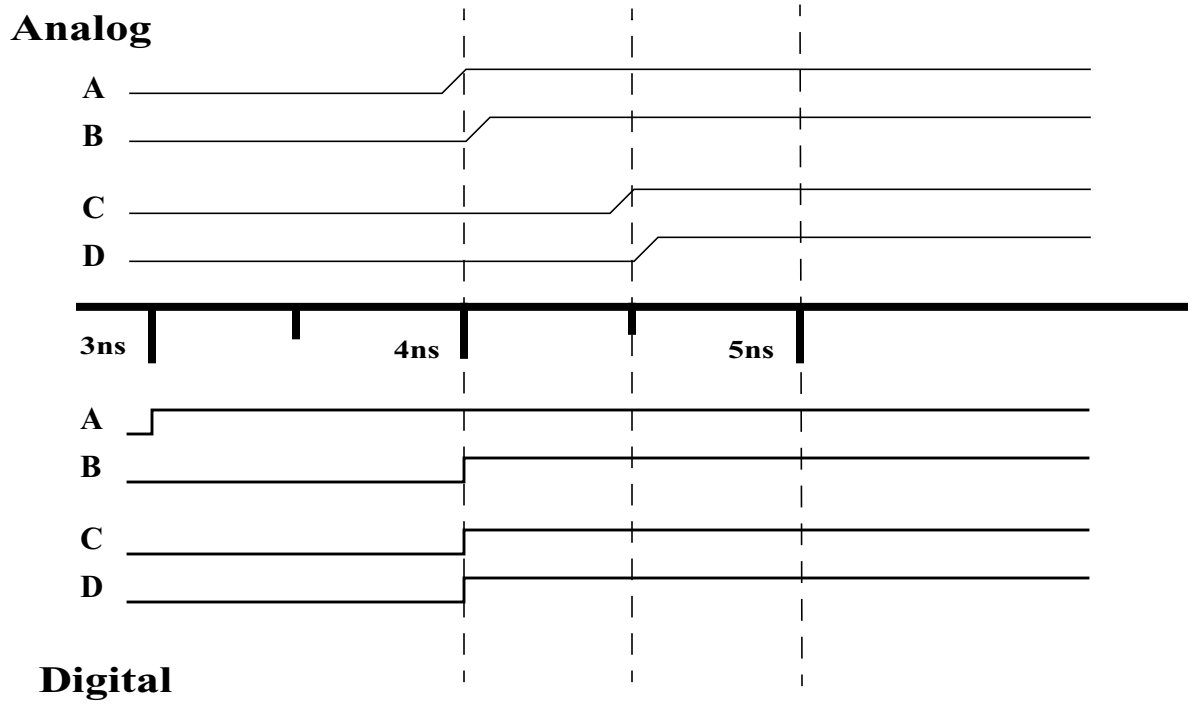
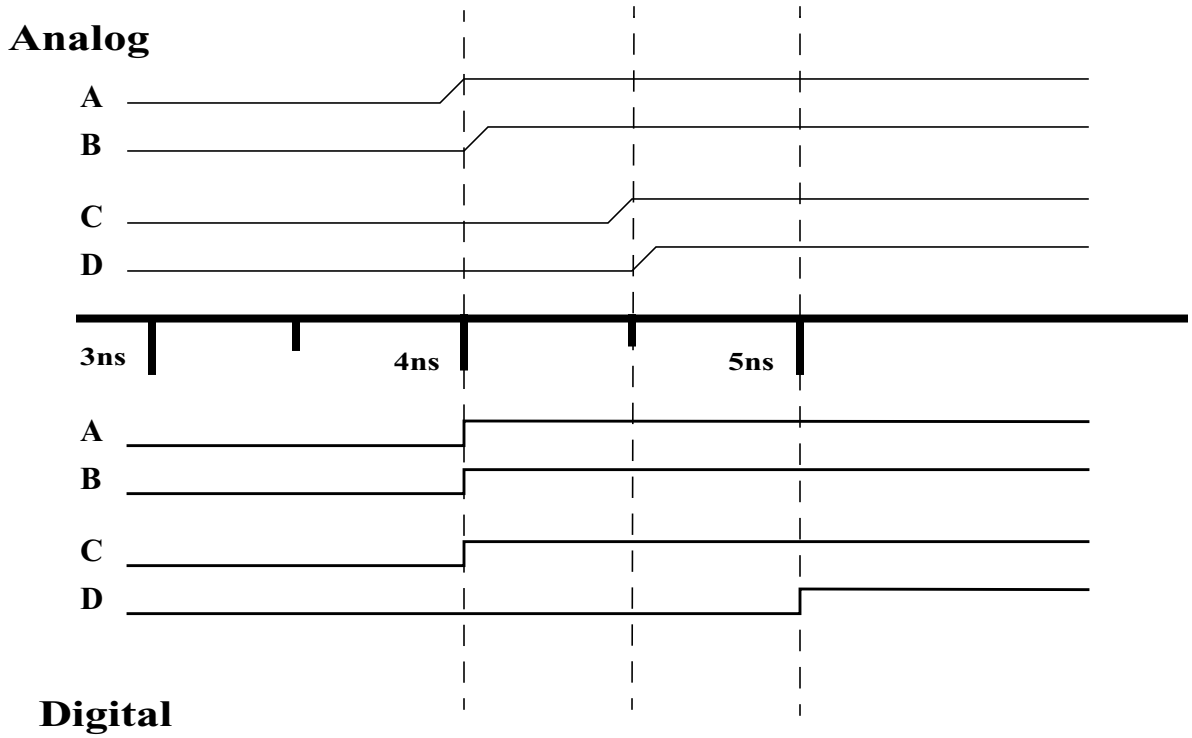
Truncating to Digital Time:

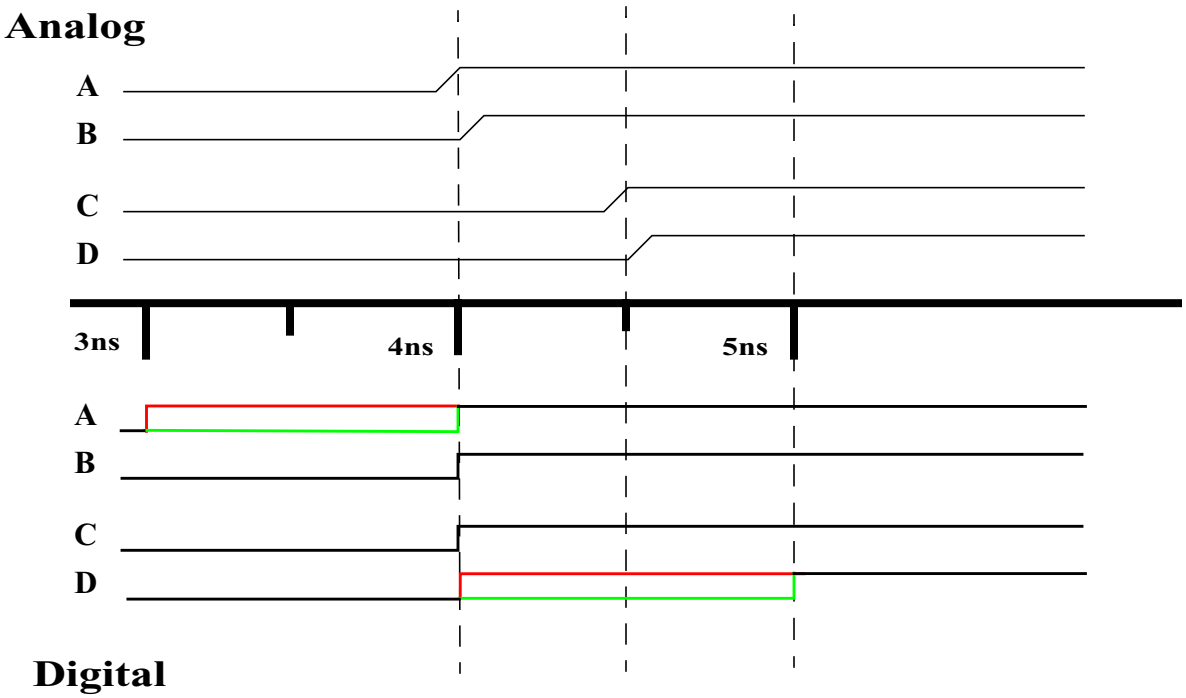


[A/D events are generated at the midpoint of the rising edges. Precision is 1nS]

Rounding to Digital Time:



Overlay (truncated in red, rounded in green):



Conclusion

In both cases close A/D events give either a 1-tick 0r zero delay: for truncation, events A & B give a 1-tick delay and C & D a zero delay, and *vice-versa* for rounding.

The digital events for truncation occur earlier than those for rounding when they differ.