-------------------------------------------------------------------------

-- File: lec18.vhdl

-- Ctrl: 00=Hold 01=Increment 10=Load 11=reset

-------------------------------------------------------------------------

entity lec10 is

generic( N : integer := 4);

port( clk : in STD\_LOGIC;

reset\_n : in STD\_LOGIC;

ctrl : in std\_logic\_vector(1 downto 0);

D : in unsigned (N-1 downto 0);

Q : out unsigned (N-1 downto 0));

end lec10;

architecture behavior of lec10 is

signal processQ: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ;

begin

process(clk)

begin

if (rising\_edge(clk)) then

if (reset\_n = '0') then

processQ <= \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ;

elsif (ctrl = "01") then

processQ <= \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ;

elsif (ctrl = "10") then

processQ <= \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ;

elsif (crtl = "11") then

processQ <= \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ;

end if;

end if;

end process;

Q <= processQ;

end behavior;

------------------------------------------------------------------------------

-- File: my\_counter\_ip\_v1\_0\_S00\_AXI.vhd

------------------------------------------------------------------------------

use ieee.numeric\_std.all;

entity my\_counter\_ip\_v1\_0\_S00\_AXI is

generic (

-- Width of S\_AXI data bus

C\_S\_AXI\_DATA\_WIDTH : integer := 32;

-- Width of S\_AXI address bus

C\_S\_AXI\_ADDR\_WIDTH : integer := 7

);

port (

-- Users to add ports here

LED : out std\_logic\_vector(7 downto 0);

-- User ports ends

-- Do not modify the ports beyond this line

-- Global Clock Signal

S\_AXI\_ACLK : in std\_logic;

-- Global Reset Signal. This Signal is Active LOW

S\_AXI\_ARESETN : in std\_logic;

… lots of other stuff …);

architecture arch\_imp of my\_counter\_ip\_v1\_0\_S00\_AXI is

------------------------------------------------

---- Signals for user logic register space example

--------------------------------------------------

component lec10 is

generic (N: integer := 4);

Port( clk: in STD\_LOGIC;

reset\_n : in STD\_LOGIC;

ctrl: in std\_logic\_vector(1 downto 0);

D: in unsigned (N-1 downto 0);

Q: out unsigned (N-1 downto 0));

end component;

signal \_\_\_\_\_\_\_\_\_ : unsigned (7 downto 0);

begin

-- Address decoding for reading registers

loc\_addr := axi\_araddr(ADDR\_LSB + OPT\_MEM\_ADDR\_BITS downto ADDR\_LSB);

case loc\_addr is

when b"00000" =>

reg\_data\_out <= X"000000" & std\_logic\_vector(Q);

when b"00001" =>

reg\_data\_out <= slv\_reg1;

when b"00010" =>

reg\_data\_out <= slv\_reg2;

… lots more stuff here

end case;

-- Add user logic here

counter: \_\_\_\_\_\_\_\_\_\_\_

generic map (\_\_\_\_)

port map( clk => \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_,

reset\_n => \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_,

ctrl => slv\_reg1(1 downto 0),

D => unsigned(slv\_reg0(7 downto 0)),

Q => \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_);

LED <= std\_logic\_vector(Q);

-- User logic ends

------------------------------------------------------------------------------

-- my\_counter\_ip\_v1\_0.vhd

------------------------------------------------------------------------------

use ieee.numeric\_std.all;

entity my\_counter\_ip\_v1\_0 is

generic (

C\_S00\_AXI\_DATA\_WIDTH : integer := 32;

C\_S00\_AXI\_ADDR\_WIDTH : integer := 7

);

port (

-- Users to add ports here

LED : out std\_logic\_vector(7 downto 0);

-- User ports ends

-- Do not modify the ports beyond this line

-- Ports of Axi Slave Bus Interface S00\_AXI

s00\_axi\_aclk : in std\_logic;

s00\_axi\_aresetn : in std\_logic;

… lots of other stuff …);

architecture arch\_imp of my\_counter\_ip\_v1\_0 is

-- component declaration

component my\_counter\_ip\_v1\_0\_S00\_AXI is

generic (

C\_S\_AXI\_DATA\_WIDTH : integer := 32;

C\_S\_AXI\_ADDR\_WIDTH : integer := 7

);

port (

LED : out std\_logic\_vector(7 downto 0);

S\_AXI\_ACLK : in std\_logic;-- Instantiation of Axi Bus Interface S00\_AXI

… lots of other stuff …);

my\_counter\_ip\_v1\_0\_S00\_AXI\_inst : my\_counter\_ip\_v1\_0\_S00\_AXI

port map( S\_AXI\_ACLK => S\_AXI\_ACLK,

S\_AXI\_ARESETN => S\_AXI\_ARESETN,

S\_AXI\_WDATA => S\_AXI\_WDATA,

… lots of other stuff …);my\_counter\_ip\_v1\_0\_S00\_AXI\_inst : my\_counter\_ip\_v1\_0\_S00\_AXI

generic map (

C\_S\_AXI\_DATA\_WIDTH => C\_S00\_AXI\_DATA\_WIDTH,

C\_S\_AXI\_ADDR\_WIDTH => C\_S00\_AXI\_ADDR\_WIDTH )

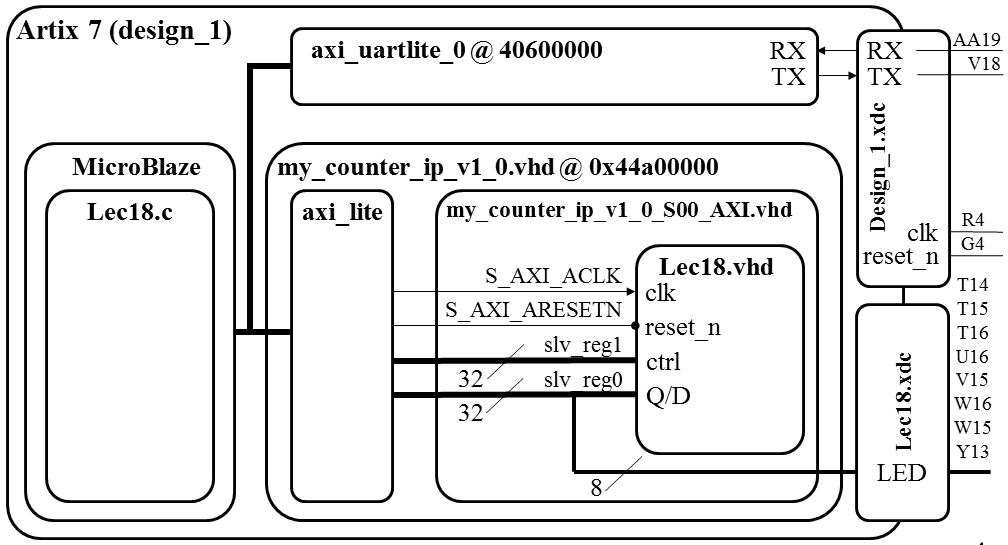
port map (

LED => LED,

S\_AXI\_ACLK => s00\_axi\_aclk,

S\_AXI\_ARESETN => s00\_axi\_aresetn,

… lots of other stuff …);

****

/\*--------------------------------------------------------------------

-- Name: Maj Jeff Falkinburg

-- Date: Feb 16, 2017

-- File: lec18.c

-- Event: Lecture 18

-- Crs: ECE 383

--

-- Purp: MicroBlaze Tutorial that implements a custom IP to microBlaze.

--

-- Documentation: MicroBlaze Tutorial

--

-- Academic Integrity Statement: I certify that, while others may have

-- assisted me in brain storming, debugging and validating this program,

-- the program itself is my own work. I understand that submitting code

-- which is the work of other individuals is a violation of the honor

-- code. I also understand that if I knowingly give my original work to

-- another individual is also a violation of the honor code.

-------------------------------------------------------------------------\*/

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Include Files \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

**#include** "xparameters.h"

**#include** "stdio.h"

**#include** "xstatus.h"

**#include** "platform.h"

**#include** "xil\_printf.h" // Contains xil\_printf

**#include** <xuartlite\_l.h> // Contains XUartLite\_RecvByte

**#include** <xil\_io.h> // Contains Xil\_Out8 and its variations

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Constant Definitions \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

/\*

\* The following constants define the slave registers used for our Counter PCORE

\*/

**#define** countQReg 0x44a00000 // 8 LSBs of slv\_reg0 read=Q, write=D

**#define** countCtrlReg 0x44a00004 // 2 LSBs of slv\_reg1 are control

**#define** countRollReg 0x44a00008 // 1 LSBs of slv\_reg2 for roll

/\*

\* The following constants define the Counter commands

\*/

**#define** count\_HOLD 0x00 // The control bits are defined in the VHDL

**#define** count\_COUNT 0x01 // code contained in lec18.vhdl. They are

**#define** count\_LOAD 0x02 // added here to centralize the bit values in

**#define** count\_RESET 0x03 // a single place.

**#define** printf xil\_printf /\* A smaller footprint printf \*/

**#define** uartRegAddr 0x40600000 // read <= RX, write => TX

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Function Prototypes \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Variable Definitions \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

/\*

\* The following are declared globally so they are zeroed and so they are

\* easily accessible from a debugger

\*/

**int** **main**()

{

**unsigned** **char** c;

init\_platform();

print("Welcome to Lecture 18\n\r");

**while**(1) {

c=XUartLite\_RecvByte(uartRegAddr);

**switch**(c) {

/\*-------------------------------------------------

\* Reply with the help menu

\*-------------------------------------------------

\*/

**case** '?':

printf("--------------------------\r\n");

printf(" count Q = %x\r\n",Xil\_In16(countQReg));

printf("--------------------------\r\n");

printf("?: help menu\r\n");

printf("o: k\r\n");

printf("c: COUNTER count up LEDs (by x26)\r\n");

printf("s: COUNTER start counter\r\n");

printf("l: COUNTER load counter\r\n");

printf("r: COUNTER reset counter\r\n");

printf("f: flush terminal\r\n");

**break**;

/\*-------------------------------------------------

\* Basic I/O loopback

\*-------------------------------------------------

\*/

**case** 'o':

printf("k \r\n");

**break**;

/\*-------------------------------------------------

\* Tell the counter to count up

\*-------------------------------------------------

\*/

**case** 'c':

Xil\_Out8(countCtrlReg,count\_COUNT);

Xil\_Out8(countCtrlReg,count\_HOLD);

**break**;

/\*-------------------------------------------------

\* Start the counter to count up

\*-------------------------------------------------

\*/

**case** 's':

Xil\_Out8(countCtrlReg,count\_COUNT);

**break**;

/\*-------------------------------------------------

\* Stop the counter from counting

\*-------------------------------------------------

\*/

**case** 'S':

Xil\_Out8(countCtrlReg,count\_HOLD);

**break**;

/\*-------------------------------------------------

\* Tell the counter to load a value

\*-------------------------------------------------

\*/

**case** 'l':

printf("Enter a 0-9 value to store in the counter: ");

c=XUartLite\_RecvByte(uartRegAddr) - 0x30;

Xil\_Out8(countQReg,c); // put value into slv\_reg1

Xil\_Out8(countCtrlReg,count\_LOAD); // load command

printf("%c\r\n",c+0x30);

**break**;

/\*-------------------------------------------------

\* Reset the counter

\*-------------------------------------------------

\*/

**case** 'r':

Xil\_Out8(countCtrlReg,count\_RESET); // reset command

**break**;

/\*-------------------------------------------------

\* Clear the terminal window

\*-------------------------------------------------

\*/

**case** 'f':

**for** (c=0; c<40; c++) printf("\r\n");

**break**;

/\*-------------------------------------------------

\* Unknown character was

\*-------------------------------------------------

\*/

**default**:

printf("unrecognized character: %c\r\n",c);

**break**;

} // end case

}

cleanup\_platform();

**return** 0;

} // end main