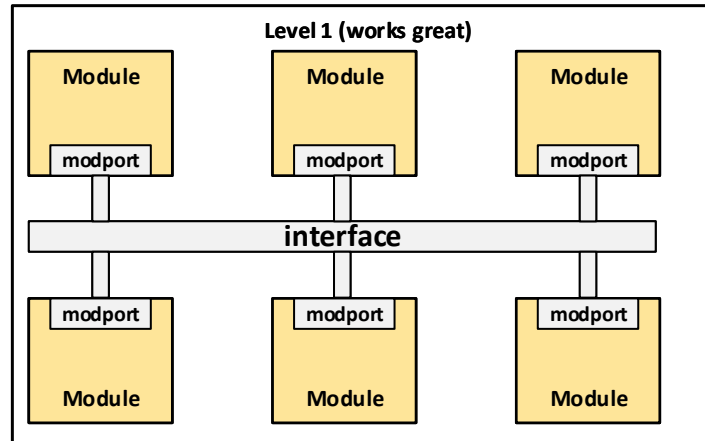
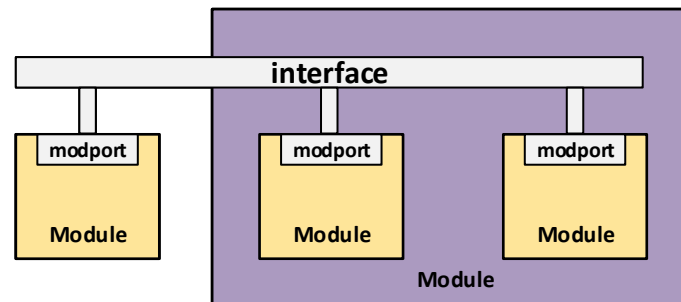




Interface traverses hierarchical boundaries. This works in simulation but gives issues in synthesis



Current solution is to create a connector module as a work around.

