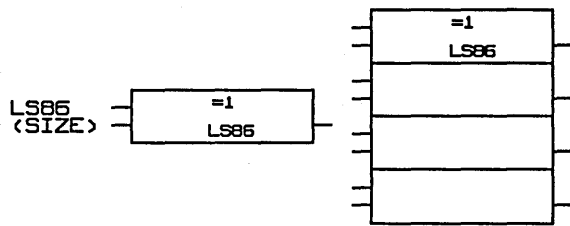
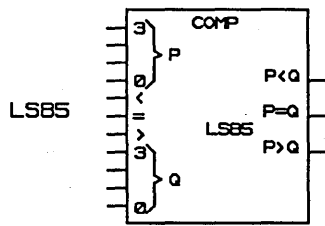
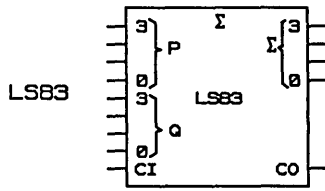


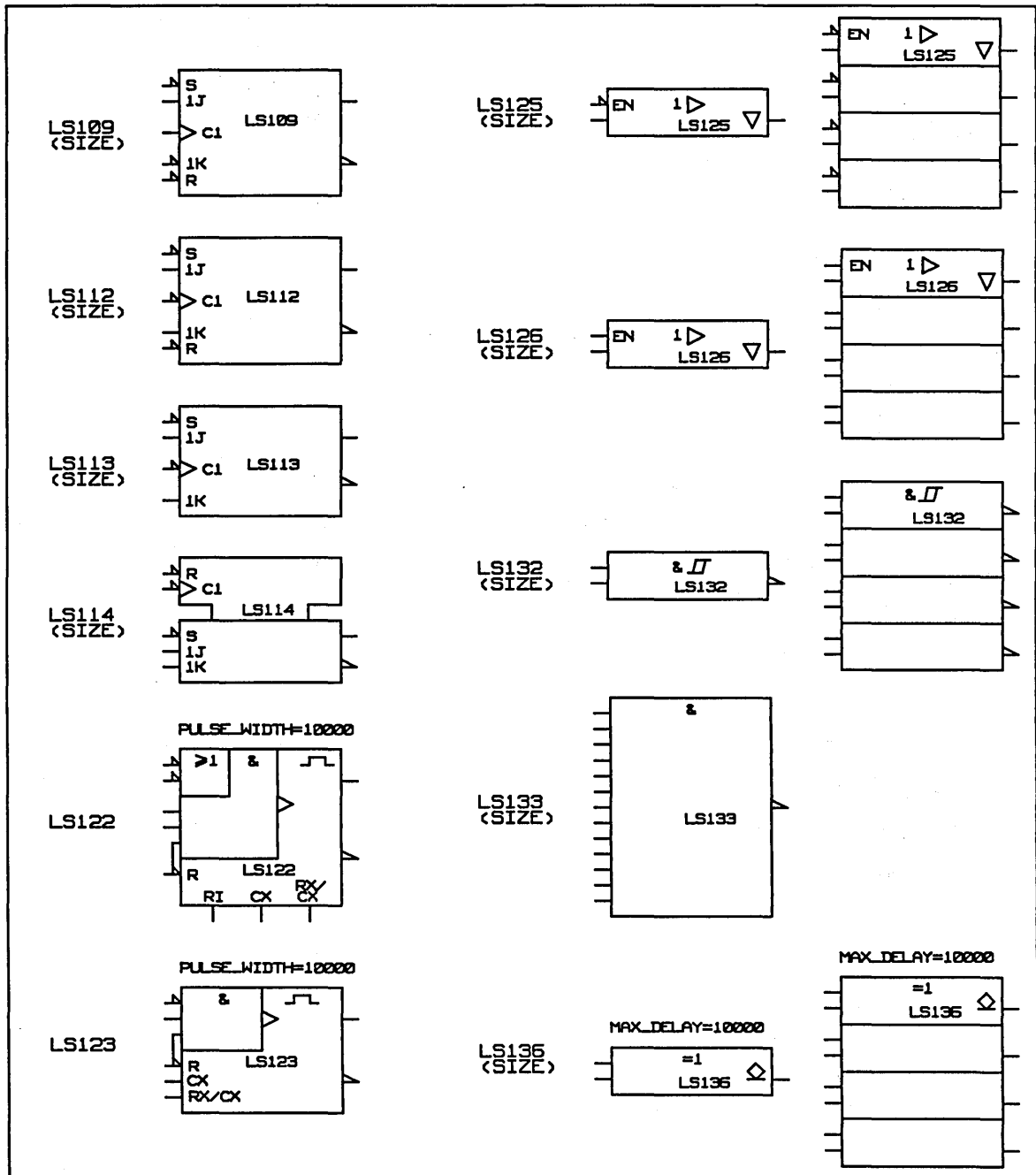


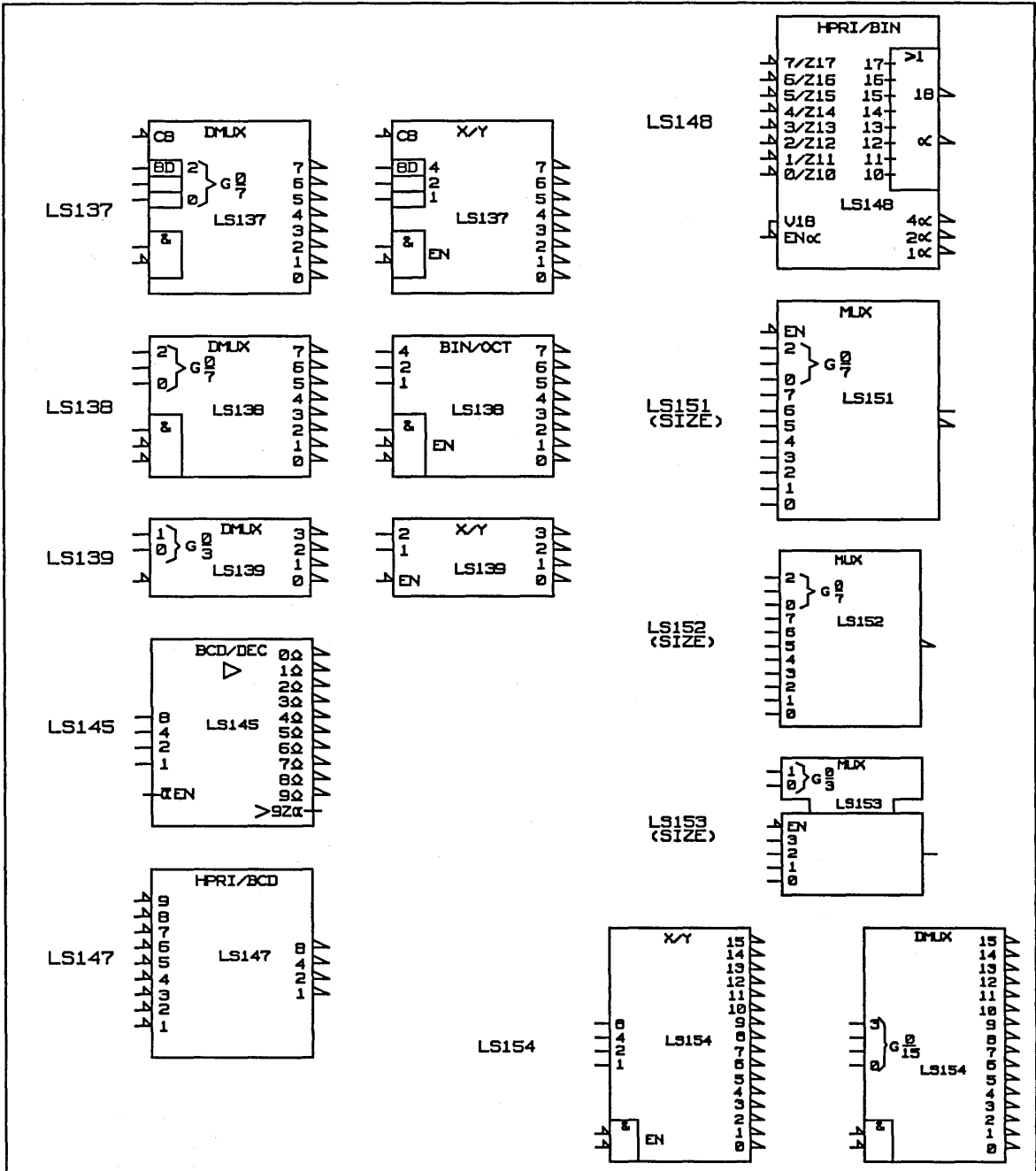


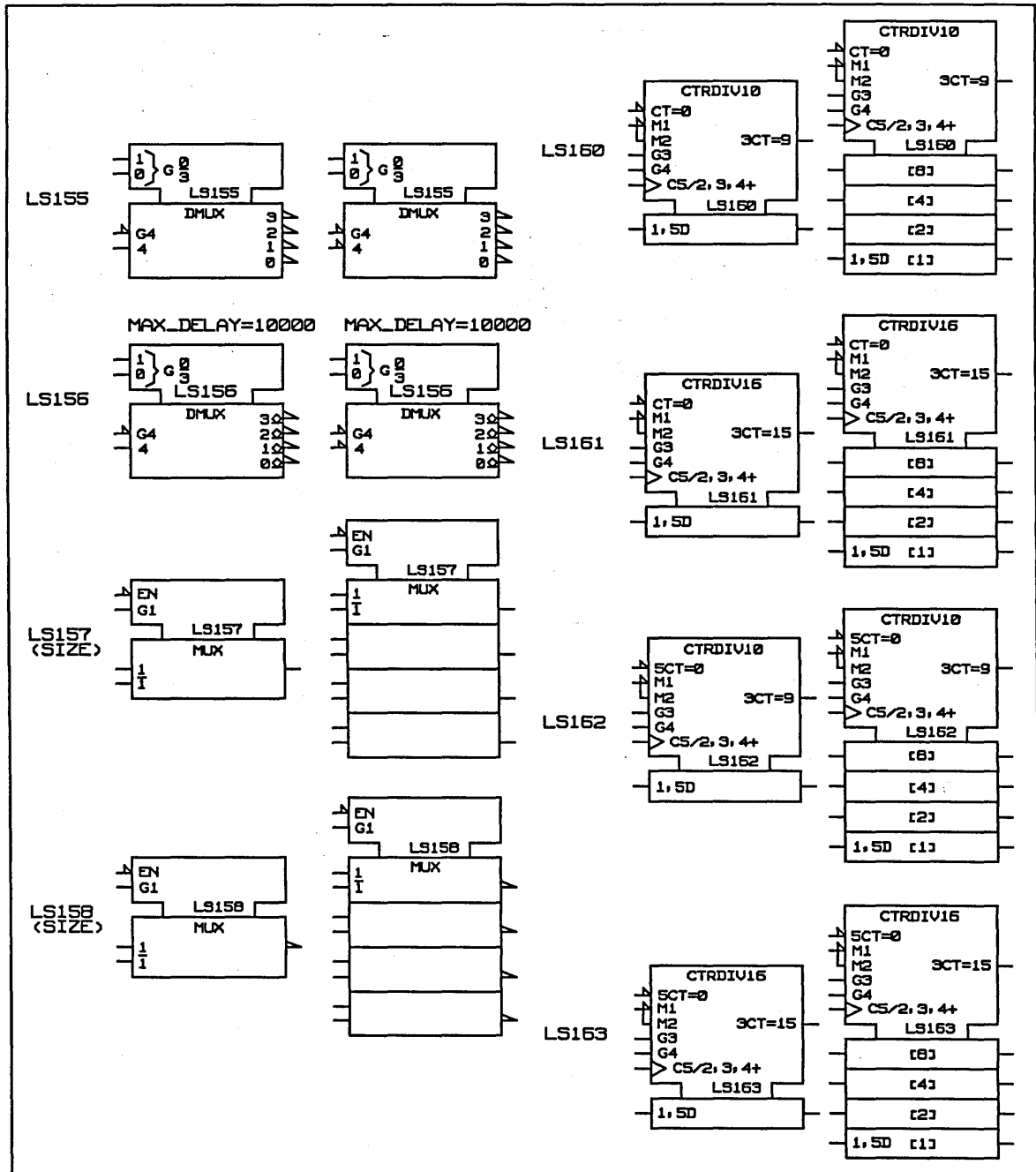


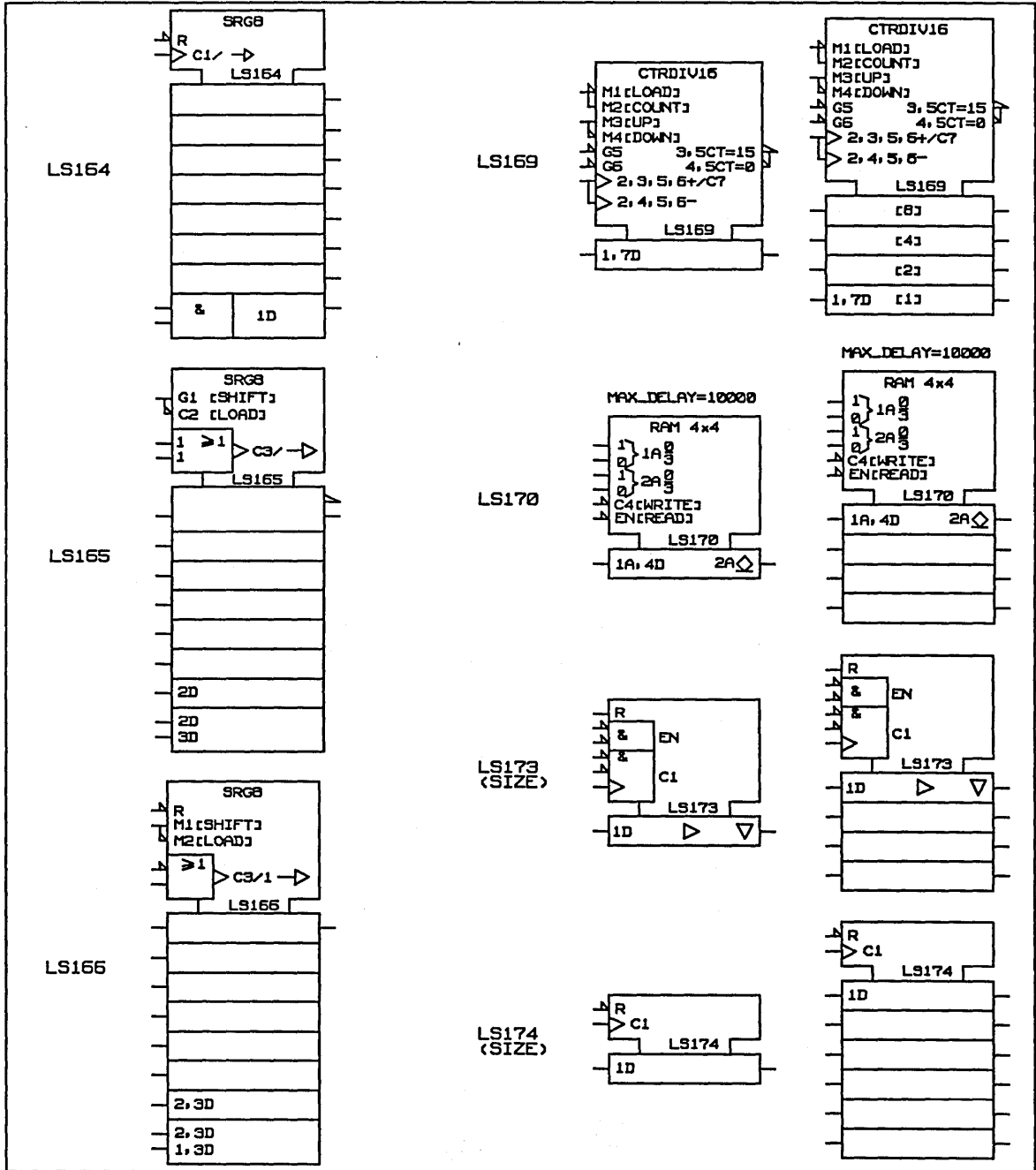


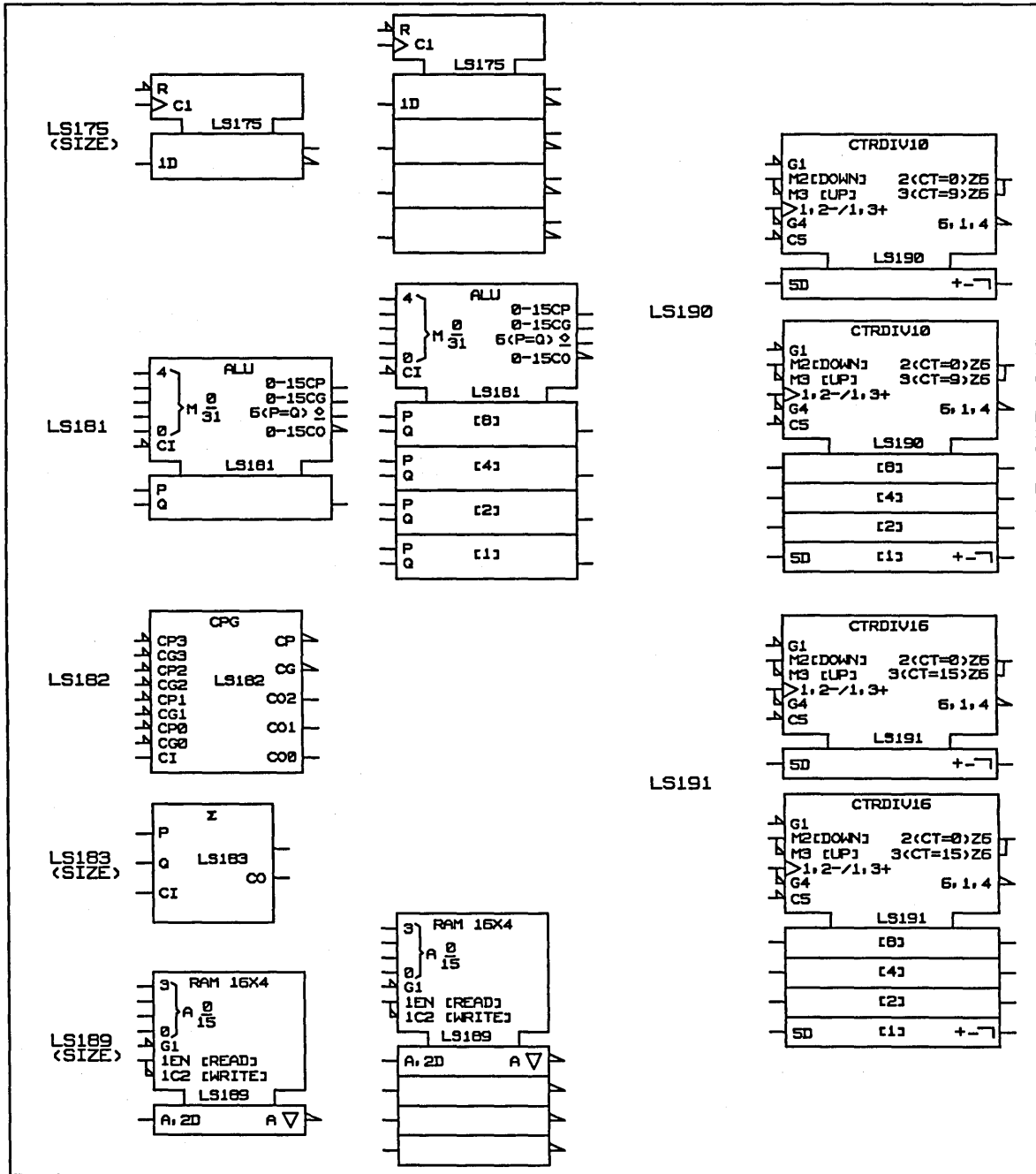




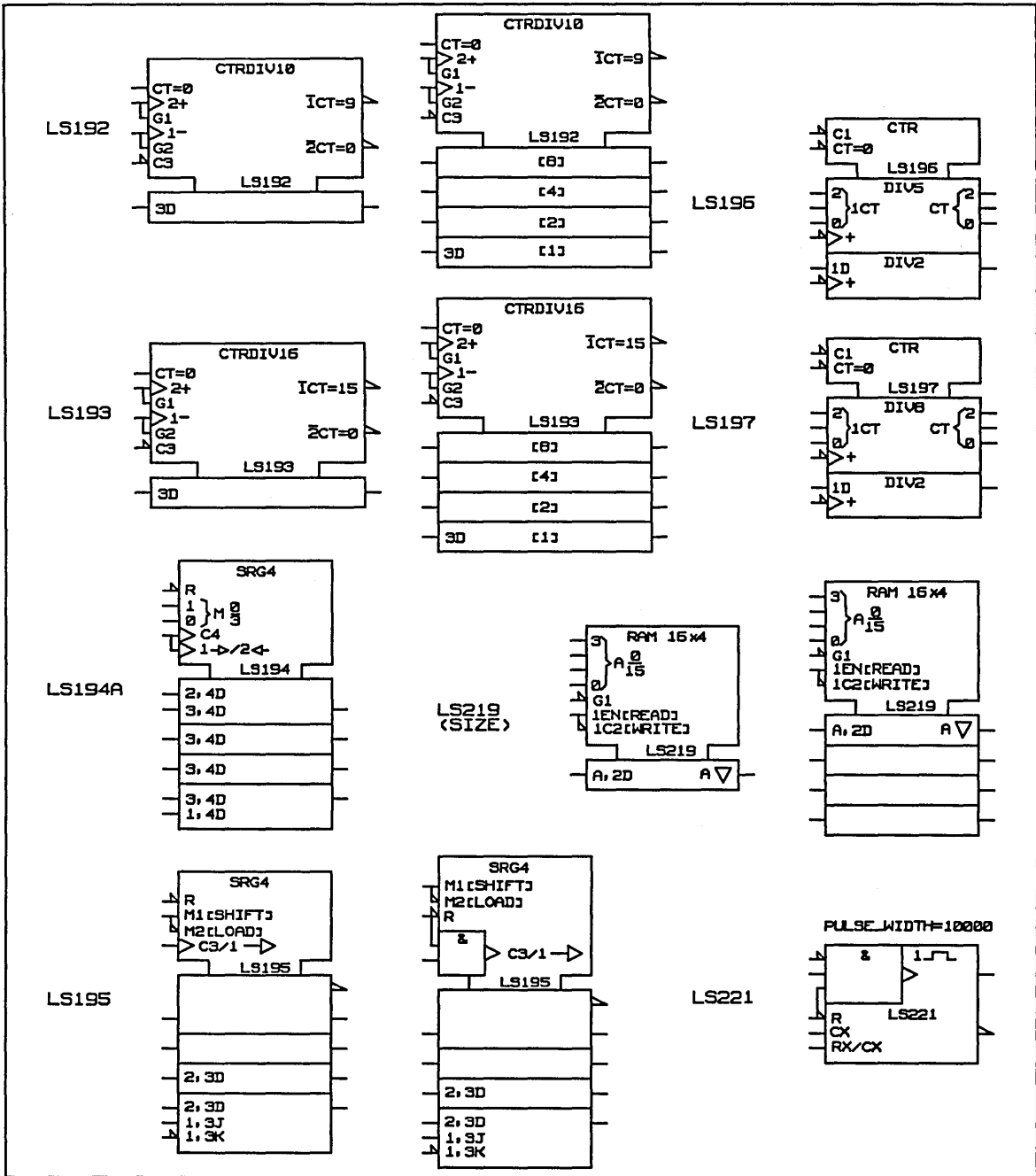


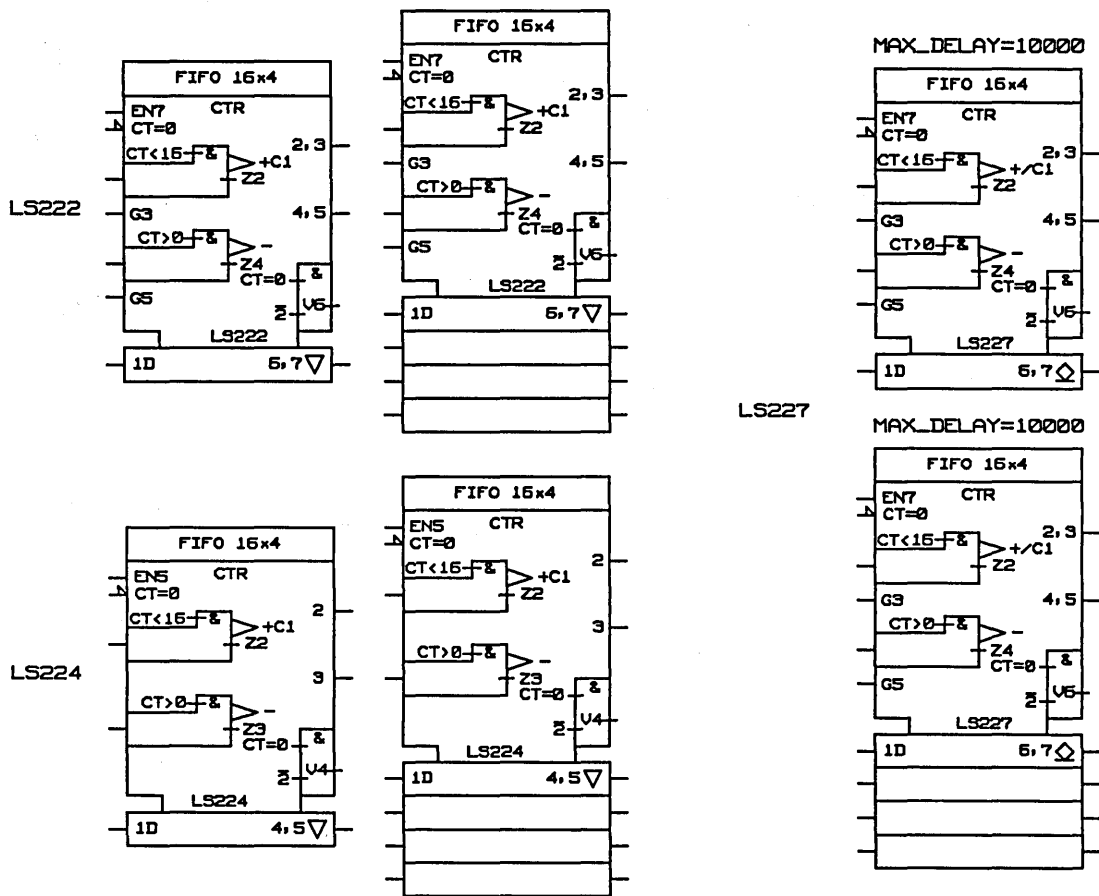


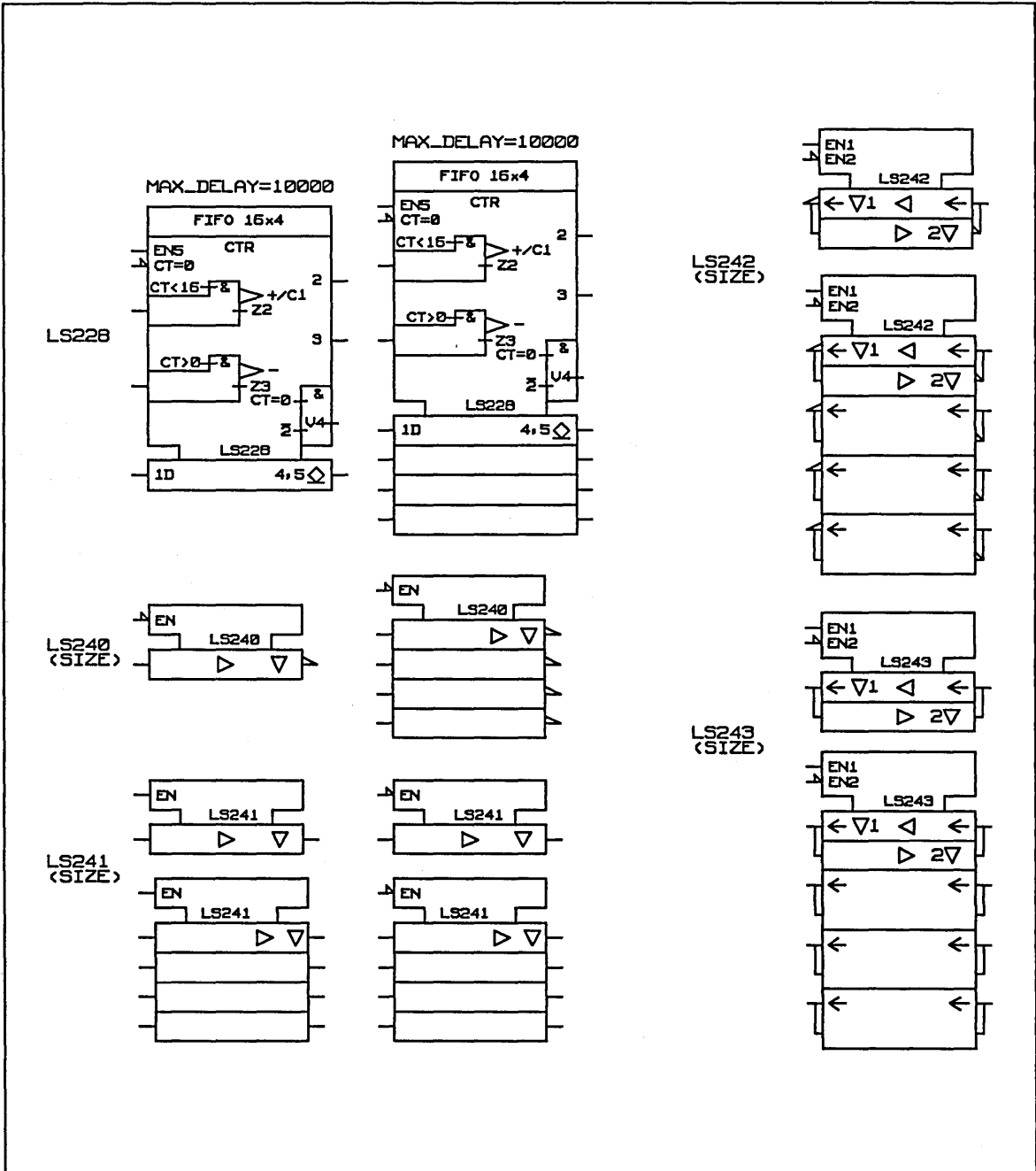


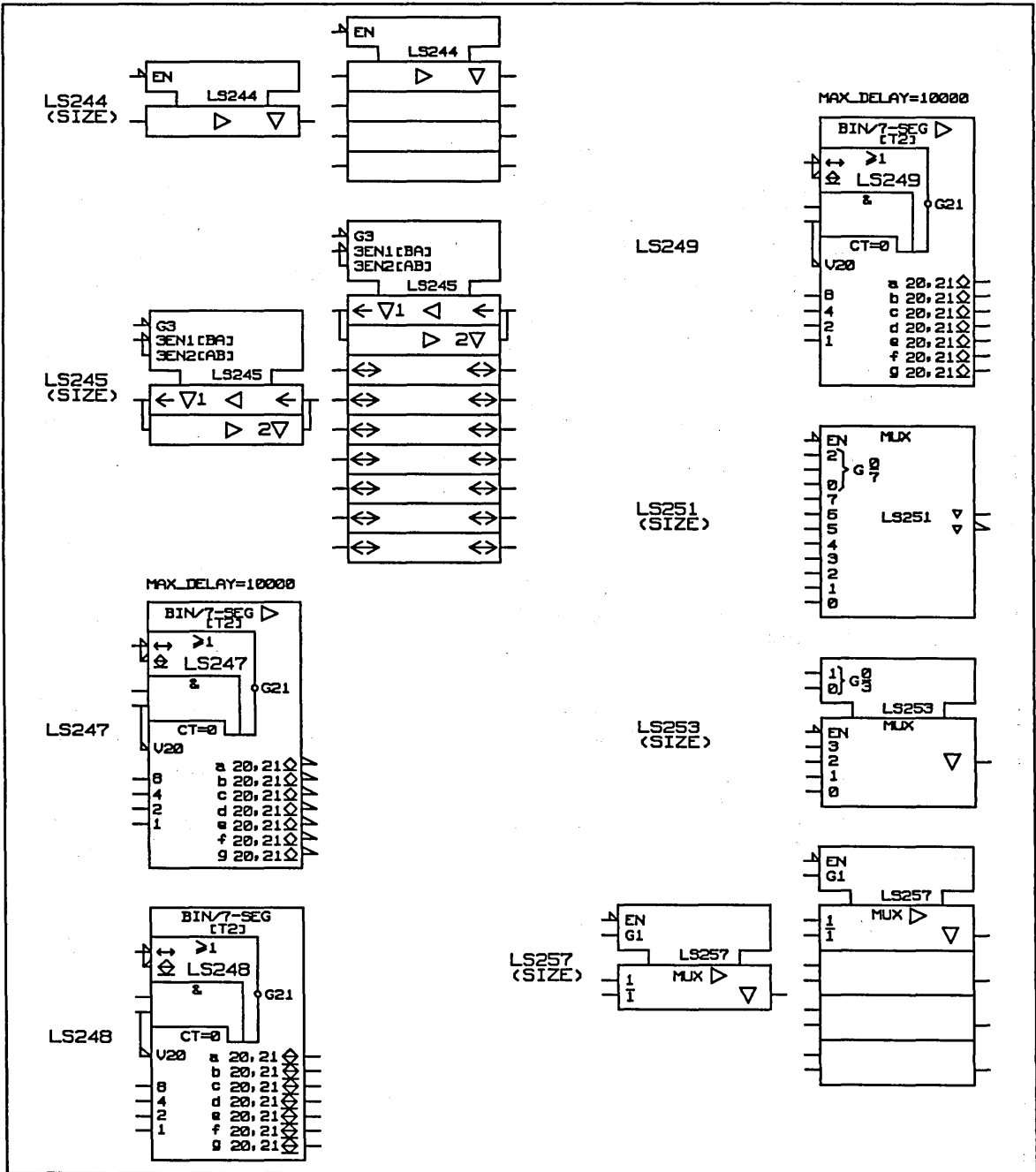


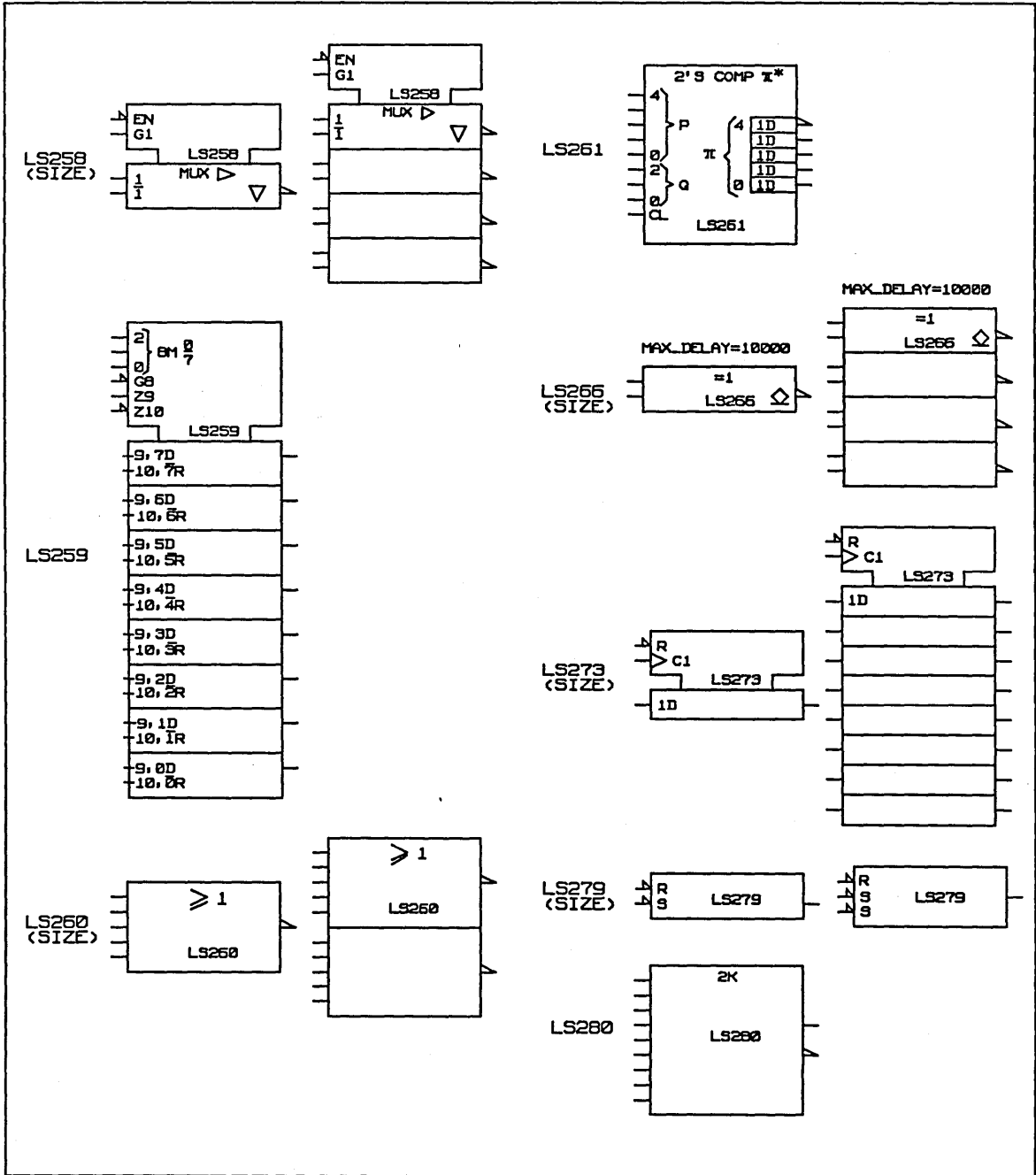


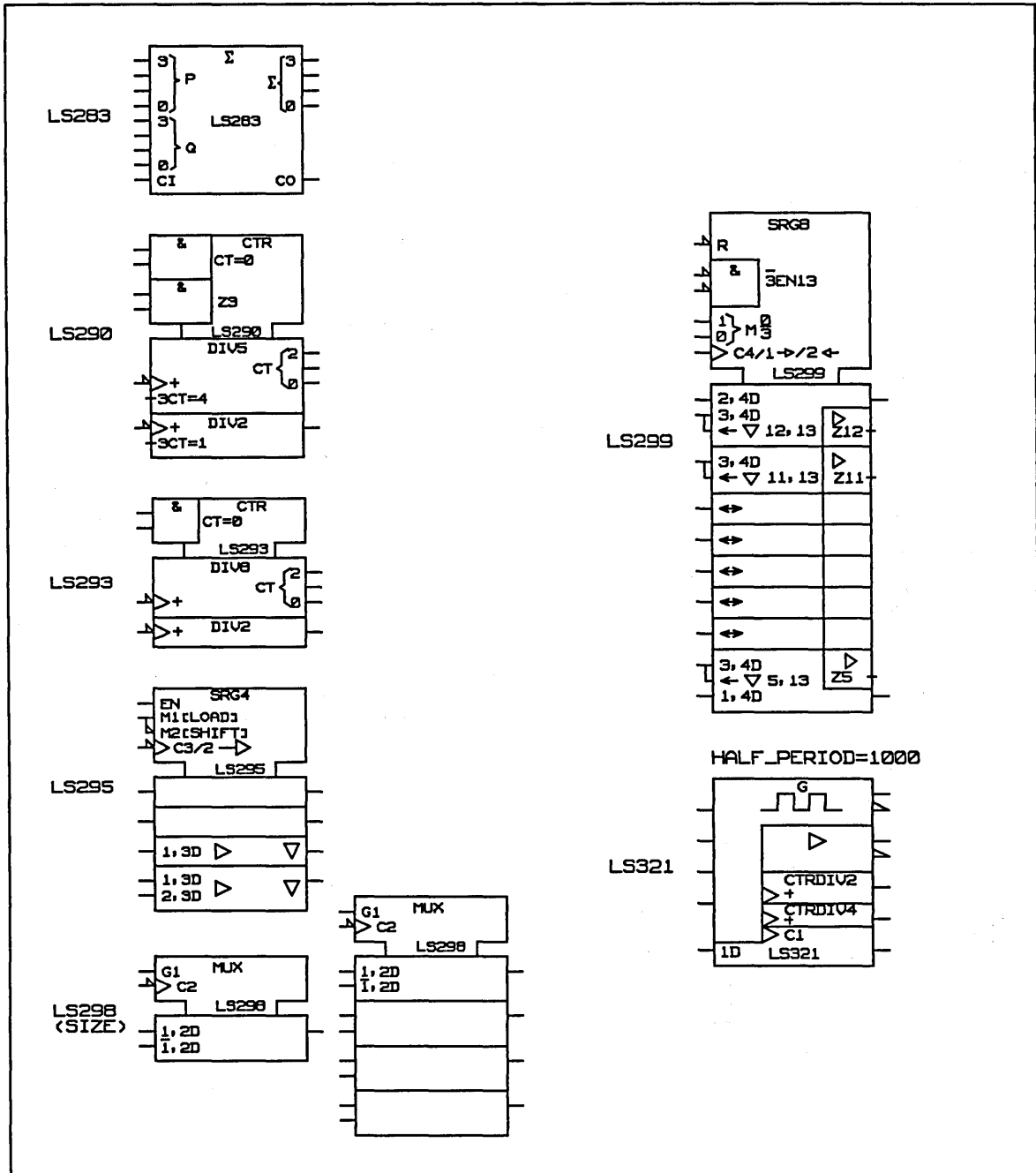


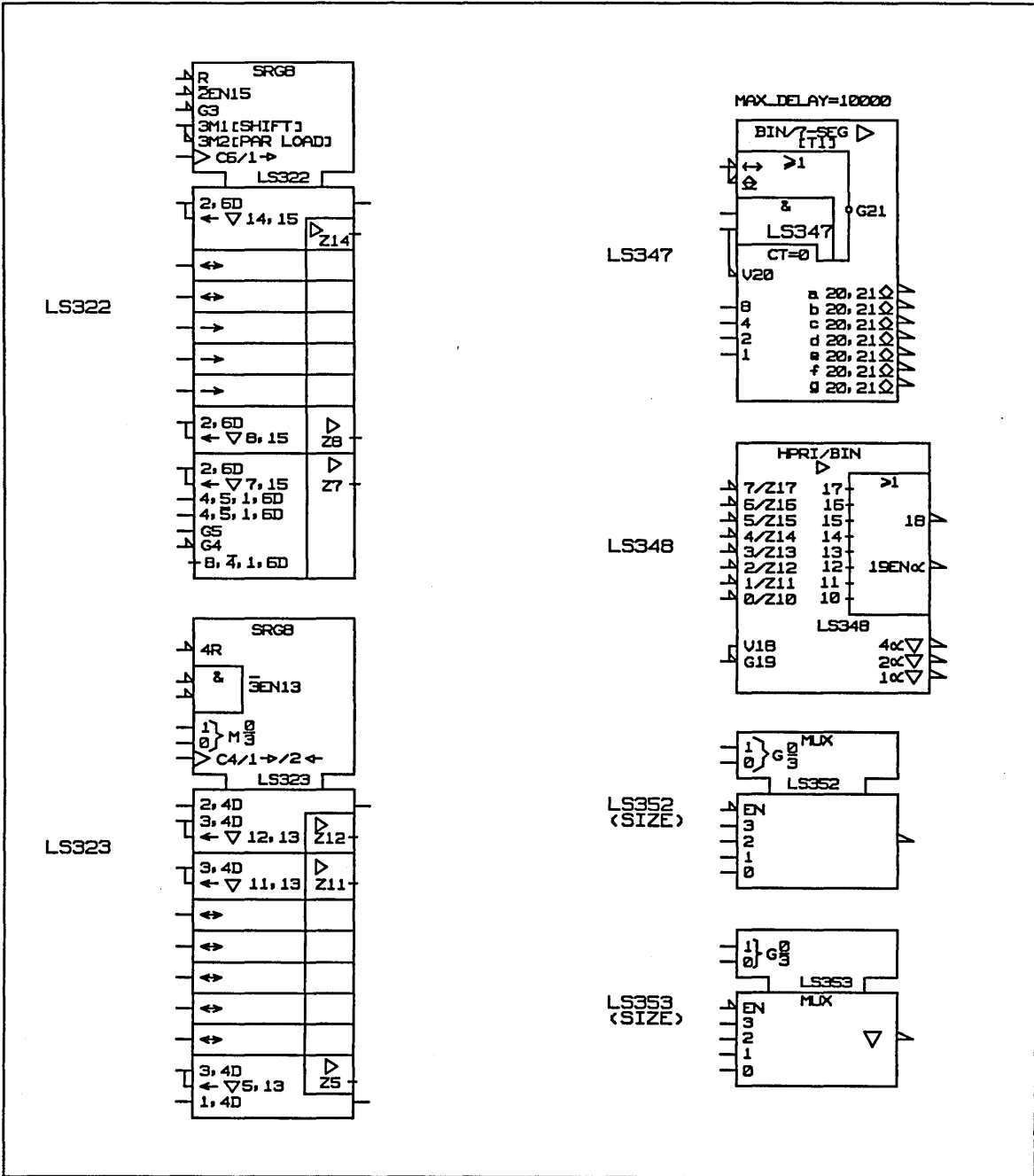




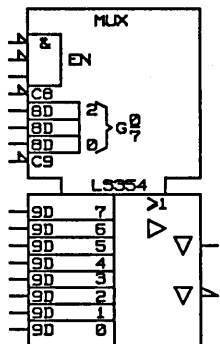




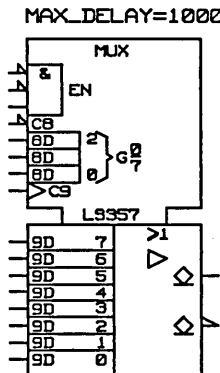




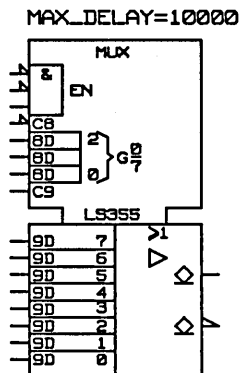
LS354  
(SIZE)



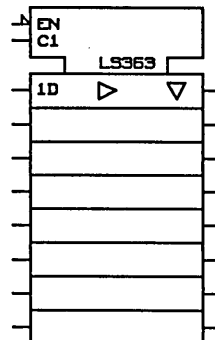
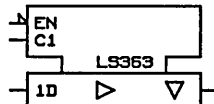
LS357  
(SIZE)



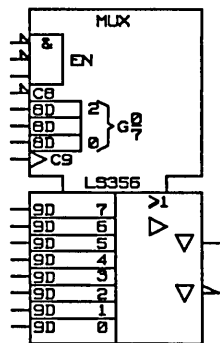
LS355  
(SIZE)



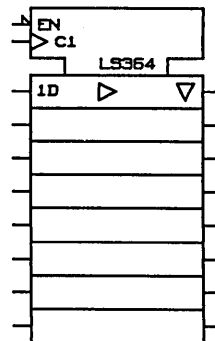
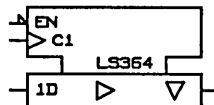
LS363  
(SIZE)



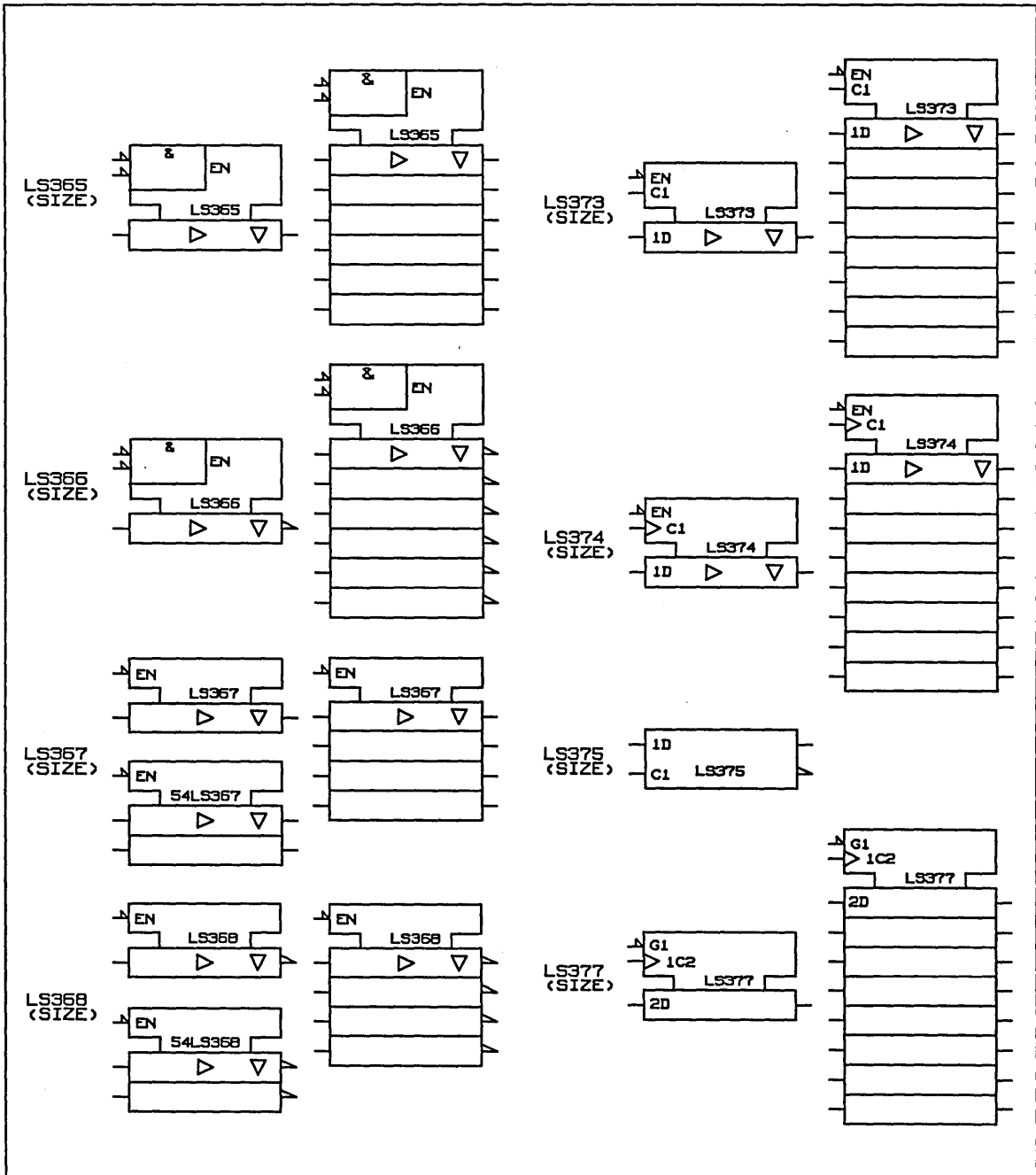
LS356  
(SIZE)

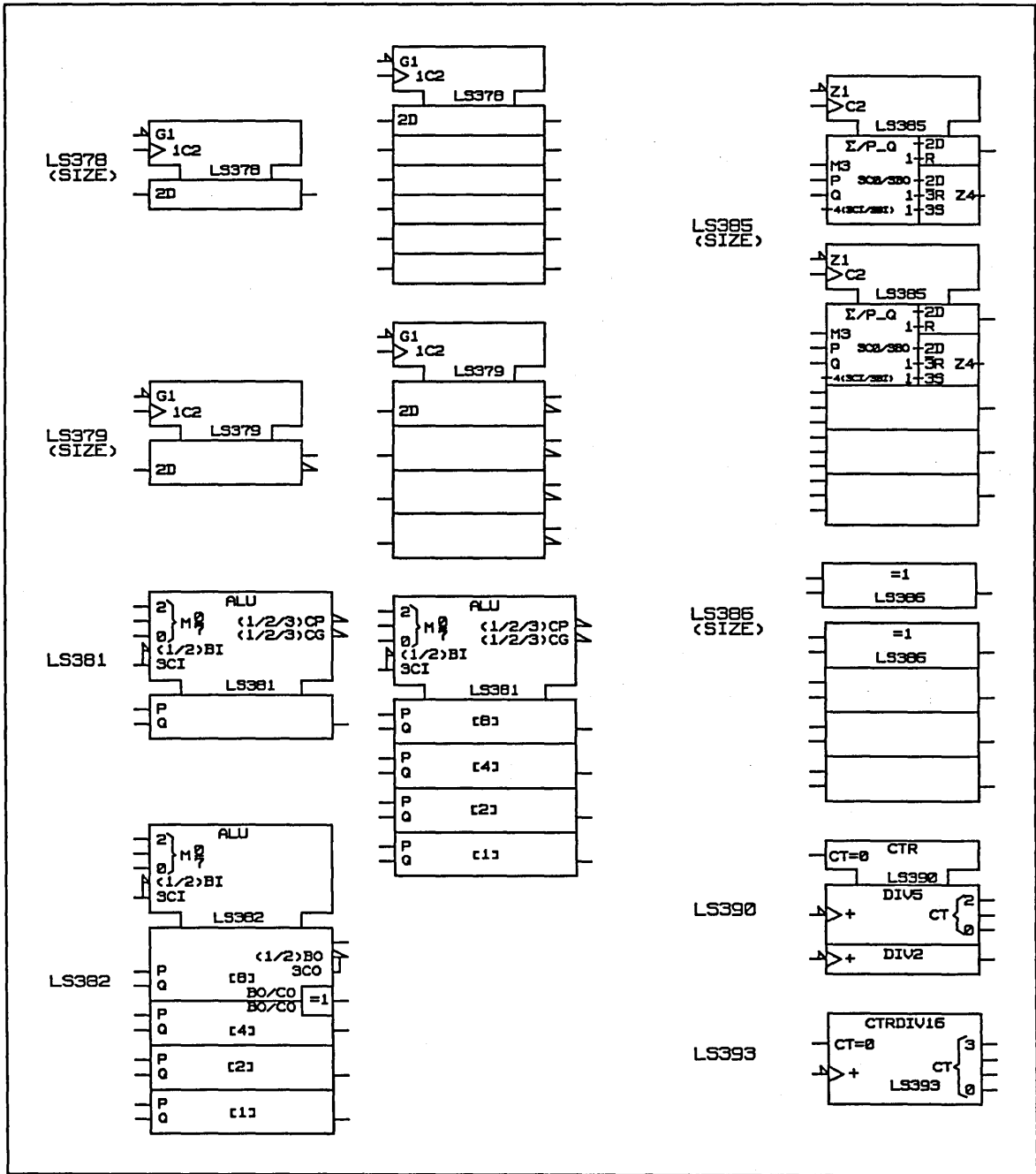


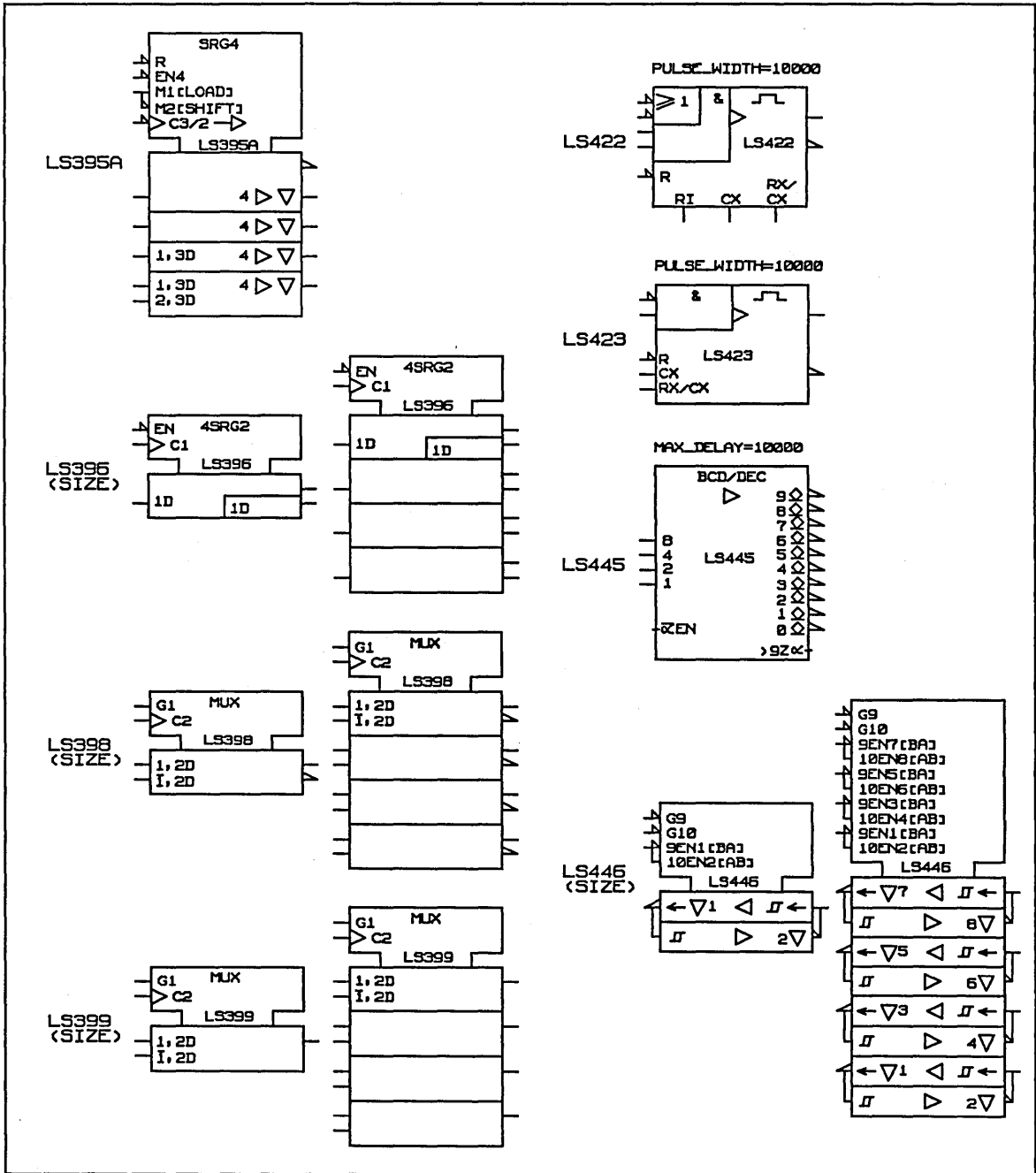
LS364  
(SIZE)

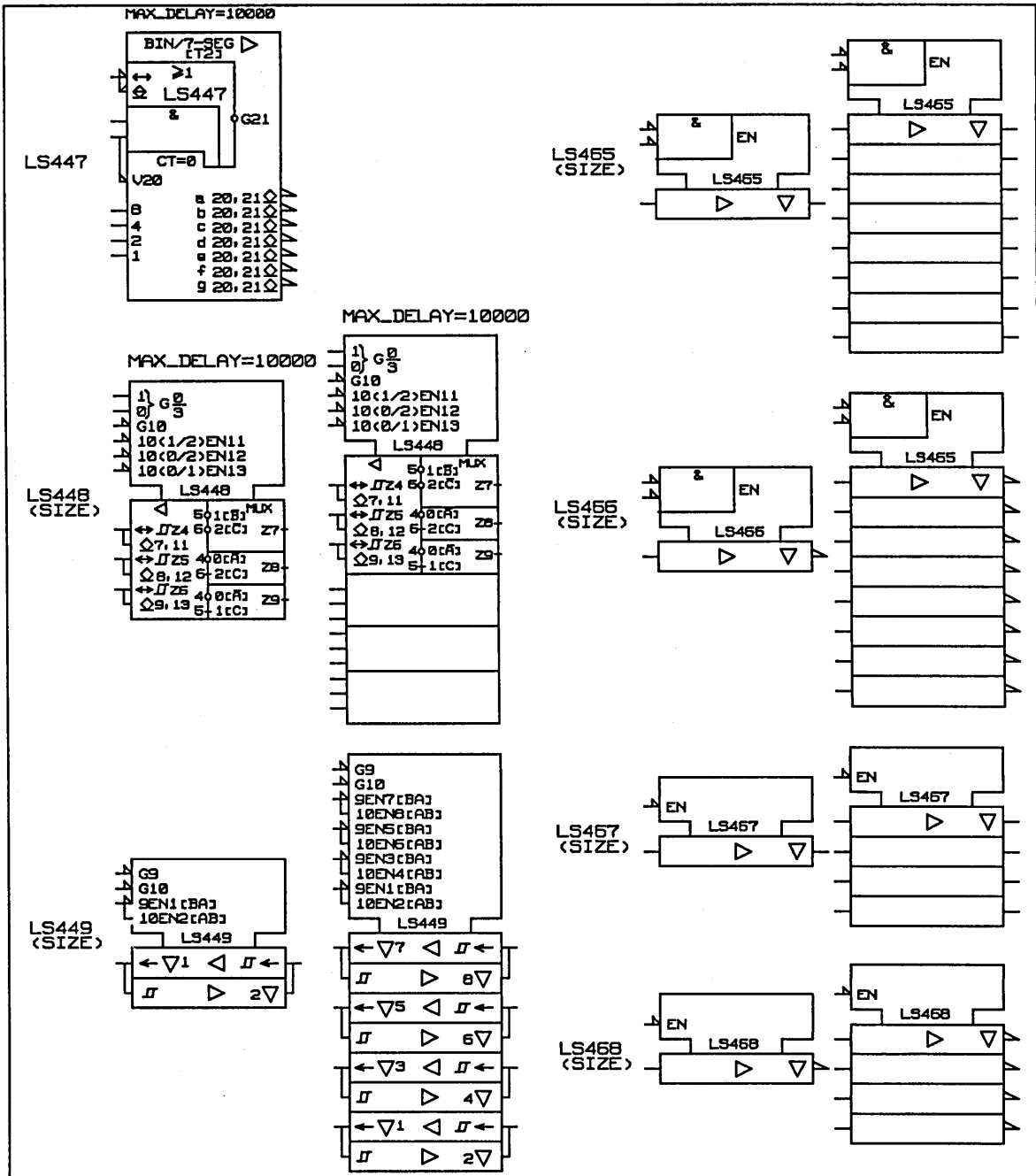


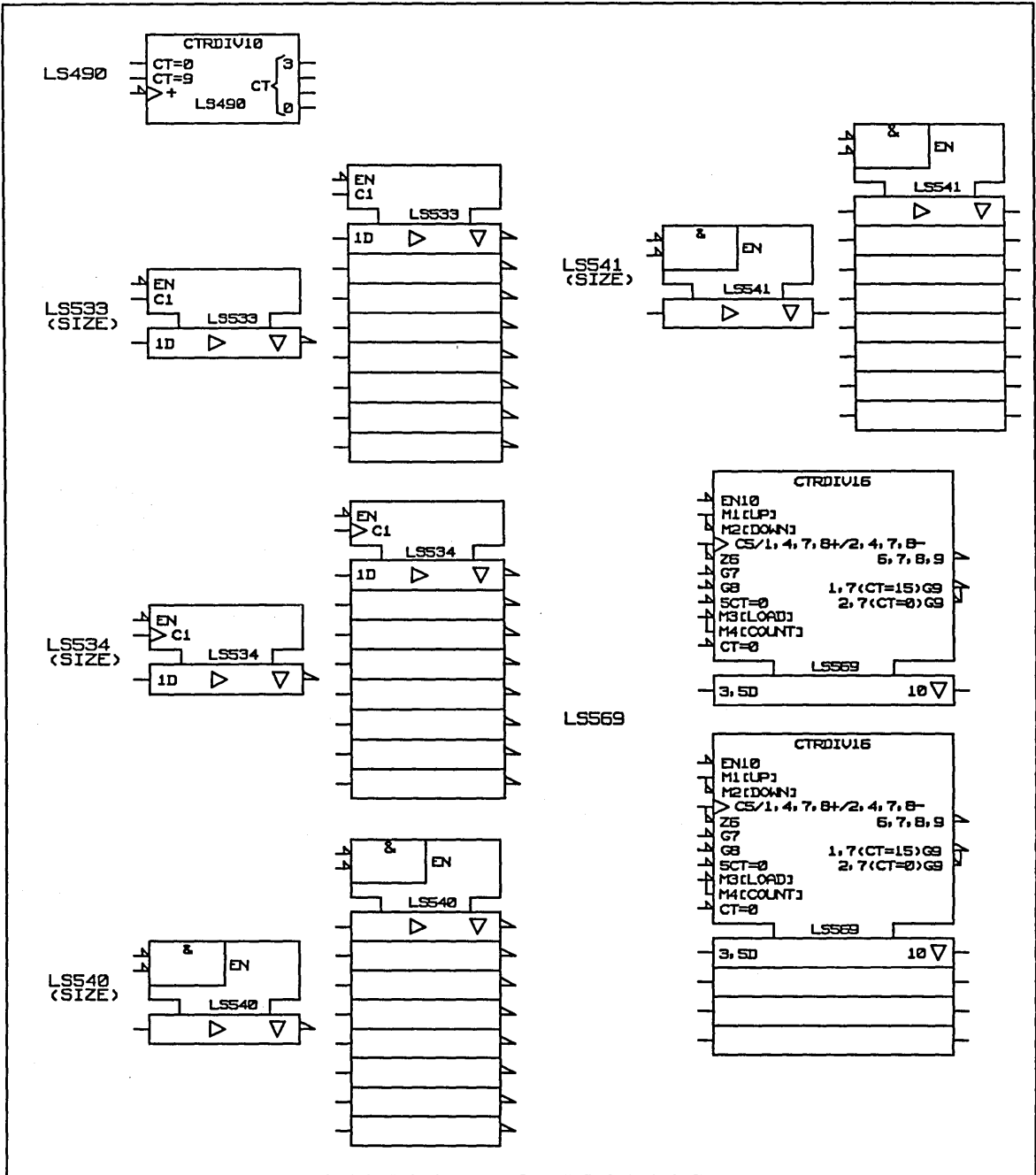


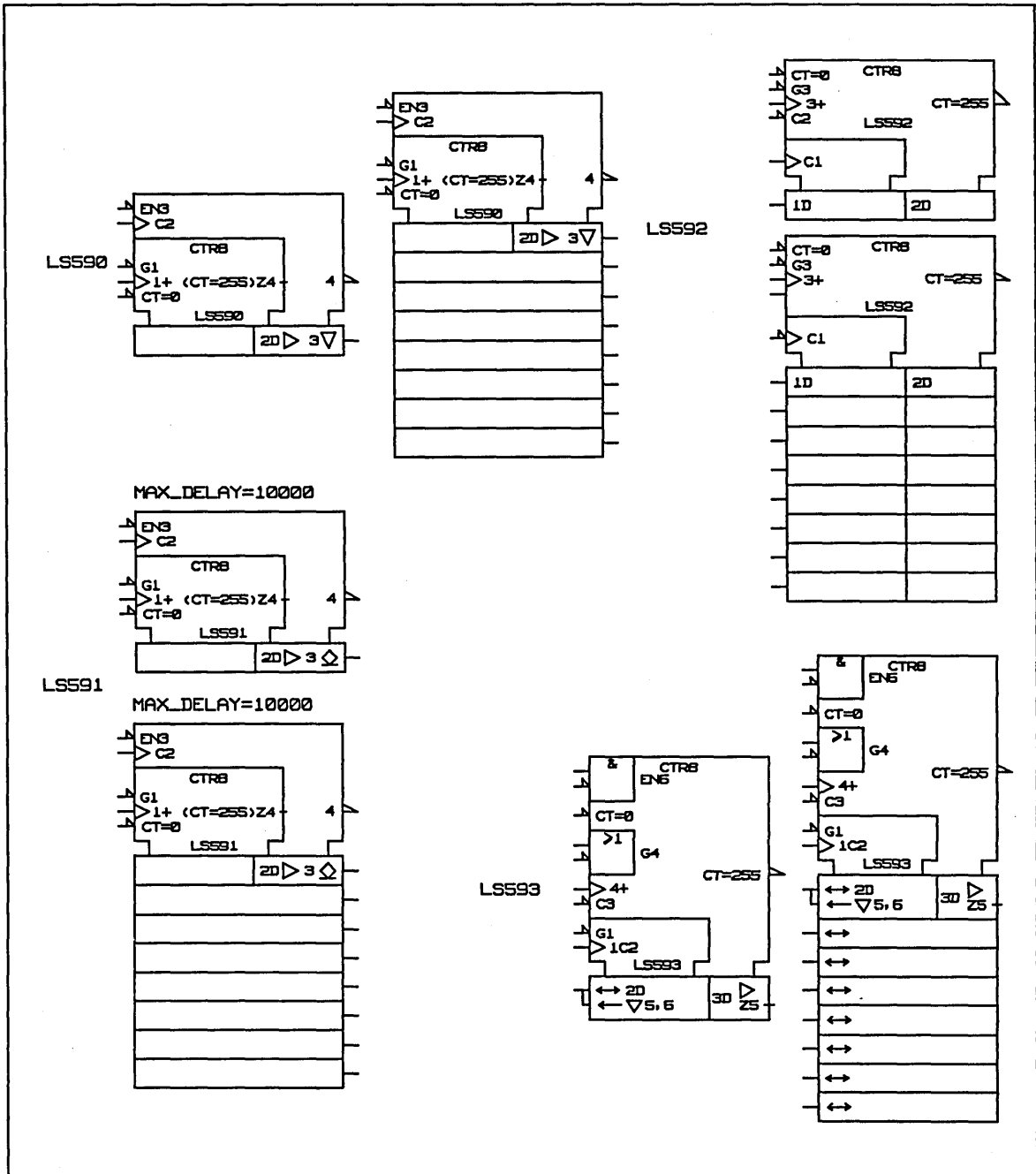


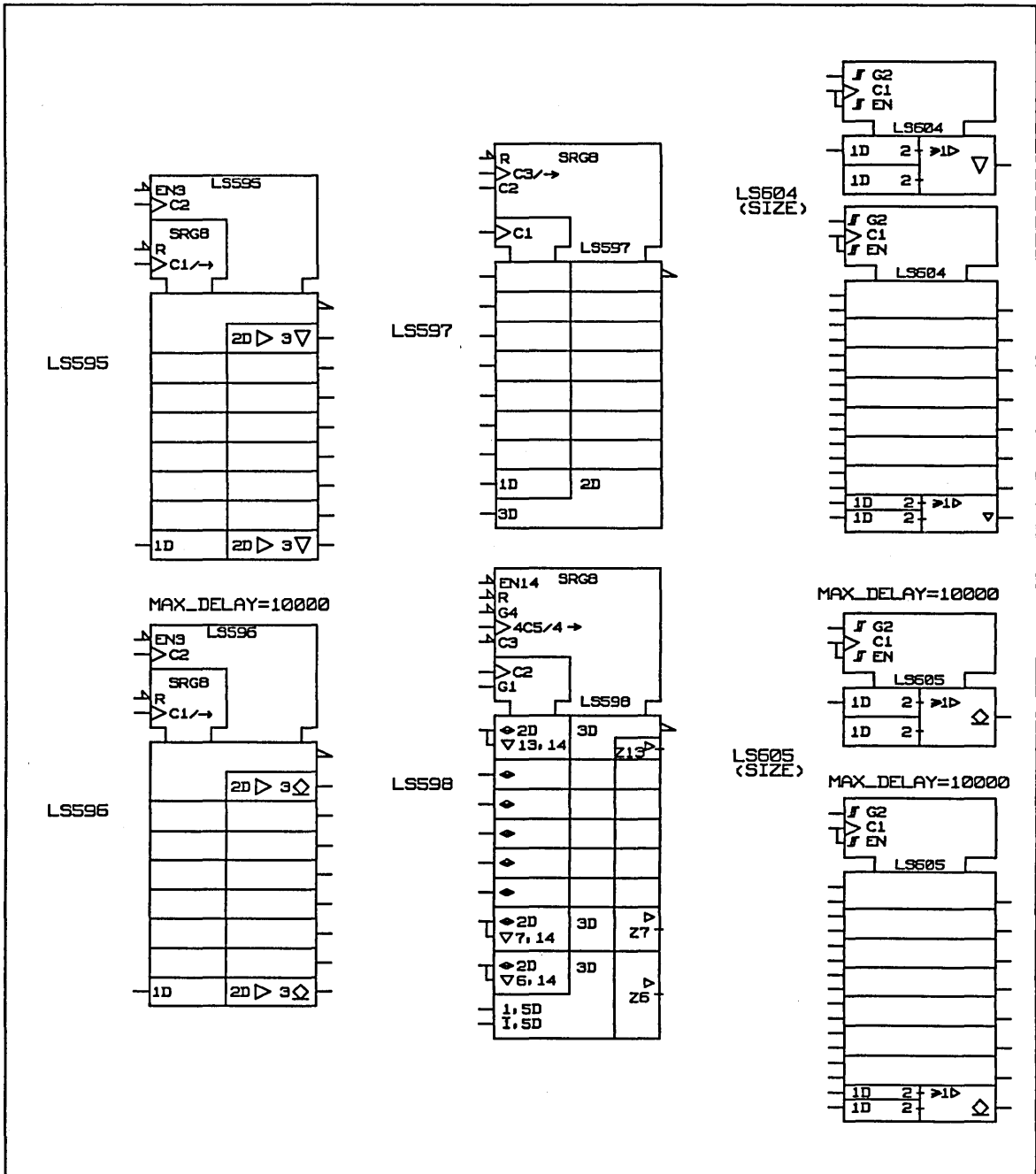


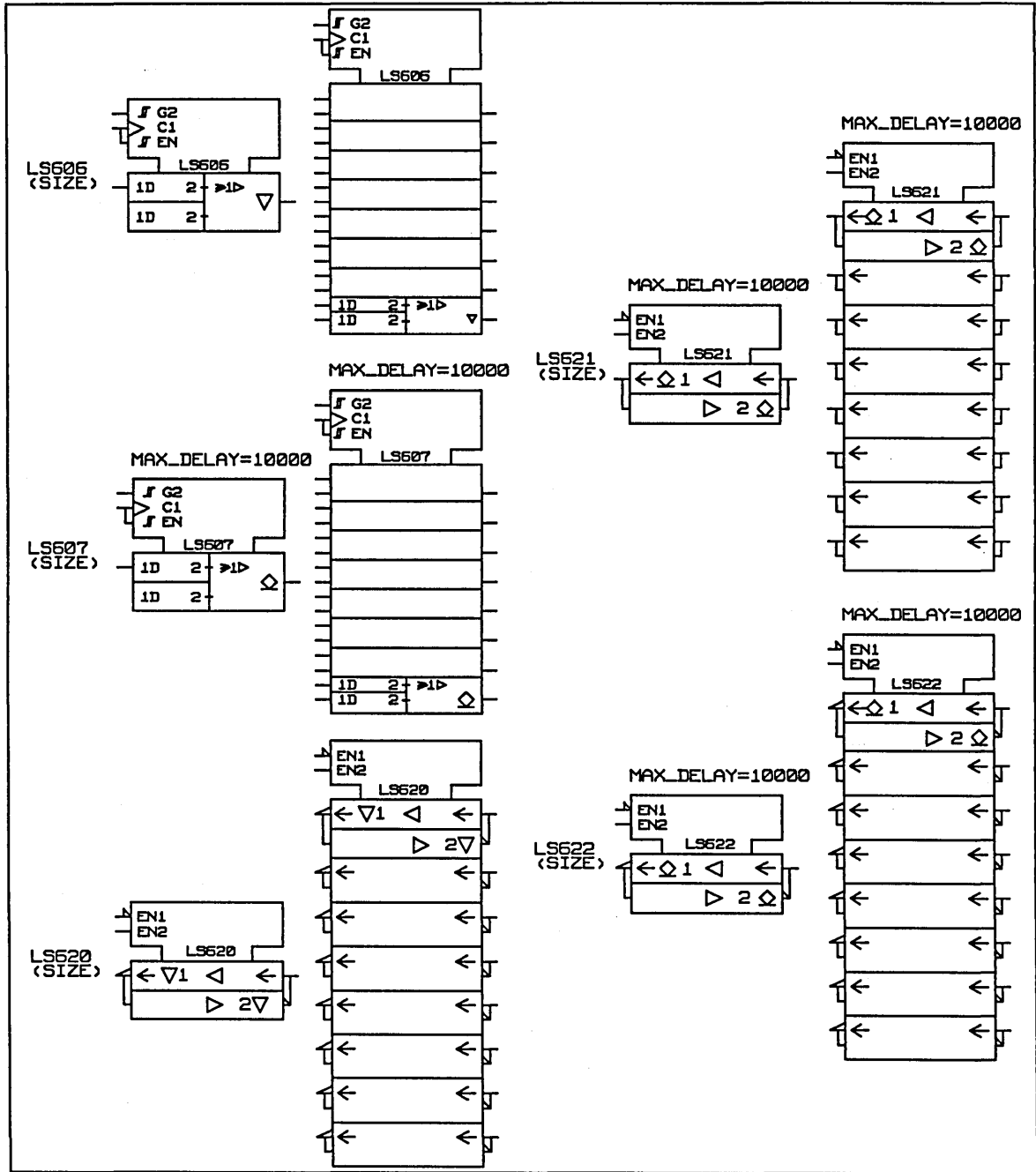




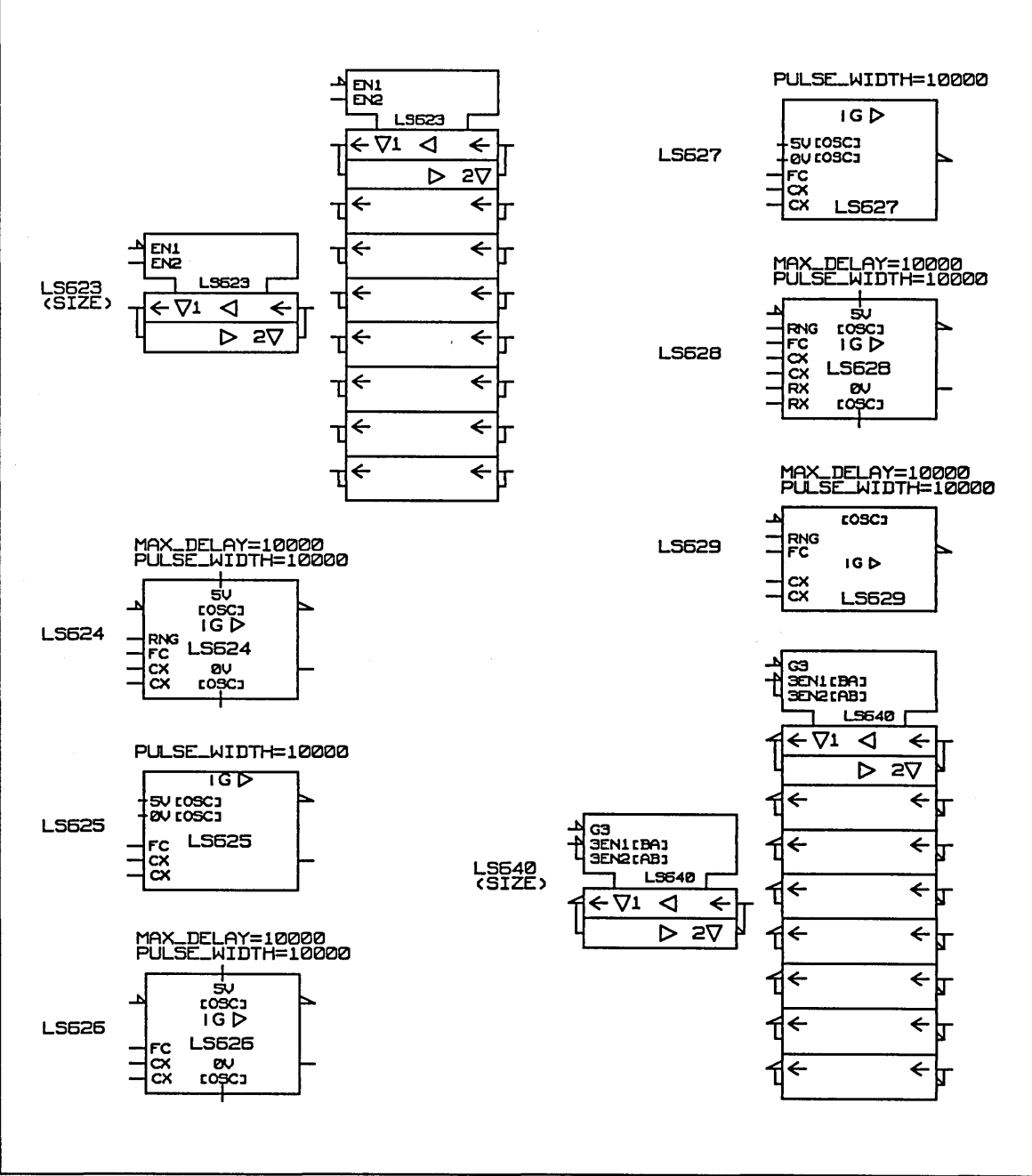


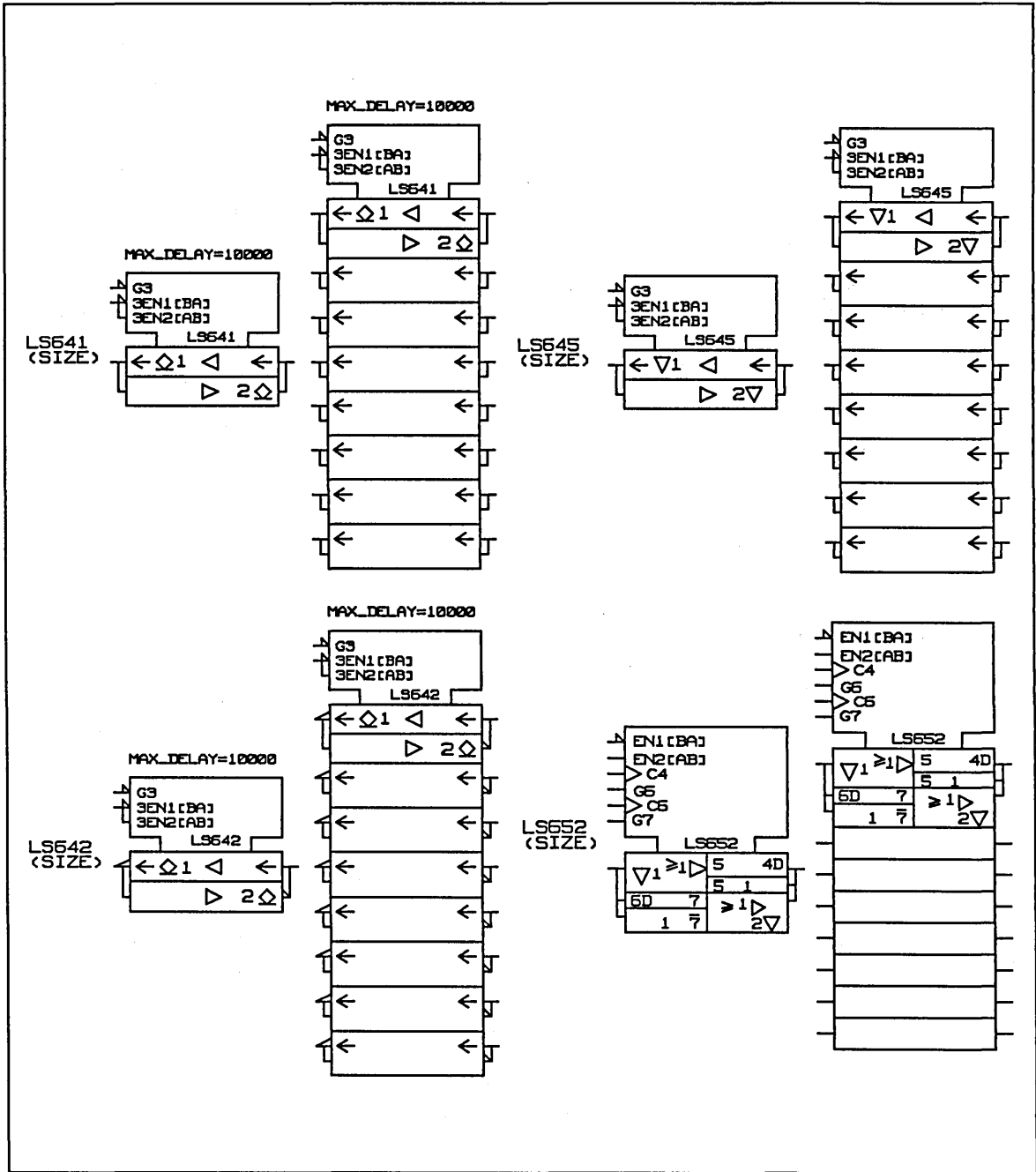


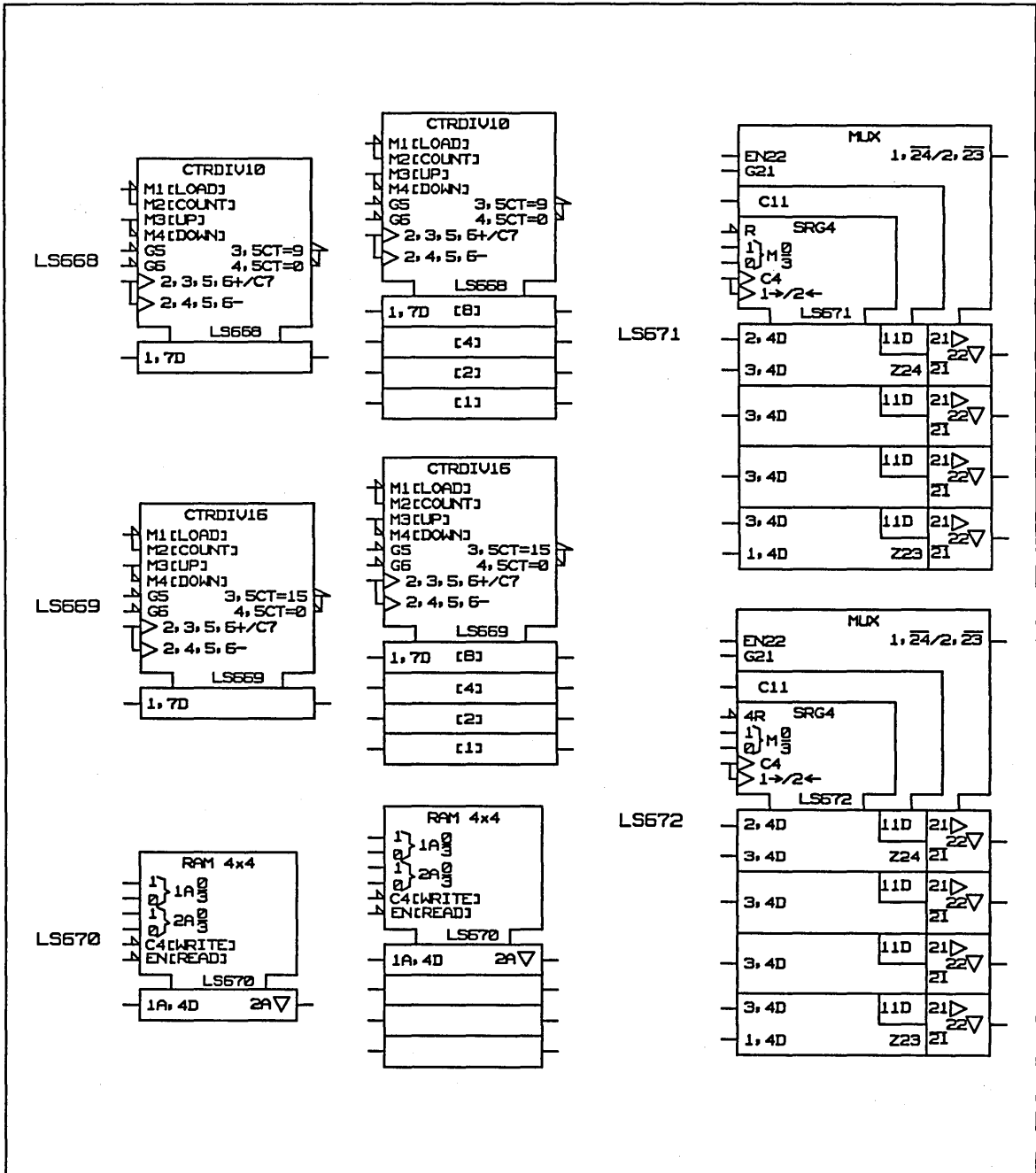


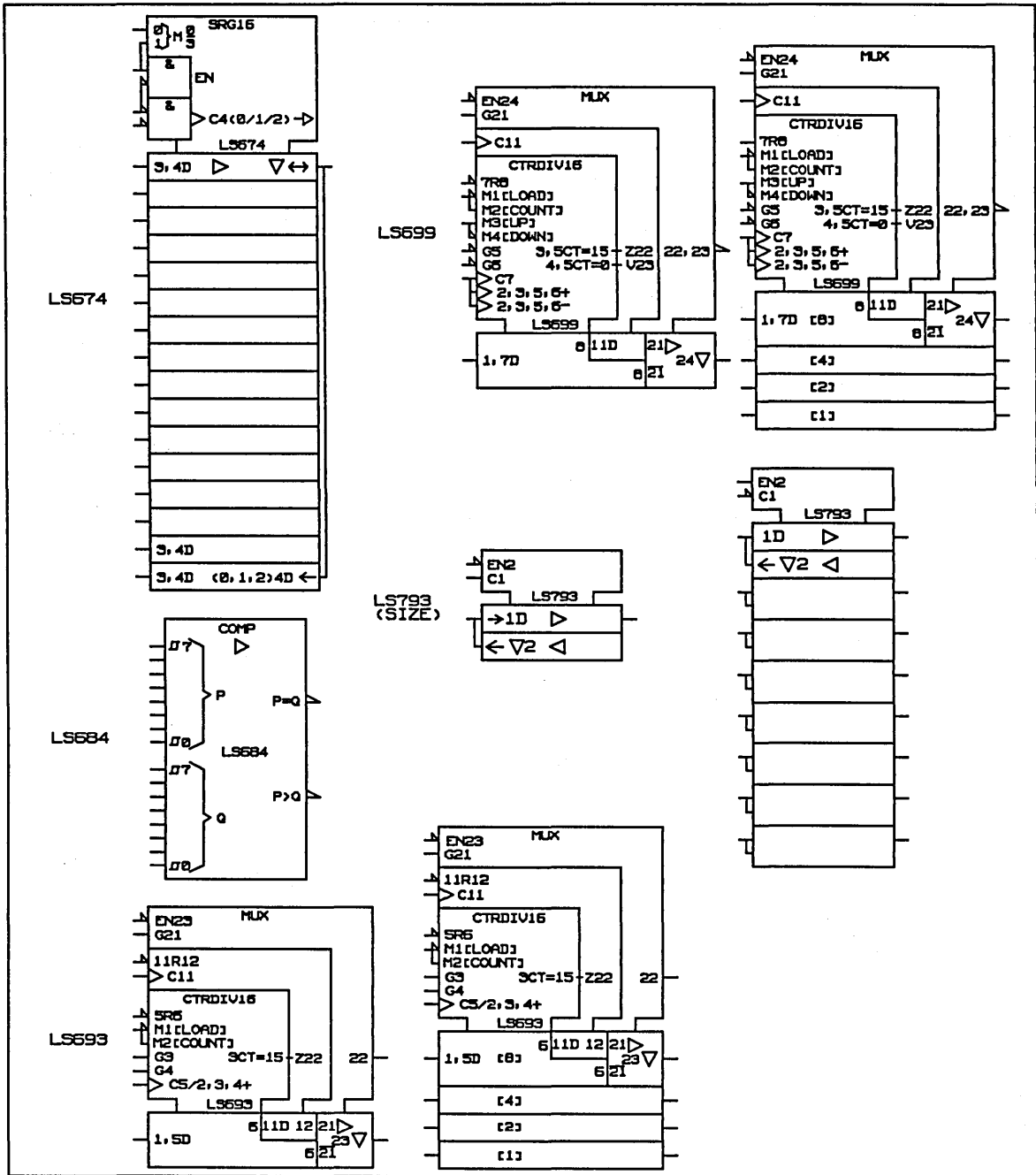














## *The STTL and ANSI STTL Libraries*

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**T**he STTL Library requires approximately 2330 Kbytes of disk storage, and the ANSI STTL Library requires approximately 2293 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*sttl.lib* or *a74sttl.lib*).

The release level of the STTL and ANSI STTL Libraries is 9.0.

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Each library contains body drawings and physical, timing, and simulation models for the following 72 components:

S00	Quad 2-input NAND
S02	Quad 2-input NOR
S03	Quad 2-input open-collector NAND
S04	Hex inverter
S05	Hex open-collector inverter
S08	Quad 2-input AND
S09	Quad 2-input open-collector AND
S10	Triple 3-input NAND
S11	Triple 3-input AND
S15	Triple 3-input open-collector AND
S20	Dual 4-input NAND
S22	Dual 4-input open-collector NAND
S30	8-input NAND
S32	Quad 2-input OR
S37	Quad 2-input NAND buffer
S38	Quad 2-input open-collector NAND buffer
S40	Dual 4-input positive NAND buffer
S51	2-wide 3-input, 2-wide 2-input AND-OR-invert
S64	4-2-3-2 input AND-OR-invert gates
S74	Dual positive-edge-triggered D flip-flop

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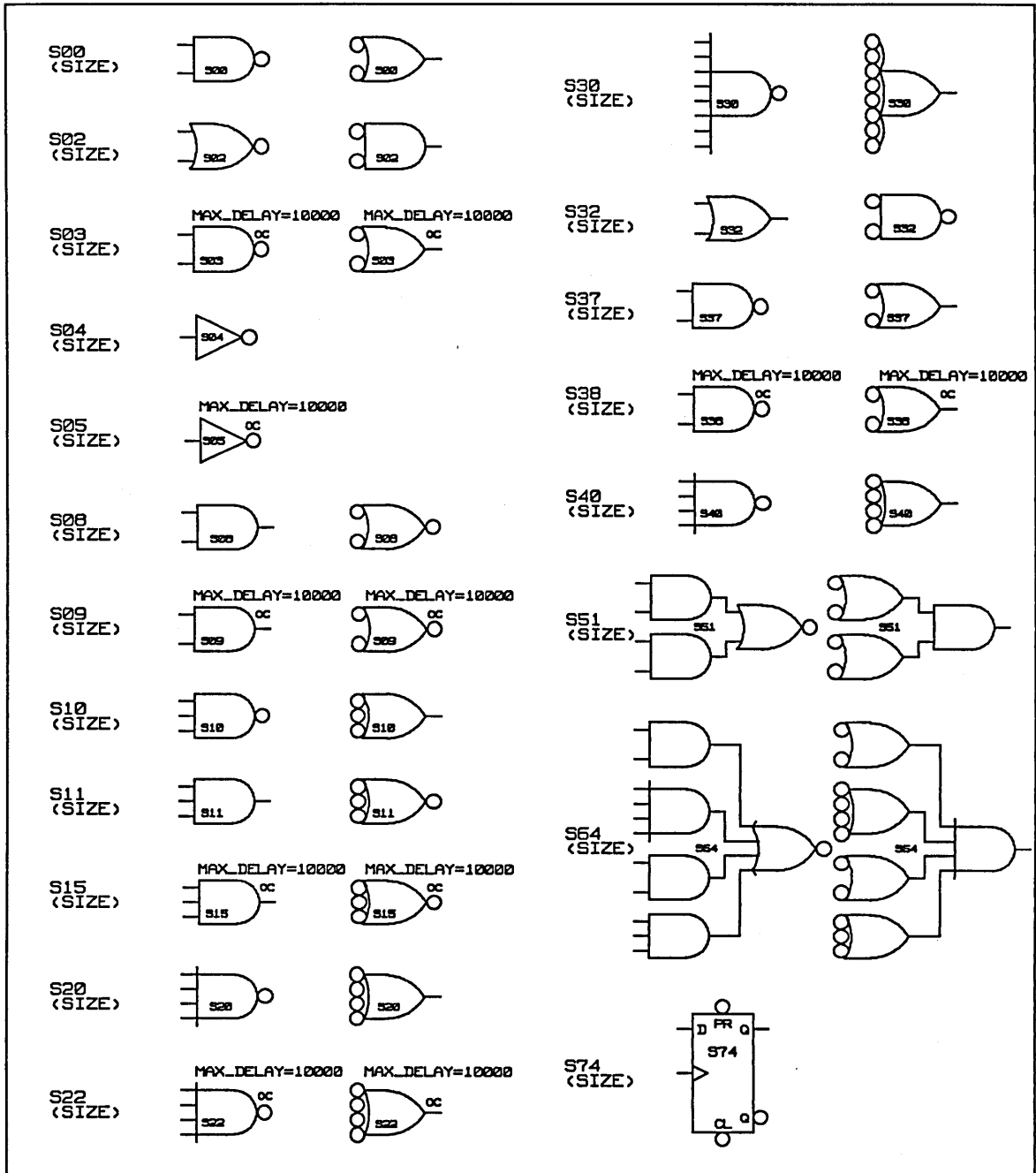
S85	4-bit magnitude comparator
S86	Quad 2-input exclusive-OR
S109	Dual JKbar positive-edge-triggered flip-flop
S112	Dual JK negative-edge-triggered flip-flop
S113	Dual JK negative-edge-triggered flip-flop with preset
S114	Dual JK negative-edge-triggered flip-flop with preset common clear and clock
S124	Dual voltage-controlled oscillators
S132	Quad 2-input positive NAND Schmitt triggers
S133	13-input positive NAND gates
S138	3-to-8 line decoders/multiplexers
S139	Dual 2-to-4 line decoders/multiplexers
S140	Dual 4-input positive NAND 50-ohm line drivers
S148	8-to-3 octal priority encoder
S151	1-of-8 data selectors/multiplexers
S153	Dual 4-line to 1-line data multiplexer
S157	Quad 2-to-1-line non-inverting multiplexer
S158	Quad 2-to-1-line inverting data multiplexer
S162	4-bit synchronous decade counters with synchronous clear
S163	4-bit synchronous binary counters with synchronous clear
S168	Synchronous decade up/down counters
S169	4-bit synchronous binary up/down counters
S174	Hex D-type flip-flops
S175	Quad D-type flip-flops
S181	Arithmetic logic units/function generators
S182	Look-ahead carry generators

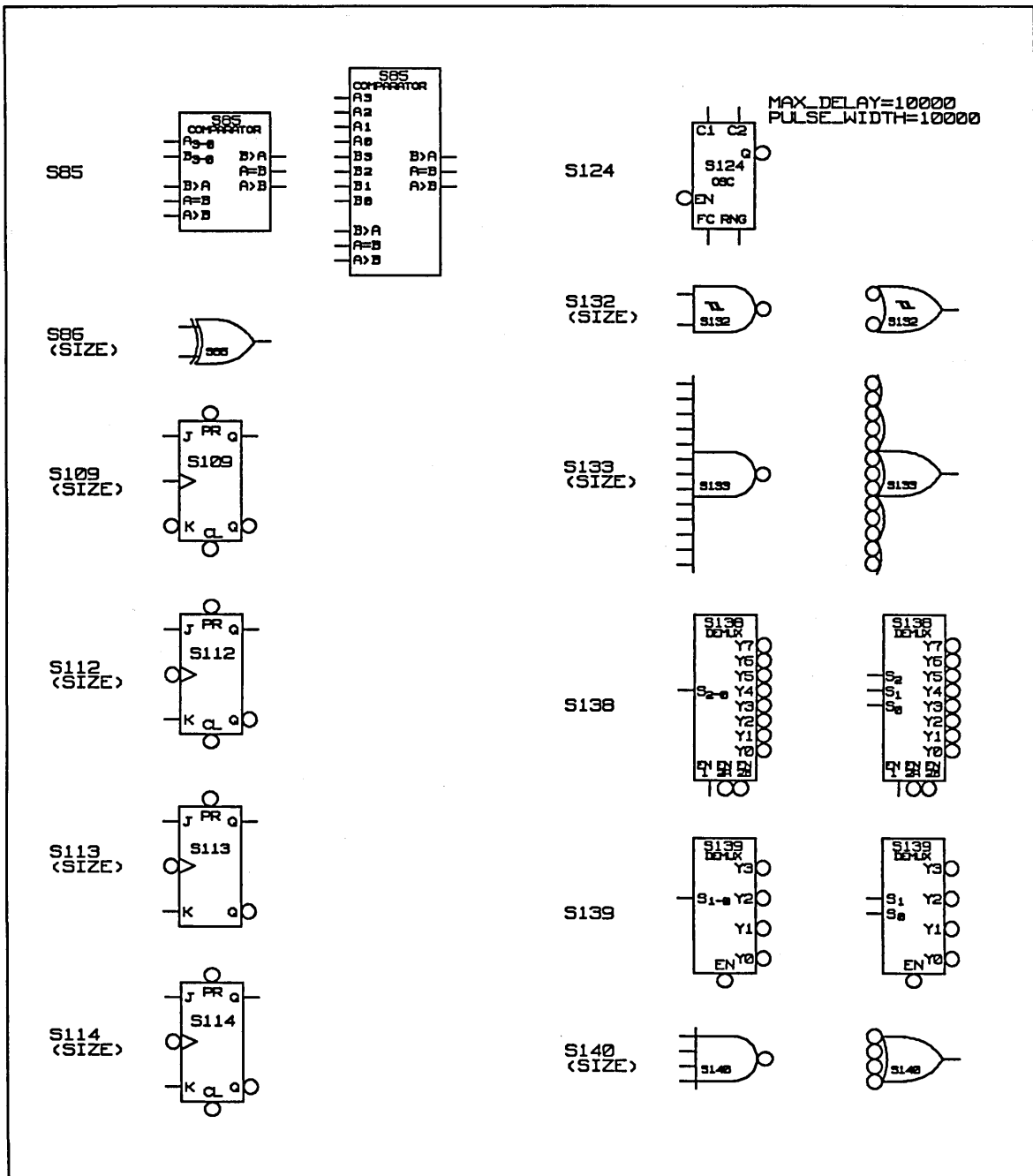
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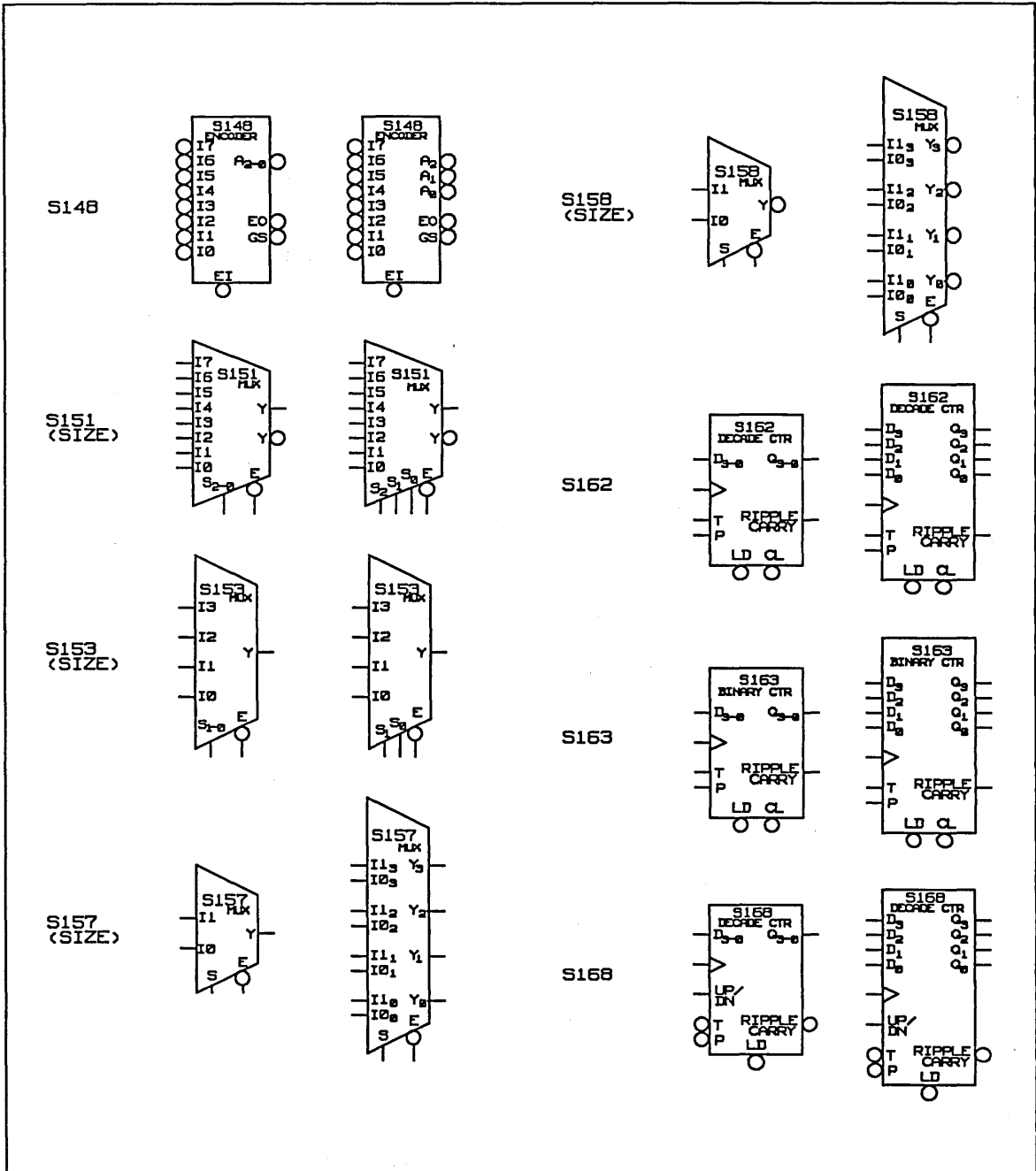
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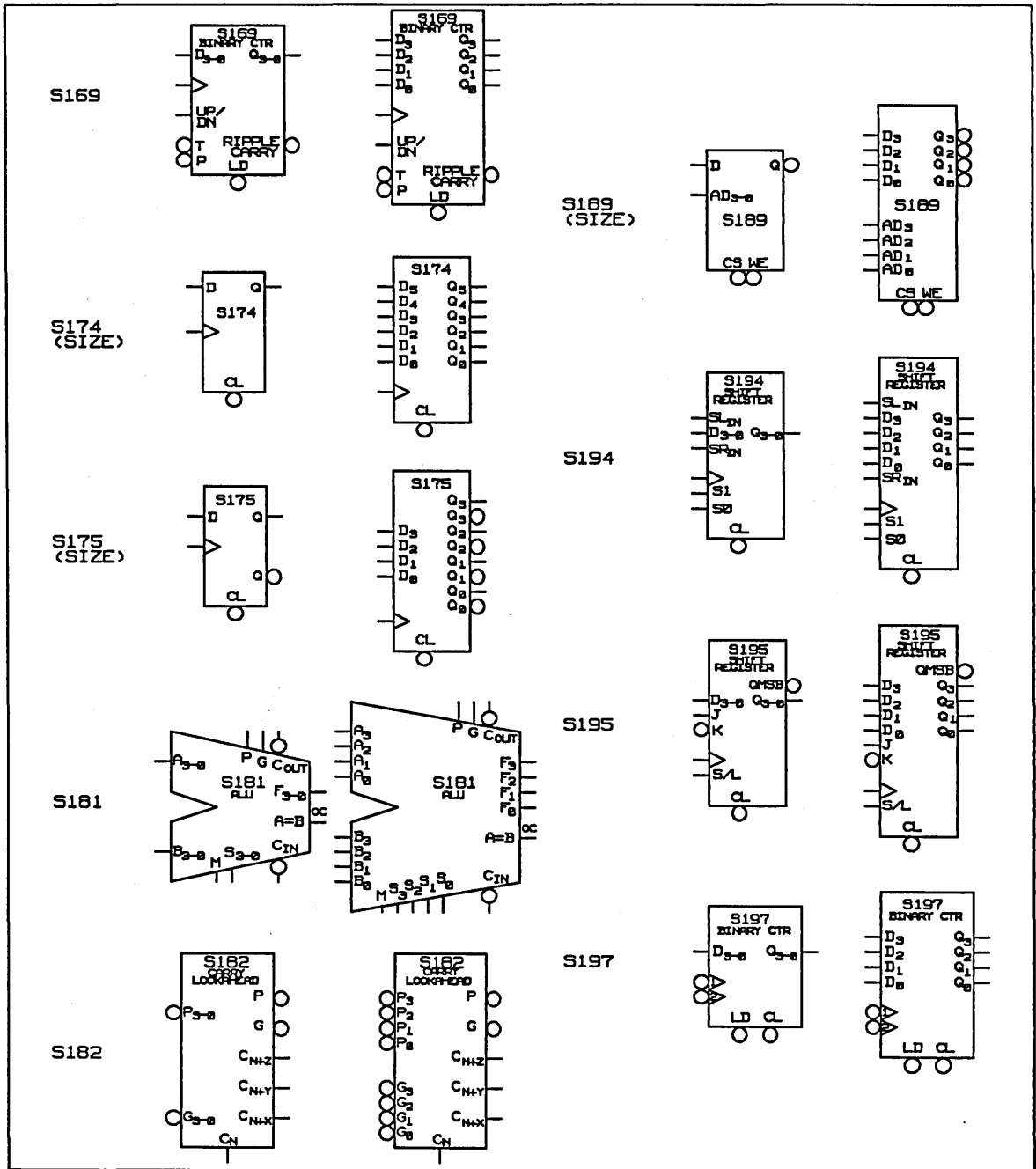
<b>S189</b>	64-bit random access memories
<b>S194</b>	4-bit bidirectional shift register
<b>S195</b>	4-bit parallel-access shift register
<b>S197</b>	4-bit binary presetable counter/latch
<b>S201</b>	256-bit random memories
<b>S225</b>	Asynchronous first-in first-out memories
<b>S226</b>	4-bit parallel 3-state latched bus transceiver
<b>S240</b>	Octal inverting 3-state bus transceiver
<b>S241</b>	Octal non-inverting 3-state bus transceiver
<b>S244</b>	Octal non-inverting 3-state bus transceiver
<b>S251</b>	3-state data multiplexer
<b>S253</b>	Dual data selectors/multiplexers
<b>S257</b>	Quad 3-state non-inverting data multiplexer
<b>S258</b>	Quad 3-state inverting data multiplexer
<b>S260</b>	Dual 5-input positive NOR gates
<b>S280</b>	9-bit odd/even parity generators/checkers
<b>S283</b>	4-bit binary full adders
<b>S288</b>	Programmable read-only memory
<b>S299</b>	8-bit bidirectional 3-state shift/storage register
<b>S340</b>	Octal inverting 3-state bus transceiver
<b>S344</b>	Octal non-inverting 3-state bus transceiver
<b>S373</b>	Octal 3-state D-latch with common enable
<b>S374</b>	Octal 3-state positive-edge-triggered D register
<b>S381</b>	Arithmetic logic unit/function generator
<b>S471</b>	Programmable read-only memories
<b>S533</b>	8-bit inverting 3-state latch
<b>S534</b>	8-bit inverting 3-state register

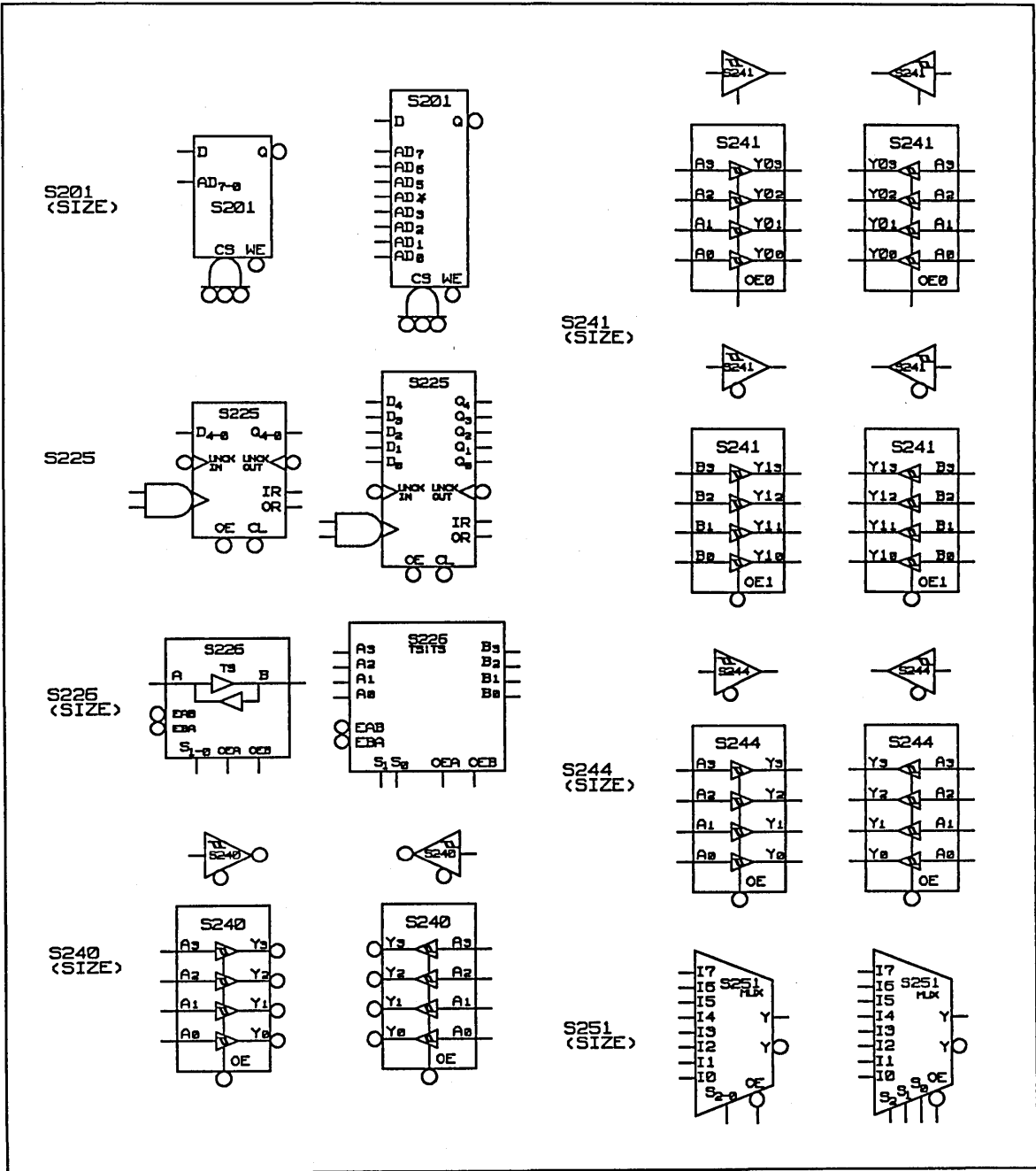


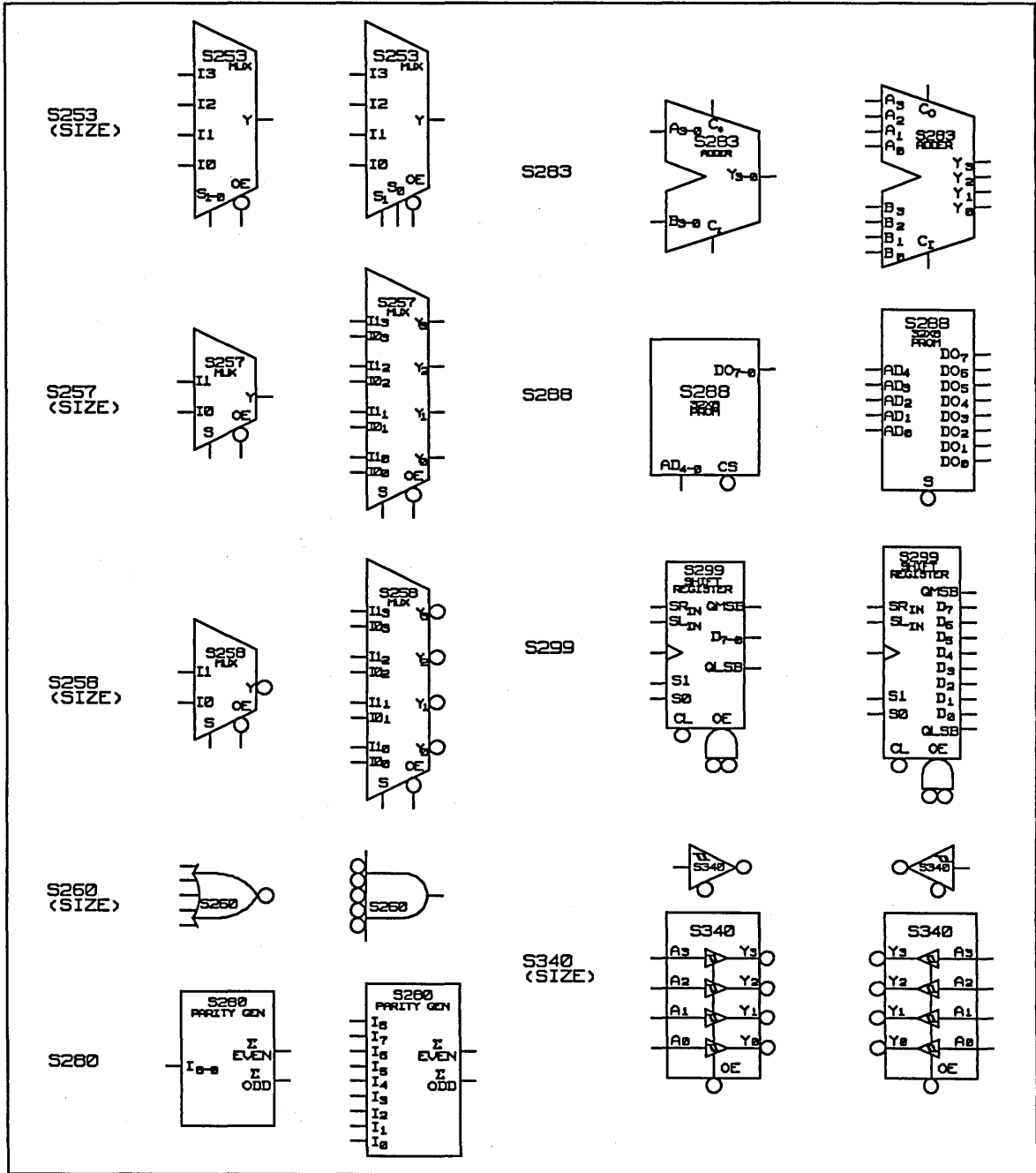


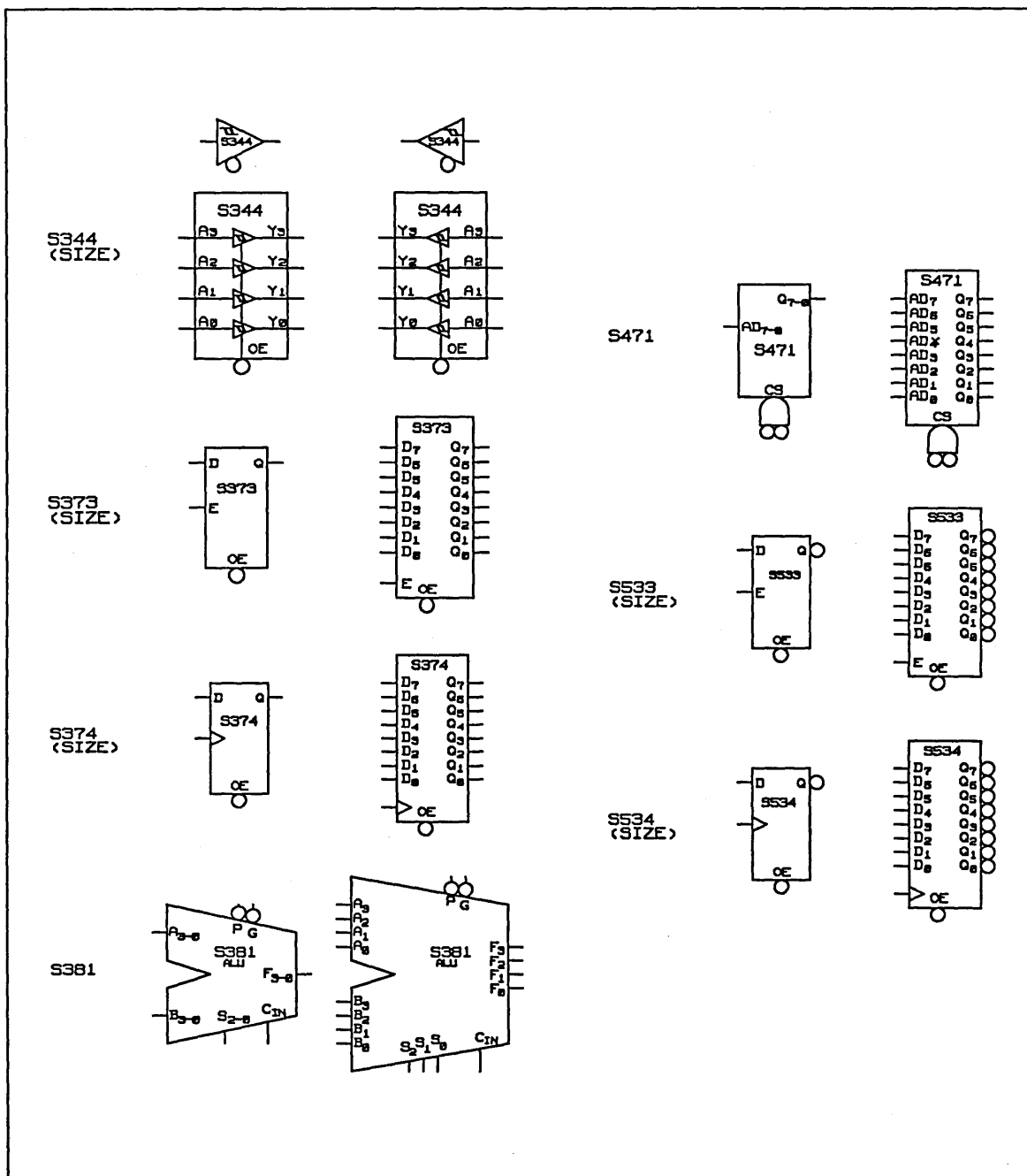






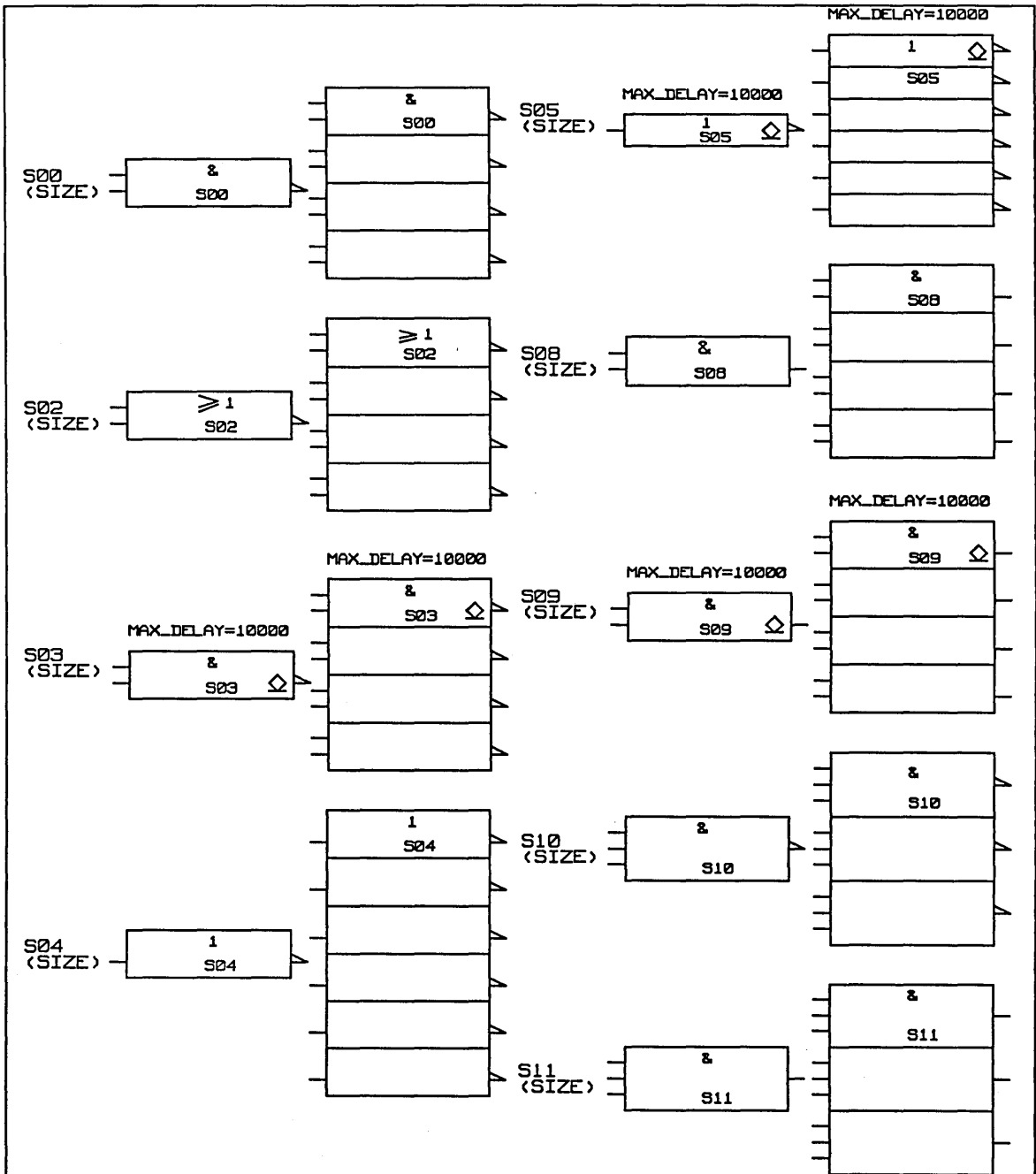


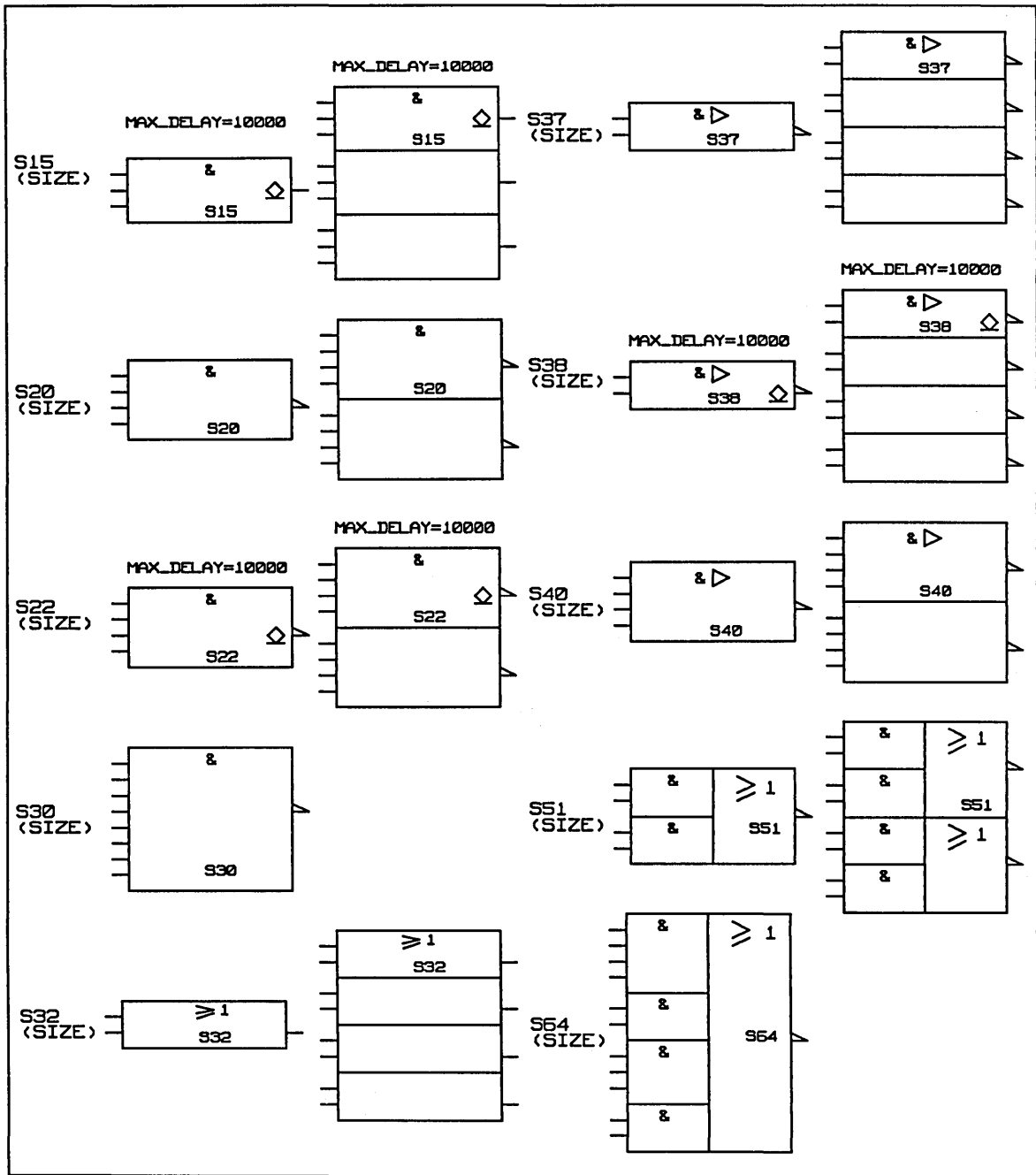


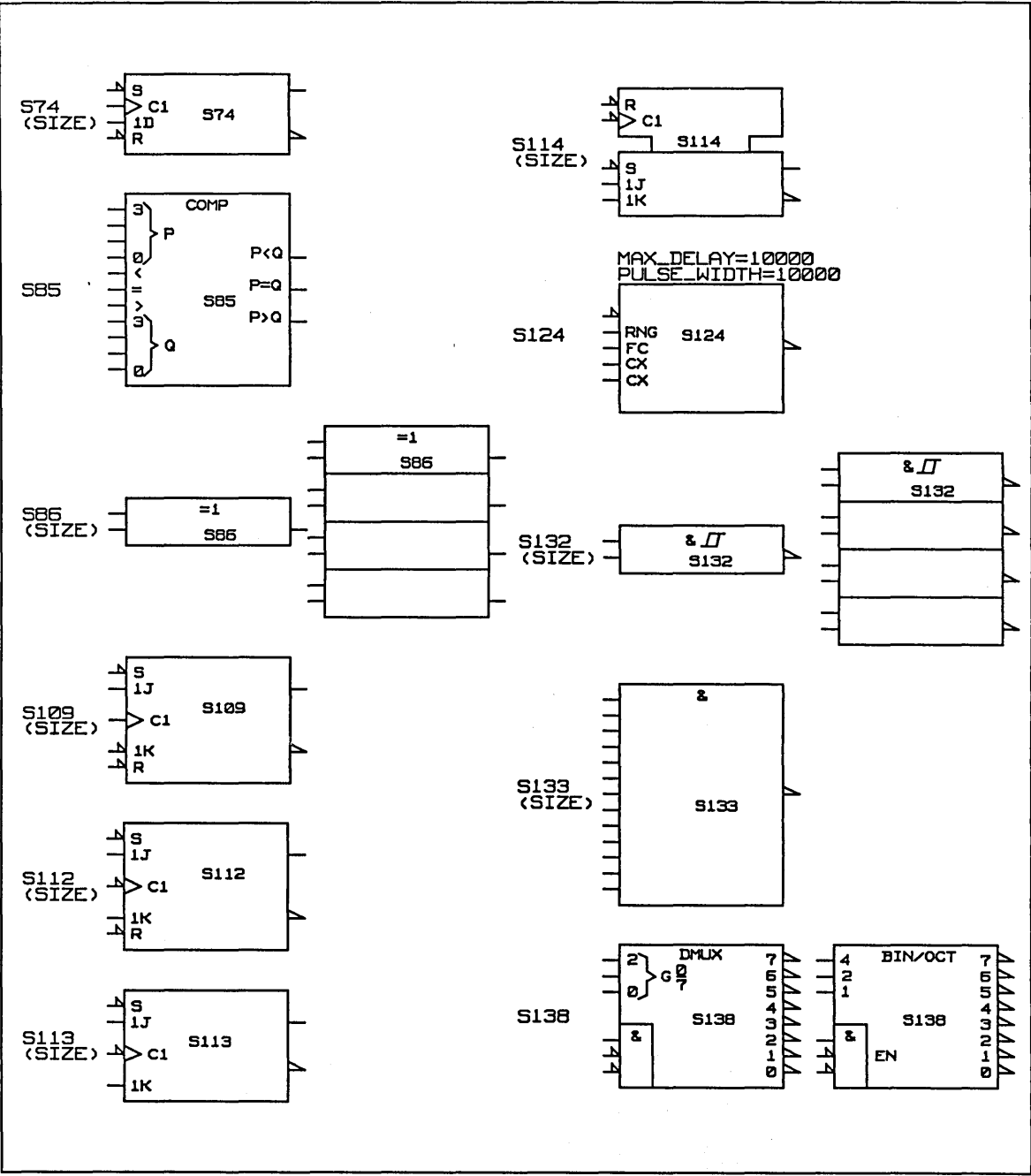


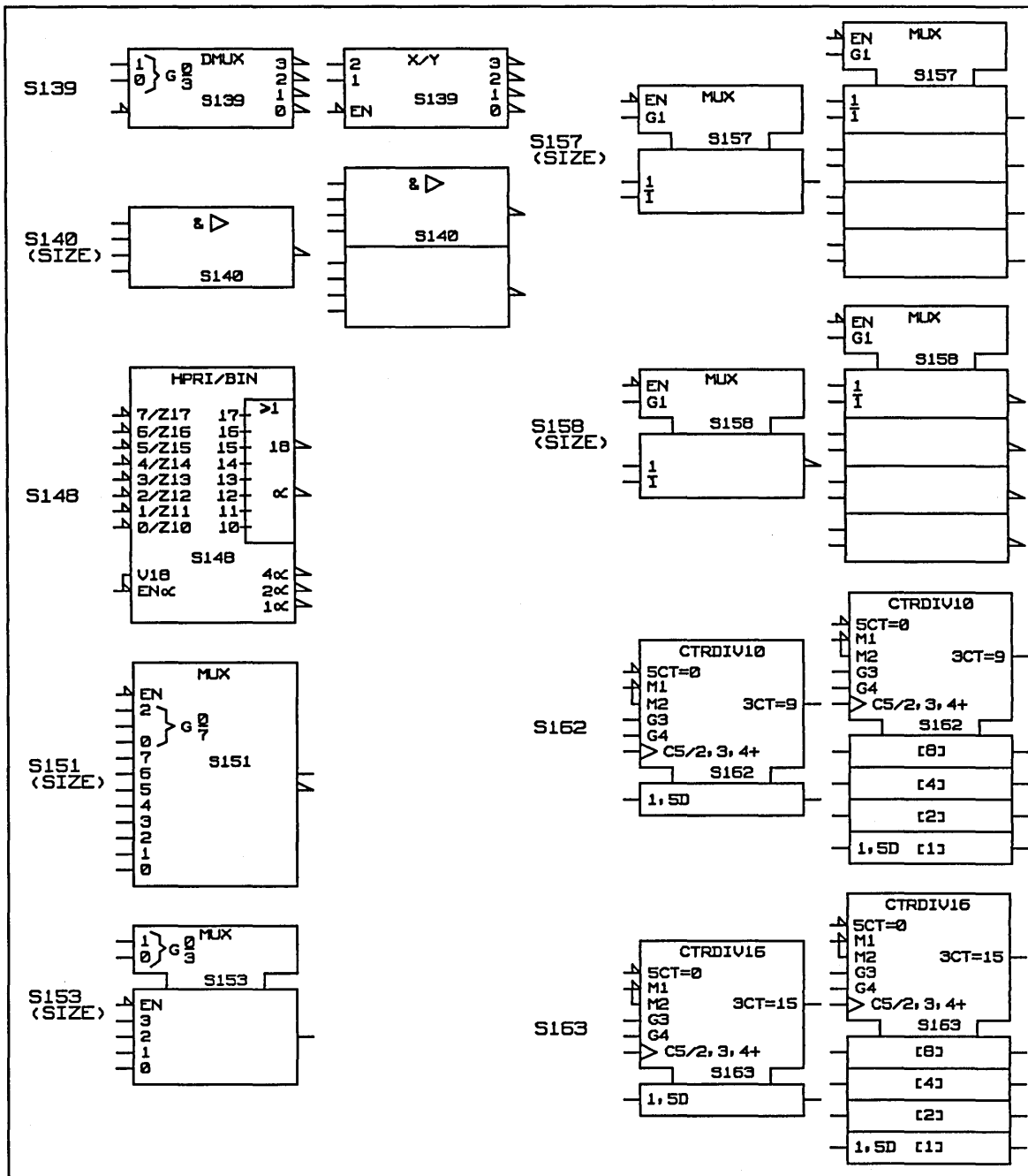


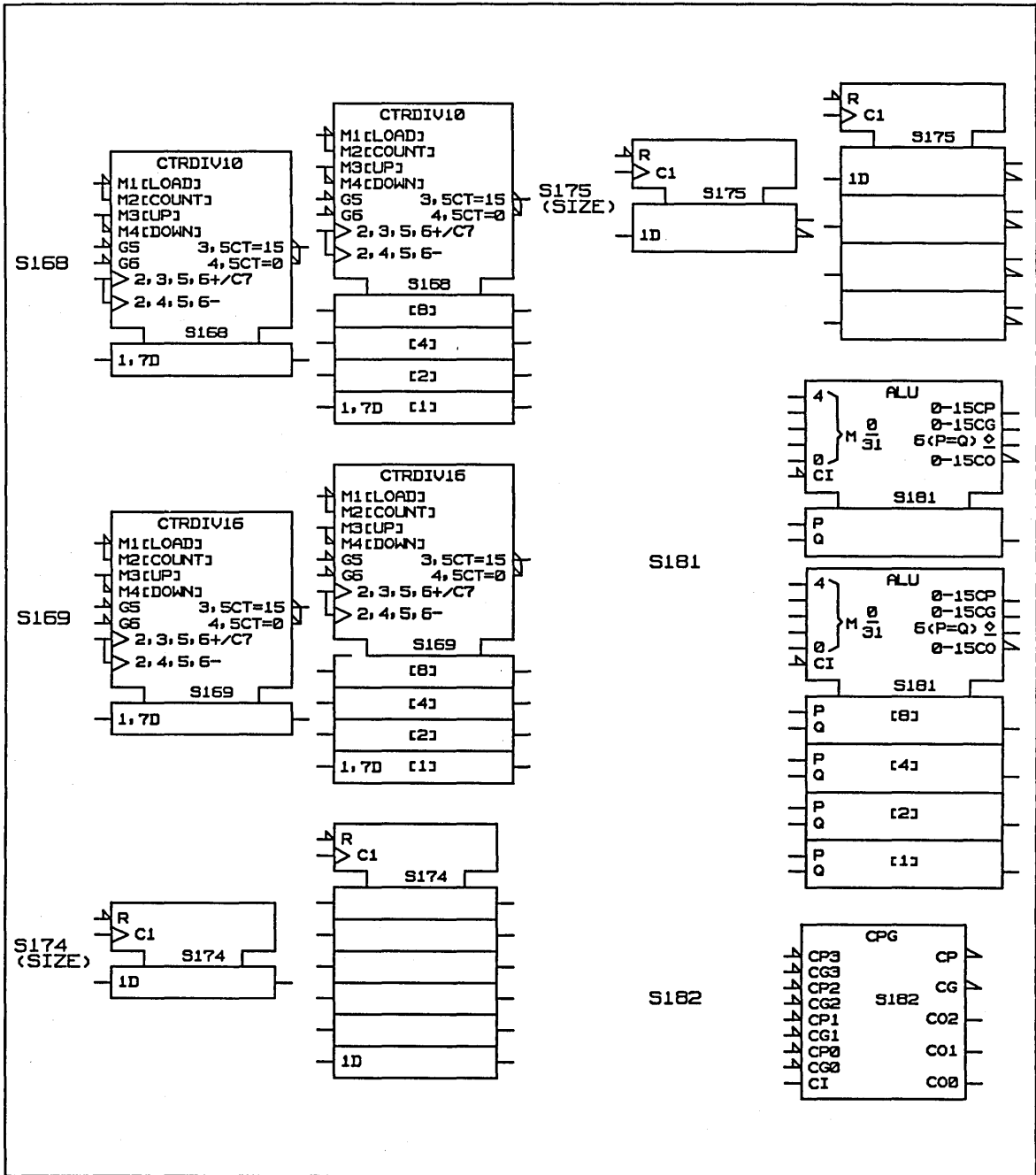


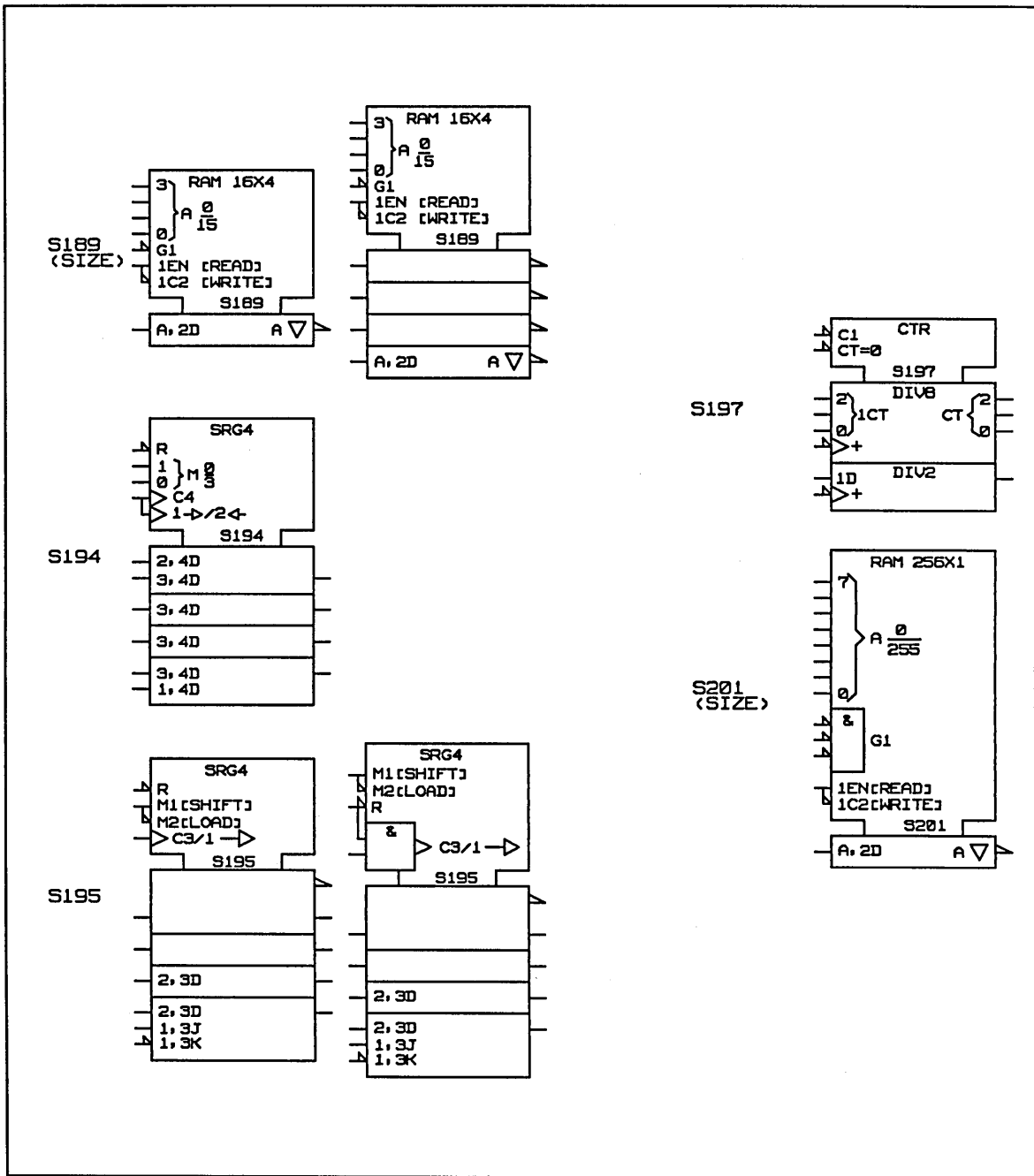


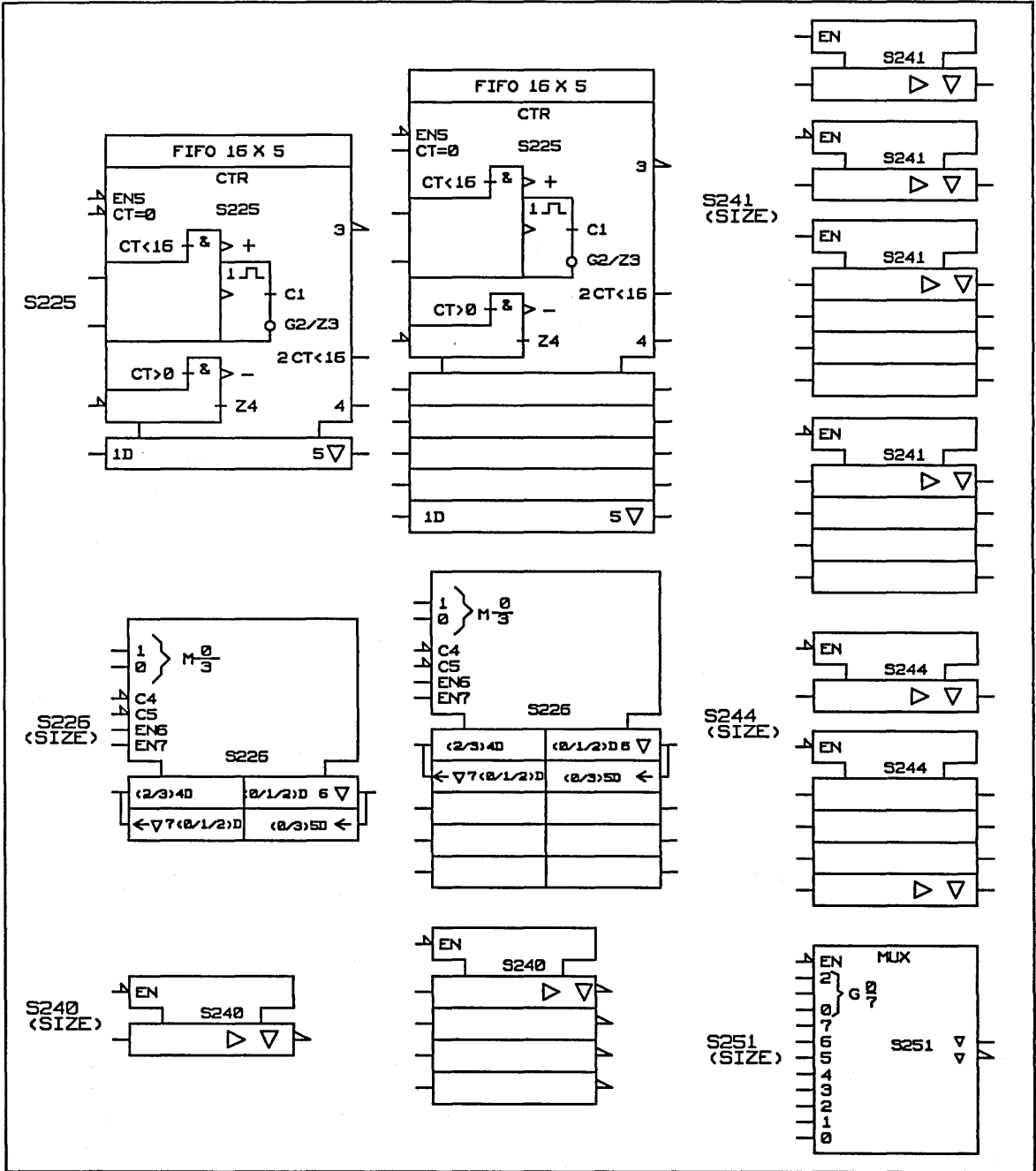


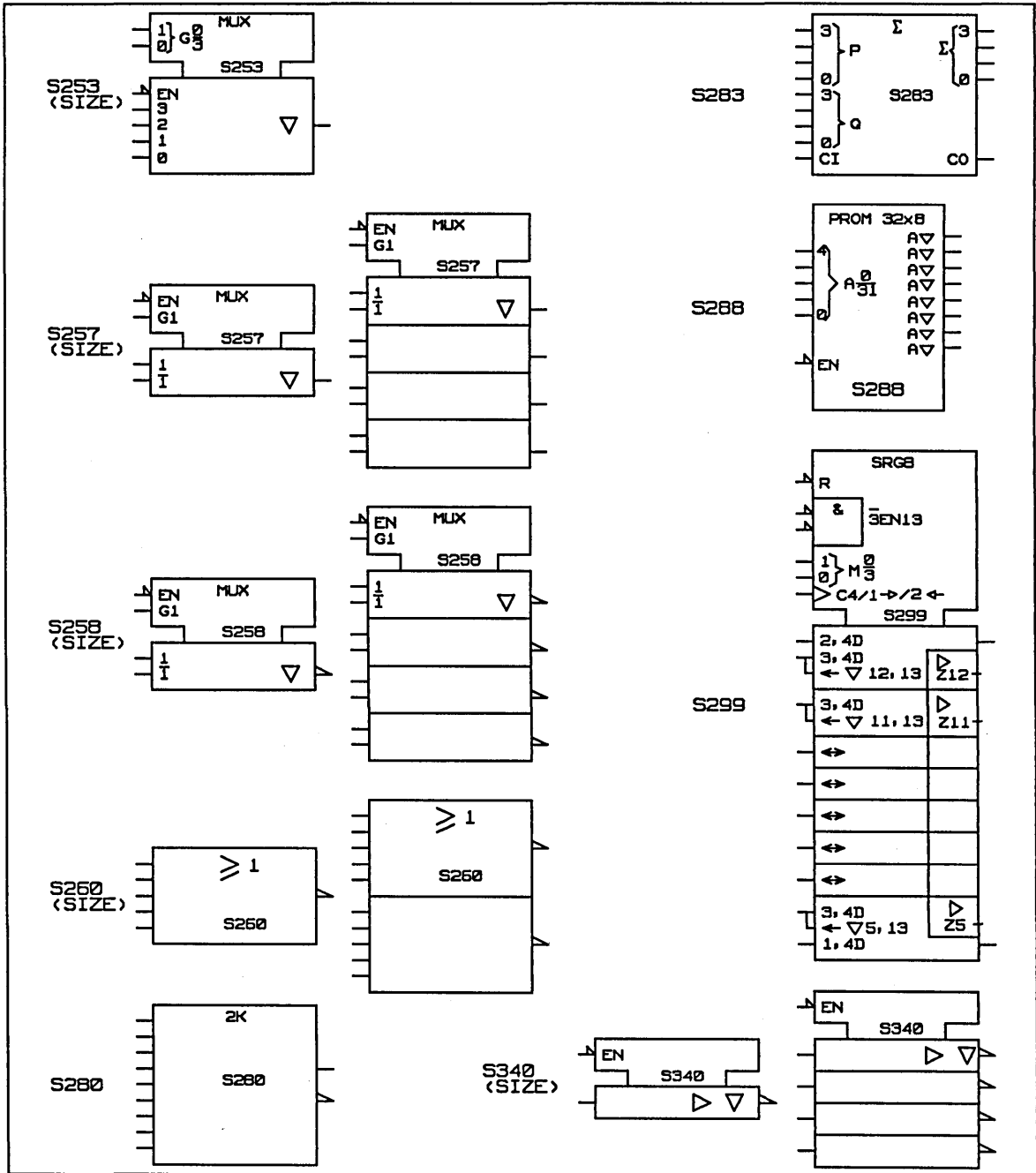




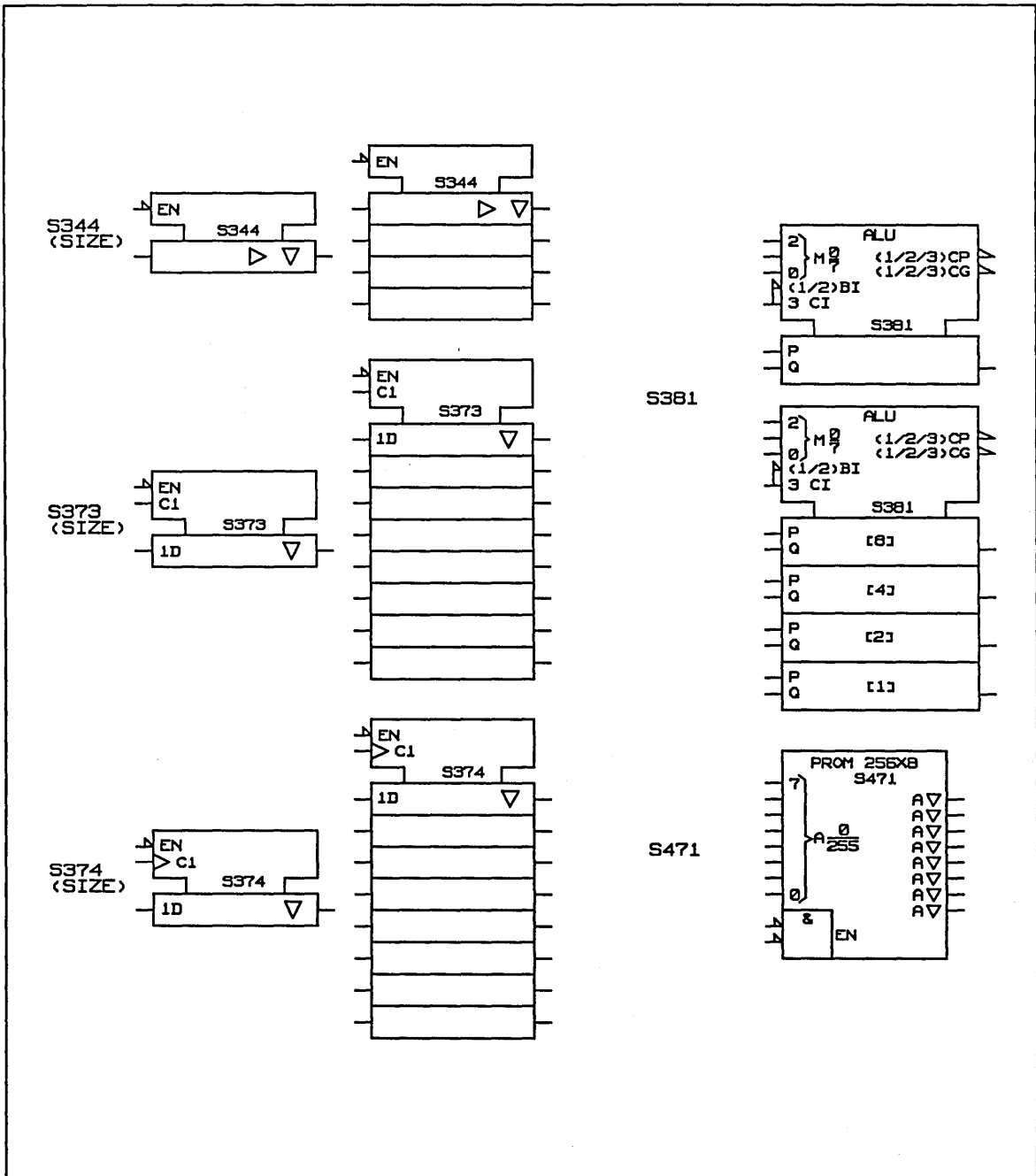


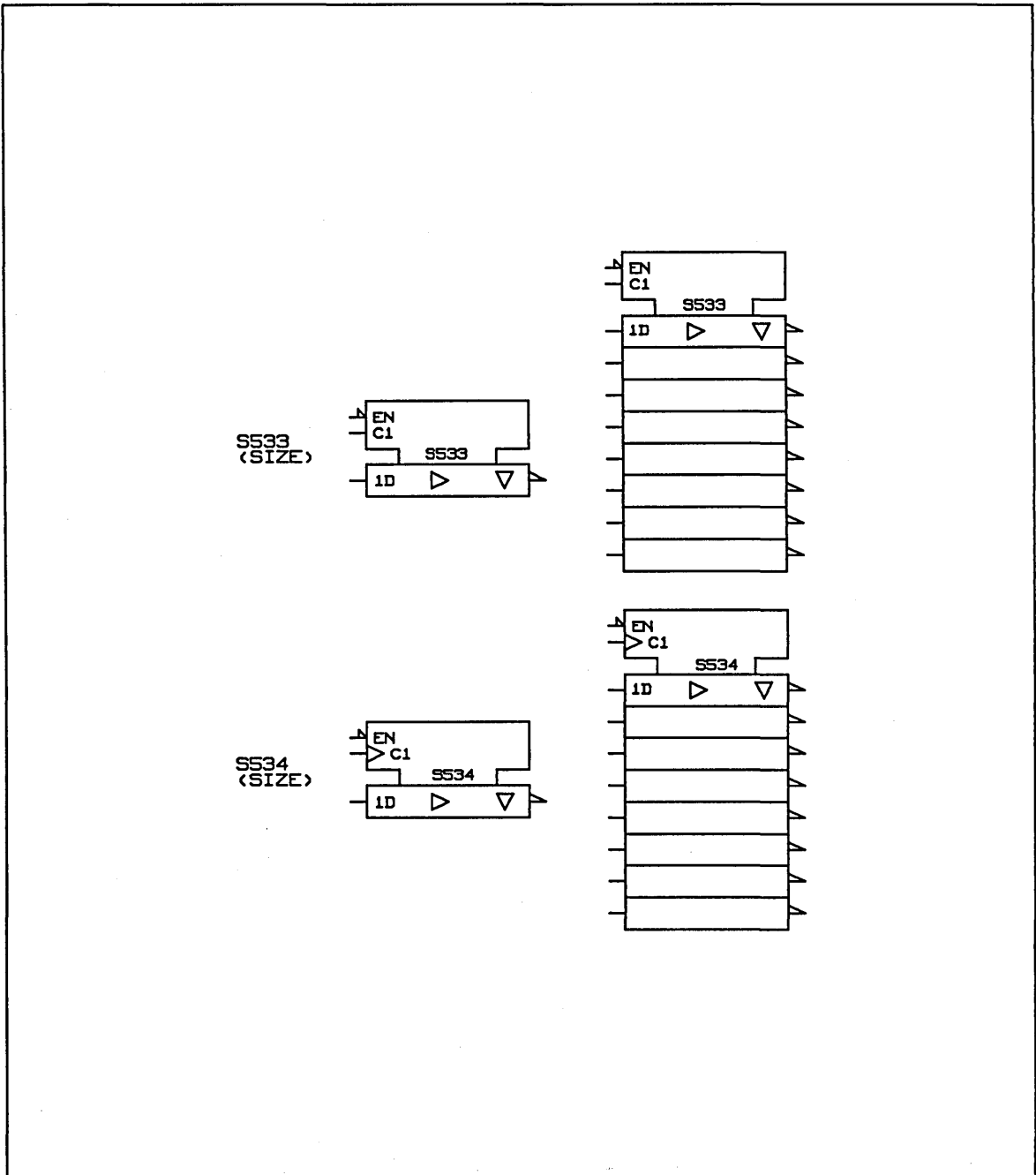














## *The ASTTL and ANSI ASTTL Libraries*

**T**he ASTTL Library requires approximately 2810 Kbytes of disk storage, and the ANSI ASTTL Library requires approximately 2859 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*asttl.lib* or *a74asttl.lib*).

The specifications used to construct the models in these libraries were taken from the Texas Instruments data books.

The release level of the ASTTL and ANSI ASTTL Libraries is 9.0.

	Each library contains body drawings and physical, timing, and simulation models for the following 80 components:
AS00	Quad 2-input NAND
AS02	Quad 2-input NOR
AS04	Hex inverter
AS08	Quad 2-input AND
AS10	Triple 3-input NAND
AS11	Triple 3-input AND
AS20	Dual 4-input NAND
AS21	Dual 4-input AND
AS27	Triple 3-input NOR
AS30	8-input NAND
AS32	Quad 2-input OR
AS74	Dual positive-edge-triggered D flip-flop
AS109	Dual JKbar positive-edge-triggered flip-flop with clear and preset
AS112	Dual JK negative-edge-triggered flip-flop with clear and preset
AS113	Dual JK negative-edge-triggered flip-flop with preset
AS114	Dual JK negative-edge-triggered flip-flop with preset common clear and clock
AS137	3-to-8 line decoders/multiplexer with address latch
AS138	3-to-8 line decoders/multiplexer
AS139	Dual 2-to-4 line decoders/multiplexer
AS151	1 of 8 data selectors/multiplexer

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AS153	Dual 1 of 4 data selectors/multiplexer
AS157	Quad 1 of 2 data selector/multiplexer
AS158	Quad 1 of 2 data selector/multiplexer
AS161	4-bit synchronous binary counters with direct clear
AS163	Synchronous 4-bit binary counter
AS169	4-bit synchronous binary up/down counter
AS174	Hex D-type flip-flops with clear
AS175	Quad D-type flip-flops with clear
AS181	Arithmetic logic unit/function generator
AS195	4-bit bidirectional shift registers
AS240	Octal buffer and line driver with 3-state output
AS241	Octal buffer and line driver with 3-state output
AS242	Quad inverted 3-state bus transceiver
AS243	Quad noninverted 3-state bus transceiver
AS244	Octal buffer and line driver with 3-state output
AS245	Octal noninverted 3-state bus transceiver
AS251	1 of 8 3-state data selectors/multiplexer
AS253	Dual 1 of 4 data selector/multiplexer with 3-state output
AS257	Quad 1 of 2 data selector/multiplexer with 3-state output
AS258	Quad 1 of 2 data selector/multiplexer with 3-state output
AS280	9-bit parity generator/checker
AS286	9-bit parity generator/checker with bus driver parity I/O port
AS298	Quad 2-input multiplexer with storage
AS299	8-input 3-state universal shift/storage register
AS323	8-input 3-state universal shift/storage register

<b>AS353</b>	Dual 1 of 4 data selector/multiplexer with 3-state output
<b>AS373</b>	Octal D-type 3-state transparent latch
<b>AS374</b>	Octal D-type edge-triggered flip-flop
<b>AS533</b>	Octal D-type 3-state transparent latch
<b>AS534</b>	Octal D-type edge-triggered flip-flop with 3-state output
<b>AS573</b>	Octal D-type 3-state transparent latch
<b>AS574</b>	Octal D-type edge-triggered flip-flop with 3-state output
<b>AS575</b>	Octal D-type flip-flops with 3-state outputs
<b>AS576</b>	Octal D-type flip-flops with 3-state outputs
<b>AS580</b>	Octal D-type 3-state transparent latch
<b>AS638</b>	Octal bus transceivers
<b>AS640</b>	Octal bus transceivers
<b>AS645</b>	Octal bus transceivers
<b>AS648</b>	Octal bus transceivers and registers
<b>AS652</b>	Octal bus transceivers and registers
<b>AS804A</b>	Hex 2-input NAND drivers
<b>AS805A</b>	Hex 2-input NOR drivers
<b>AS808A</b>	Hex 2-input AND drivers
<b>AS821</b>	10-bit bus interface flip-flops with 3-state outputs
<b>AS823</b>	9-bit bus interface flip-flops with 3-state outputs
<b>AS832A</b>	Hex 2-input OR drivers
<b>AS843</b>	9-bit bus interface D-type latches with 3-state outputs
<b>AS857</b>	Hex 2-to-1 universal multiplexer
<b>AS866</b>	8-bit magnitude comparator
<b>AS867</b>	Synchronous 8-bit up/down counter

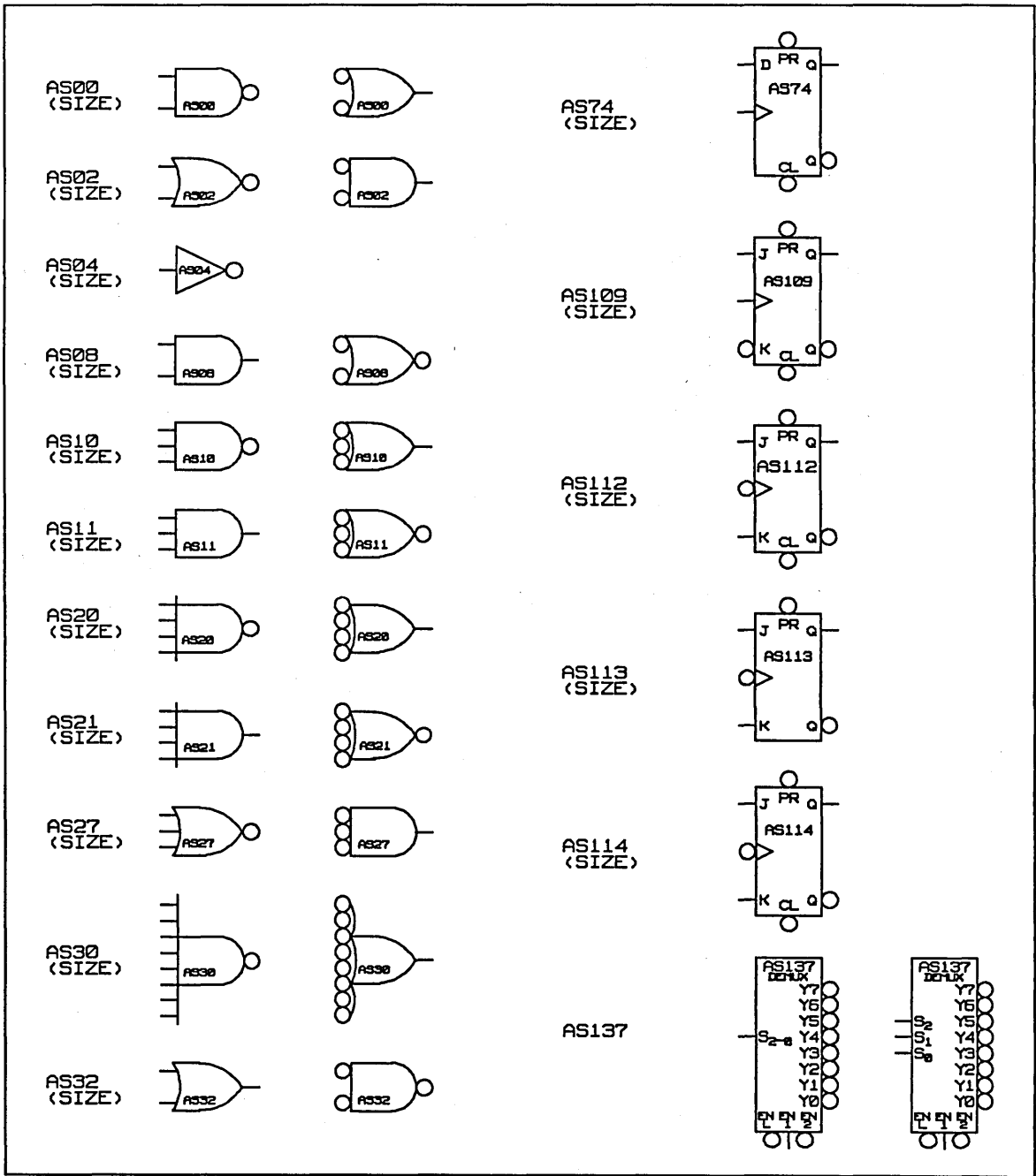
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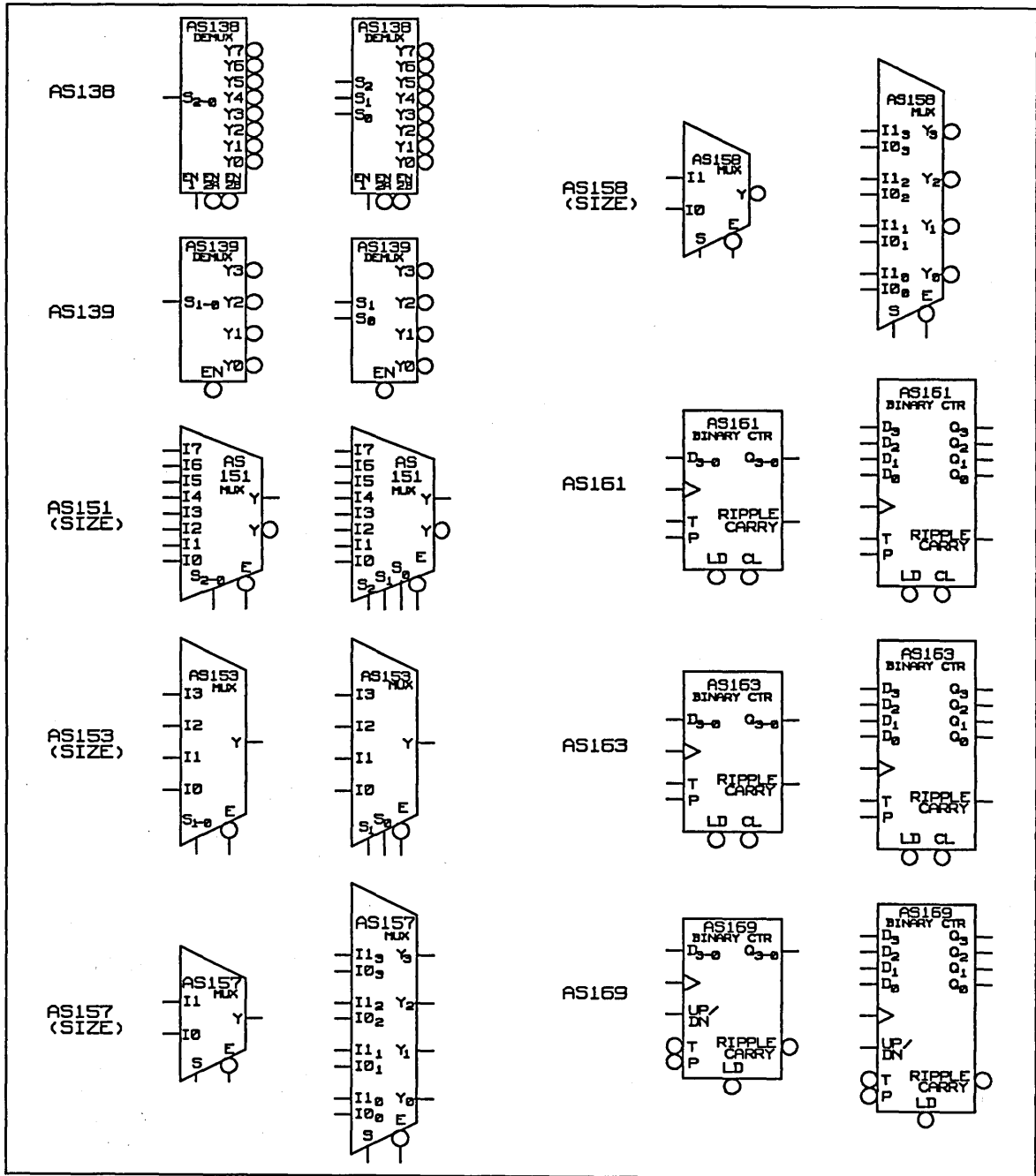
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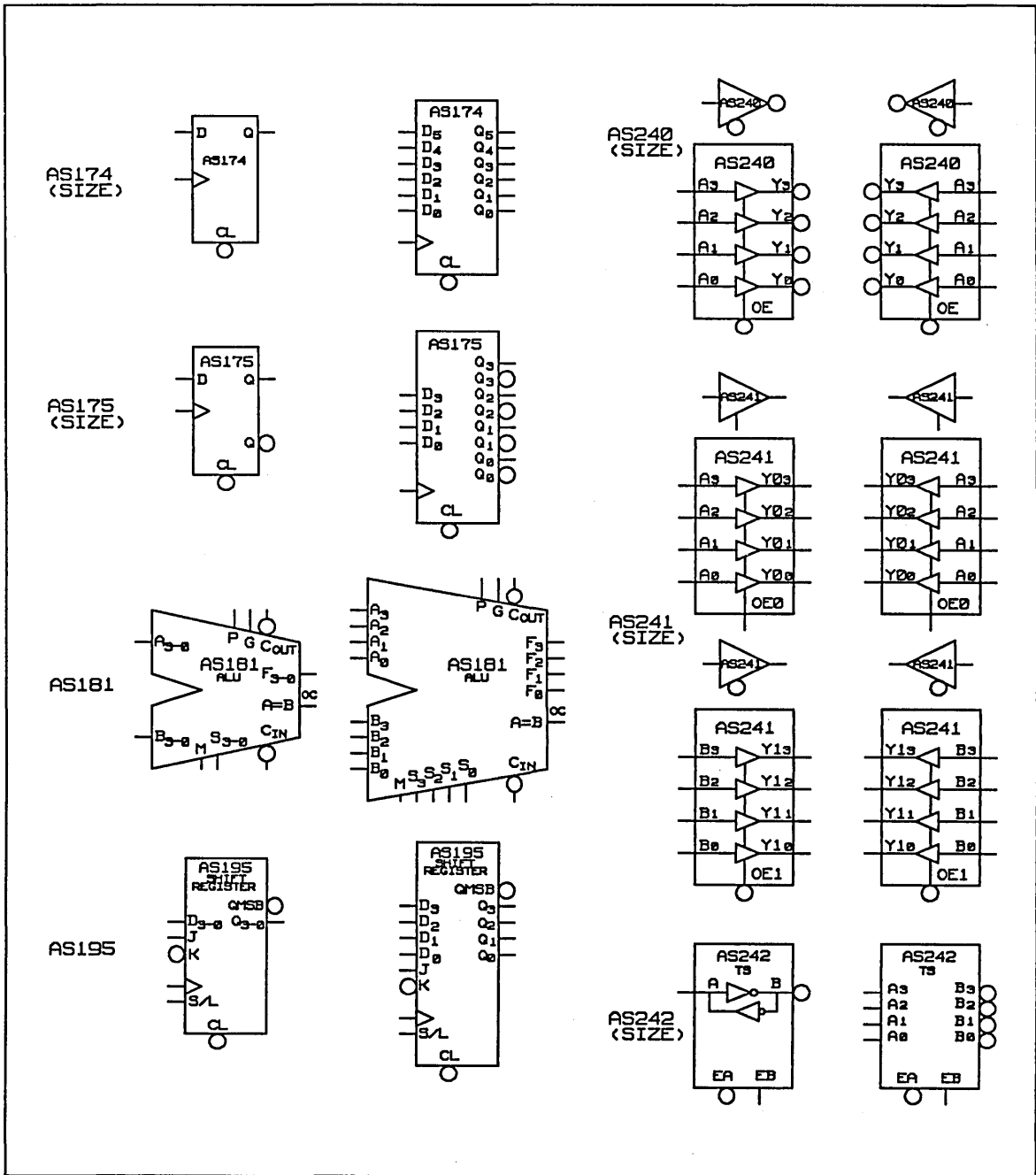
AS869	Synchronous 8-bit up/down counter
AS873	Dual 4-bit D-type latches with 3-state outputs
AS874	Dual 4-bit D-type edge-triggered flip-flops
AS877	8-bit universal transceiver port controllers
AS878	Dual 4-bit D-type edge-triggered flip-flops with 3-state outputs
AS882	32-bit look-ahead carry generator
AS1000	Quad 2-input NAND buffer
AS1004	Hex inverting drivers
AS1008	Quad 2-input positive-AND buffers/drivers
AS1034	Hex drivers

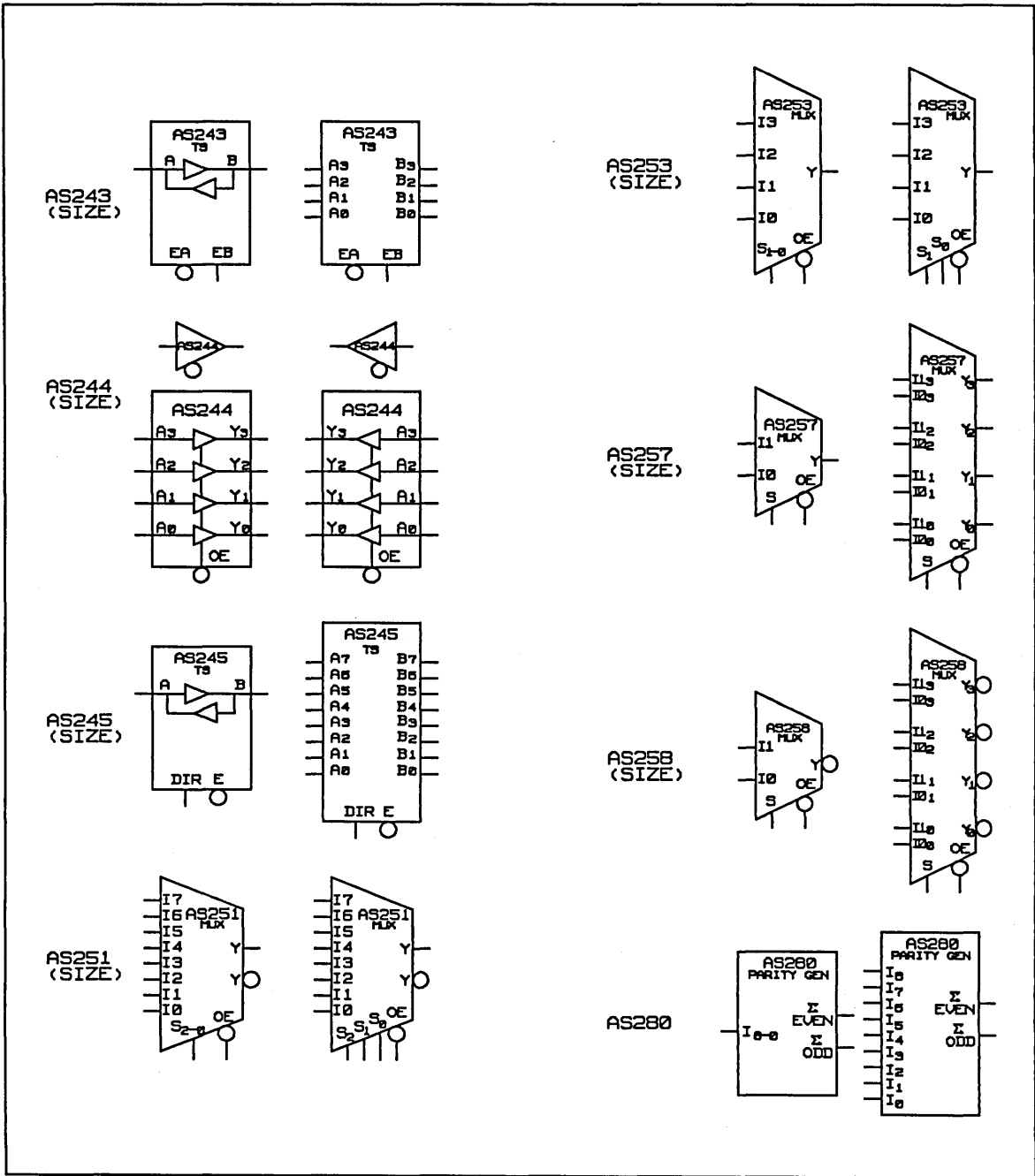


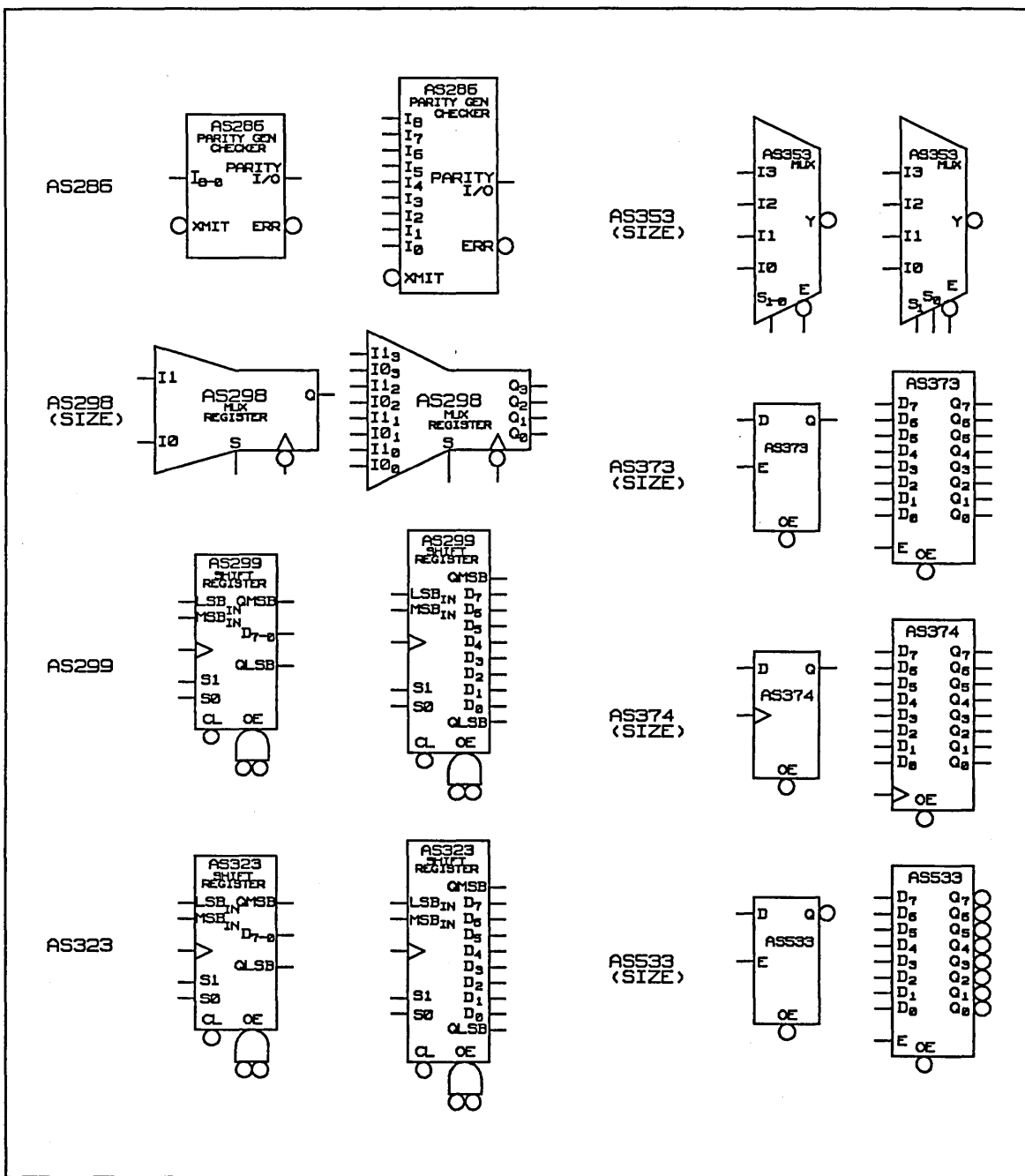


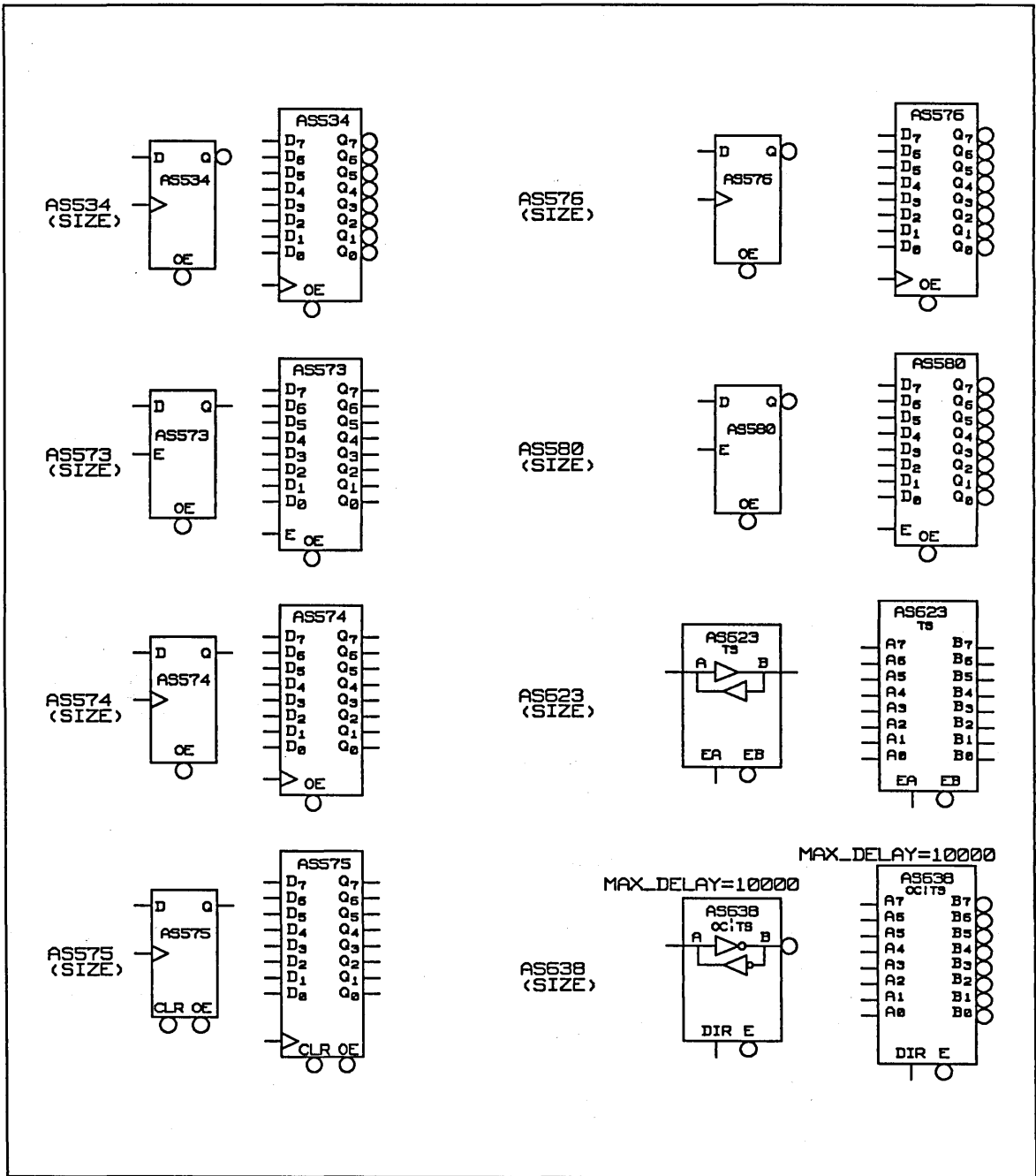


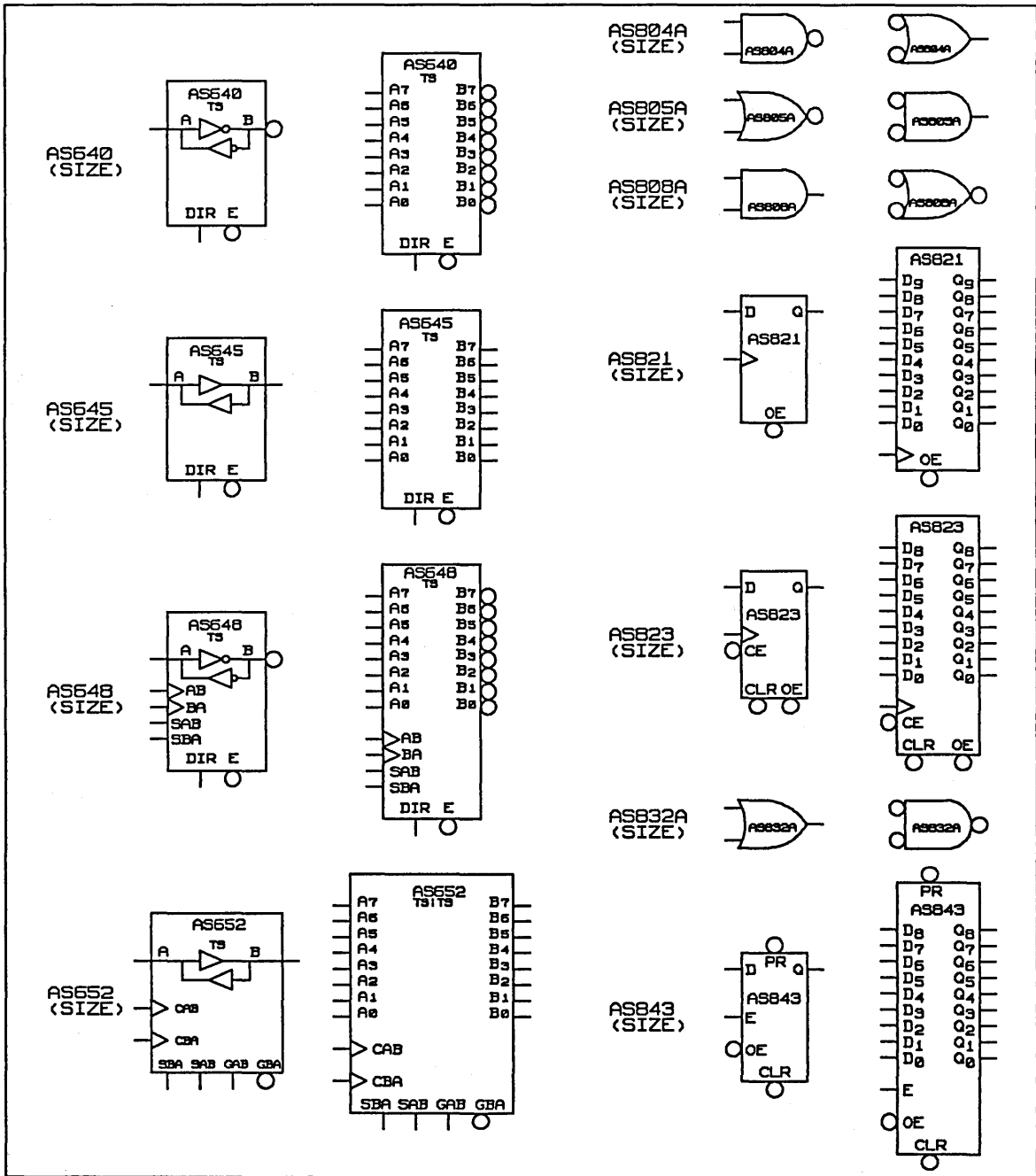


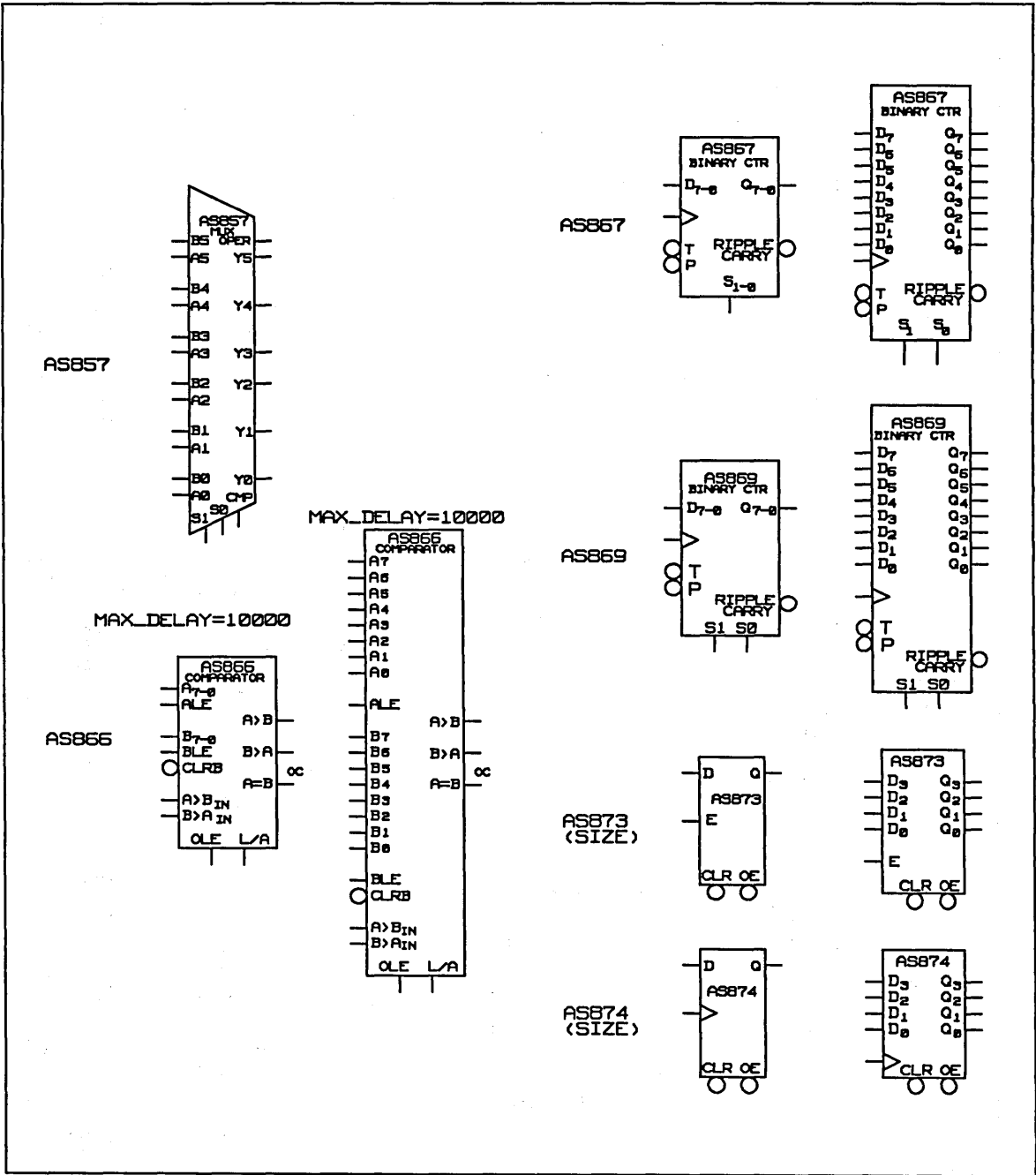




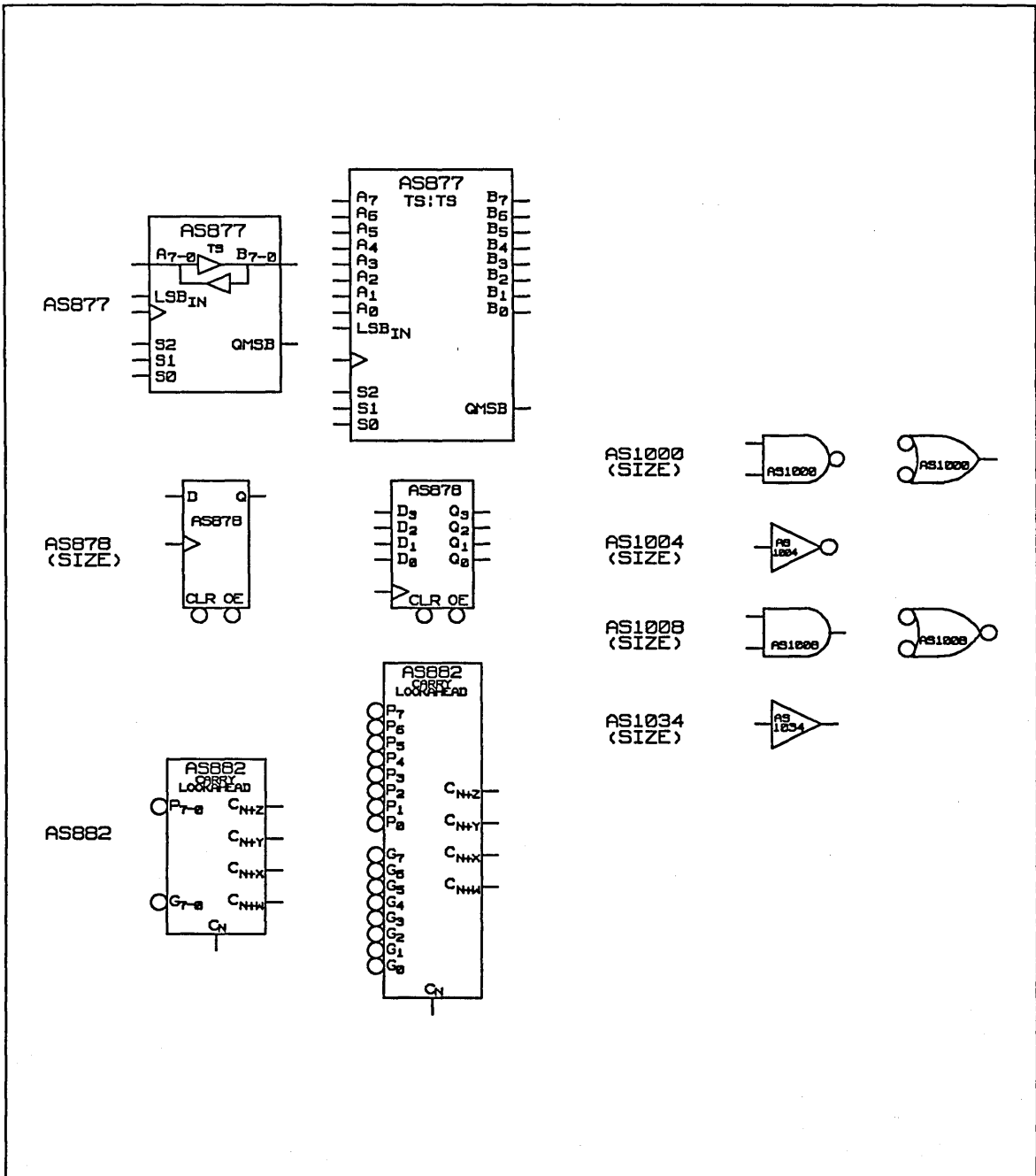




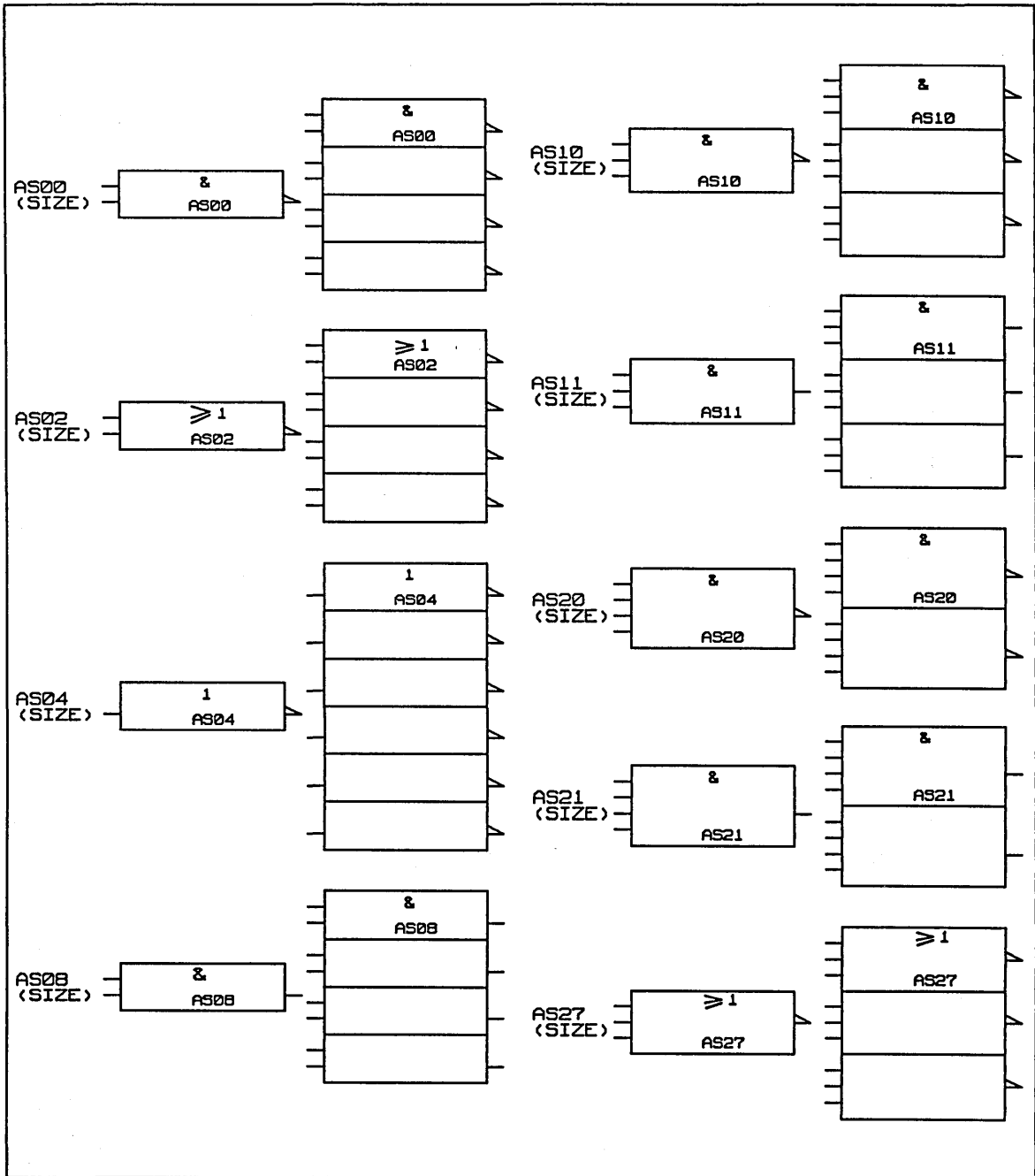


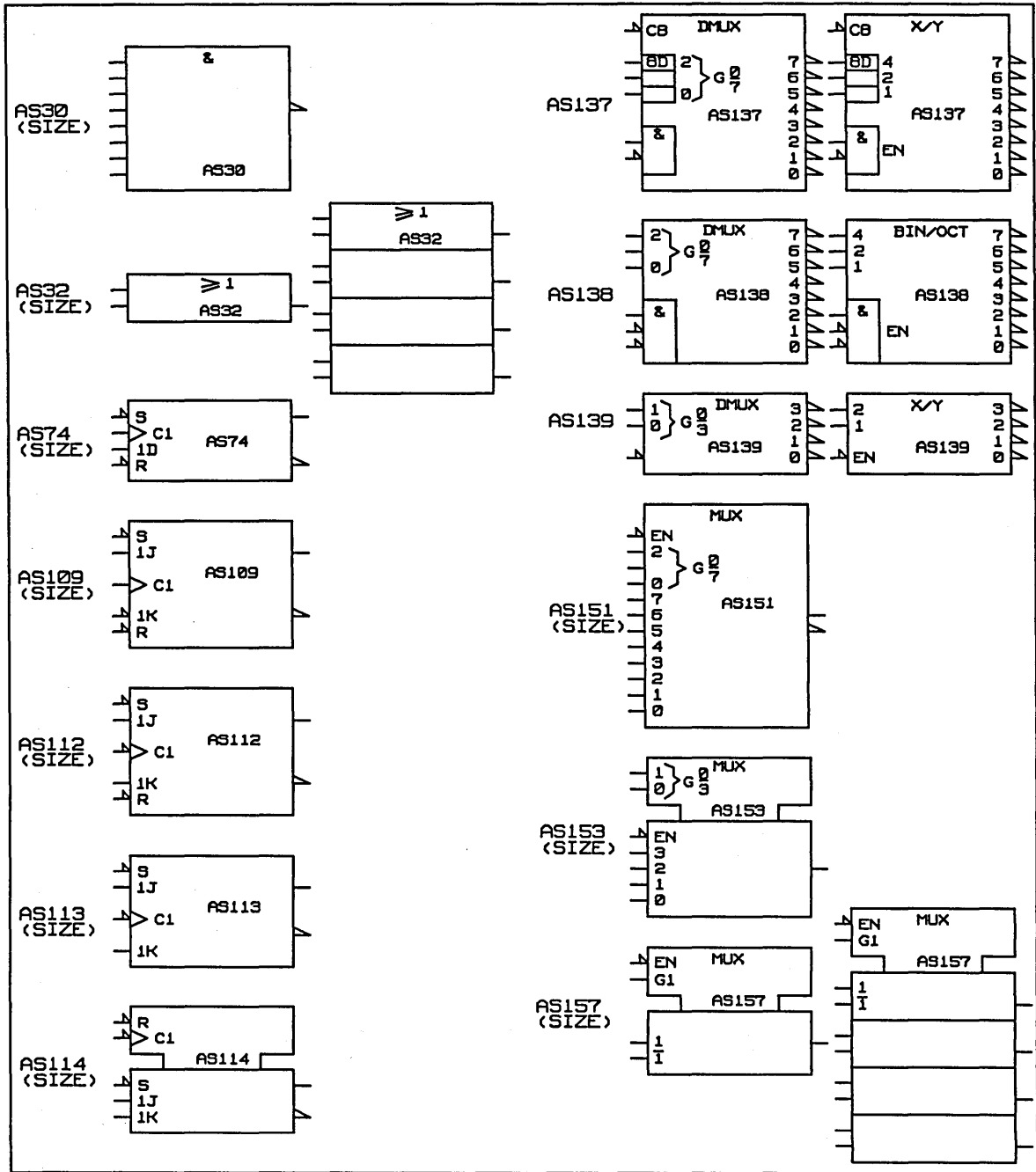


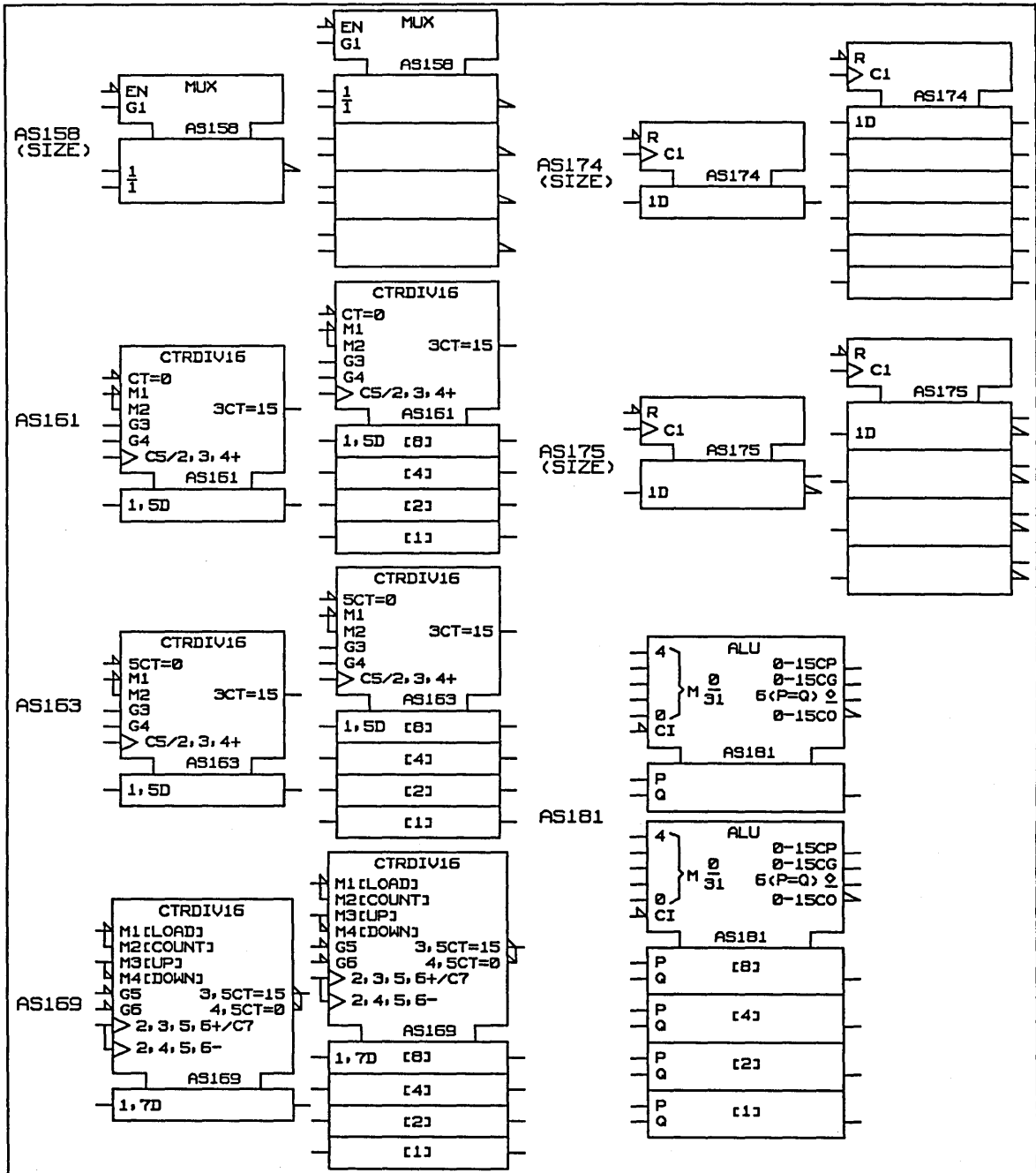


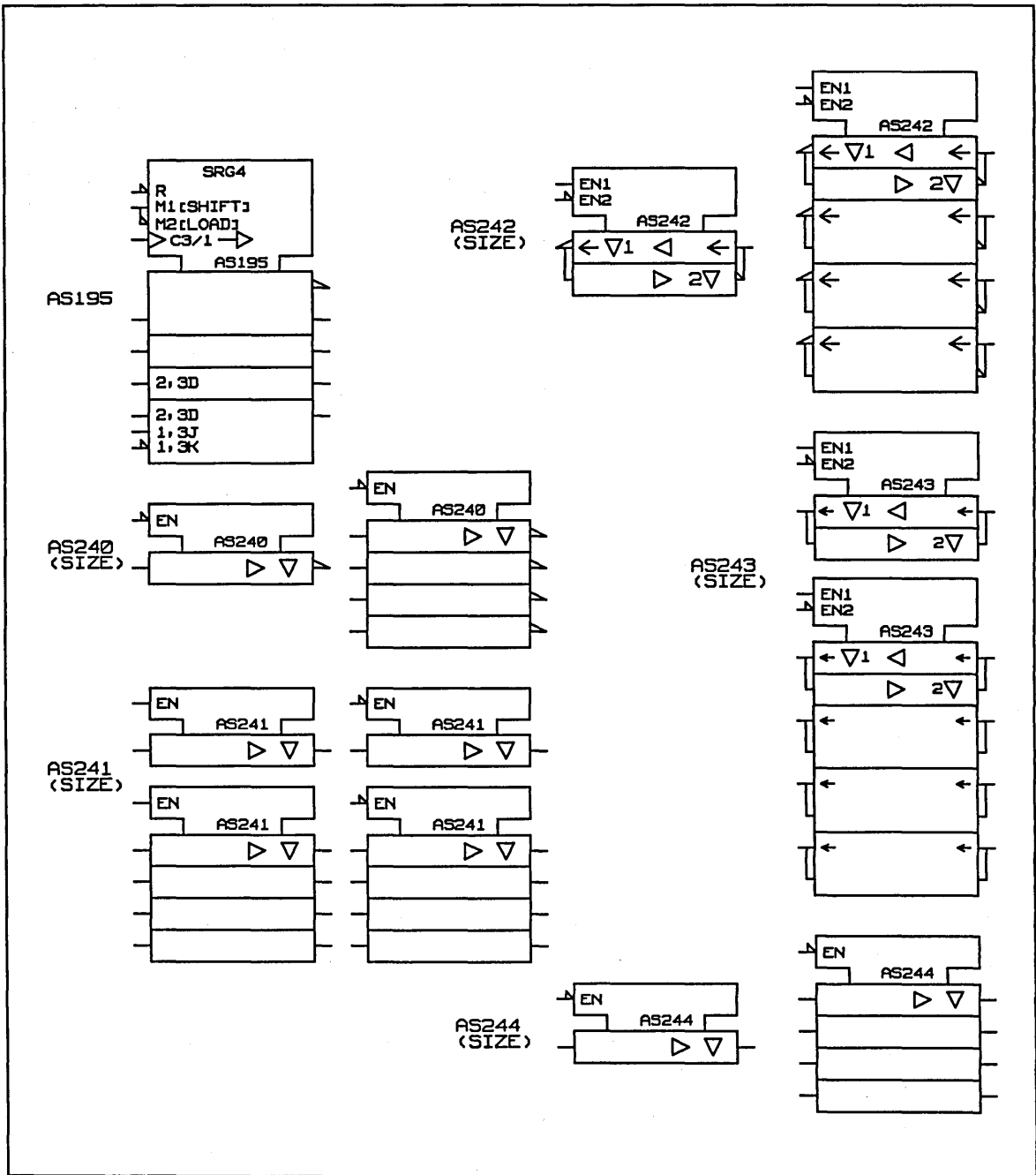


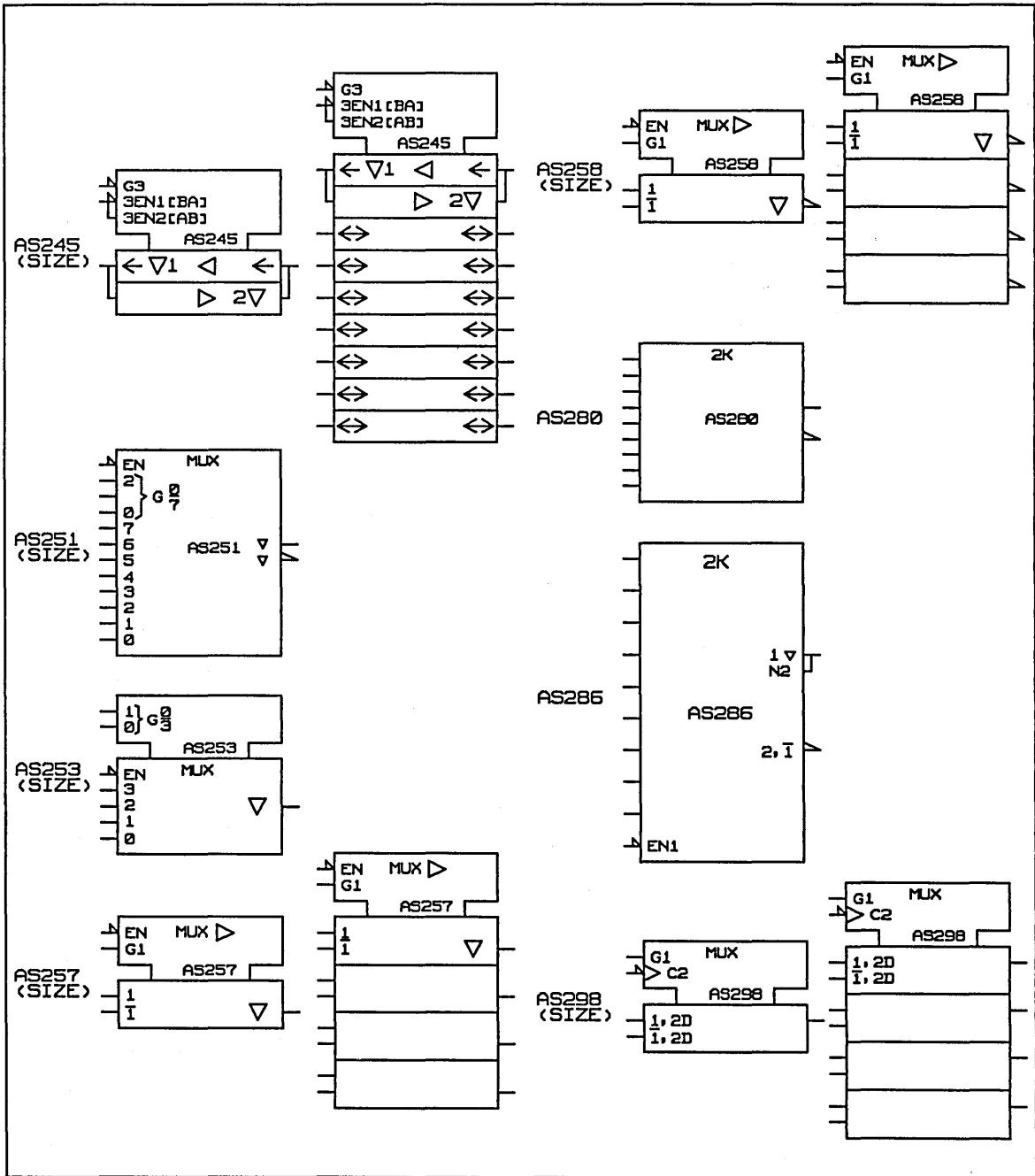


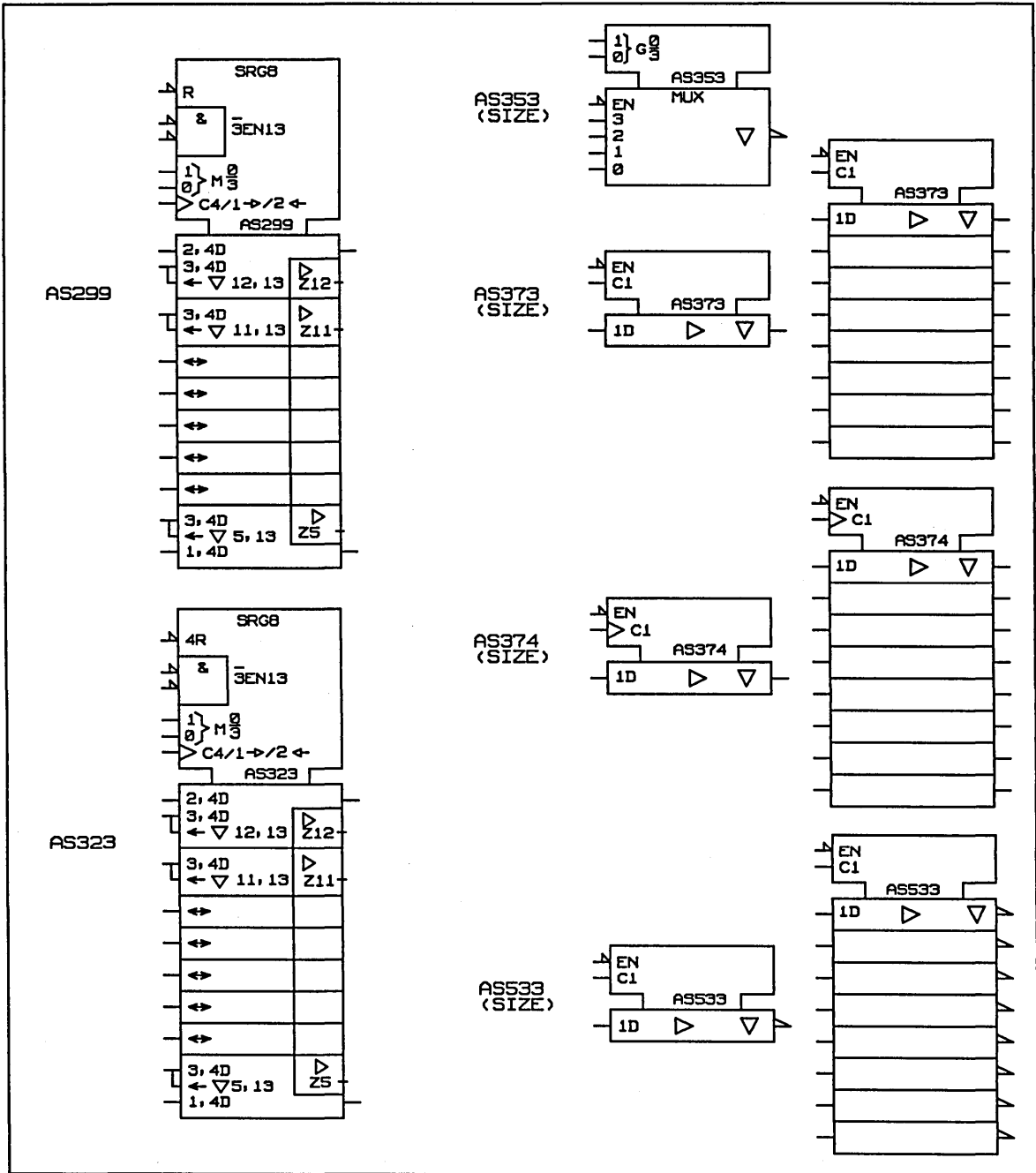




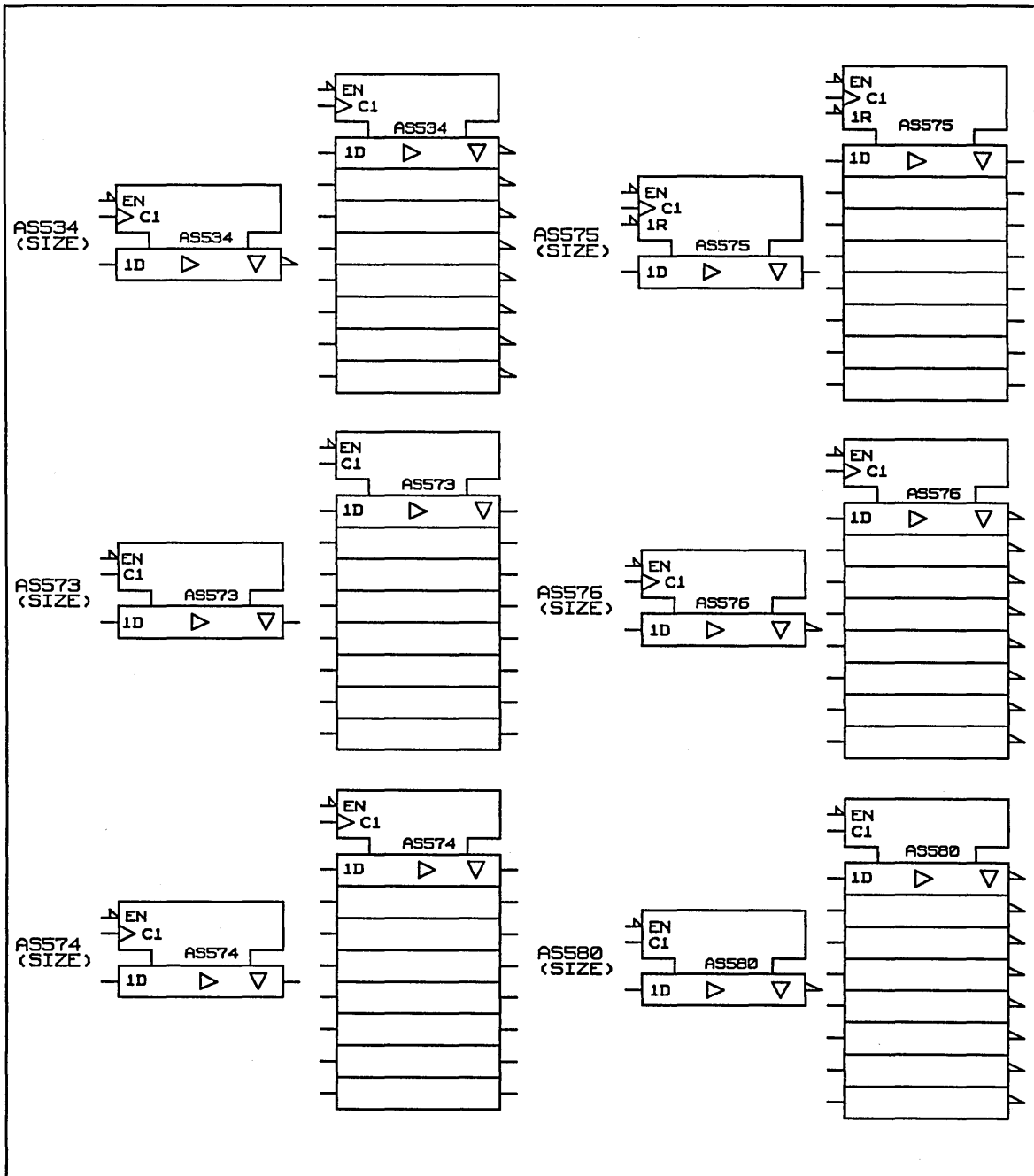


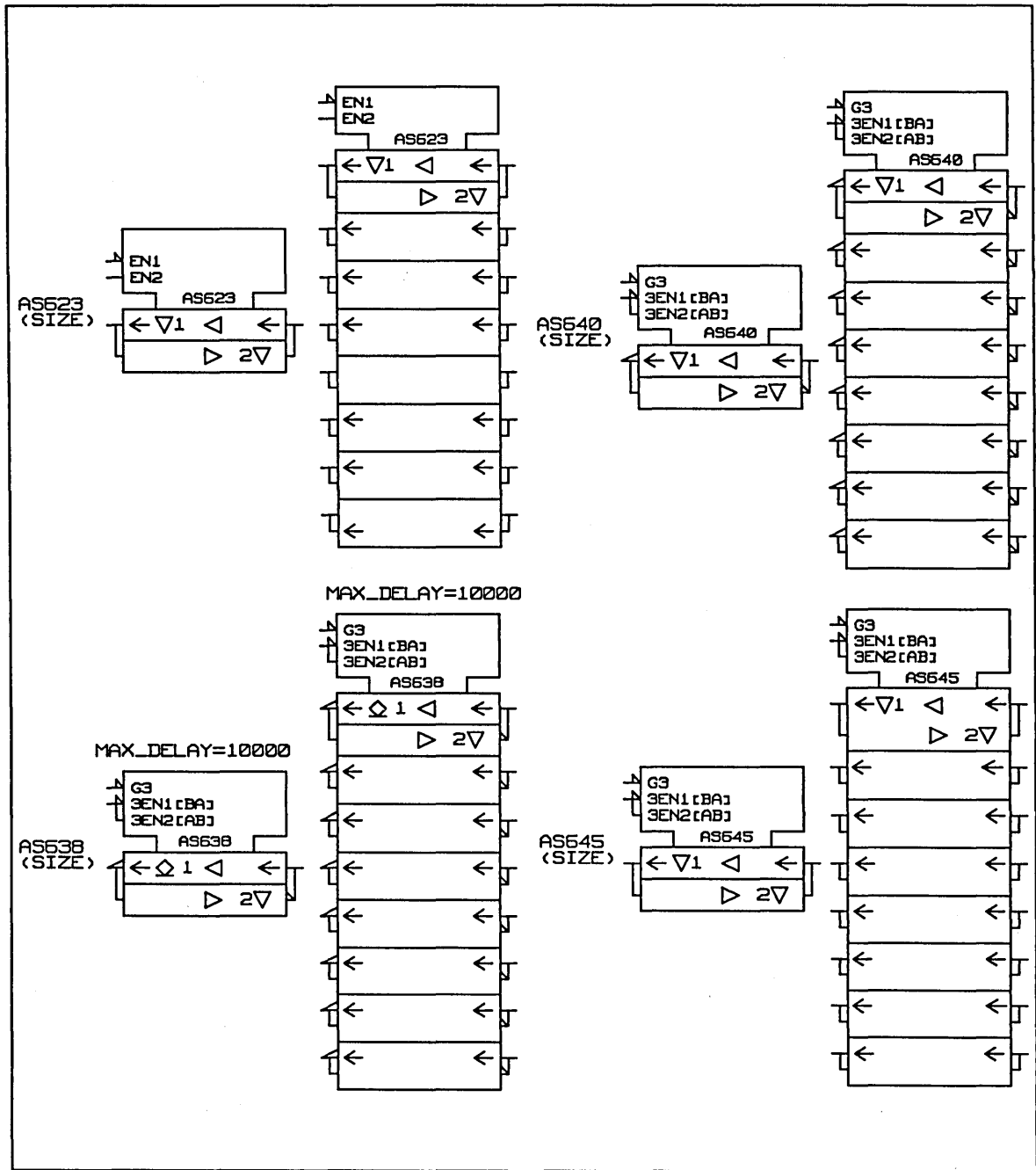


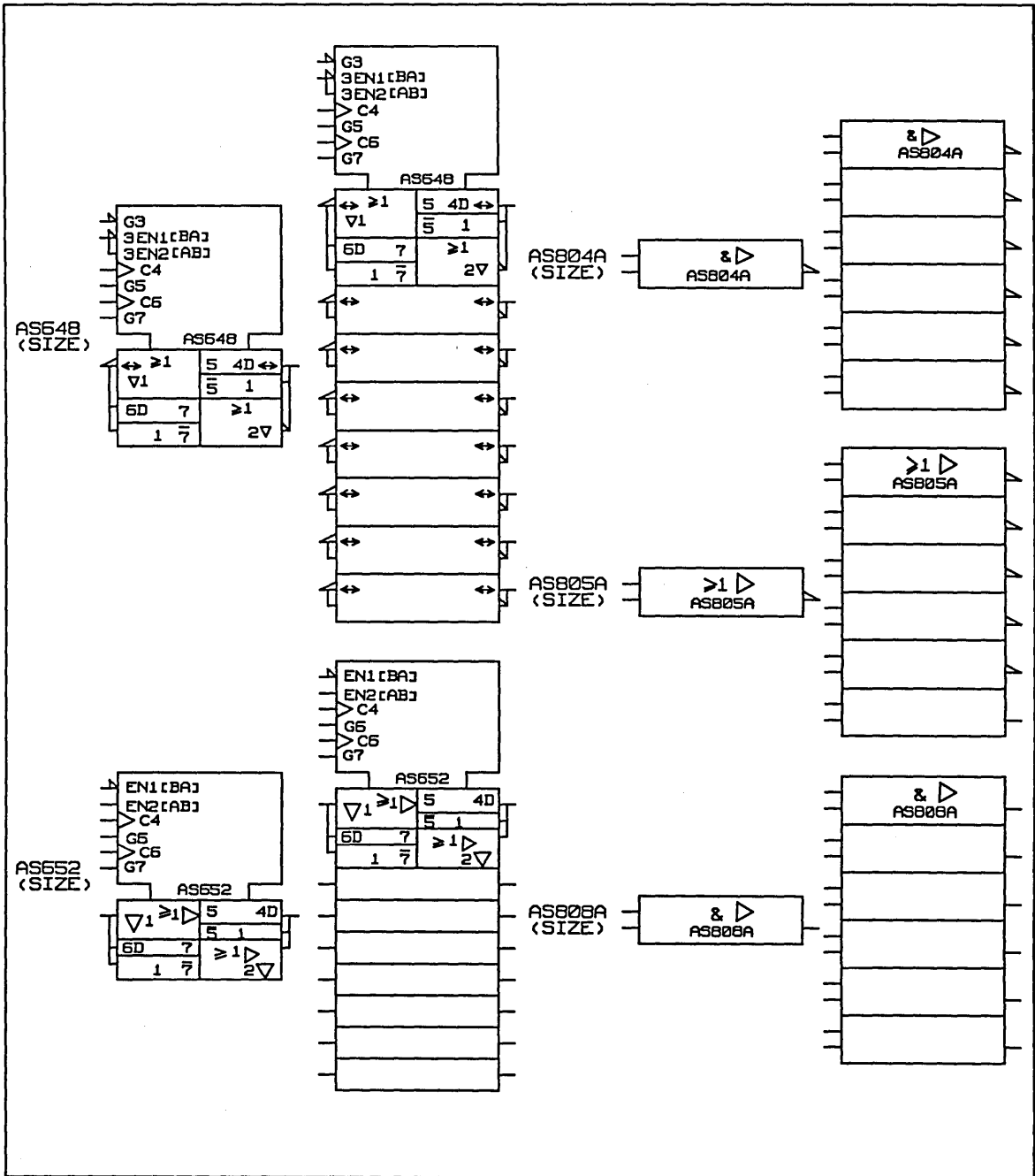


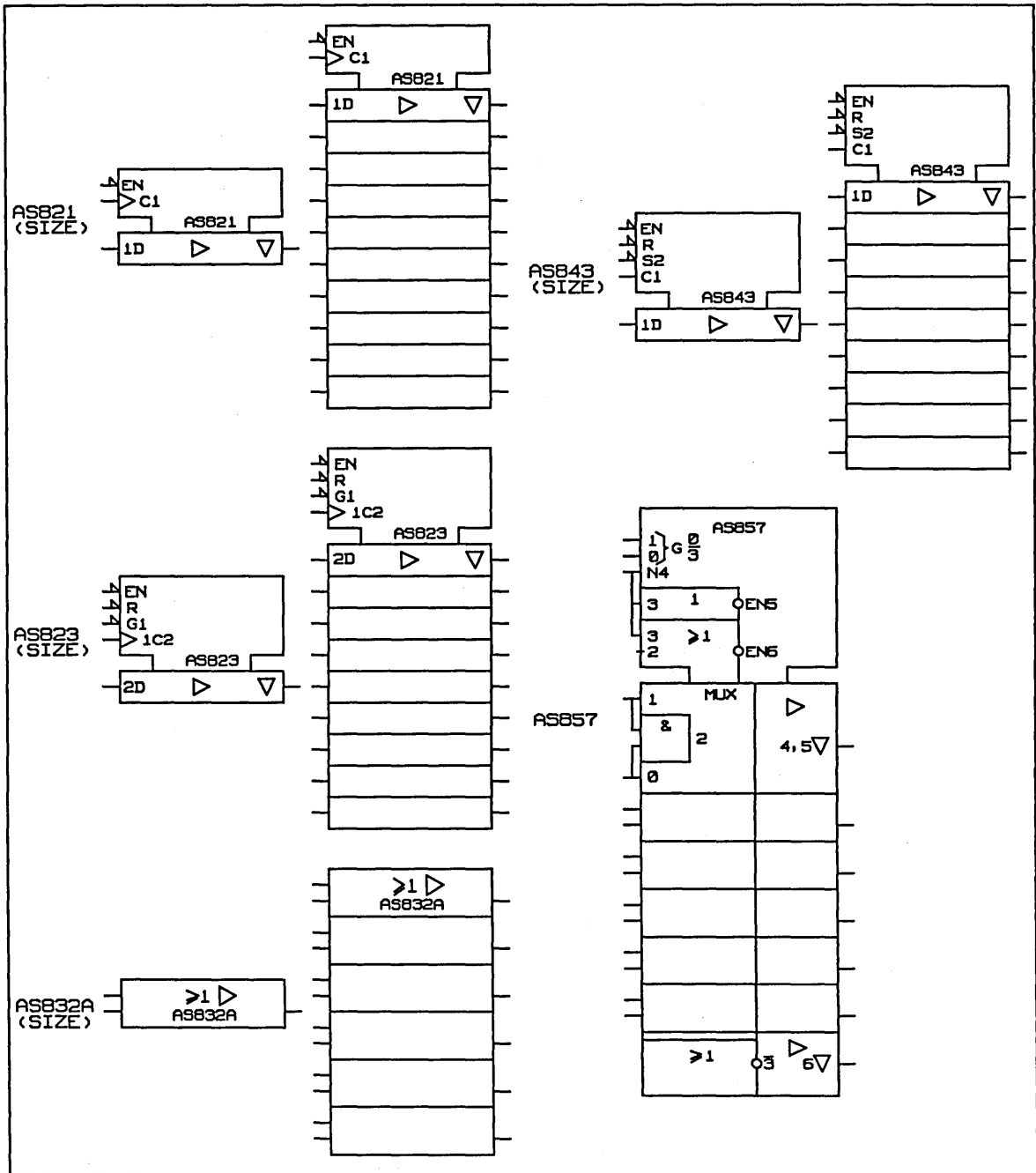


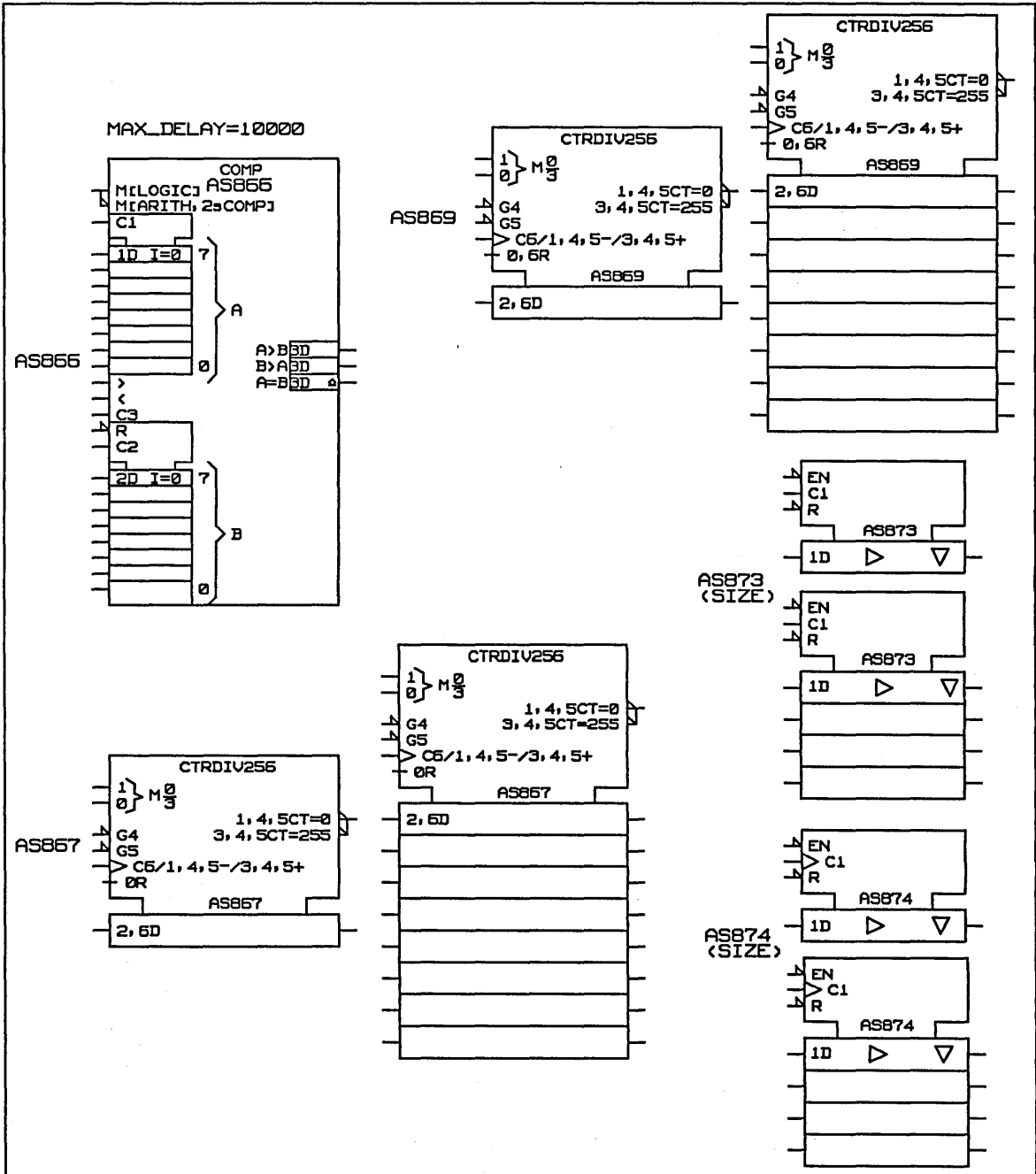


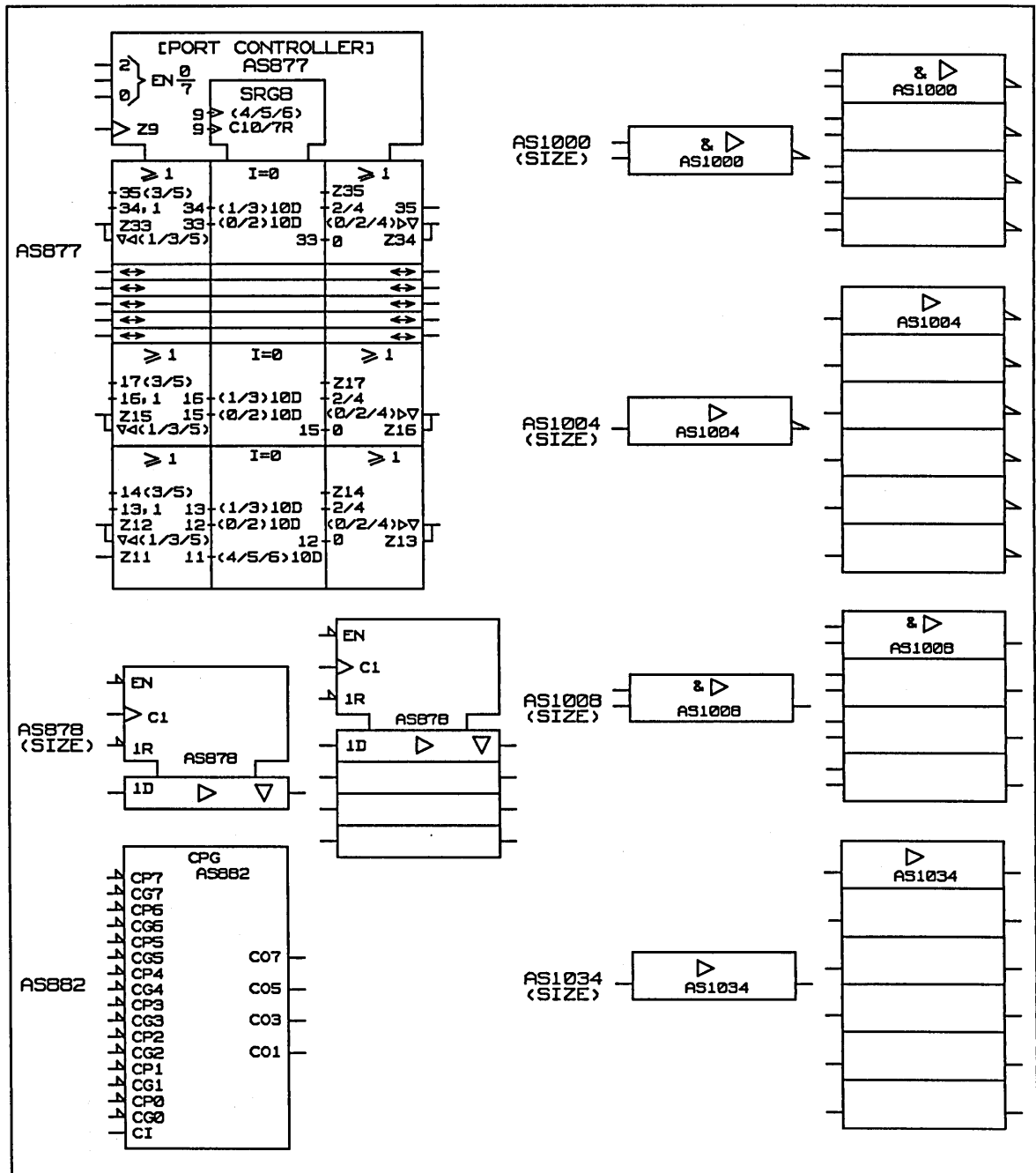














## *The ALSTTL and ANSI ALSTTL Libraries*

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**T**he ALSTTL Library requires approximately 3431 Kbytes of disk storage, and the ANSI ALSTTL Library requires approximately 3488 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*alsttl.lib* or *a74alsttl.lib*).

The specifications used to construct the models in these libraries were taken from the Texas Instruments data books.

The release level of the ALSTTL and ANSI ALSTTL Libraries is 9.0.

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Each library contains body drawings and physical, timing, and simulation models for the following 110 components:

ALS00	Quad 2-input NAND
ALS01	Quad 2-input open-collector NAND
ALS02	Quad 2-input NOR
ALS03	Quad 2-input open-collector NAND
ALS04	Hex inverter
ALS05	Hex open-collector inverter
ALS08	Quad 2-input AND
ALS09	Quad 2-input open-collector AND
ALS10	Triple 3-input NAND
ALS11	Triple 3-input AND
ALS12	Triple 3-input open-collector NAND
ALS14	Hex Schmitt-trigger inverter
ALS15	Triple 3-input open-collector AND
ALS20	Dual 4-input NAND
ALS21	Dual 4-input AND
ALS22	Dual 4-input open-collector NAND
ALS27	Triple 3-input NOR
ALS28	Quad 2-input NOR buffer
ALS30	8-input NAND
ALS32	Quad 2-input OR
ALS33	Quad 2-input open-collector NOR buffer
ALS37	Quad 2-input NAND buffer
ALS38	Quad 2-input open-collector NAND buffer
ALS40	Dual 4-input NAND buffer
ALS74	Dual positive-edge-triggered D flip-flop



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ALS86	Quad 2-input exclusive-OR
ALS109	Dual JKbar positive-edge-triggered flip-flop
ALS112	Dual JK negative-edge-triggered flip-flop with clear and preset
ALS113	Dual JK negative-edge-triggered flip-flop with preset
ALS114	Dual JK negative-edge-triggered flip-flop with preset, common clear, and clock
ALS133	13-input NAND
ALS137	3-to-8 line decoders/multiplexers with address latches
ALS138	3-to-8 line decoders/multiplexers
ALS139	Dual 2-to-4 line decoders/multiplexers
ALS151	1-of-8 data selectors/multiplexers
ALS153	Dual 1-of-4 data selector/multiplexer
ALS157	Quad 1-of-2 data selector/multiplexer
ALS158	Quad 1-of-2 inverted data selector/multiplexer
ALS160	4-bit synchronous decade counters with direct clear
ALS161	4-bit synchronous binary counters with direct clear
ALS162	4-bit synchronous decade counters with synch clear
ALS163	4-bit synchronous binary counters with synch clear
ALS164	8-bit parallel output serial shift register
ALS165	Parallel-load 8-bit shift register
ALS166	8-bit shift registers

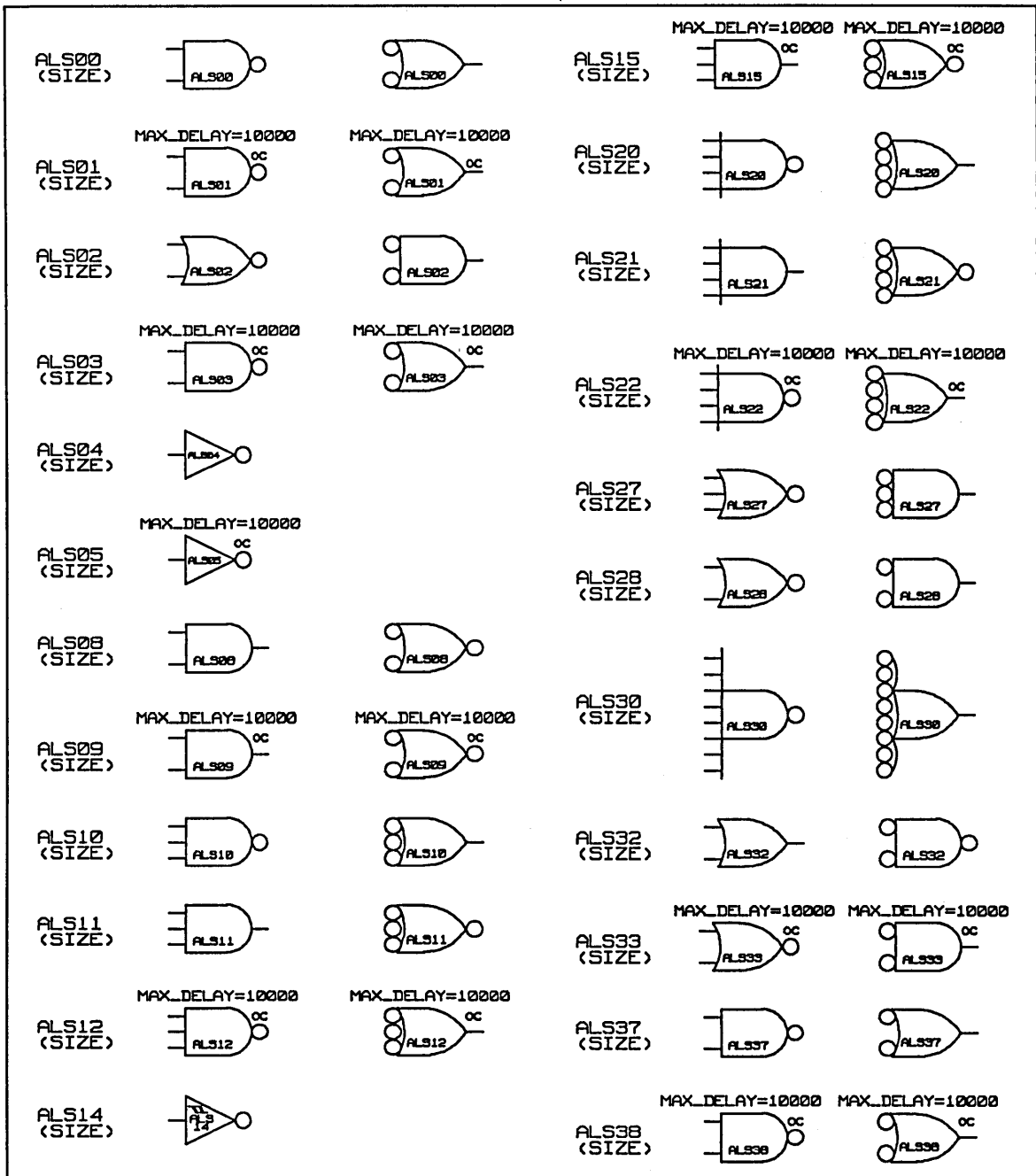
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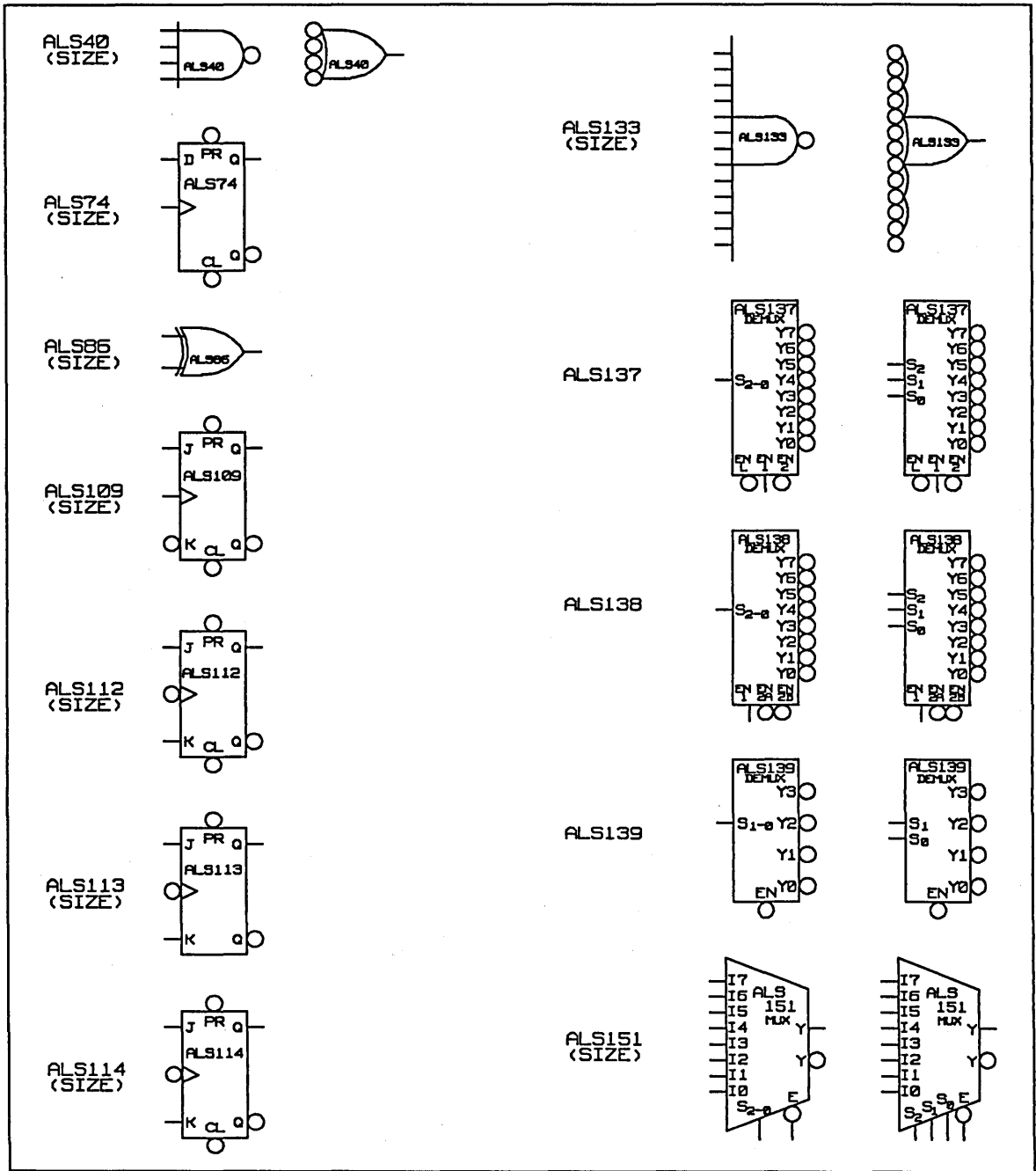
ALS168	4-bit synchronous decade up/down counters
ALS169	4-bit synchronous binary up/down counters
ALS174	Hex D-type flip-flops
ALS175	Quad D-type flip-flops
ALS190	Synchronous BCD up/down counter
ALS191	Synchronous binary up/down counter
ALS192	Synchronous BCD up/down dual clock counters
ALS193	Synchronous binary up/down dual clock counters
ALS240	Octal buffer and line driver with 3-state output
ALS241	Octal buffer and line driver with 3-state output
ALS242	Quad inverting 3-state bus transceiver
ALS243	Quad non-inverting 3-state bus transceiver
ALS244	Octal buffer and line driver with 3-state output
ALS245	Octal non-inverting 3-state bus transceiver
ALS251	3-state data multiplexer
ALS253	Dual data selectors/multiplexers
ALS257	Quad 3-state non-inverting data multiplexer
ALS258	Quad 3-state inverting data multiplexer
ALS273	Octal D-type flip-flop with clear
ALS299	8-bit universal shift/storage register with 3-state output
ALS323	8-bit universal shift/storage register with 3-state output
ALS353	Dual 1-of-4 data selectors/multiplexers
ALS365	Hex non-inverting 3-state bus transceiver with gated enables
ALS366	Hex inverting 3-state bus transceiver with gated enables
ALS367	Hex non-inverting 3-state bus driver

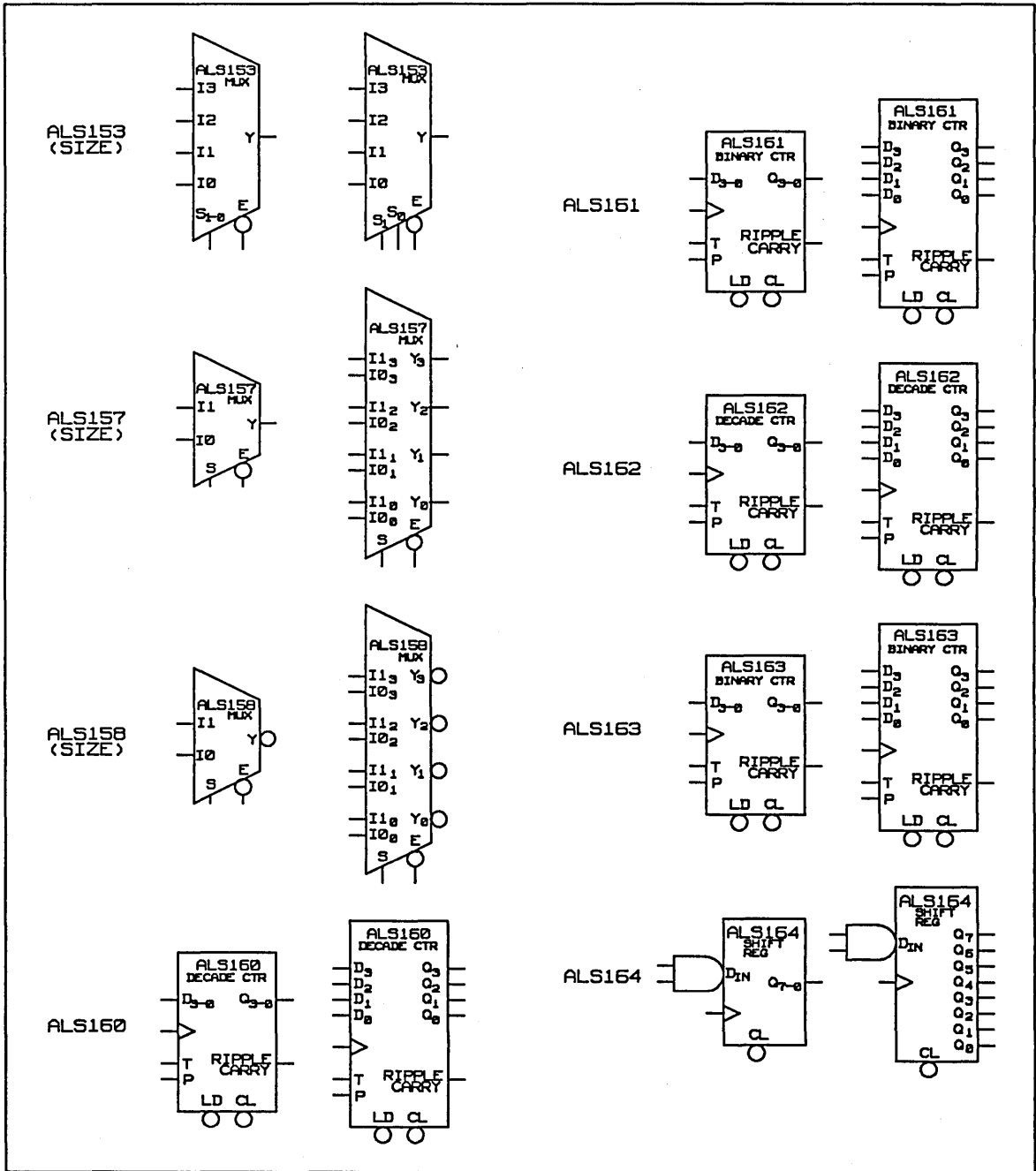
ALS368	Hex inverting 3-state bus driver
ALS373	Octal 3-state D-latch with common enable
ALS374	Octal D-type edge-triggered flip-flop
ALS520	8-bit identity comparator
ALS521	8-bit identity comparator
ALS533	Octal D-type transparent latches with 3-state output
ALS534	Octal D-type edge-triggered flip-flop with 3-state output
ALS538	3-line to 8-line decoder/demultiplexer with 3-state output
ALS540	Octal buffer and line driver with 3-state output
ALS541	Octal buffer and line driver with 3-state output
ALS563	Octal D-type transparent latch with 3-state output
ALS564	Octal D-type edge-triggered flip-flop with 3-state output
ALS569	Synchronous 4-bit up/down binary counter with 3-state output
ALS573	Octal D-type transparent latch with 3-state output
ALS574	Octal D-type edge-triggered flip-flop with 3-state output
ALS575	Octal D-type edge-triggered flip-flop with 3-state output
ALS576	Octal D-type edge-triggered flip-flop with 3-state output
ALS580	Octal D-type transparent latch with 3-state output
ALS623	Octal 3-state non-inverting bus transceiver
ALS640	Octal 3-state inverting bus transceiver

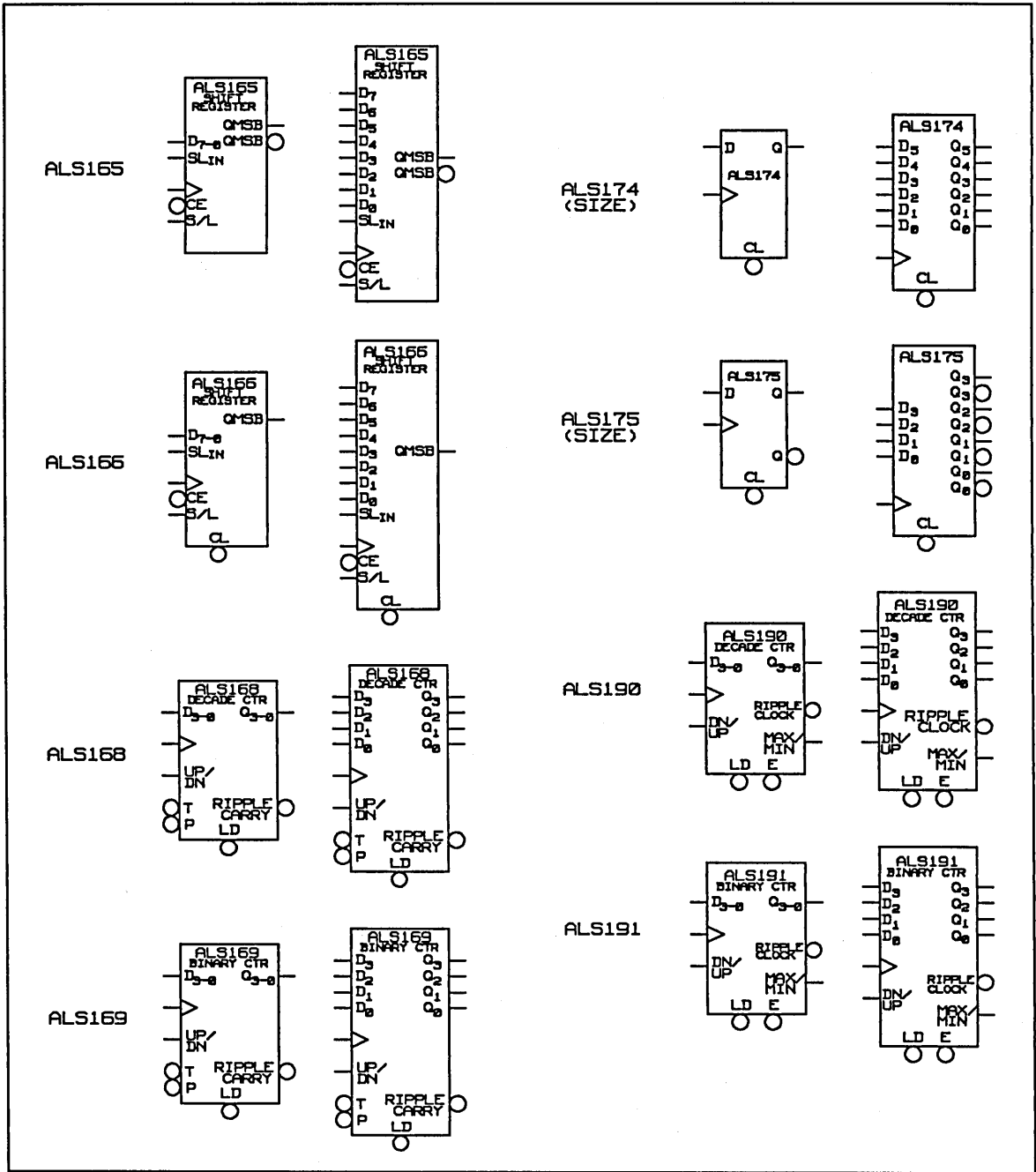
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ALS645	Octal 3-state non-inverting bus transceiver
ALS648	Octal bus transceivers and registers
ALS651	Octal 3-state bus transceiver and register
ALS652	Octal 3-state non-inverting bus transceiver and register
ALS677	Address comparator
ALS688	8-bit identity comparator
ALS804	Hex 2-input NAND driver
ALS805	Hex 2-input NOR driver
ALS808	Hex 2-input AND driver
ALS857	Hex 2-to-1 universal multiplexer
ALS873	Dual 4-bit D-type 3-state latch
ALS874	Dual 4-bit D-type edge-triggered flip-flop
ALS878	Dual 4-bit D-type edge-triggered flip-flop with 3-state outputs
ALS990	8-bit D-type transparent read-back latches
ALS1000	Quad 2-input NAND buffer
ALS1002	Quad 2-input NOR buffer
ALS1004	Hex inverter
ALS1005	Hex 3-state inverter buffer
ALS1008	Quad 2-input positive-AND buffer/driver
ALS1034	Hex driver

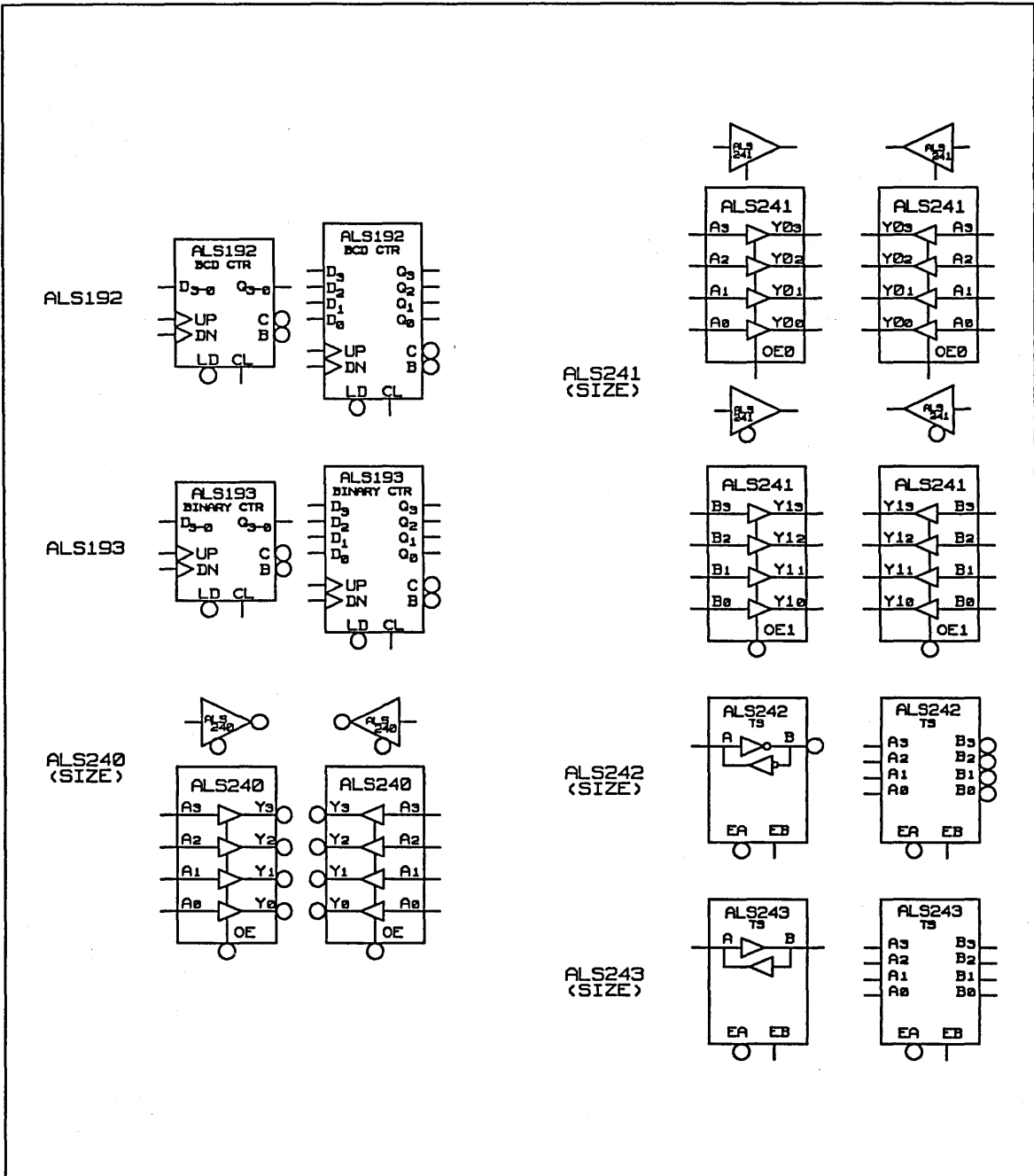


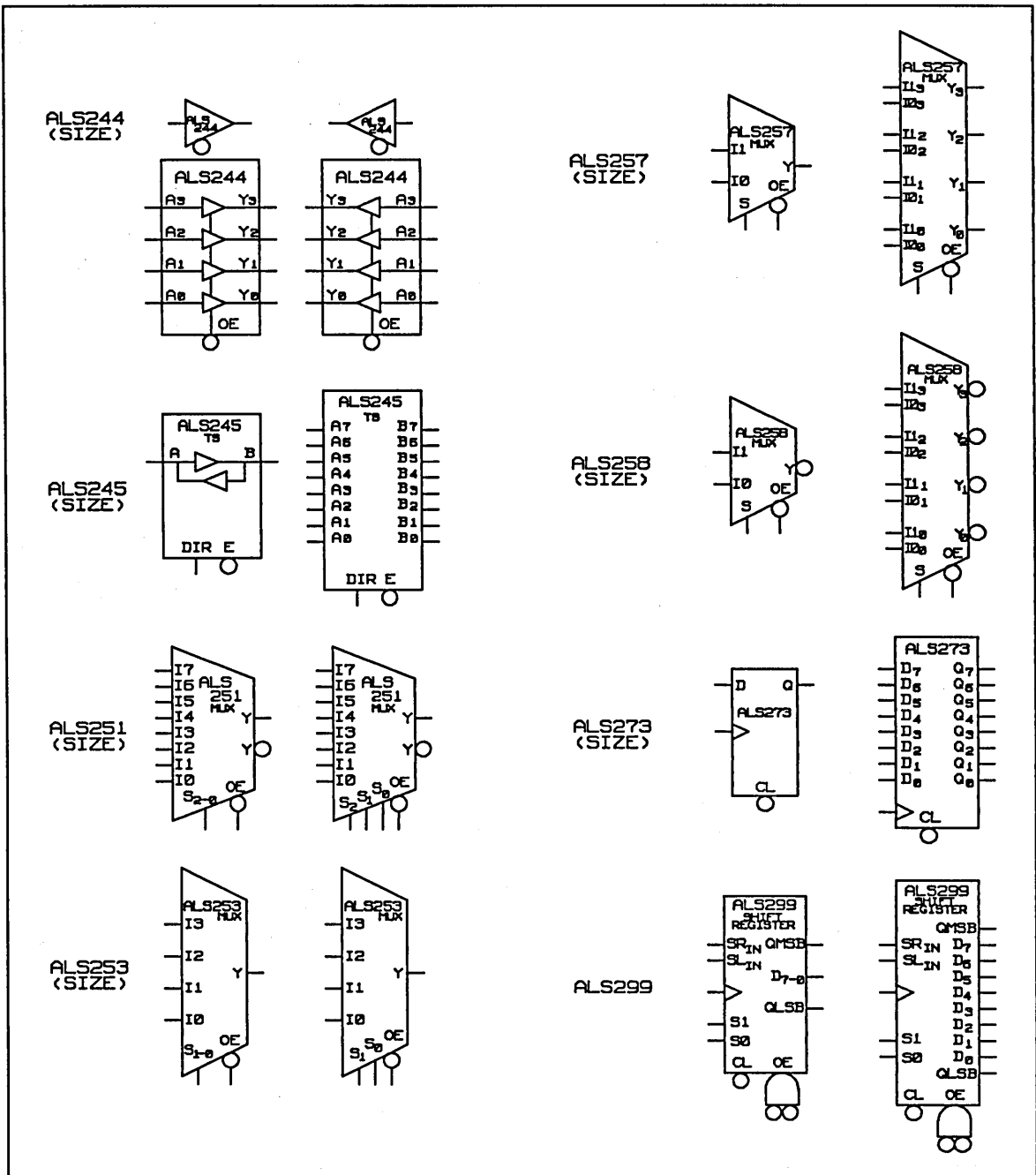


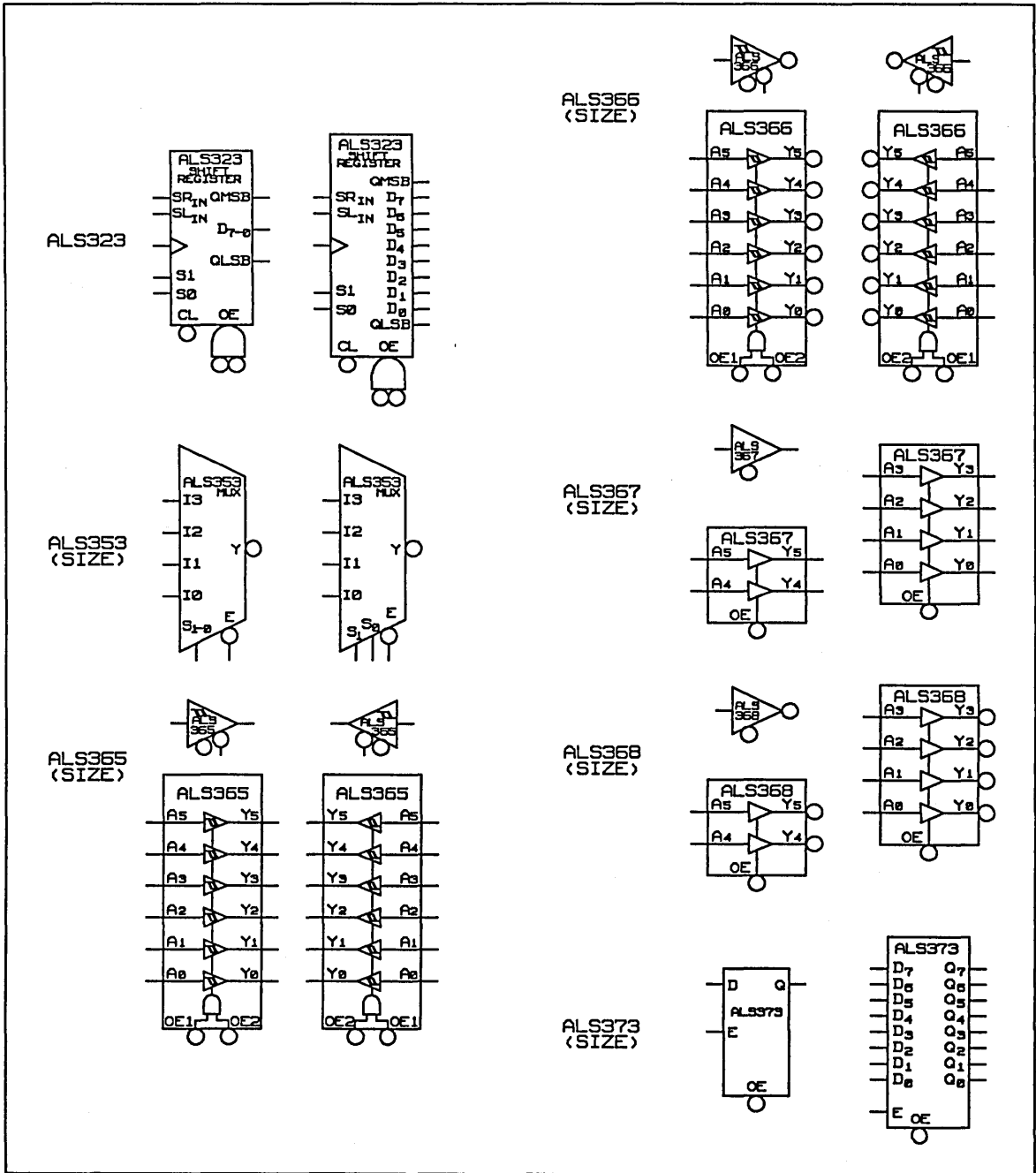


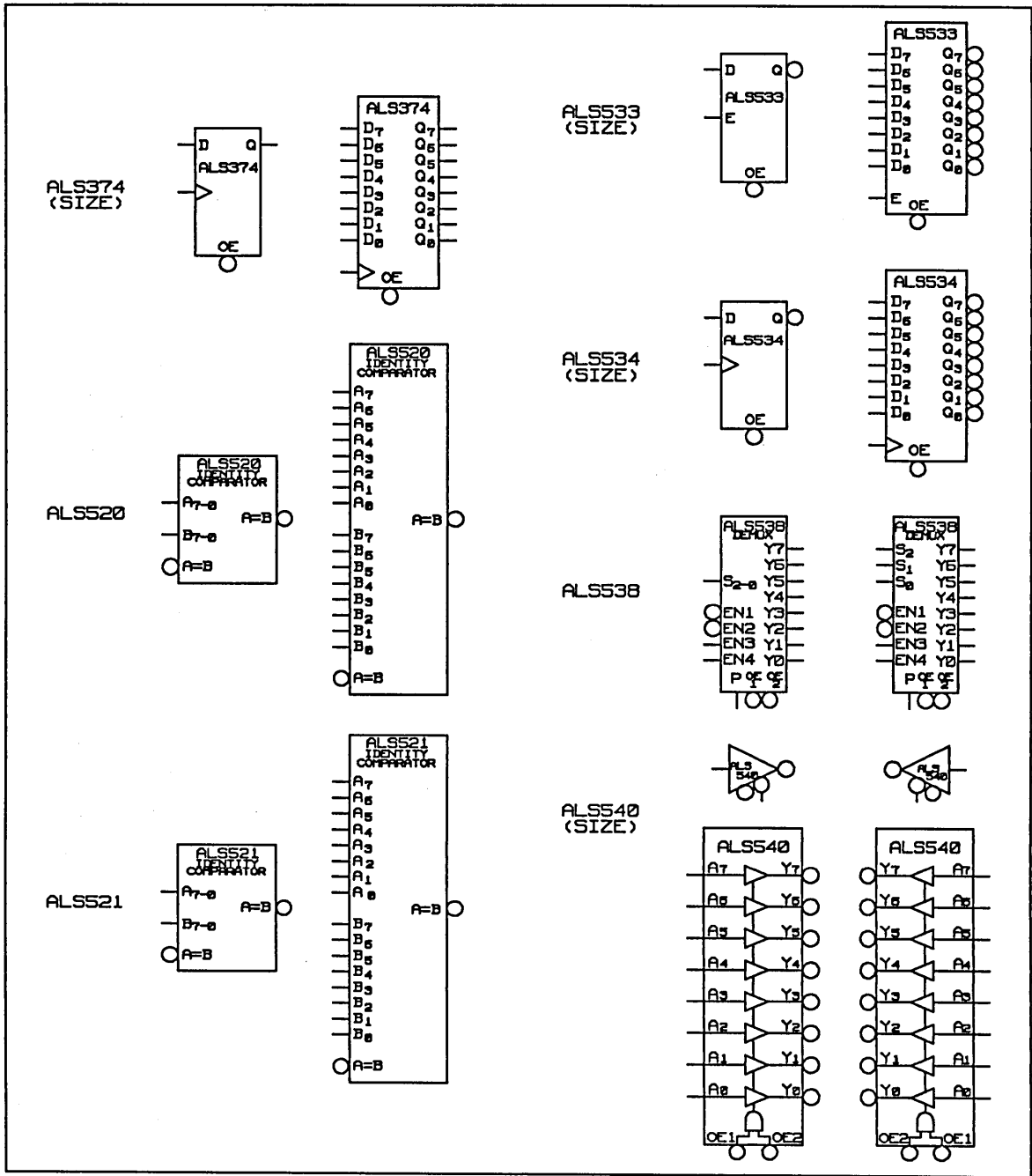


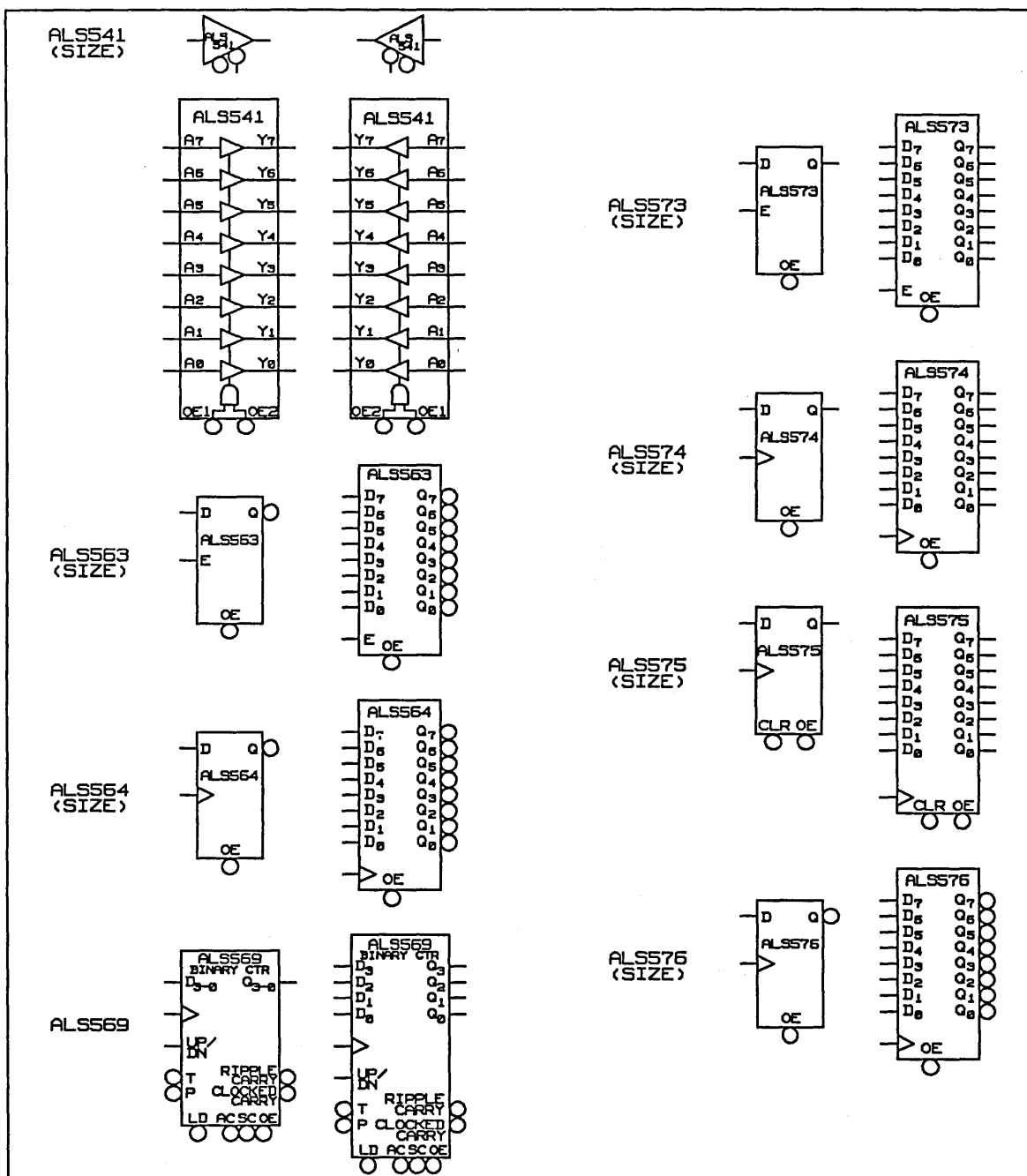


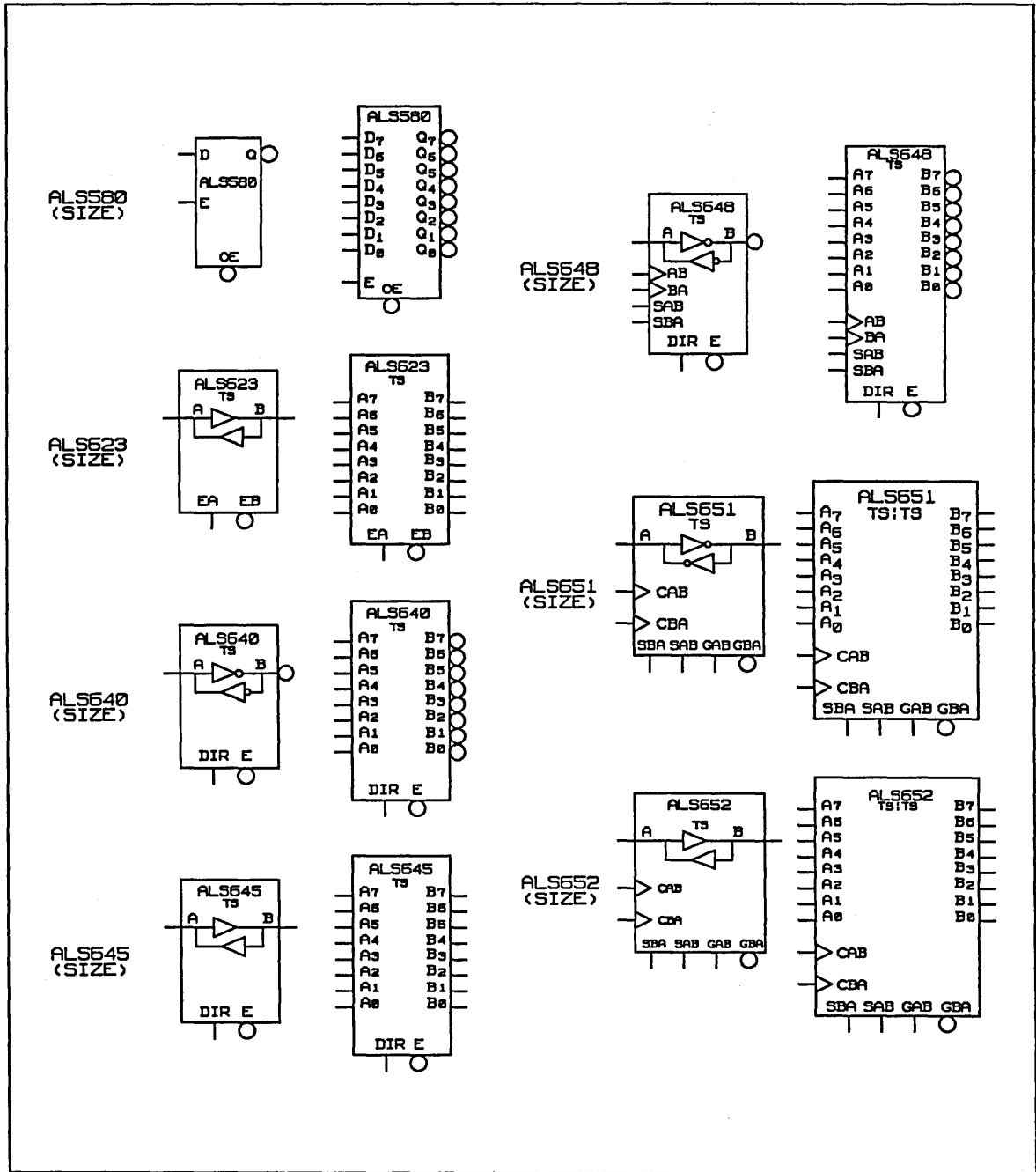


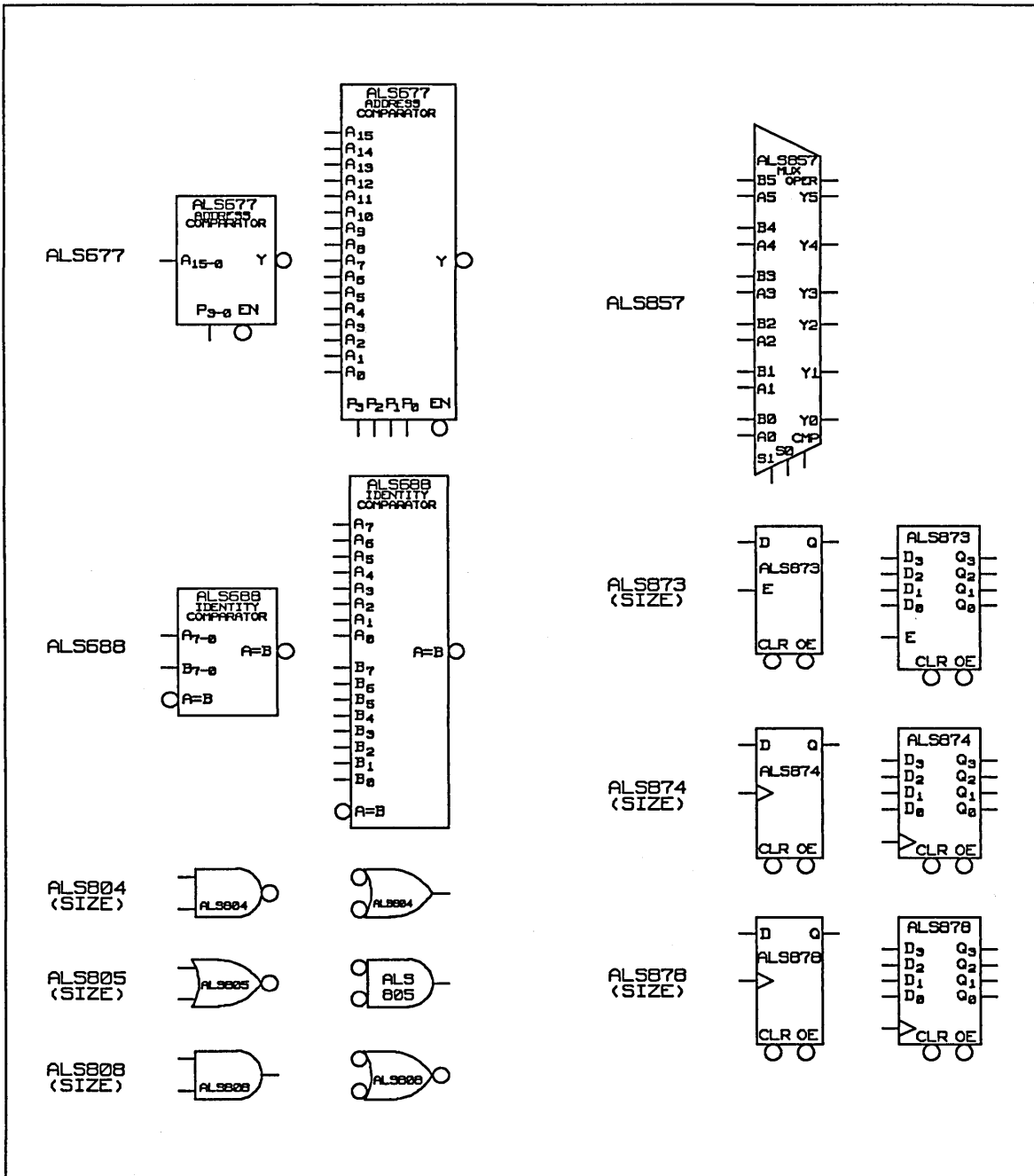


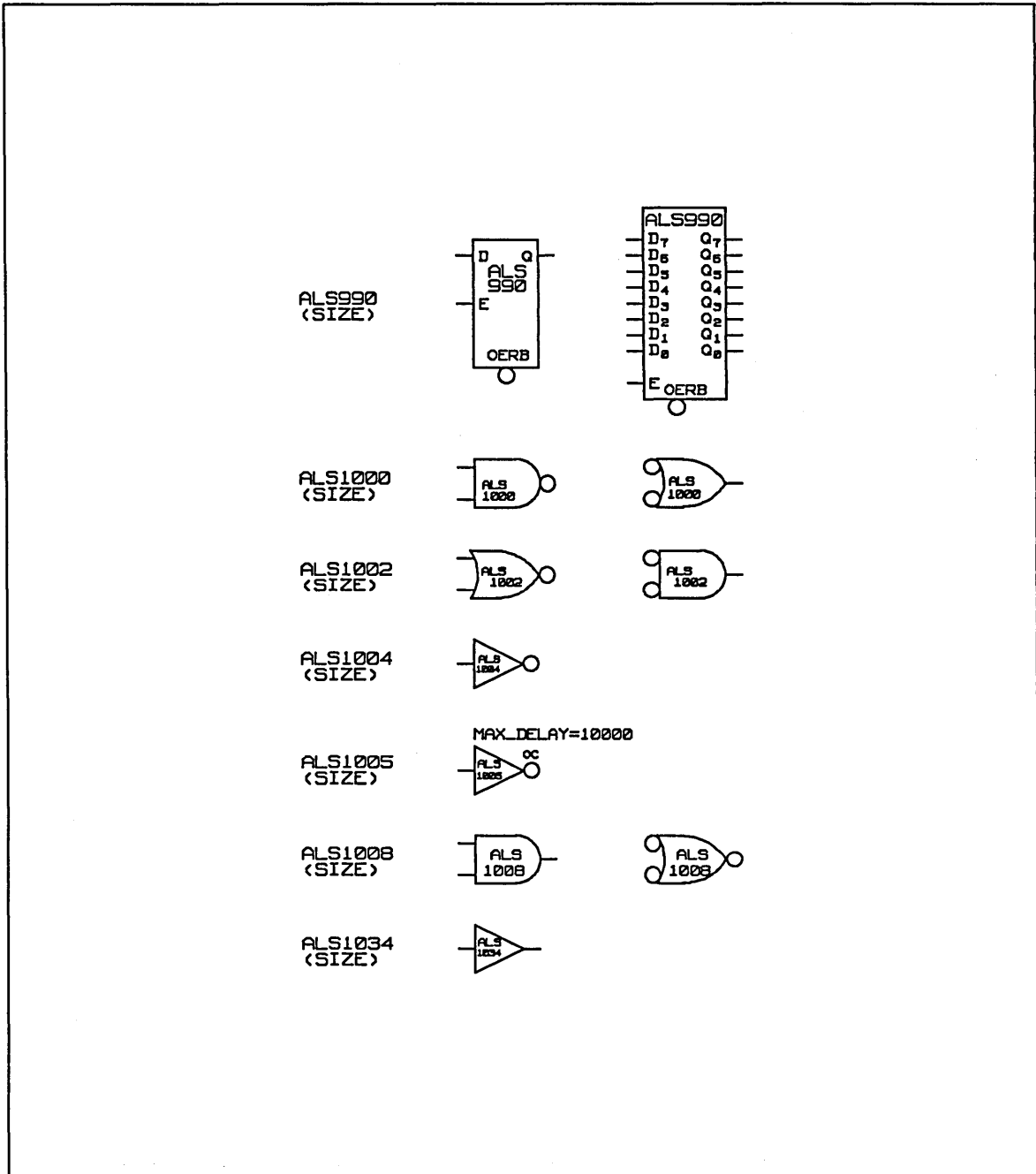




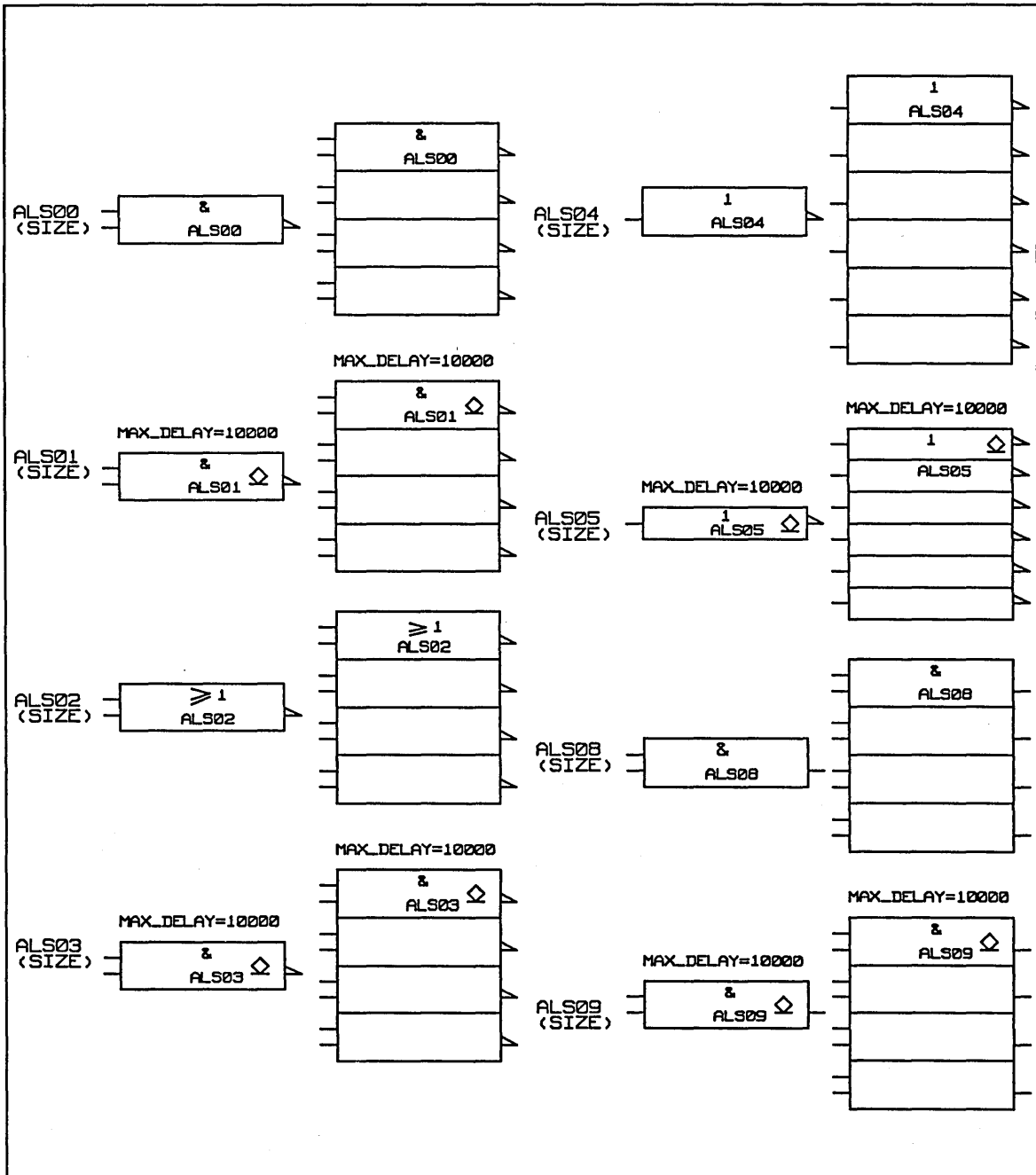


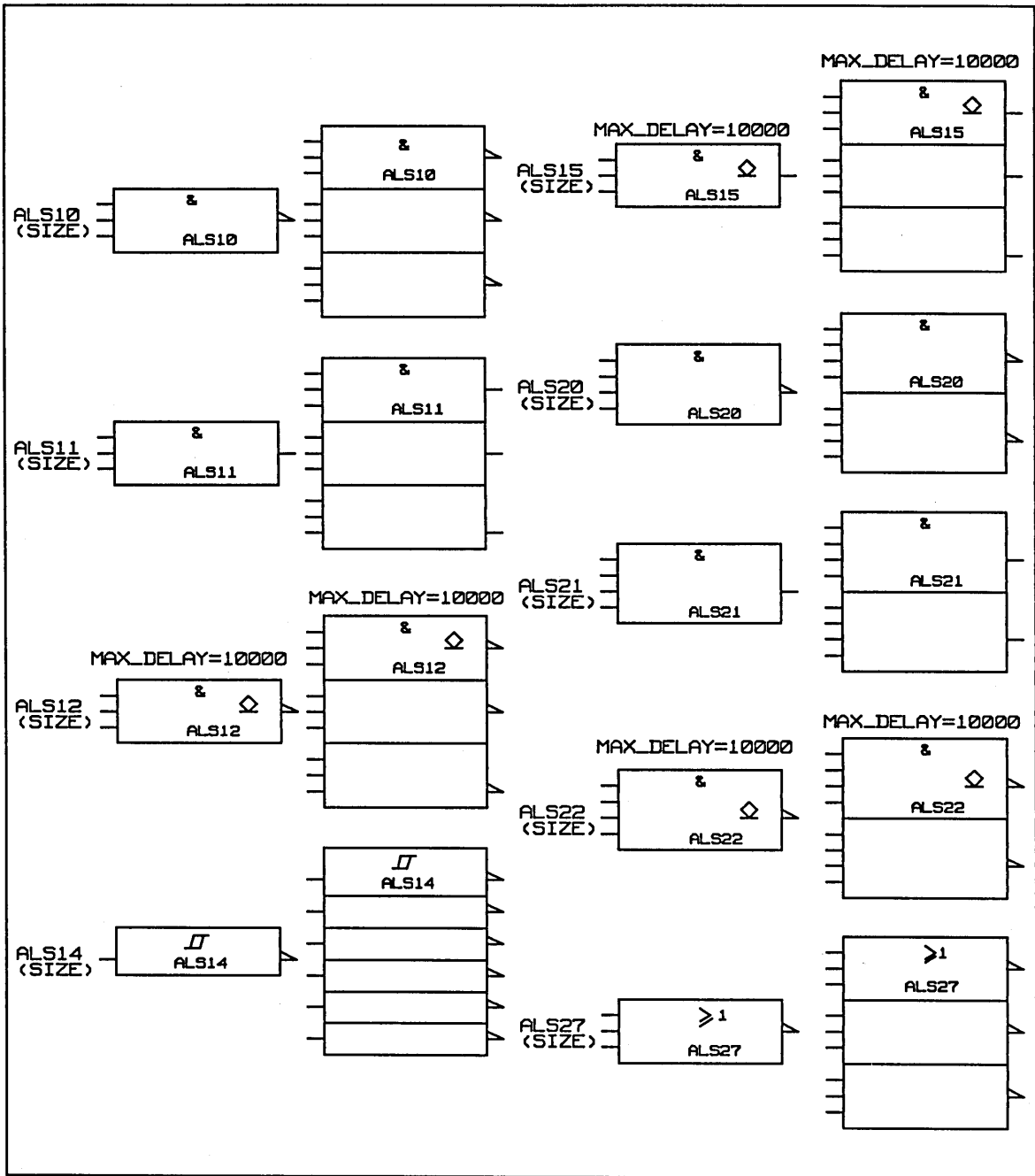


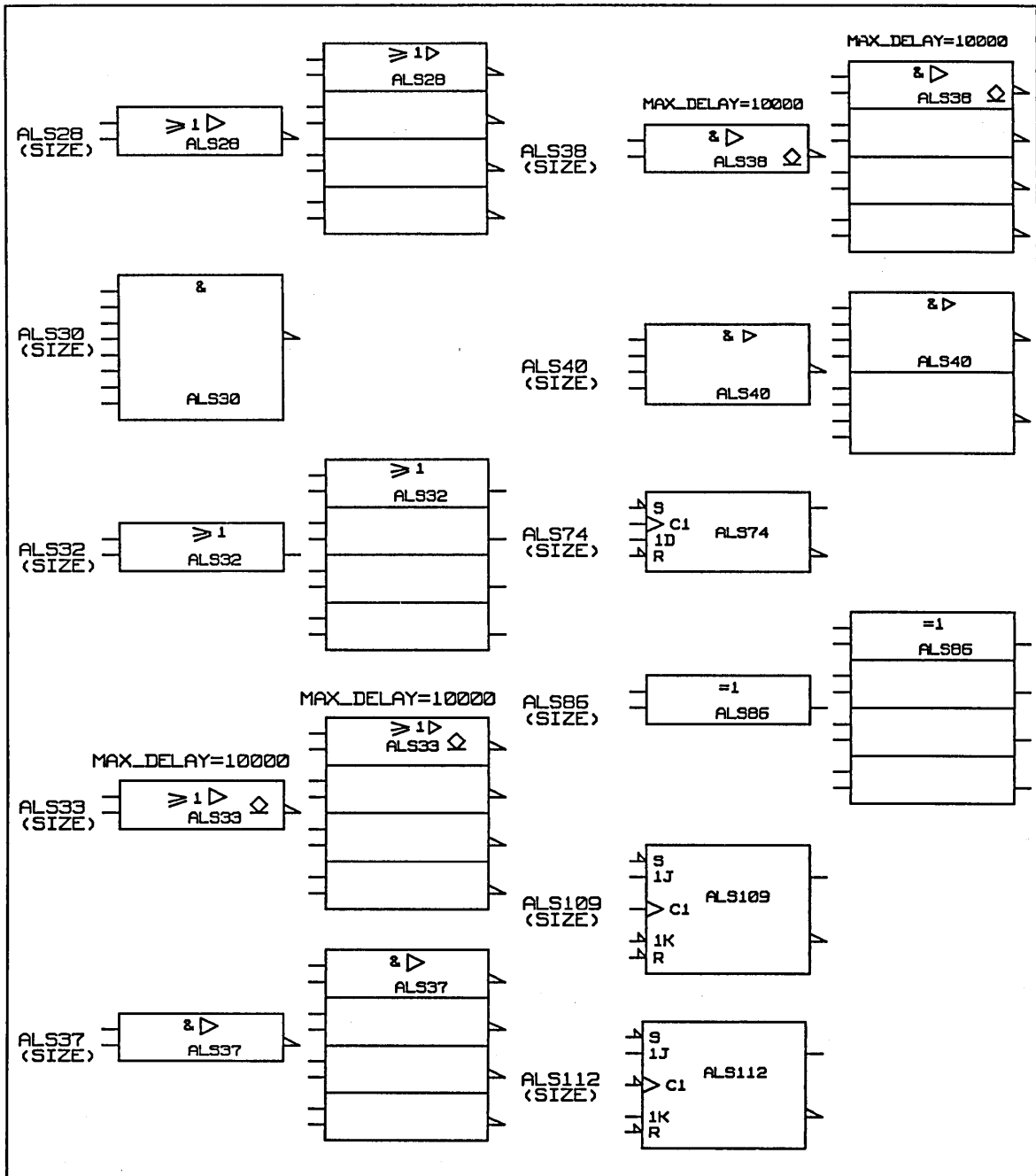


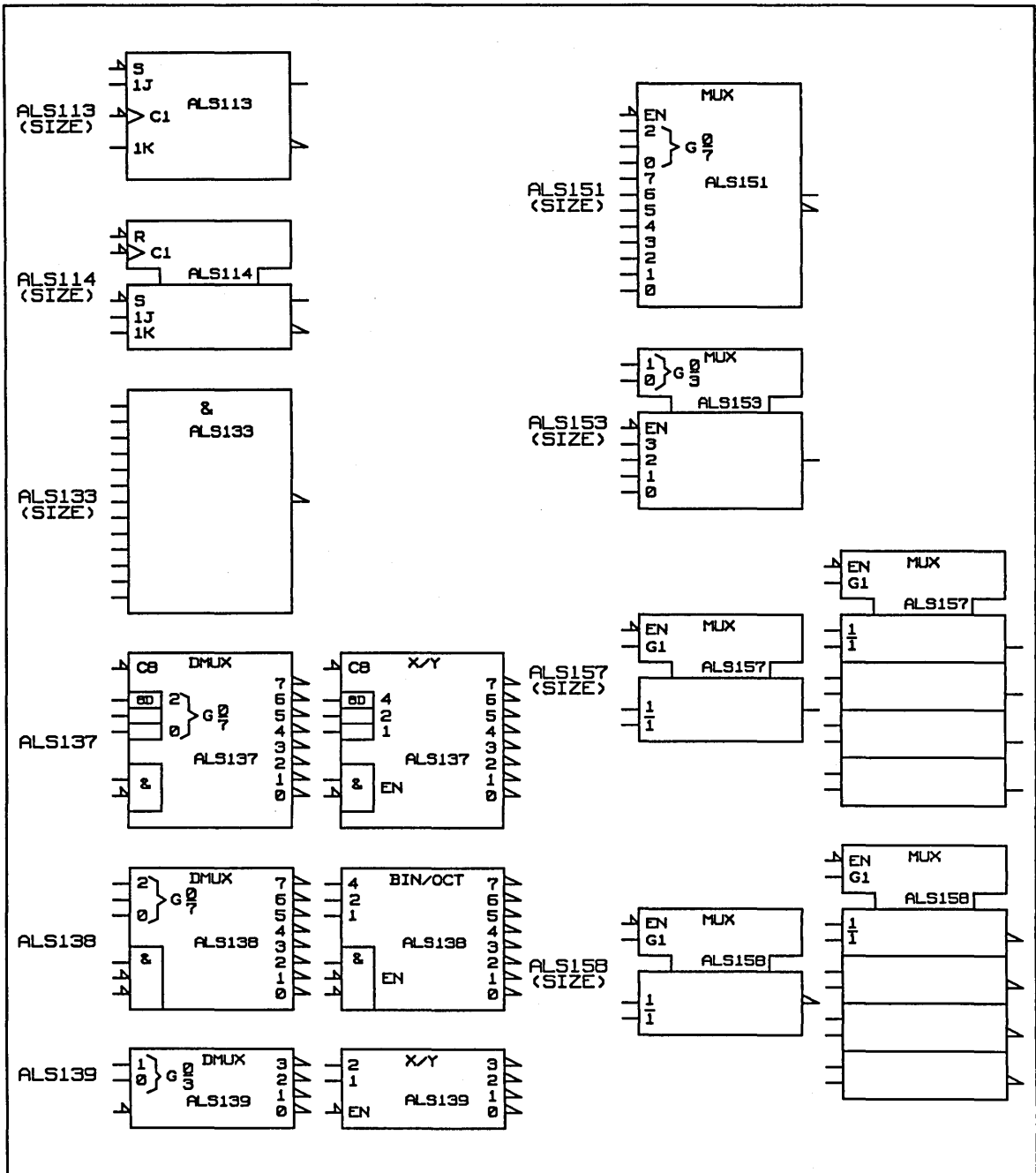


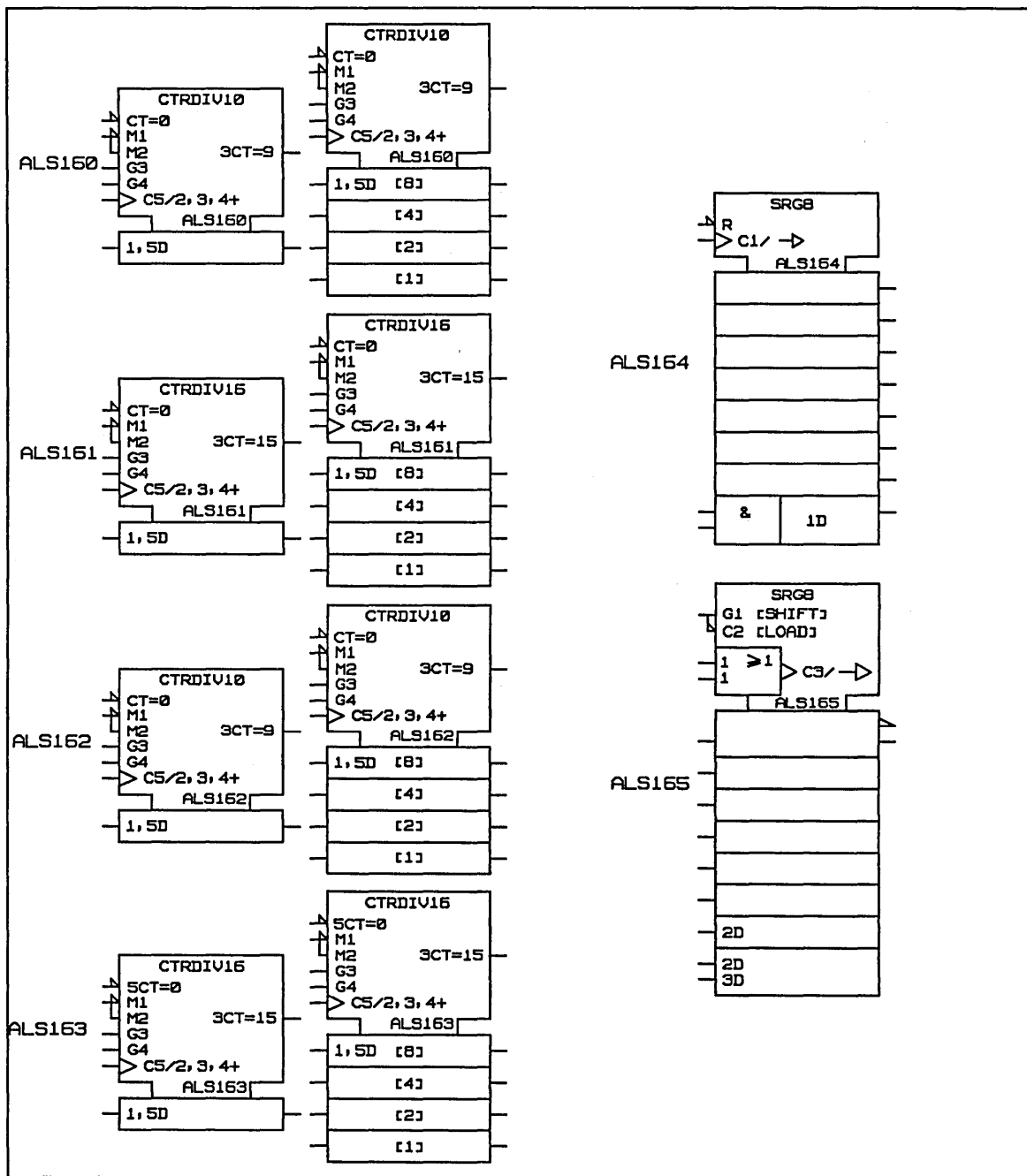


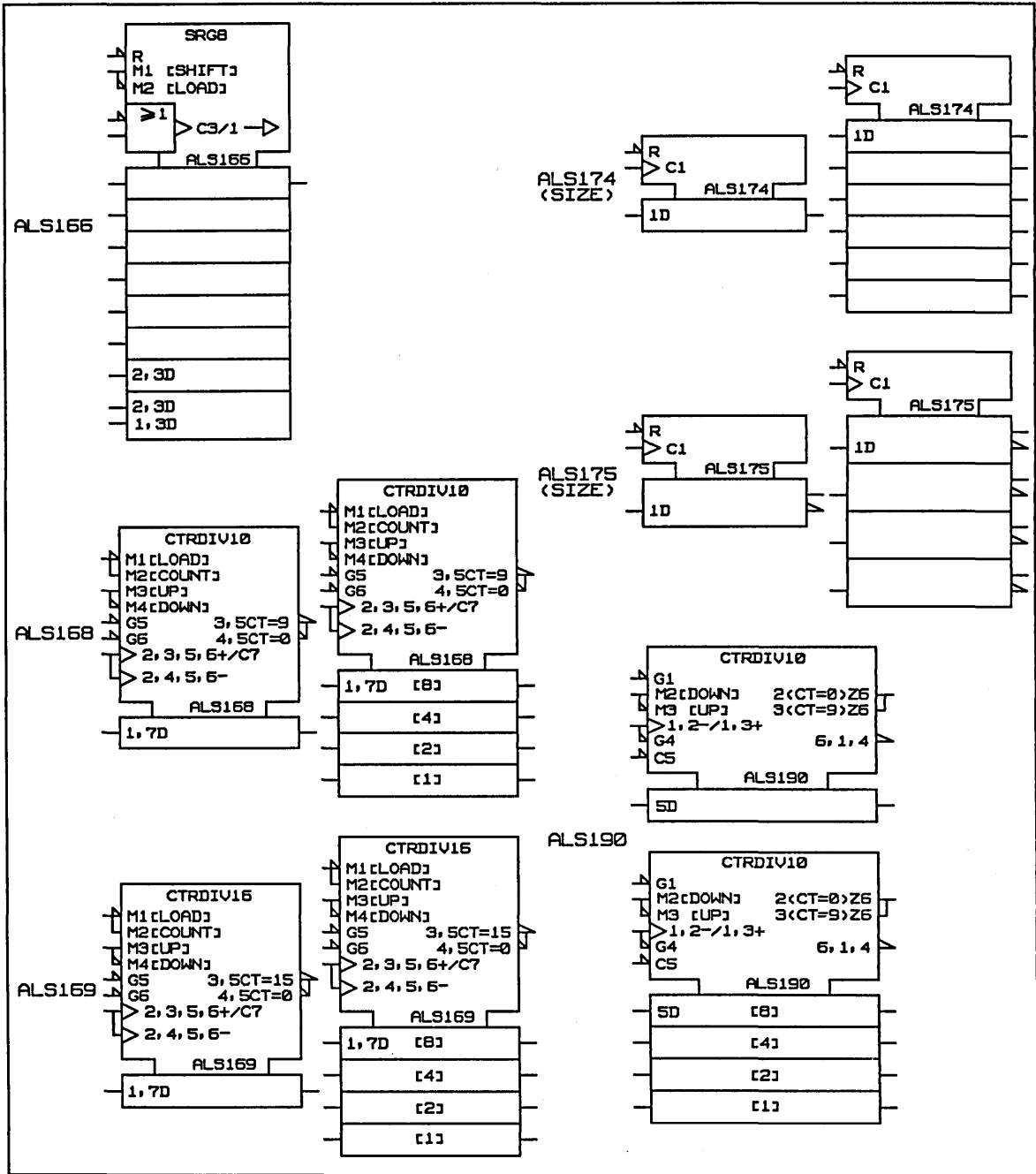


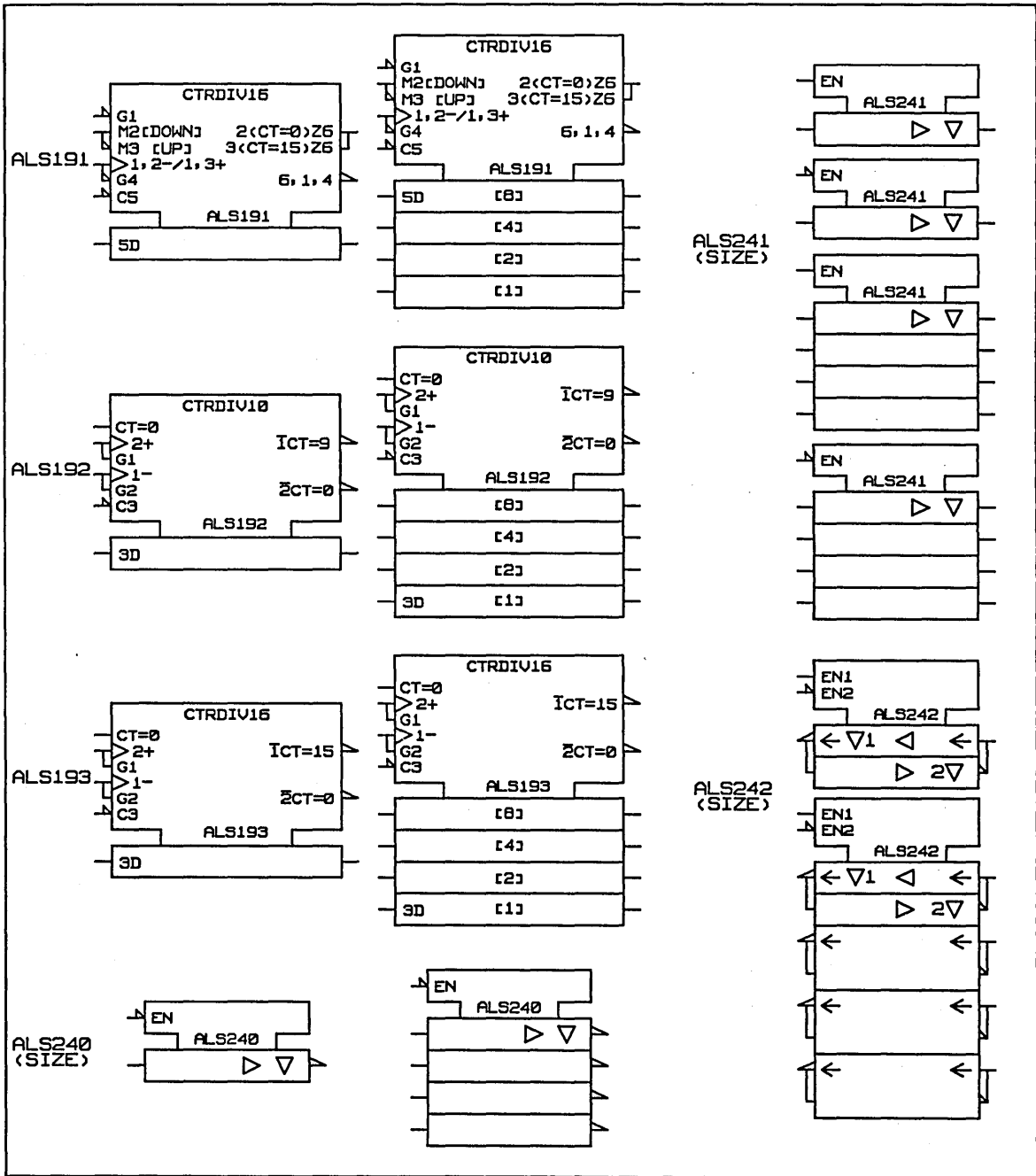


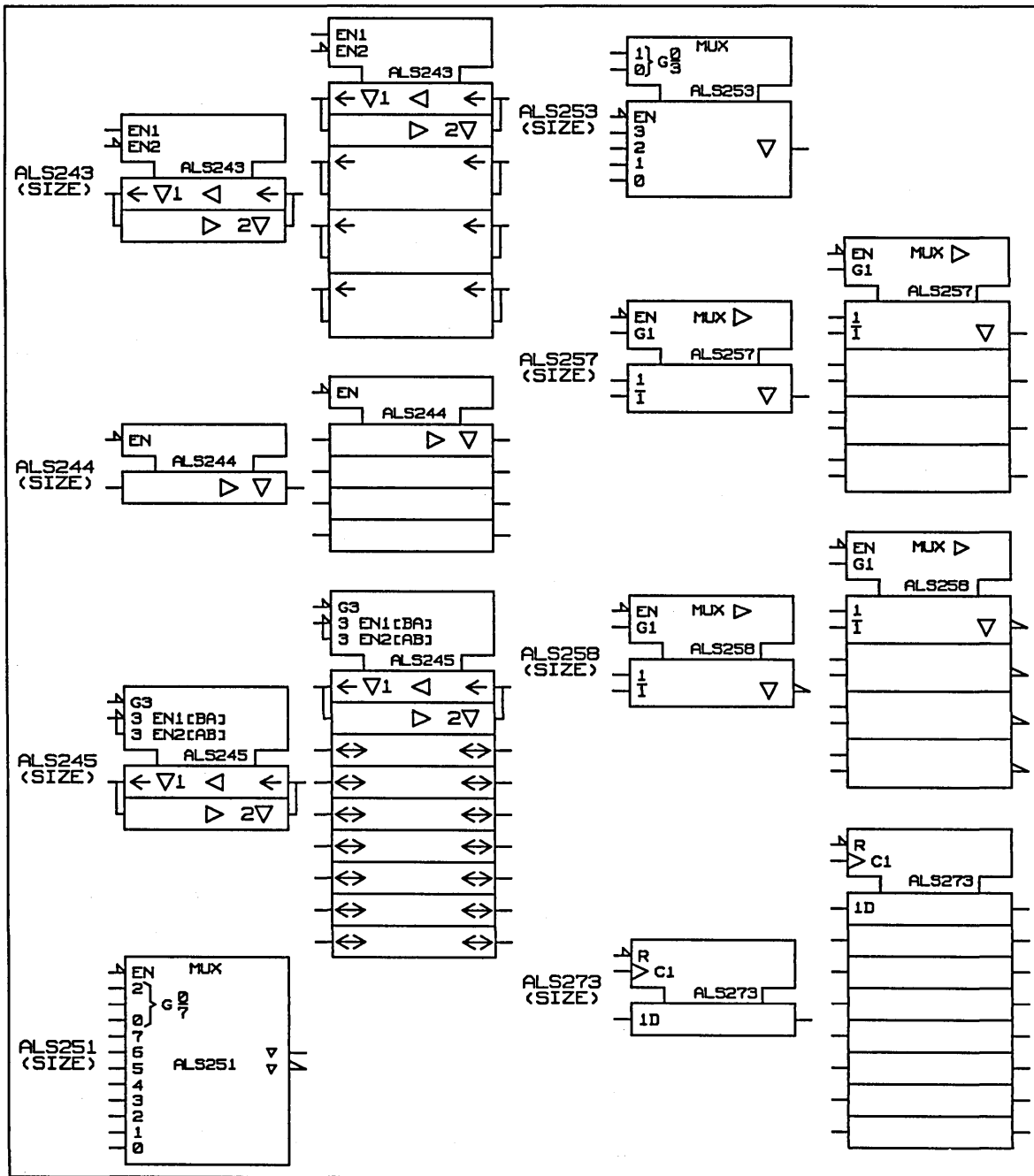




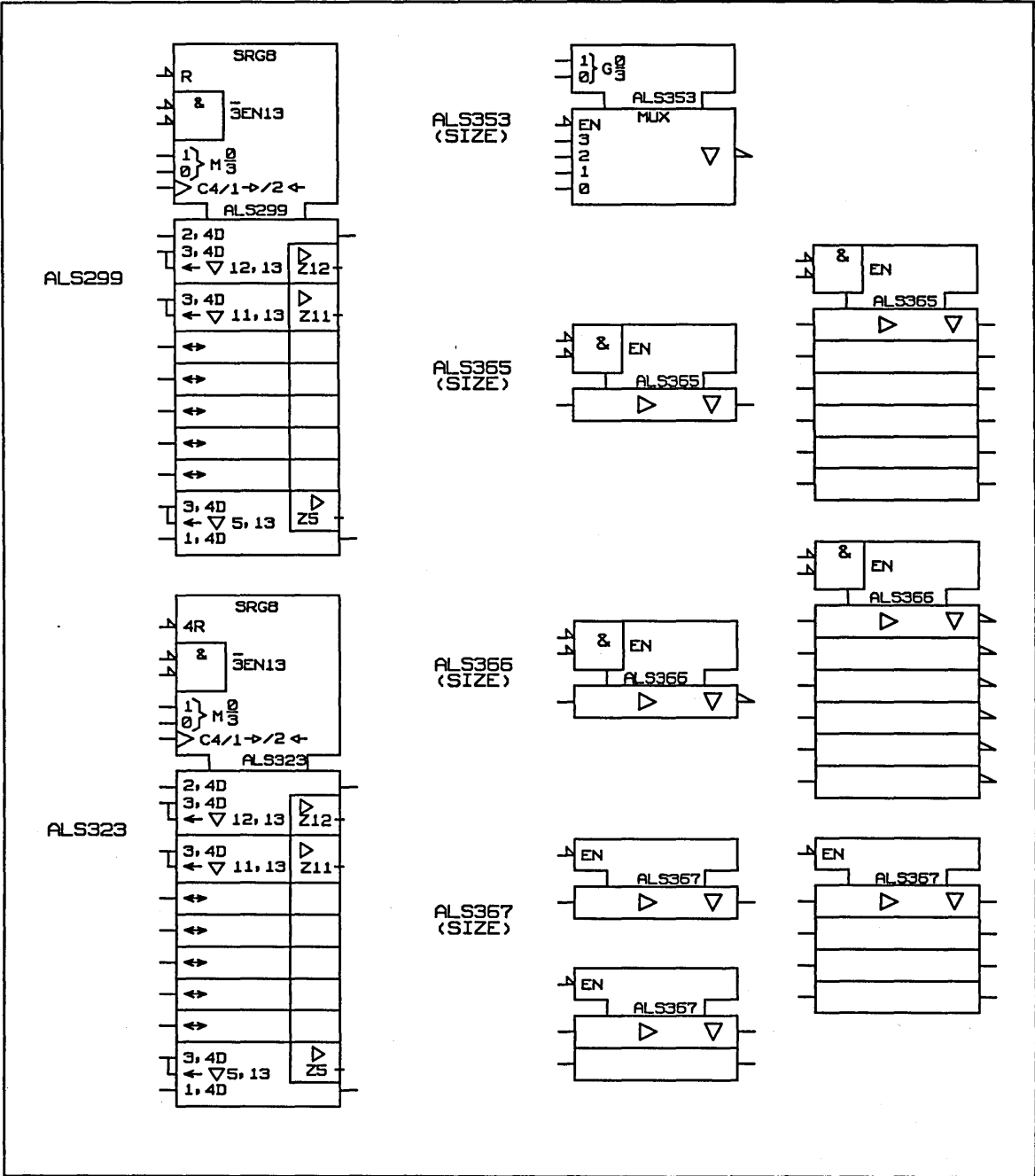


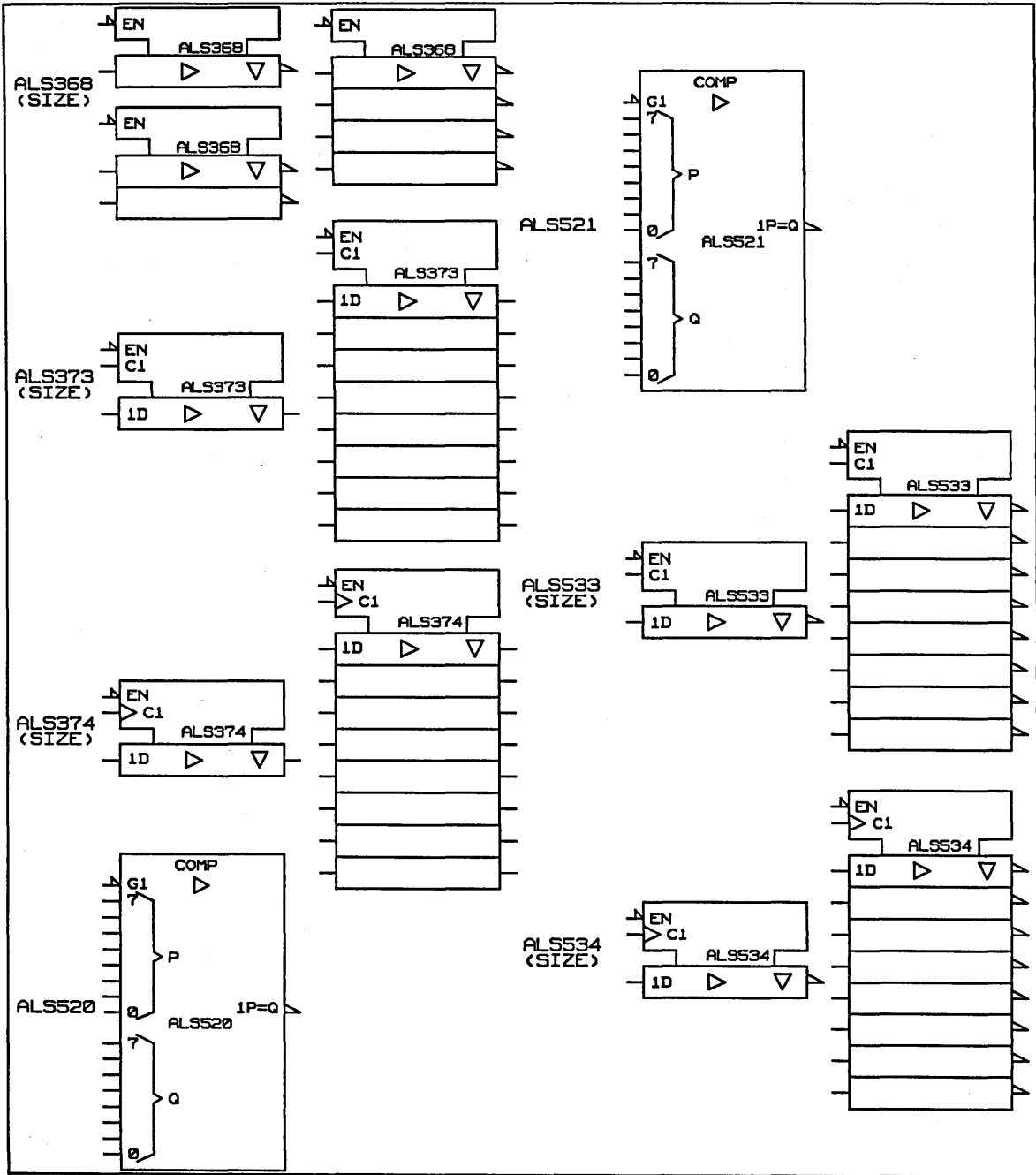


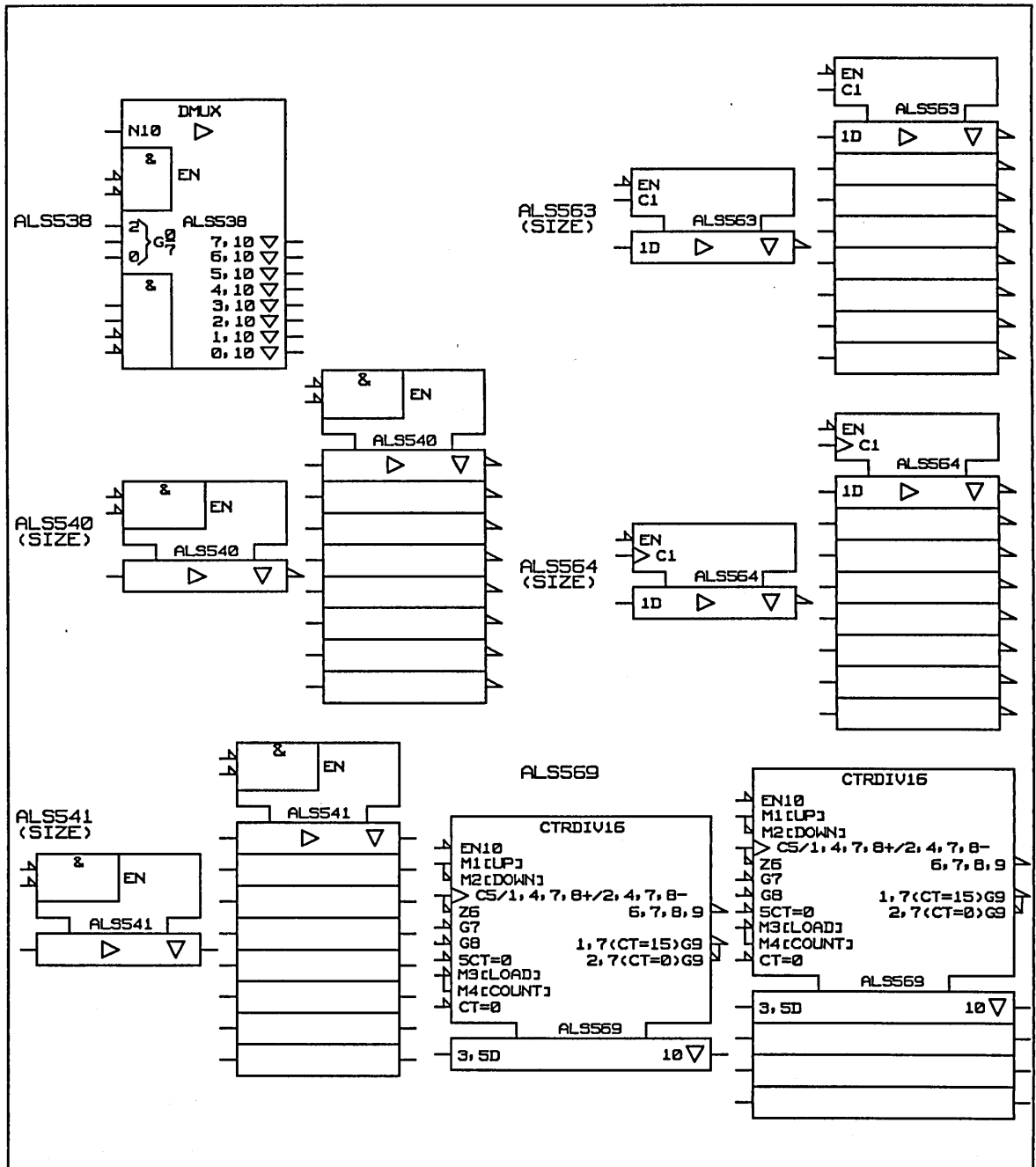


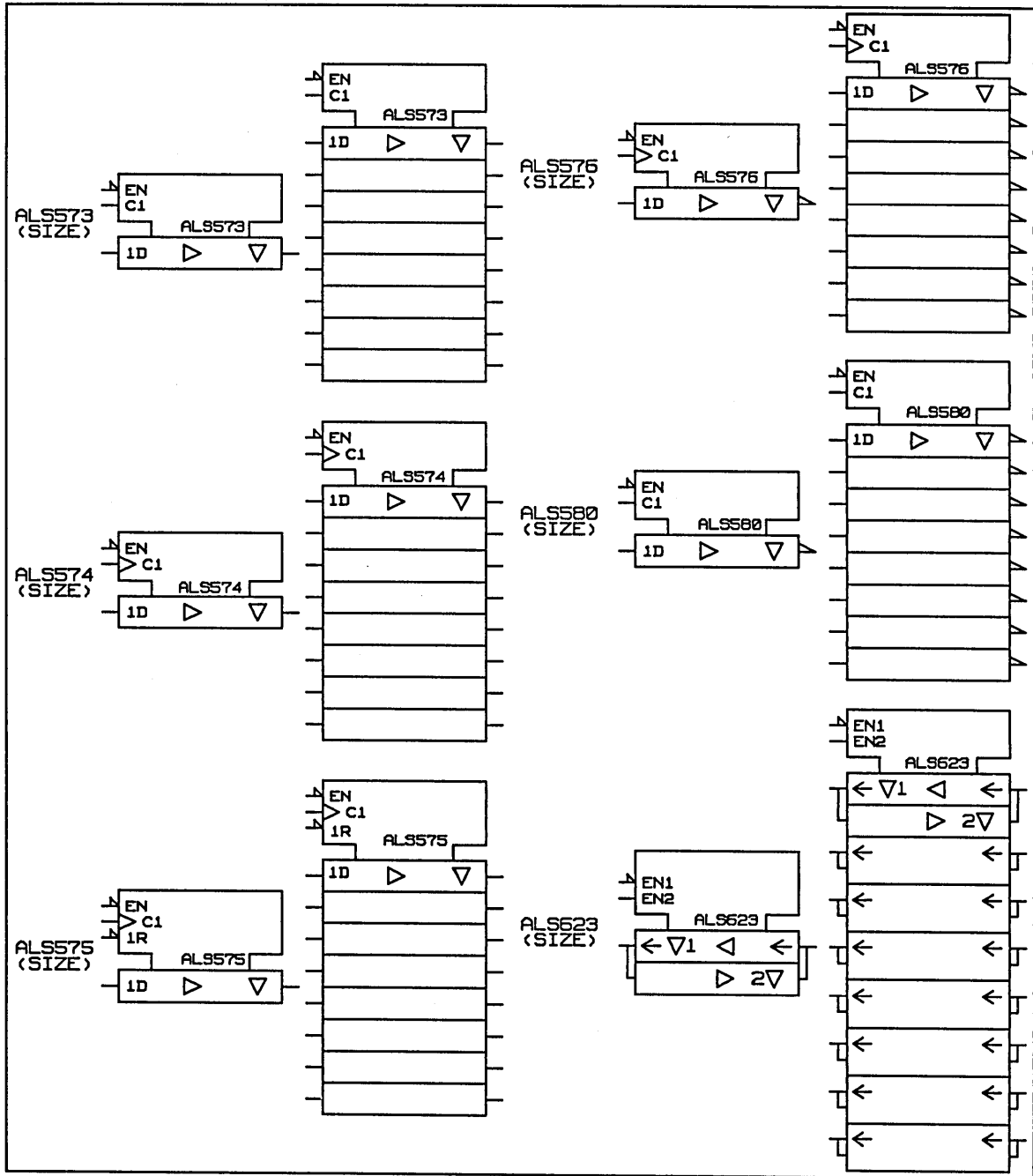


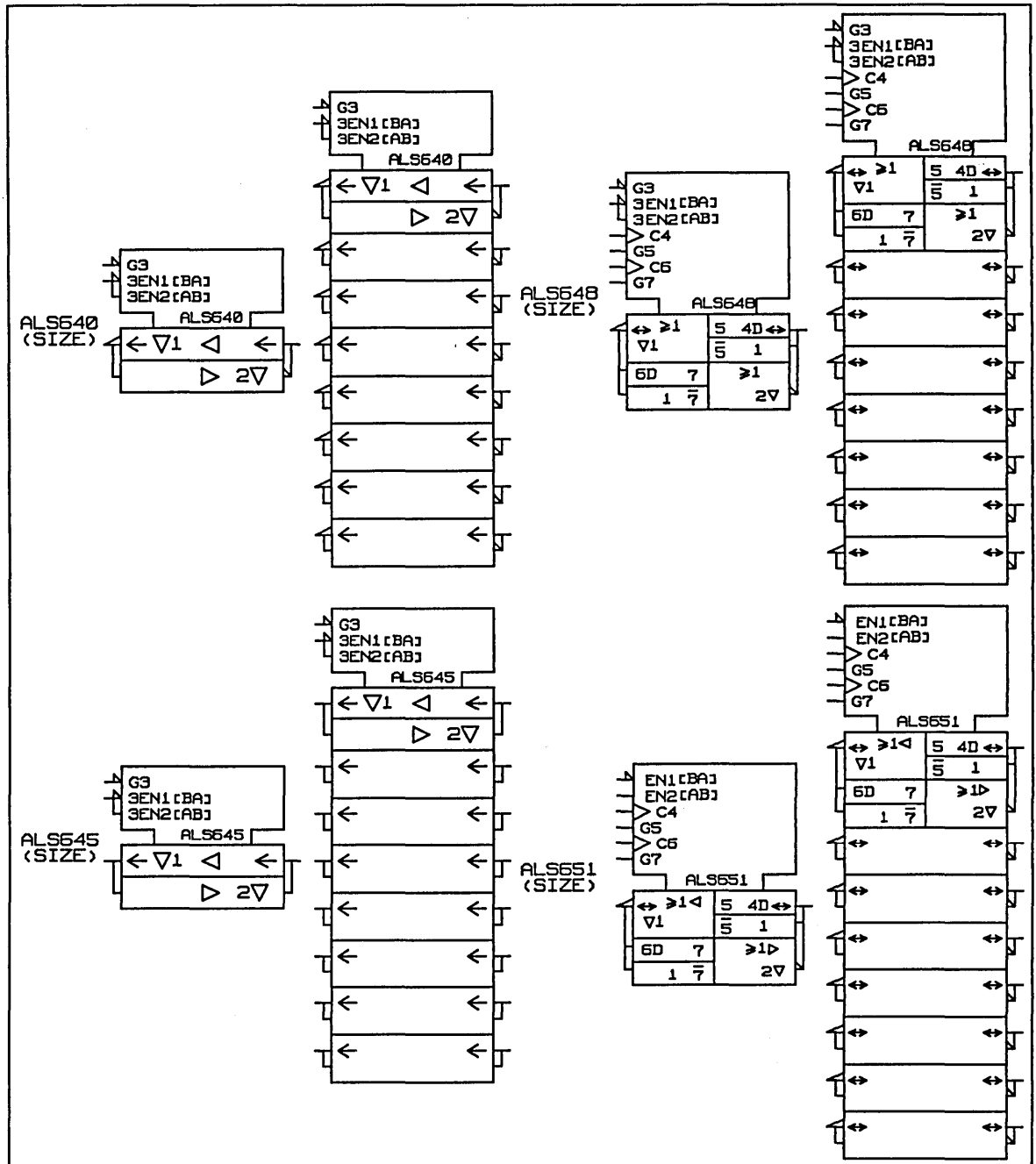


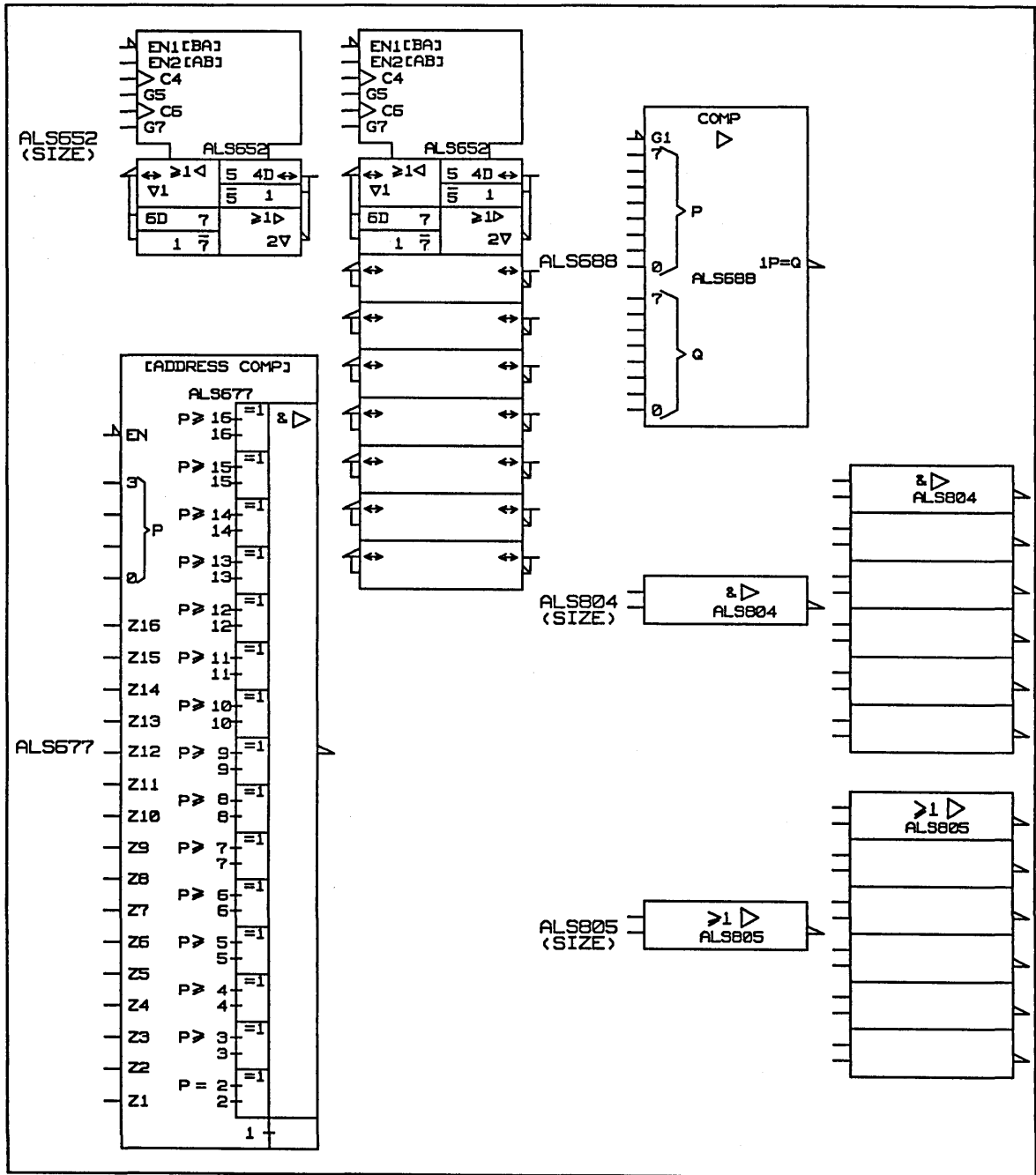


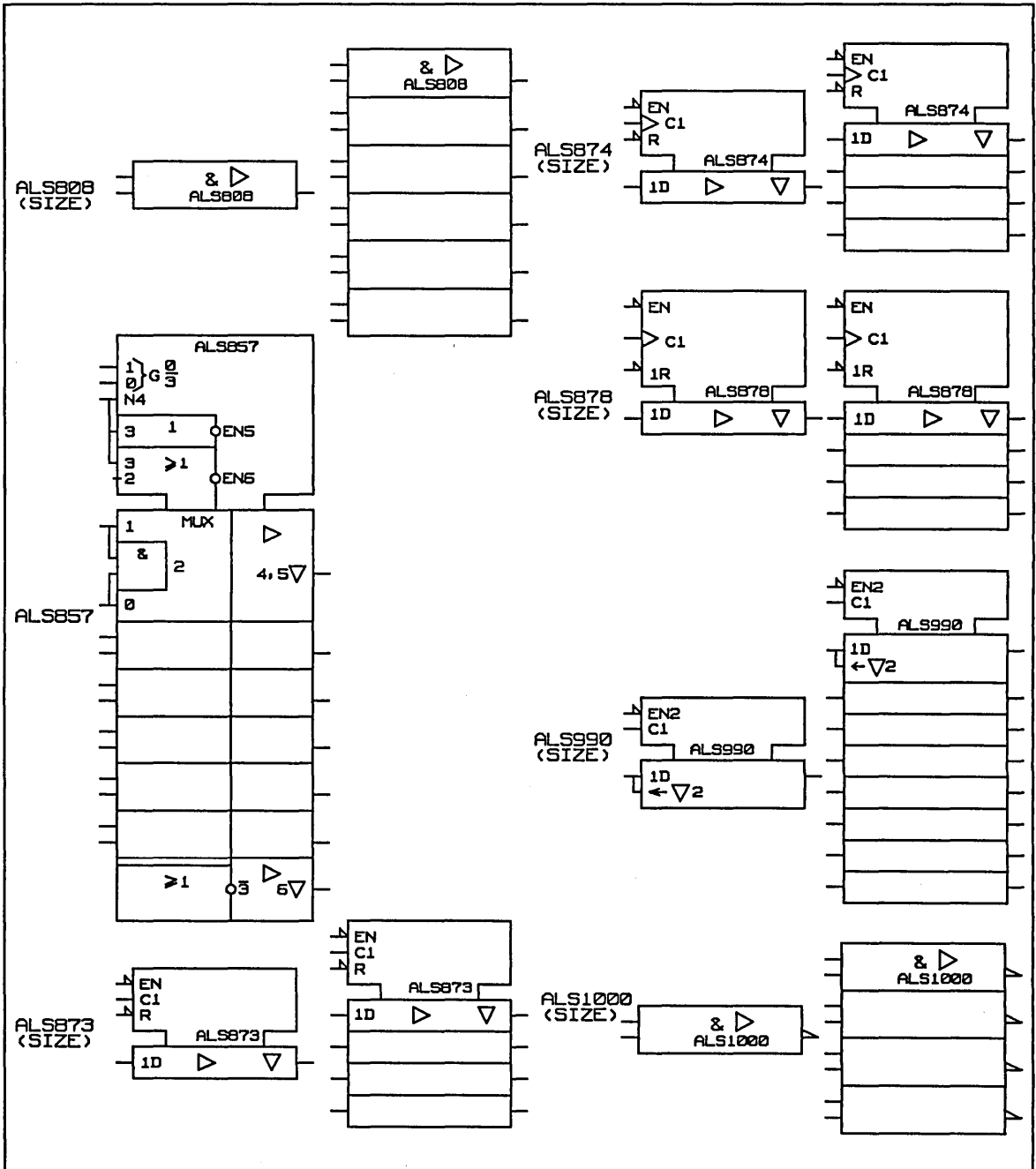


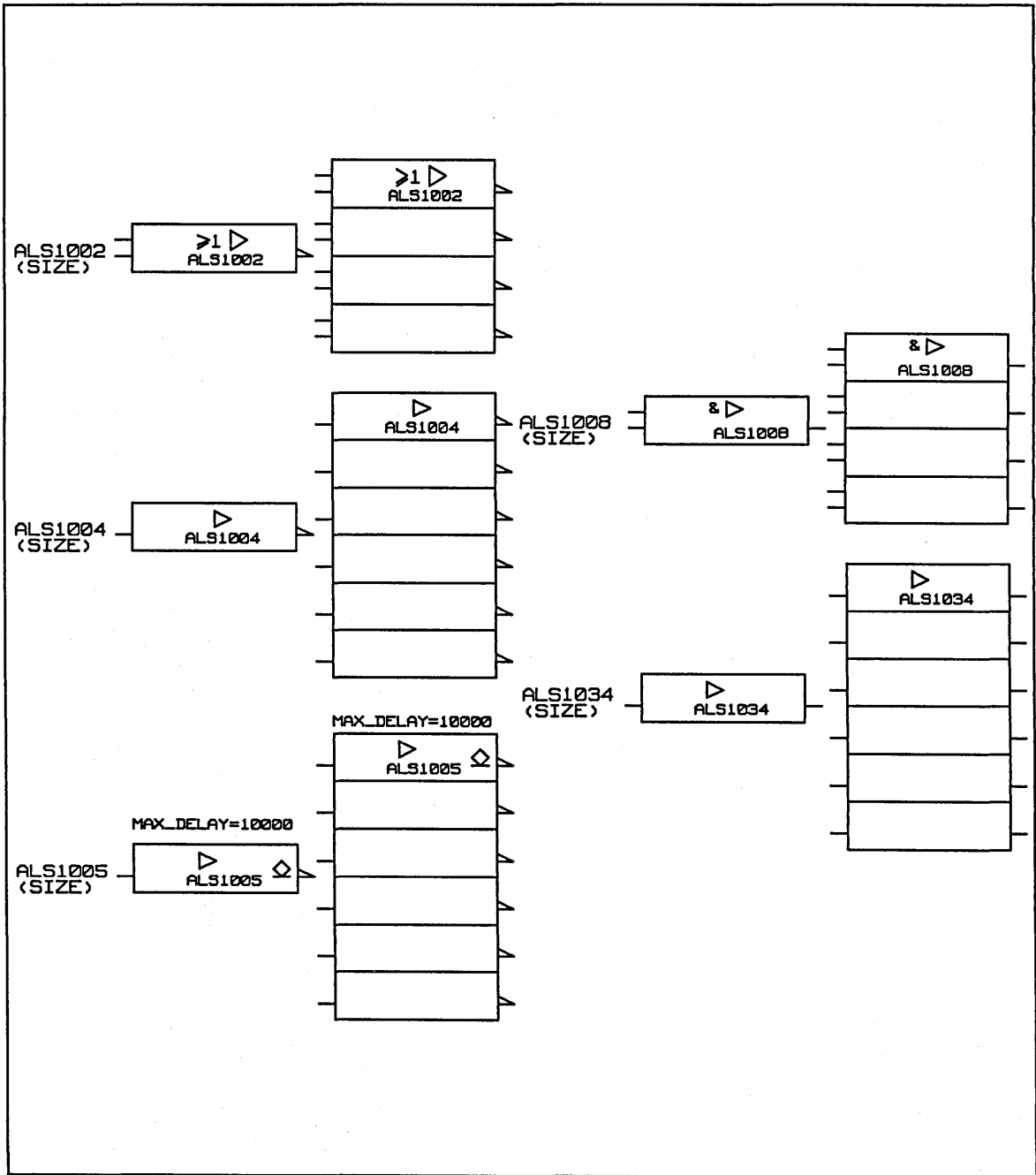
















## *The HCMOS and ANSI HCMOS Libraries*

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**T**he HCMOS Library requires approximately 5436 Kbytes of disk storage, and the ANSI HCMOS Library requires approximately 5287 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*hcmos.lib* or *a74hcmos.lib*).

The specifications used to construct the models in these libraries were taken from the Motorola data books.

The release level of the HCMOS and ANSI HCMOS Libraries is 9.0.

	Each library contains body drawings and physical, timing, and simulation models for the following 141 components:
HC00	Quad 2-input NAND
HC02	Quad 2-input NOR
HC03	Quad 2-input open-collector NAND
HC04	Hex inverter
HC08	Quad 2-input AND
HC10	Triple 3-input NAND
HC11	Triple 3-input AND
HC14	Hex Schmitt-trigger inverter
HC20	Dual 4-input NAND
HC27	Triple 3-input NOR
HC30	8-input NAND
HC32	Quad 2-input OR
HC42	4-to-10-line decoder
HC51	2-wide 3-input, 2-wide 2-input AND-OR-invert
HC58	2-wide 3-input, 2-wide 2-input AND-OR
HC73	Dual JK flip-flop with clear
HC74	Dual positive-edge-triggered D flip-flop
HC75	4-bit bistable latch
HC76	Dual JK flip-flop with preset and clear
HC85	4-bit magnitude comparator
HC86	Quad 2-input exclusive-OR
HC107	Dual JK negative-edge-triggered flip-flop
HC109	Dual JKbar positive-edge-triggered flip-flop
HC112	Dual JK negative-edge-triggered flip-flop
HC113	Dual JK negative-edge-triggered flip-flop

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HC123	Dual retriggerable monostable multivibrators with clear
HC125	Quad bus buffer with three-state output
HC126	Quad bus buffer with three-state output
HC132	Quad 2-input positive-NAND Schmitt triggers
HC133	13-input NAND
HC137	3-to-8 line decoder/demultiplexer with address latch
HC138	3-to-8 line decoder/demultiplexer
HC139	Dual 2-to-4 line decoder/multiplexer
HC147	10-line decimal to 4-line BCD priority encoder
HC151	1-of-8 data selector/multiplexer
HC153	Dual 4-line to 1-line data multiplexer
HC154	4-to-16 line decoder/demultiplexer
HC157	Quad 2-to-1-line non-inverting multiplexer
HC158	Quad 2-to-1-line inverting data multiplexer
HC160	4-bit synchronous decade counters with direct clear
HC161	4-bit synchronous binary counters with direct clear
HC162	4-bit synchronous decade counters with synchronous clear
HC163	4-bit synchronous binary counters with synchronous clear
HC164	8-bit parallel output serial shift register
HC165	8-bit serial output shift register

HC166	8-bit shift register
HC173	Quad D-type flip-flop
HC174	Hex D-type flip-flop
HC175	Quad D-type flip-flop
HC180	9-bit parity generator/checker
HC182	Look-ahead carry generators
HC190	Synchronous BCD up/down counter
HC191	Synchronous binary up/down counter
HC192	Synchronous BCD up/down counter
HC193	Synchronous binary up/down dual clock counters
HC194	4-bit bidirectional shift register
HC195	4-bit universal shift register
HC221	Dual non-retriggerable monostable multivibrator
HC237	3-to-8 line decoder/demultiplexer with address latch
HC240	Octal inverting 3-state bus transceiver
HC241	Octal non-inverting 3-state bus transceiver
HC242	Quad inverting 3-state bus transceiver
HC243	Quad non-inverting 3-state bus transceiver
HC244	Octal non-inverting 3-state bus transceiver
HC245	Octal non-inverting 3-state bus transceiver
HC251	3-state data multiplexer
HC253	Dual data selector/multiplexer
HC259	8-bit addressable latches
HC266	Quad 2-input exclusive-NOR gate
HC257	Quad 3-state non-inverting data multiplexer

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HC273	Octal D-type flip-flop
HC280	9-bit odd/even parity generators/checker
HC283	4-bit binary full adders
HC292	Programmable frequency divider/digital timer
HC294	Programmable frequency divider/digital timer
HC298	Quad 2-input multiplexers with storage
HC299	8-bit bidirectional 3-state shift/storage register
HC354	1-of-8 data selector/multiplexer with data and address latches and 3-state output
HC356	1-of-8 data selector/multiplexer with data and address latches and 3-state output
HC365	Hex non-inverted 3-state bus drivers
HC366	Hex inverted 3-state bus drivers
HC367	Hex bus driver
HC368	Hex bus driver
HC373	Octal 3-state D-latch with common enable
HC374	Octal 3-state positive-edge-triggered D register
HC390	Dual 4-stage binary ripple counter
HC393	Dual 4-stage binary ripple counter
HC423	Dual retriggerable monostable multivibrators
HC533	8-bit latch with inverting outputs
HC534	8-bit register with inverting outputs
HC540	Octal buffers and line drivers with 3-state outputs
HC541	Octal buffers and line drivers with 3-state outputs
HC563	8-bit latch with inverting 3-state outputs
HC564	8-bit register with inverting 3-state outputs
HC573	Octal latch with three-state output

HC574	Octal D-type flip-flop with three-state output
HC590	8-bit binary counter/three state latch
HC595	8-bit serial-input/serial- or parallel-output shift register with latched 3-state output
HC597	8-bit serial- or parallel-input/serial-output shift register with input latch
HC640	Octal 3-state inverting bus transceiver
HC643	Octal 3-state inverting and non-inverting bus transceiver
HC646	Octal 3-state non-inverting bus transceiver and D-type flip-flop
HC648	Octal 3-state inverting bus transceiver and D-type flip-flop
HC688	8-bit equality comparator
HC4002	Dual 4-input NOR
HC4016	Quad analog switch/multiplexer/demultiplexer
HC4017	Decade counter/divider
HC4020	14-bit binary counter
HC4024	7-bit binary counter
HC4040	12-bit binary counter
HC4049	Hex inverting buffer/logic-level down converter
HC4050	Hex non-inverting buffer/logic-level down converter
HC4051	8-channel analog multiplexer/demultiplexer
HC4052	Dual 4-channel analog multiplexer/demultiplexer
HC4053	Triple 2-channel analog multiplexer/demultiplexer

HC4066	Quad analog switch/multiplexer/demultiplexer with enhanced on-resistance linearity
HC4075	Triple 3-input OR
HC4078	8-input NOR/OR
HC4316	Quad analog switch/multiplexer/demultiplexer with separate analog and digital power supplies
HC4351	8-channel analog multiplexer/demultiplexer with address latch
HC4352	Dual 4-channel analog multiplexer/demultiplexer with address latch
HC4353	Triple 2-channel analog multiplexer/demultiplexer with address latch
HC4514	4-to-16 line decoder/demultiplexer with address latch
HC4538	Dual monostable multivibrator
HCT00	Quad 2-input NAND gate
HCT02	Quad 2-input NOR gate
HCT04	Hex inverter
HCT32	Quad 2-input OR gate
HCT138	3-to-8 line decoder/demultiplexer
HCT240	Octal inverting 3-state bus transceiver
HCT241	Octal non-inverting 3-state bus transceiver
HCT244	Octal non-inverting 3-state bus transceiver
HCT245	Octal three state bus transceiver
HCT280	9-bit odd/even parity generators/checker
HCT373	Octal 3-state D-latch with common enable

HCT374	Octal 3-state positive-edge-triggered D register
HCT640	Octal 3-state inverting bus transceiver
HCT643	Octal 3-state inverting and non-inverting
HCT688	8-bit equality comparator
HCT670	4x4 register file/3-state output
HCU04	Hex inverter



## Application Notes

### Monostable Multivibrators

The 74HC123, 74HC423, 74HC221, and 74HC4538 models fully support the simulation and timing behavior of retrigerrable and non-retriggerable multivibrators which are resettable at any time.

To use the simulation model, logic initialization or initial depositing of the same value (either 0 or 1) to internal signals D0 and D1 must be performed.

To use the timing verification model, the following must be observed:

- The Timing Verifier's directives file (*verifier.cmd*) must include the directive:

```
LATCH_ERR_MODEL CLOSED;
```

- The first trigger edge must occur after 'PULSE\_WIDTH' ns.
- The maximum trigger frequency is

```
2 * RETRIG_DIV2 - 1
```

edges per 'PULSE\_WIDTH' ns. Since RETRIG\_DIV2 is defined to be 6 in the model,  $2*6-1=11$  clock edges are permitted in any 'PULSE\_WIDTH' ns interval. If an application requires a greater trigger frequency, RETRIG\_DIV2 must be redefined in the model.

## Capacitive Loading Effects

The delay calculations for the timing and simulation models are based on values from the *Motorola High-Speed CMOS Logic Data* book (1983). The delay times are calculated using the short circuit current method with a  $V_{cc}$  of 4.5 volts and a temperature of 25°C (see page 4-12 of the data book). The typical drive is therefore:

$$0.5 * 4.5 / 17.3 \text{ (mA)} = 0.13$$

The typical and maximum delays for the individual components in the data book are given with a capacitive load of 50pF. Using these values, the typical no-load delay is calculated from the equation:

$$typ\_delay \text{ (no load)} = typ\_delay \text{ (50pF)} - 0.13 * 50$$

Assuming that the ratio of maximum no-load delay to maximum delay (50pF) is the same as typical no-load delay to typical delay (50pF), the maximum no-load delay is:

$$typ\_delay \text{ (no load)} * max\_delay \text{ (50pF)} / typ\_delay \text{ (50pF)}$$

The minimum delay for timing and simulation models is one-half of typical or one-third of maximum; the minimum drive is calculated from:

$$min\_delay \text{ (50pF)} - min\_delay \text{ (no load)} / 50$$

The following examples show the delay and drive calculations for a HC00 and an HC74.

### HC00 Data Book:

typical delay (50pF) = 9  
 maximum delay (50pF) = 18  
 typical drive = 0.13

**HC00 Calculation:**

typical delay (no load) =  $9 - 0.13 * 50 = 2.5$   
 maximum delay (no load) =  $2.5 * 18 / 9 = 5.0$   
 minimum delay (50pF) =  $9 / 2 = 4.5$   
 minimum delay (no load) =  $2.5 / 2 = 1.25$   
 maximum drive =  $(18 - 5) / 50\text{pF} = 0.26$   
 minimum drive =  $(4.5 - 1.25) / 50\text{pF} = 0.065$

From these calculations, the min/max delay for the HC00 timing model is 1.25/5.0, and the min/max drive for the timing model is 0.065/0.26. The min/typ/max delay for the HC00 simulation model is 1.25/2.5/5.0, and the min/typ/max drive for the simulation model is 0.065/0.13/0.26.

**HC74 Data Book (from  
CLK to Q or Q\*):**

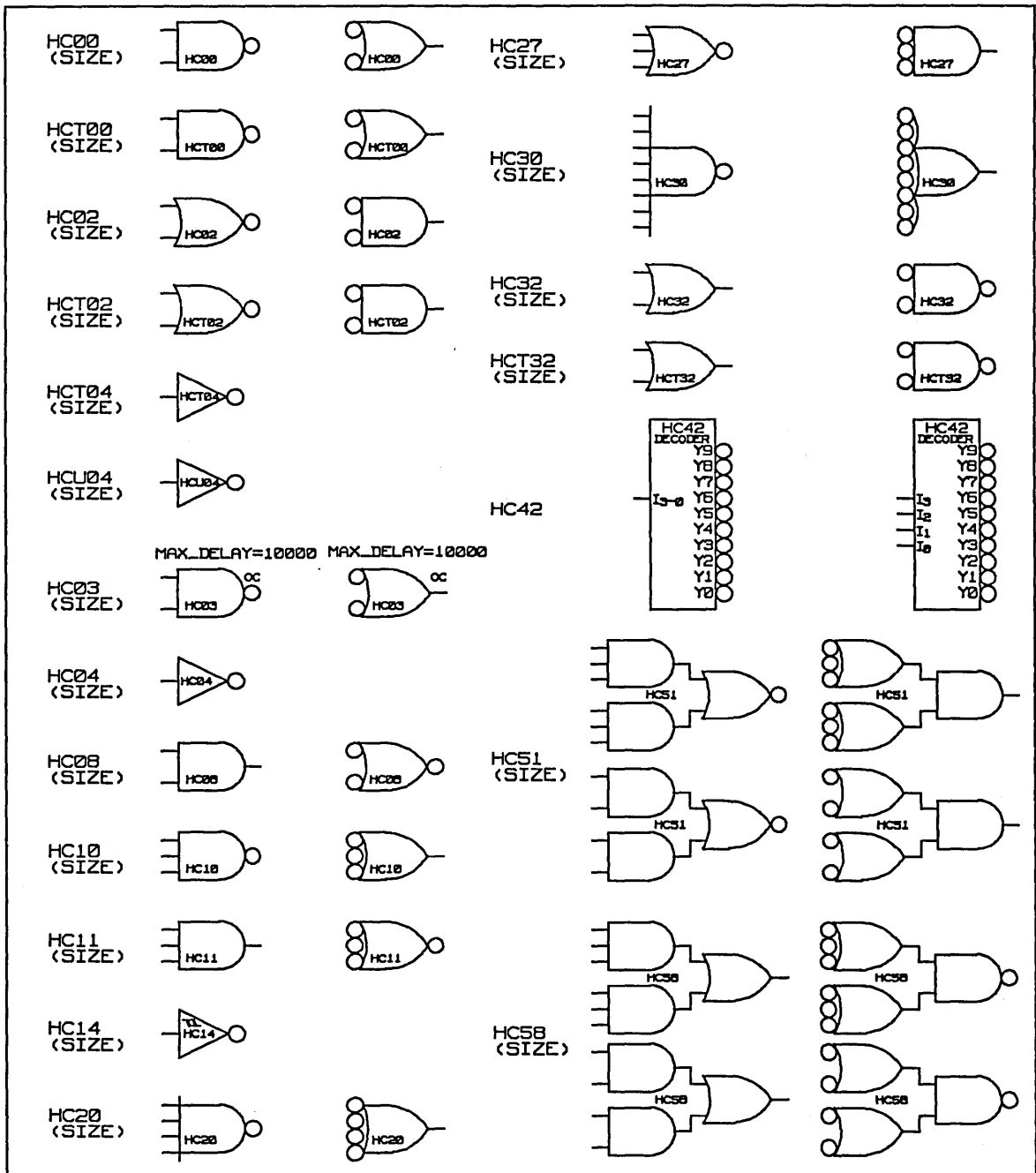
typical delay (50pF) = 18  
 maximum delay (50pF) = 35  
 typical drive = 0.13

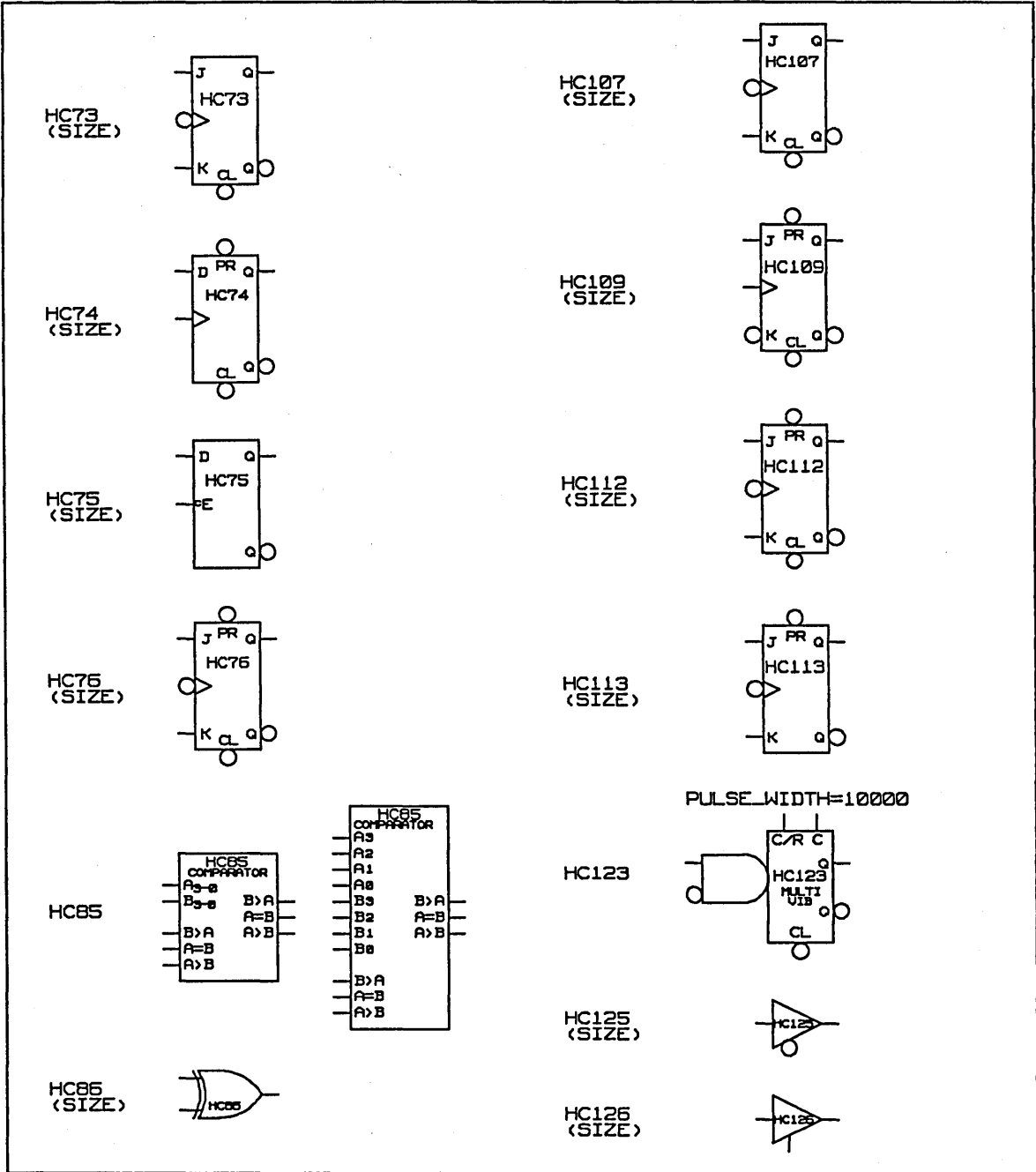
**HC74 Calculation:**

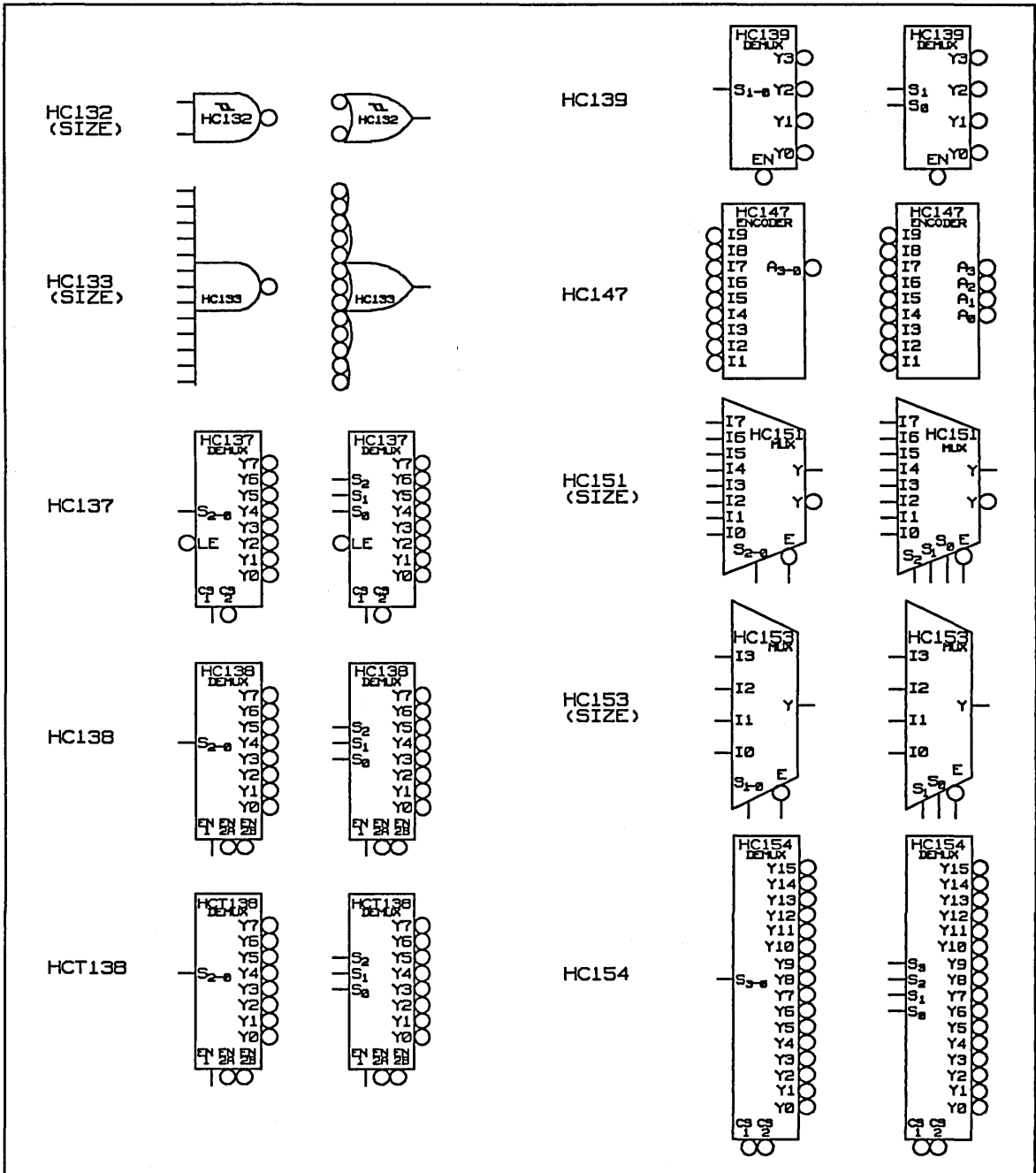
typical delay (no load) =  $18 - 0.13 * 50 = 11.5$   
 maximum delay (no load) =  $11.5 * 35 / 18 = 22.36$   
 minimum delay (50pF) =  $18 / 2 = 9.0$   
 minimum delay (no load) =  $11.5 / 2 = 5.75$   
 maximum drive =  $(35 - 22.36) / 50\text{pF} = 0.253$   
 minimum drive =  $(9.0 - 5.75) / 50\text{pF} = 0.065$

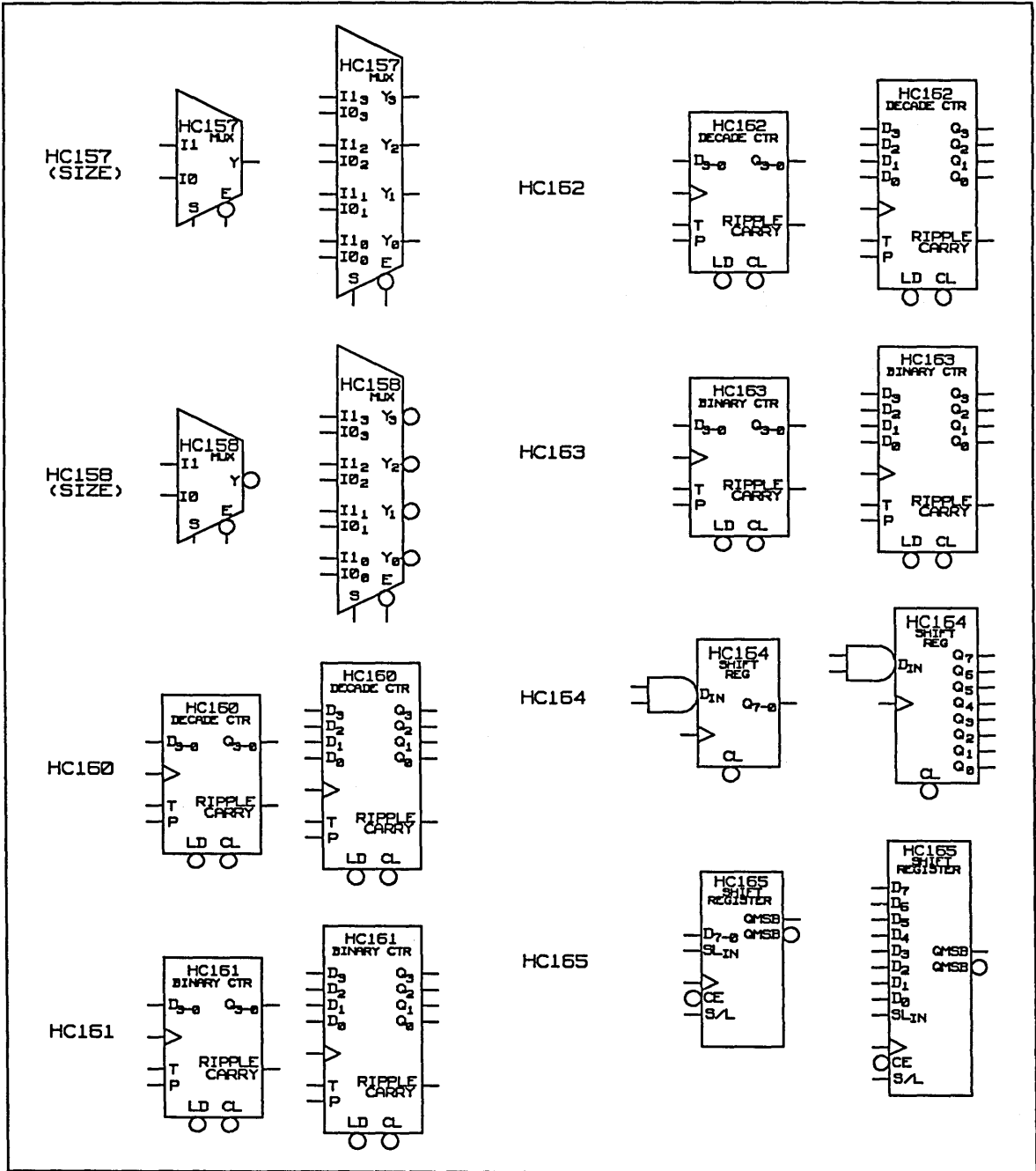
From these calculations, the min/max delay for the HC74 timing model is 5.75/22.36, and the min/max drive for the timing model is 0.065/0.253. The min/typ/max delay for the HC74 simulation model is 5.75/11.5/22.36, and the min/typ/max drive for the simulation model is 0.065/0.13/0.253.



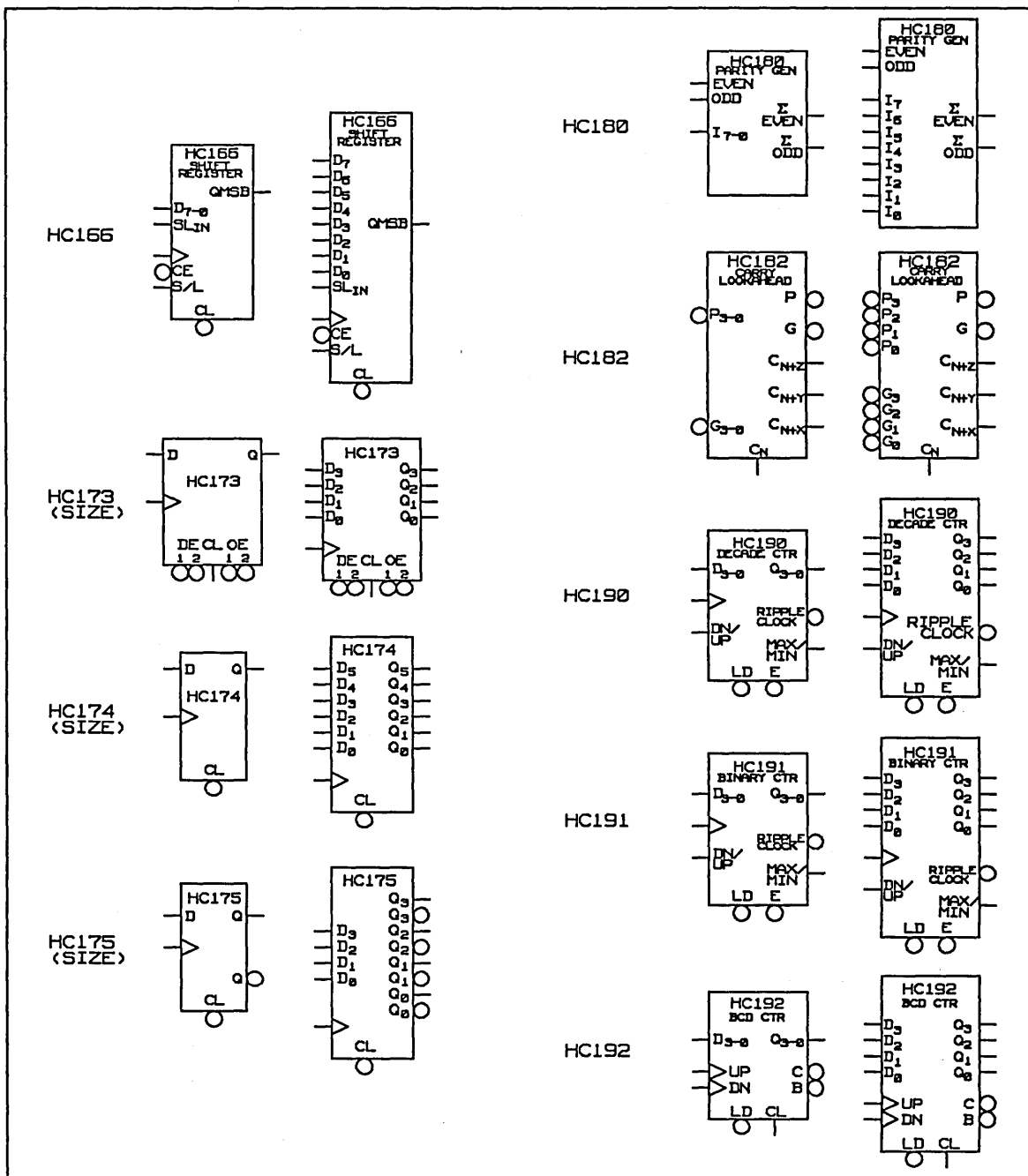


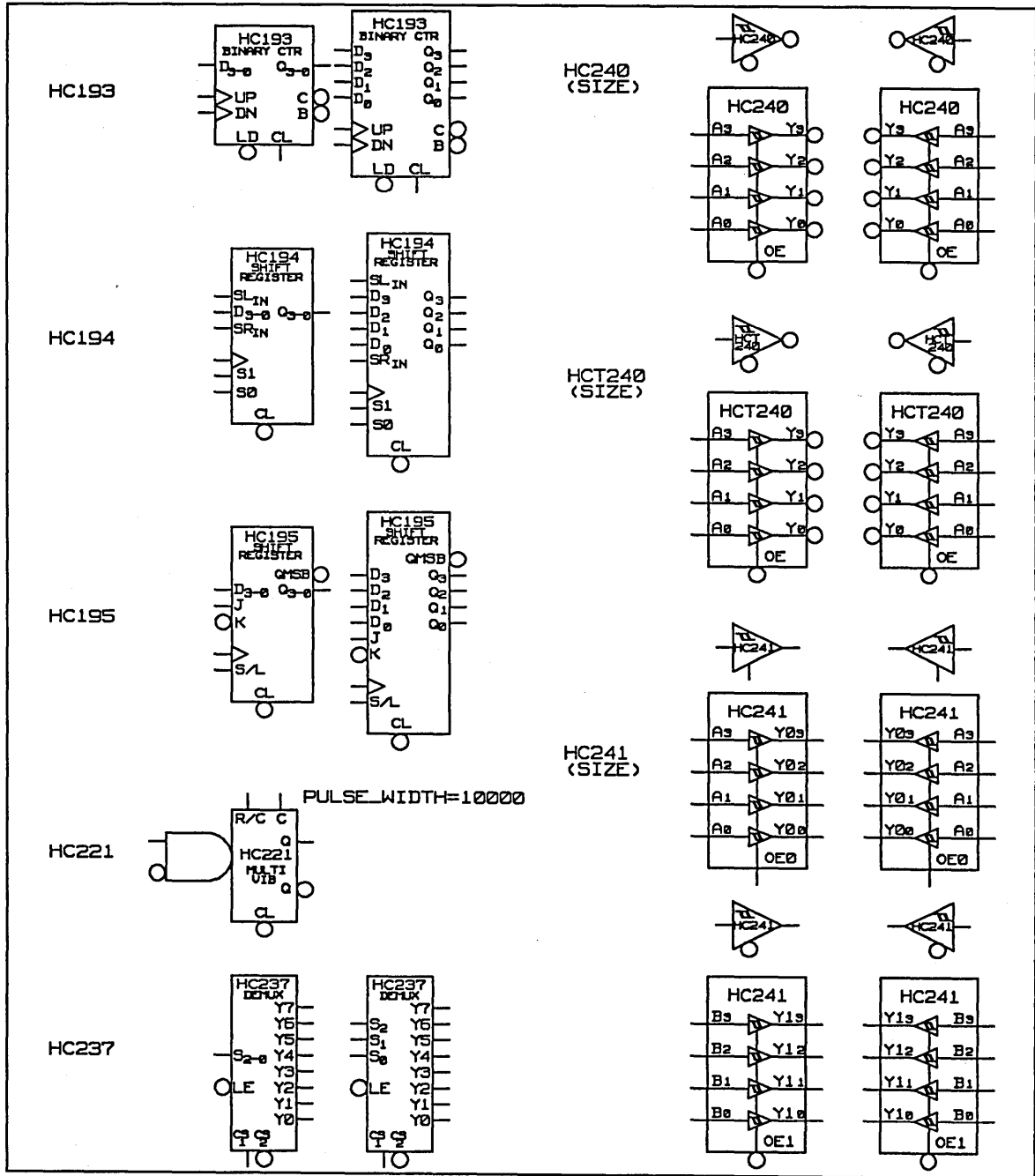


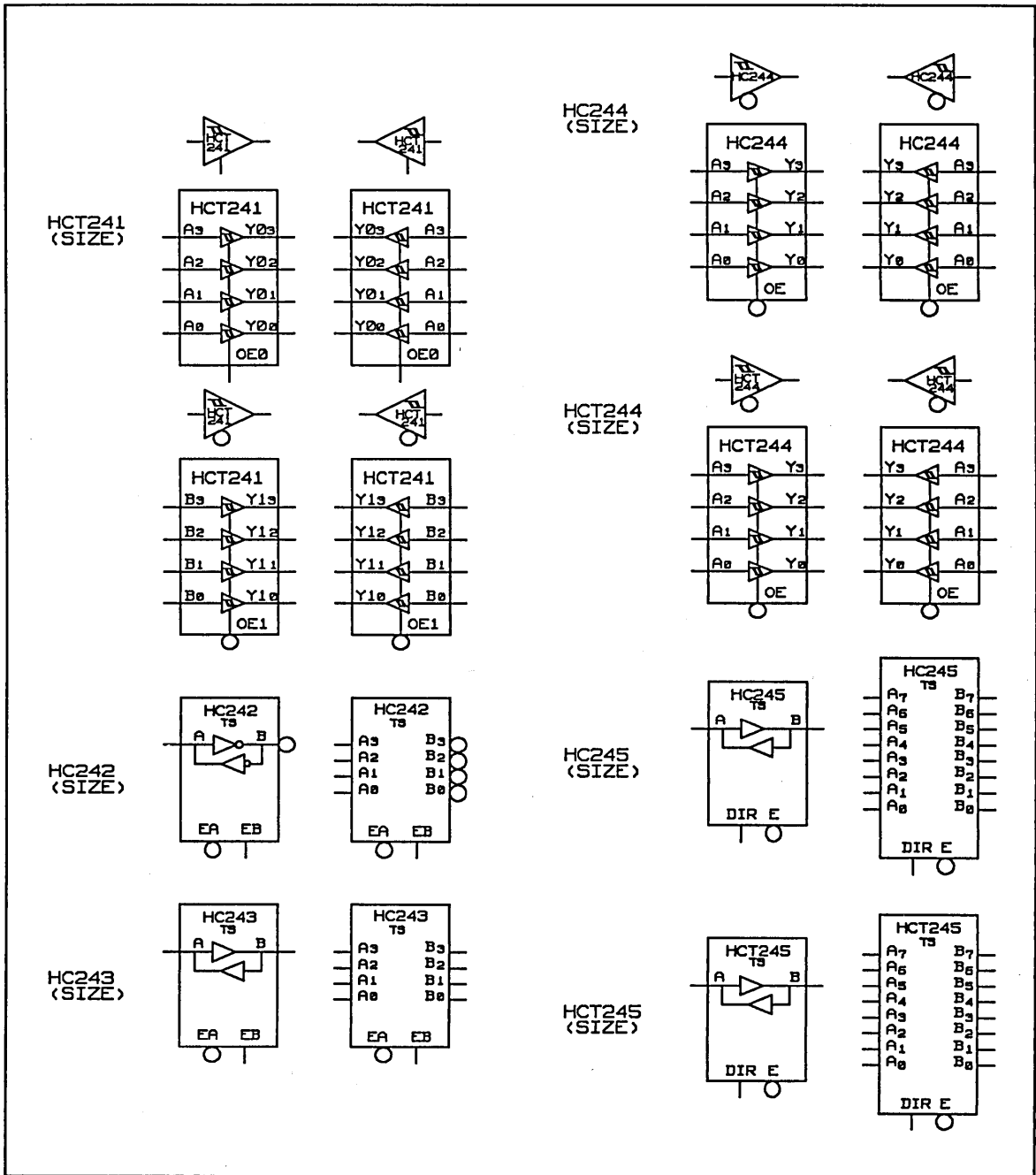


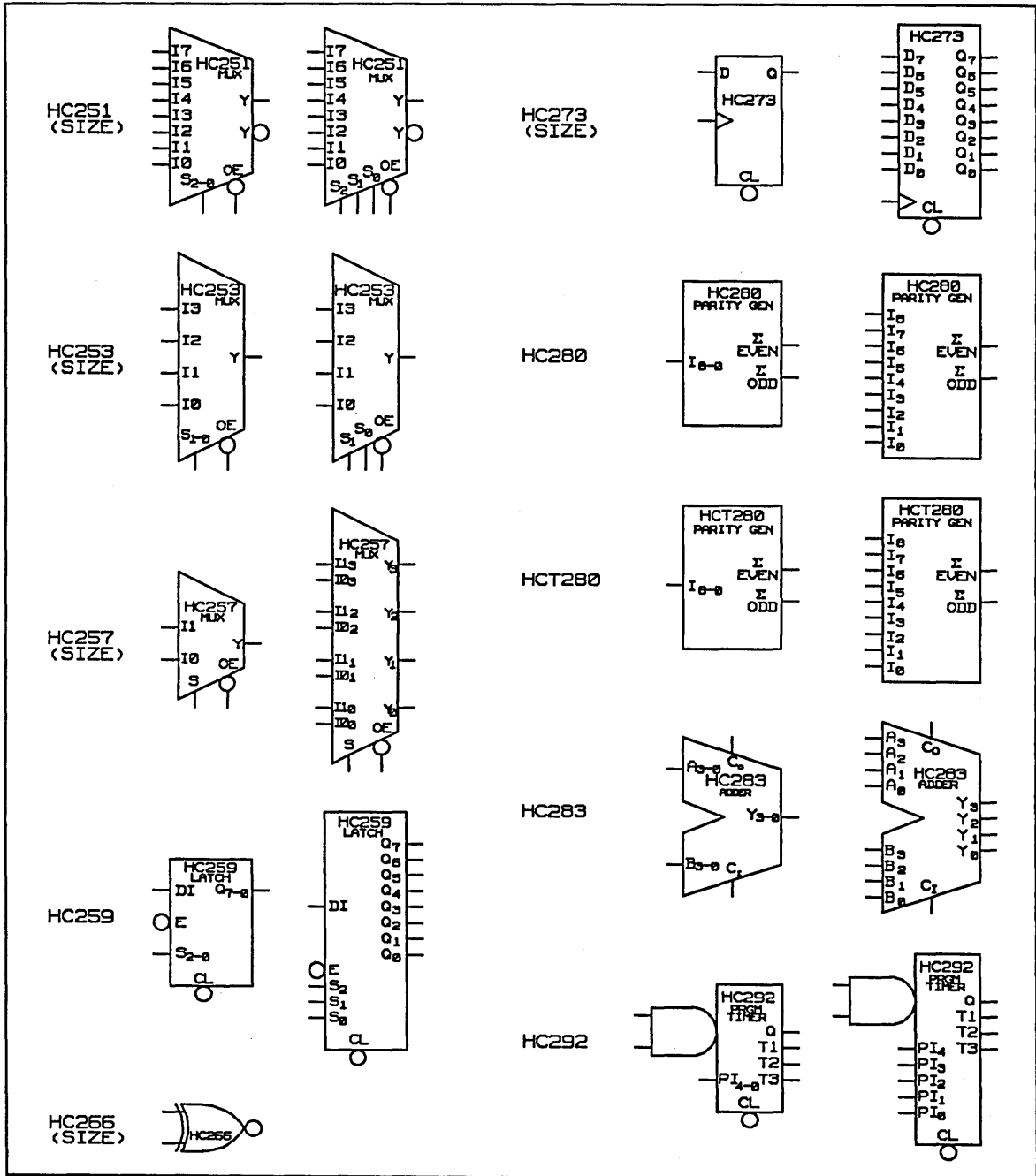


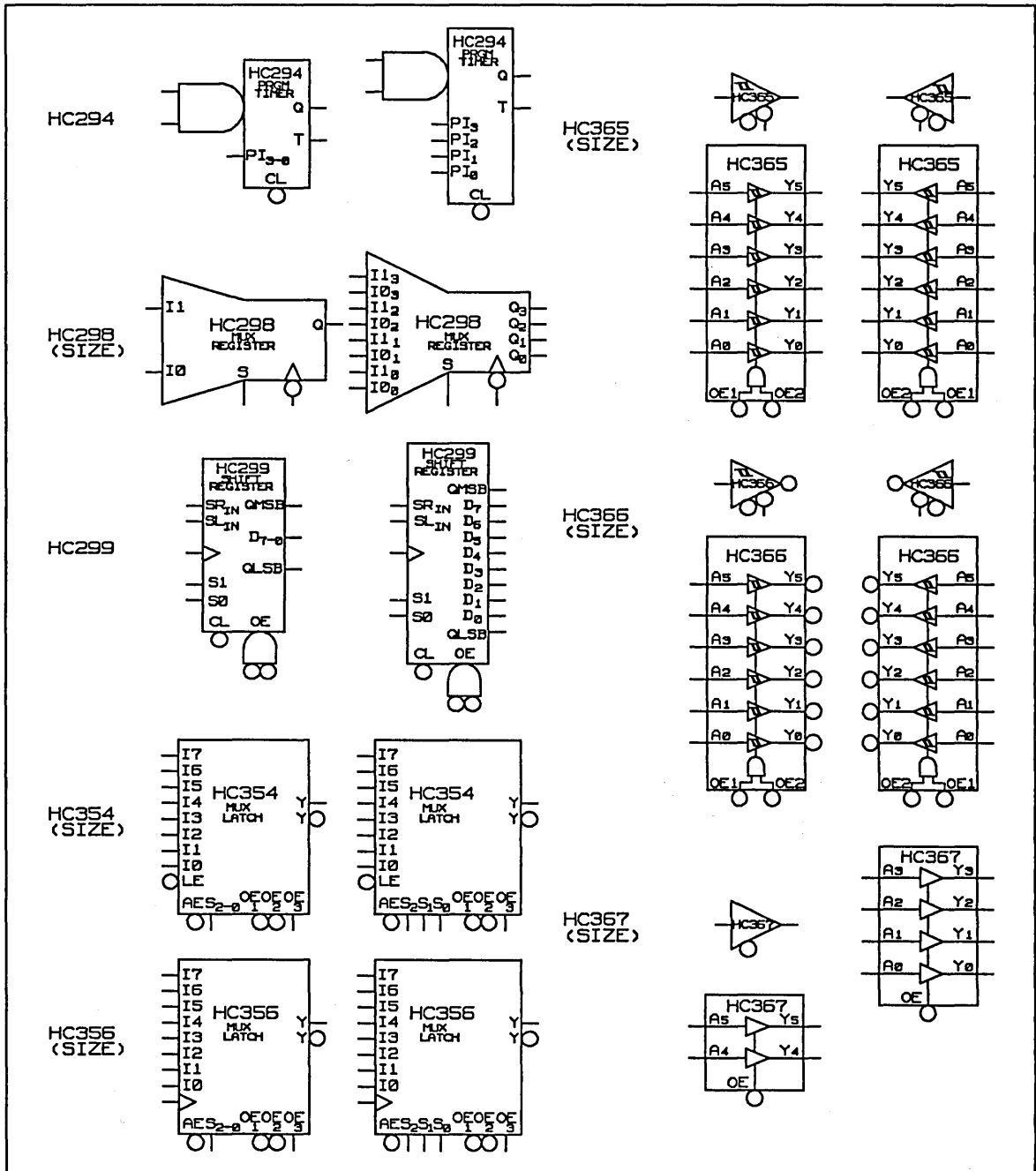


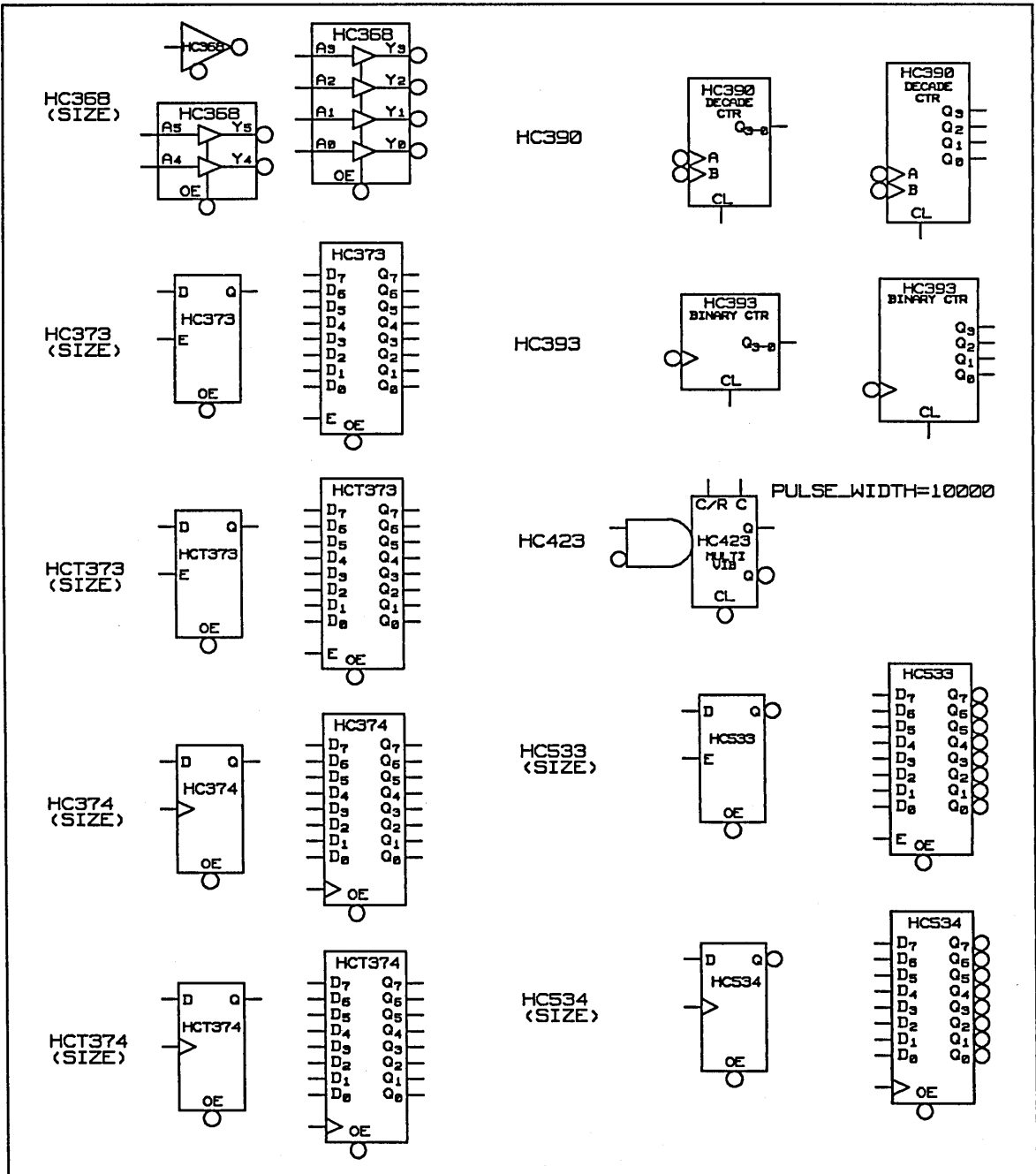


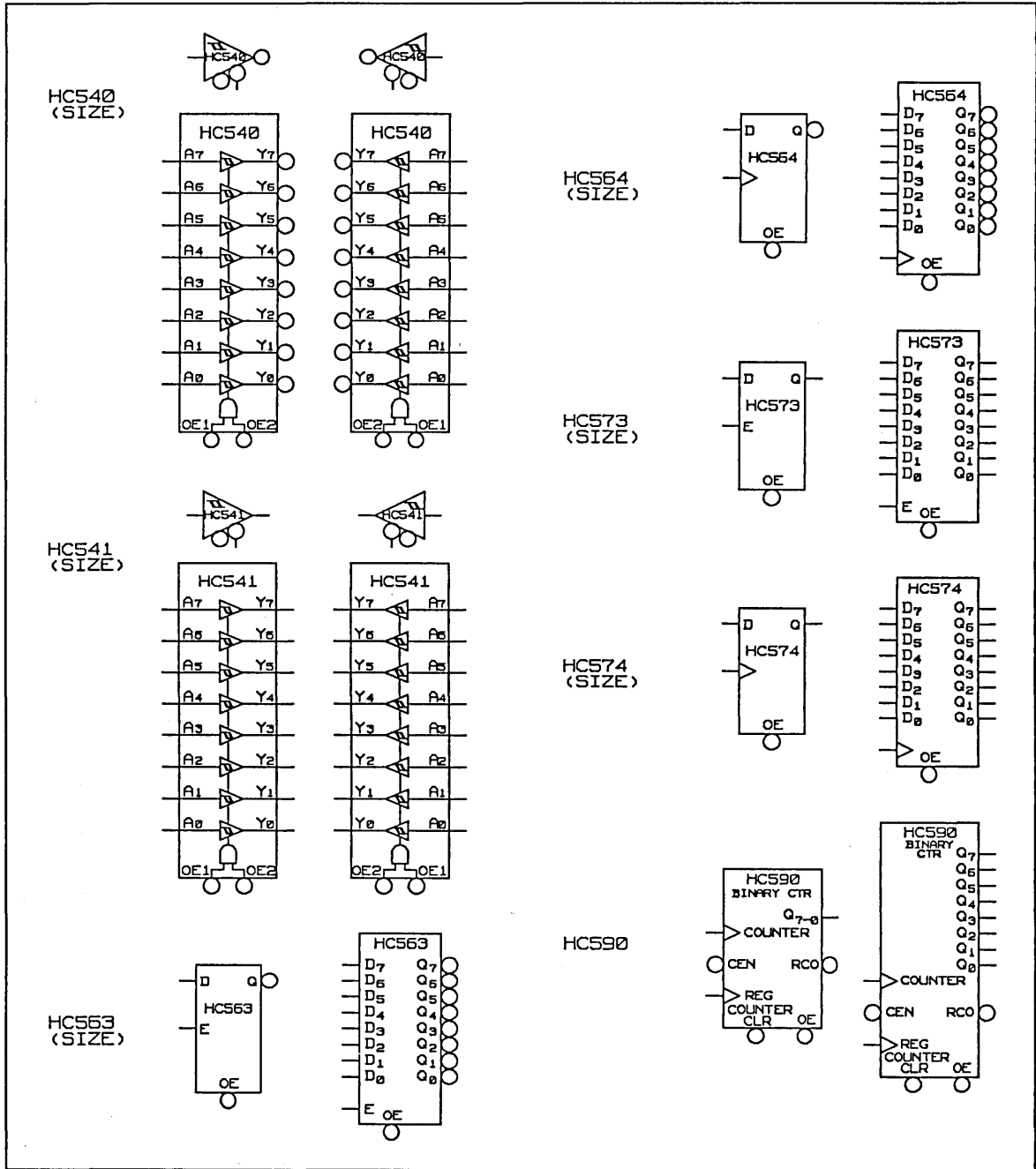


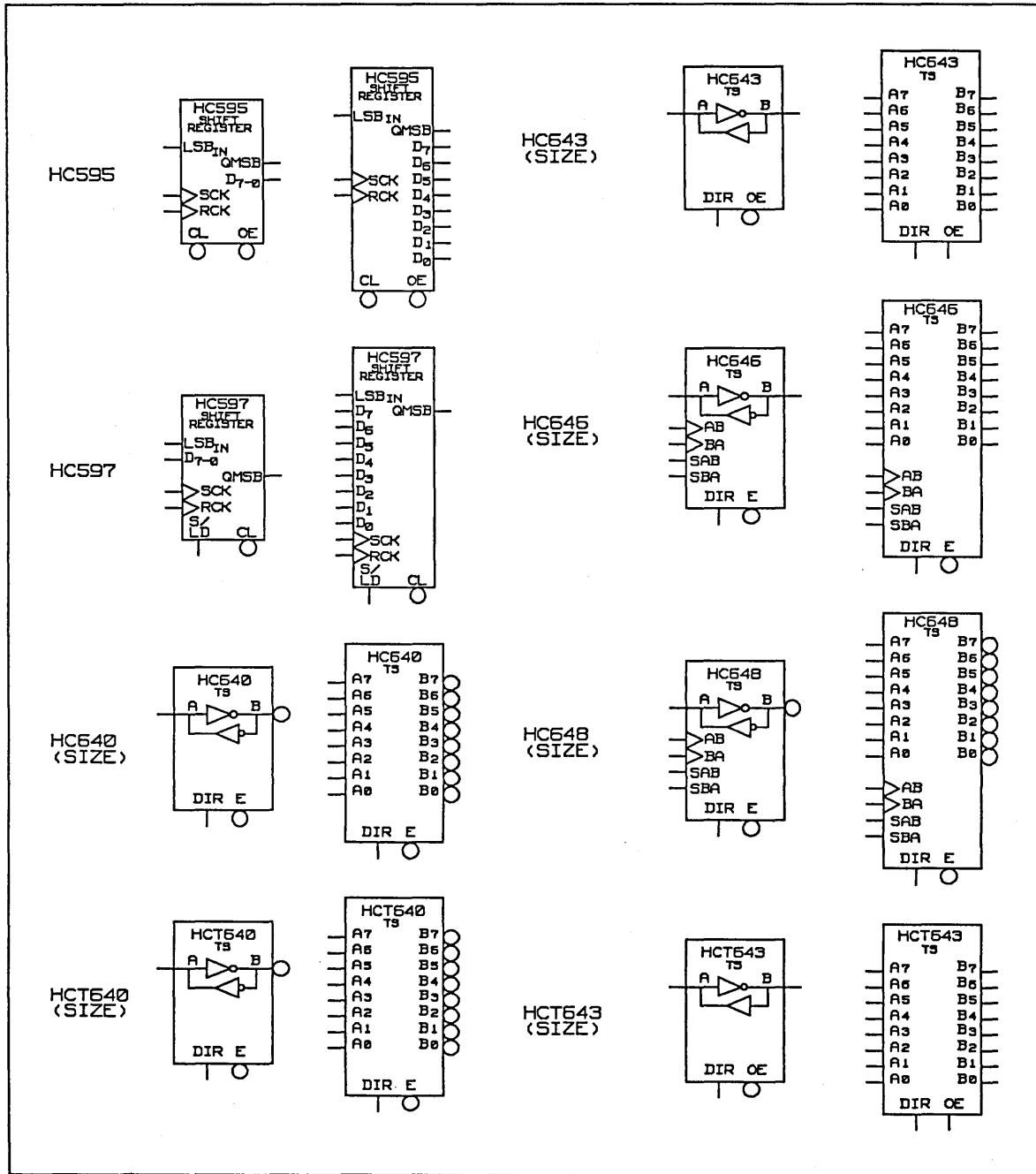




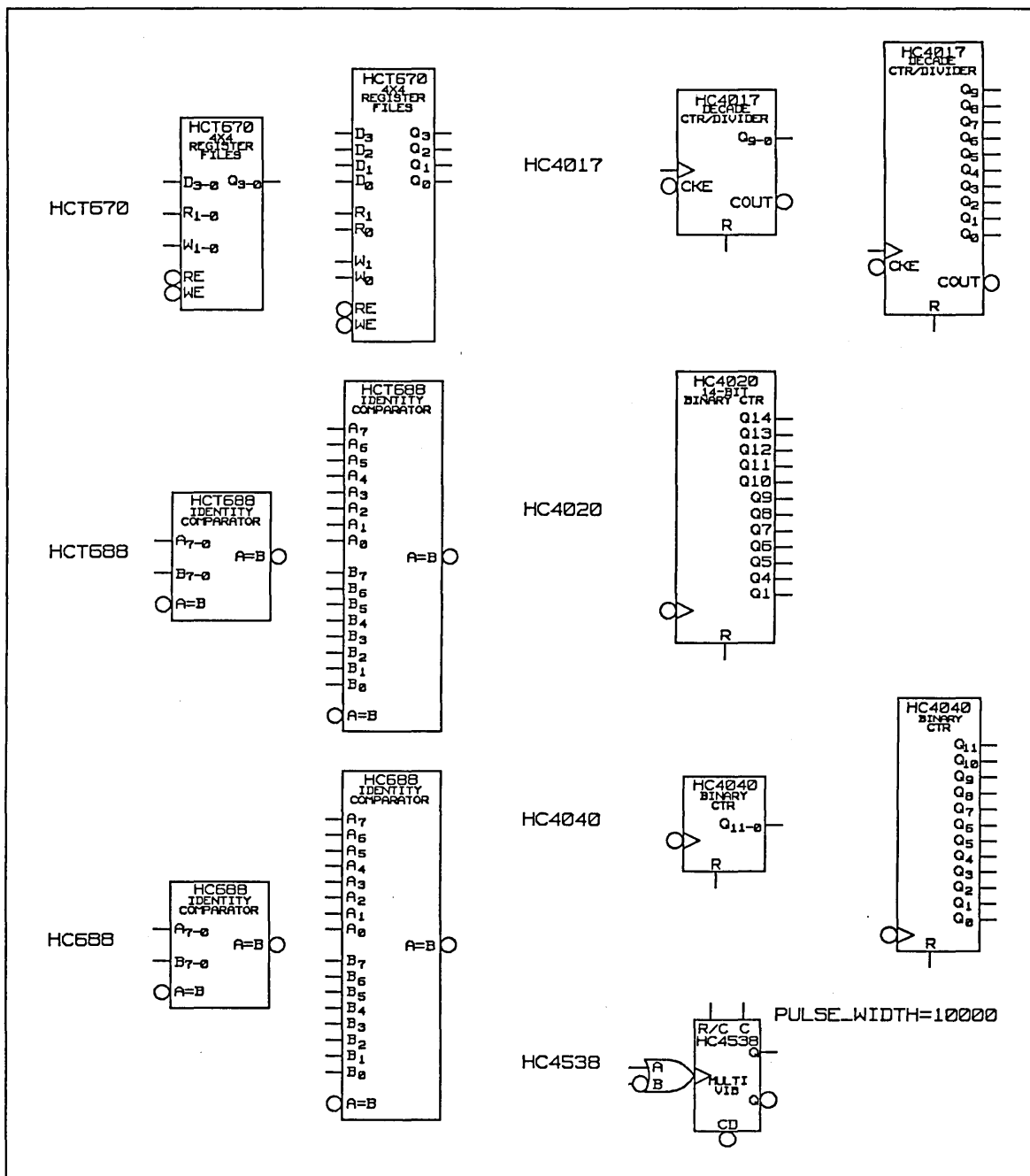


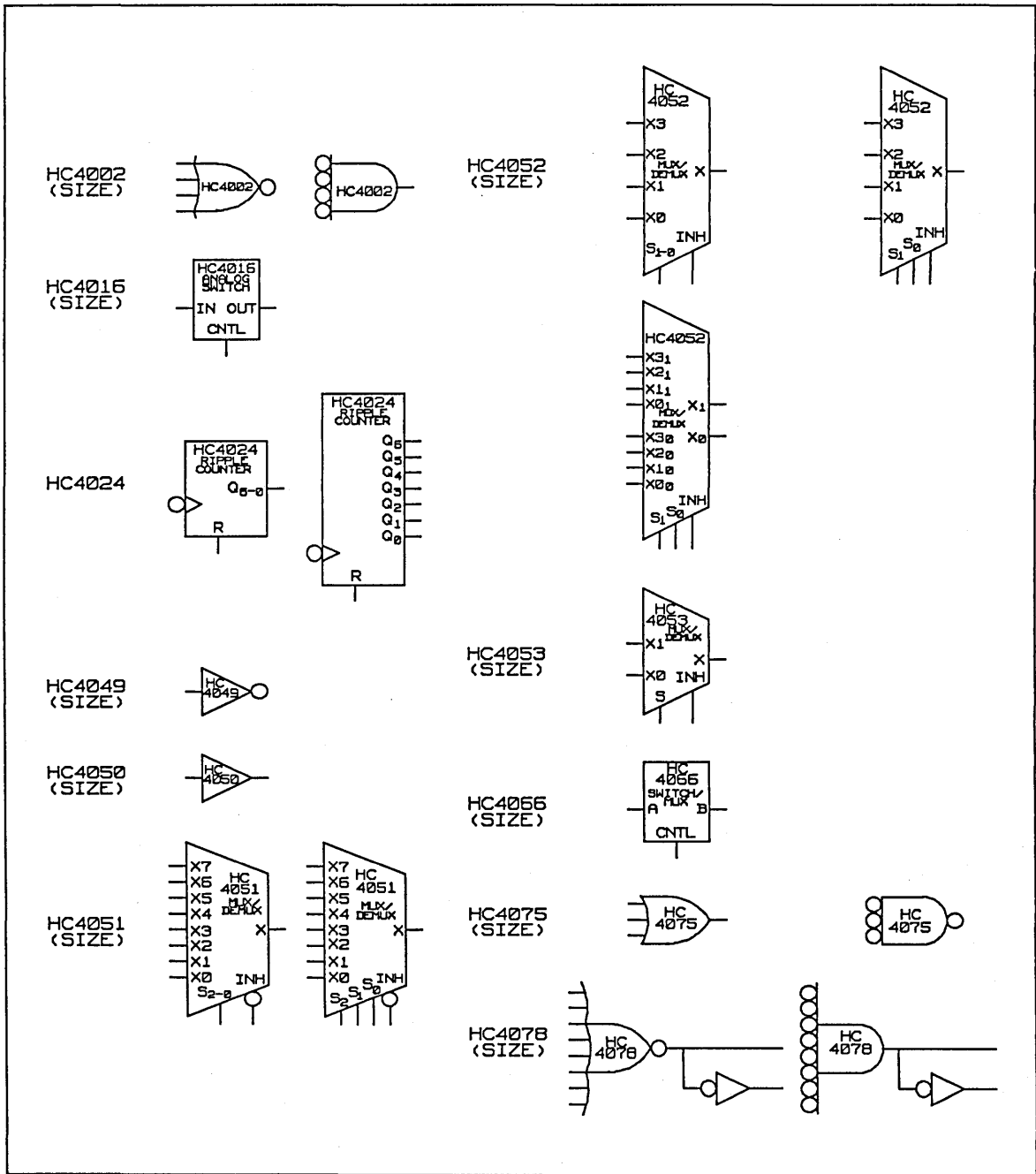


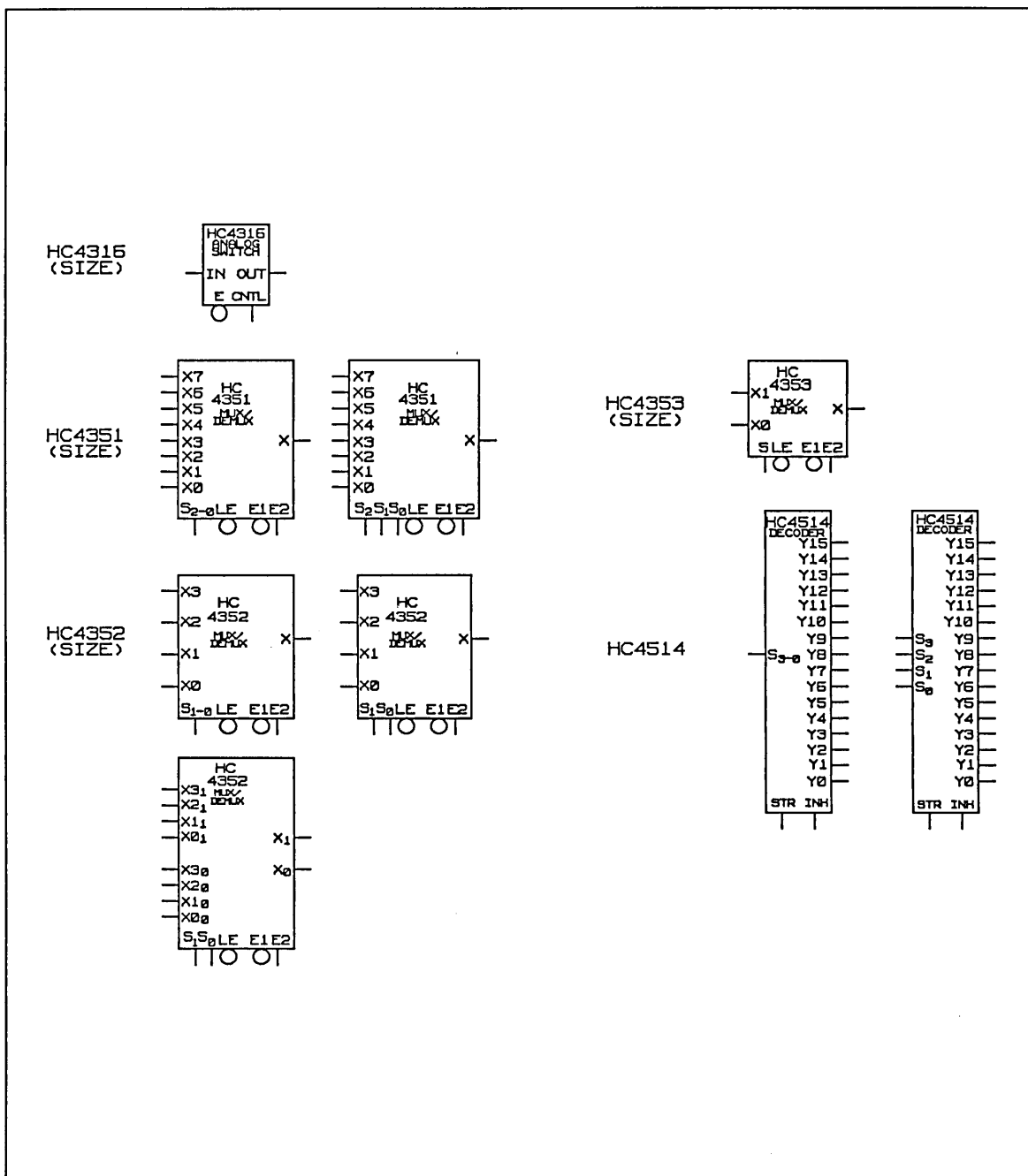




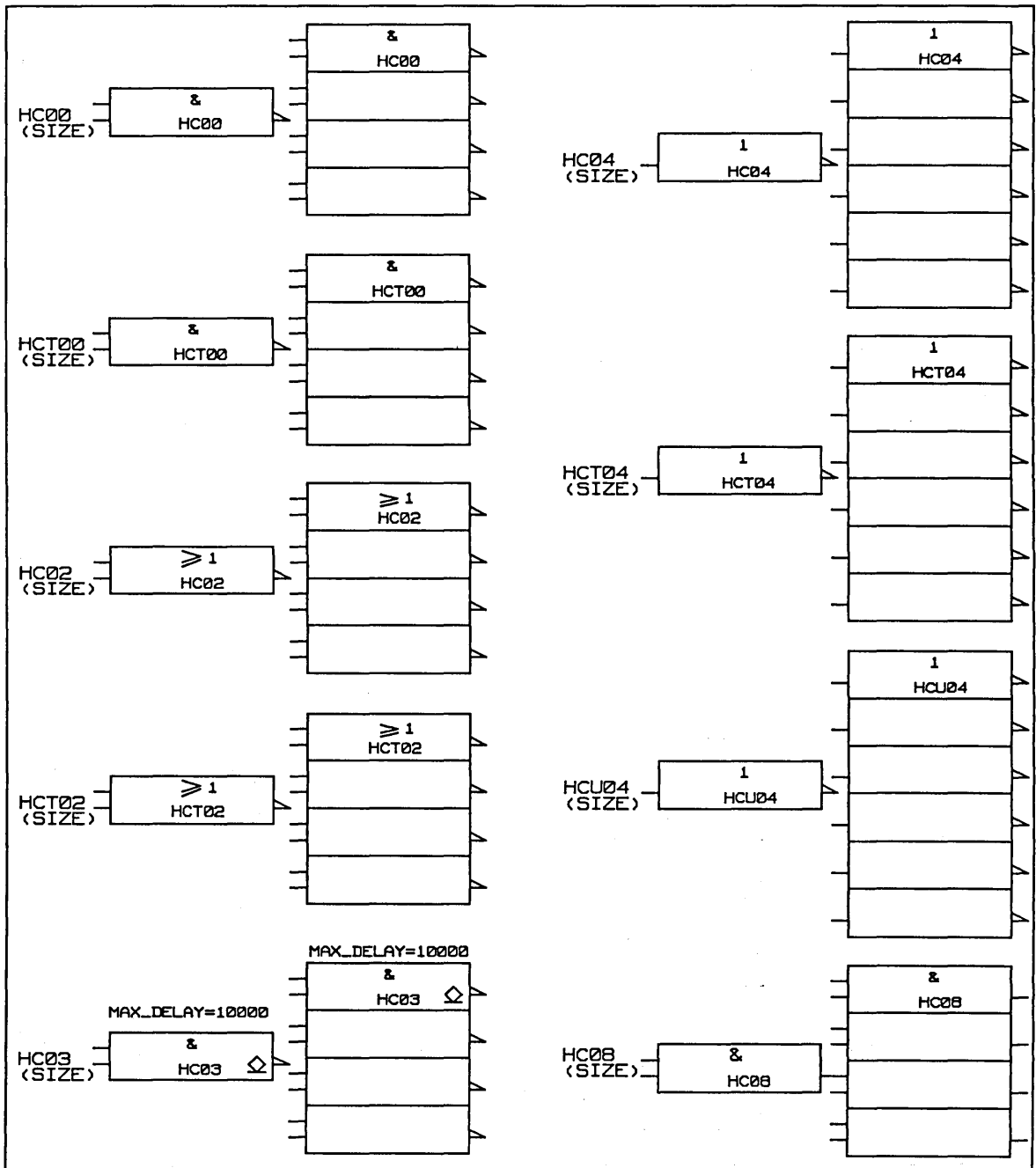


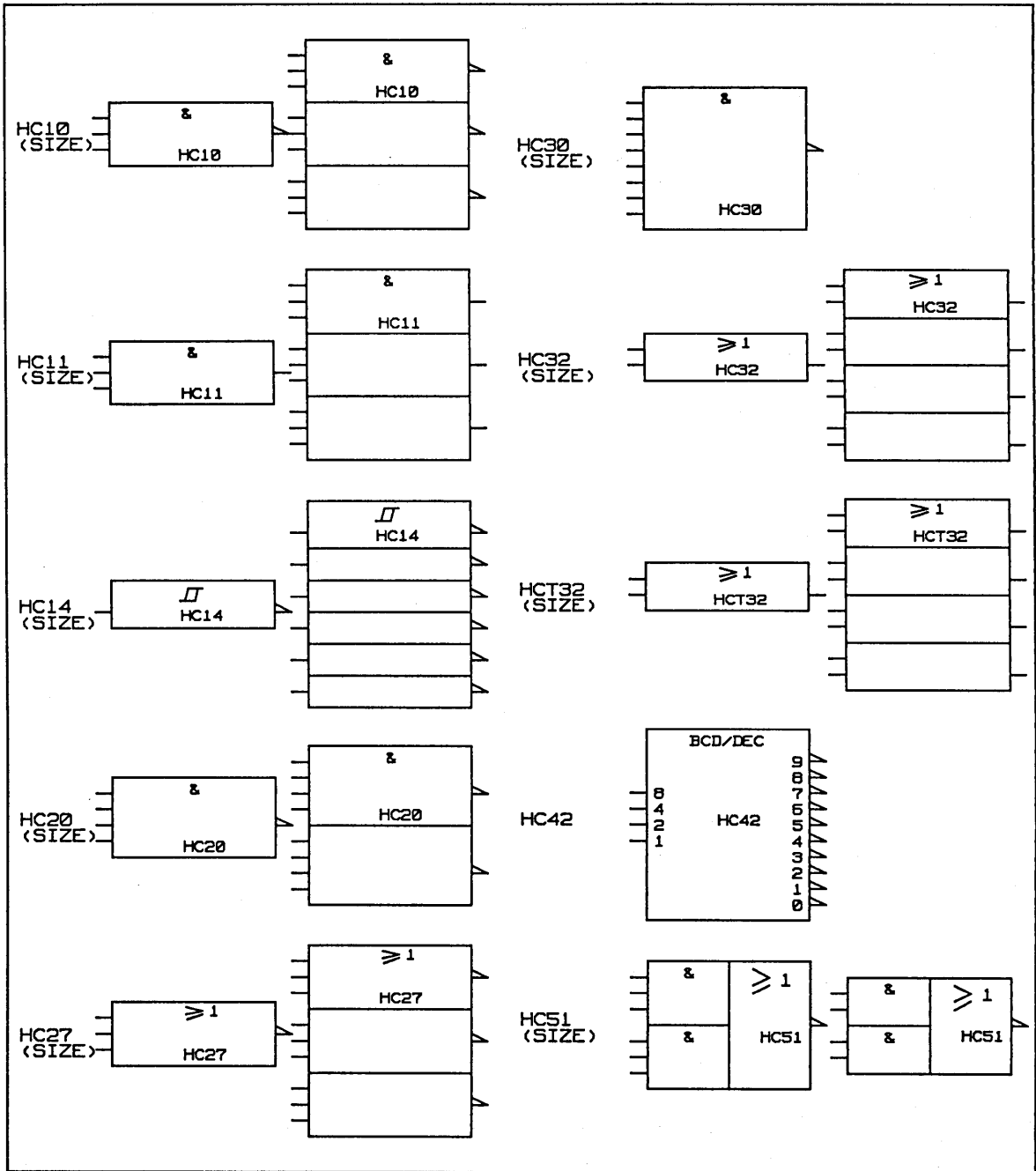


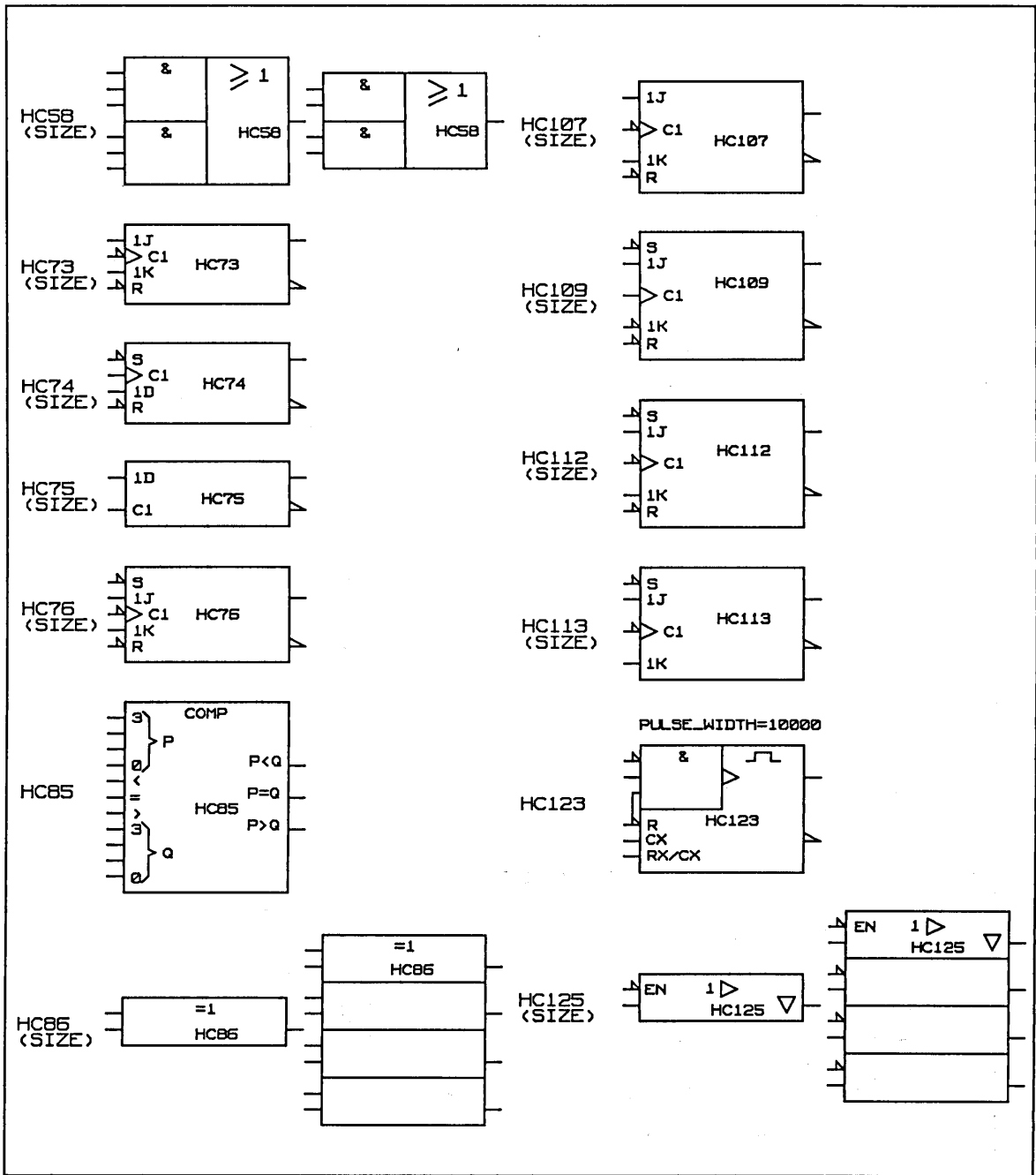


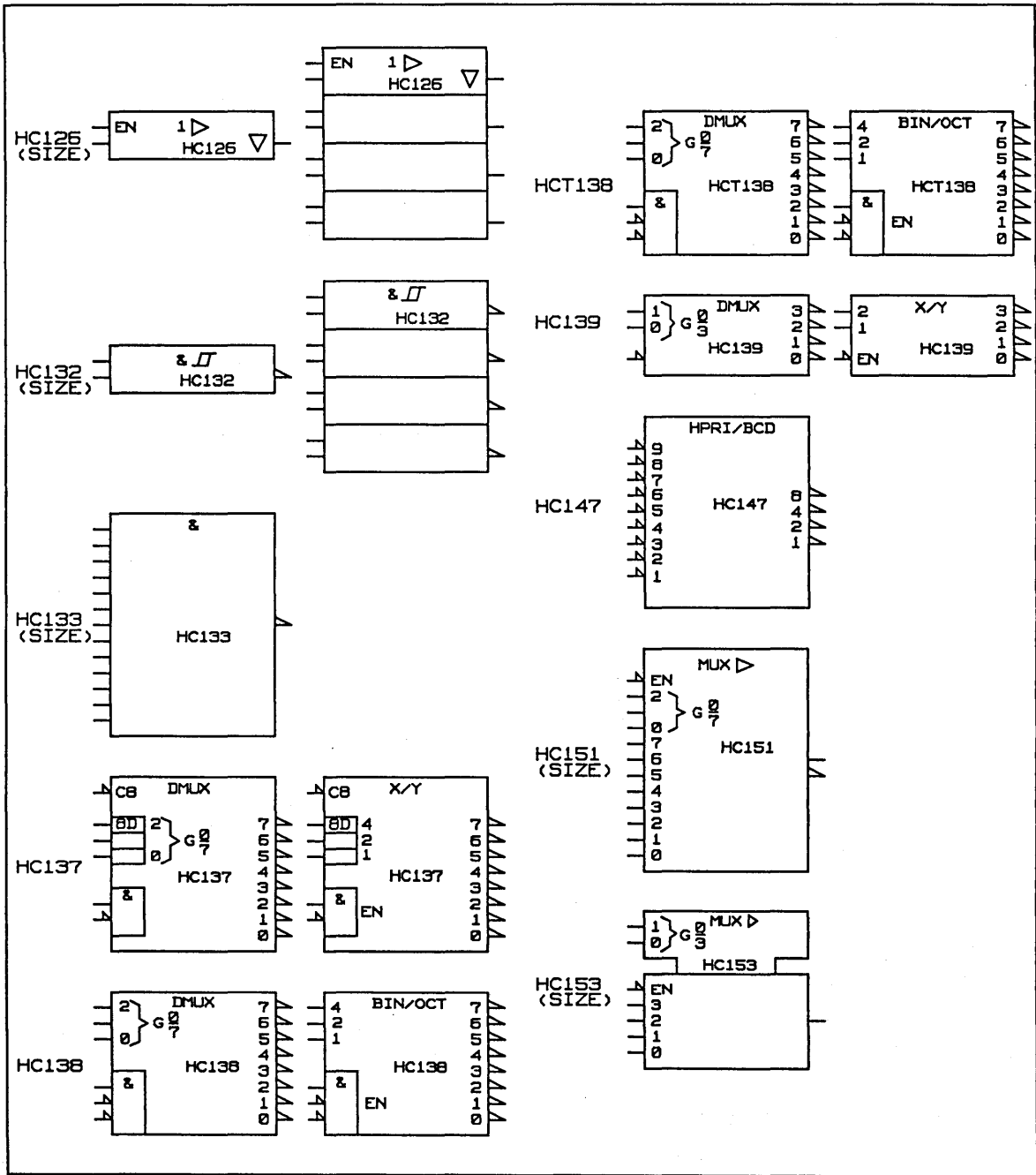




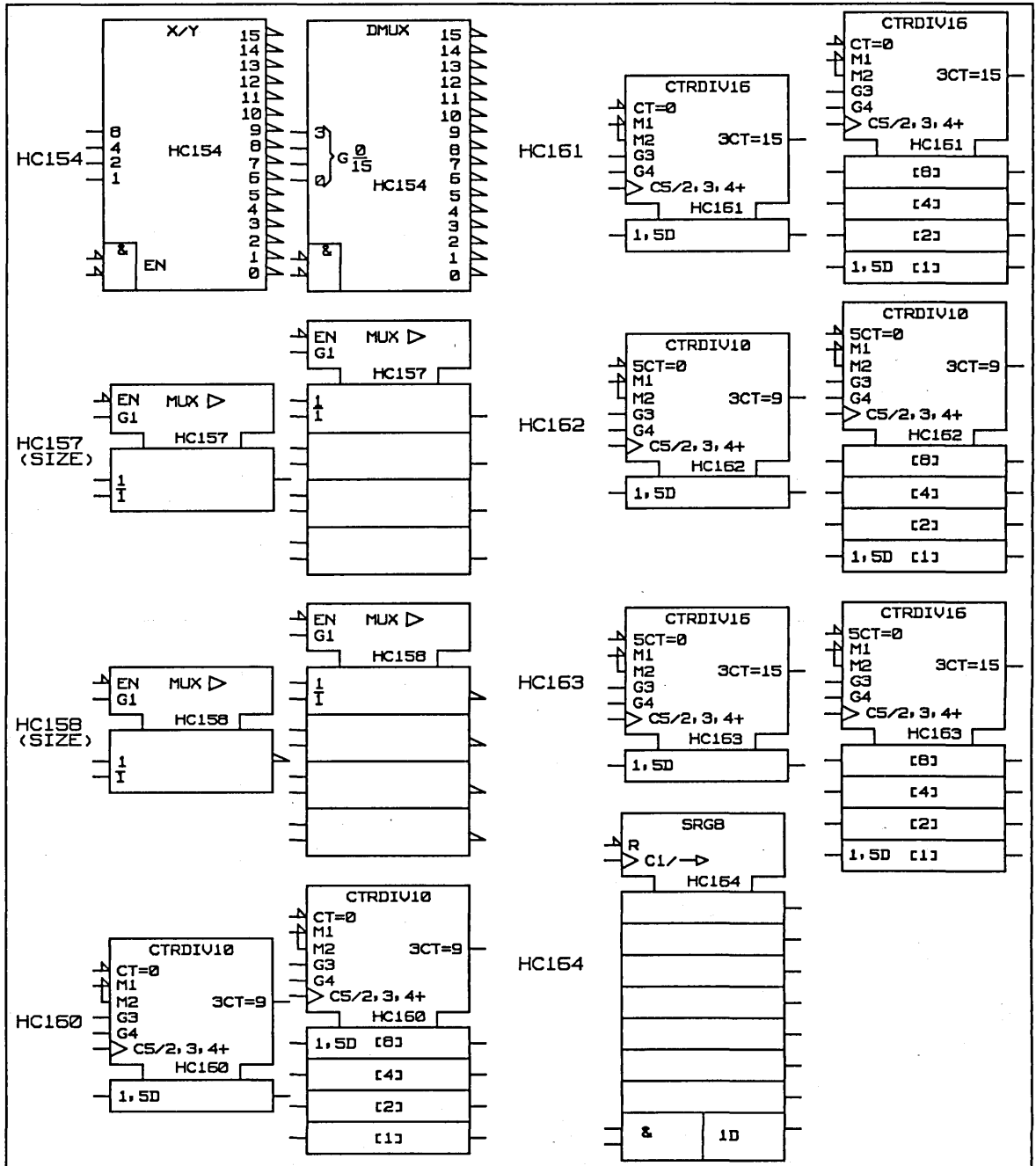


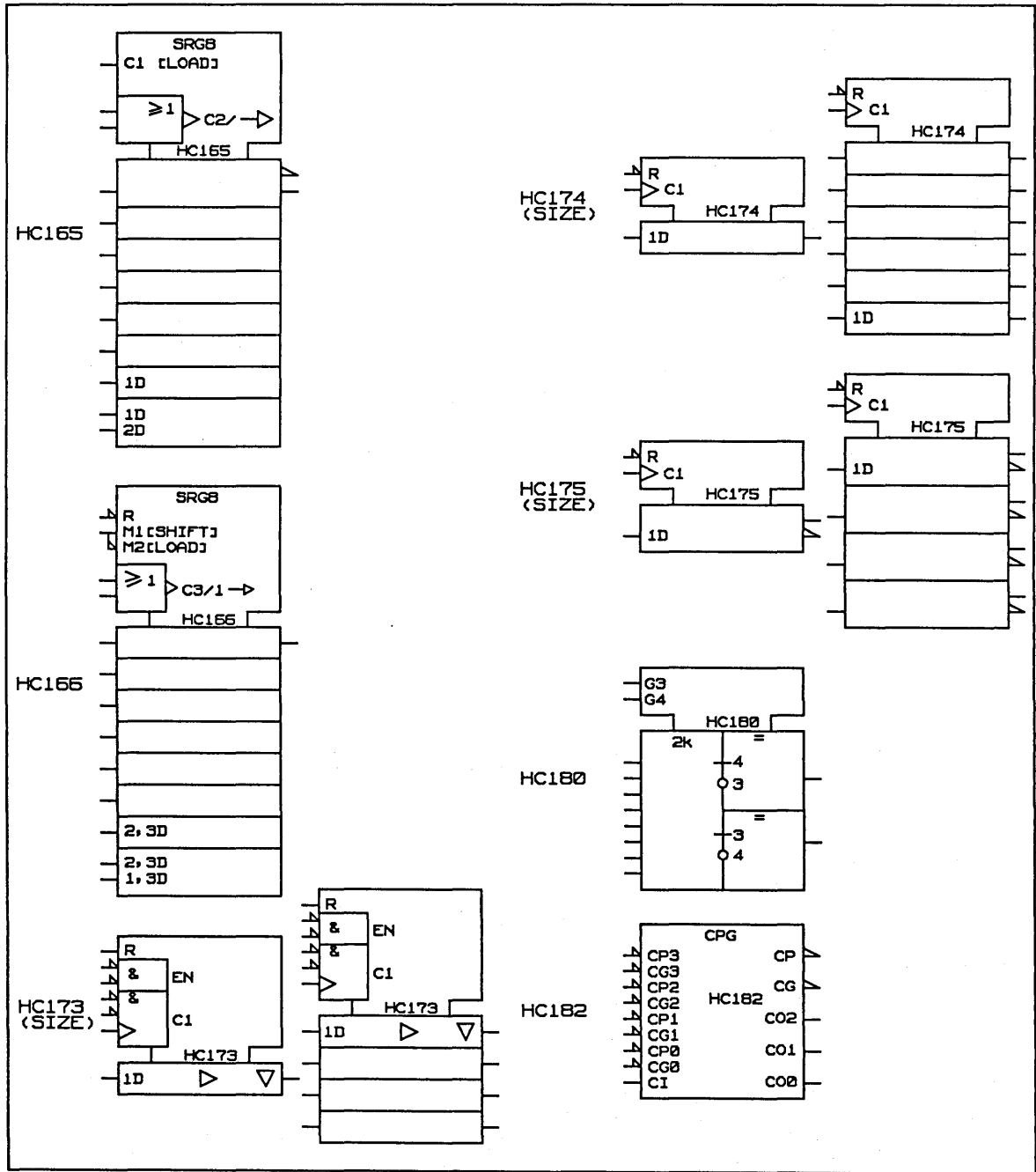


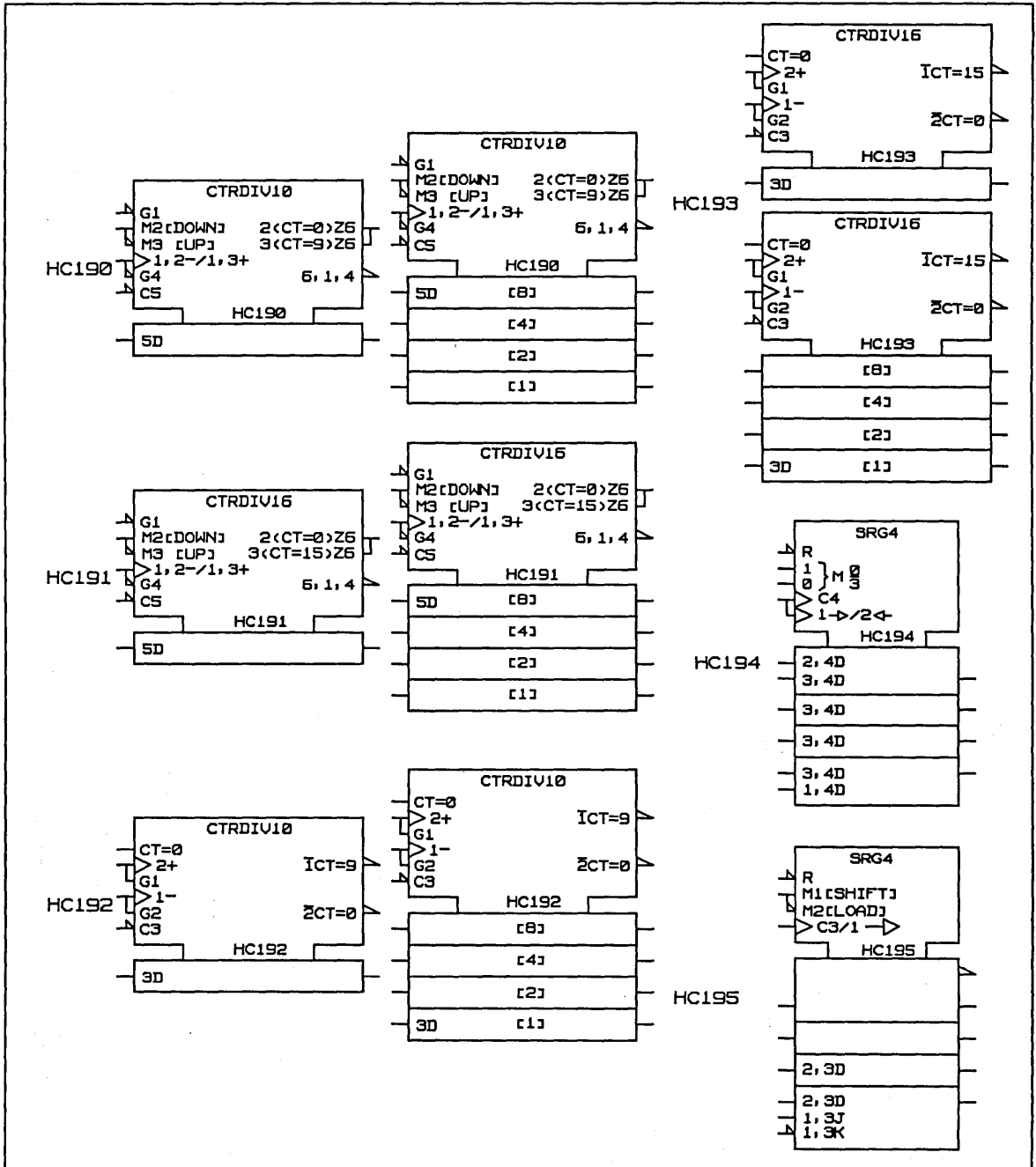


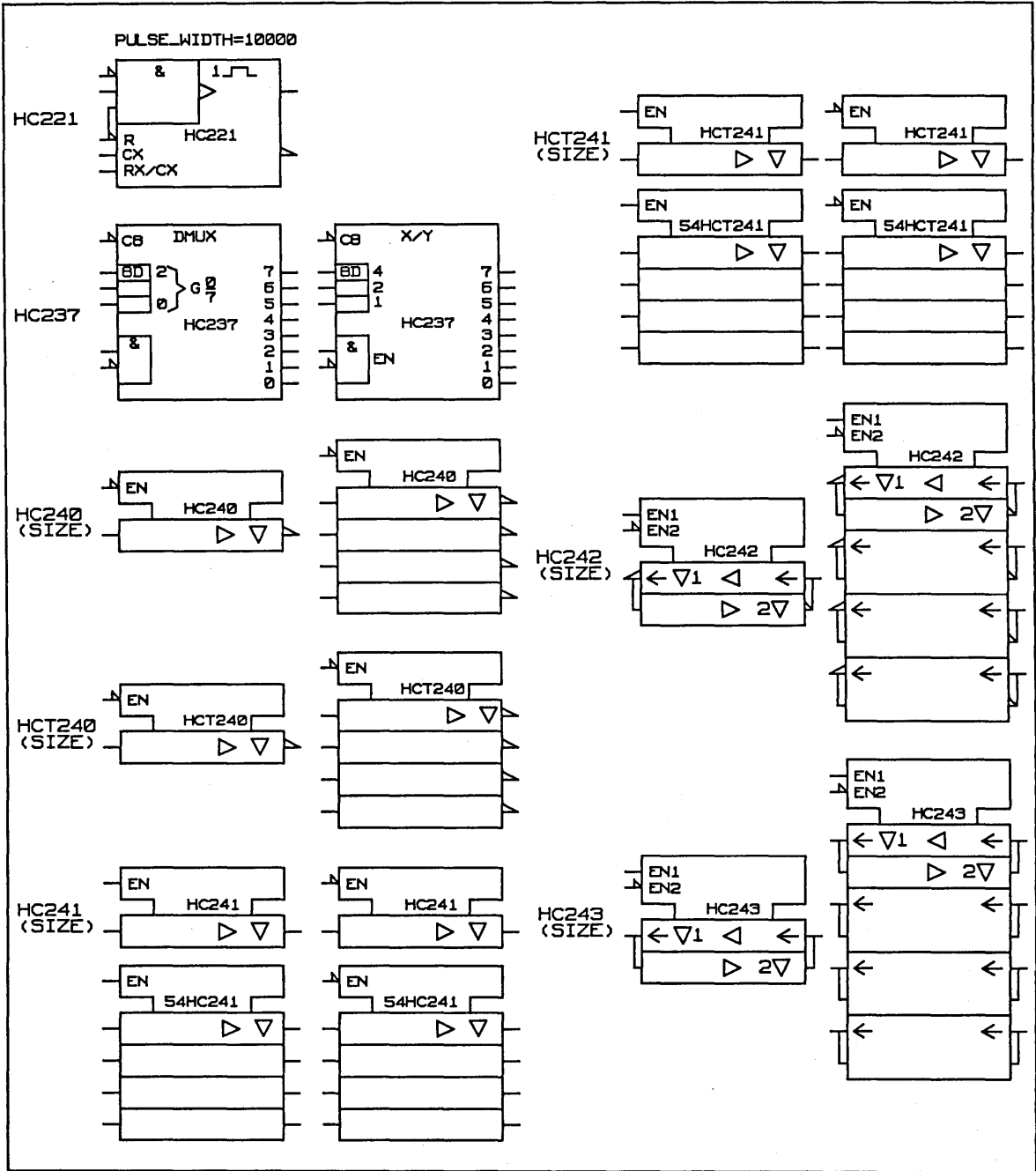


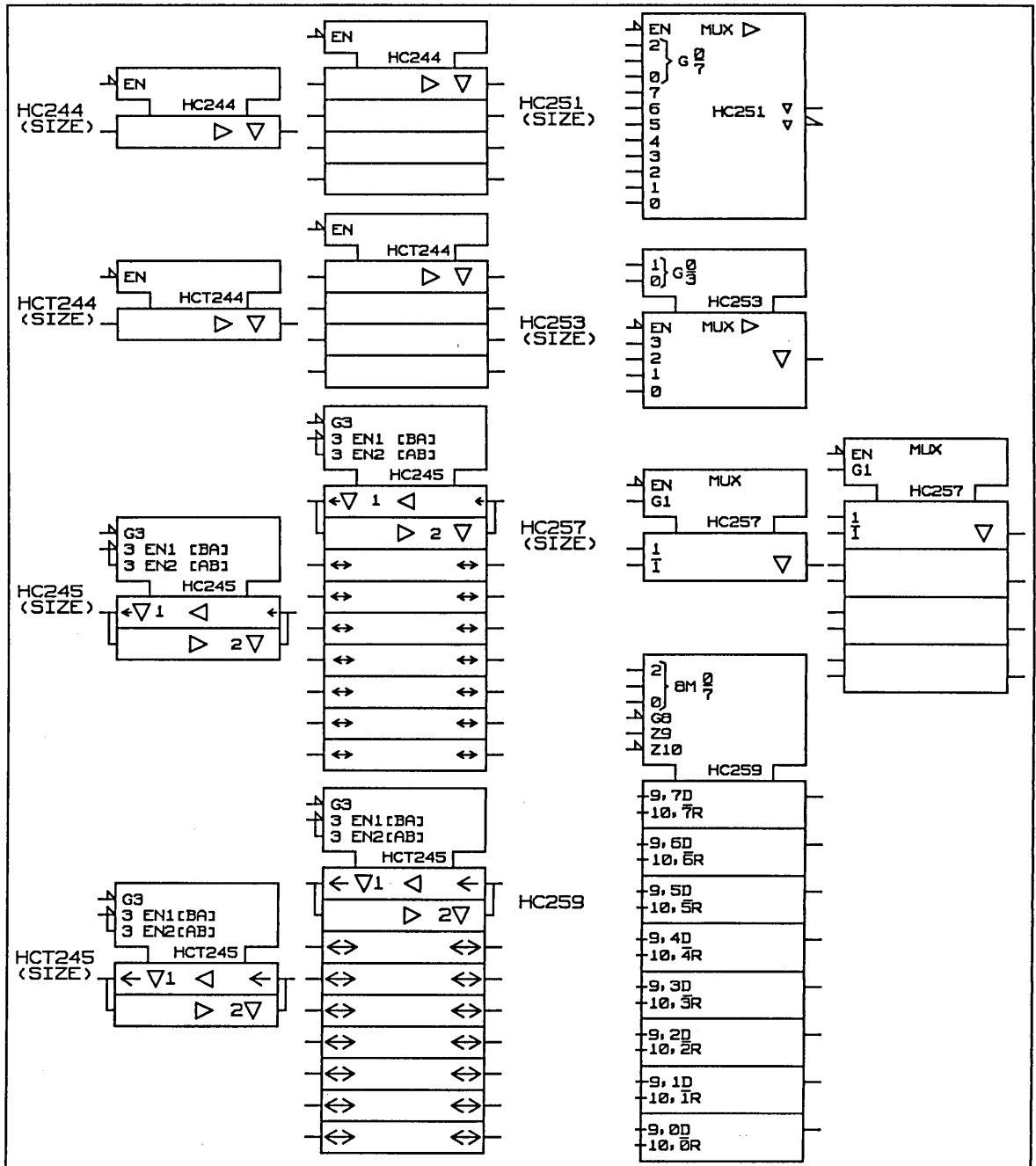


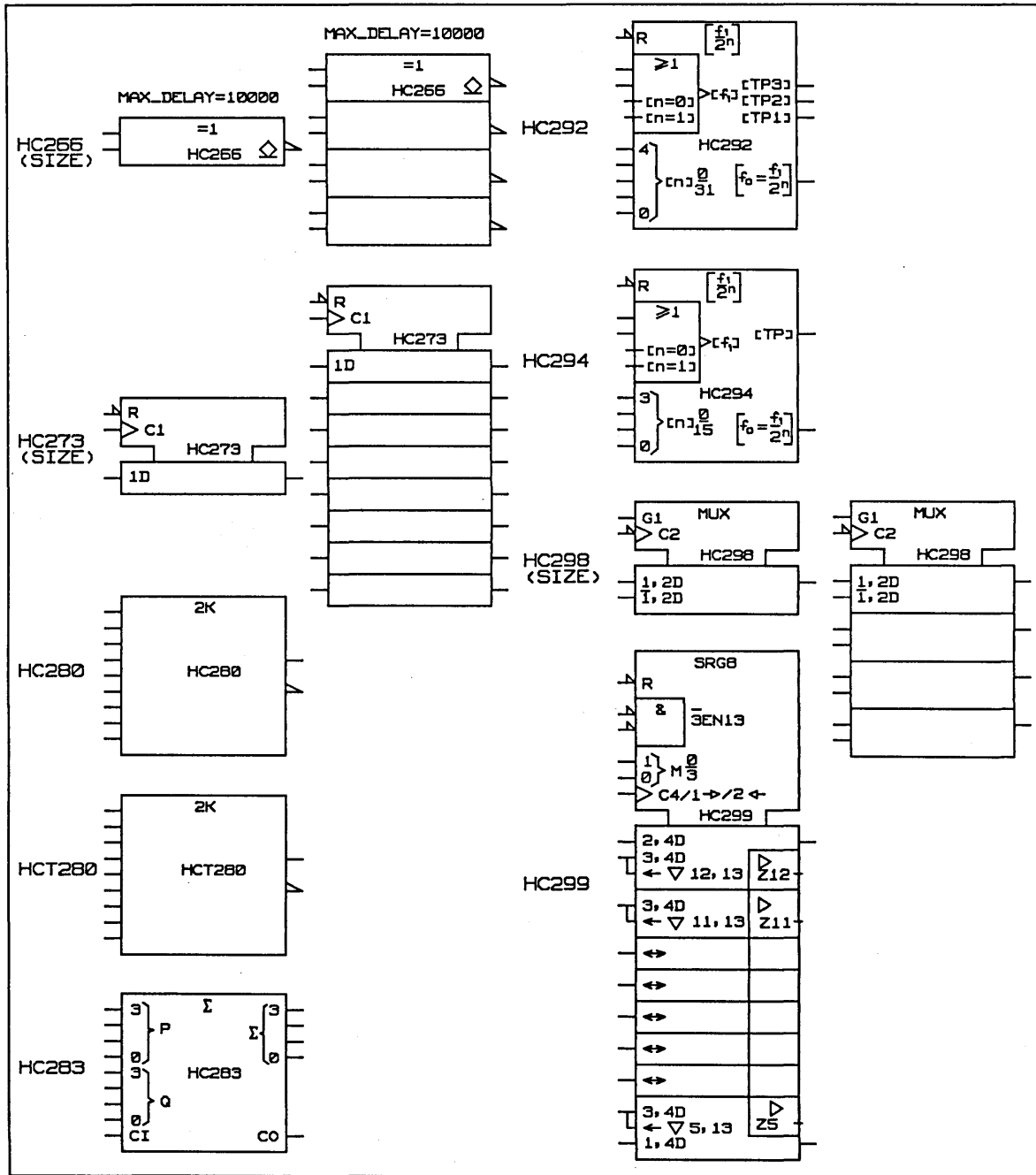


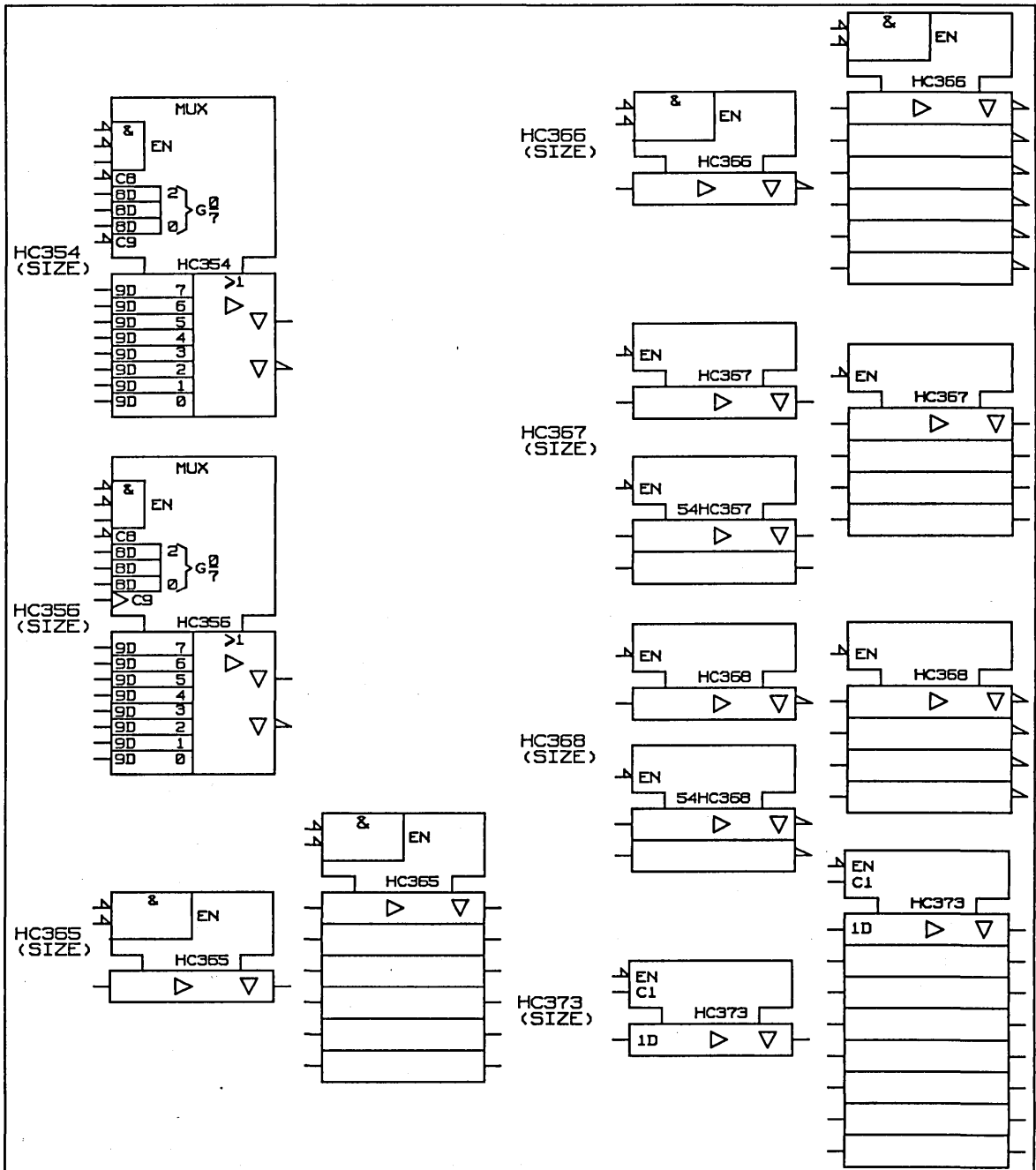


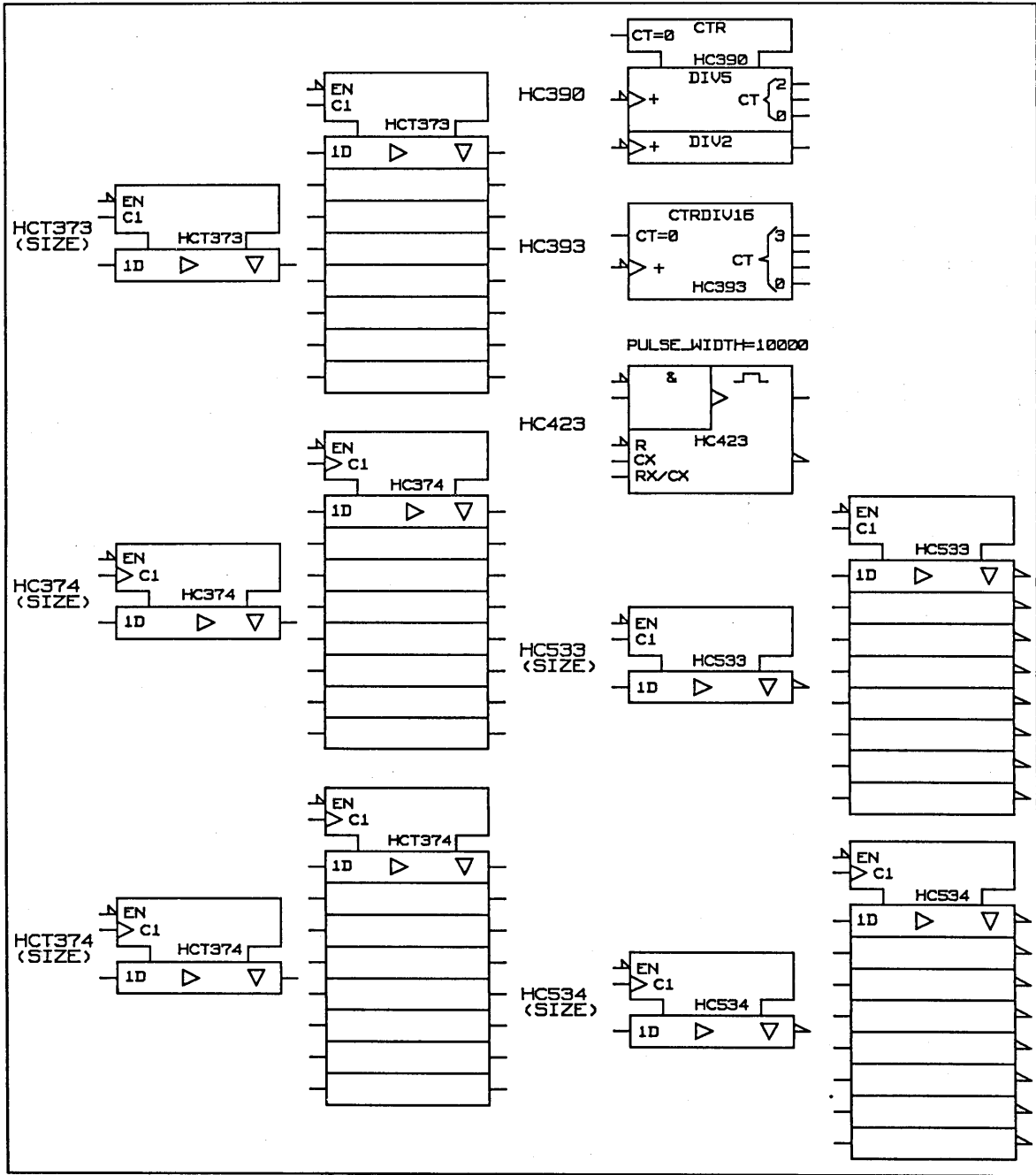




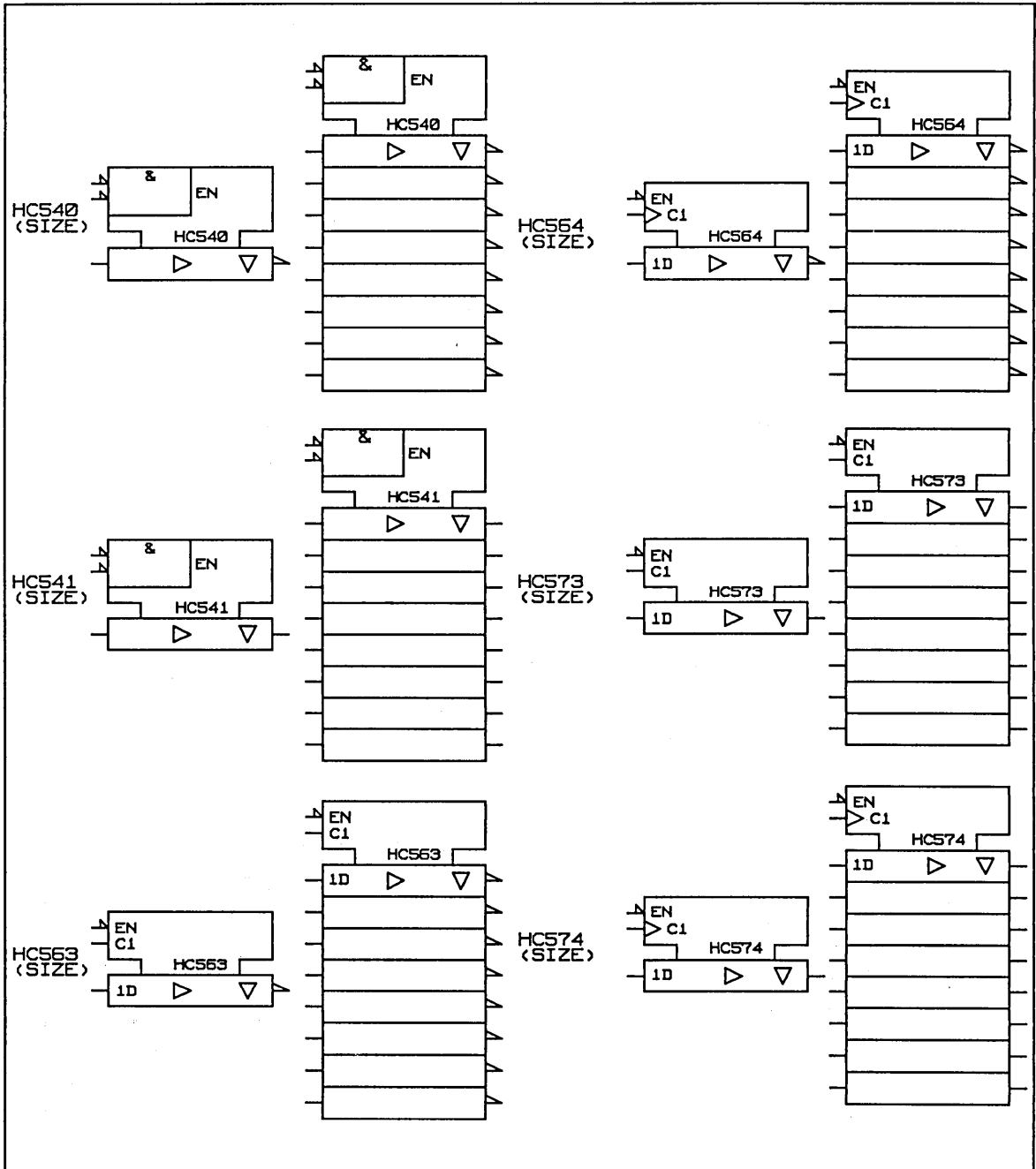


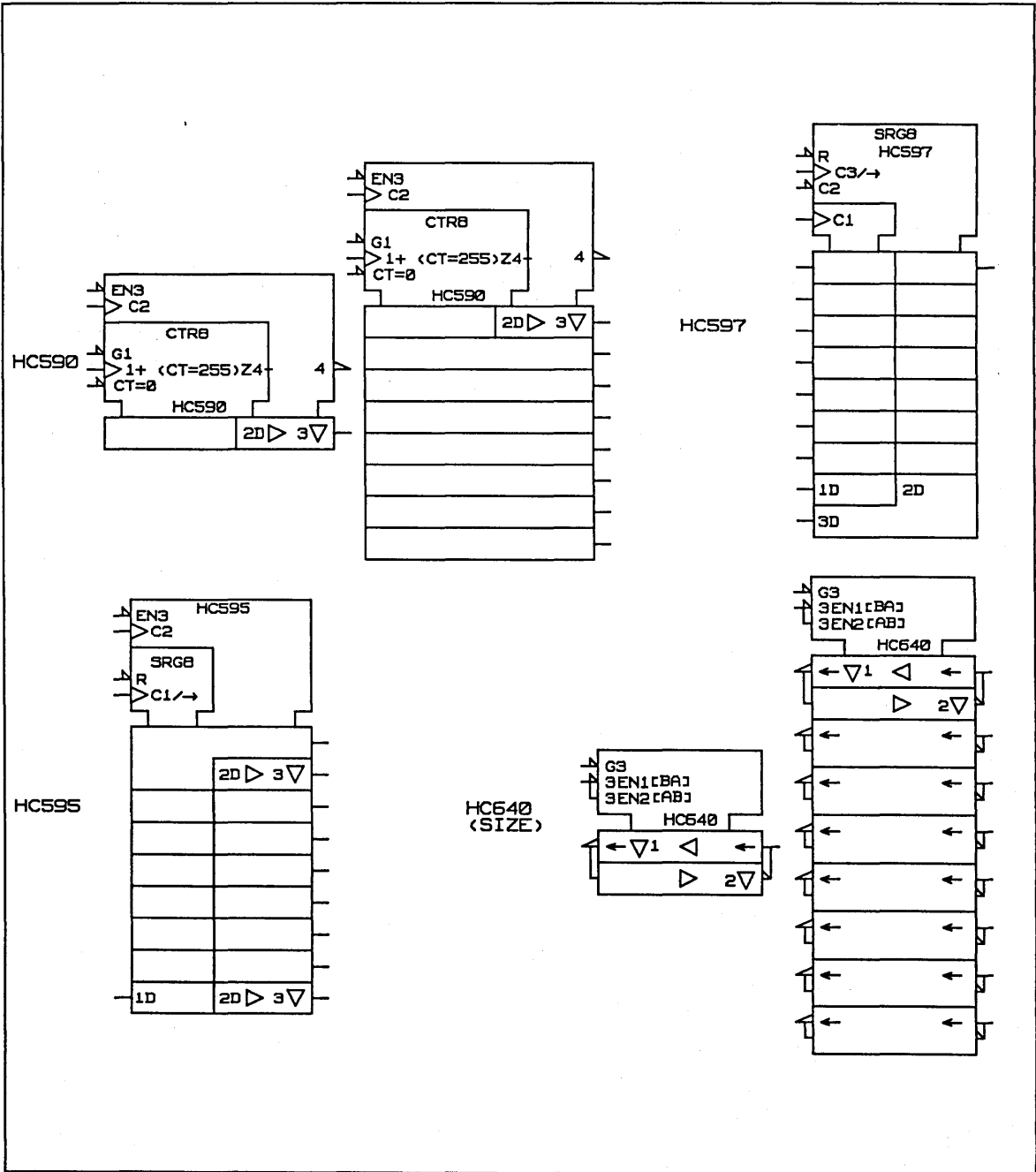


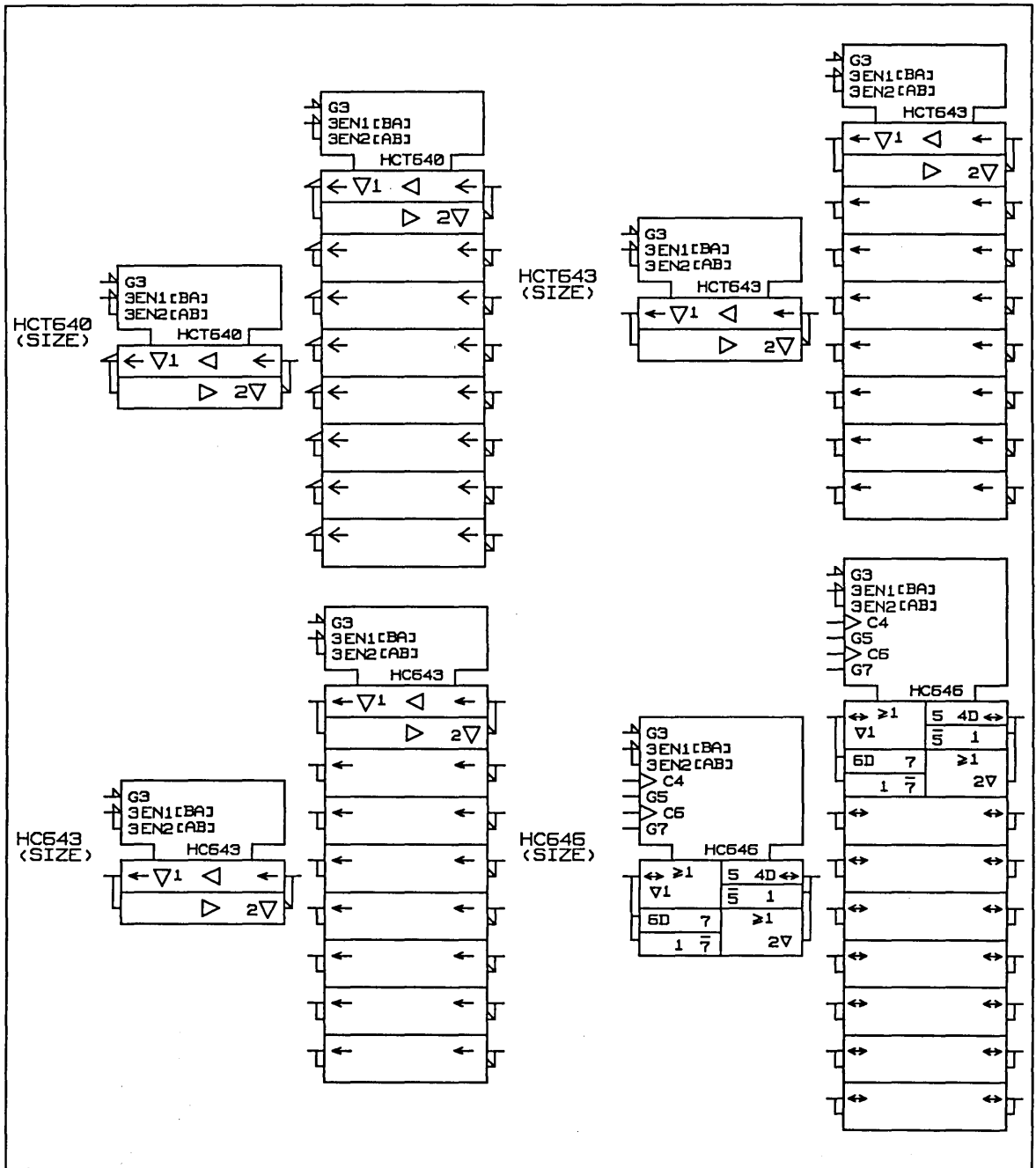


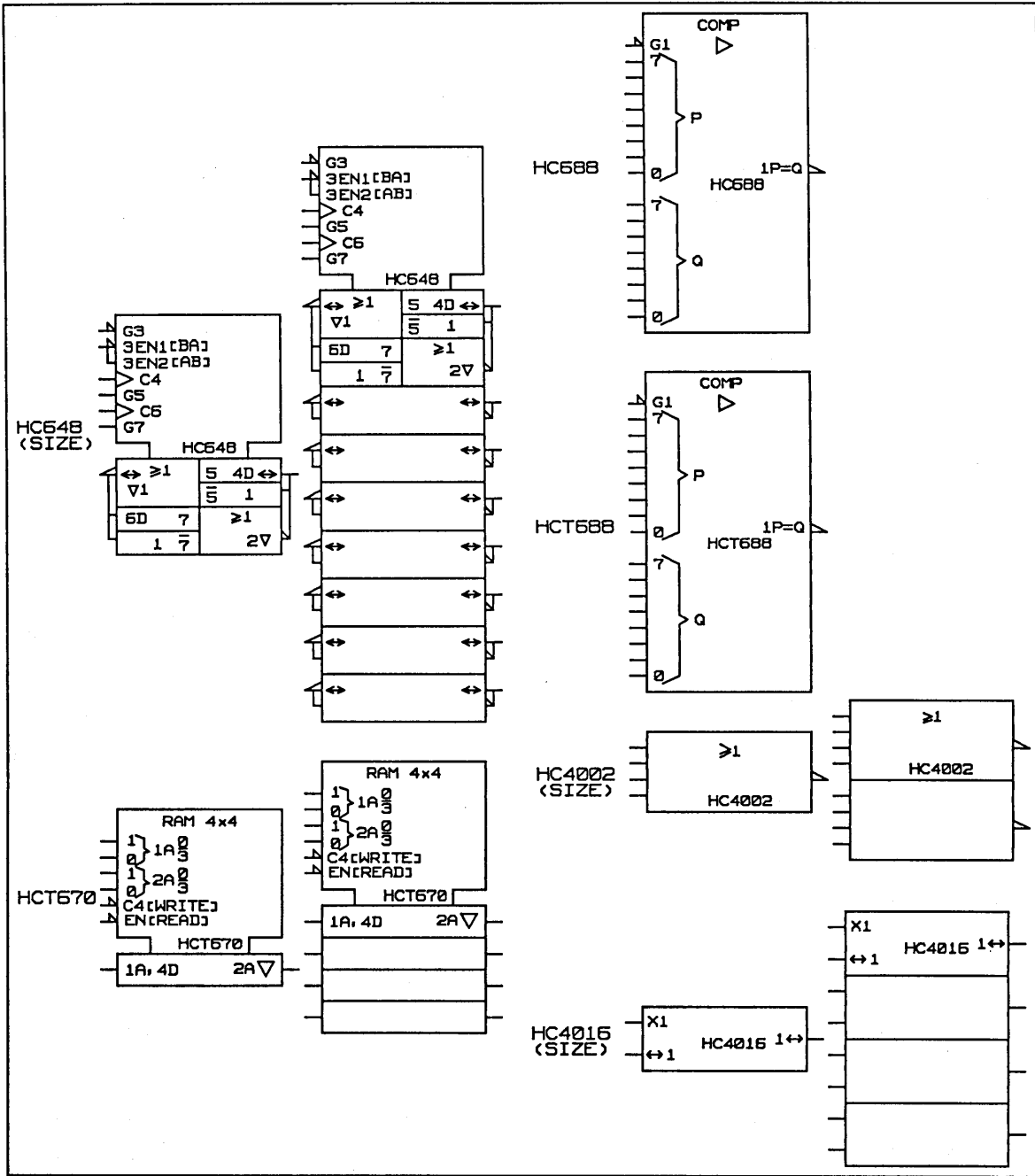


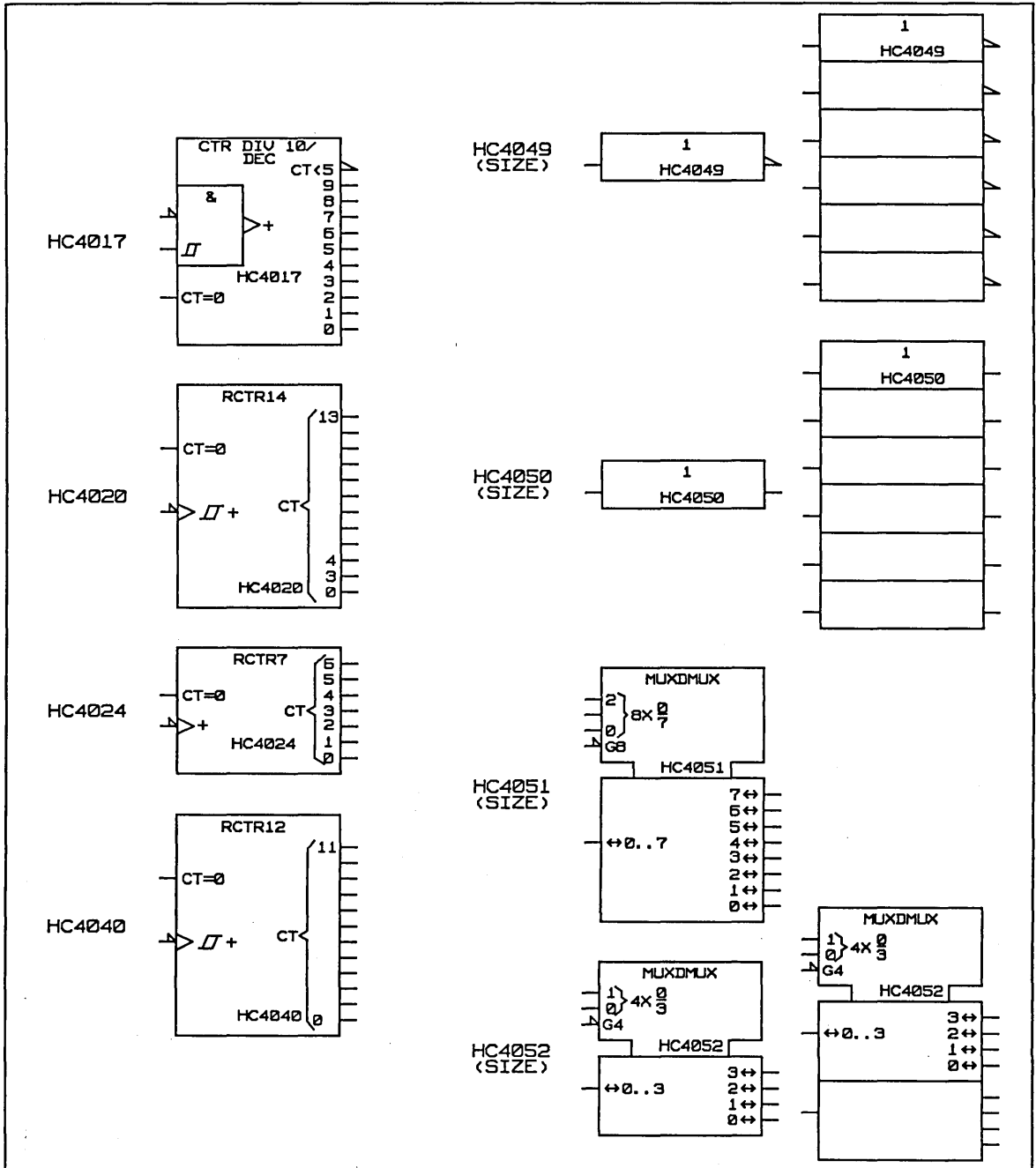


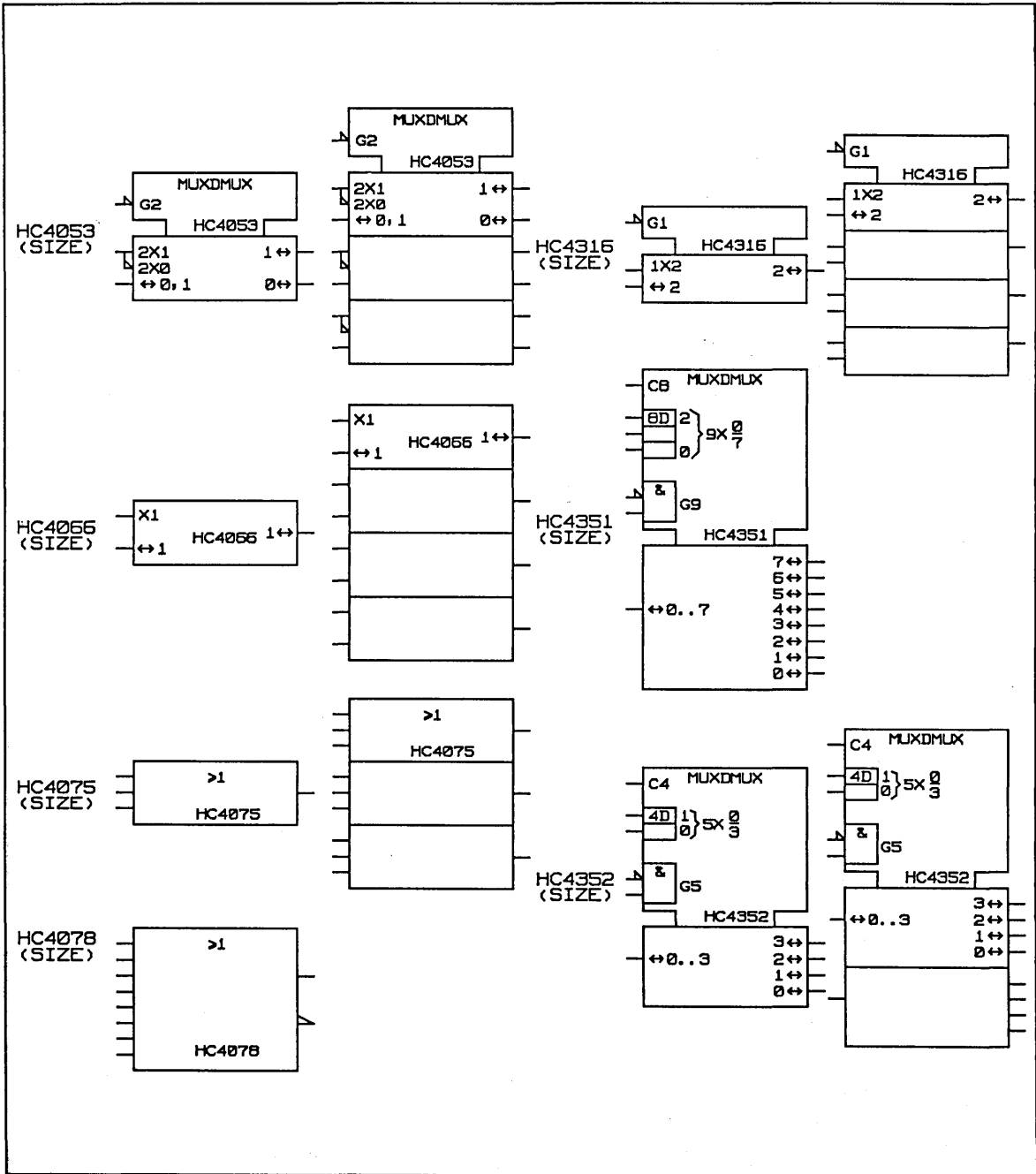




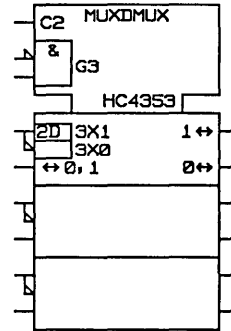
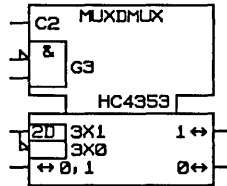




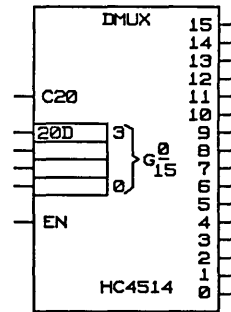
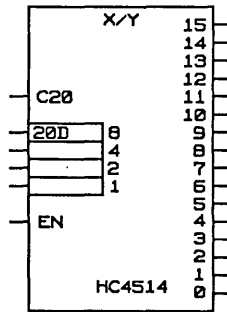




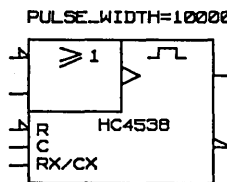
HC4353  
(SIZE)



HC4514



HC4538









## *The FAST and ANSI FAST Libraries*

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**T**he FAST Library requires approximately 7778 Kbytes of disk storage, and the ANSI FAST Library requires approximately 7679 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*fast.lib* or *a74fast.lib*).

The specifications used to construct the models in these libraries were taken from either the Fairchild data books or the Signetics data books. Those marked with an asterisk (\*) are from the Signetics data books..

The release level of the FAST and ANSI FAST Libraries is 9.0.

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	Each library contains body drawings and physical, timing, and simulation models for the following 195 components:
F00	Quad 2-input NAND
F02	Quad 2-input NOR
F04	Hex inverter
F08	Quad 2-input AND
F10	Triple 3-input NAND
F11	Triple 3-input AND
* F13	Dual 4-input NAND Schmitt trigger
* F14	Hex inverter Schmitt trigger
F20	Dual 4-input NAND
* F30	8-input NAND gate
F32	Quad 2-input OR
* F37	Quad 2-input NAND buffer
F38	Quad 2-input NAND buffer (open-collector)
* F40	Dual 4-input NAND buffer
* F51	Dual 2-wide 3-input, 2-wide 2-input AND-OR-invert
F64	4-2-3-2-input AND-OR-invert gate
F74	Dual positive-edge-triggered D flip-flop
* F83	4-bit binary adder with fast carry (center power pin version of F283)
F85	4-bit magnitude comparator
F86	Quad 2-input exclusive-OR

F109	Dual JKbar positive-edge-triggered flip-flop
F112	Dual JK negative-edge-triggered flip-flop
F113	Dual JK edge-triggered flip-flop
F114	Dual JK negative-edge-triggered flip-flop
* F125	Quad buffer (3-state)
* F126	Quad buffer (3-state)
* F132	Quad 2-input NAND Schmitt trigger
* F133	13-input NAND
F138	3-to-8-line decoders/multiplexers
F139	Dual 2-to-4-line decoders/multiplexers
F148	8-line to 3-line Octal priority encoder
F151	1-of-8 data selectors/multiplexers
* F151A	8-input multiplexers
F153	Dual 4-line to 1-line data multiplexer
* F154	1-of-16 decoder/demultiplexer
F157	Quad 2-to-1-line non-inverting multiplexer
* F157A	Quad 2-input data selector/multiplexer (non-inverted)
F158	Quad 2-to-1-line inverting data multiplexer
* F158A	Quad 2-input data selector/multiplexer (inverted)
F160	4-bit synchronous decade counters with direct clear
* F160A	BCD decade counter
F161	4-bit synchronous binary counters with direct clear
* F161A	4-bit binary counter
F162	4-bit synchronous decade counters with synch clear
* F162A	BCD decade counter

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F163	4-bit synchronous binary counters with synch clear
* F163A	4-bit binary counter
F164	8-bit parallel output serial shift register
* F166	8-bit serial/parallel-in, serial out shift register
F168	4-bit synchronous decade up/down counters
F169	4-bit synchronous binary up/down counters
* F173	Quad D-type flip-flops with 3-state output
F174	Hex D-type flip-flops
F175	Quad D-type flip-flops
F181	Arithmetic logic units/function generators
F182	Look-ahead carry generators
F189	64-bit random access memory
* F189A	64-bit TTL bipolar RAM
F190	Synchronous BCD up/down counter
F191	Synchronous binary up/down counter
F192	Synchronous decade up/down counter
F193	Synchronous binary up/down dual clock counters
F194	4-bit bidirectional shift register
* F195	4-bit parallel access shift register
* F198	8-bit bidirectional universal shift register
* F199	8-bit parallel-access shift register
F219	64-bit random access memory
* F219A	64-bit random access memory
F240	Octal inverting 3-state bus transceiver
F241	Octal non-inverting 3-state bus transceiver

F242	Quad inverting 3-state bus transceiver
F243	Quad non-inverting 3-state bus transceiver
F244	Octal non-inverting 3-state bus transceiver
F245	Octal non-inverting 3-state bus transceiver
F251	3-state data multiplexer
* F251A	8-input multiplexer (3-state)
F253	Dual data selectors/multiplexers
* F256	Dual 4-bit addressable latch
F257	Quad 3-state non-inverting data multiplexer
* F257A	Quad 2-to-1 line data selector/multiplexer (3-state)
F258	Quad 3-state inverting data multiplexer
* F258A	Quad 2-to-1 line data selector/multiplexer (3-state)
* F259	8-bit addressable latch
F269	8-bit bidirectional binary counter
F273	Octal D flip-flop
F280	9-bit odd/even parity generators/checkers
F283	4-bit binary full adders
* F298	Quad 2-input multiplexer with storage
F299	8-bit bidirectional 3-state shift/storage register
F322	8-bit serial/parallel register with sign extend
F323	8-bit universal shift/storage register with synch reset and common I/O pins
* F350	4-bit shifter (3-state)
* F352	Dual 4-to-1 line multiplexer
F353	Dual 4-input multiplexer with 3-state output
* F365	Hex buffer with common enable (3-state)

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* F366	Hex inverter with common enable (3-state)
F367	Hex buffer/driver with 3-state output
* F368	Hex inverter, 4-bit and 2-bit (3-state)
F373	Octal 3-state D-latch with common enable
F374	Octal 3-state positive-edge-triggered D register
F377	Octal D-type flip-flops with clock enable
F378	Hex parallel D register with enable
F379	Quad D-type flip-flops with enable
F381	Arithmetic logic unit/function generator
* F382	4-bit arithmetic logic unit
* F385	Quad serial adder/subtractor
* F393	Dual 4-bit binary ripple counter
* F395	4-bit cascadable shift register (3-state)
* F398	Quad 2-port register with true and complementary outputs
F399	Quad 2-port register
* F412	Multi-mode buffered latch (non-inverted 3-state)
* F432	Multi-mode buffered latch (inverted 3-state)
* F455	Octal buffer w/parity generator checker
* F456	Octal buffer w/parity generator checker
F521	8-bit identity comparator
F524	8-bit registered comparator
F533	Octal transparent latch
* F534	Octal D flip-flop (3-state)
* F537	1-of-10 decoder (3-state)
F538	1-of-8 decoder

* F539	Dual 1-of-4 decoder (3-state)
* F540	Octal inverting buffer (3-state) broadside pinout 'F240'
* F541	Octal inverting buffer (3-state) broadside pinout 'F244'
* F544	Octal transparent bidirectional latch
* F545	Octal bidirectional transceiver (3-state I/O)
F547	Octal decoder/demultiplexer
* F548	Octal decoder/demultiplexer with acknowledge
* F550	Octal registered transceiver with status flags (non-inverted 3-state)
* F551	Octal registered transceiver with status flags (inverted 3-state)
F552	Octal registered transceiver with parity and flags
* F563	Octal transparent latch (3-state)
* F564	Octal D flip-flop (3-state)
* F573	Octal transparent latch (3-state)
F574	Octal D-type flip-flop with 3-state output
F579	8-bit bidirectional binary counter with 3-state output
* F582	4-bit BCD arithmetic logic unit
* F583	4-bit BCD adder
* F588	Octal bidirectional transceiver with IEEE-488 termination resistors (3-state I/O)
* F595	8-bit shift registers with output latches (3-state)
* F597	8-bit shift registers with input latches (3-state)

* F598	8-bit shift registers with input latches (3-state)
* F604	Dual 8-bit latch (3-state)
* F605	Dual 8-bit latch (O.C.)
* F620	Octal bus transceiver inverting (3-state)
* F621	Octal bus transceiver inverting (O.C.)
F622	Octal bus transceiver with open collector output
* F623	Octal bus transceiver non-inverting (3-state)
* F640	Octal bus transceiver inverting (3-state)
* F641	Octal bus transceiver (O.C.)
* F642	Octal bus transceiver, inverting (O.C.)
F646	Octal transceiver/register with 3-state output
* F647	Octal transceiver and register, NINV (O.C.)
F648	Octal transceiver/register with 3-state output
* F651	Octal bus transceiver and register, INV (3-state)
* F652	Octal bus transceiver and register, NINV (3-state)
* F653	Octal bus transceiver and register, INV (O.C.)
* F654	Octal bus transceiver and register, NINV (O.C.)
* F655a	Octal inverting buffer with parity generator-checker (3-state)
* F656a	Octal buffer with parity generator-checker (3-state)
F657	Octal bidirectional transceiver with 8-bit parity generator/checker and 3-state output
* F670	4 x 4 register file (3-state)
* F674	16-bit shift register parallel-in/serial-in/serial-out (3-state)
* F676	16-bit serial/parallel-in serial-out (3-state)
* F732	Quad data multiplexer (inverting, 3-state)
* F733	Quad data multiplexer (non-inverting, 3-state)



* F755	Octal mailbox register with ready flag (3-state)
* F779	8-bit up/down counter, common I/O (3-state)
* F786	4-input asynchronous bus arbitor
* F804	Hex 2-input NAND driver
* F805	Hex 2-input NOR driver
* F827	10-bit buffer, NINV (3-state)
* F828	10-bit buffer, INV (3-state)
* F841	10-bit latch, NINV (3-state)
* F842	10-bit latch, INV (3-state)
* F844	9-bit latch, INV (3-state)
* F846	8-bit latch, INV (3-state)
* F861	10-bit transceiver, NINV (3-state)
* F862	10-bit transceiver, INV (3-state)
* F863	9-bit transceiver, NINV (3-state)
* F864	9-bit transceiver, INV (3-state)
* F881	Arithmetic logic UNIX/function generator
* F882	32-bit look-ahead carry generator
* F1240	Octal buffer (3-state) light load 'F240'
* F1241	Octal buffer (3-state) light load 'F241'
* F1242	Quad transceiver, INV (3-state) light load 'F242'
* F1243	Quad transceiver, INV (3-state) light load 'F243'
* F1244	Octal buffer (3-state) light load 'F244'
* F1245	Octal bus transceiver (3-state) light load 'F245'
* F3037	Quad 2-input 30 ohm Xmission line driver, NINV
* F3038	Quad 2-input 30 ohm Xmission line driver, NINV (O.C.)

* F3040	Dual 4-input 30 ohm transmission line driver
* F30240	Octal 30 ohm transmission line/backplane driver INV (O.C.)
* F30244	Octal 30 ohm transmission line/backplane driver NINV (O.C.)
* F30245	Octal 30 ohm transmission line/backplane transceiver NINV
* F30640	Octal 30 ohm transmission line/backplane transceiver INV

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## Application Notes

### DELAY\_EQ Property

The FAST library supports specification of a DELAY\_EQ property on the simulation model primitives.

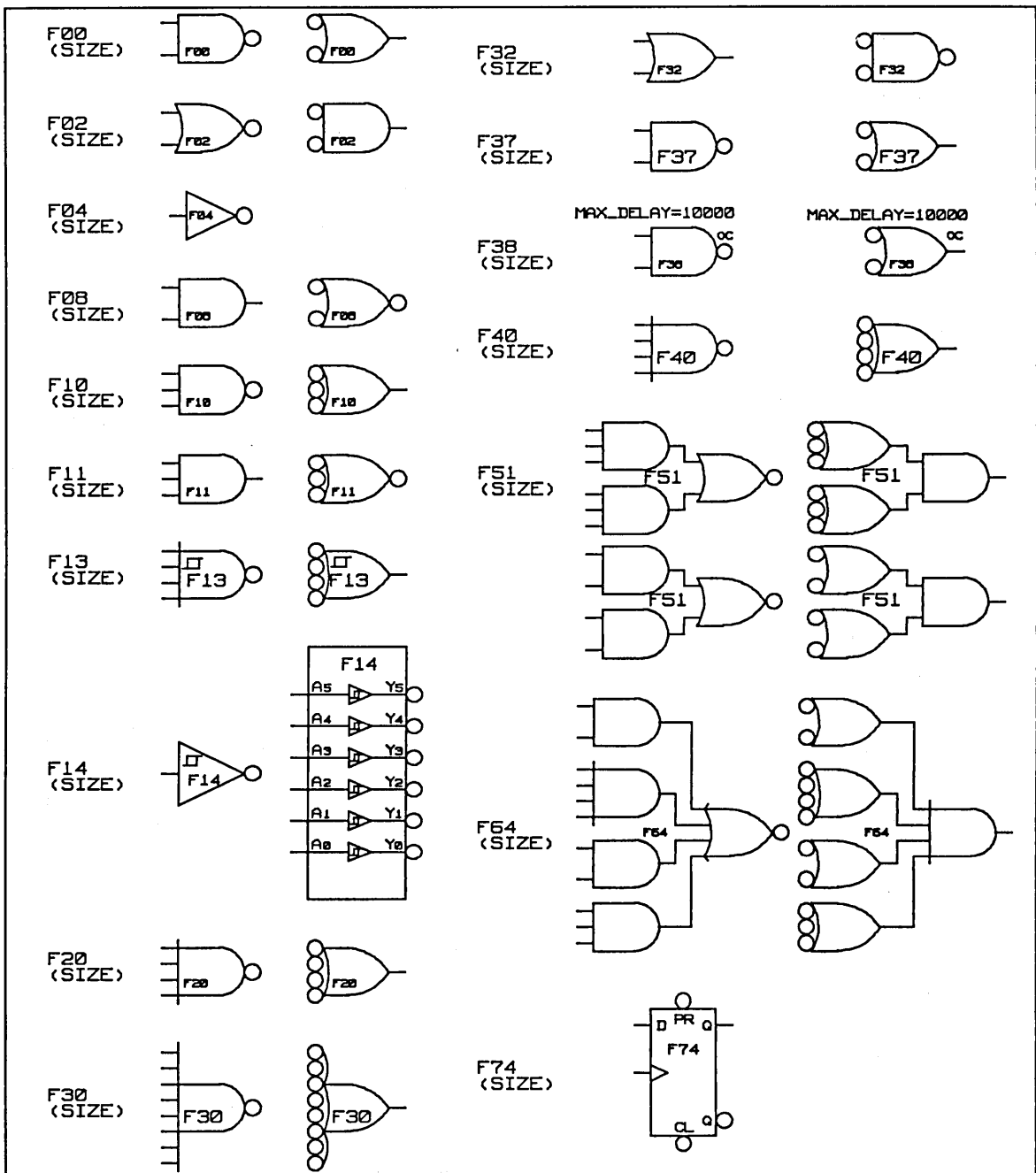
Use the DELAY\_EQ property on the model along with the USER\_EXPRESSION directive in the *simulate.cmd* file to adjust primitive delay times for various test conditions. By combining the property and the directive, you avoid changing the delay values directly on the sim models in the library and eliminate the need to recompile the design each time the delay is changed.

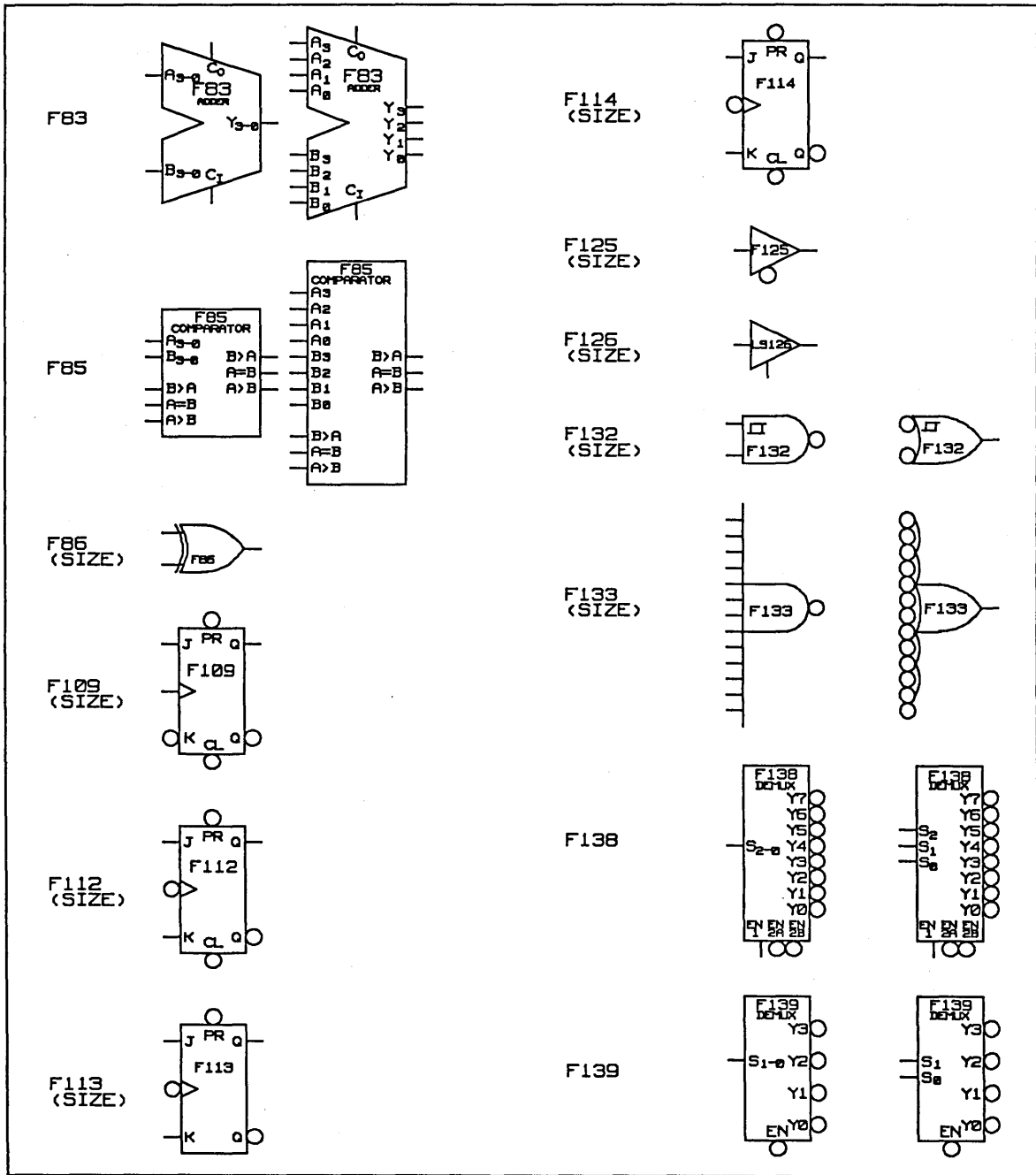
For example, to increase the delay on the simulation models for the library by a factor of two, include the following USER\_EXPRESSION in the *simulator.cmd* file:

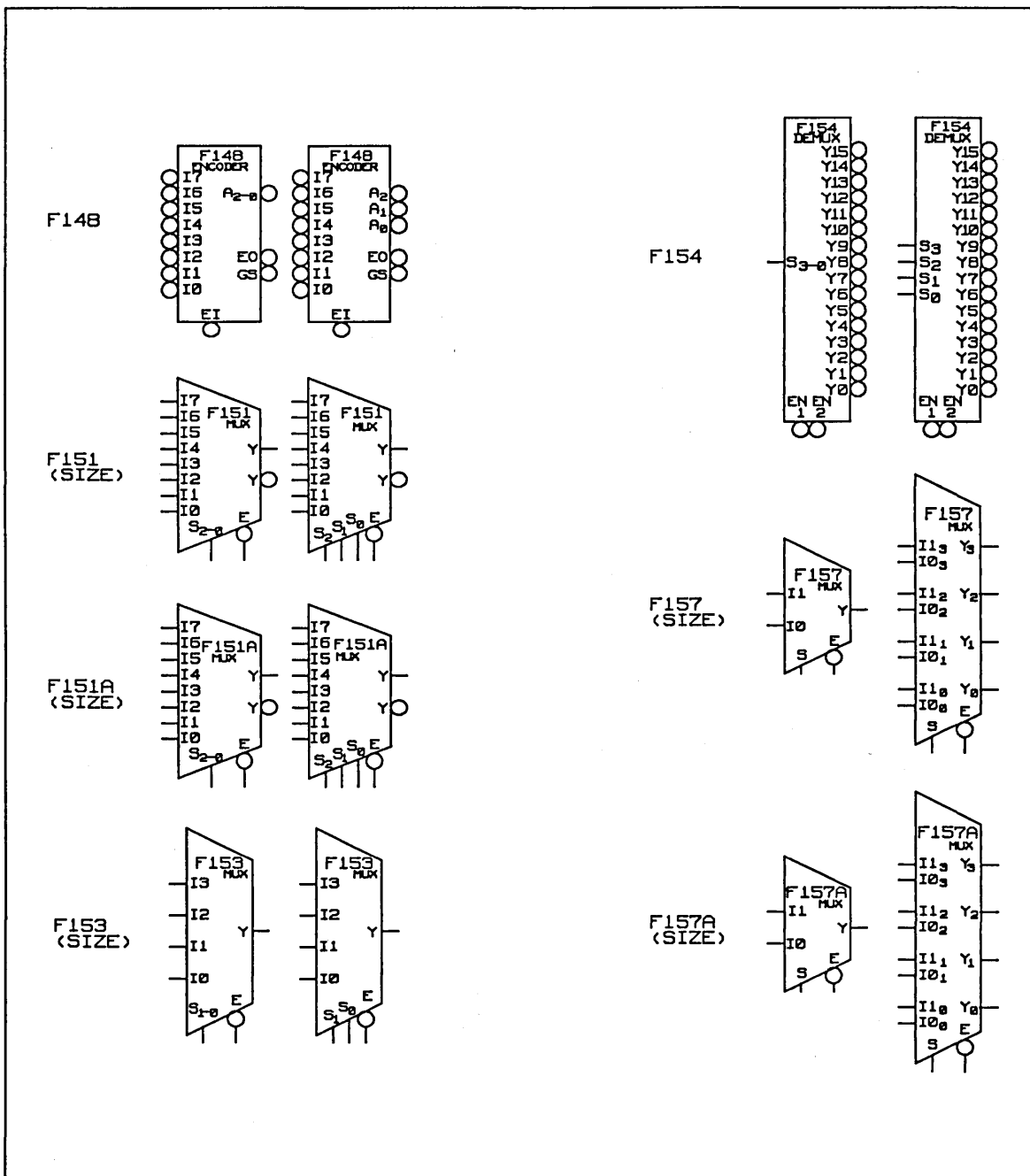
```
user_expression fast, rep=`delay*2.0`;
```

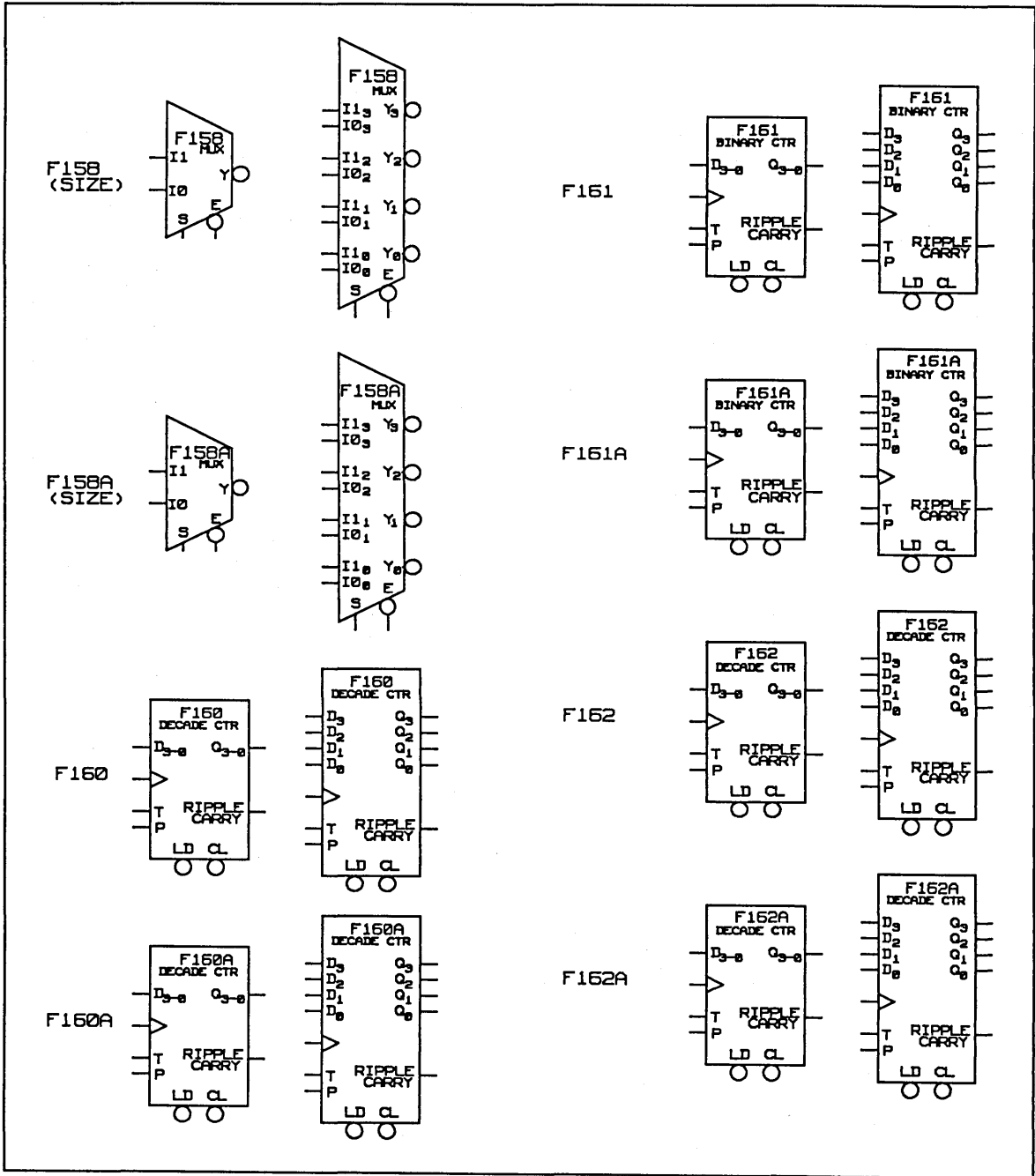
Additional information on the USER\_EXPRESSION directive can be found in the "Expression Evaluator" section of the *ValidSIM Reference Manual*.



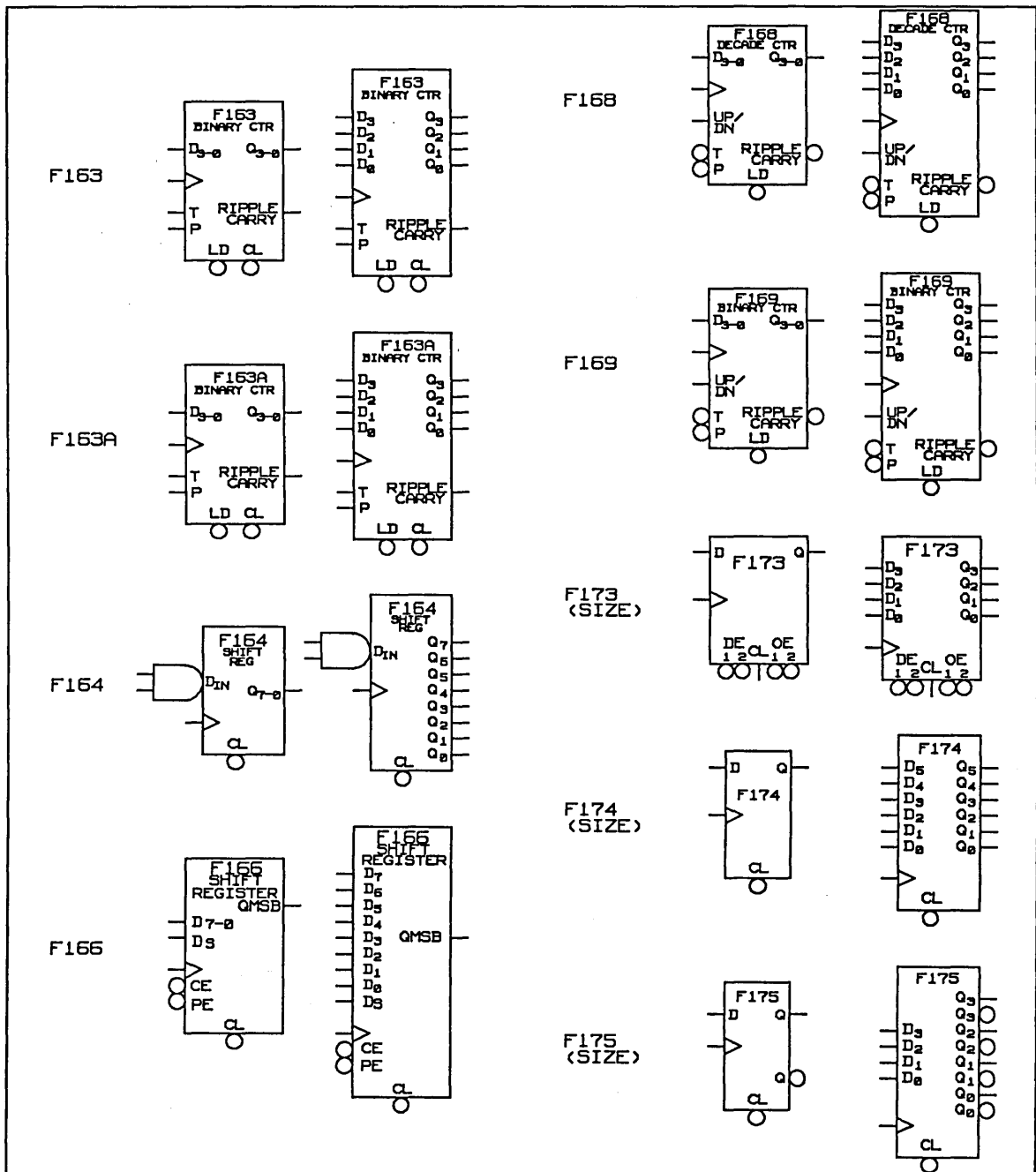


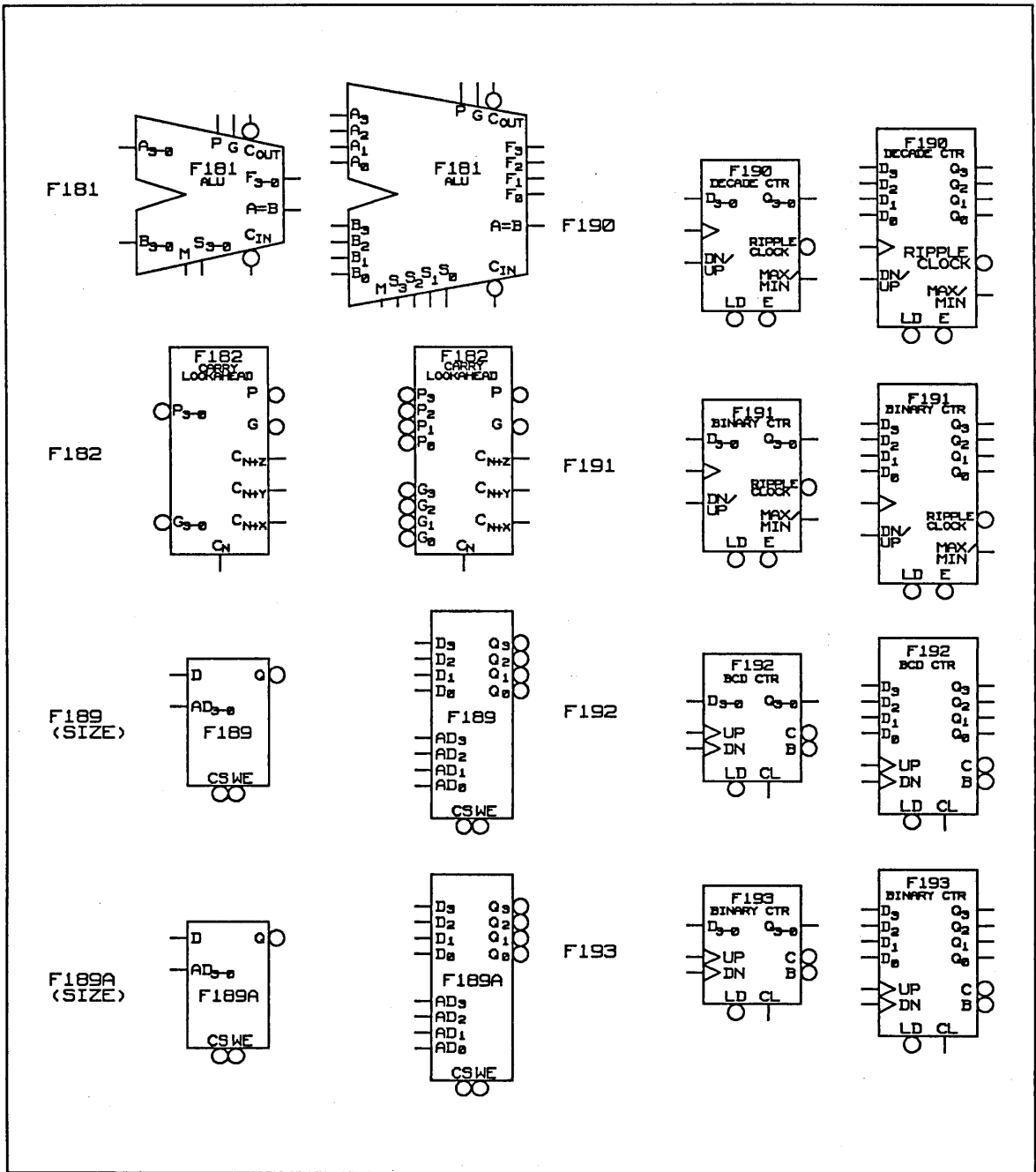


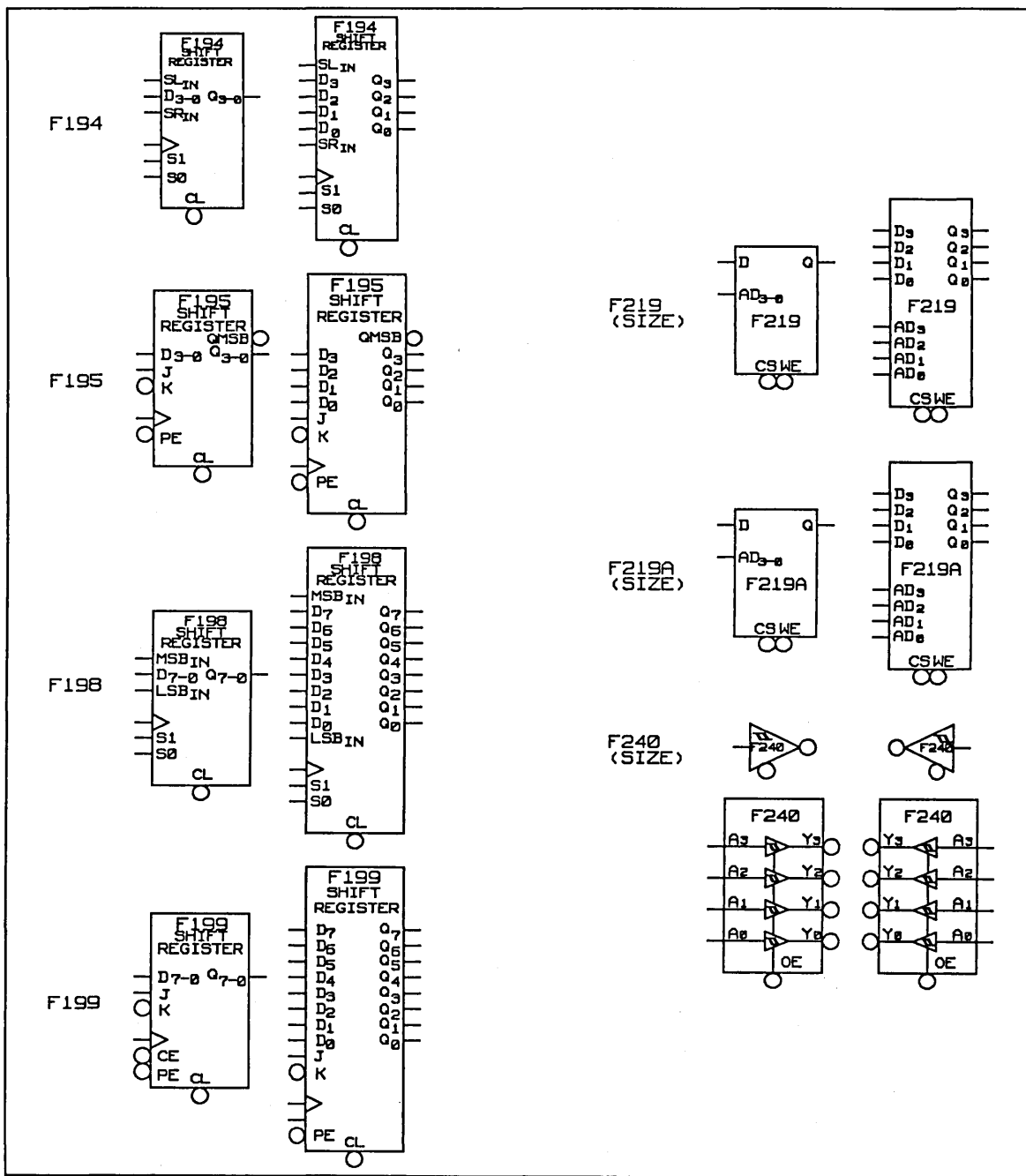


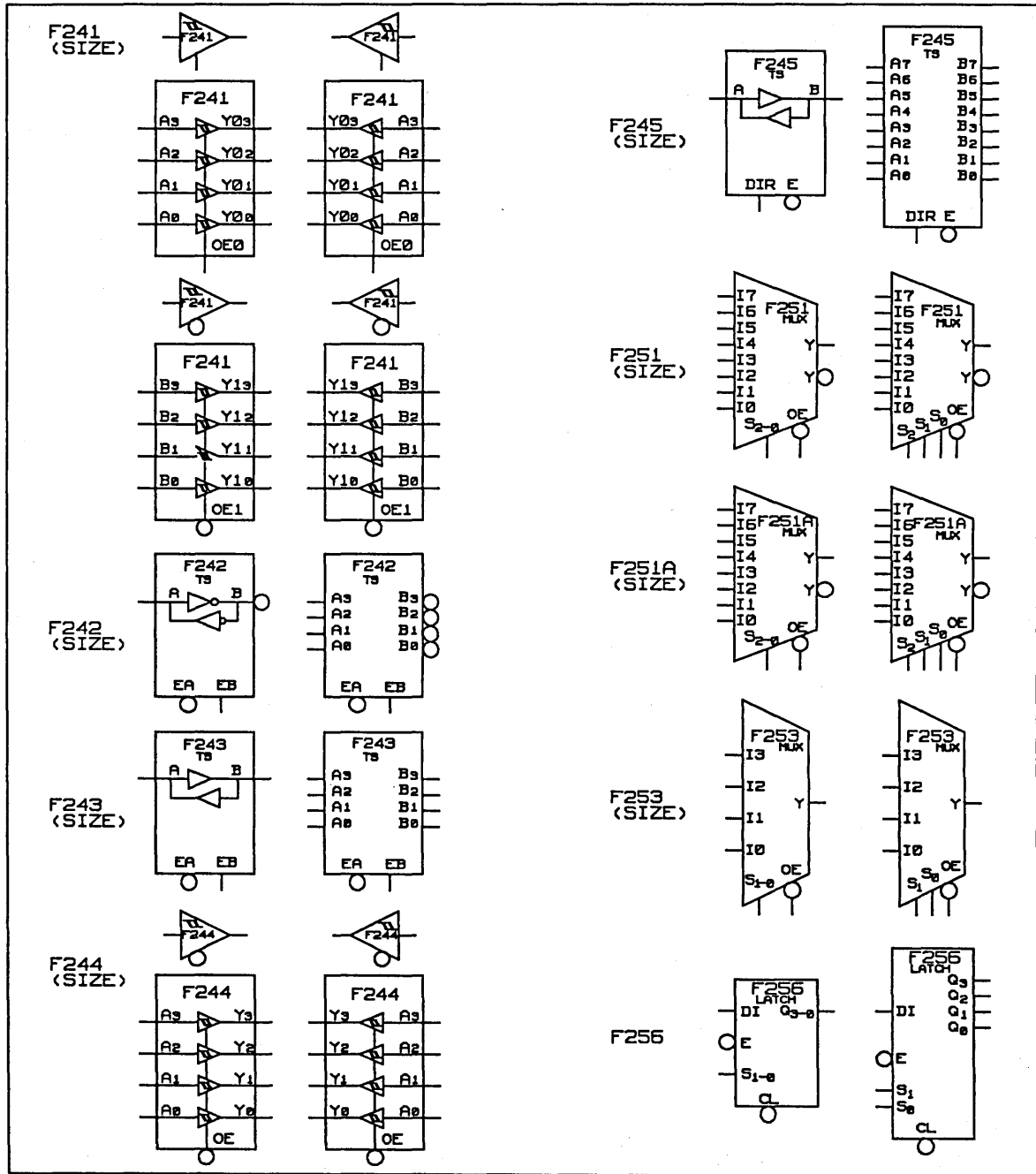


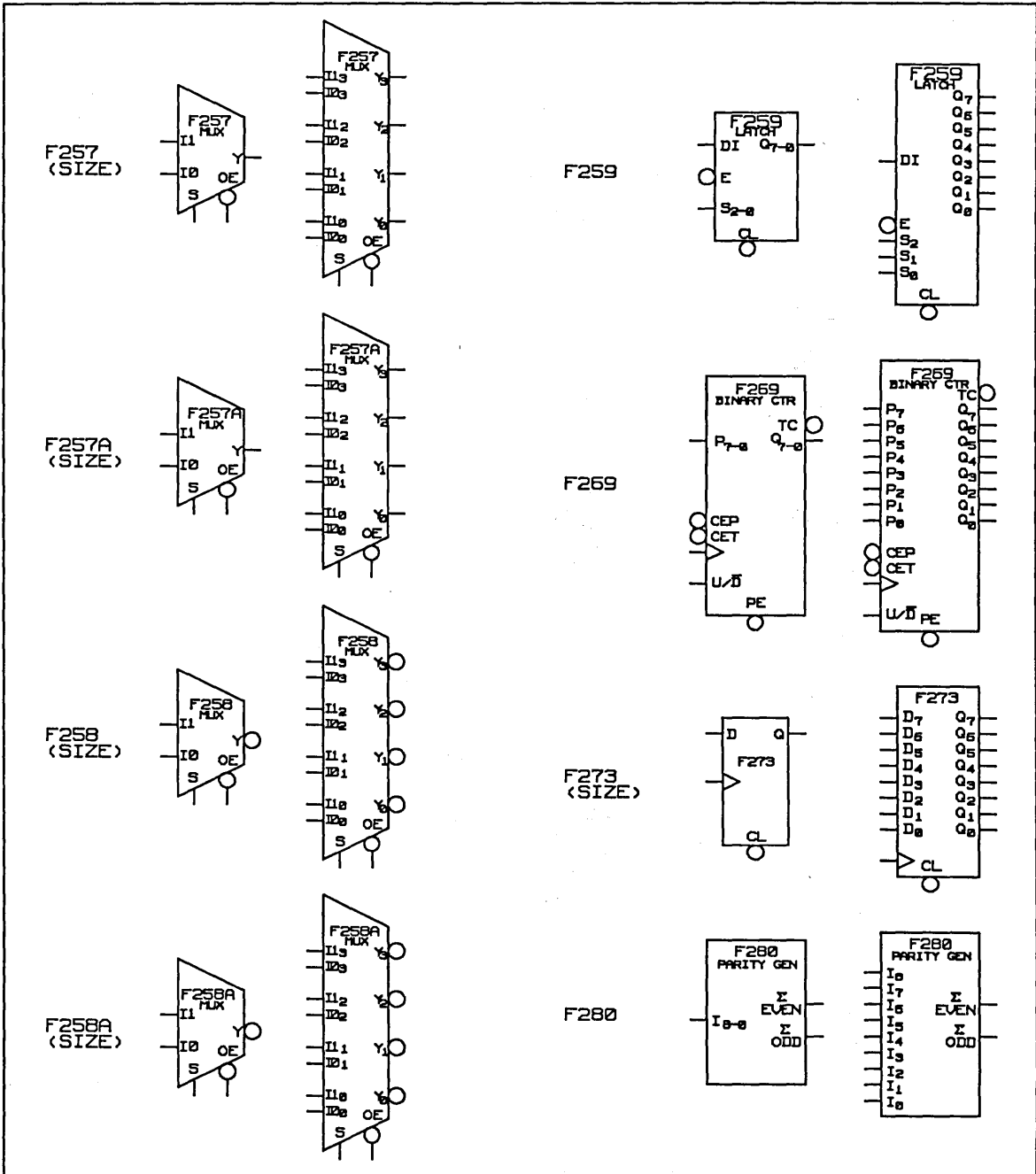


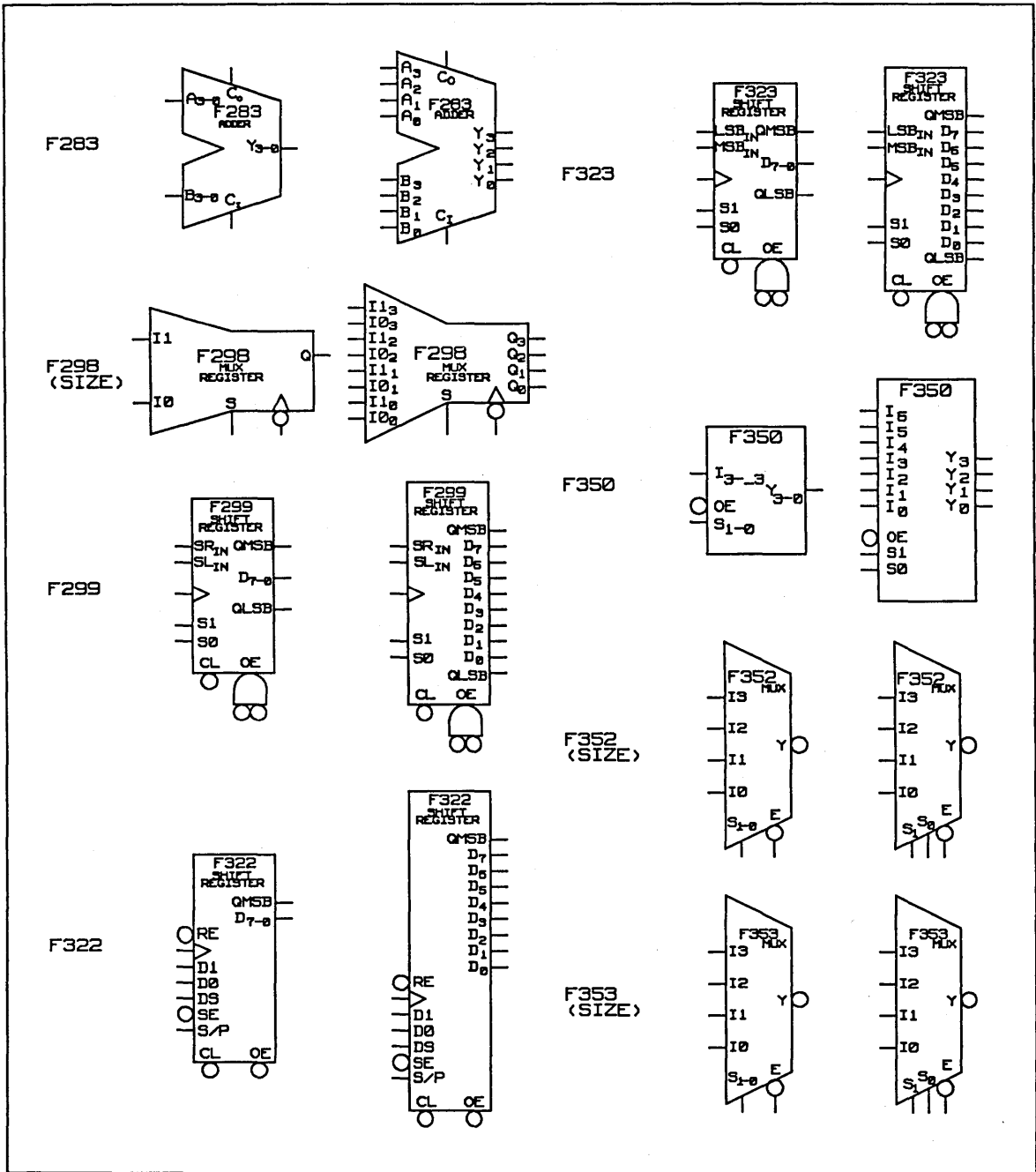


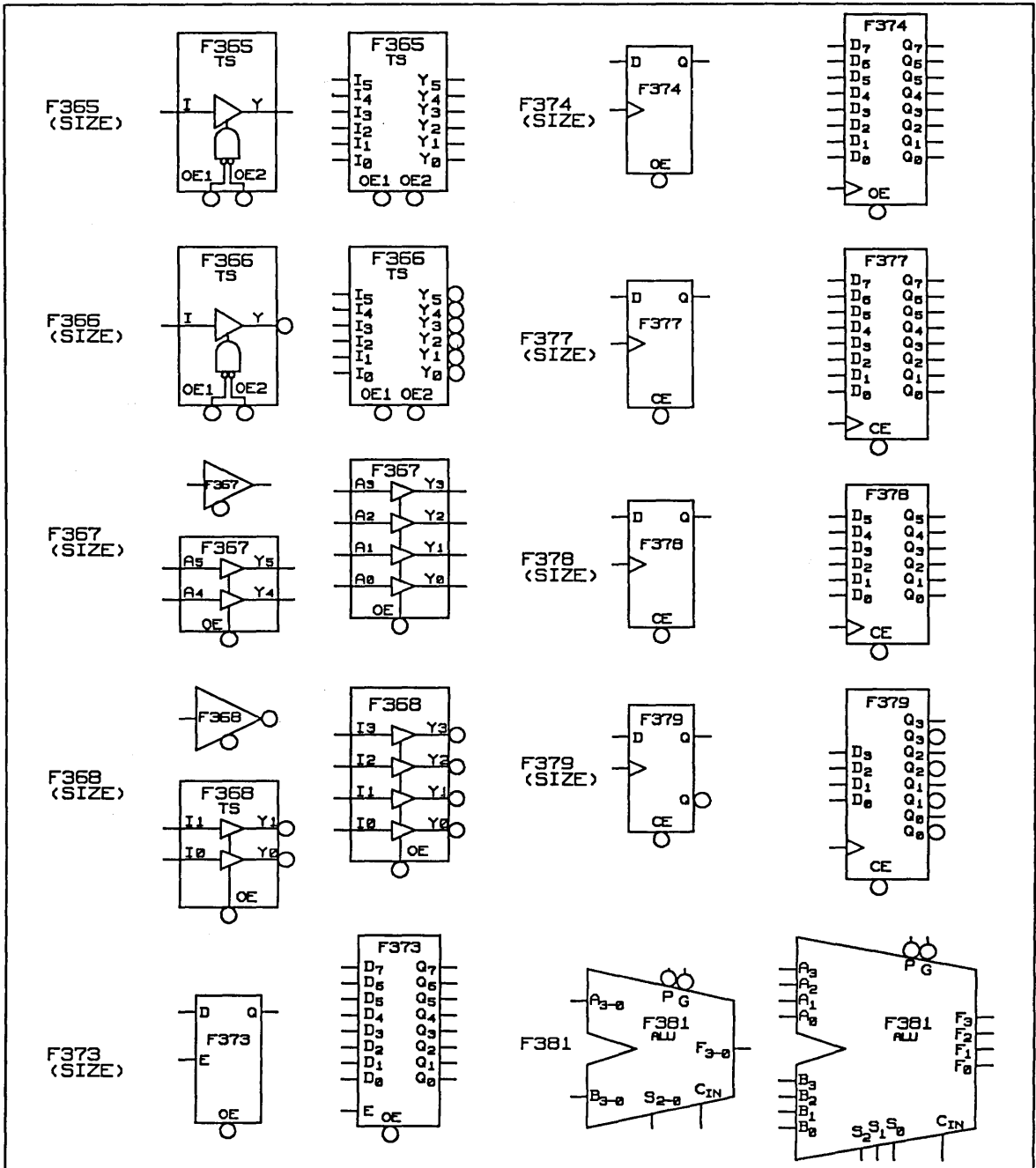


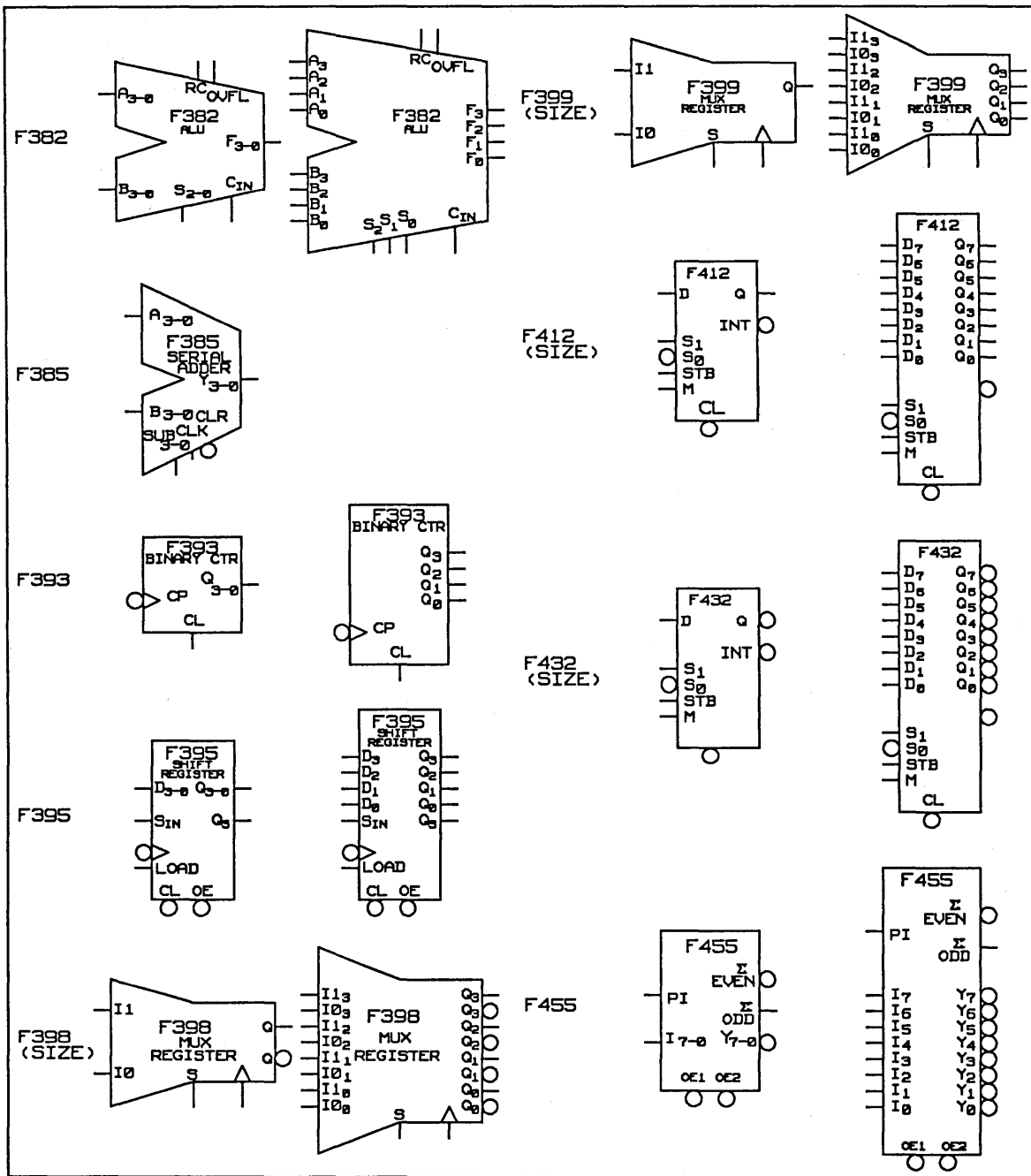




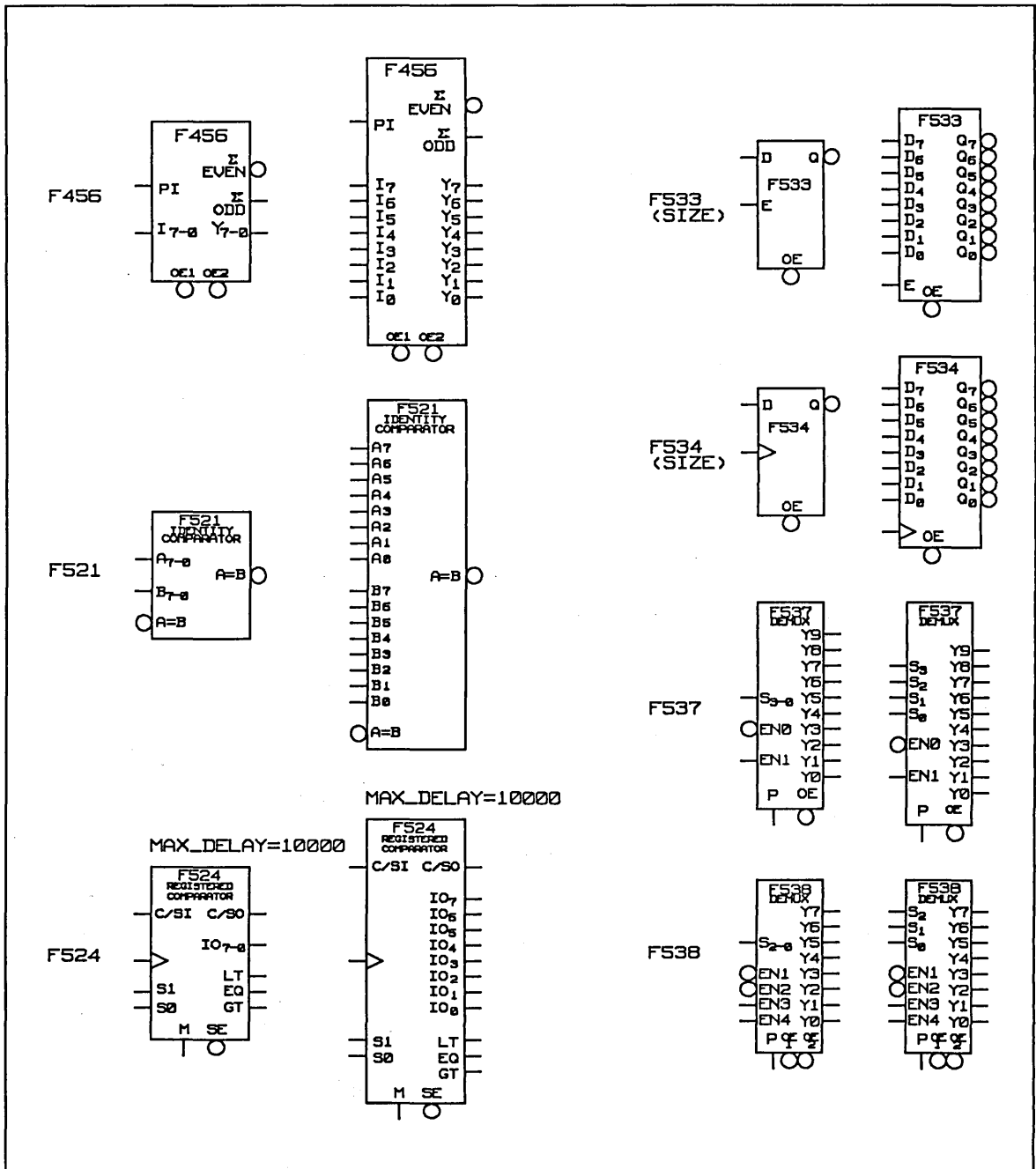


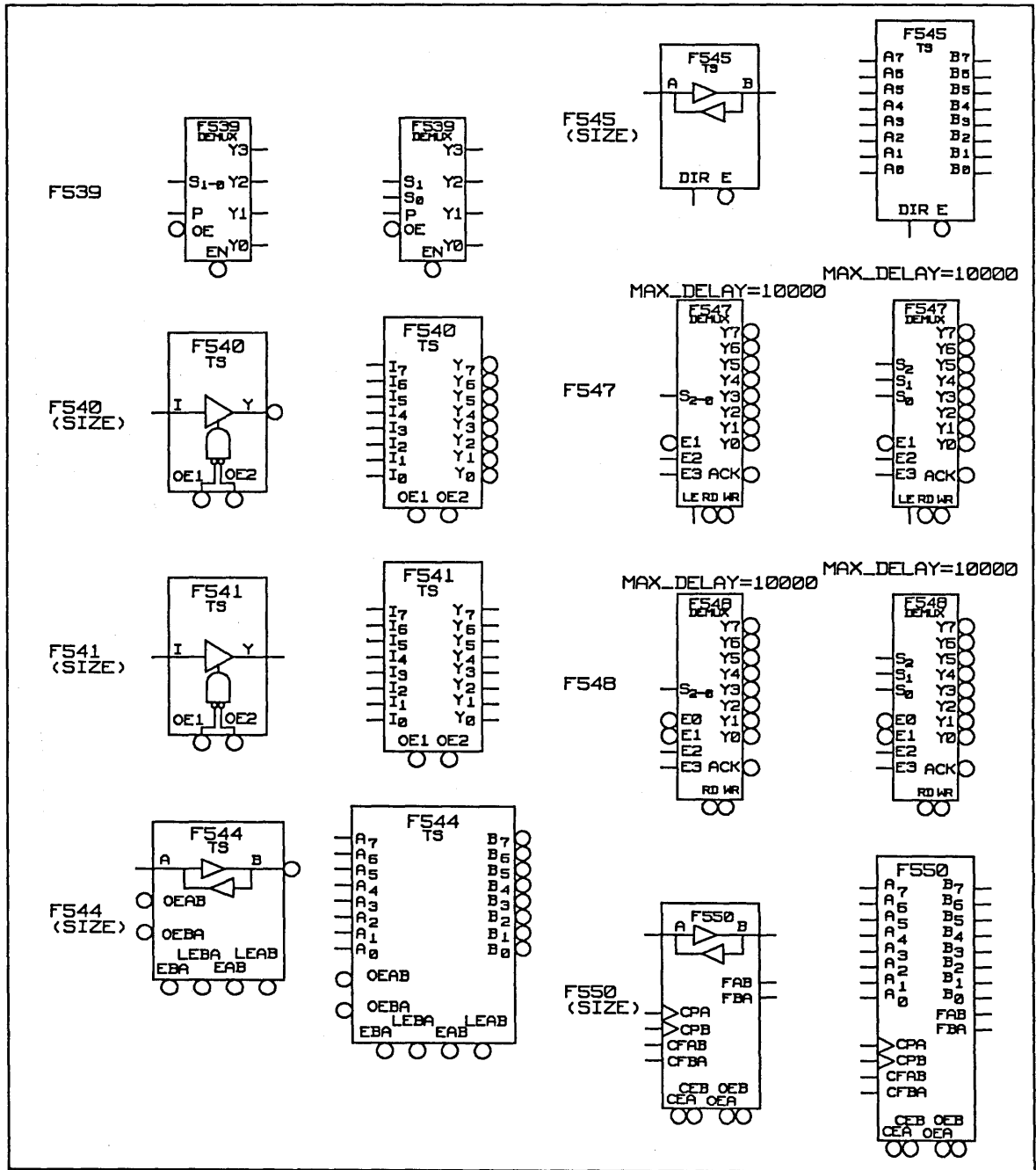


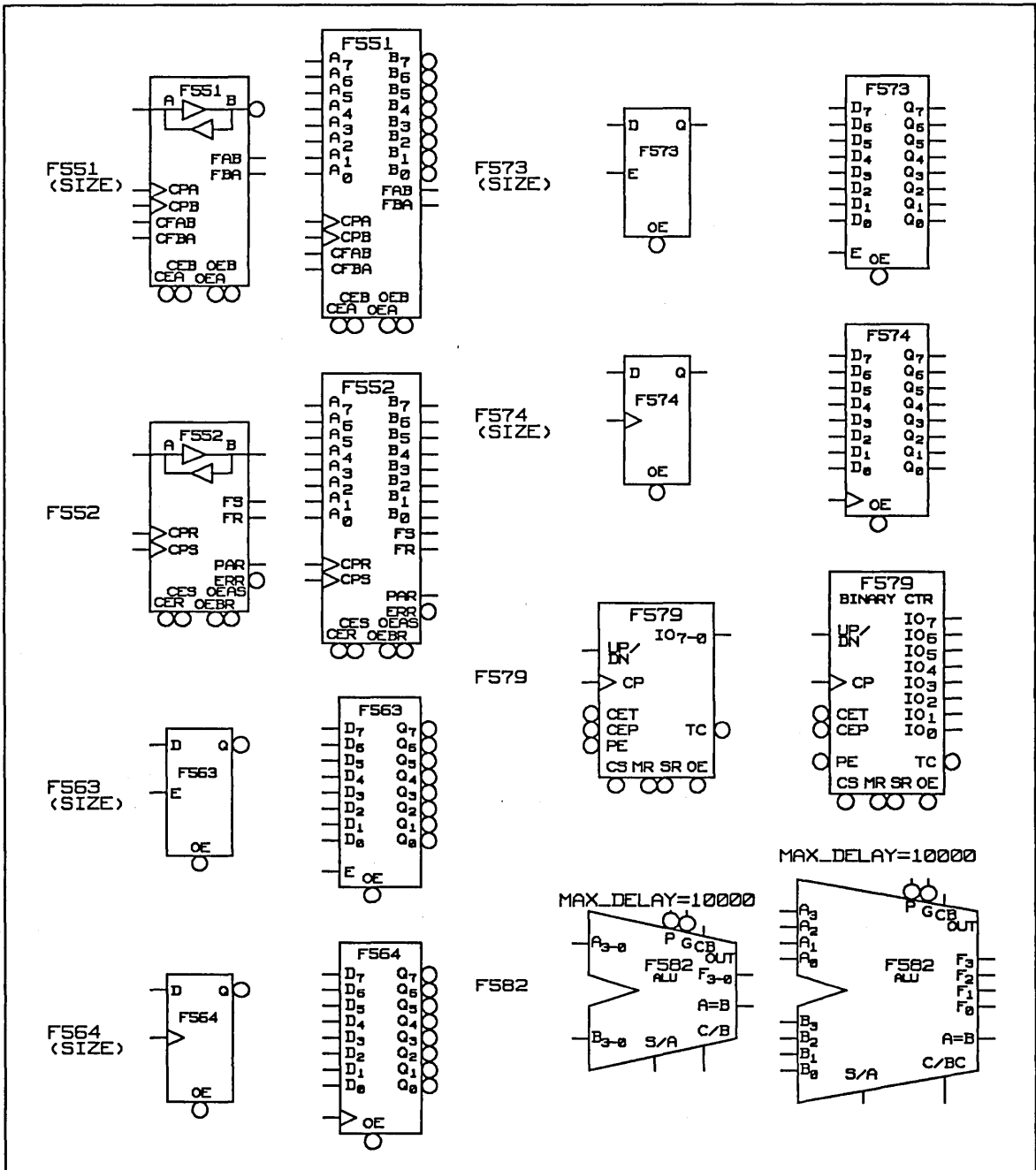


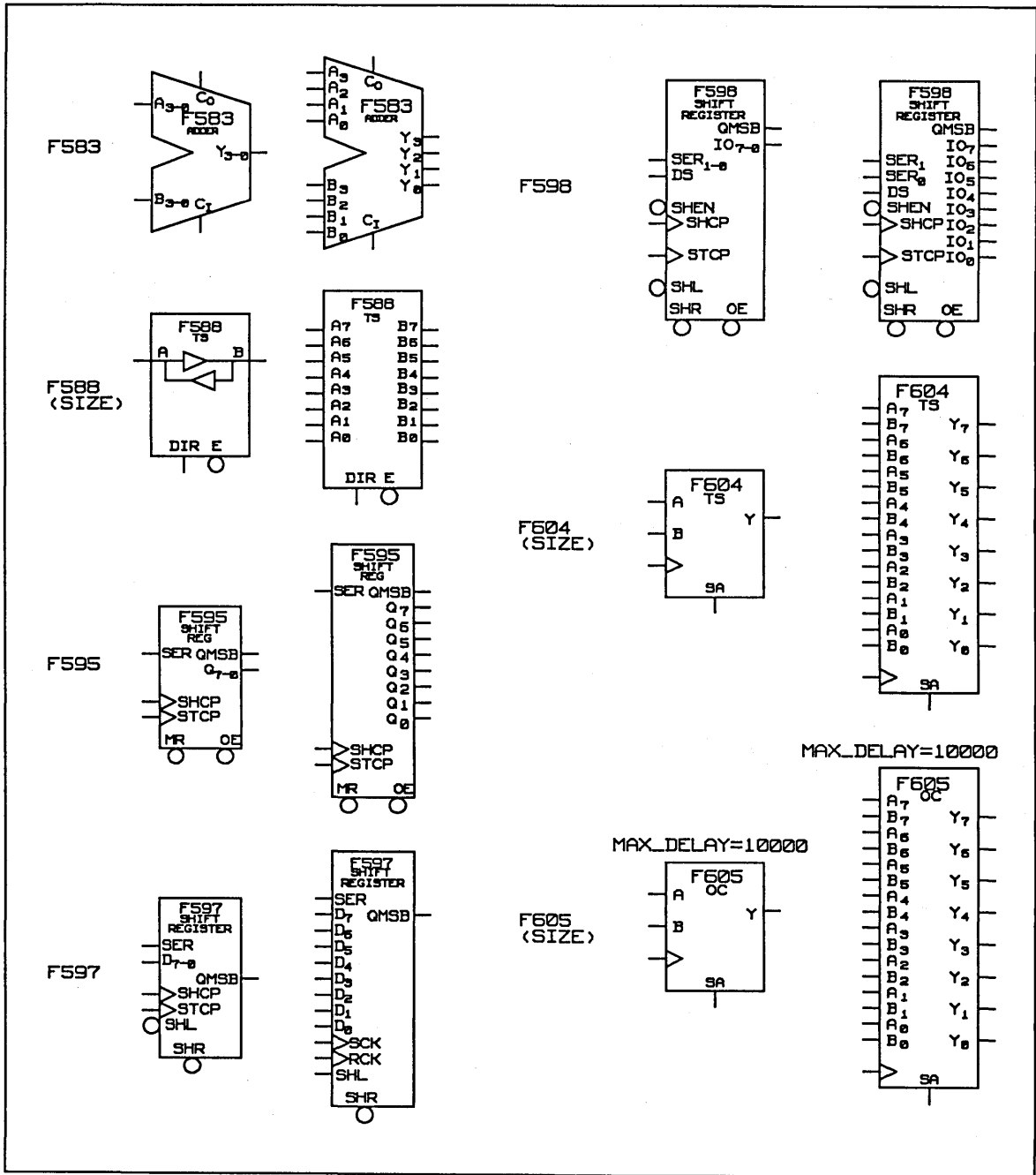


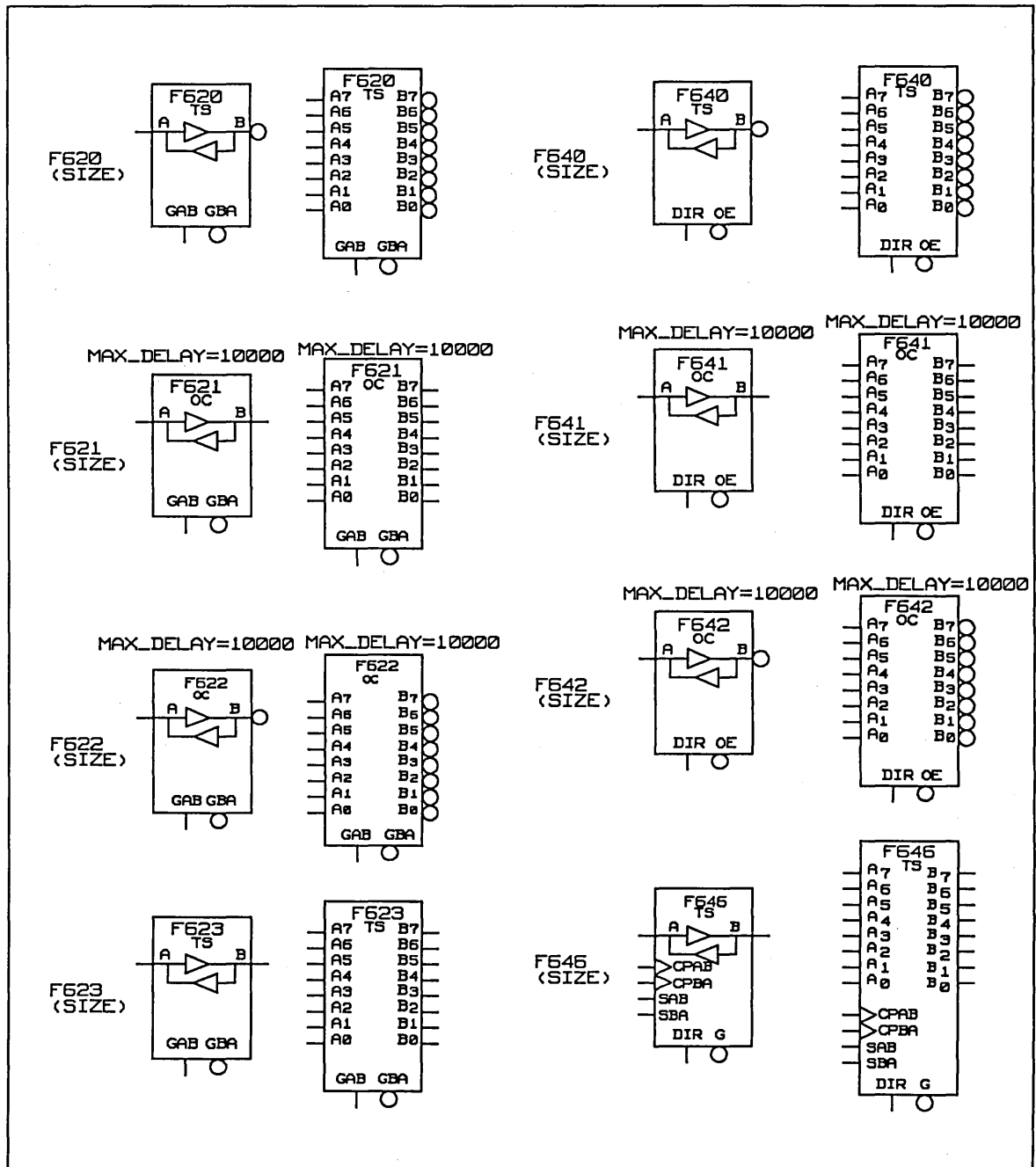


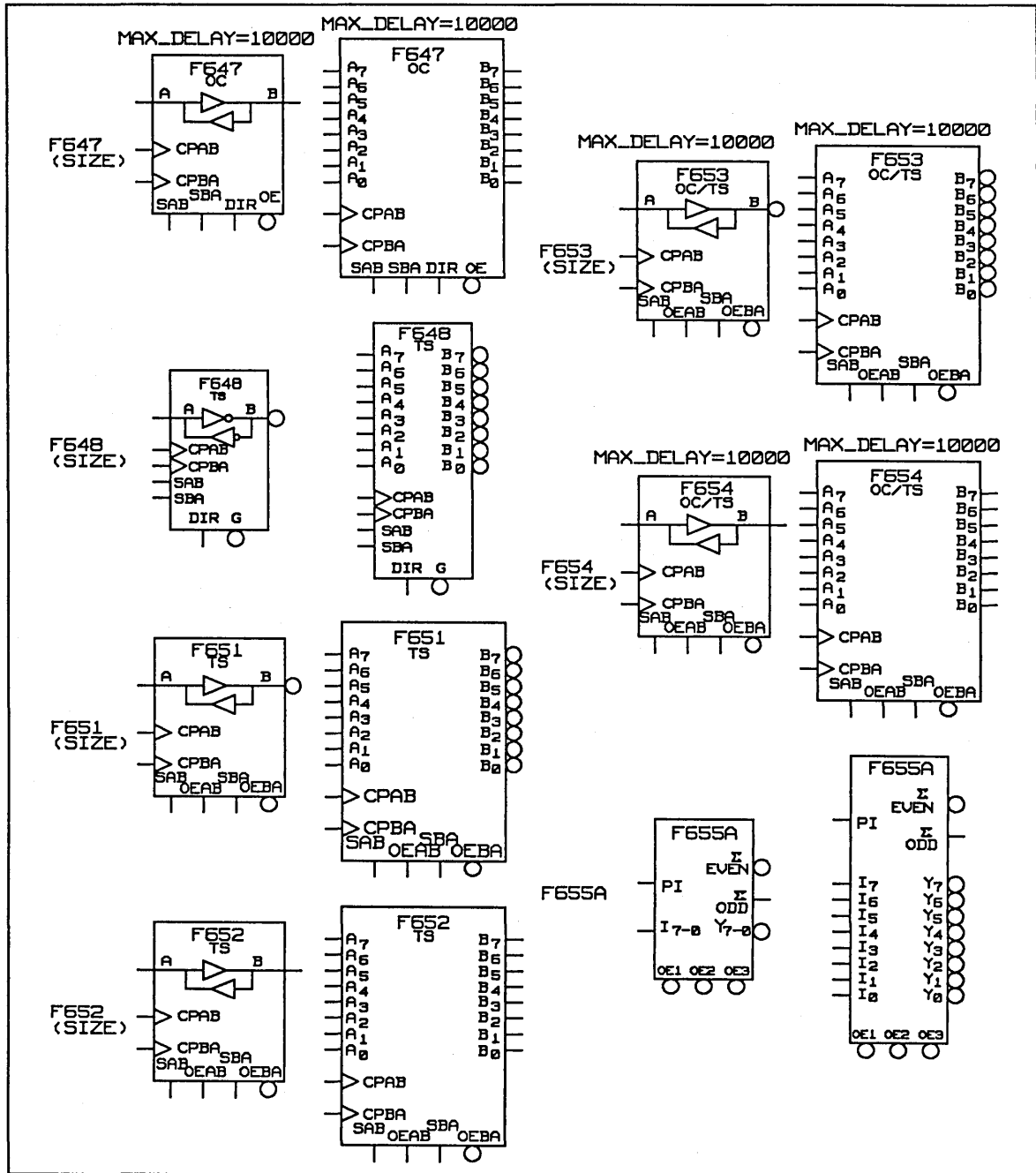


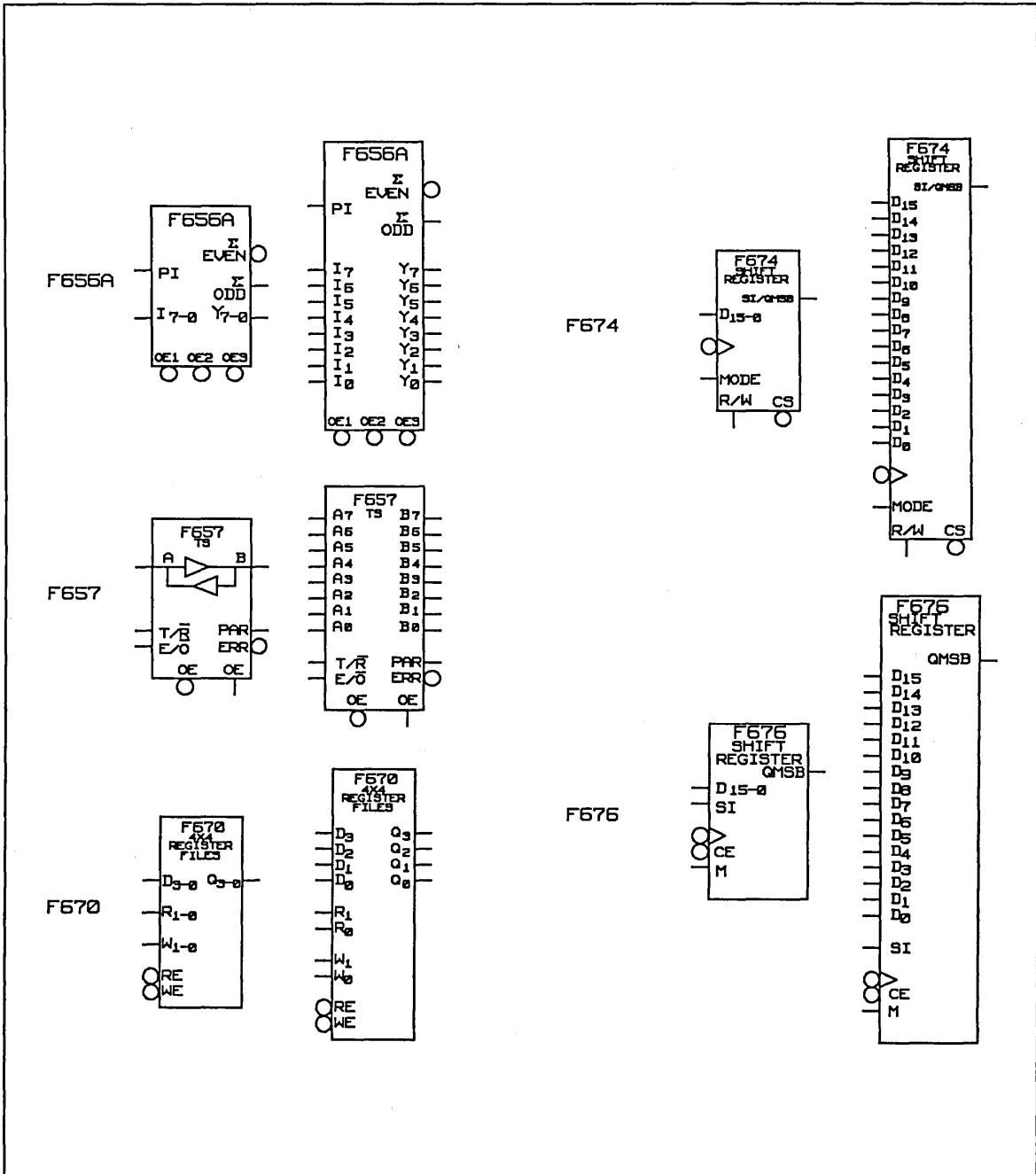


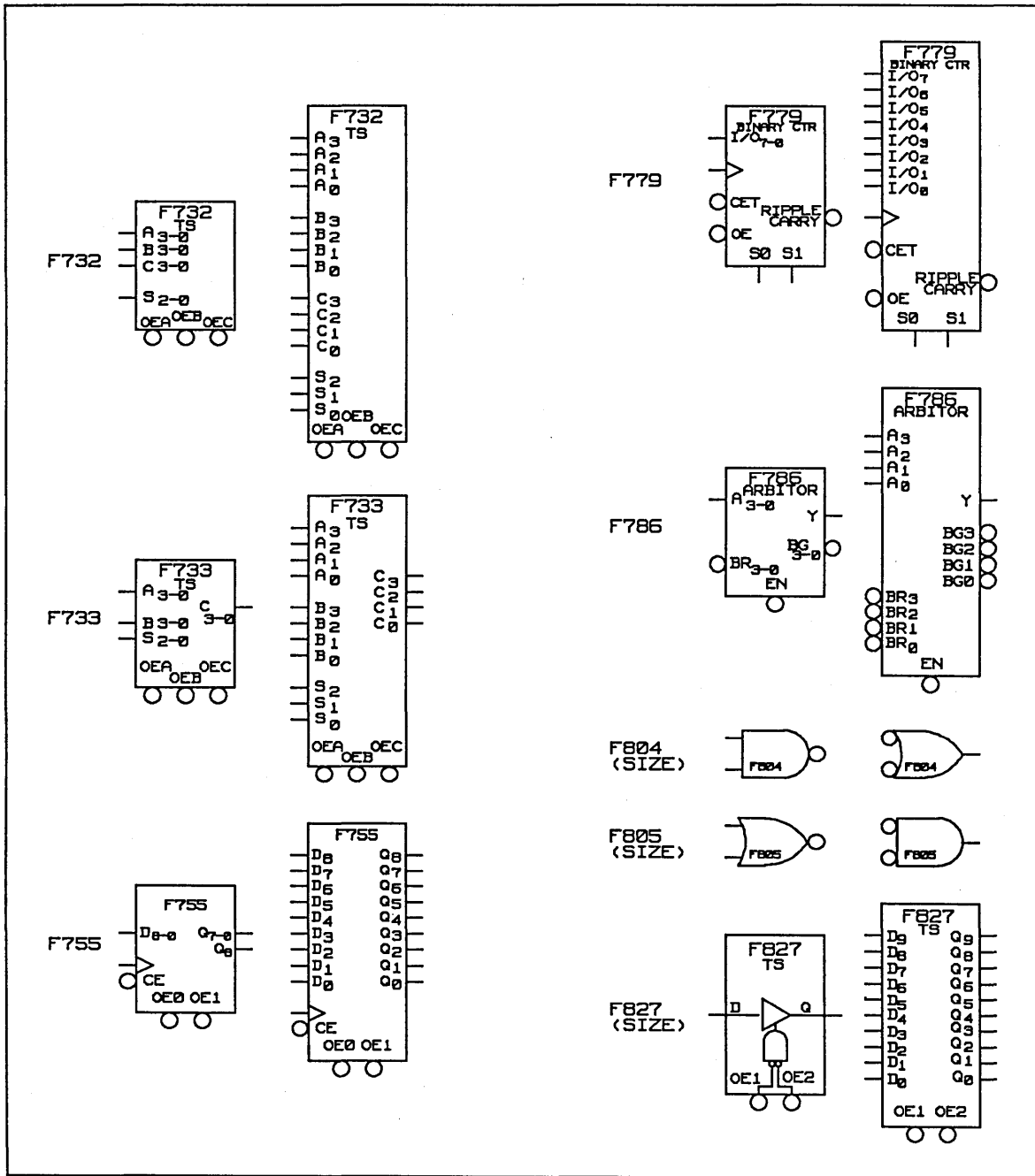




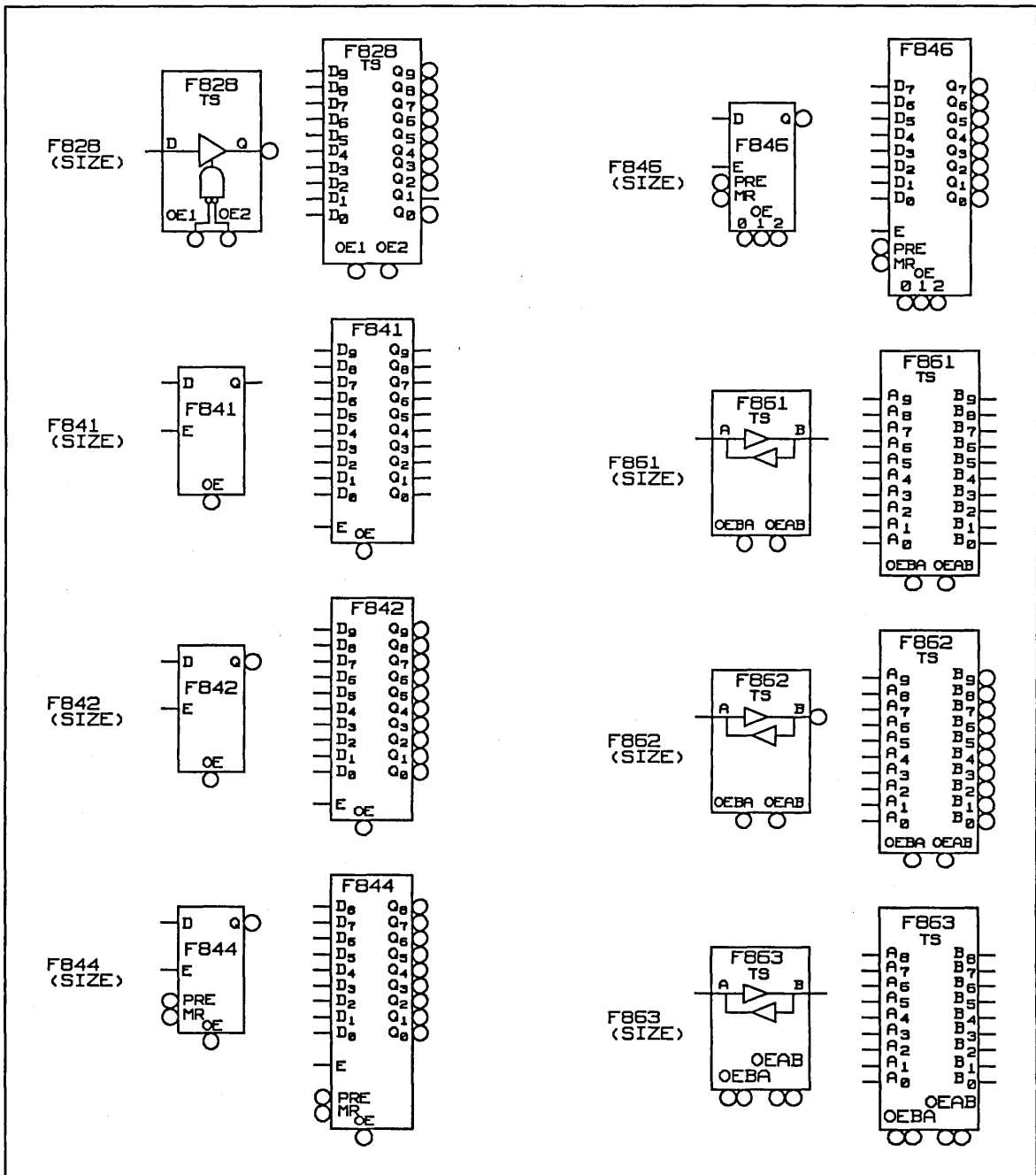


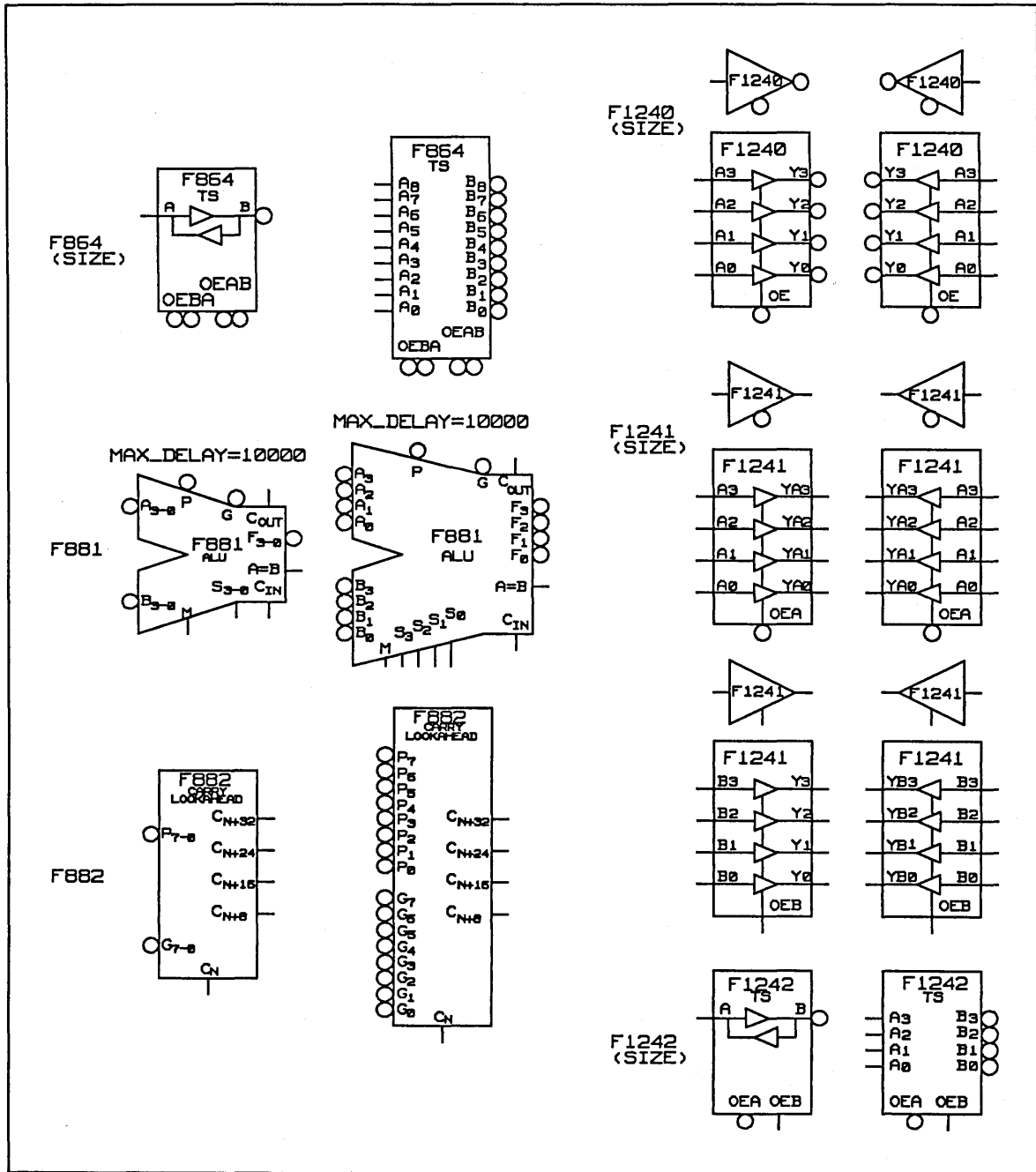


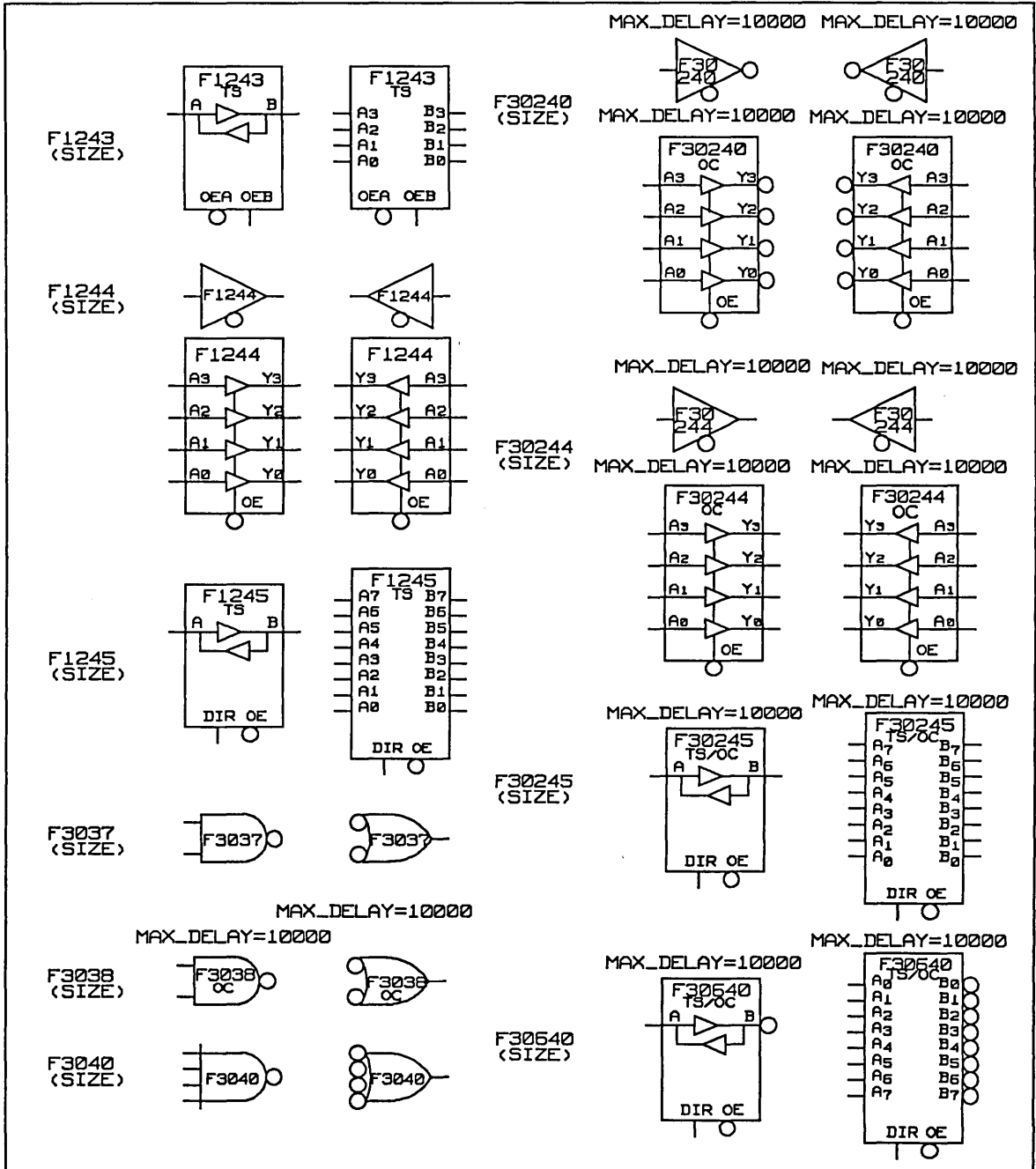




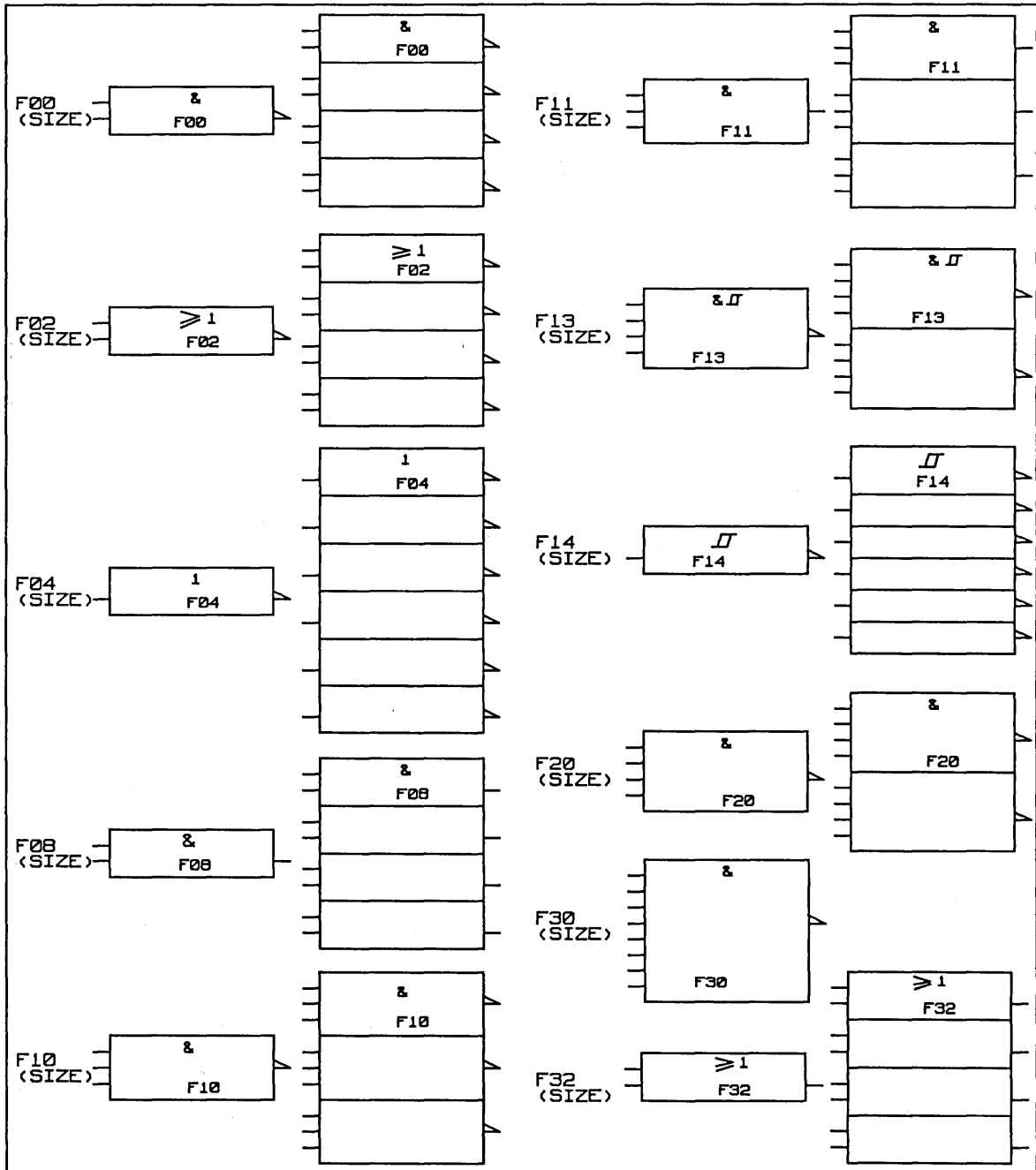


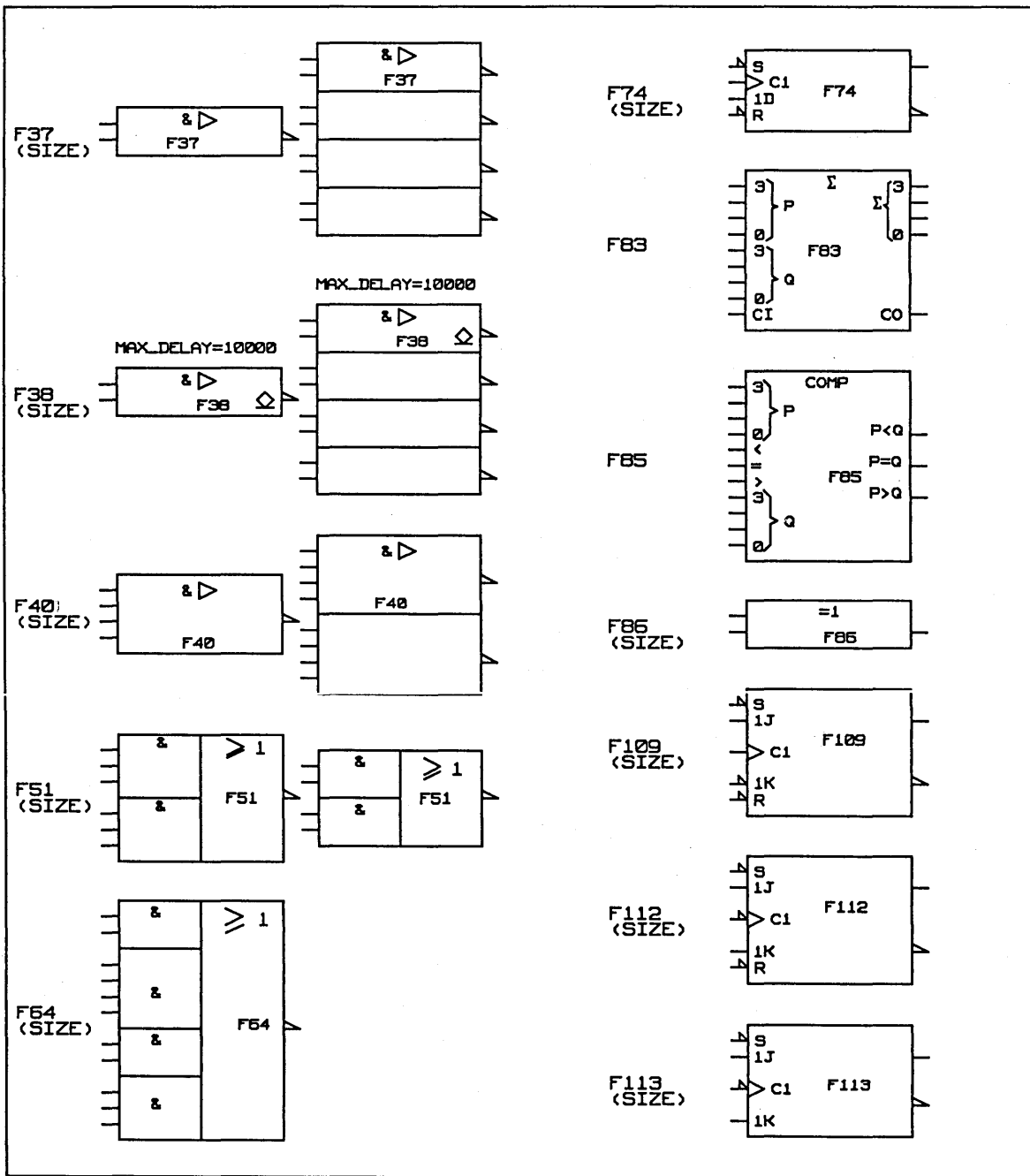


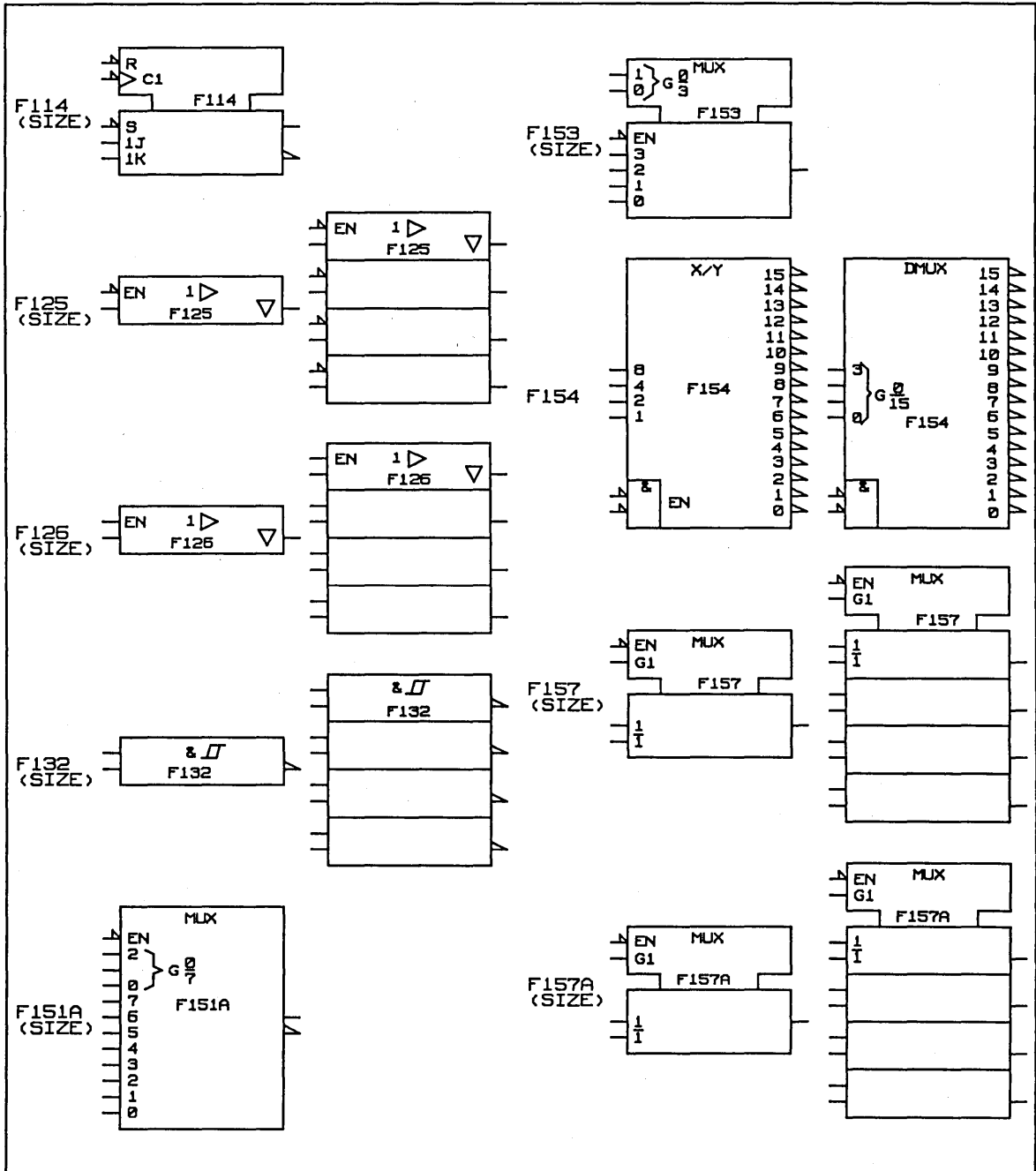


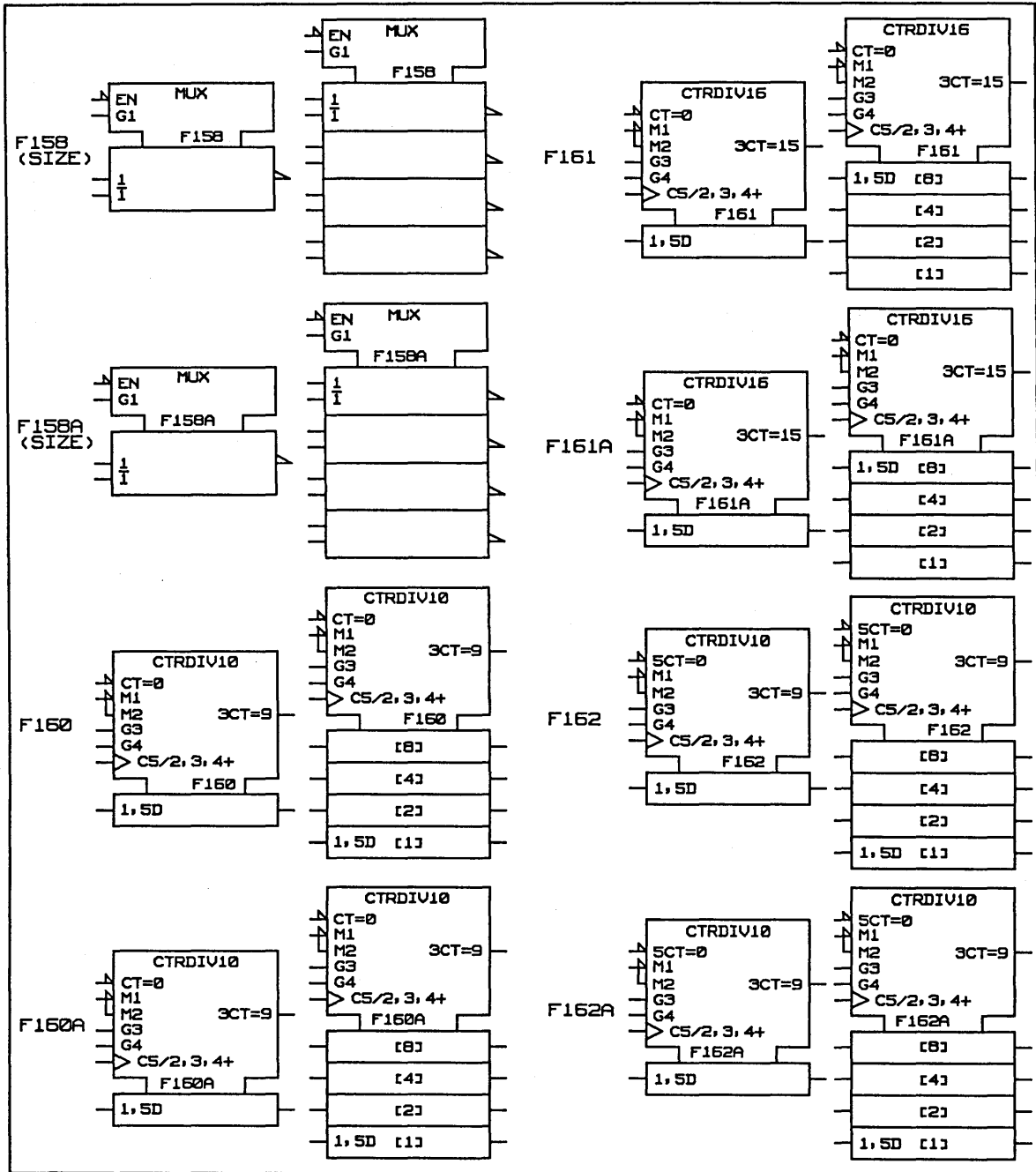




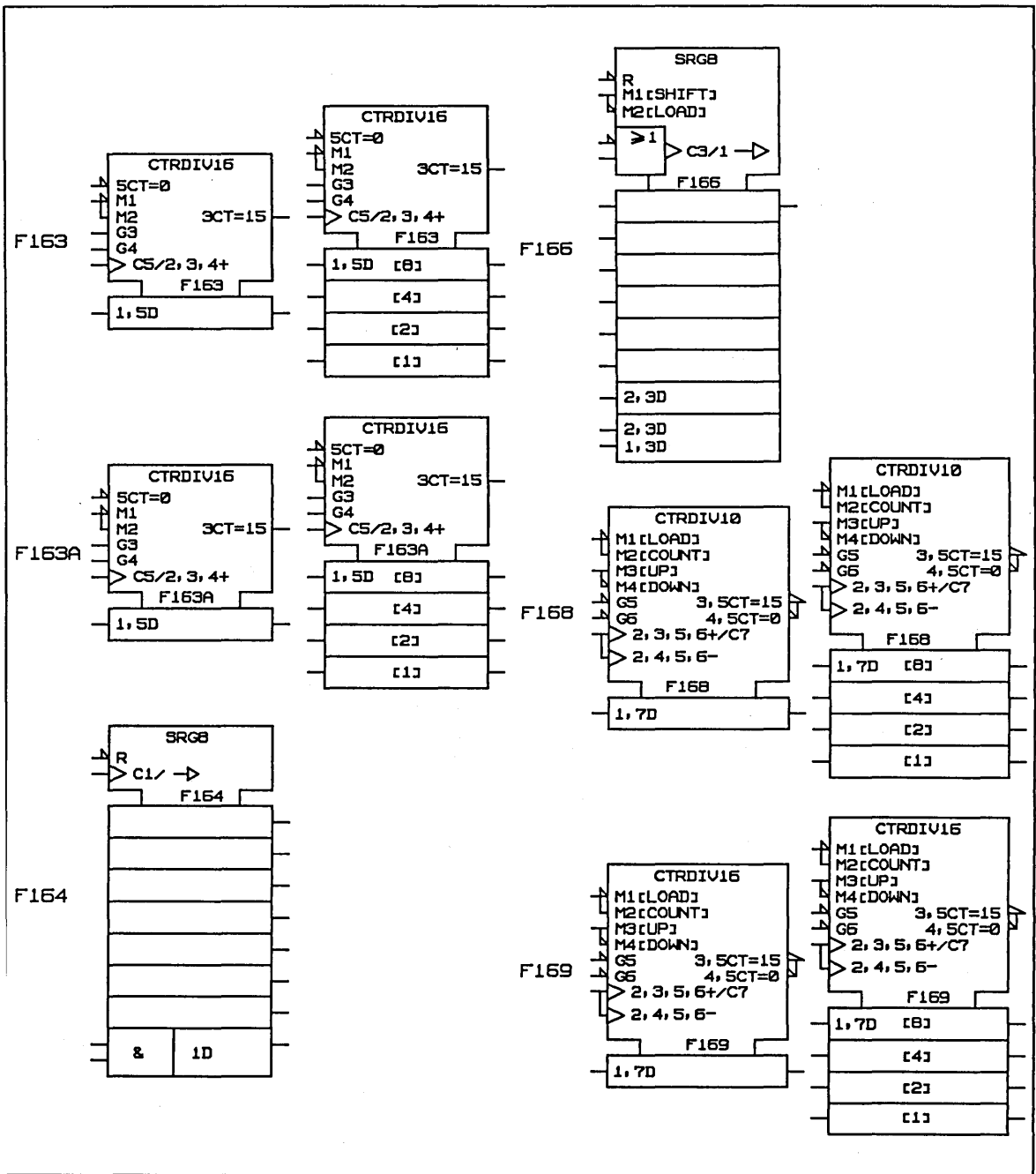


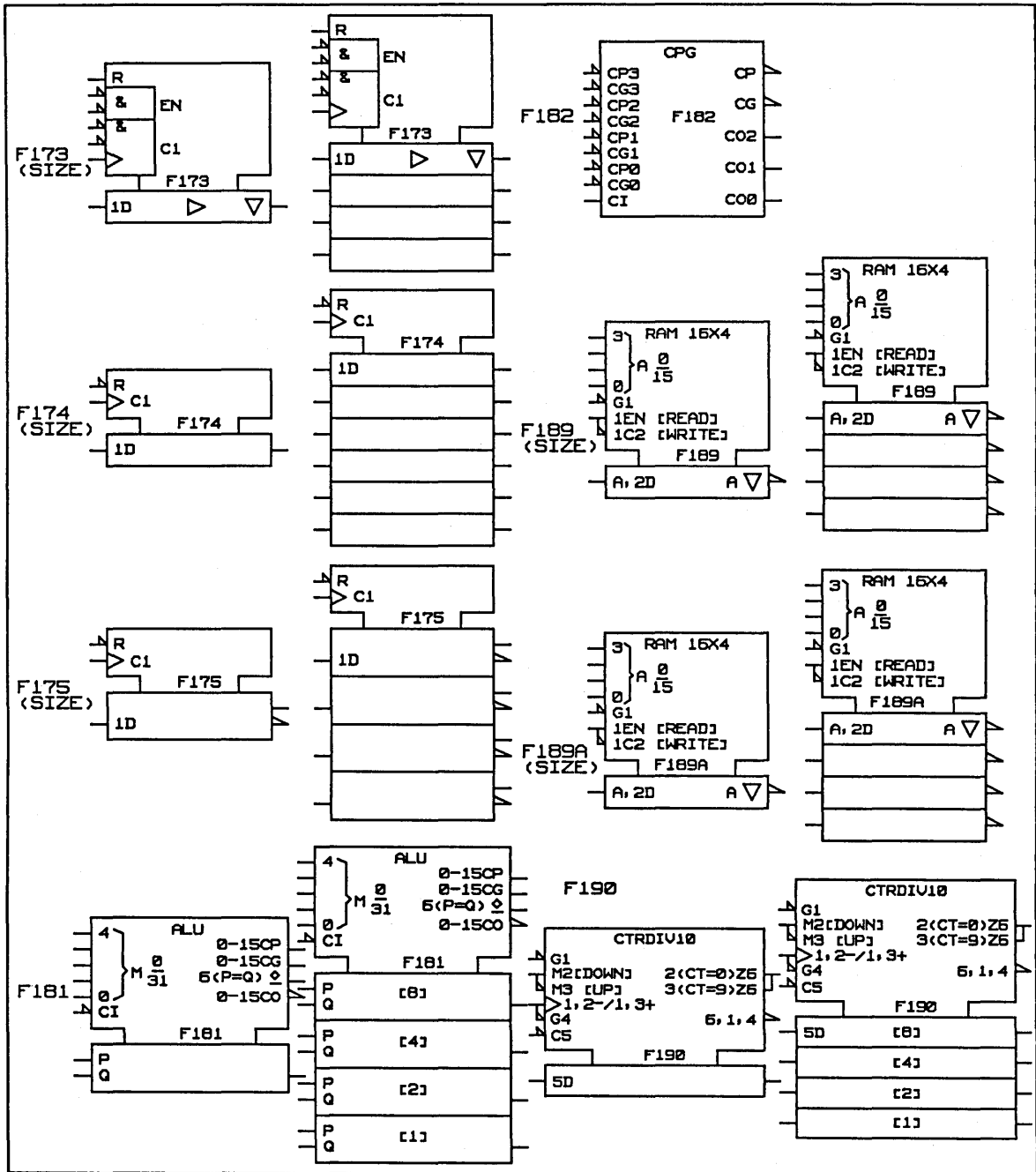


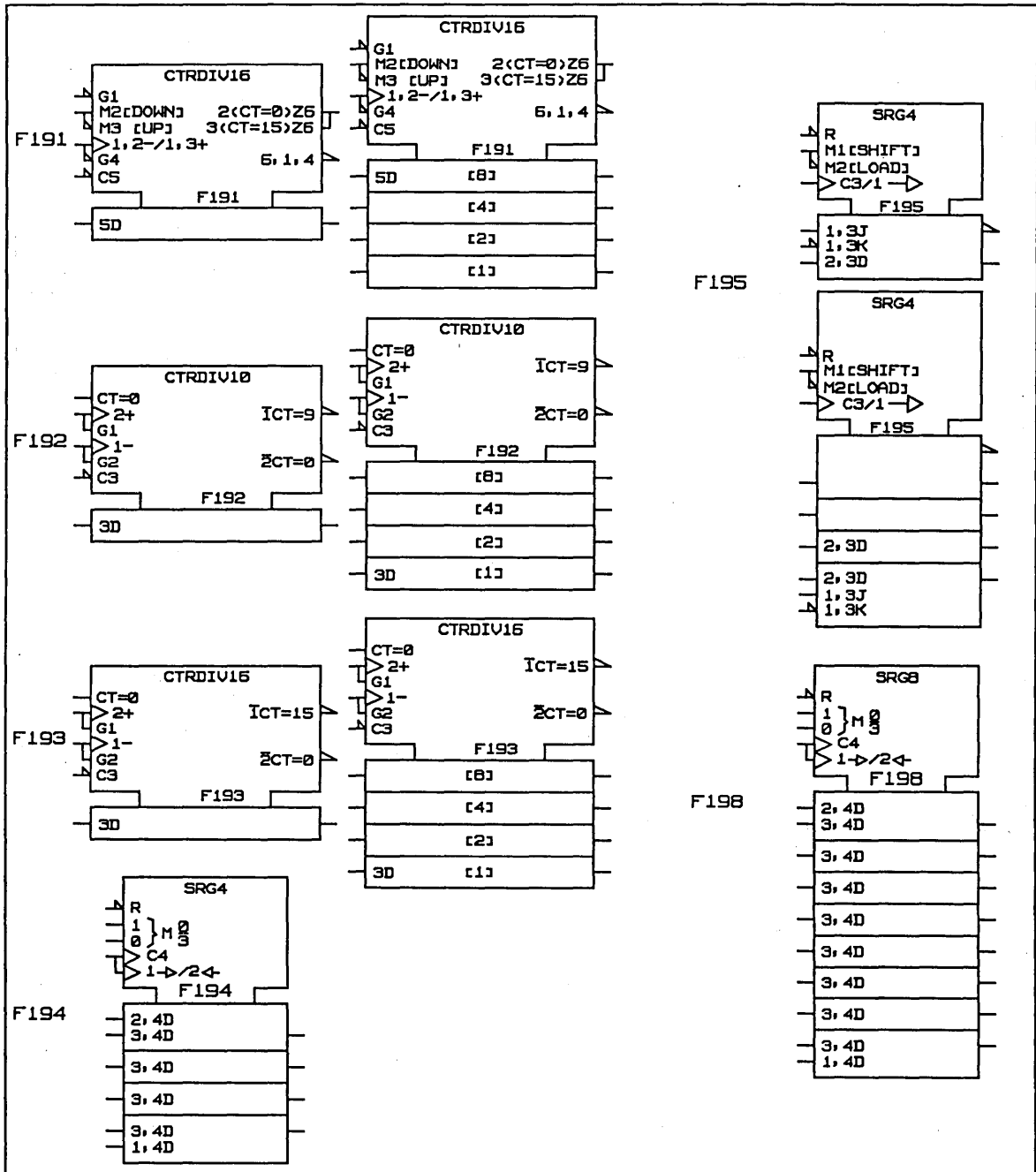


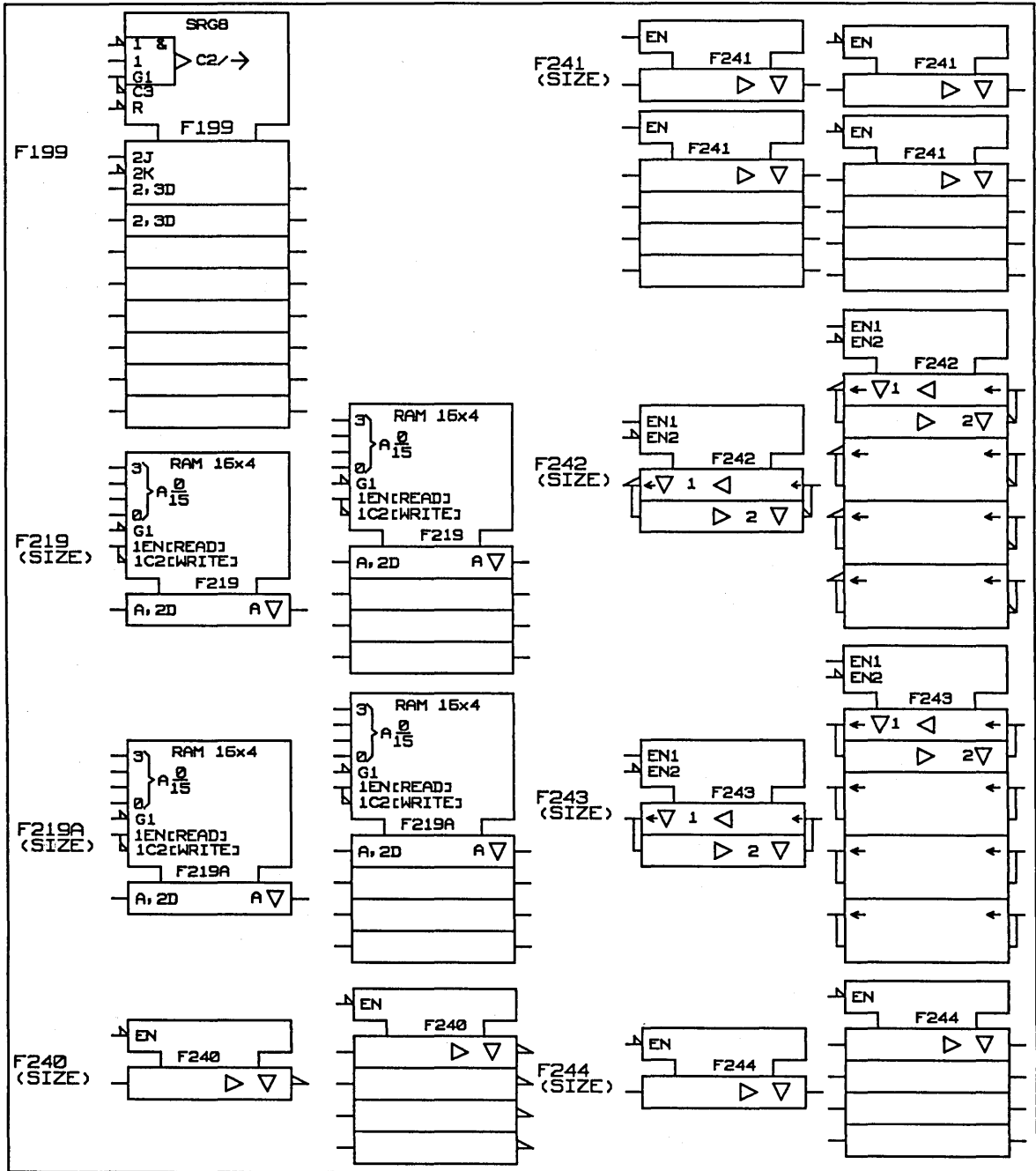


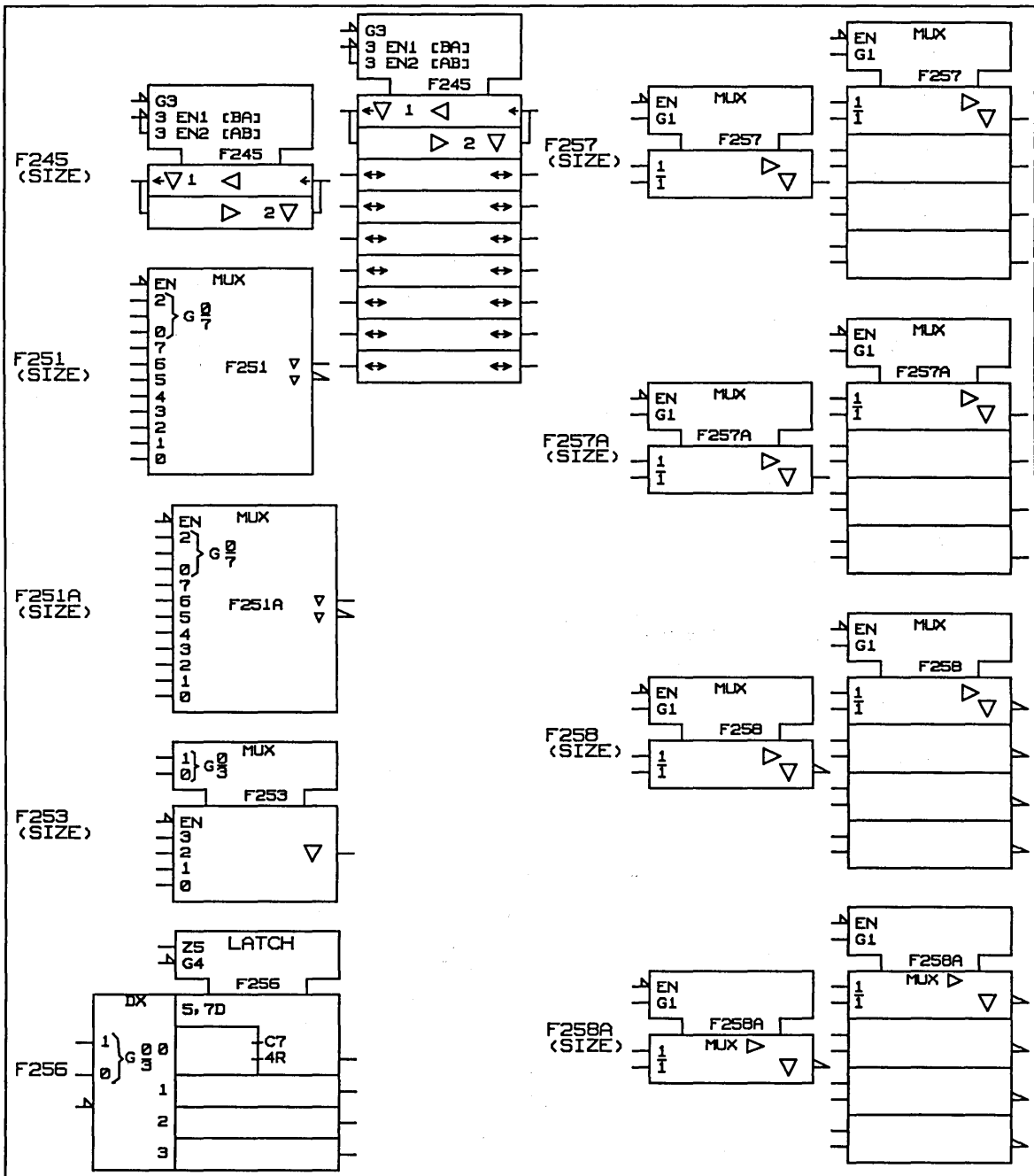


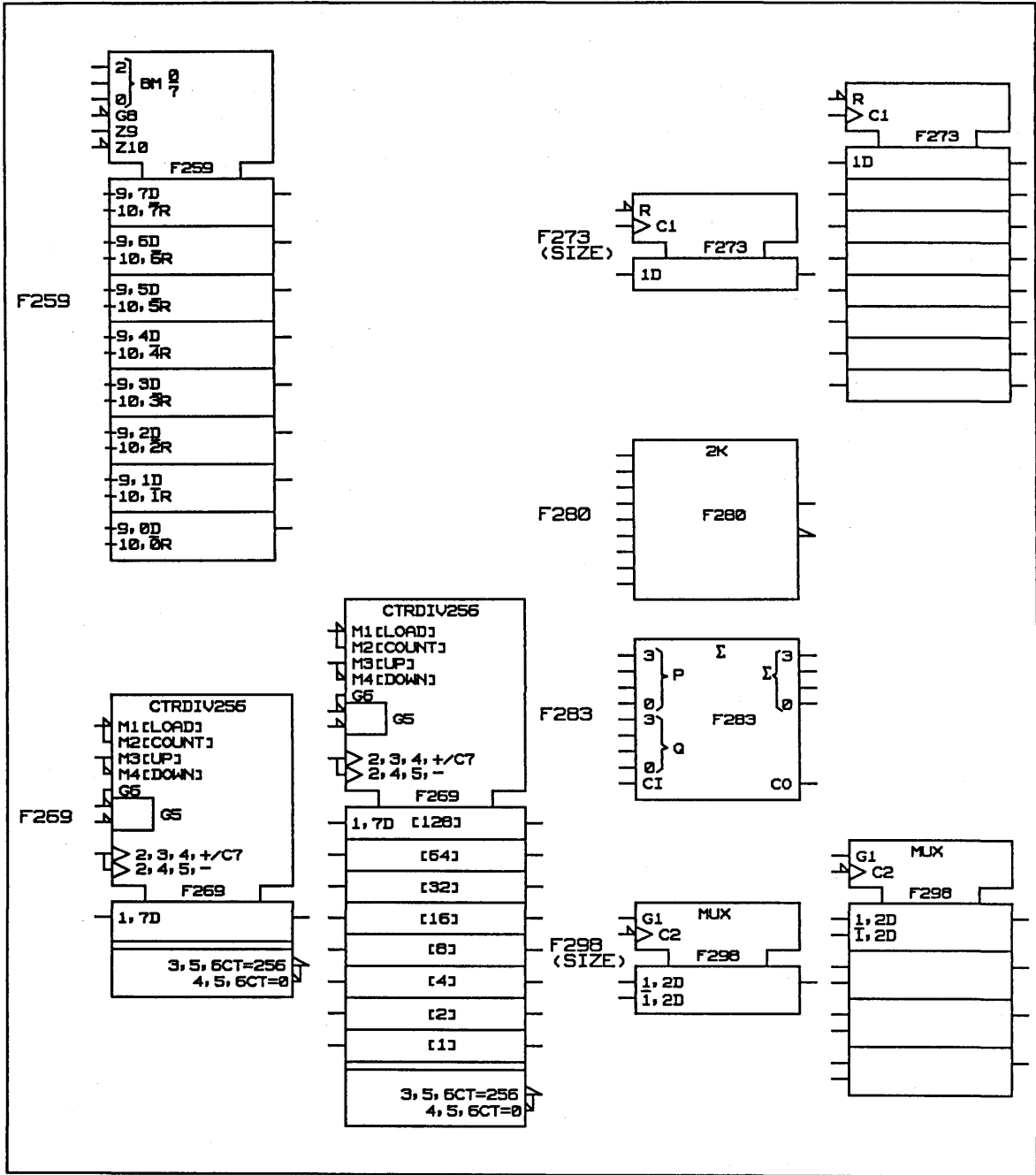


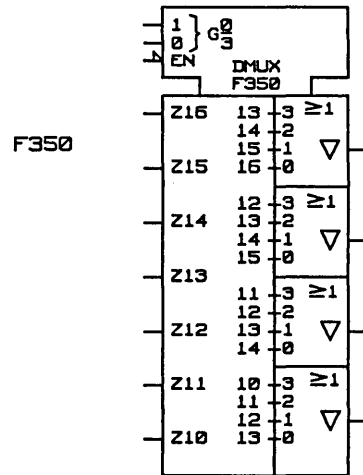
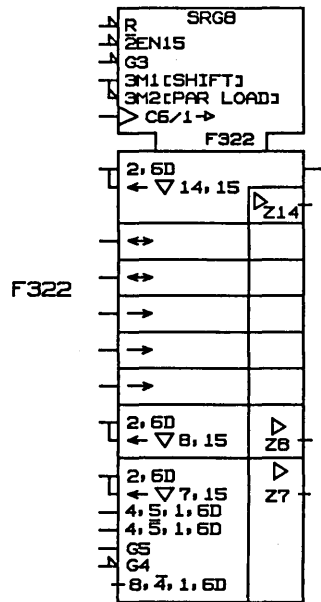
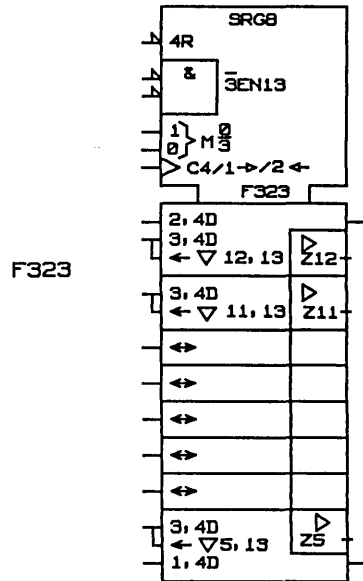
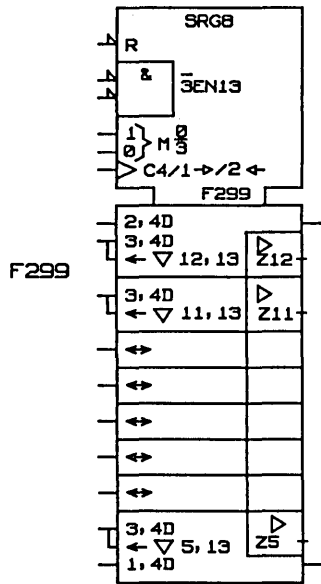


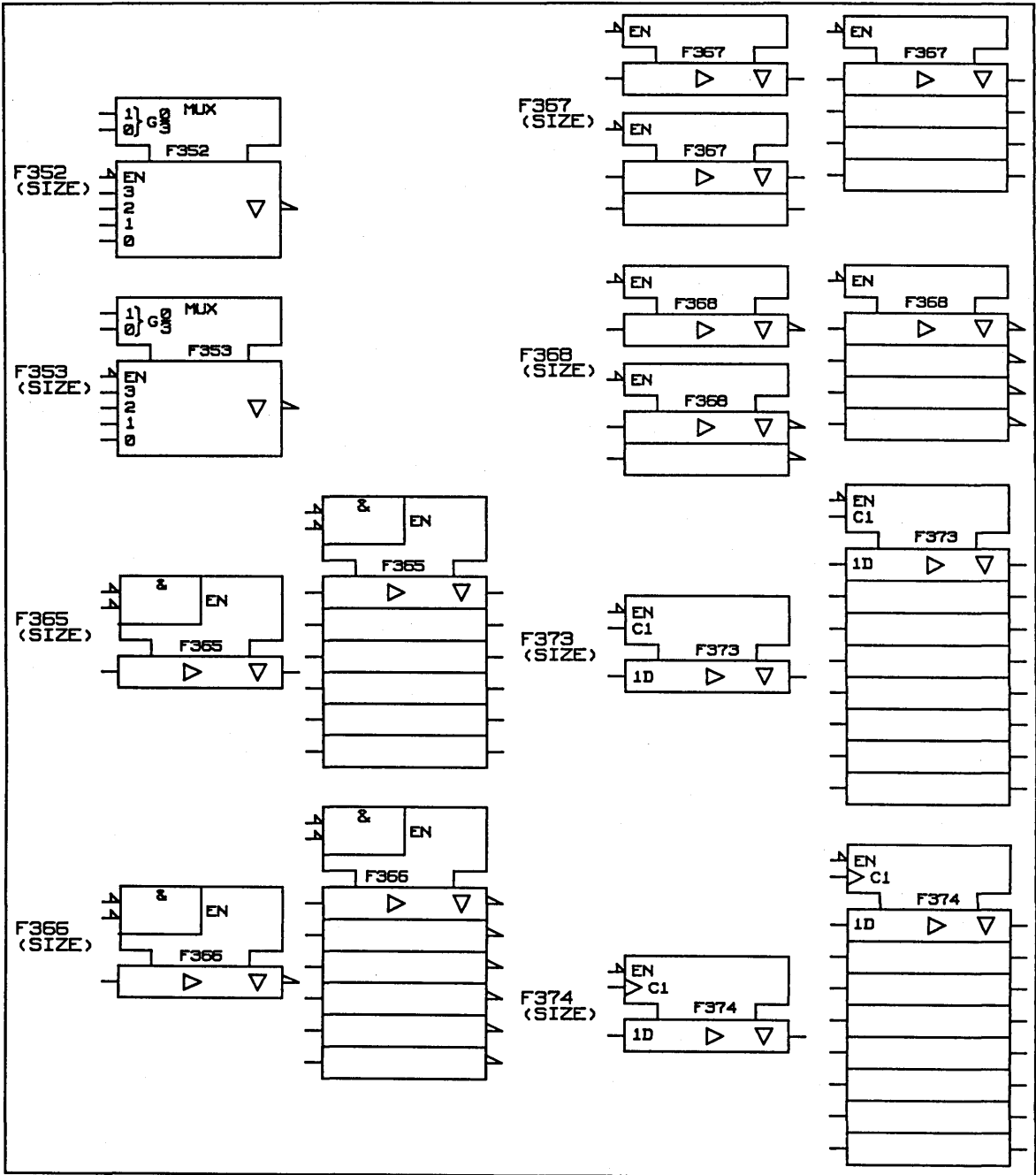




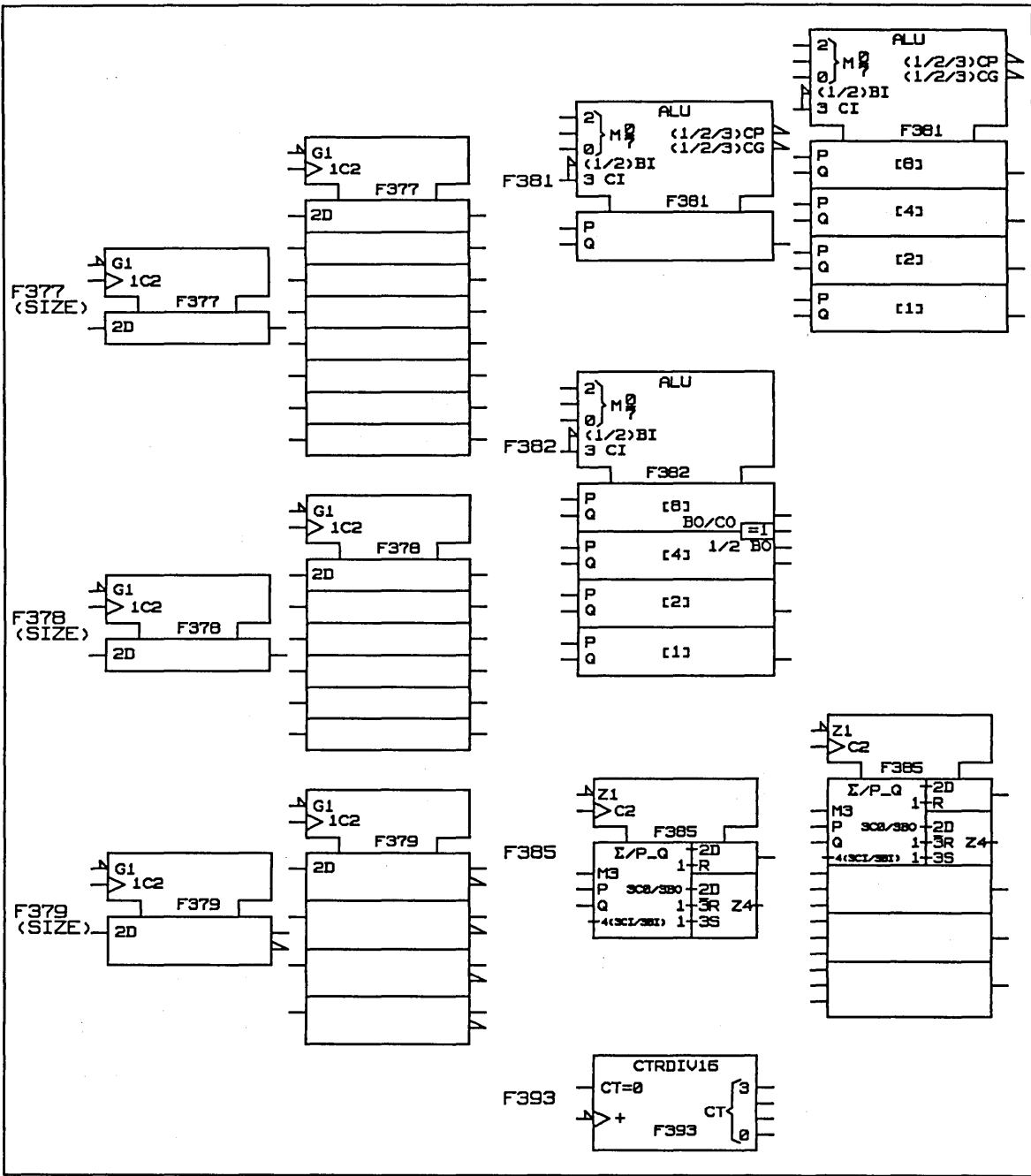


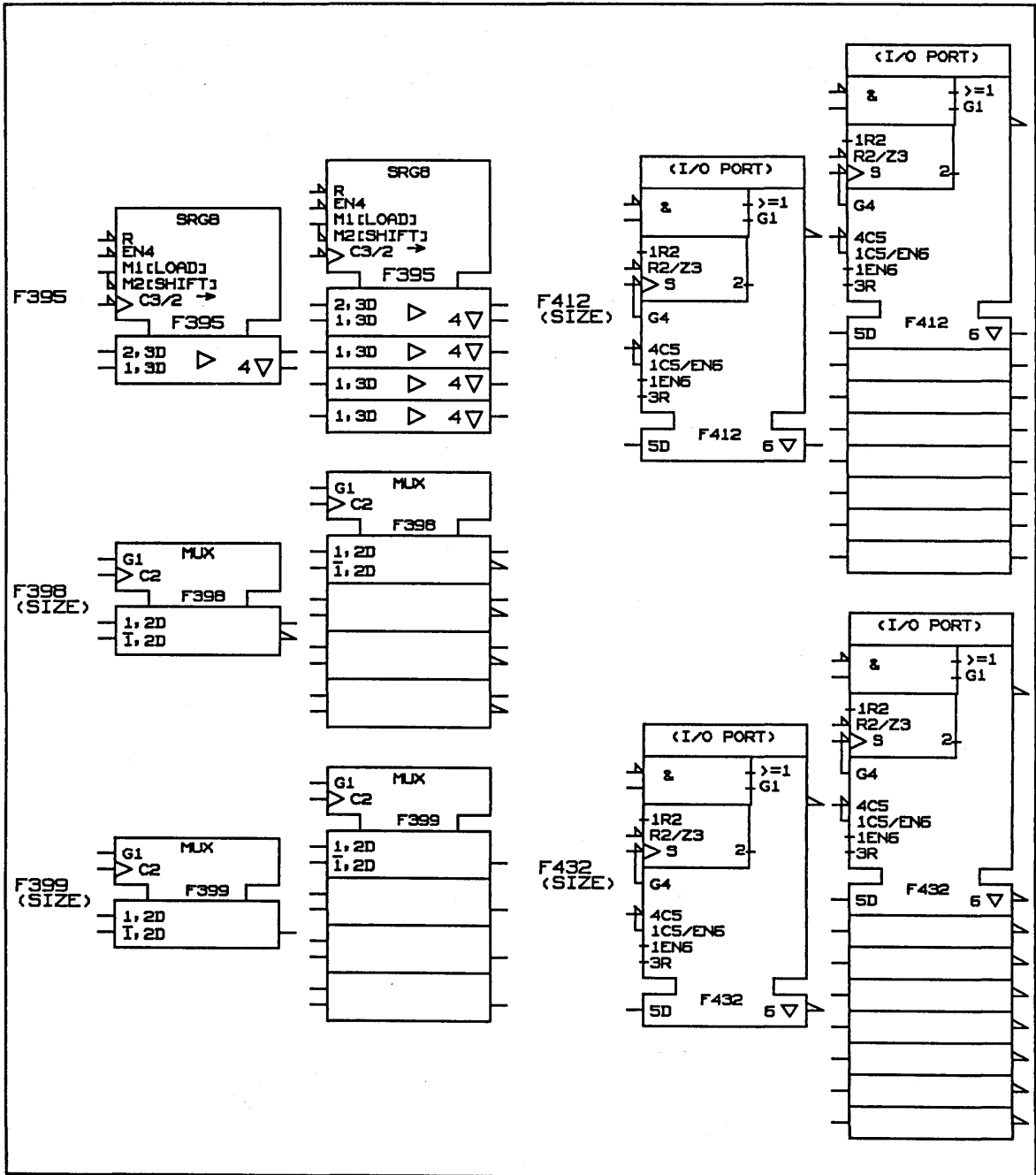


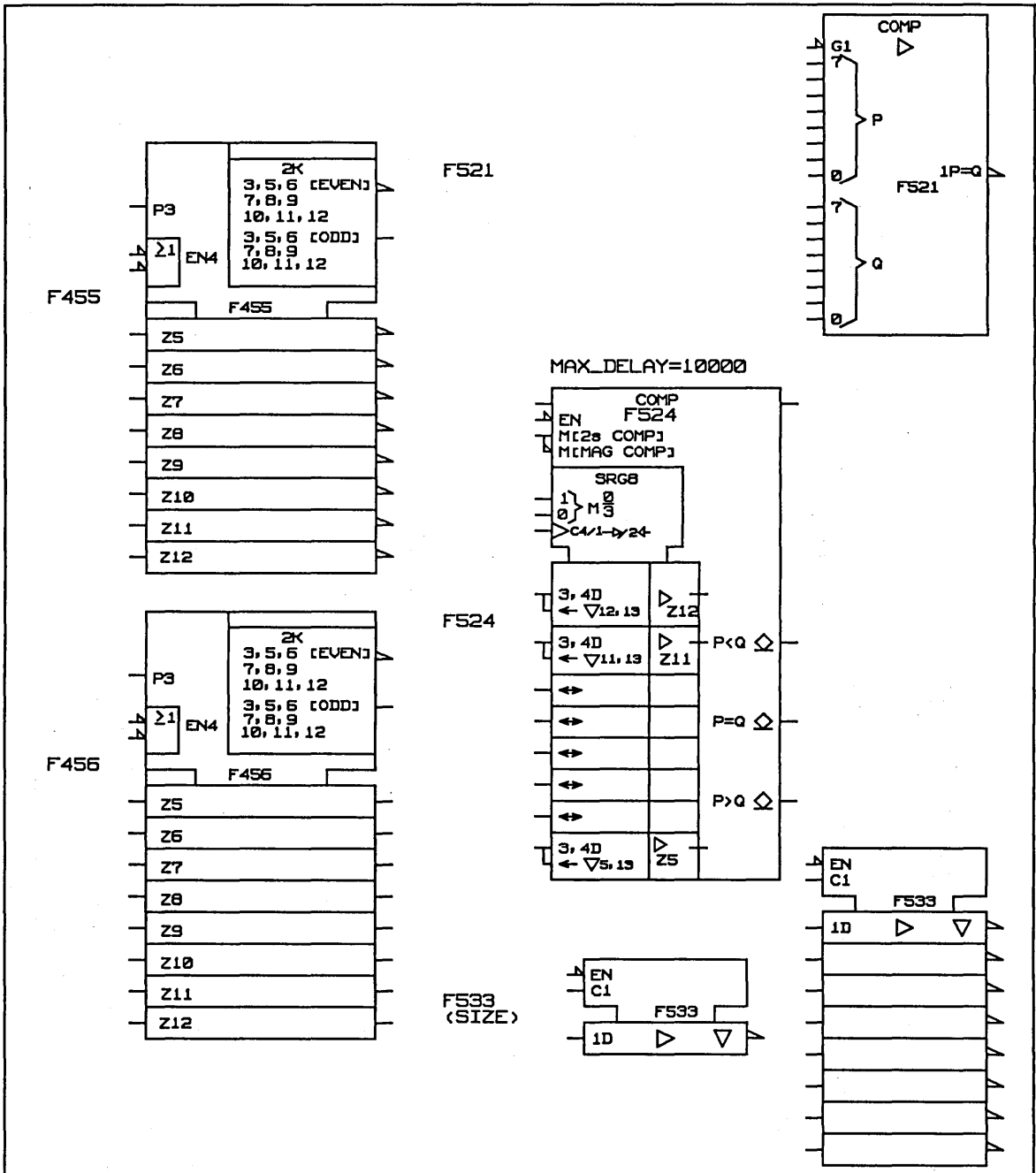


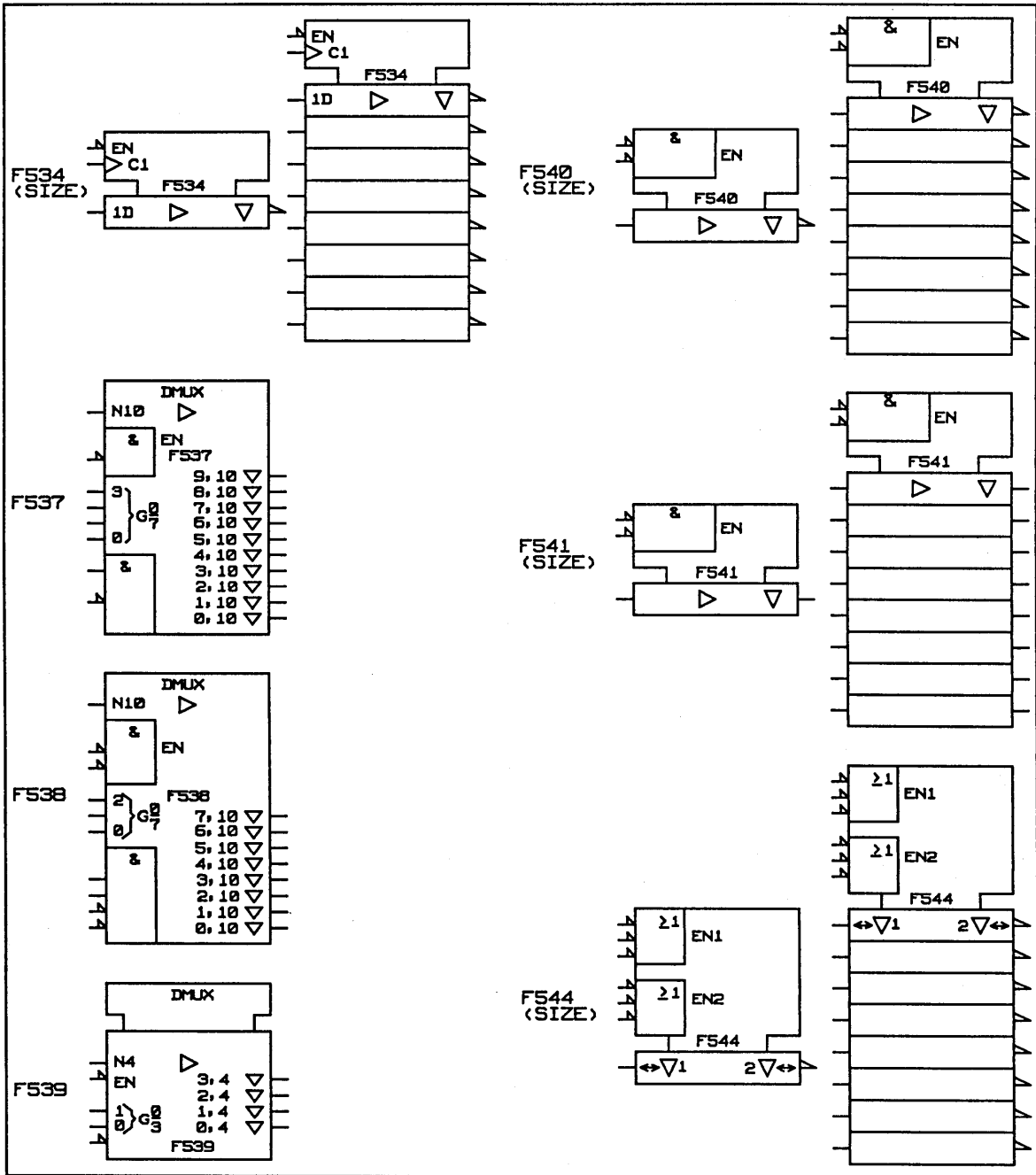


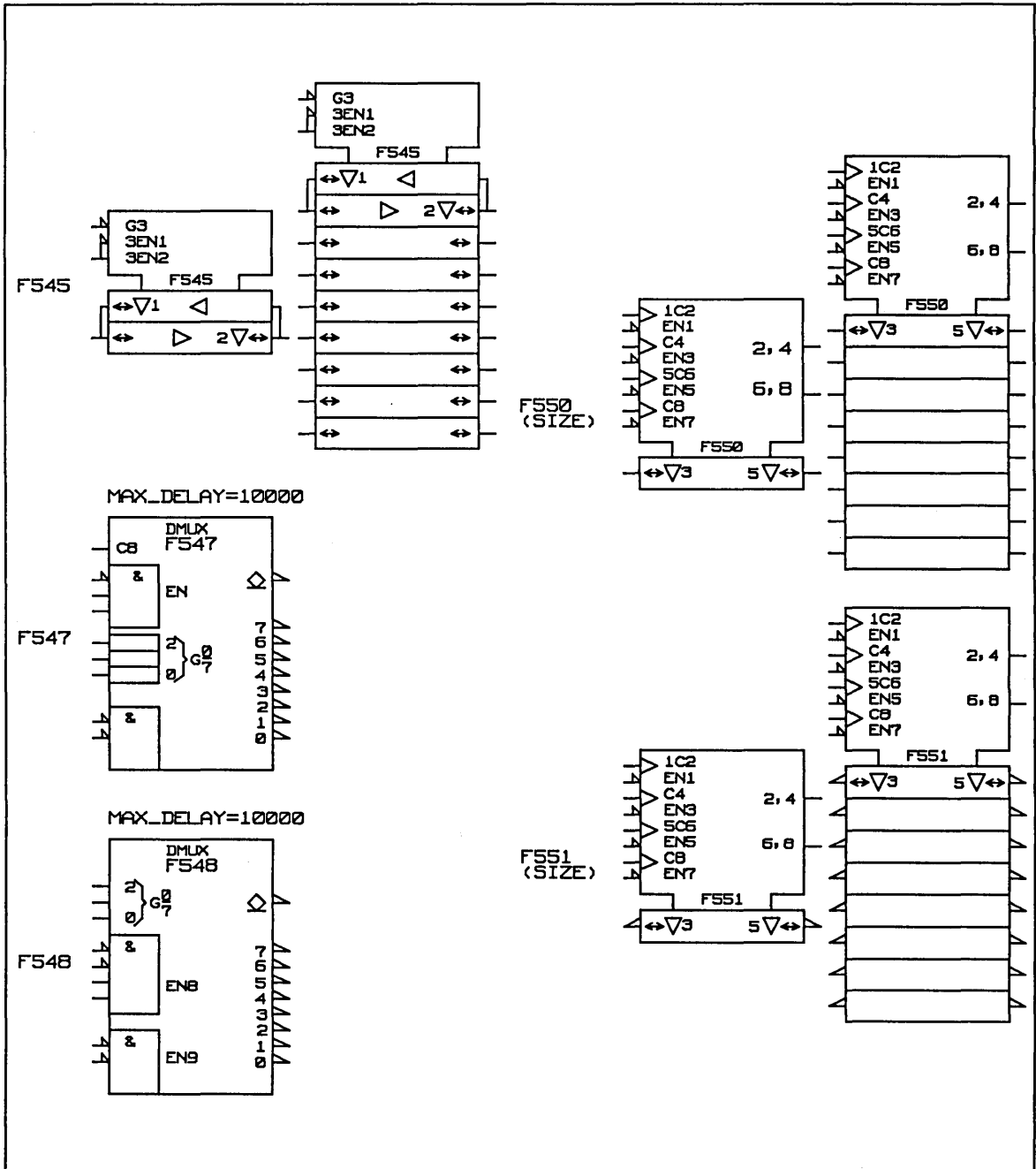


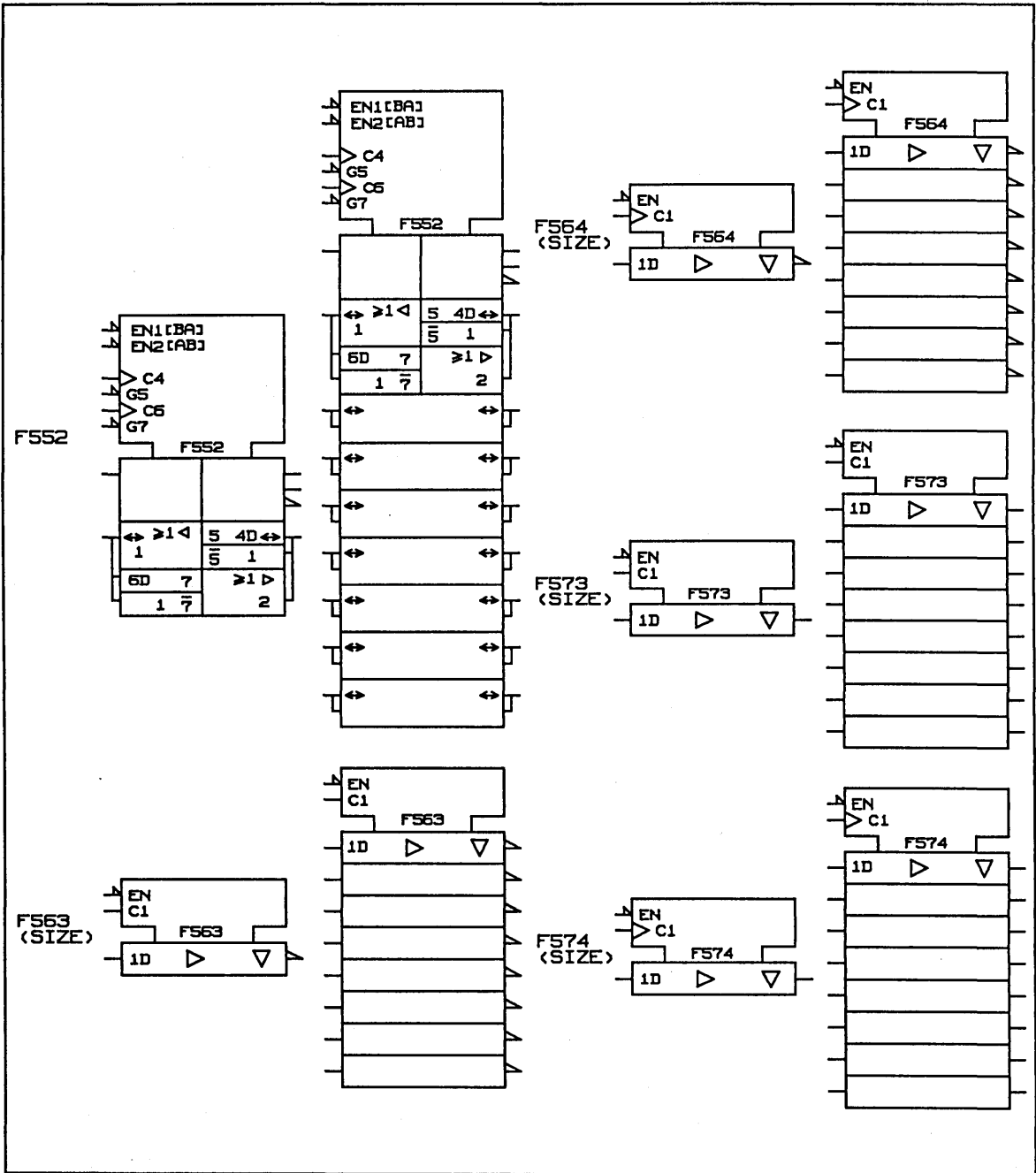


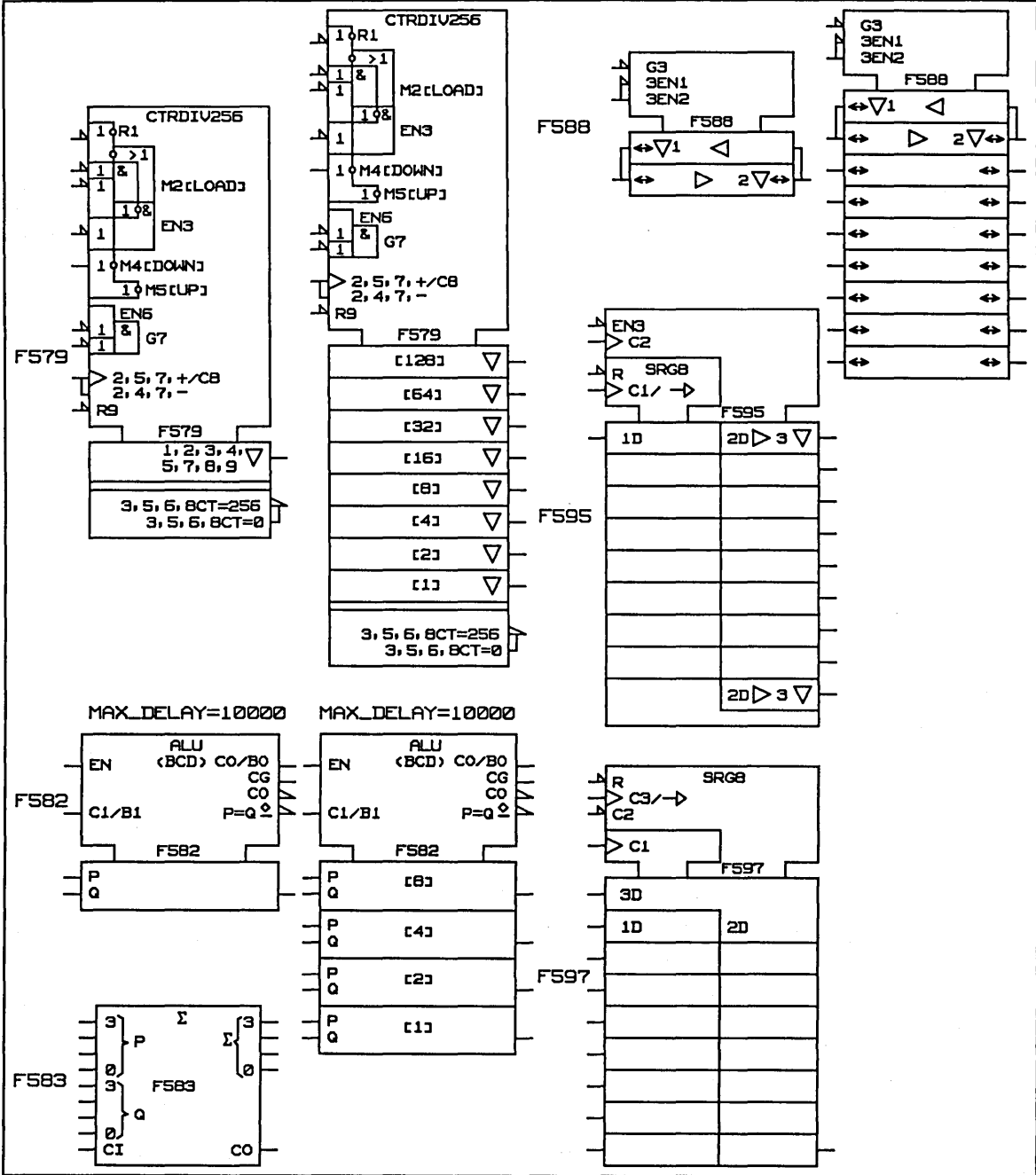


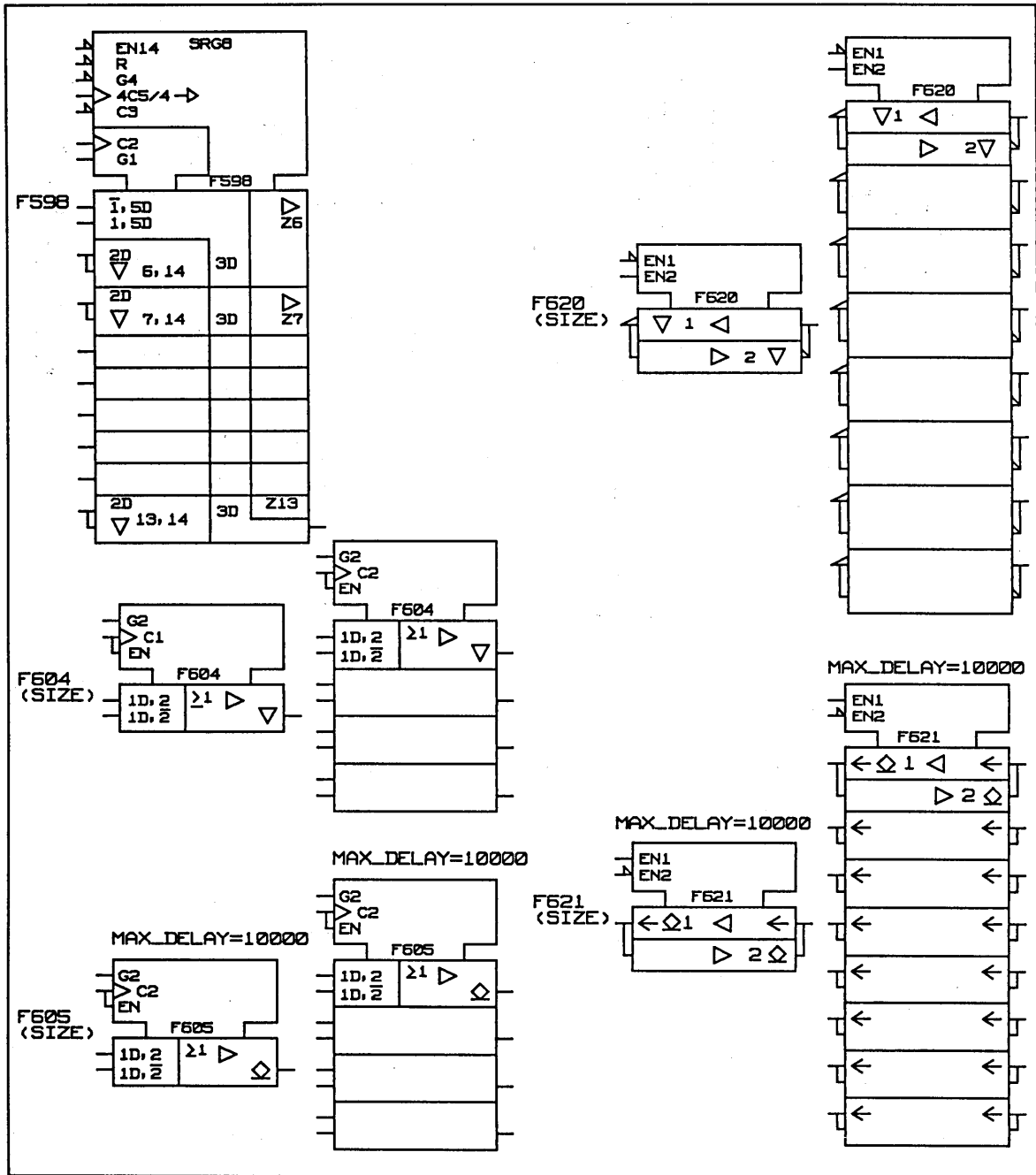




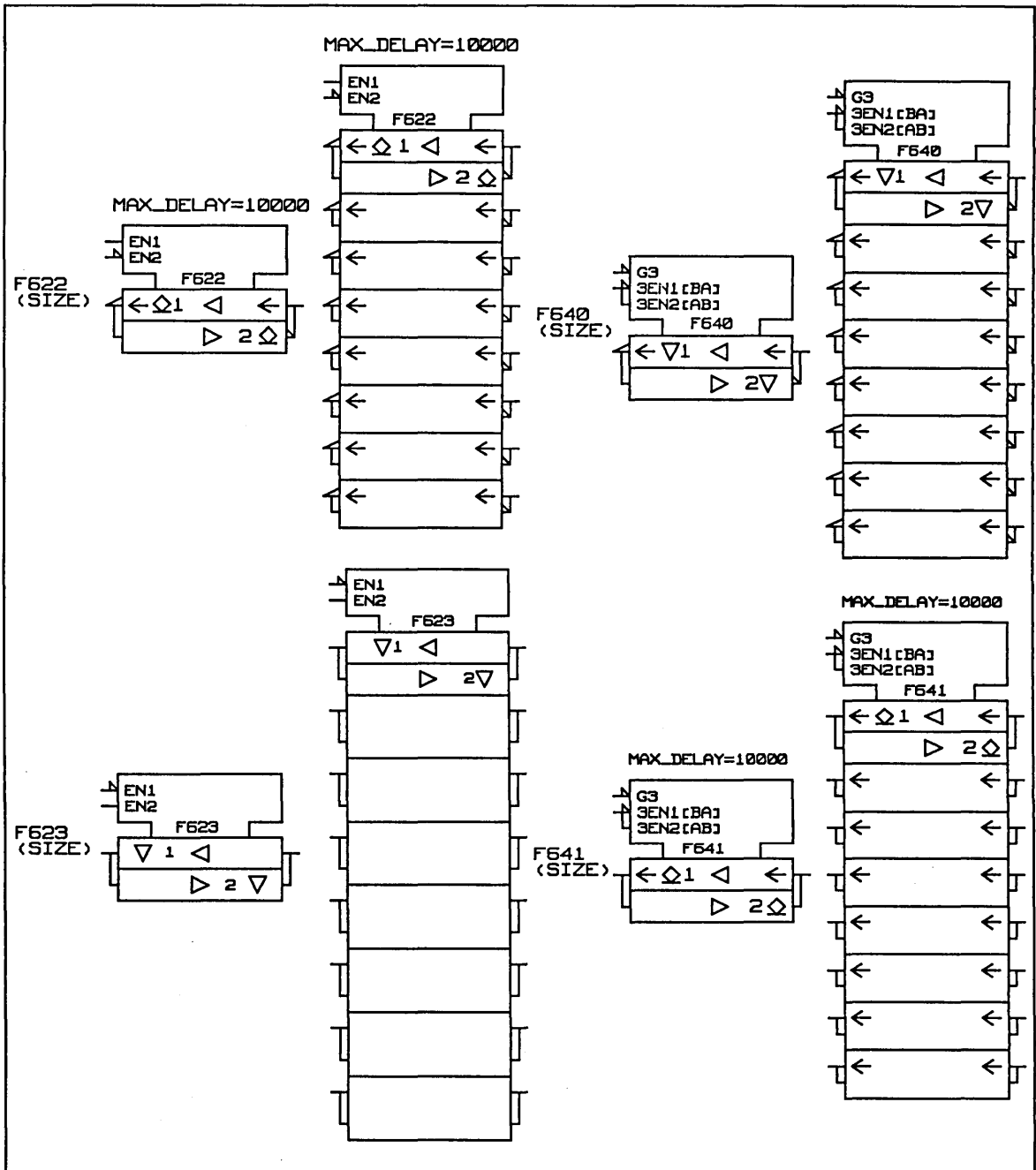


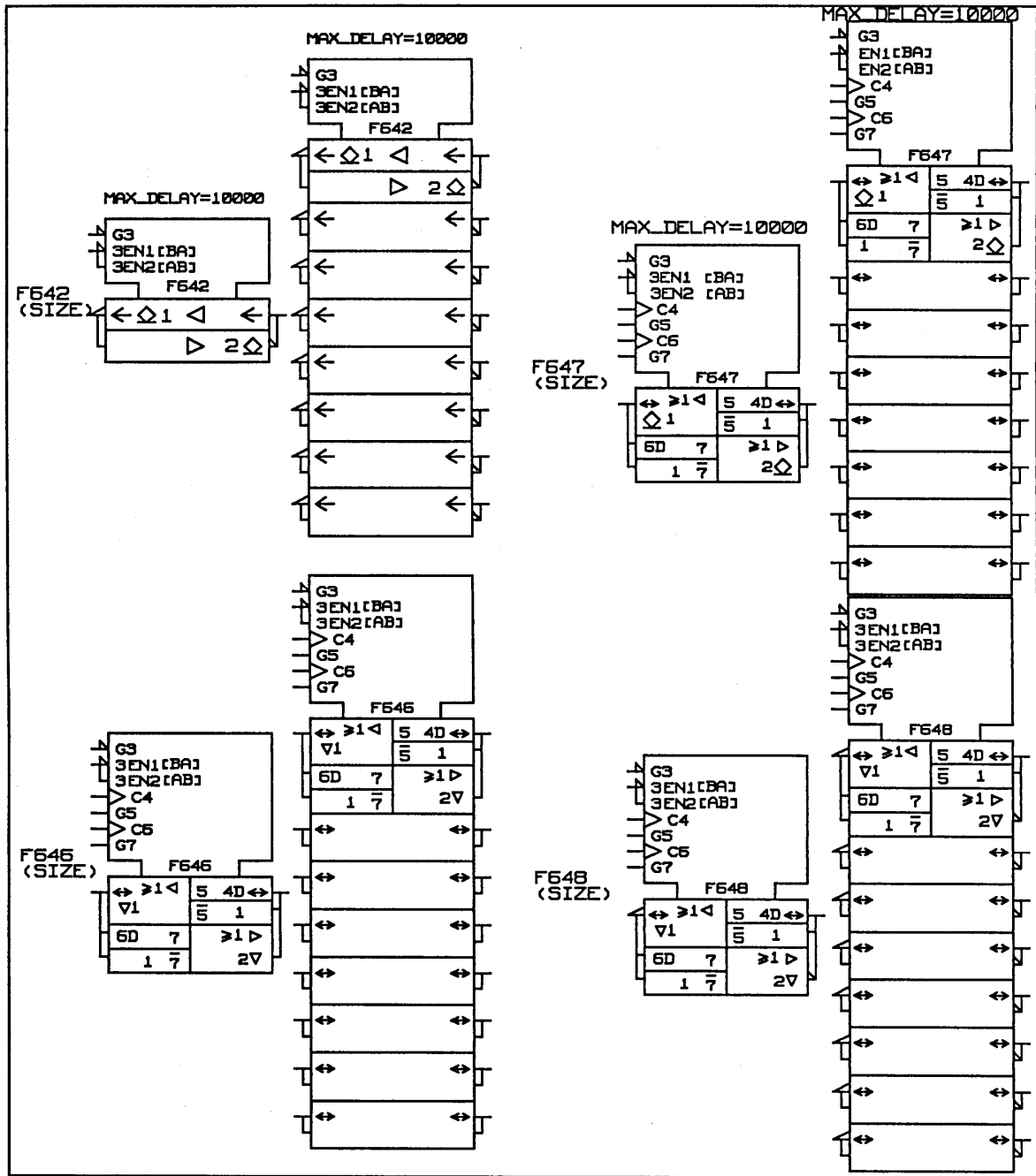


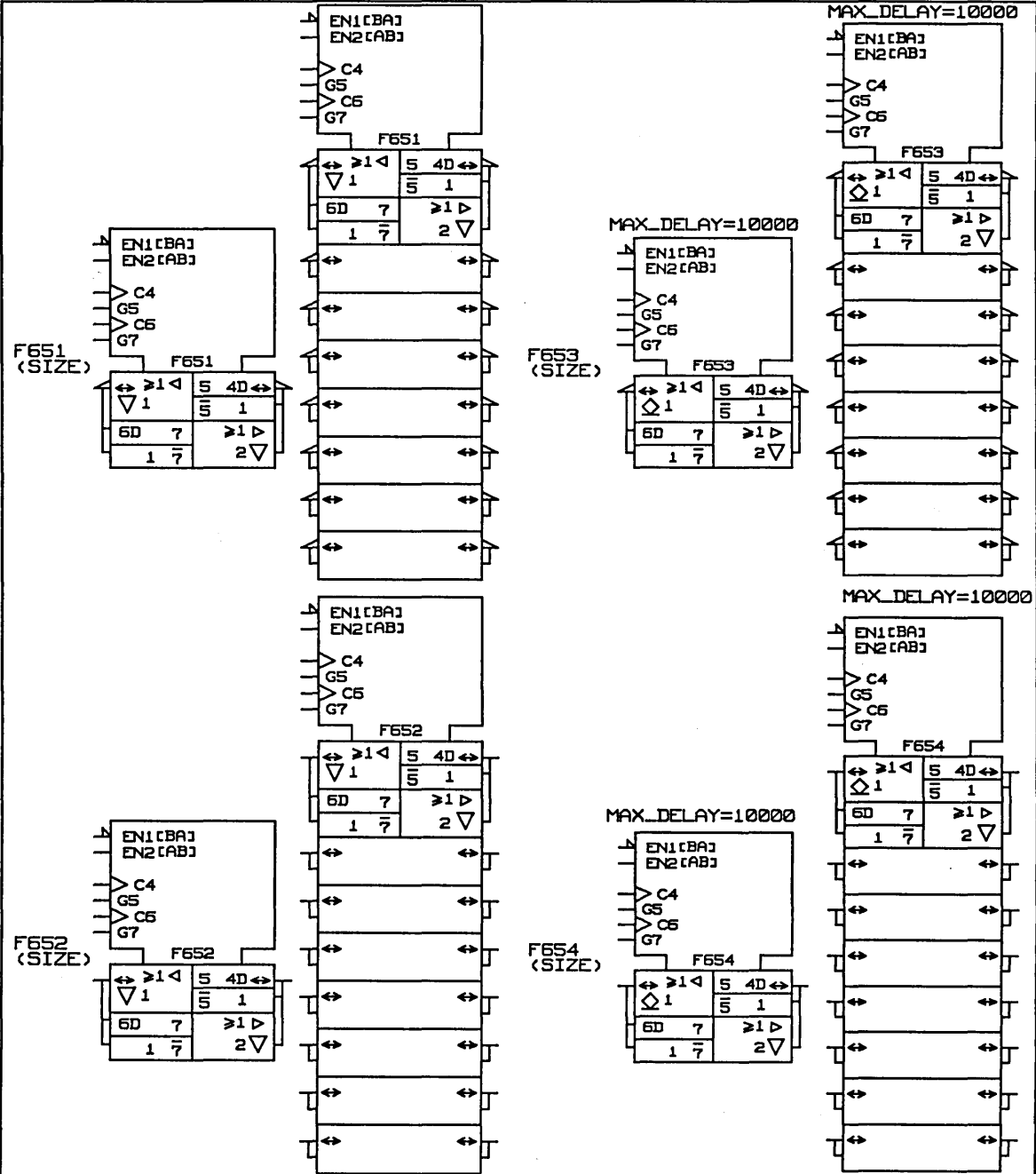


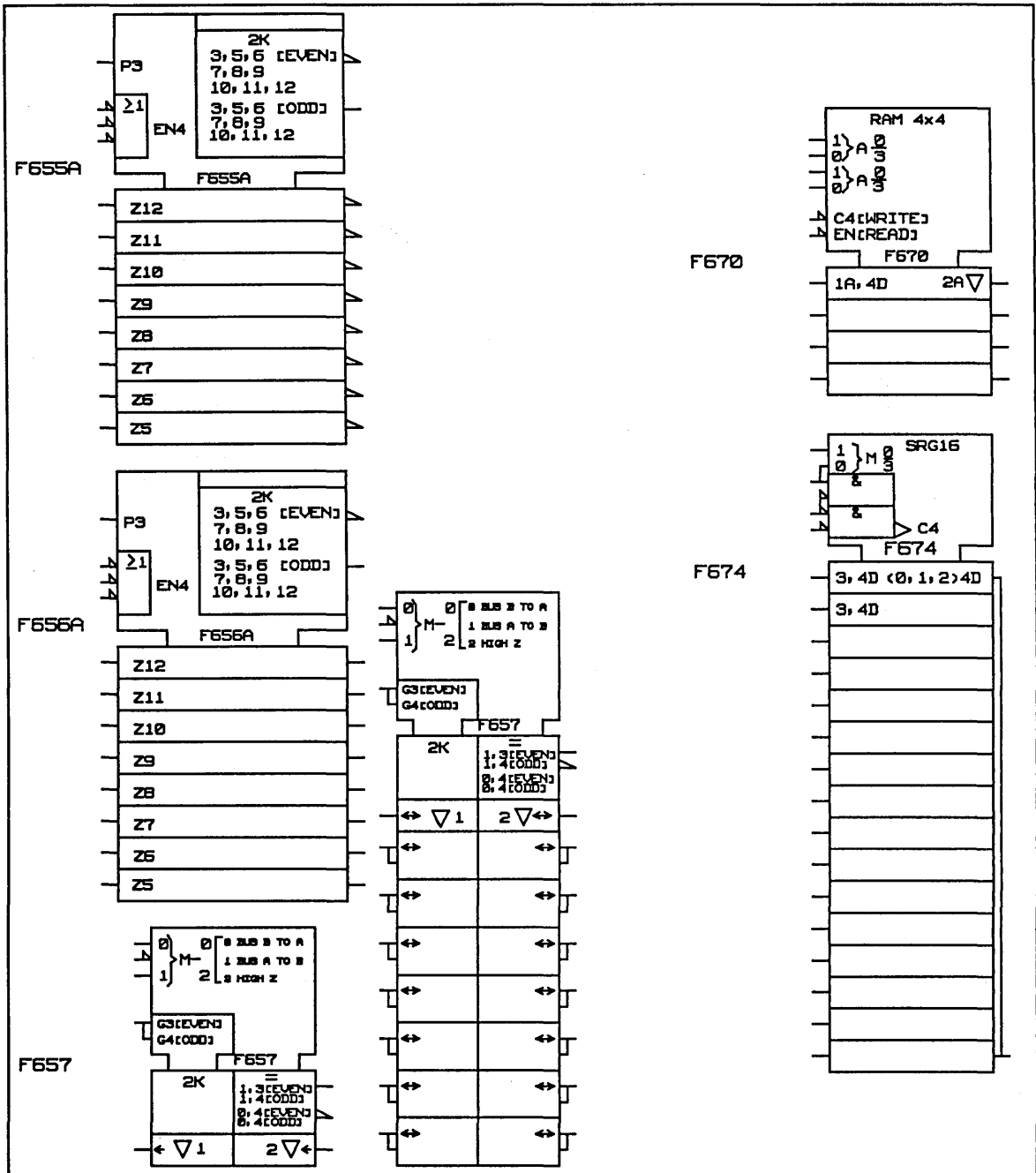


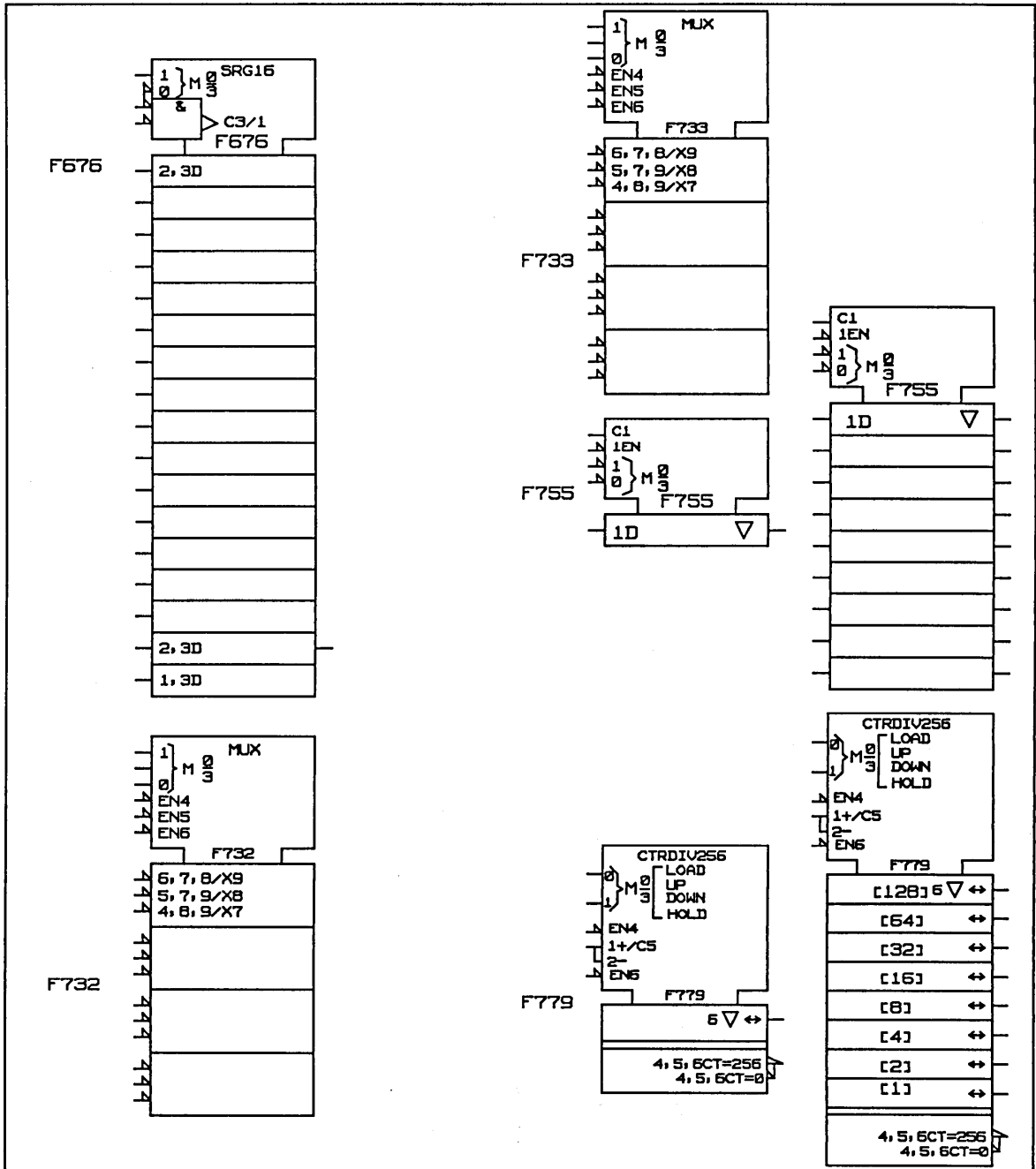


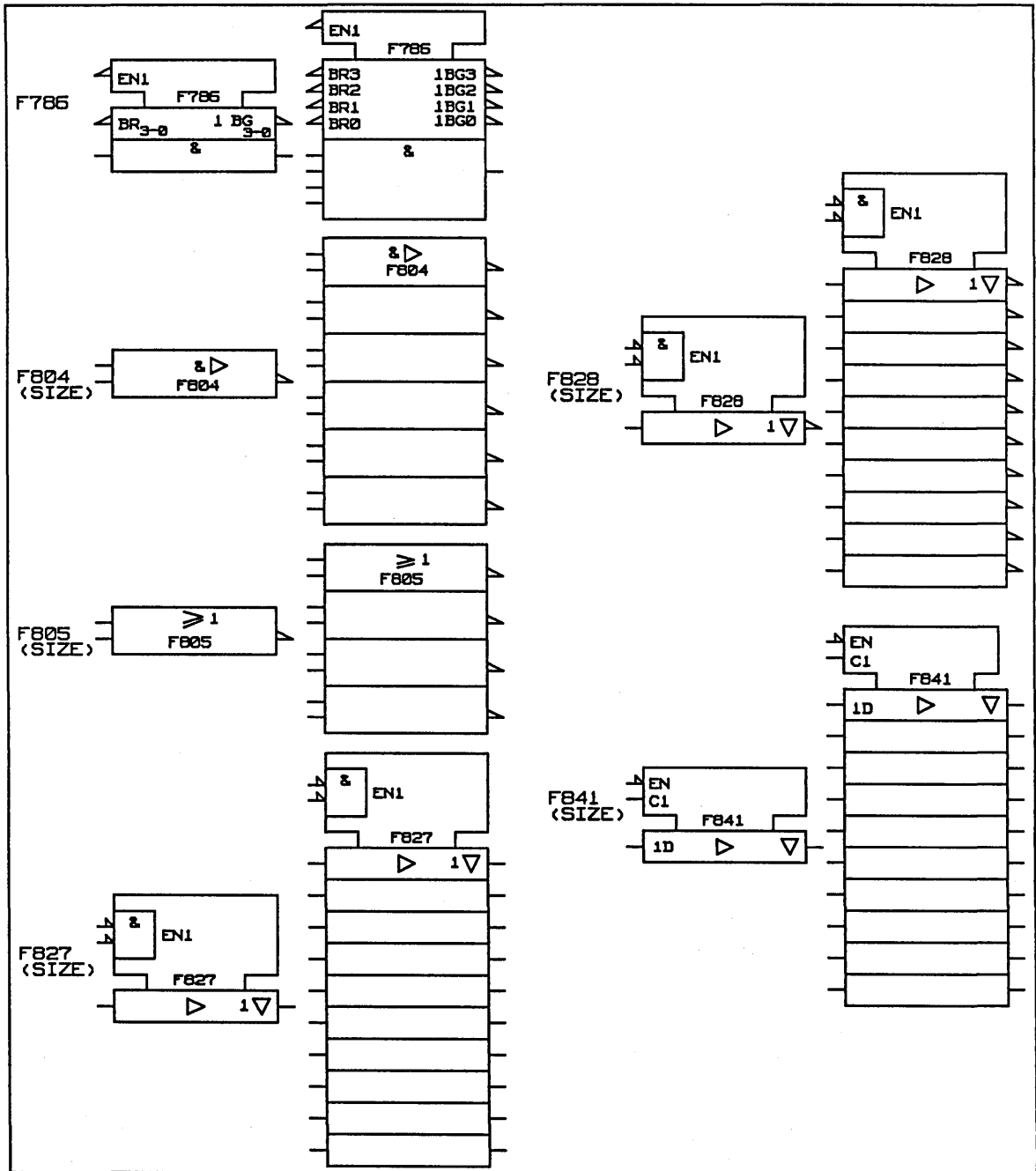


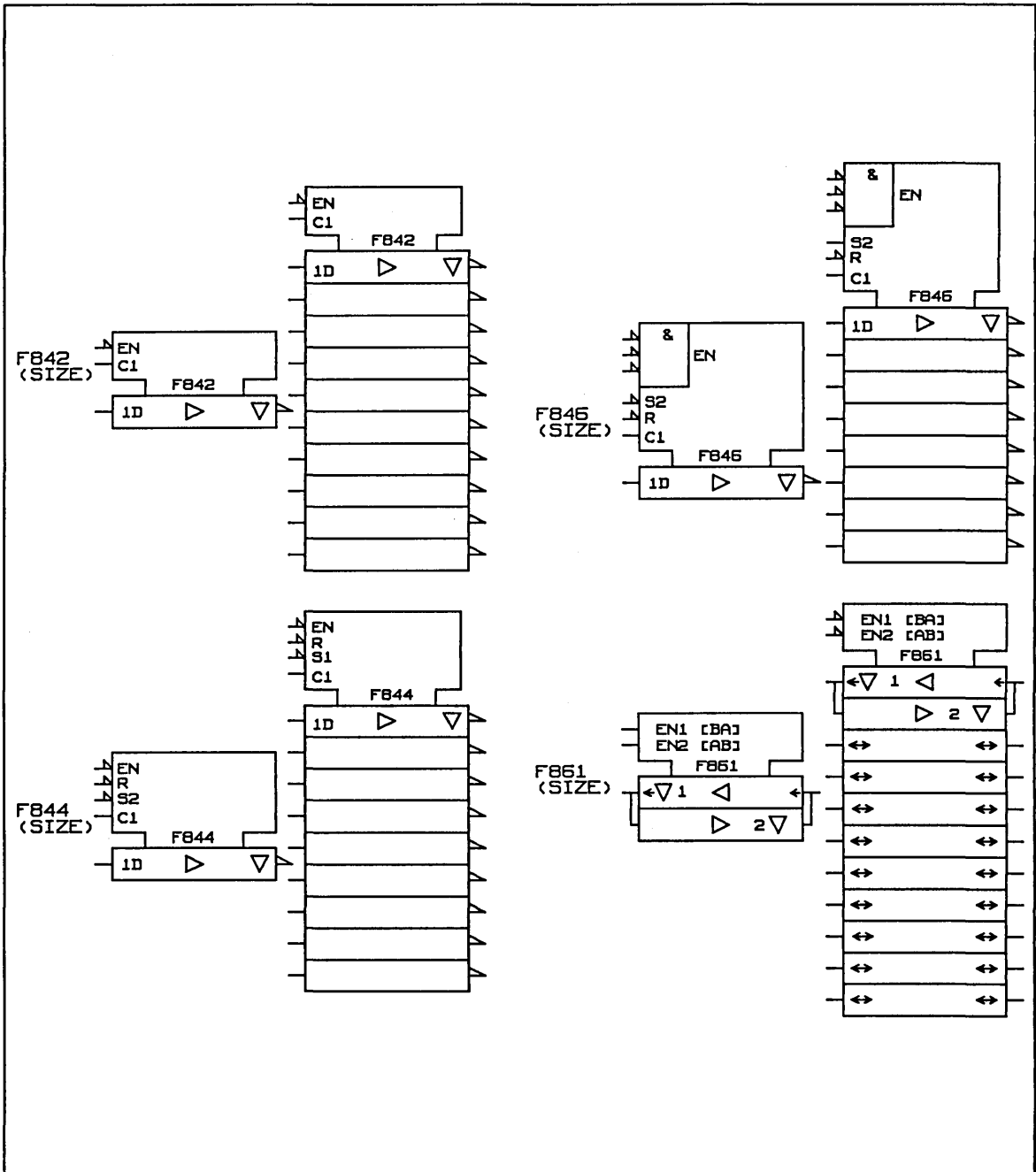


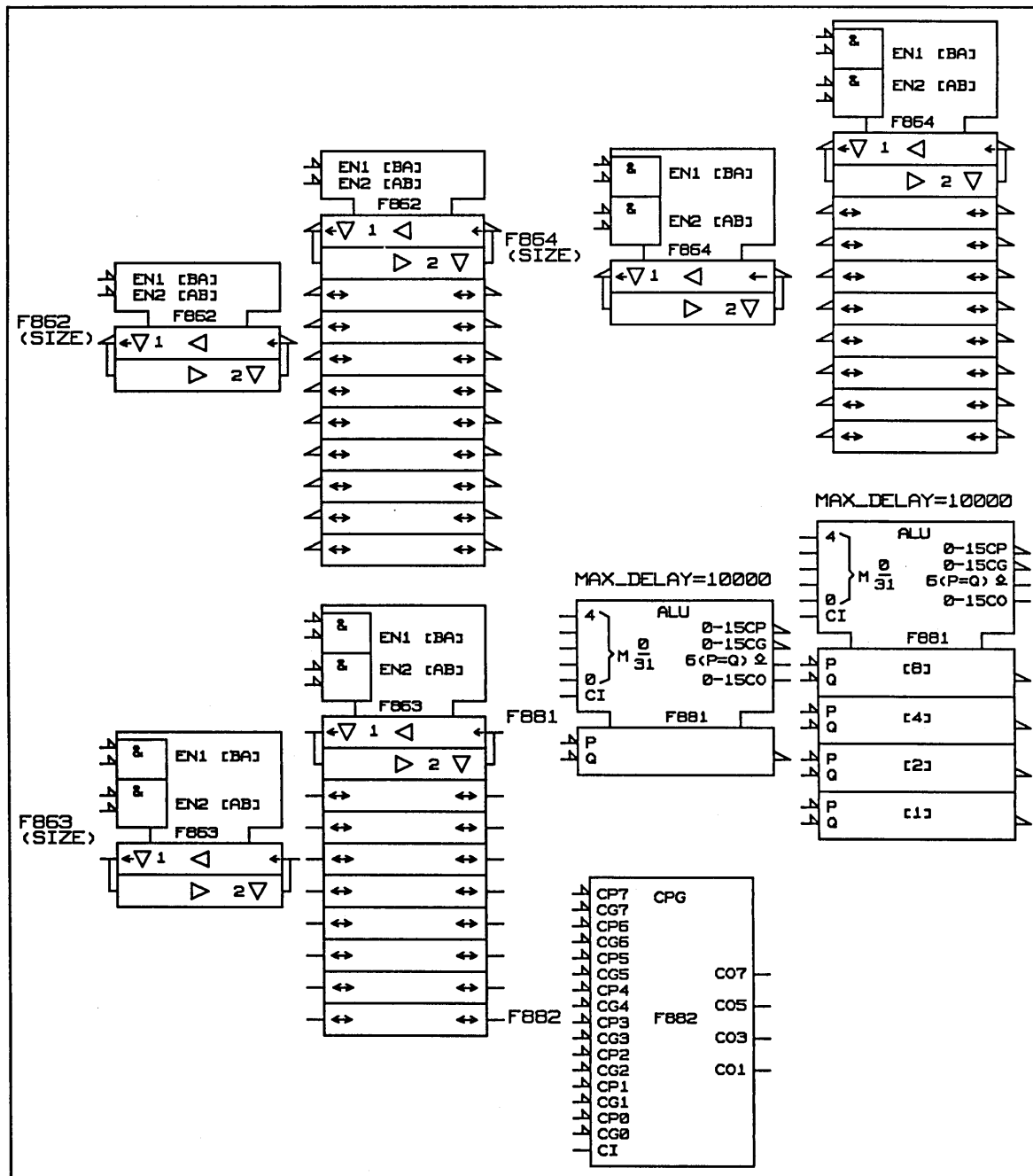




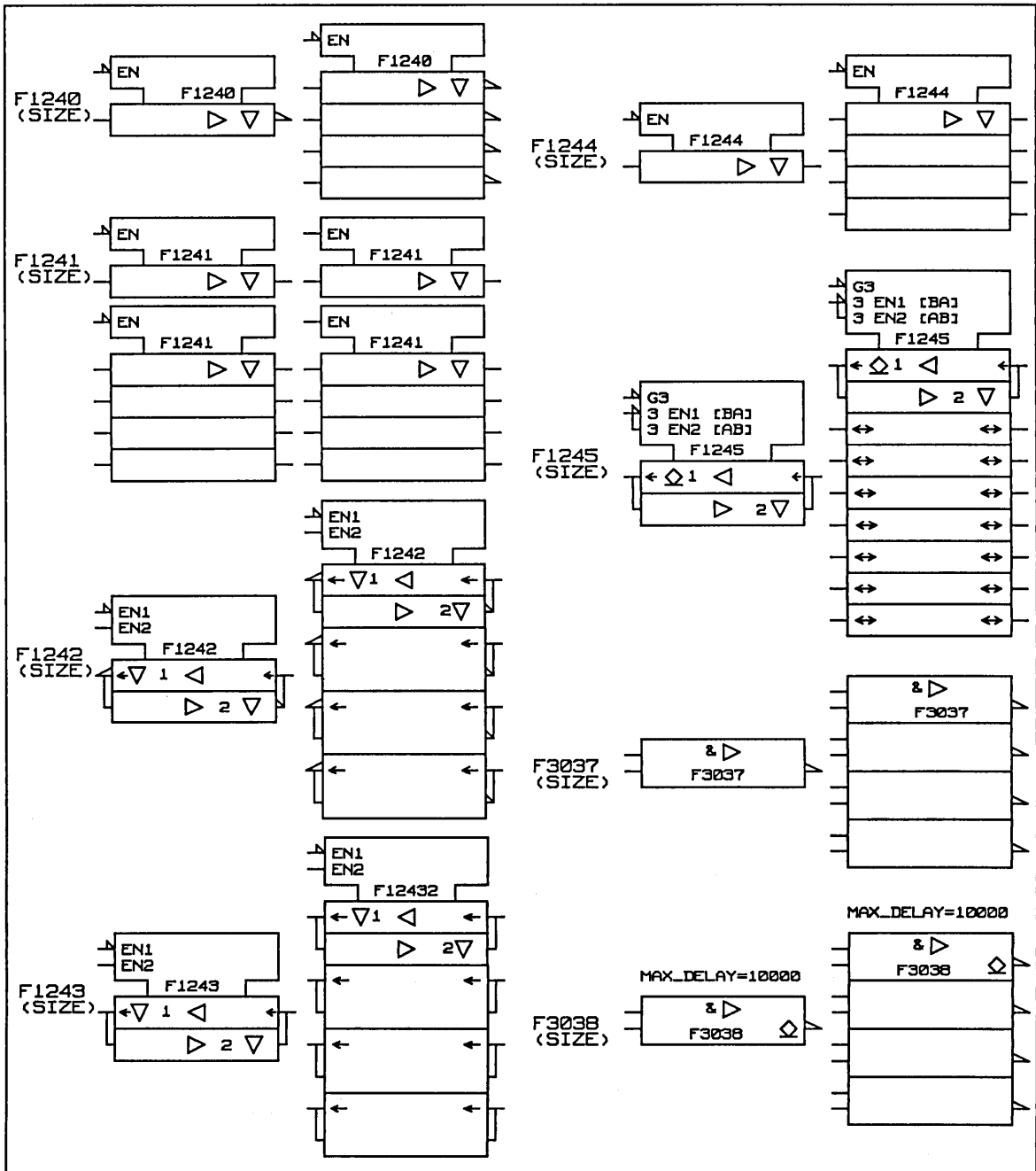


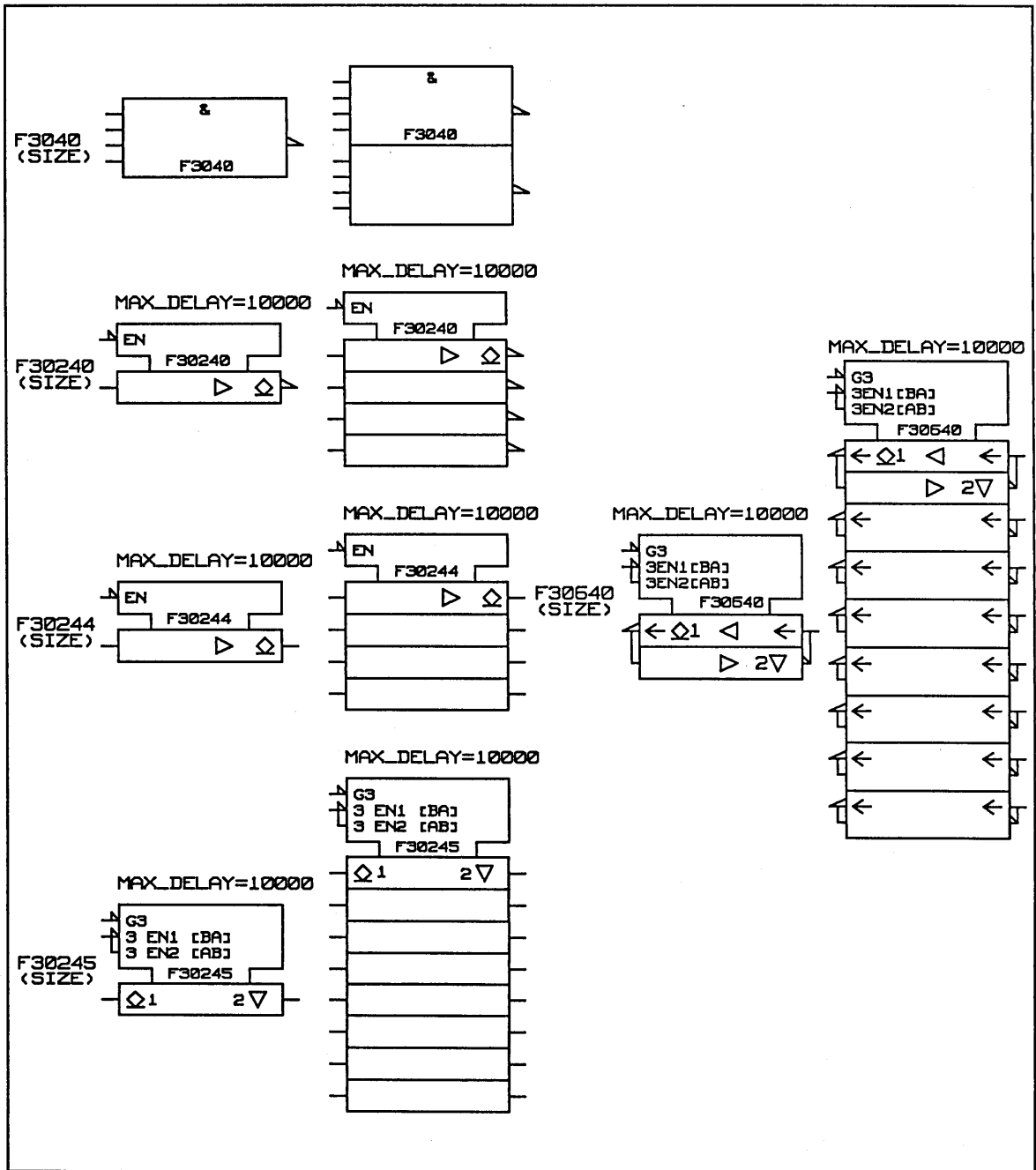














## *The TTL and ANSI TTL Libraries*

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**T**he TTL Library requires approximately 2735 Kbytes of disk storage, and the ANSI TTL Library requires approximately 2845 Kbytes of disk storage. The physical, timing, and simulation models for each library are identical and differ only in their body drawings. The part name for a component in either library is the same; the body drawing used is determined by the first library name encountered in the library search path (*t1.lib* or *a74t1.lib*).

The specifications used to construct the models in these libraries were taken from the Texas Instruments data books.

The release level of the TTL and ANSI TTL Libraries is 9.0.

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Each library contains body drawings and physical, timing, and simulation models for the following 85 components:

00	Quad 2-input positive NAND gate
01	Quad 2-input positive NAND gate with open collector output
02	Quad 2-input positive NOR gate
03	Quad 2-input positive NAND gate with open collector output
04	Hex inverter
05	Hex inverter with open collector output
06	Hex inverter buffer/driver with open collector output
07	Hex buffer/driver with open collector output
08	Quad 2-input positive AND gate
09	Quad 2-input positive AND gate with open collector output
10	Triple 3-input positive NAND gate
12	Triple 3-input positive NAND gate with open collector output
13	Dual 4-input positive NAND Schmitt trigger
14	Hex Schmitt-trigger inverter
16	Hex inverter buffer/driver with open collector high-voltage outputs

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17	Hex buffer/driver with open collector output
20	Dual 4-input positive NAND gate
22	Dual 4-input positive NAND gate with open collector output
23	Expandable dual 4-input positive NOR gate with strobe
25	Dual 4-input positive NOR gate with strobe
26	Quad 2-input high voltage interface positive NAND gate
27	Triple 3-input positive NOR gate
28	Quad 2-input positive NOR gate
30	8-input positive NAND gate
32	Quad 2-input positive OR gate
33	Quad 2-input positive OR buffer with open collector outputs
37	Quad 2-input positive NAND buffer
38	Quad 2-input positive NAND buffer with open collector outputs
40	Dual 4-input positive NAND buffer
45	BCD to decimal decoder
47	BCD to 7-segment decoder
48	BCD to 7-segment decoder/driver
50	Dual 2-wide 2-input AND-OR-invert gates
51	AND-OR-invert gate
53	Expandable 4-wide AND-OR-invert gates

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54	4-wide AND-OR-invert gates
60	Dual 4-input expanders
70	AND-gated JK positive edge triggered flip-flop with preset and clear
72	AND-gated JK master-slave flip-flop with preset and clear
73	Dual JK flip-flop with clear
74	Dual D-type positive edge-triggered flip-flop with preset and clear
75	4-bit bistable latches
76	Dual JK flip-flop with preset and clear
80	Gated full adders
81	Gated full adders
82	2-bit binary full adders
85	4-bit magnitude comparator
86	Quad 2-input exclusive-OR gates
94	4-bit shift registers
96	5-bit shift registers
97	Synchronous 6-bit binary rate multipliers
107	Dual JK flip-flop with clear
109	Dual JK positive edge-triggered flip-flop with preset and clear
110	AND-gated JK master-slave flip-flop with data lockout
111	Dual JK master-slave flip-flop with data lockout

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116	Dual 4-bit latches
120	Dual pulse synchronizers/drivers
121	Monostable multivibrators
122	Retriggerable monostable multivibrators with clear
123	Dual retriggerable monostable multivibrators with clear
125	Quad bus buffer gates with three-state outputs
126	Quad bus buffer gates with three-state outputs
128	50-ohm line driver
132	Quad 2-input positive NAND Schmitt triggers
142	Counter/latch/decoder/driver
143	Counter/latch/decoder/driver
144	Counter/latch/decoder/driver
145	BCD-to-decimal decoder/driver for lamps, delays, MOS
147	10-line decimal to 4-line BCD priority encoder
148	8-line to 3-line octal priority encoder
150	1-of-16 data selector/multiplexer
153	Dual 4-line to 1-line data selector/multiplexer
154	4-to-16 line decoder/demultiplexer
155	Decoder/demultiplexer
156	Decoder/demultiplexer with open collector outputs
157	Quad 2-line to 1-line data selector/multiplexer
159	4-to-16 line decoder/demultiplexer
176	35-MHz presetable decade counters/latches
177	35-MHz presetable binary counters/latches
179	4-bit universal shift registers

<b>185</b>	Binary-to-BCD converter
<b>198</b>	8-bit bidirectional universal shift registers
<b>265</b>	Quad complementary output elements
<b>273</b>	Octal D-type flip-flop
<b>376</b>	Quad JK flip-flops



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## Application Notes

### Monostable Multivibrators

The 74121, 74122, and 74123 models fully support the simulation and timing behavior of a retrigerrable multivibrator – infinite retrigerring edges and external resettability at any time.

To use the simulation model, logic initialization or initial depositing of the same value (either 0 or 1) to internal signals D0 and D1 must be performed.

To use the timing verification model, the following must be observed:

- The Timing Verifier's directives file (*verifier.cmd*) must include the directive:

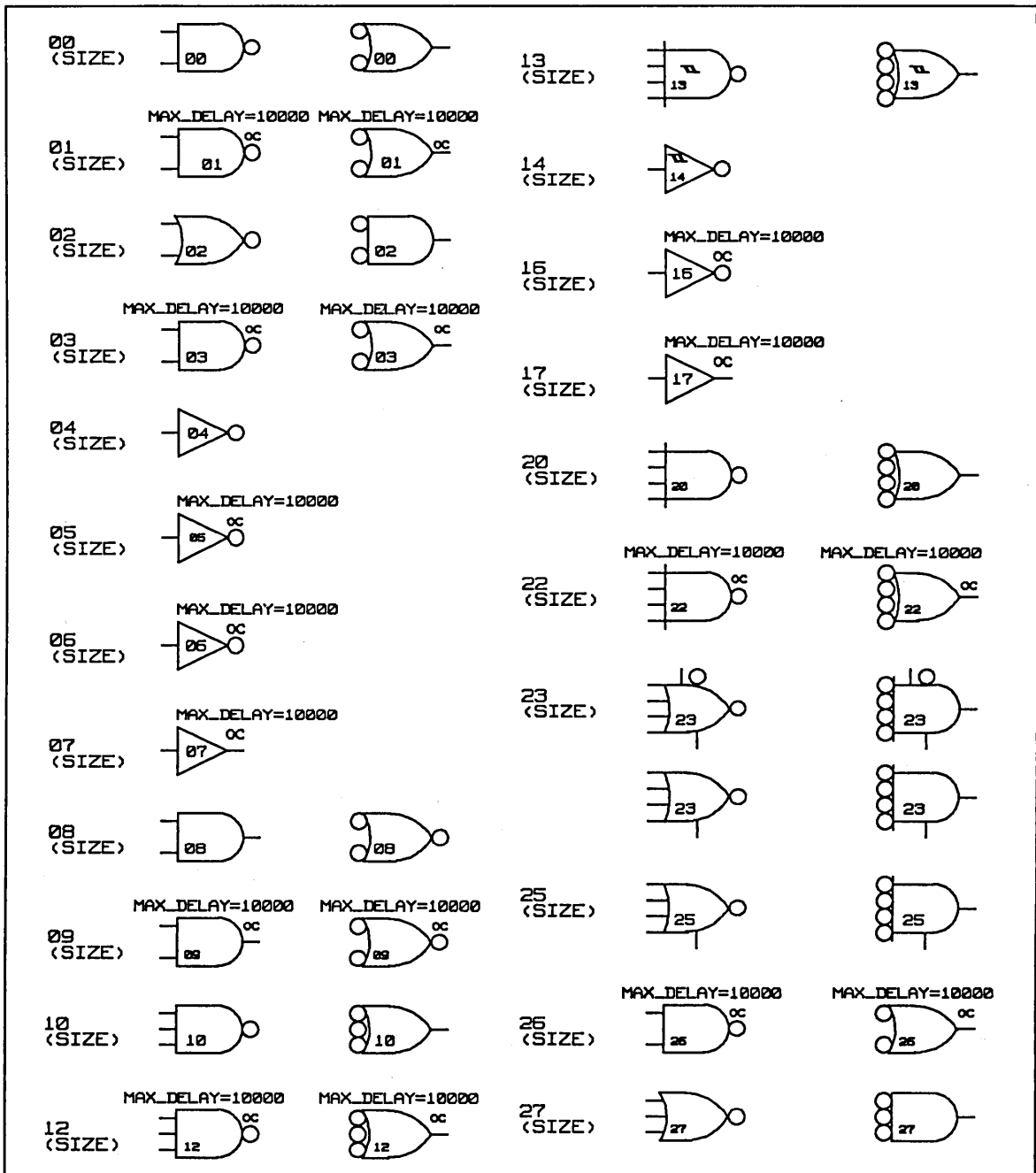
```
LATCH_ERR_MODEL CLOSED;
```

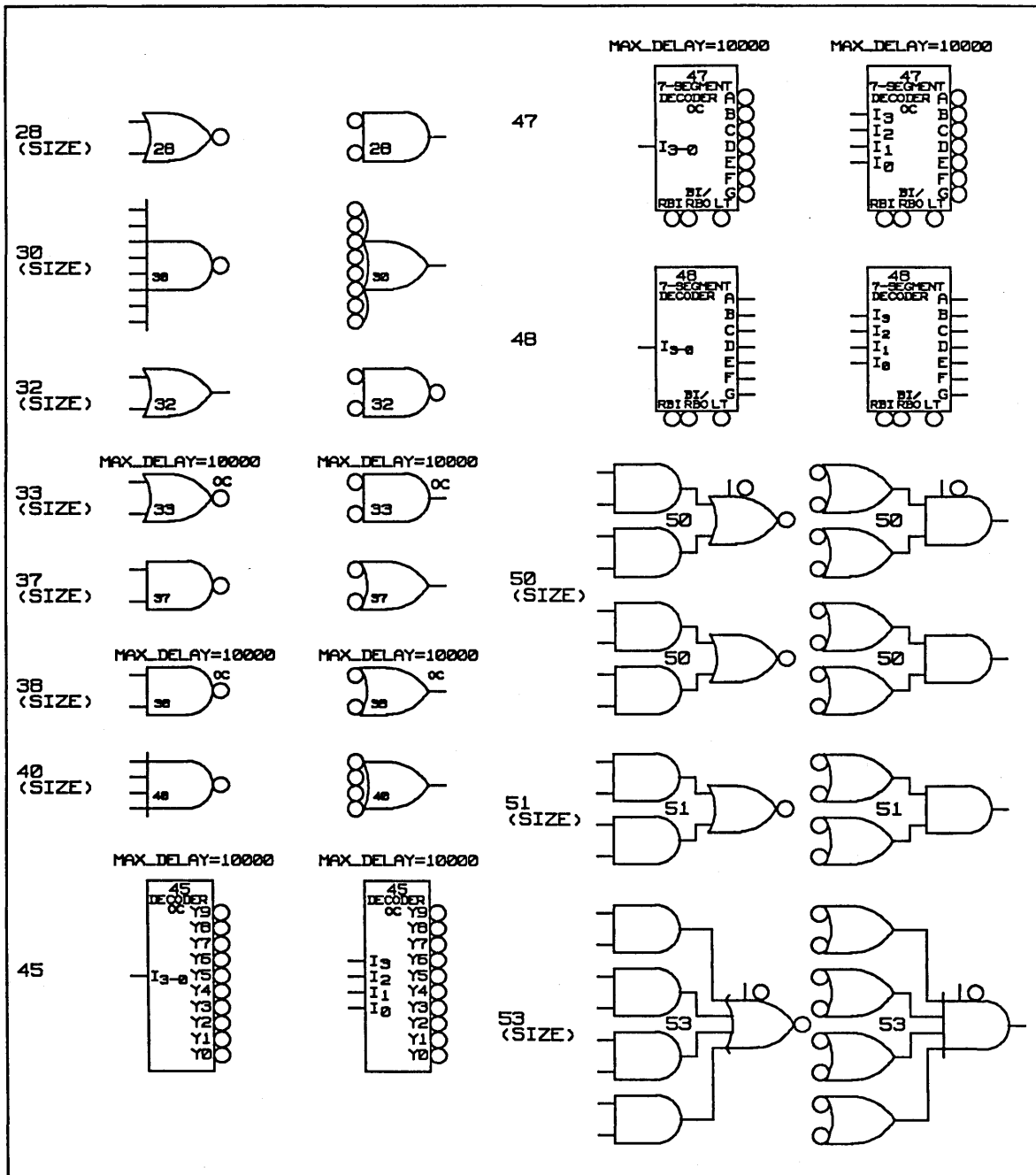
- The first trigger edge must occur after 'PULSE\_WIDTH' ns.
- The maximum trigger frequency is

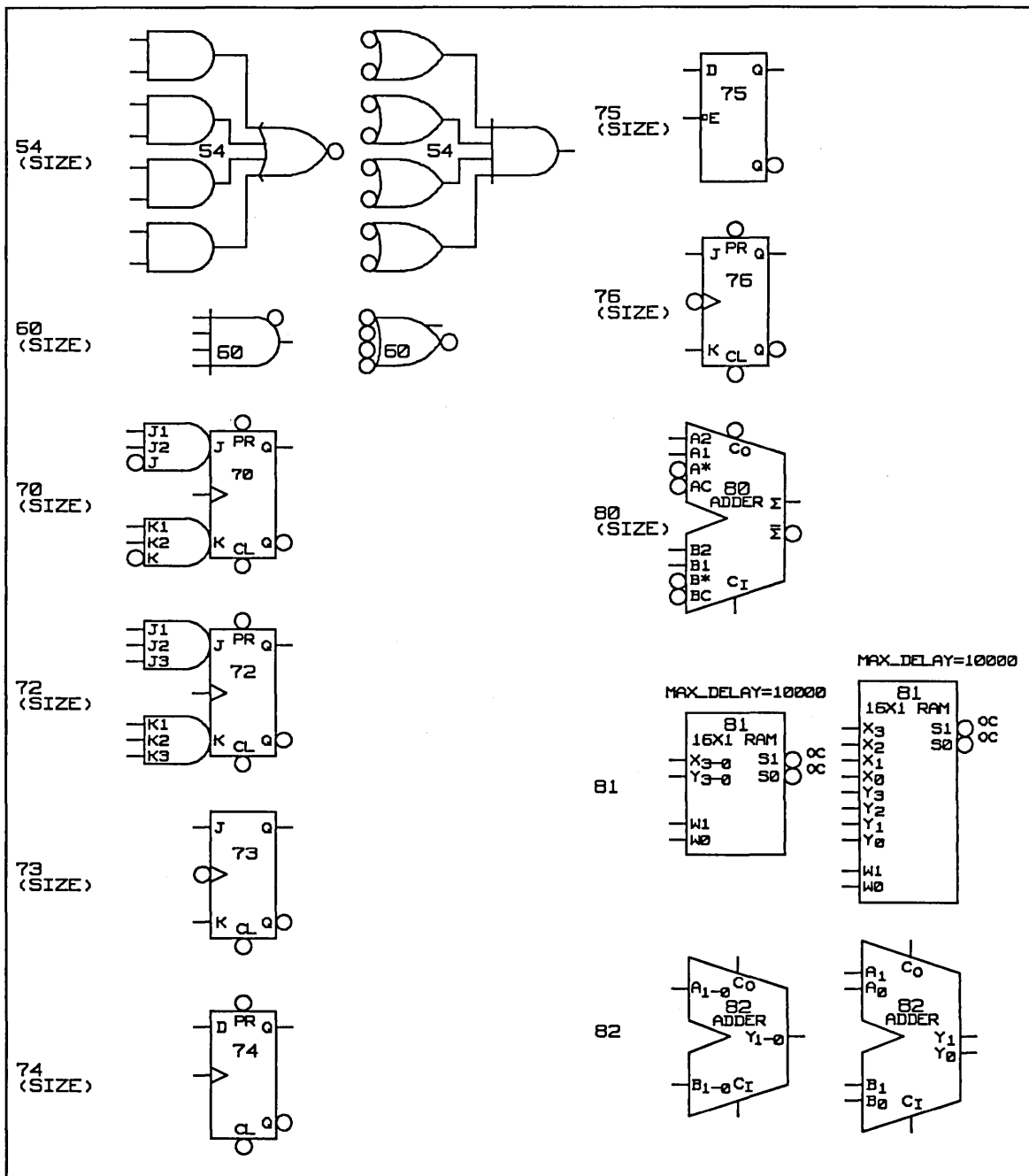
```
2 * RETRIG_DIV2 - 1
```

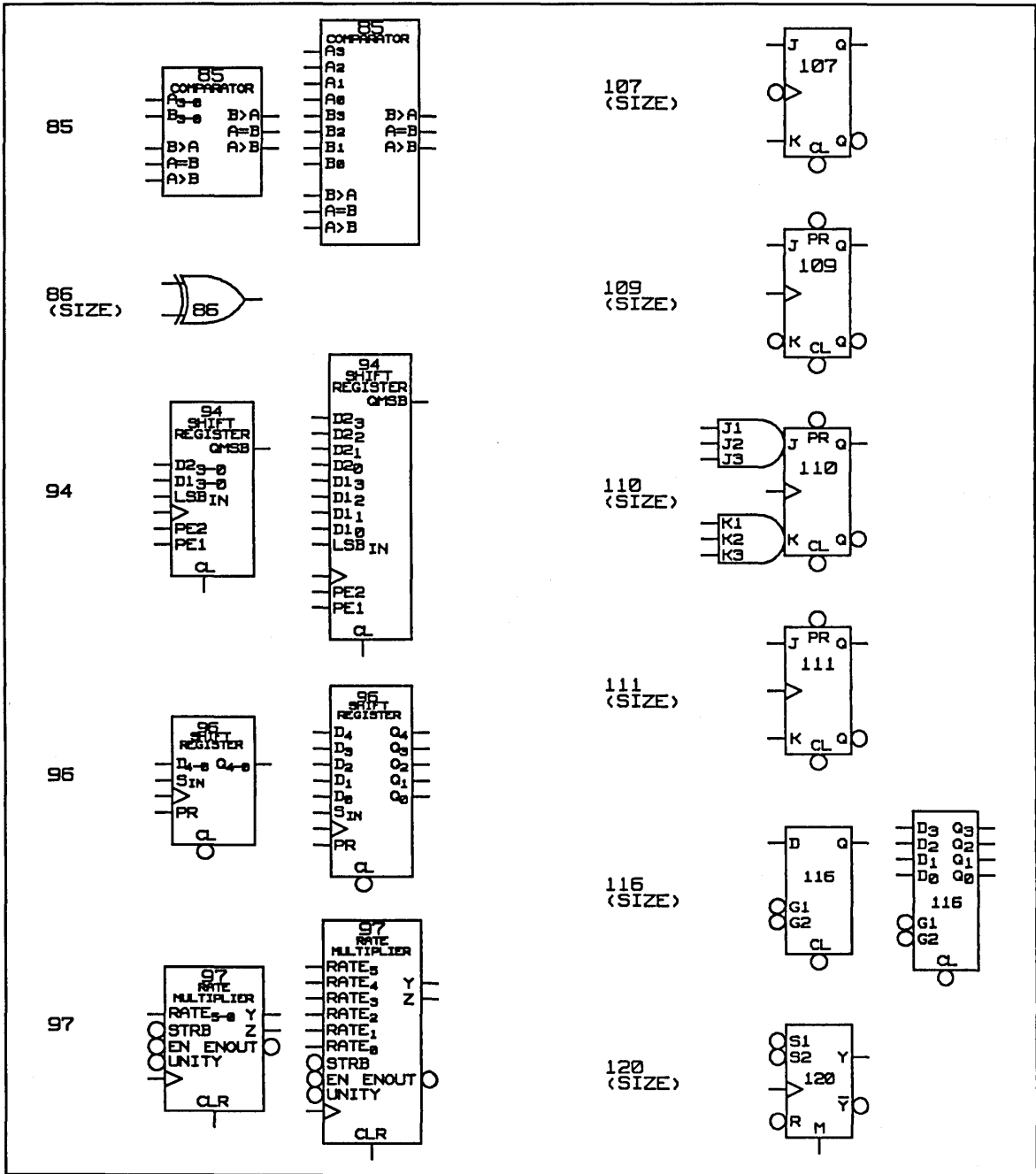
edges per 'PULSE\_WIDTH' ns. Since RETRIG\_DIV2 is defined to be 6 in the model,  $2*6-1=11$  clock edges are permitted in any 'PULSE\_WIDTH' ns interval. If an application requires a greater trigger frequency, RETRIG\_DIV2 must be redefined in the model.

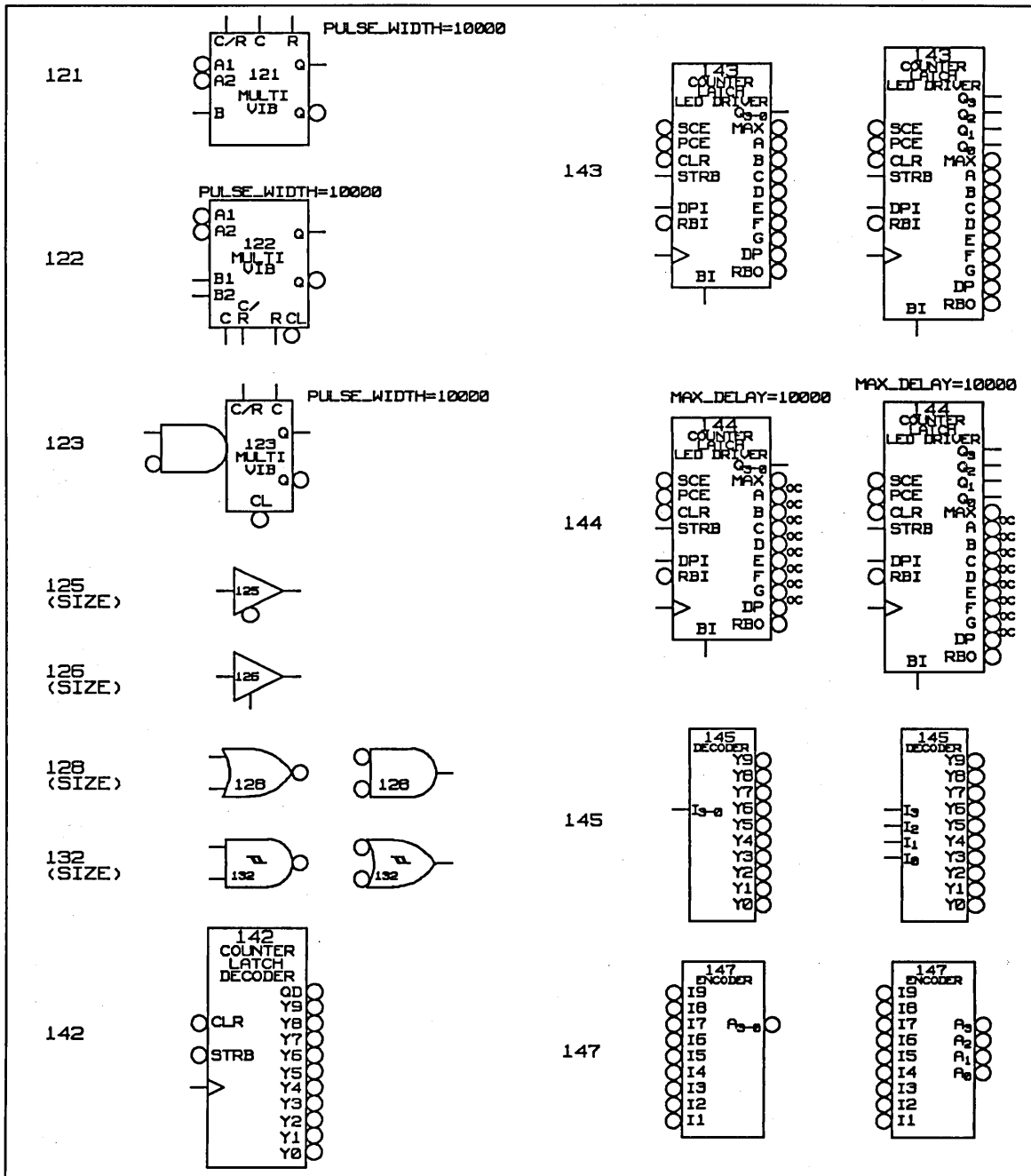


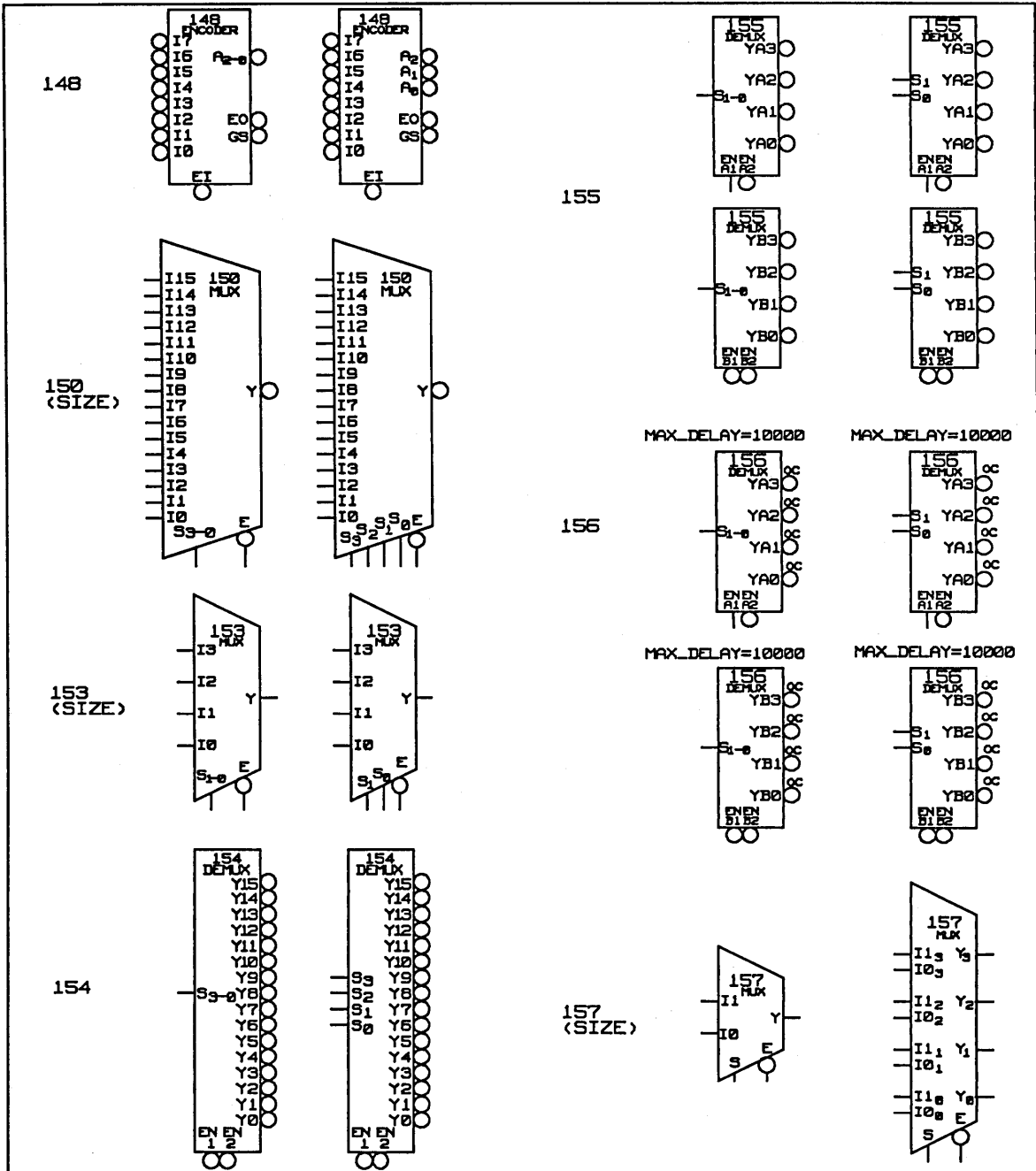




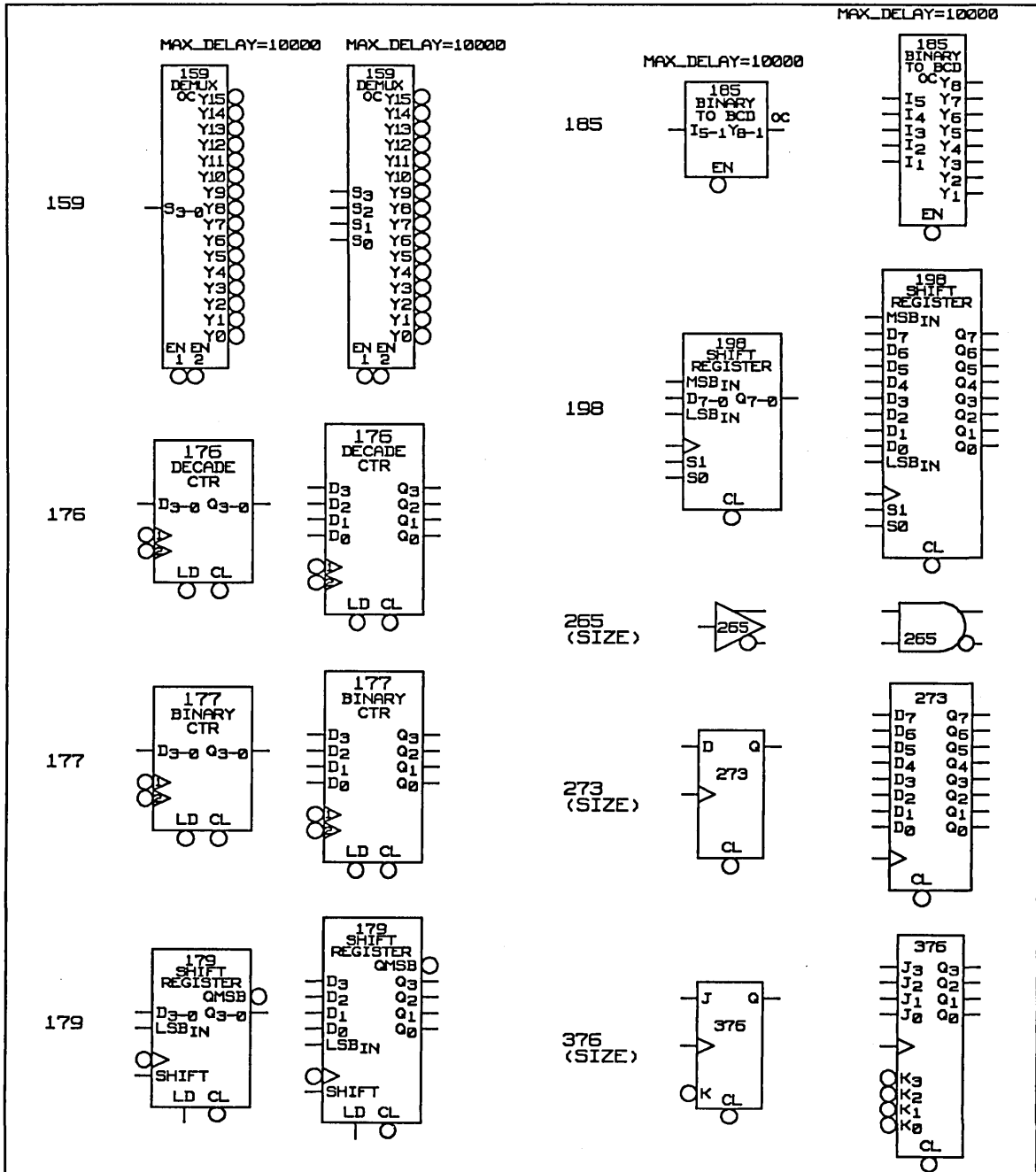




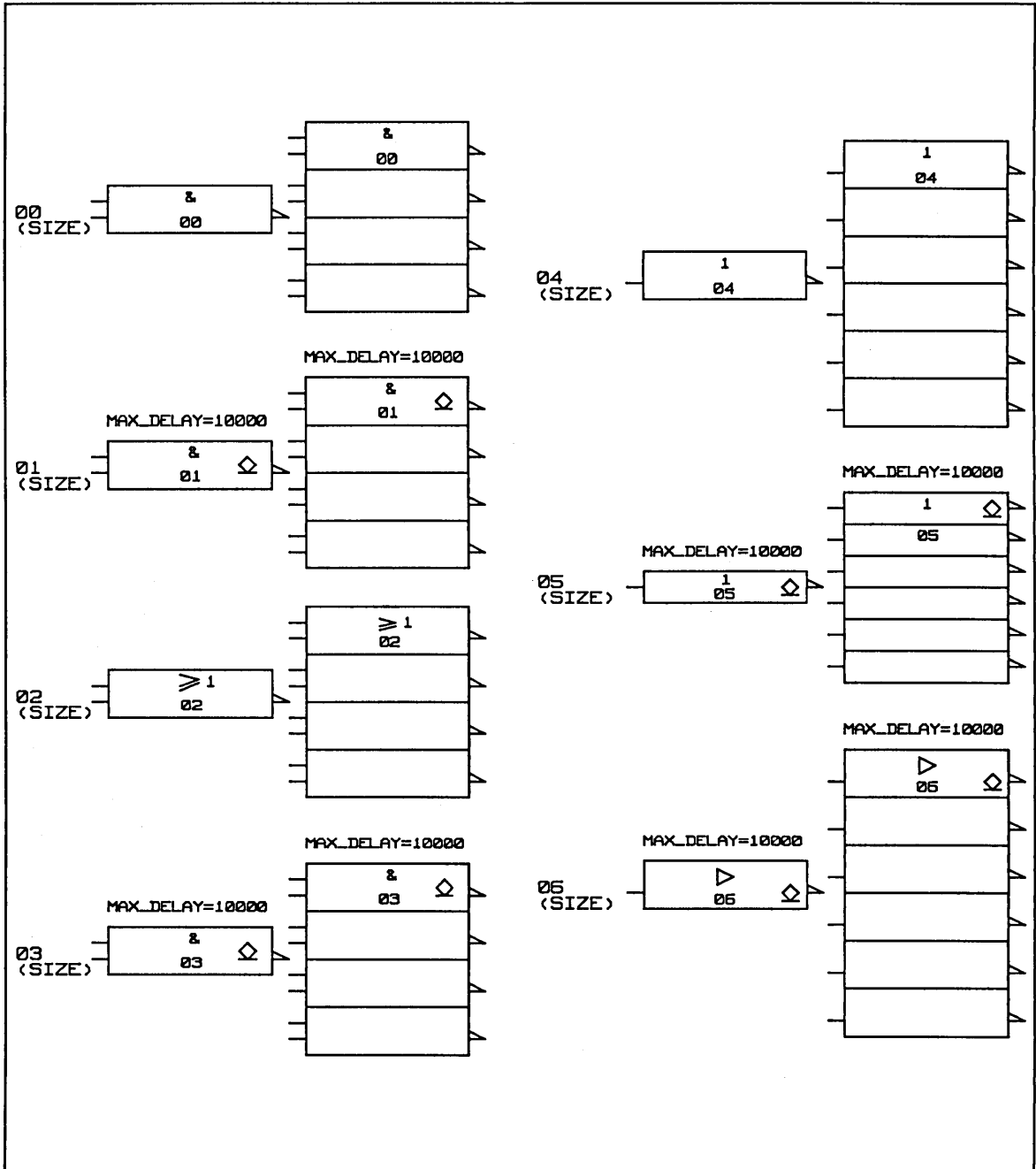


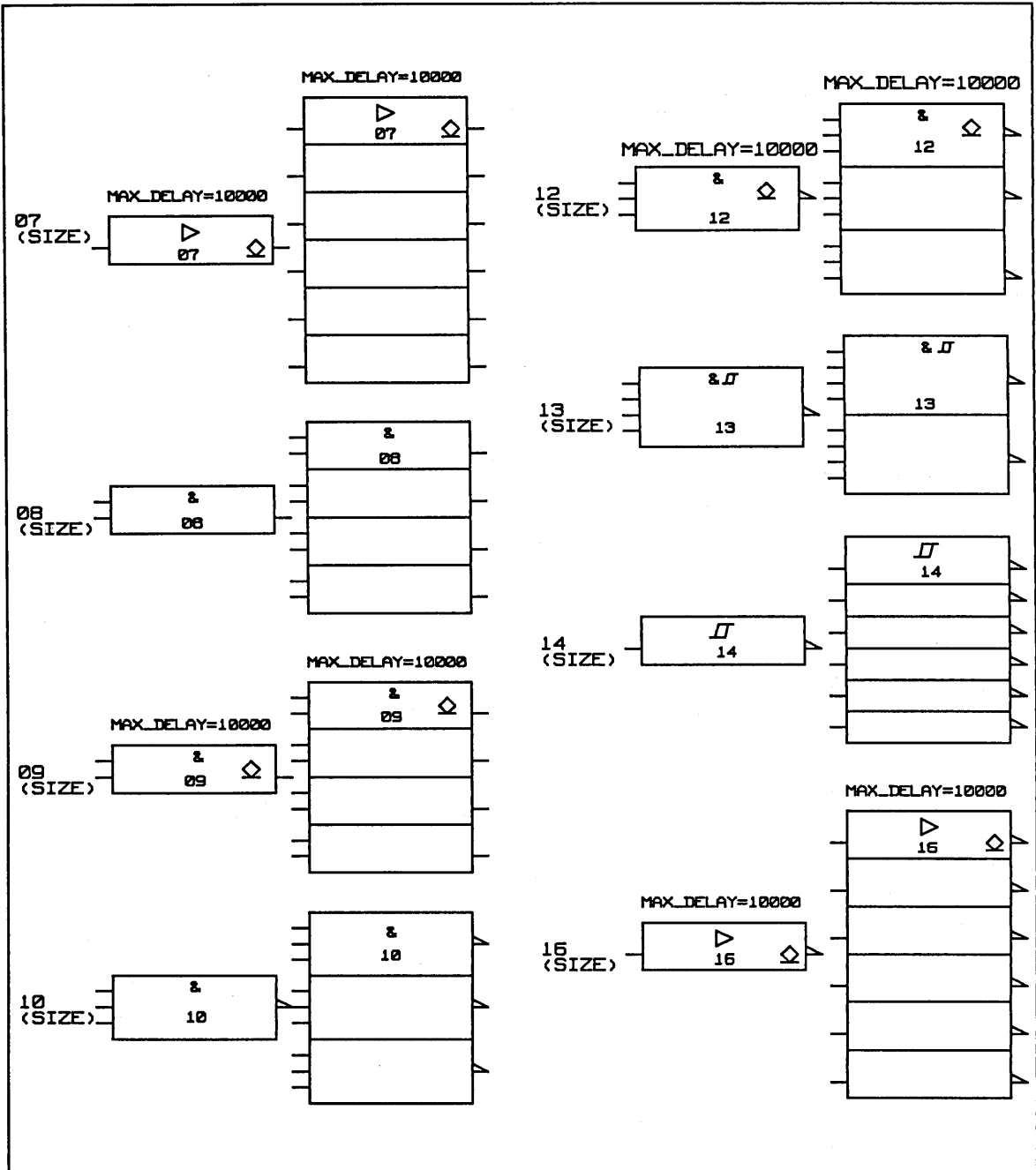


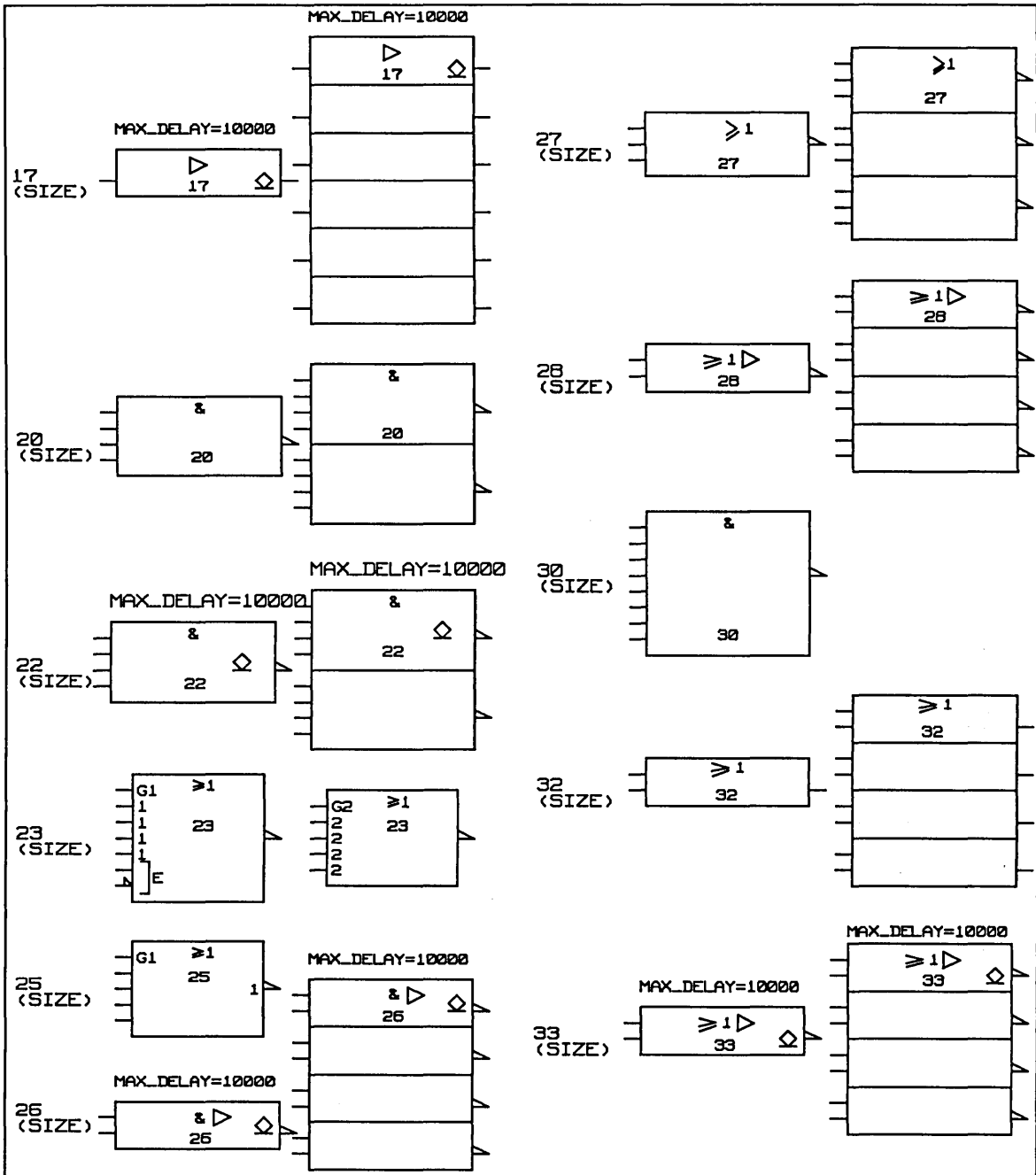


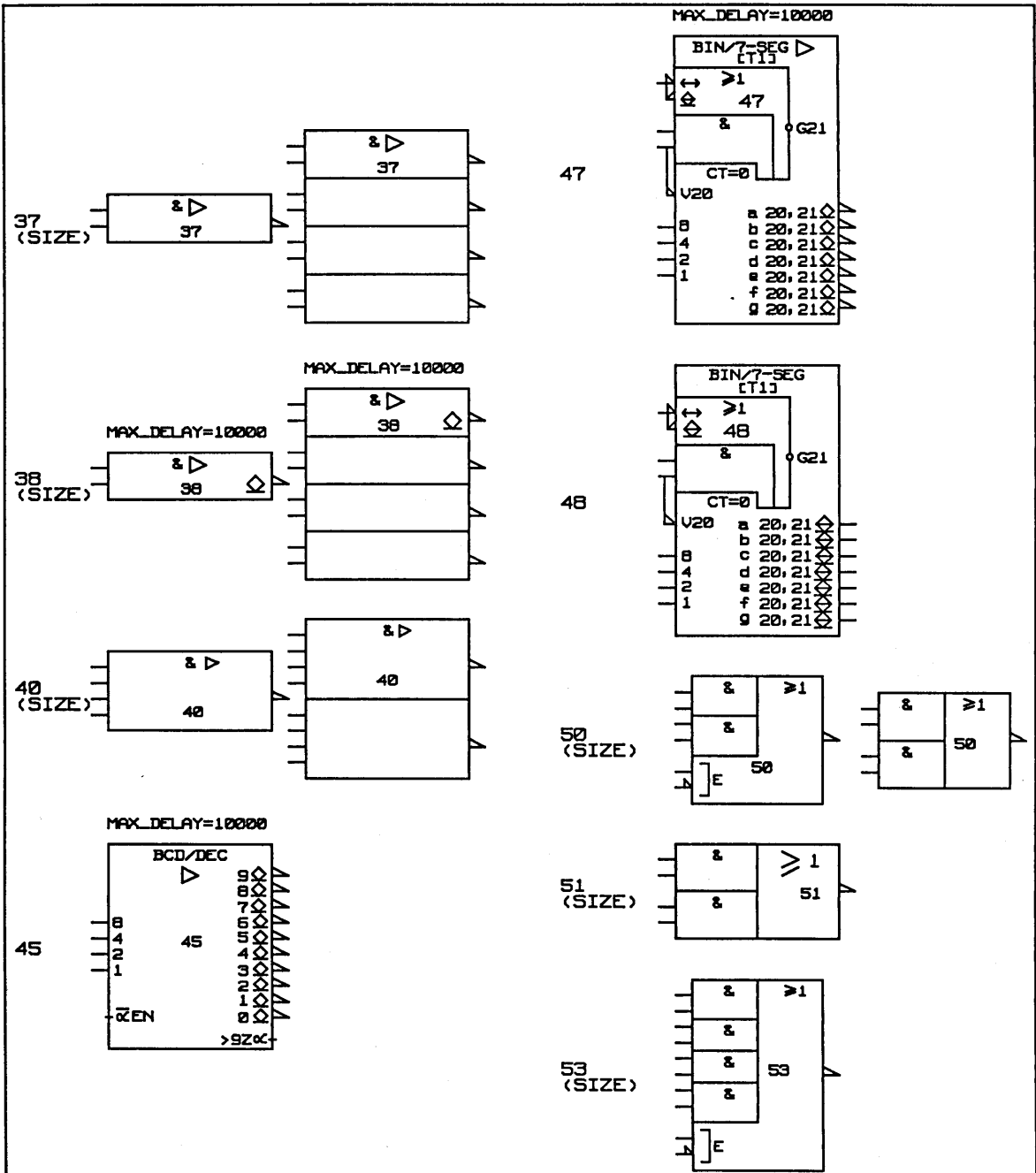


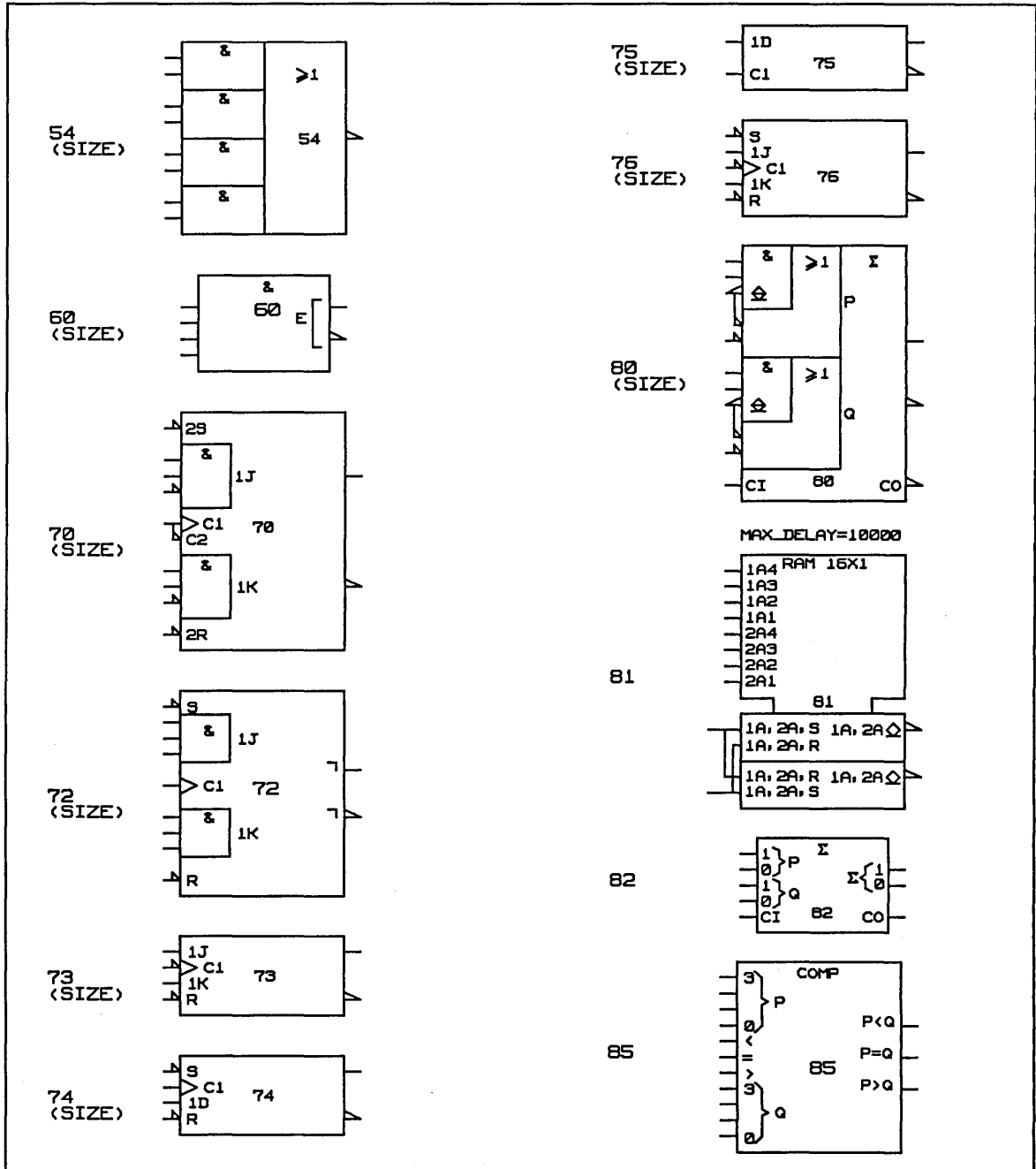


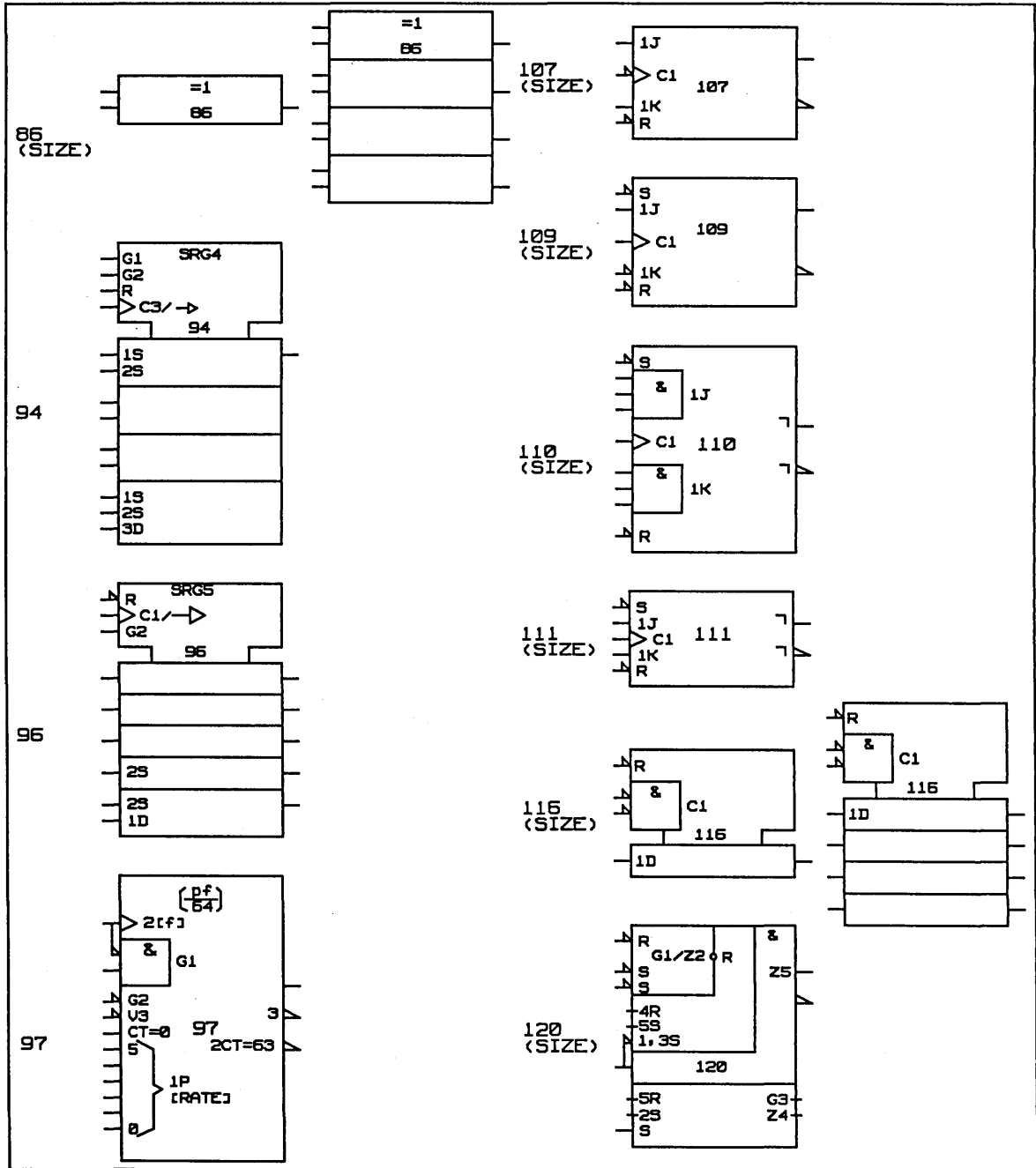




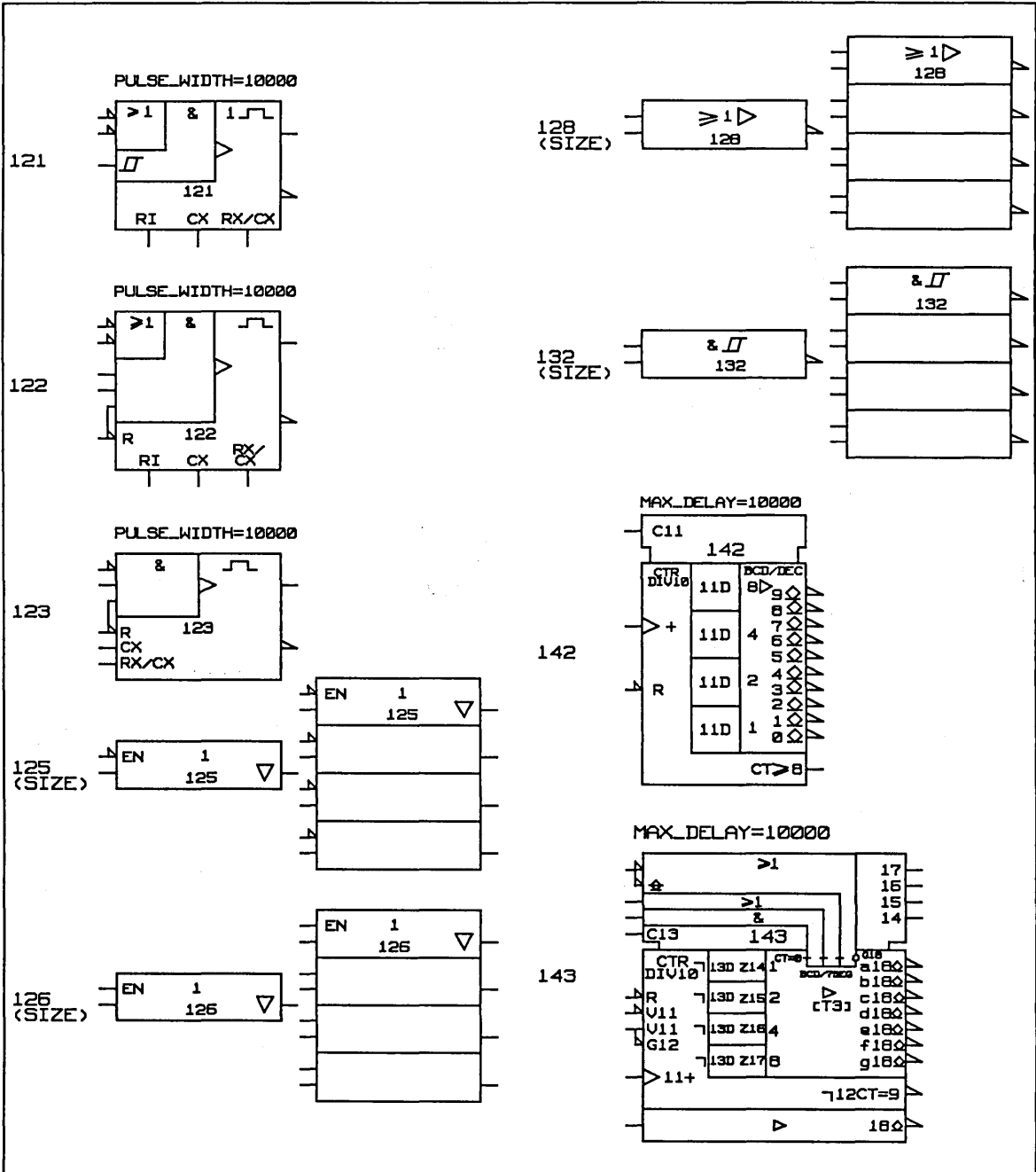


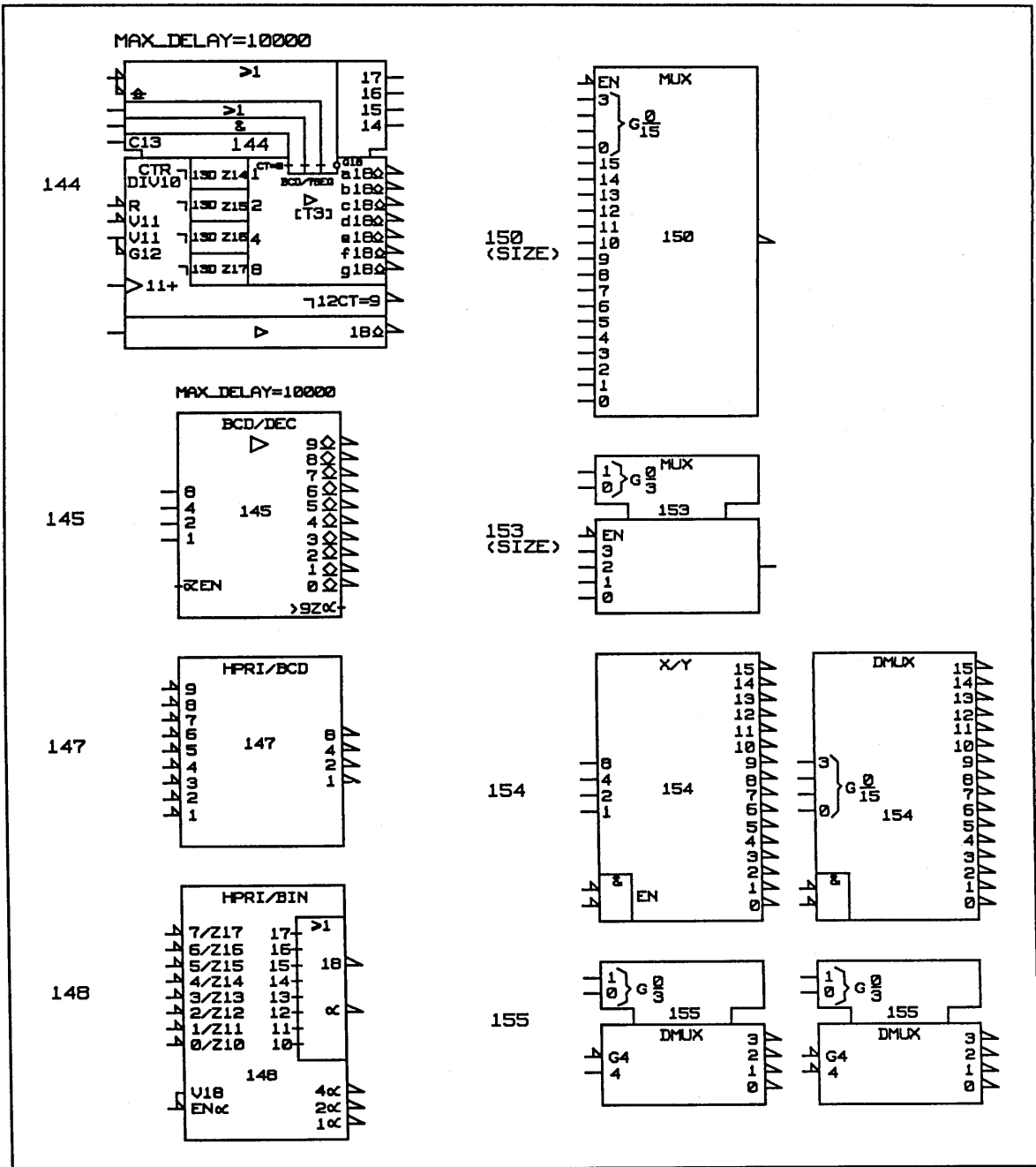


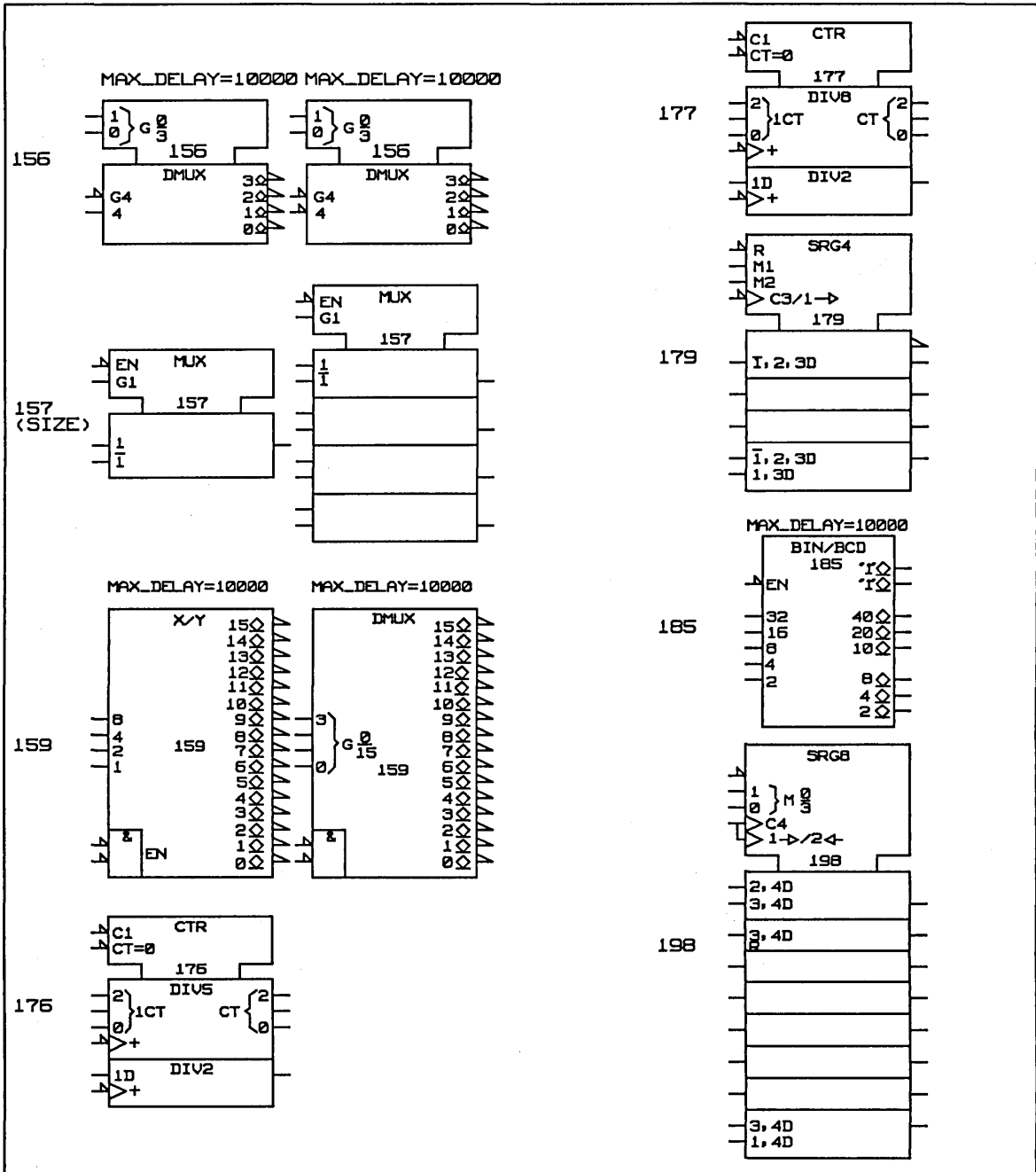


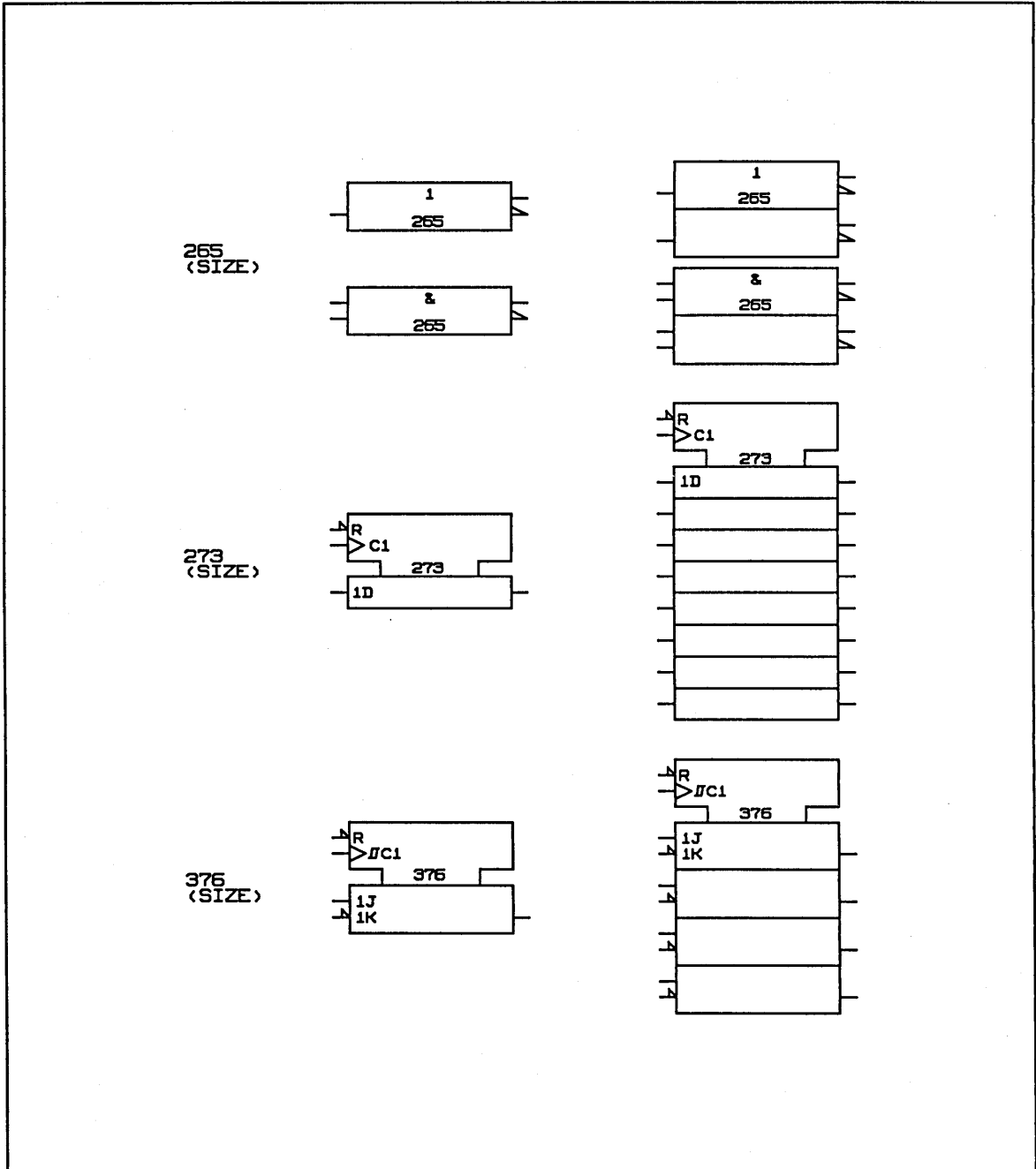














## *The FACT Library*

**T**he CMOS FACT Library requires approximately 2570 Kbytes of disk storage.

The specifications used to construct the models in this library were taken from the Fairchild data books.

The release level of the FACT Library is 9.0.

Each library contains body drawings and physical, timing, and simulation models for the following 83 components:

<b>AC00</b>	Quad 2-input NAND
<b>AC02</b>	Quad 2-input NOR
<b>AC04</b>	Hex inverter
<b>AC08</b>	Quad 2-input AND
<b>AC10</b>	Triple 3-input NAND
<b>AC11</b>	Triple 3-input AND
<b>AC14</b>	Hex inverter Schmitt-trigger
<b>AC20</b>	Dual 4-input NAND
<b>AC32</b>	Quad 2-input OR
<b>AC74</b>	Dual positive-edge-triggered D flip-flop
<b>AC109</b>	Dual JKbar positive-edge-triggered flip-flop
<b>AC138</b>	3-to-8 line decoders/multiplexers
<b>AC139</b>	Dual 2-to-4 line decoders/multiplexers
<b>AC151</b>	1-of-8 data selectors/multiplexers
<b>AC153</b>	Dual 4-line to 1-line data multiplexer
<b>AC157</b>	Quad 2-to-1-line non-inverting multiplexer
<b>AC158</b>	Quad 2-to-1-line inverting data multiplexer
<b>AC160</b>	4-bit synchronous decade counters with direct clear
<b>AC161</b>	4-bit synchronous binary counters with direct clear
<b>AC163</b>	4-bit synchronous binary counters with synch clear

AC168	4-bit synchronous decade up/down counters
AC169	4-bit synchronous binary up/down counters
AC174	Hex D-type flip-flops
AC175	Quad D-type flip-flops
AC240	Octal inverting 3-state bus transceiver
AC241	Octal non-inverting 3-state bus transceiver
AC244	Octal non-inverting 3-state bus transceiver
AC245	Octal non-inverting 3-state bus transceiver
AC251	3-state data multiplexer
AC253	Dual data selectors/multiplexers
AC257	Quad 3-state non-inverting data multiplexer
AC258	Quad 3-state inverting data multiplexer
AC273	Octal D flip-flop
AC352	Dual 4-input multiplexer
AC353	Dual 4-input multiplexer with 3-state output
AC373	Octal 3-state D-latch with common enable
AC374	Octal 3-state positive-edge-triggered D register
AC377	Octal D-type flip-flops with clock enable
AC378	Hex parallel D register with enable
AC379	Quad D-type flip-flops with enable
AC540	Octal inverting buffer (3-state) broadside pinout 'AC240'
AC541	Octal buffer (3-state) broadside pinout 'AC244'
AC573	Octal D-type latch with 3-state output
AC574	Octal D-type flip-flop with 3-state output
AC646	Octal transceiver/register with 3-state output

---

<b>ACT00</b>	Quad 2-input NAND
<b>ACT04</b>	Hex inverter
<b>ACT08</b>	Quad 2-input AND
<b>ACT14</b>	Hex inverter Schmitt trigger
<b>ACT32</b>	Quad 2-input OR
<b>ACT74</b>	Dual positive-edge-triggered D flip-flop
<b>ACT109</b>	Dual JKbar positive-edge-triggered flip-flop
<b>ACT138</b>	3-to-8 line decoders/multiplexers
<b>ACT139</b>	Dual 2-to-4 line decoders/multiplexers
<b>ACT151</b>	1-of-8 data selectors/multiplexers
<b>ACT153</b>	Dual 4-line to 1-line data multiplexer
<b>ACT157</b>	Quad 2-to-1-line non-inverting multiplexer
<b>ACT158</b>	Quad 2-to-1-line inverting data multiplexer
<b>ACT160</b>	4-bit synchronous decade counters with direct clear
<b>ACT161</b>	4-bit synchronous binary counters with direct clear
<b>ACT163</b>	4-bit synchronous binary counters with synch clear
<b>ACT174</b>	Hex D-type flip-flops
<b>ACT175</b>	Quad D-type flip-flops
<b>ACT240</b>	Octal inverting 3-state bus transceiver
<b>ACT241</b>	Octal non-inverting 3-state bus transceiver
<b>ACT244</b>	Octal non-inverting 3-state bus transceiver
<b>ACT245</b>	Octal non-inverting 3-state bus transceiver
<b>ACT251</b>	3-state data multiplexer
<b>ACT253</b>	Dual data selectors/multiplexers
<b>ACT257</b>	Quad 3-state non-inverting data multiplexer



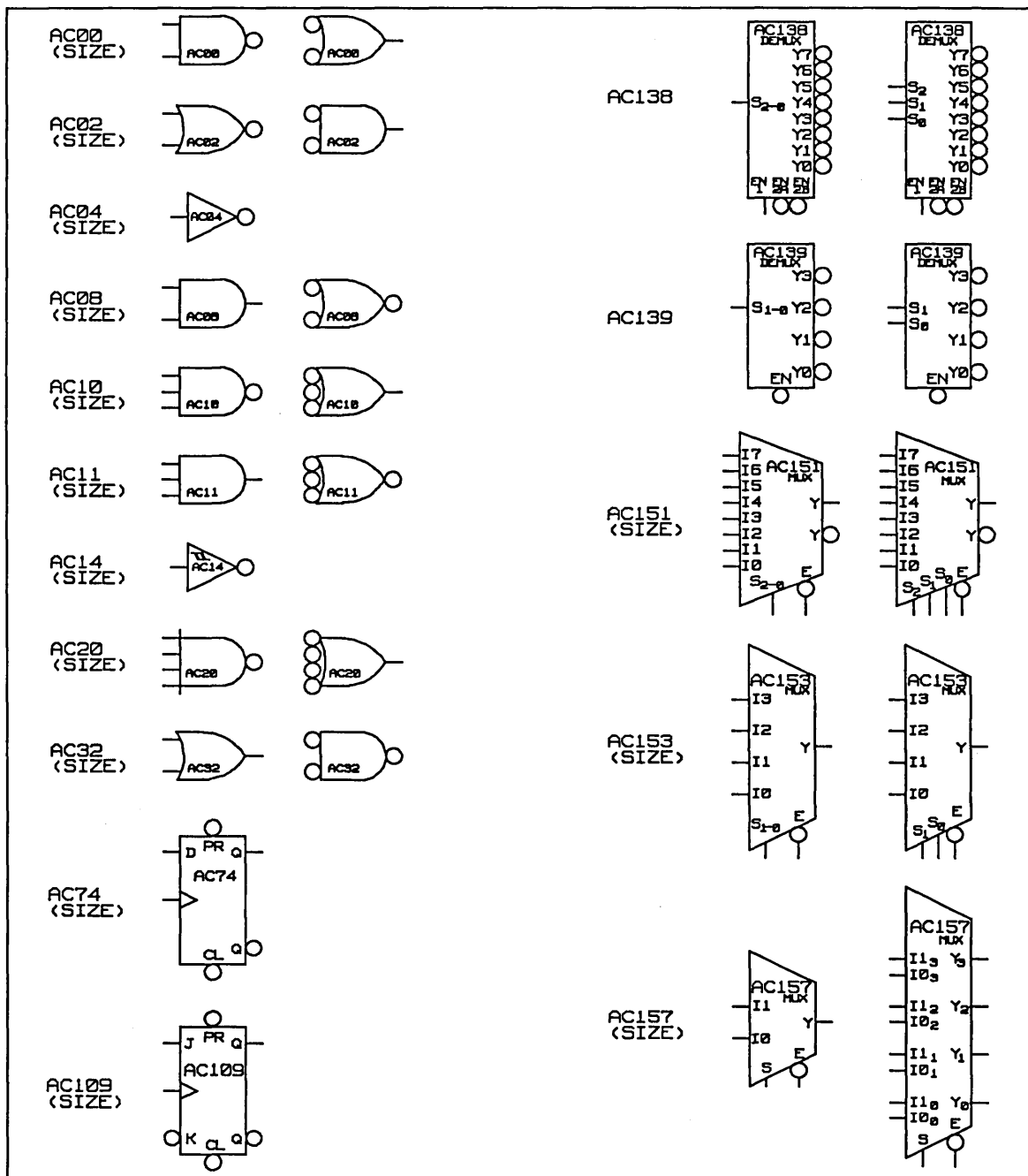
ACT258	Quad 3-state inverting data multiplexer
ACT273	Octal D flip-flop
ACT352	Dual 4-input multiplexer
ACT353	Dual 4-input multiplexer with 3-state output
ACT373	Octal 3-state D-latch with common enable
ACT374	Octal 3-state positive-edge-triggered D register
ACT377	Octal D-type flip-flops with clock enable
ACT378	Hex parallel D register with enable
ACT379	Quad D-type flip-flops with enable
ACT540	Octal inverting buffer (3-state) broadside pinout 'ACT240'
ACT541	Octal buffer (3-state) broadside pinout 'ACT244'
ACT573	Octal D-type latch with 3-state output
ACT574	Octal D-type flip-flop with 3-state output

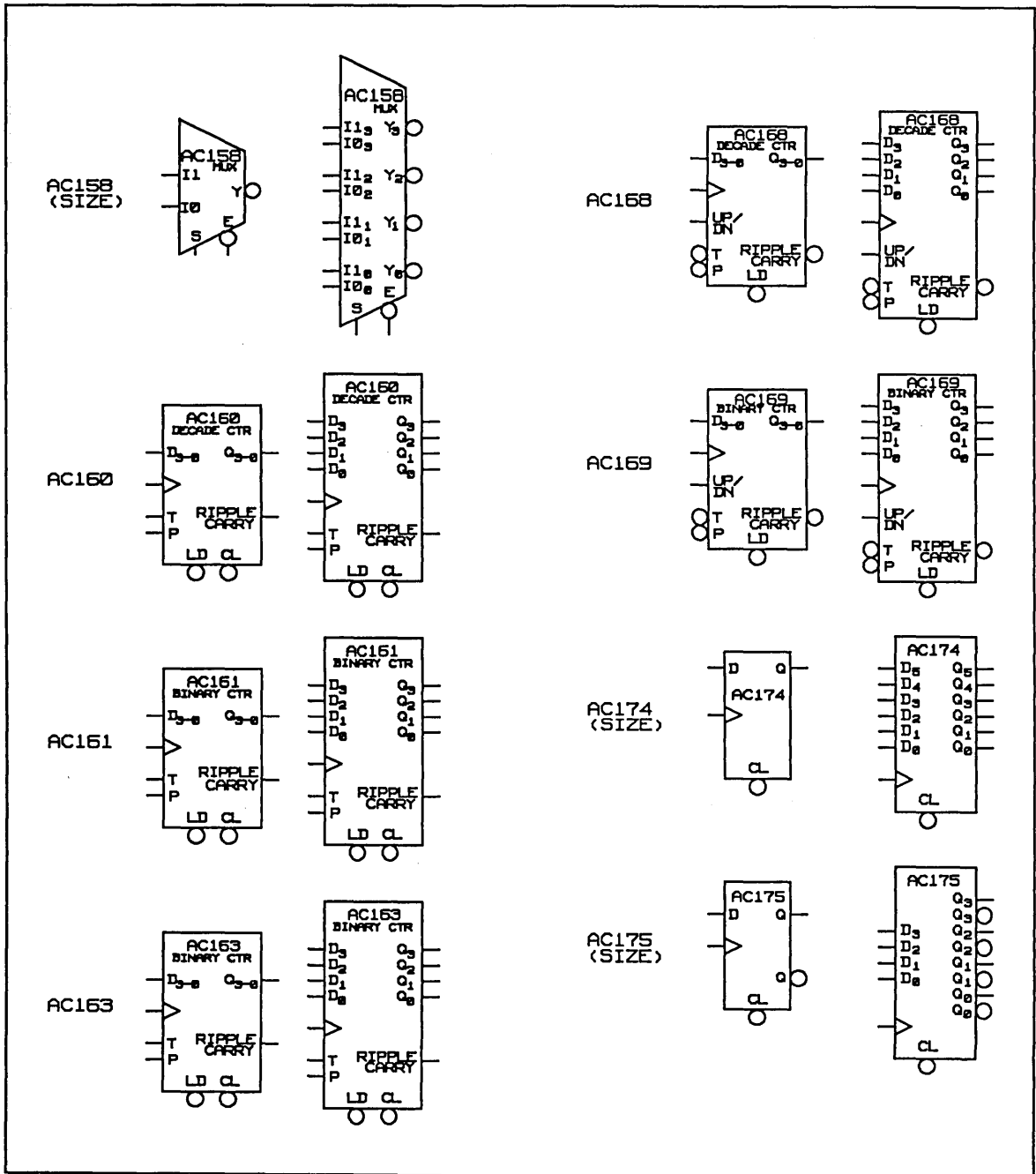
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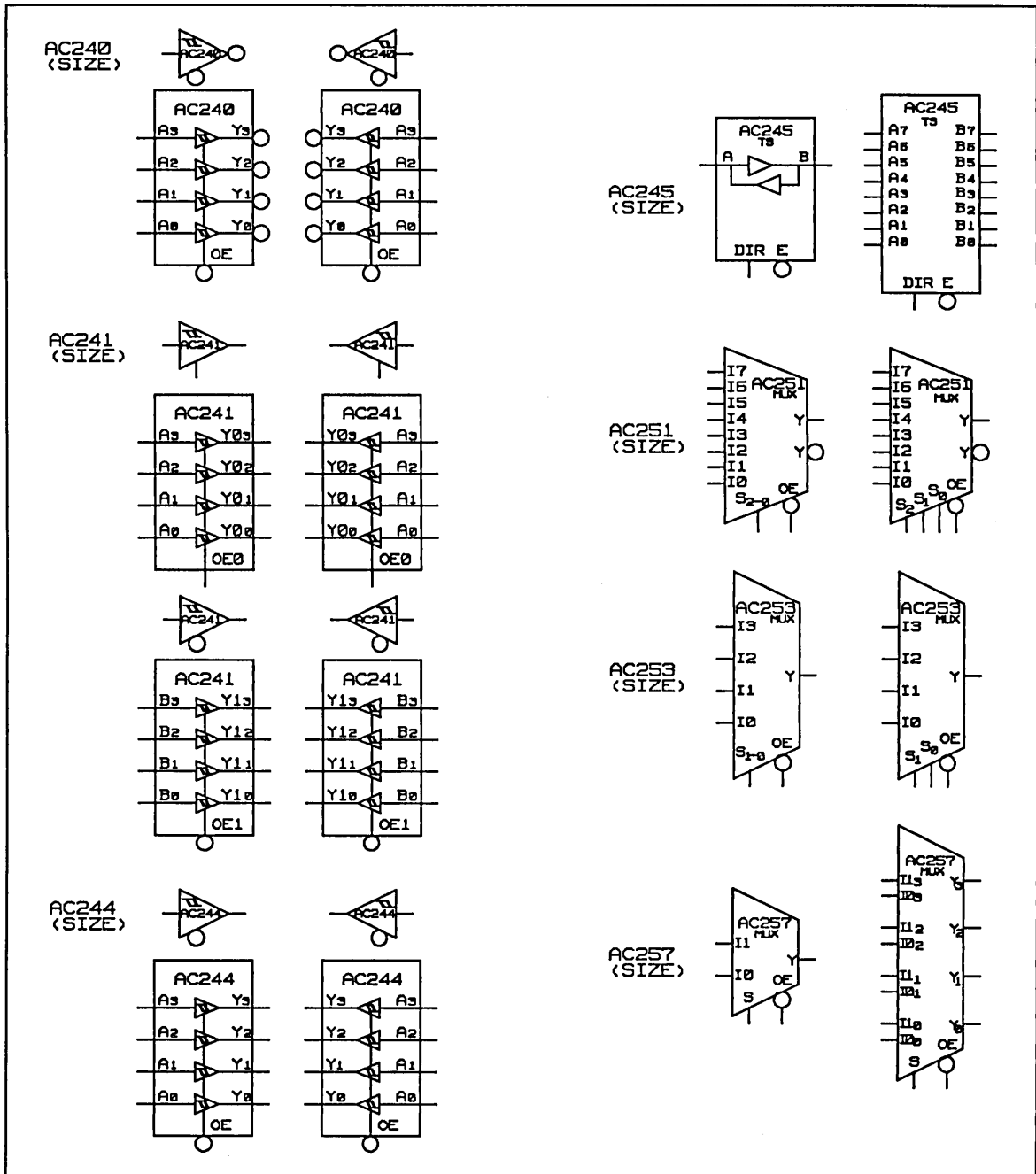
### AC168 and AC169

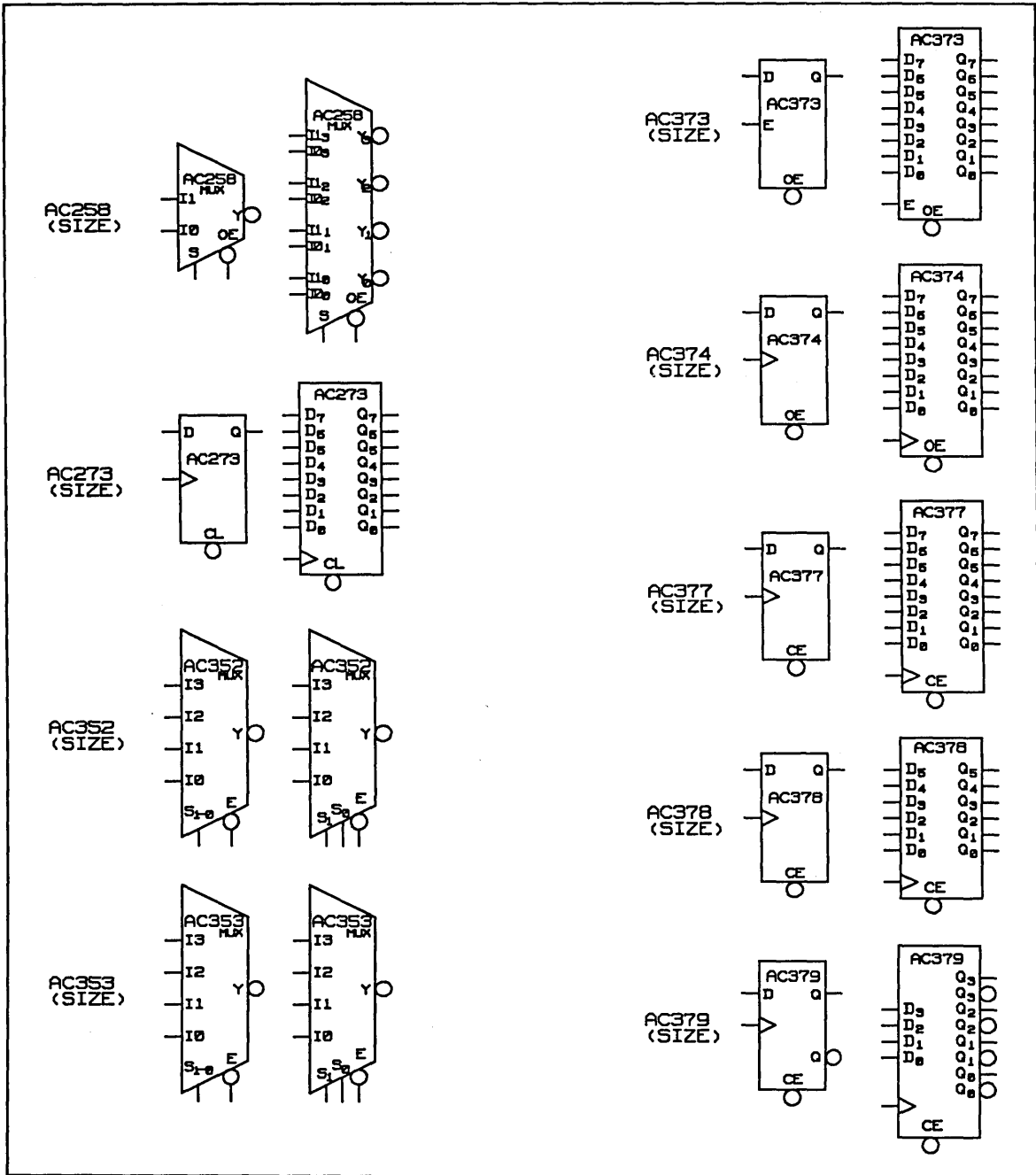
The simulator models of AC168 and AC169 use the pin-to-pin delay property. To get accurate results, be sure to include the PIN\_DELAY property in the *simulate.cmd* file.

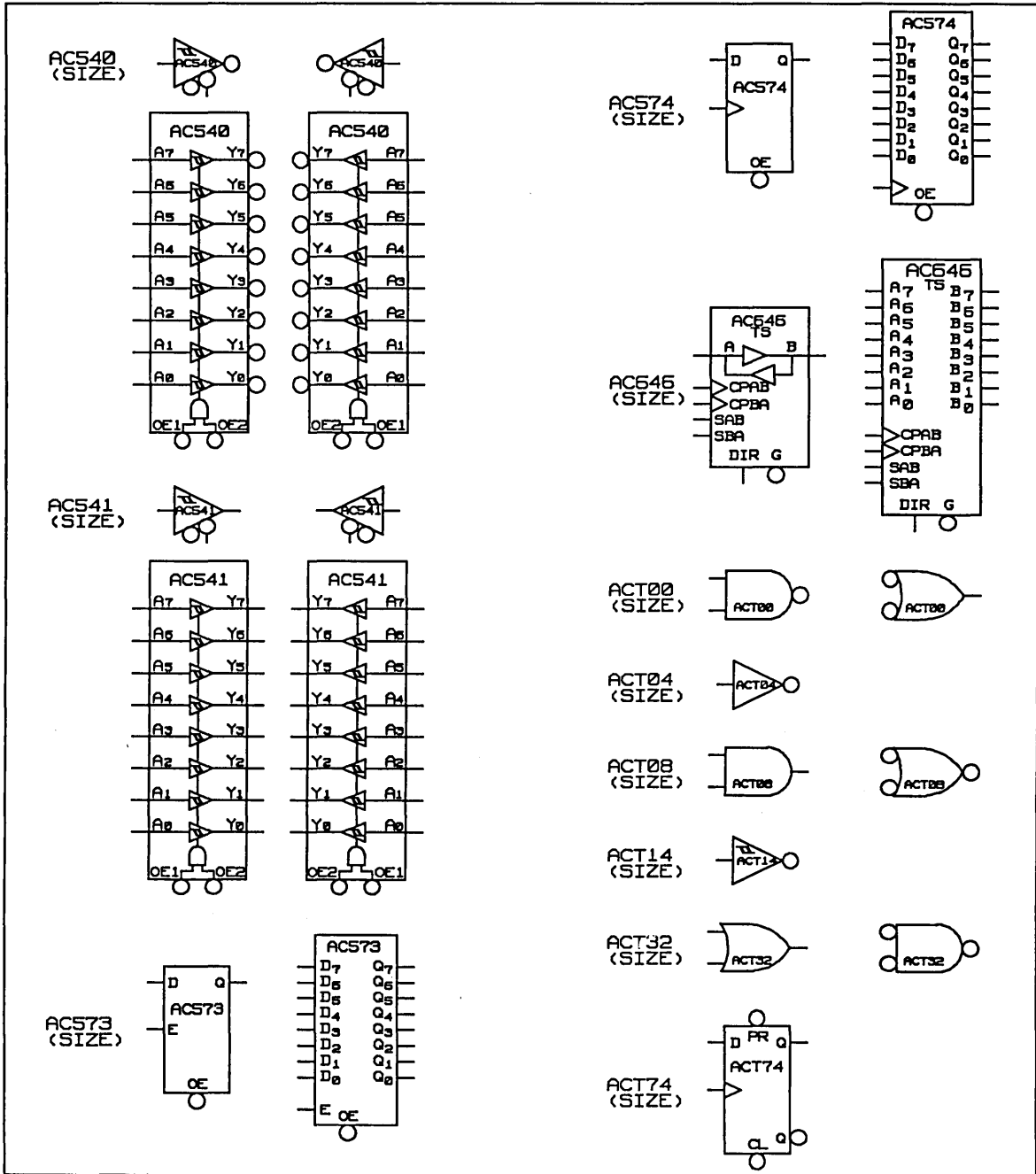


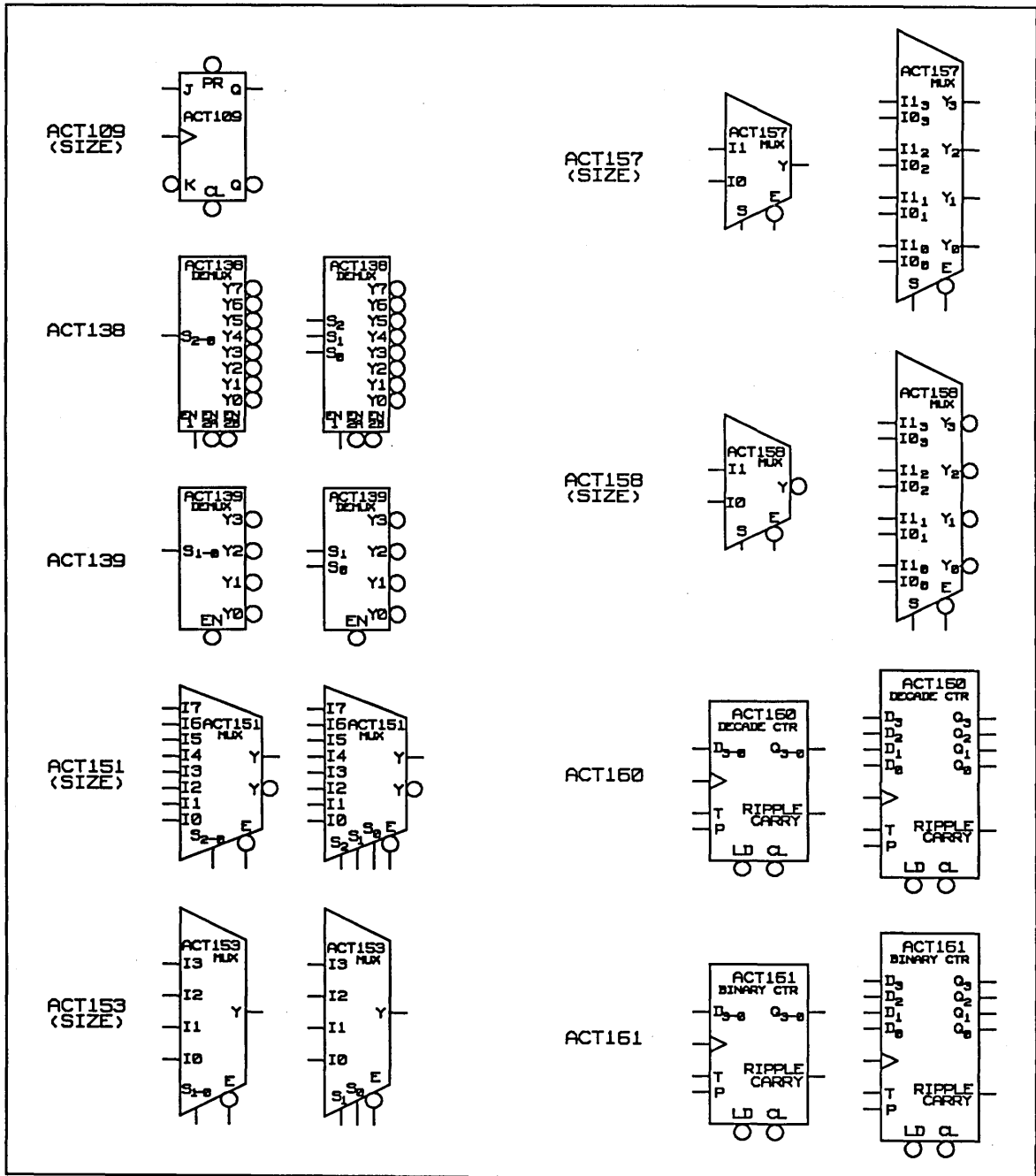




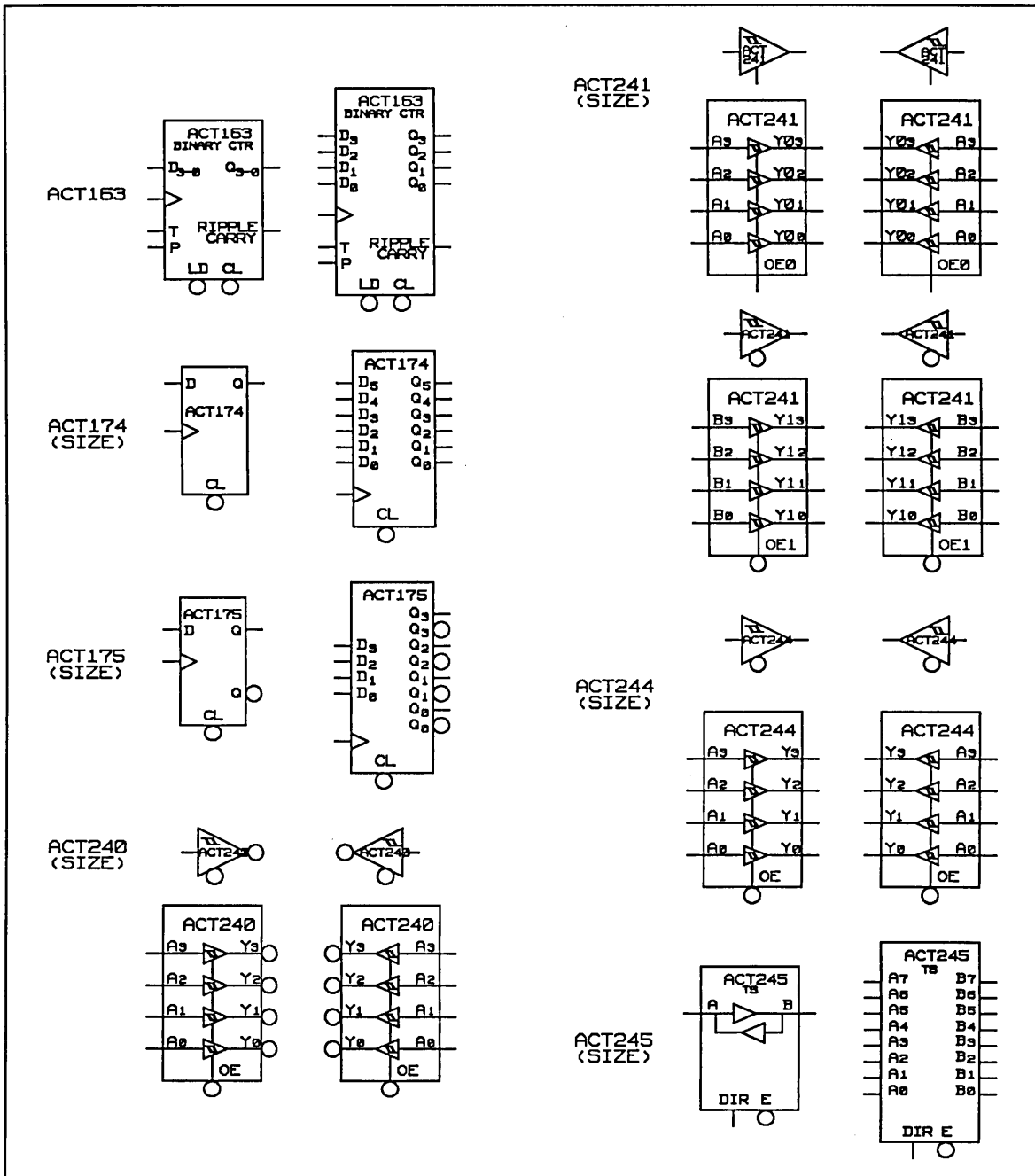


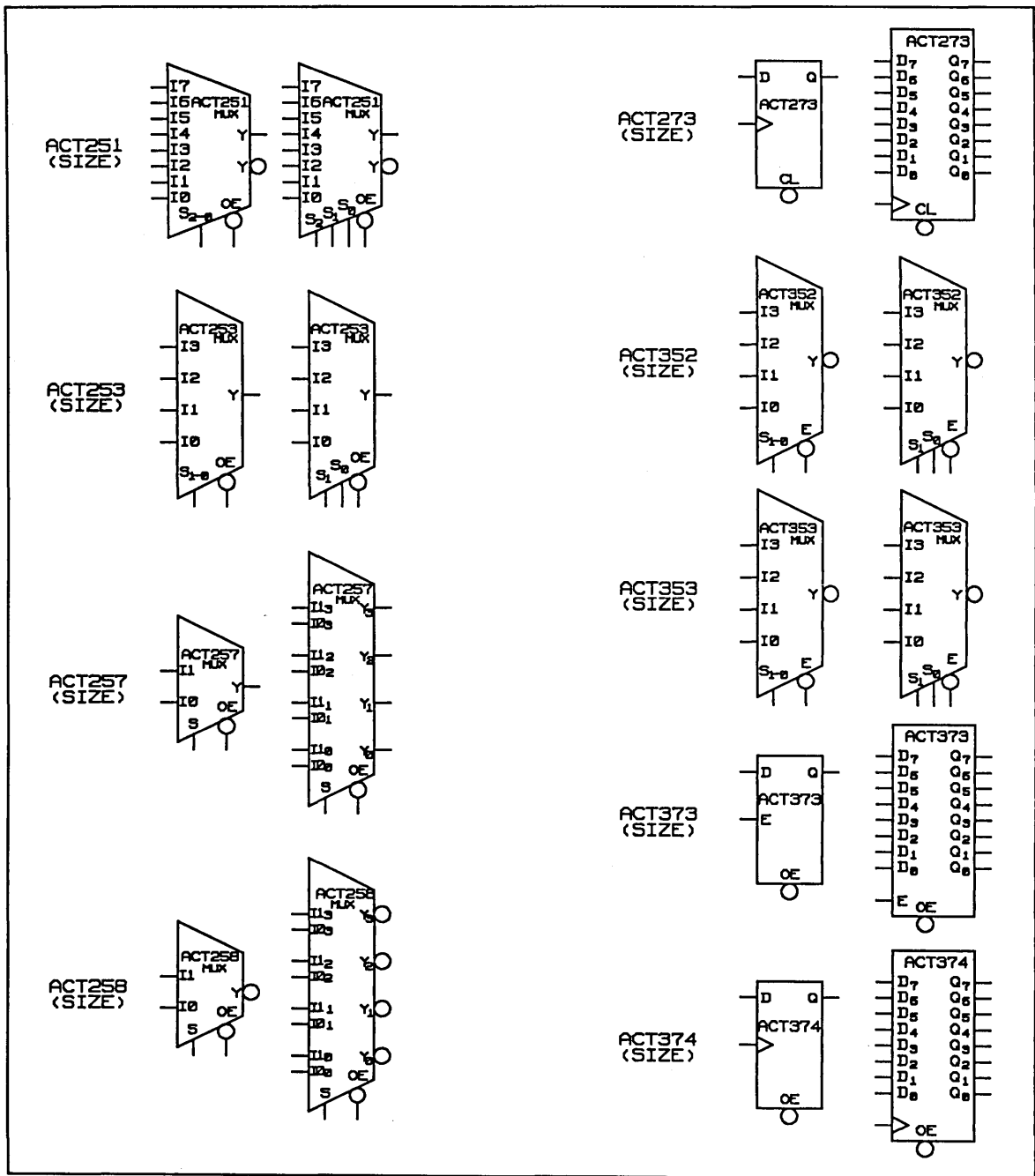


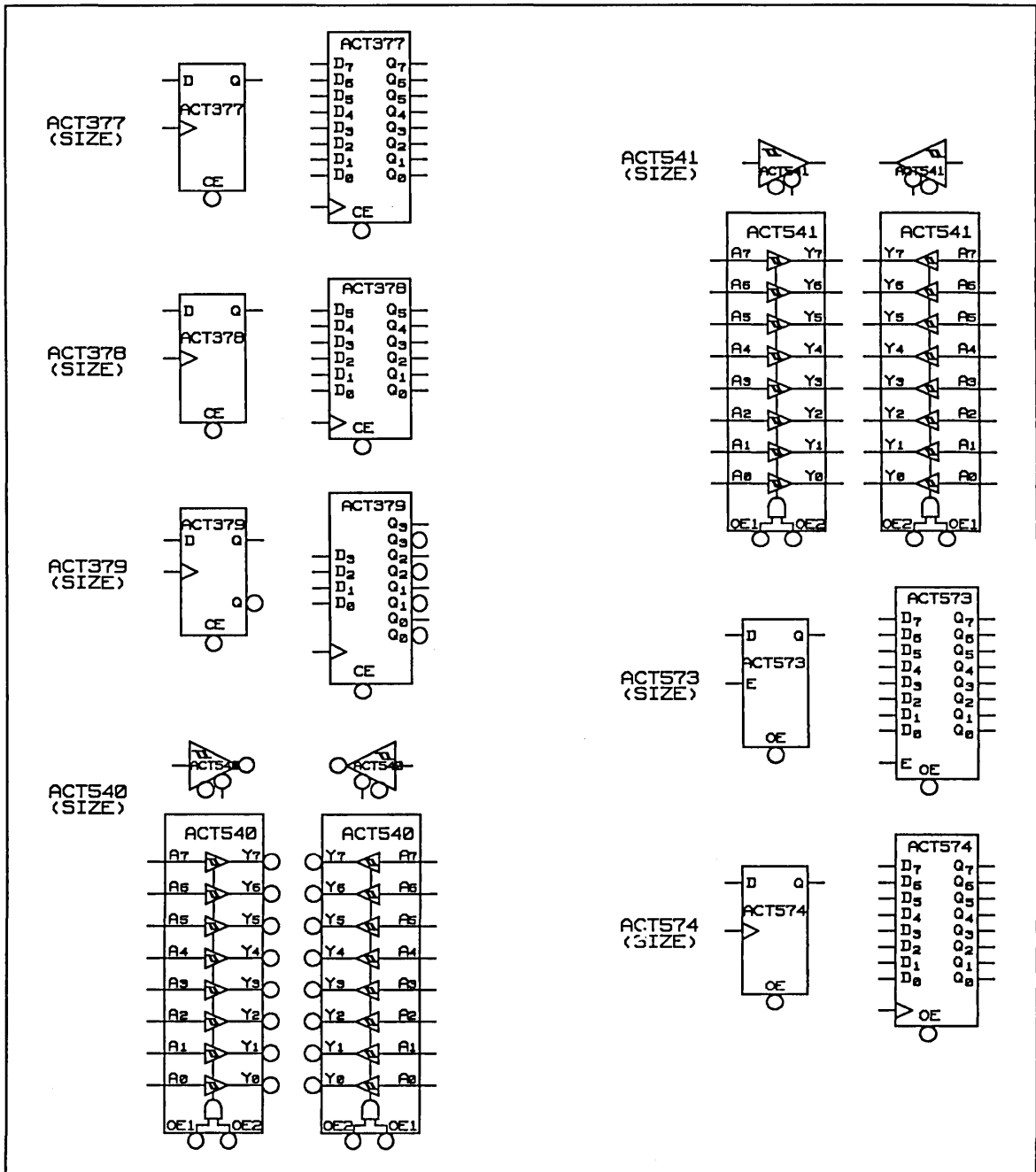
















## *The RCACMOS Library*

**T**he RCACMOS Library requires approximately 2855 Kbytes of disk storage.

The specifications used to construct the models in this library were taken from the *GE Solid State: RCA Advanced CMOS Logic ICs* data books.

The release level of the RCACMOS Library is 9.0.

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	Each library contains body drawings and physical, timing, and simulation models for the following 98 components:
AC00	Quad 2-input NAND
AC02	Quad 2-input NOR
AC04	Hex inverter
AC08	Quad 2-input AND
AC10	Triple 3-input NAND
AC20	Dual 4-input NAND
AC32	Quad 2-input OR
AC74	Dual positive-edge-triggered D flip-flop
AC86	Quad 2-input exclusive-OR
AC109	Dual JKbar positive-edge-triggered flip-flop
AC112	Dual JK negative-edge-triggered flip-flop
AC138	3-to-8 line decoders/multiplexers
AC139	Dual 2-to-4 line decoders/multiplexers
AC151	1-of-8 data selectors/multiplexers
AC153	Dual 4-line to 1-line data multiplexer
AC157	Quad 2-to-1-line non-inverting multiplexer
AC158	Quad 2-to-1-line inverting data multiplexer
AC161	4-bit synchronous binary counters with direct clear
AC163	4-bit synchronous binary counters with synch clear
AC174	Hex D-type flip-flops
AC175	Quad D-type flip-flops
AC238	3-to-8-line decoder/demultiplexer
AC240	Octal inverting 3-state bus transceiver
AC241	Octal non-inverting 3-state bus transceiver
AC244	Octal non-inverting 3-state bus transceiver

AC245	Octal non-inverting 3-state bus transceiver
AC251	3-state data multiplexer
AC253	Dual data selectors/multiplexers
AC257	Quad 3-state non-inverting data multiplexer
AC258	Quad 3-state inverting data multiplexer
AC273	Octal D flip-flop
AC283	4-bit full-adder with fast carry
AC352	Dual 4-input multiplexer
AC353	Dual 4-input multiplexer with 3-state output
AC373	Octal 3-state D-latch with common enable
AC374	Octal 3-state positive-edge-triggered D register
AC377	Octal D-type flip-flops with clock enable
AC378	Hex parallel D register with enable
AC379	Quad D-type flip-flops with enable
AC533	Octal transparent latch (3-state inverting)
AC534	Octal D-type flip-flops, positive-edge trigger (3-state inverting)
AC540	Octal inverting buffer (3-state) broadside pinout 'AC240'
AC541	Octal buffer (3-state) broadside pinout 'AC244'
AC563	Octal transparent latch (3-state inverting)
AC564	Octal D-type flip-flops, positive-edge trigger (3-state inverting)
AC573	Octal D-type latch with 3-state output
AC574	Octal D-type flip-flop with 3-state output
AC623	Octal bus transceiver (3-state)
AC646	Octal transceiver/register with 3-state output
ACT00	Quad 2-input NAND

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<b>ACT02</b>	Quad 2-input NOR
<b>ACT04</b>	Hex inverter
<b>ACT08</b>	Quad 2-input AND
<b>ACT10</b>	Triple 3-input NAND
<b>ACT20</b>	Dual 4-input NAND
<b>ACT32</b>	Quad 2-input OR
<b>ACT74</b>	Dual positive-edge-triggered D flip-flop
<b>ACT86</b>	Quad 2-input exclusive-OR
<b>ACT109</b>	Dual JKbar positive-edge-triggered flip-flop
<b>ACT112</b>	Dual JK negative-edge-triggered flip-flop
<b>ACT138</b>	3-to-8 line decoders/multiplexers
<b>ACT139</b>	Dual 2-to-4 line decoders/multiplexers
<b>ACT151</b>	1-of-8 data selectors/multiplexers
<b>ACT153</b>	Dual 4-line to 1-line data multiplexer
<b>ACT157</b>	Quad 2-to-1-line non-inverting multiplexer
<b>ACT158</b>	Quad 2-to-1-line inverting data multiplexer
<b>ACT161</b>	4-bit synchronous binary counters with direct clear
<b>ACT163</b>	4-bit synchronous binary counters with synch clear
<b>ACT174</b>	Hex D-type flip-flops
<b>ACT175</b>	Quad D-type flip-flops
<b>ACT238</b>	3-to-8-line decoder/demultiplexer
<b>ACT240</b>	Octal inverting 3-state bus transceiver
<b>ACT241</b>	Octal non-inverting 3-state bus transceiver
<b>ACT244</b>	Octal non-inverting 3-state bus transceiver
<b>ACT245</b>	Octal non-inverting 3-state bus transceiver

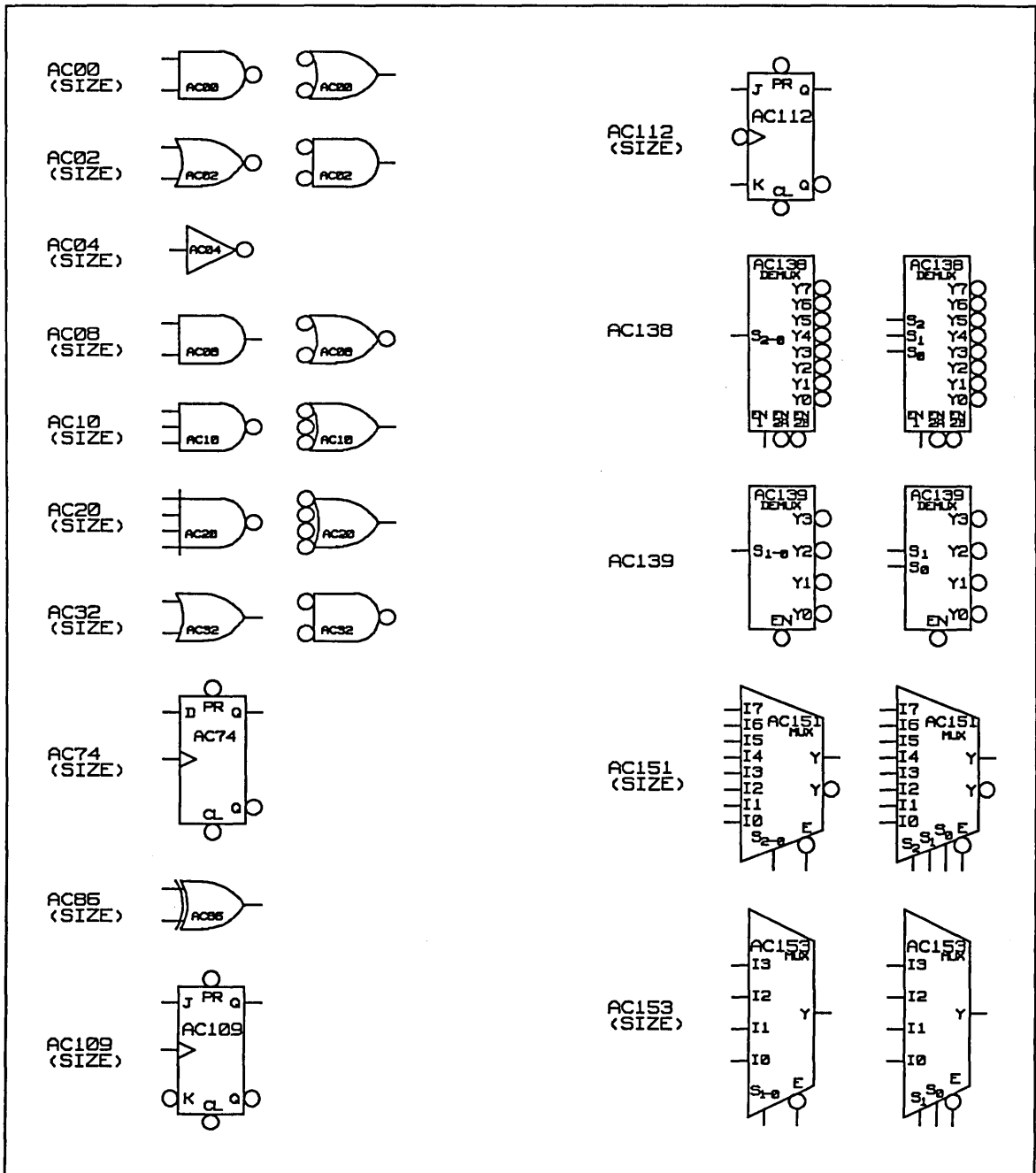


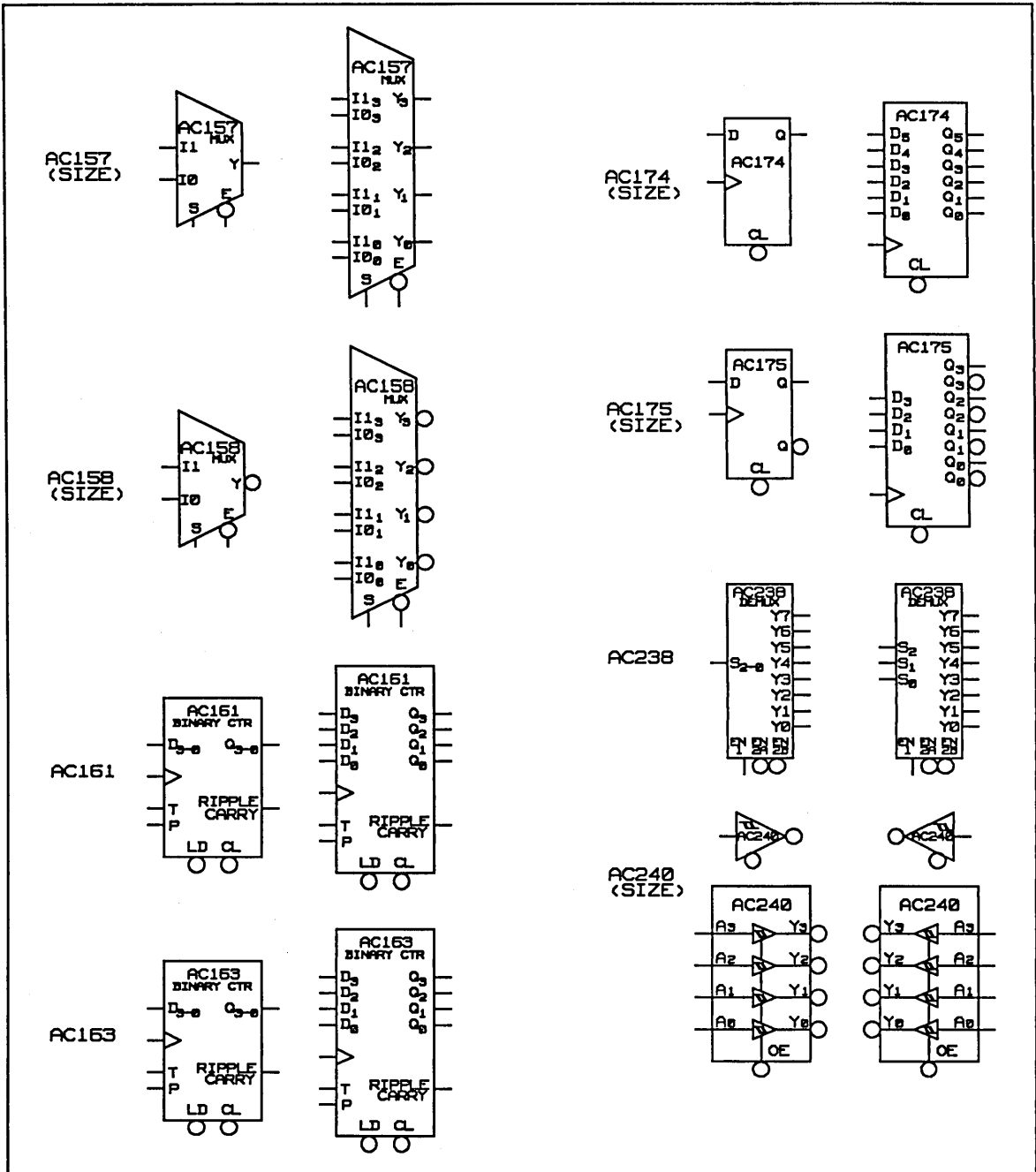
<b>ACT251</b>	3-state data multiplexer
<b>ACT253</b>	Dual data selectors/multiplexers
<b>ACT257</b>	Quad 3-state non-inverting data multiplexer
<b>ACT258</b>	Quad 3-state inverting data multiplexer
<b>ACT273</b>	Octal D flip-flop
<b>ACT283</b>	4-bit full-adder with fast carry
<b>ACT352</b>	Dual 4-input multiplexer
<b>ACT353</b>	Dual 4-input multiplexer with 3-state output
<b>ACT373</b>	Octal 3-state D-latch with common enable
<b>ACT374</b>	Octal 3-state positive-edge-triggered D register
<b>ACT377</b>	Octal D-type flip-flops with clock enable
<b>ACT378</b>	Hex parallel D register with enable
<b>ACT379</b>	Quad D-type flip-flops with enable
<b>ACT533</b>	Octal transparent latch (3-state inverting)
<b>ACT534</b>	Octal D-type flip-flops, positive-edge trigger (3-state inverting)
<b>ACT540</b>	Octal inverting buffer (3-state) broadside pinout 'ACT240'
<b>ACT541</b>	Octal buffer (3-state) broadside pinout 'ACT244'
<b>ACT563</b>	Octal transparent latch (3-state inverting)
<b>ACT564</b>	Octal D-type flip-flops, positive-edge trigger (3-state inverting)
<b>ACT573</b>	Octal D-type latch with 3-state output
<b>ACT574</b>	Octal D-type flip-flop with 3-state output
<b>ACT623</b>	Octal bus transceiver (3-state)
<b>ACT646</b>	Octal transceiver/register with 3-state output

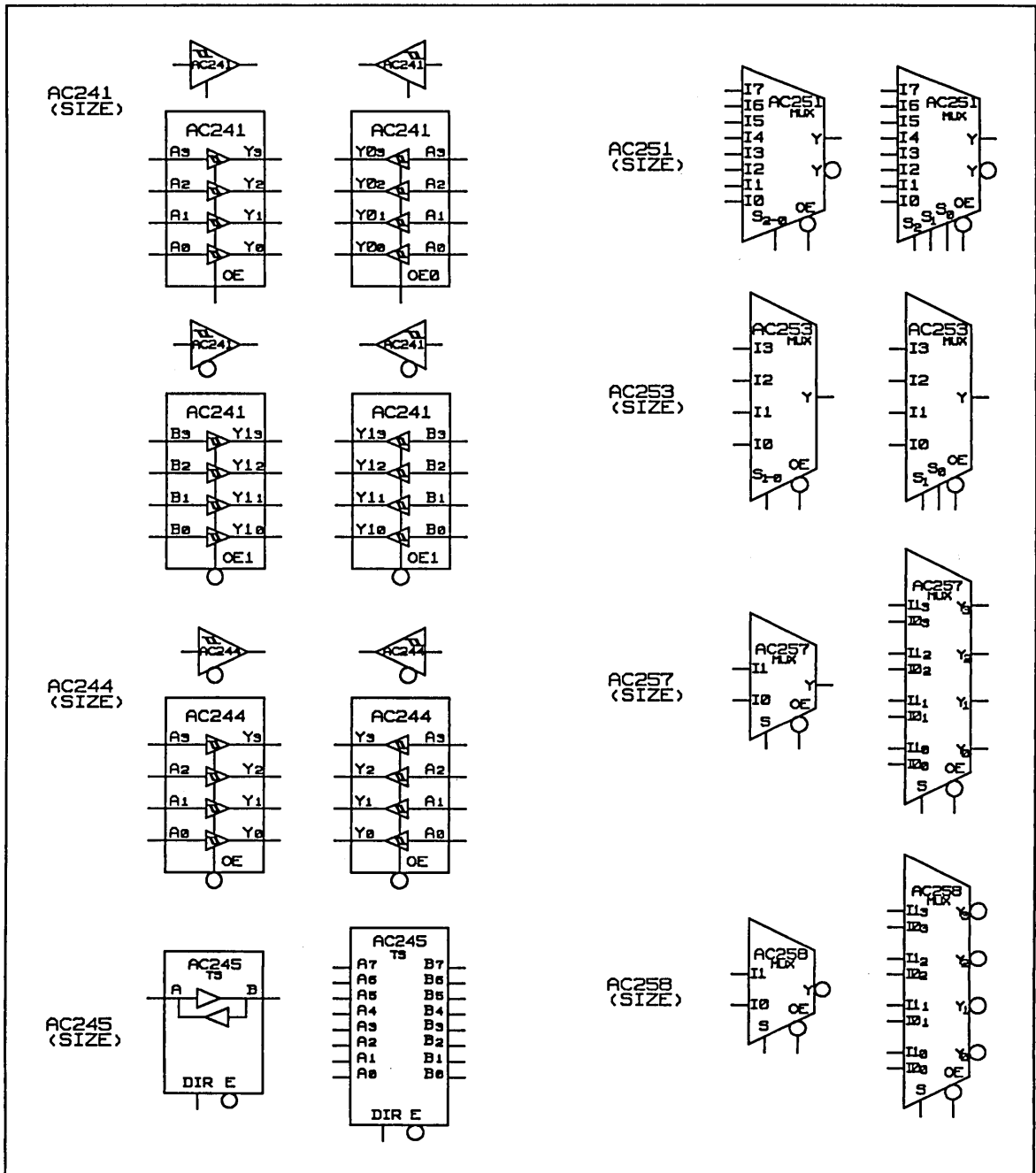
## Application Notes

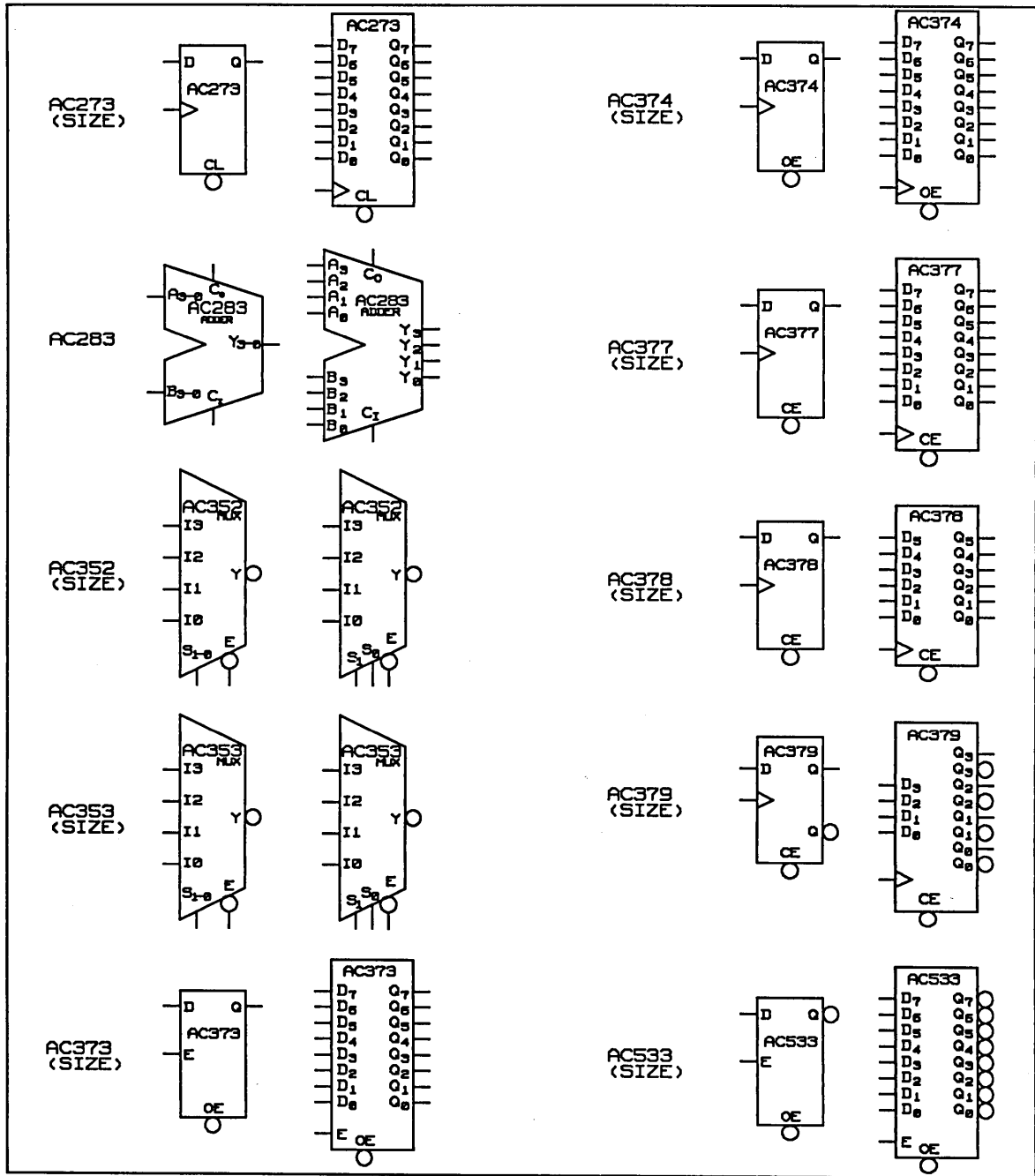
### AC168 and AC169

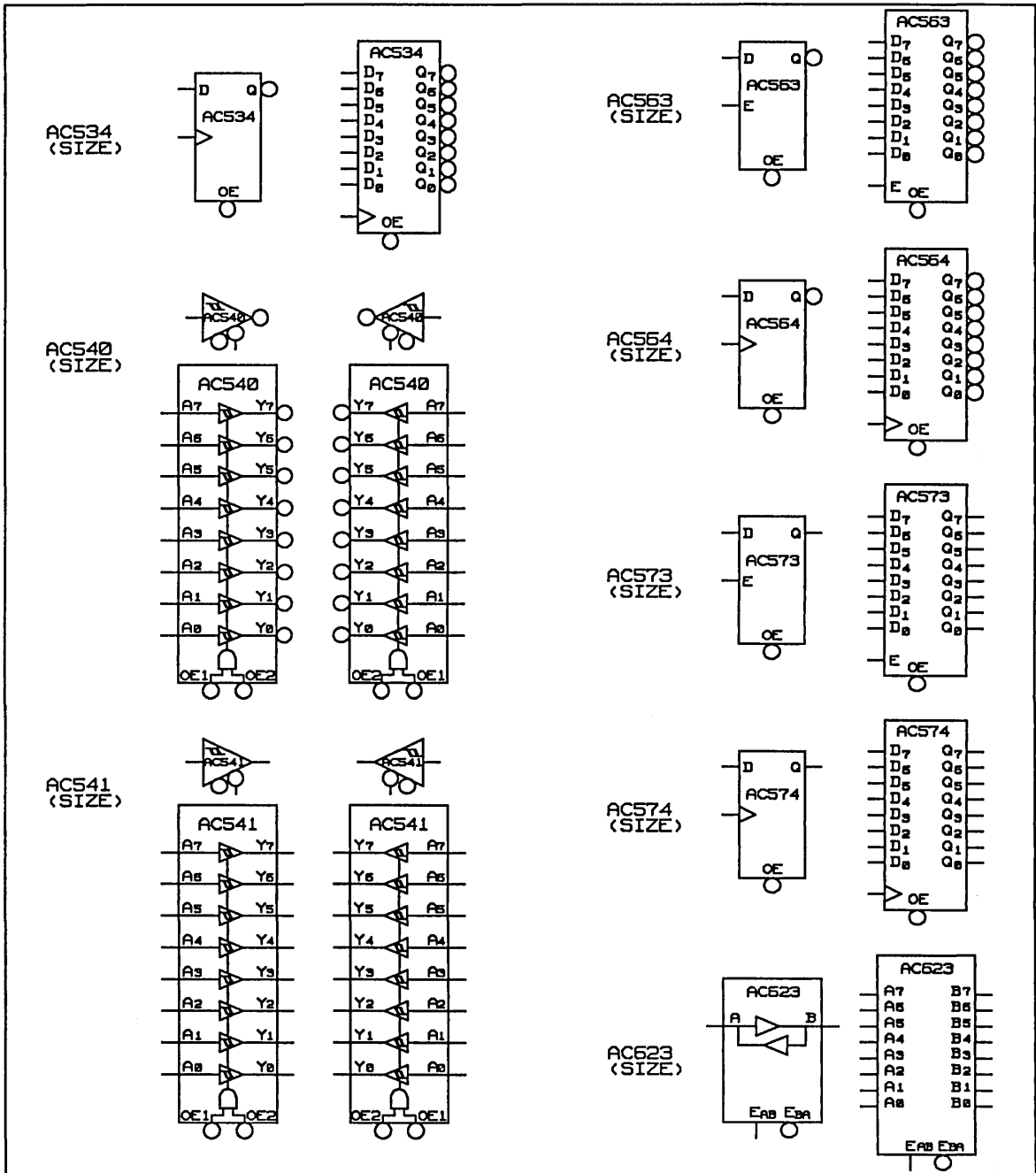
The simulator models of AC168 and AC169 use the pin-to-pin delay property. To get accurate results, be sure to include the PIN\_DELAY property in the *simulate.cmd* file.

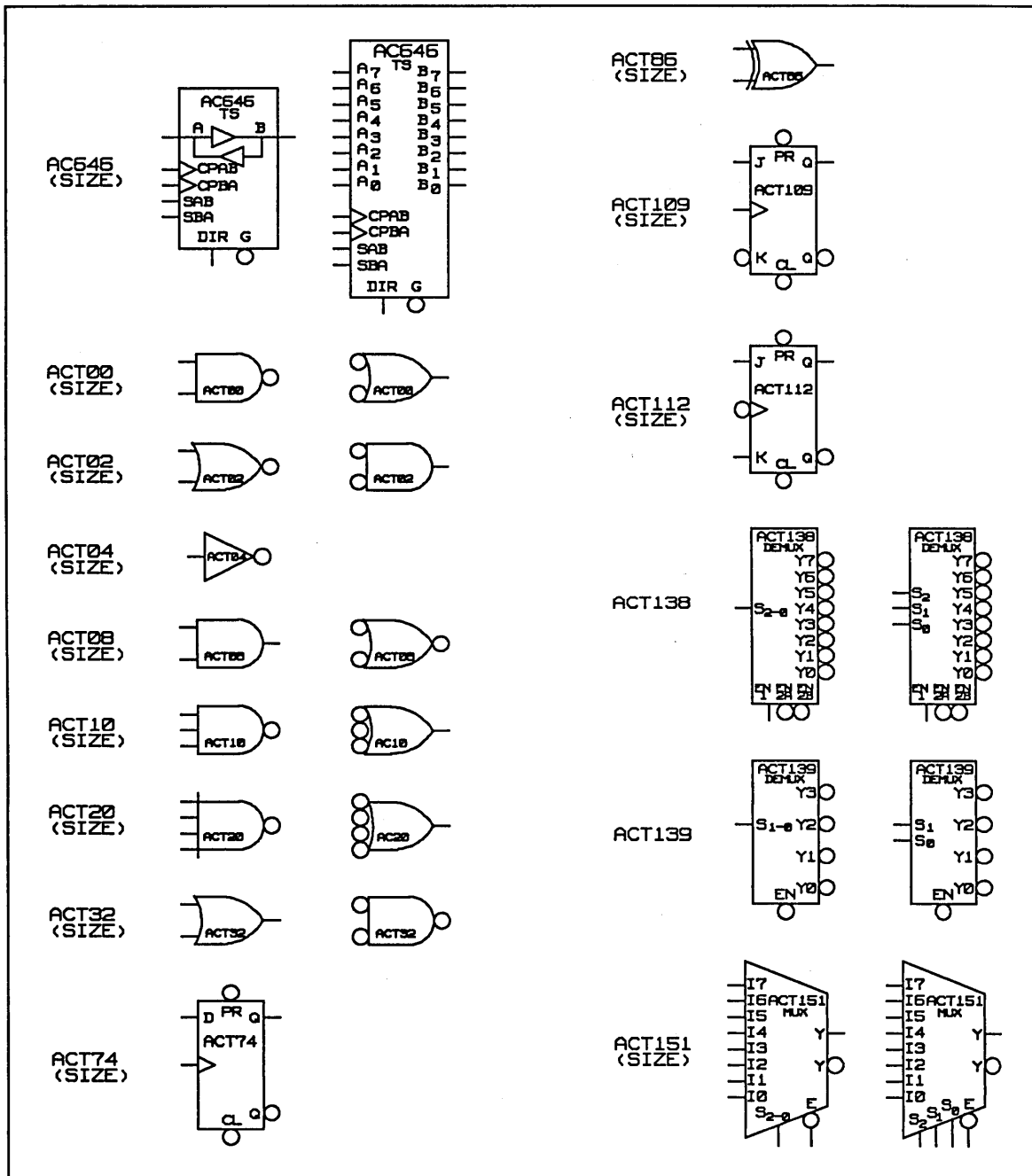




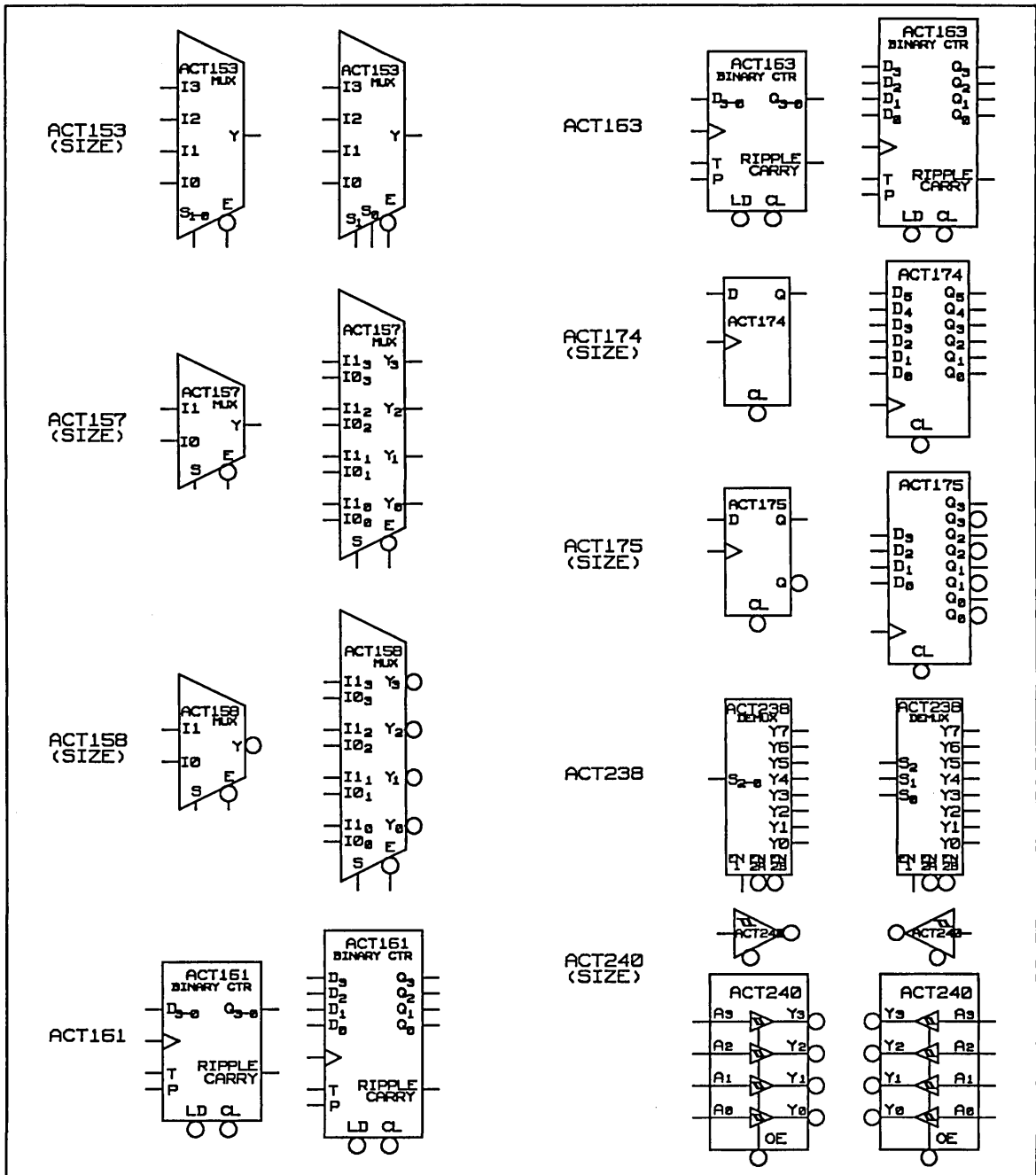


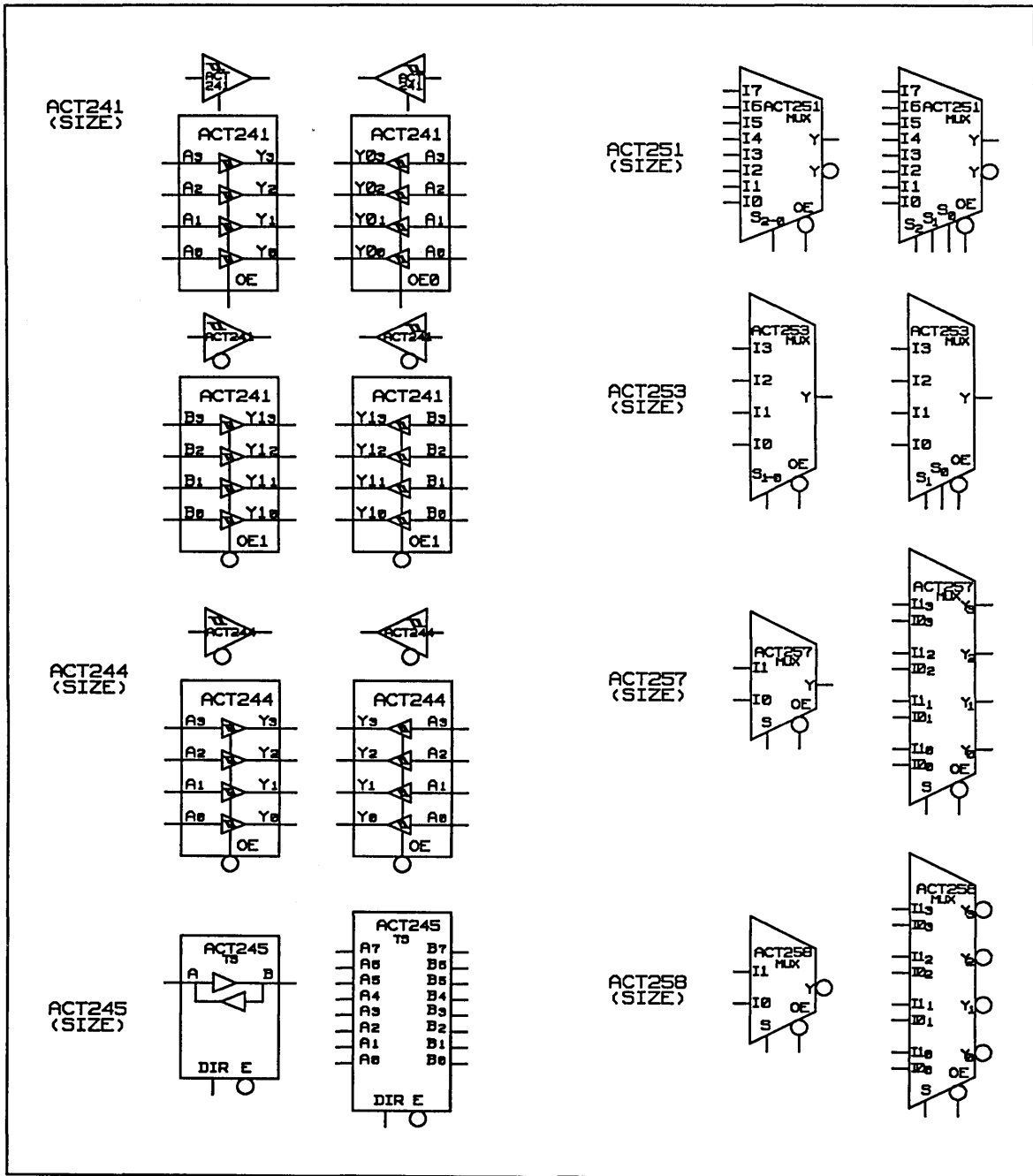


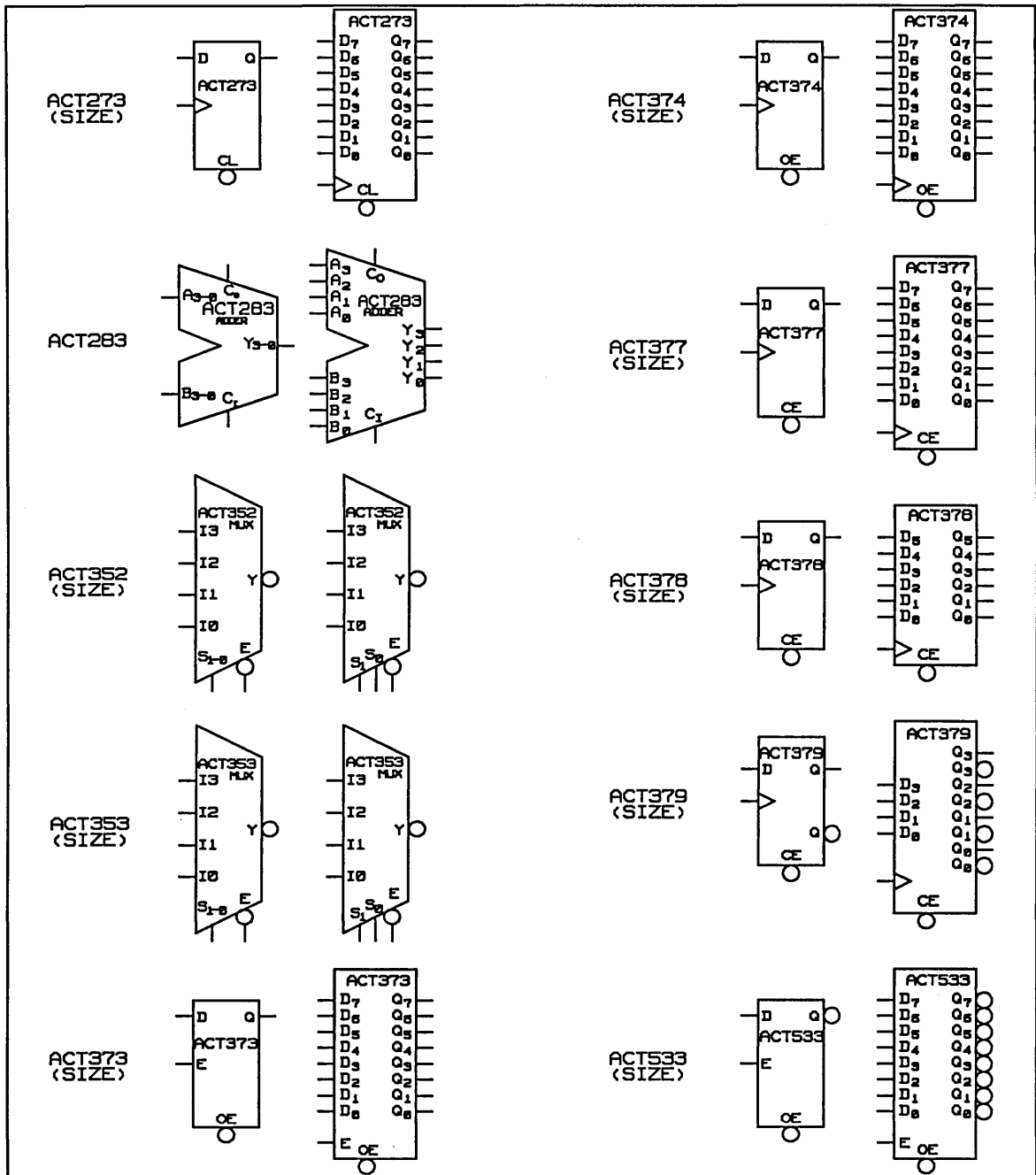


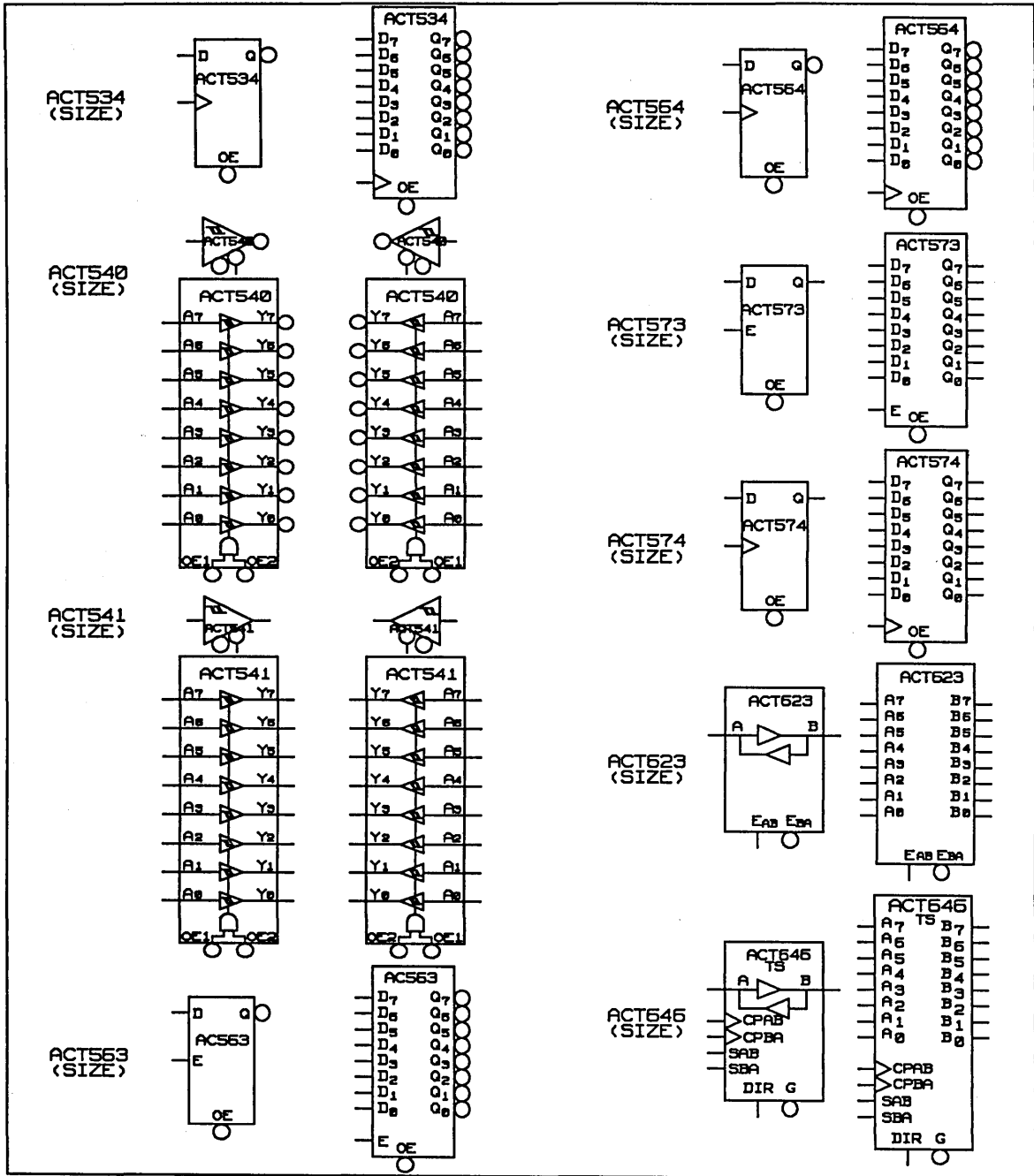












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