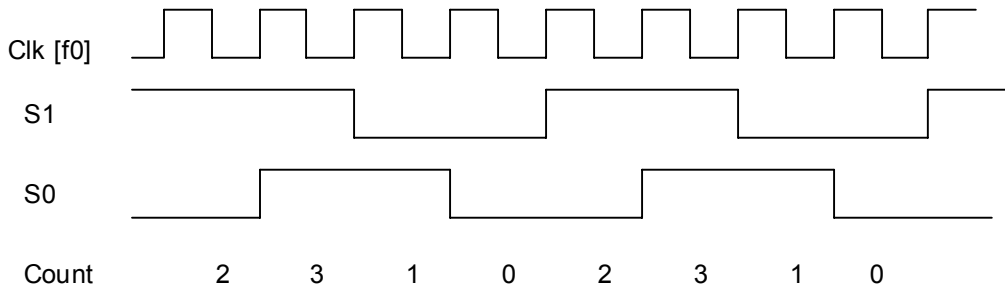
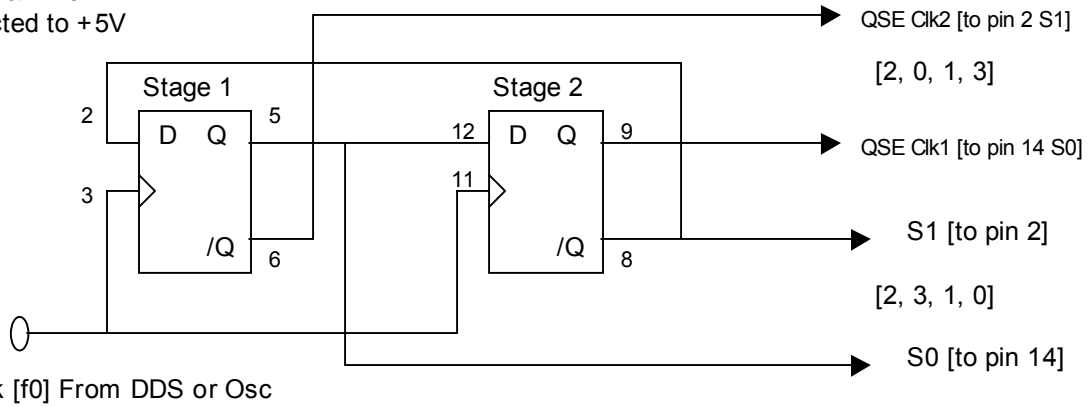


# Softrock Synchronous Clock Generators from $4xF_0$ Clocks

## Two Stage [typ] 74xxx74 Synchronous Clock To drive [typ] FST3253

All /Clr & /Pre  
connected to +5V

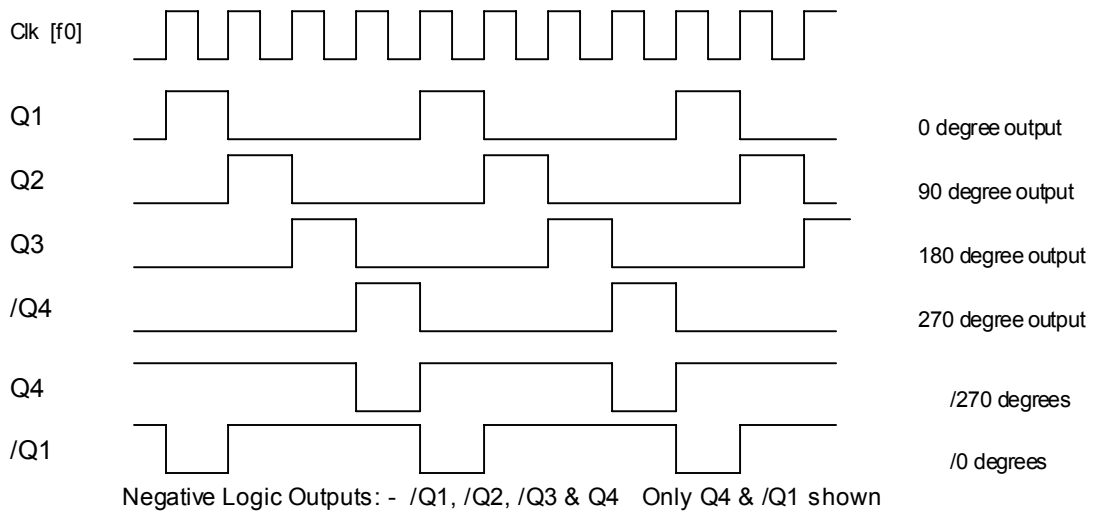
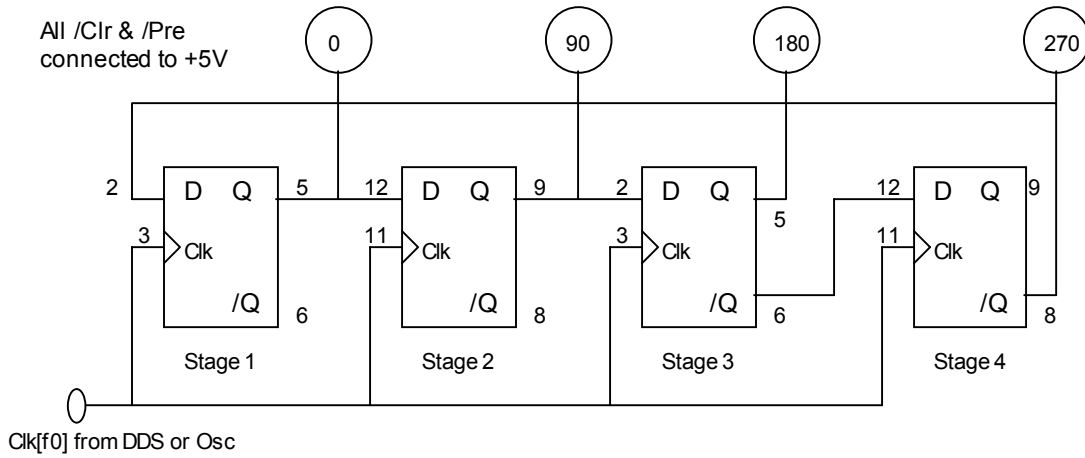


Two Stage State Diagram

[from]	[f <sub>0</sub> ]	[Q <sub>2</sub> ]			[Q <sub>1</sub> ]		
State	Clk	D <sub>1</sub>	Q <sub>1</sub>	/Q <sub>1</sub>	D <sub>2</sub>	Q <sub>2</sub>	/Q <sub>2</sub>
Pwr Up	x	1	0	1	0	0	1
nt <sub>0</sub>	x	↘			↘		
1 <sup>st</sup> clk	↑	1	1	0	1	0	1
2 <sup>nd</sup>	↑	0	1	0	1	1	0
3 <sup>rd</sup>	↑	0	0	1	0	1	0
4 <sup>th</sup>	↑	1	0	1	0	0	1
5 <sup>th</sup>	↑	1	1	0	1	0	1
6 <sup>th</sup>	↑	0	1	0	1	1	0
7 <sup>th</sup>	↑	0	0	1	0	1	0
8 <sup>th</sup>	↑	1	0	1	0	0	1
Pin #			5	6		9	8
Outputs			[S <sub>0</sub> ]	[Clk <sub>2</sub> ]		[Clk <sub>1</sub> ]	[S <sub>1</sub> ]

# Softrock Synchronous Clock Generators from $4xF_0$ Clocks

## Four Stage [typ] 74xxx74 Synchronous Clock To drive [typ] FST3125



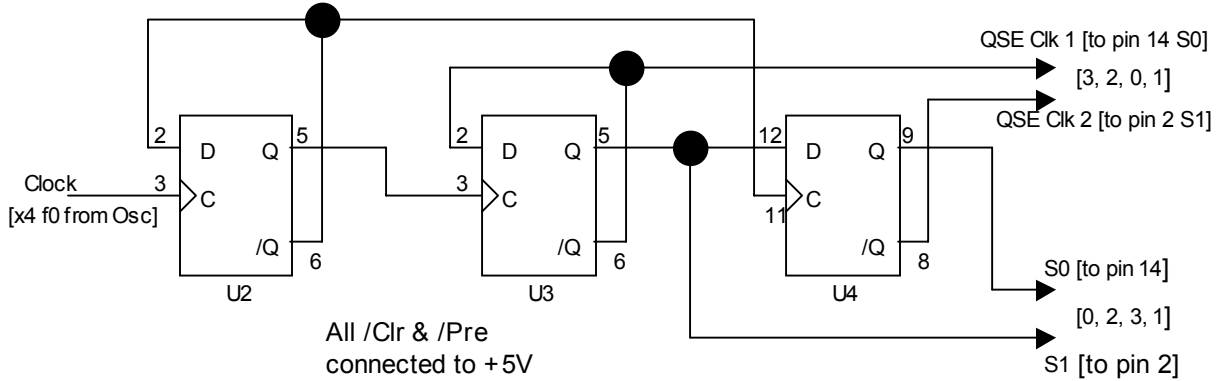
### 4 Stage State Diagram

[from]	[f <sub>0</sub> ]	[/Q <sub>4</sub> ]			[Q <sub>1</sub> ]			[Q <sub>2</sub> ]			[/Q <sub>3</sub> ]		
State	Clk	D <sub>1</sub>	Q <sub>1</sub>	/Q <sub>1</sub>	D <sub>2</sub>	Q <sub>2</sub>	/Q <sub>2</sub>	D <sub>3</sub>	Q <sub>3</sub>	/Q <sub>3</sub>	D <sub>4</sub>	Q <sub>4</sub>	/Q <sub>4</sub>
Pwr Up	x	1	0	1	0	0	1	0	0	1	1	0	1
nt <sub>0</sub> <sup>-</sup>	x	↘			↘			↘			↘		
1 <sup>st</sup> clk	↑	0	1	0	1	0	1	0	0	1	1	1	0
2 <sup>nd</sup>	↑	0	0	1	0	1	0	1	0	1	1	1	0
3 <sup>rd</sup>	↑	0	0	1	0	0	1	0	1	0	0	1	0
4 <sup>th</sup>	↑	1	0	1	0	0	1	0	0	1	1	0	1
5 <sup>th</sup>	↑	0	1	0	1	0	1	0	0	1	1	1	0
6 <sup>th</sup>	↑	0	0	1	0	1	0	1	0	1	1	1	0
7 <sup>th</sup>	↑	0	0	1	0	0	1	0	1	0	0	1	0
8 <sup>th</sup>	↑	1	0	1	0	0	1	0	0	1	1	0	1
9 <sup>th</sup>	↑	0	1	0	1	0	1	0	0	1	1	1	0
10 <sup>th</sup>	↑	0	0	1	0	1	0	1	0	1	1	1	0
11 <sup>th</sup>	↑	0	0	1	0	0	1	0	1	0	0	1	0
Outputs			0°			90°			180°				270°

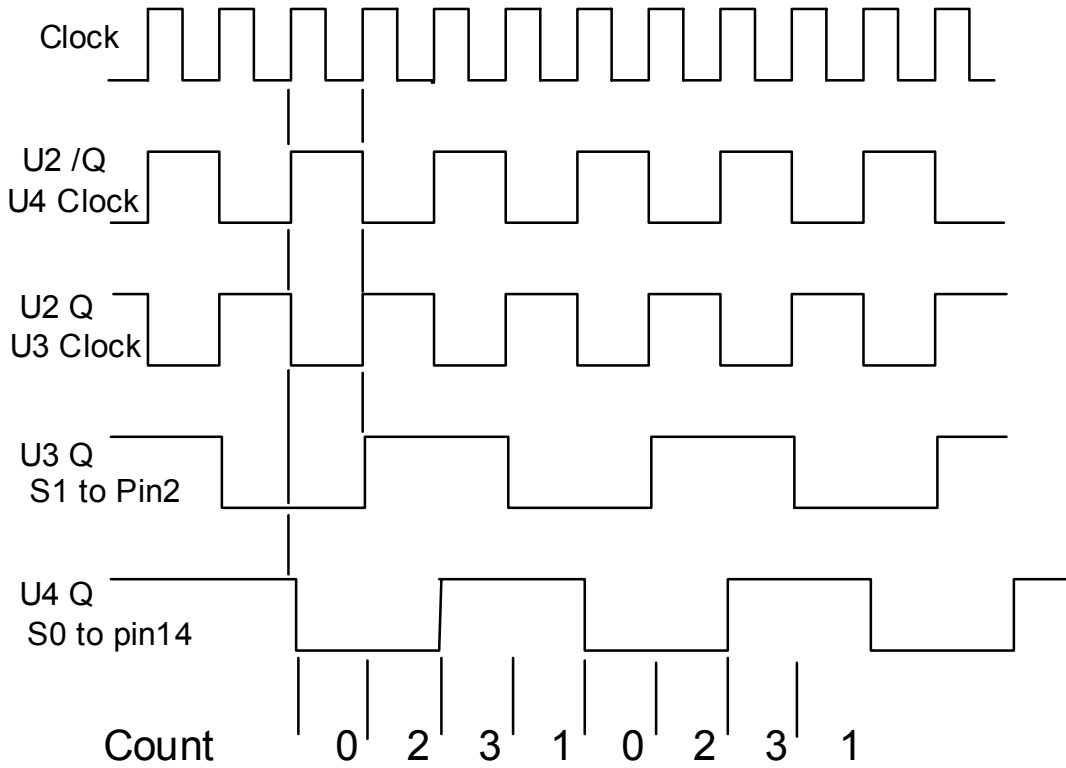
# Softrock Synchronous Clock Generators from 4xF<sub>0</sub> Clocks

## Reference 74HC74 Design

### Softrock asynchronous clock generator v6.2 Lite & RXTX



Asynchronous clocking for receiver [transmitter is similar but 3, 2, 0, 1]



Note: Clock edges do not match up on S<sub>0</sub> and S<sub>1</sub> – that is why it is asynchronous