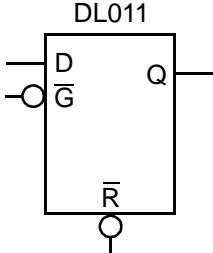


## AMI5HG 0.5 micron CMOS Gate Array

### Description

DL011 is a transparent, unbuffered D latch with active low gate transparency. RESET is active low.

Logic Symbol	Truth Table	Pin Loading																					
		D	Equivalent Load																				
	<table border="1"><thead><tr><th>RN</th><th>D</th><th>GN</th><th>Q</th></tr></thead><tbody><tr><td>H</td><td>L</td><td>L</td><td>L</td></tr><tr><td>H</td><td>H</td><td>L</td><td>H</td></tr><tr><td>H</td><td>X</td><td>H</td><td>NC</td></tr><tr><td>L</td><td>X</td><td>X</td><td>L</td></tr></tbody></table> <p>NC = No Change</p>	RN	D	GN	Q	H	L	L	L	H	H	L	H	H	X	H	NC	L	X	X	L	1.0	
RN	D	GN	Q																				
H	L	L	L																				
H	H	L	H																				
H	X	H	NC																				
L	X	X	L																				
		GN	1.0																				
		RN	1.0																				

**Equivalent Gates** ..... 5.0

### HDL Syntax

Verilog ..... DL011 *inst\_name* (Q, D, GN, RN);

VHDL..... *inst\_name*: DL011 port map (Q, D, GN, RN);

### Size And Power Characteristics

Parameter	Value	Units
Static $I_{DD}$ ( $T_J = 85^\circ C$ )	TBD	nA
$EQL_{pd}$	9.0	Eq-load

See page 2-15 for power equation.

### Propagation Delays

Conditions:  $T_J = 25^\circ C$ ,  $V_{DD} = 5.0V$ , Typical Process

From	Delay (ns)	To	Parameter	Number of Equivalent Loads				
				1	2	5	8	10 (max)
D	Q	$t_{PLH}$	$t_{PLH}$	0.43	0.48	0.65	0.81	0.91
			$t_{PHL}$	0.46	0.50	0.60	0.70	0.77
GN	Q	$t_{PLH}$	$t_{PLH}$	0.54	0.59	0.74	0.90	1.01
			$t_{PHL}$	0.62	0.67	0.77	0.87	0.93
RN	Q	$t_{PLH}$	$t_{PLH}$	0.32	0.38	0.54	0.70	0.80
			$t_{PHL}$	0.26	0.29	0.39	0.48	0.53

Delay will vary with input conditions. See page 2-17 for interconnect estimates.

**AMI5HG 0.5 micron CMOS Gate Array**
**Timing Constraints**

 Conditions:  $T_J = 25^\circ\text{C}$ ,  $V_{DD} = 5.0\text{V}$ , Typical Process

From	To	Delay (ns)	Parameter	Value
Min GN Width	Low	$t_w$		0.63
Min RN Width	Low	$t_w$		0.65
Min D Setup		$t_{su}$		0.45
Min D Hold		$t_h$		0.15
Min RN Setup		$t_{su}$		0.33
Min RN Hold		$t_h$		0.25

**Logic Schematic**
