```
;-------------------------- Boolean Equation Segment -----------------

EQUATIONS
;                                          K   Width Reduction
;                                         ---  ---------------
LINE = /W0 * /W1 * /W2 * TAP1             ;0 -  0 ns narrower
     +  W0 * /W1 * /W2 * TAP1             ;1 -  0 ns narrower  (was 5 ns)
     + /W0 * W1 * /W2 * TAP1 * TAP3       ;2 - 10 ns narrower
     + W0 * W1 * /W2 * TAP1 * TAP4        ;3 - 15 ns narrower
     + /W0 * /W1 * W2 * TAP1 * TAP5       ;4 - 20 ns narrower
     + W0 * /W1 * W2 * TAP1 * TAP6        ;5 - 25 ns narrower
     + /W0 * W1 * W2 * TAP1 * TAP7        ;6 - 30 ns narrower

XHATCH = /S0 * /S1 * (VLTC + LINE)                                ;dense xhatch
       + S0 * /S1 * (VLTC * /ATC + LINE * HC3)                    ;normal xhatch
       + /S0 * S1 * (VLTC * LINE)                                 ;dots
       + S0 * S1 * (VLTC * /ATC + LINE * HC3 + VLTC * LINE)       ;dots & xhatch

;-------------------------- Simulation Segment ----------------------

SIMULATION

;Does not simulate totally, just a very small crosshatch

TRACE_ON TAP1 TAP2 W0 W1 W2 LINE HC3 VLTC ATC S0 S1 XHATCH

SETF TAP1 TAP2 /TAP3 /TAP4 /TAP5 /TAP6 /TAP7 W0 W1 W2 /S0 /S1
SETF /HC3 /VLTC /ATC /W0 /W1 /W2

FOR Y := 1 TO 3 DO
BEGIN
FOR X := 1 TO 3 DO
BEGIN
SETF /TAP1 /TAP2
END
SETF HC3
SETF TAP1 TAP2
SETF /HC3
FOR X := 1 TO 3 DO
BEGIN
SETF /TAP1 /TAP2
END
SETF TAP1 TAP2
END

SETF S0 /S1
FOR Y := 1 TO 3 DO
BEGIN
FOR X := 1 TO 3 DO
BEGIN
SETF /TAP1 /TAP2
END
SETF HC3
SETF TAP1 TAP2
SETF /HC3
FOR X := 1 TO 3 DO
BEGIN
SETF /TAP1 /TAP2
END
SETF TAP1 TAP2
END
```