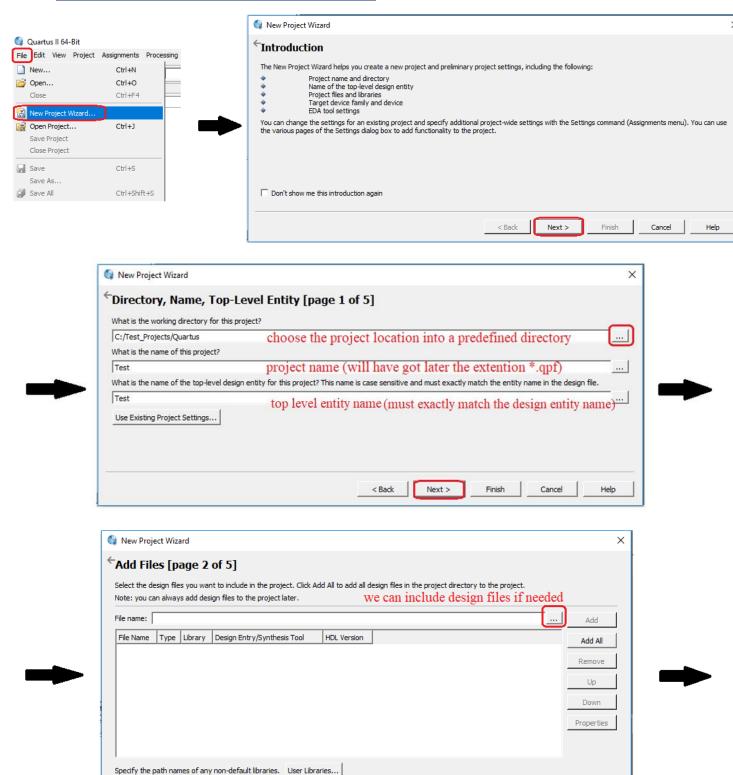
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# **Quartus - Create or Open a Project**

## A. Create a New Project:

1. Step 1 – create a new project and add VHDL files:



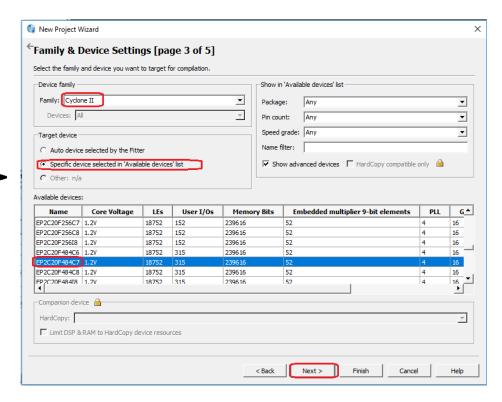
< Back

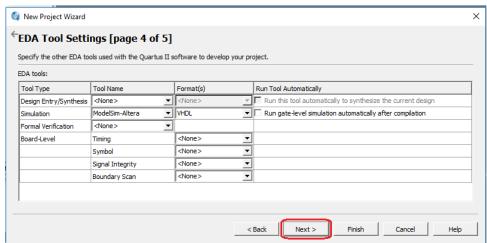
Next >

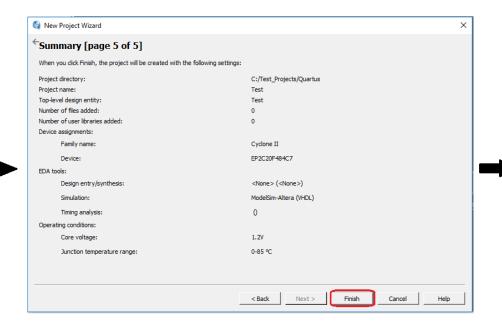
Finish

Cancel

Help

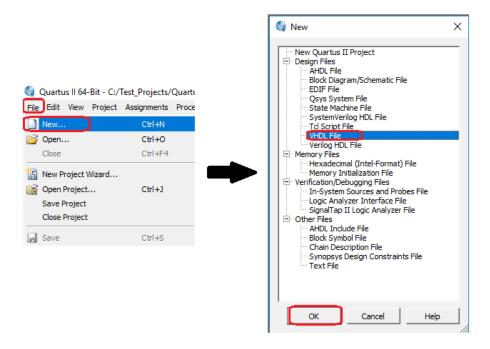




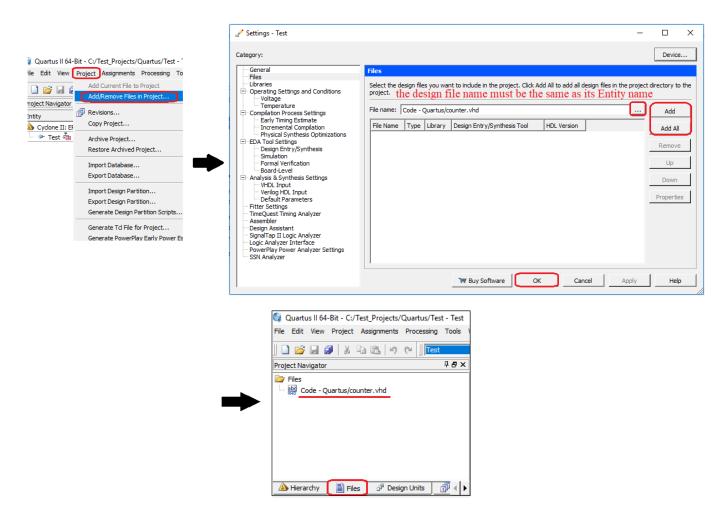


#### 2. Step 2 – Add project files:

a. <u>In order to open VHDL blank file use the next step (if you're using VHDL existing files, copy these files into project folder and skip to clause b):</u>

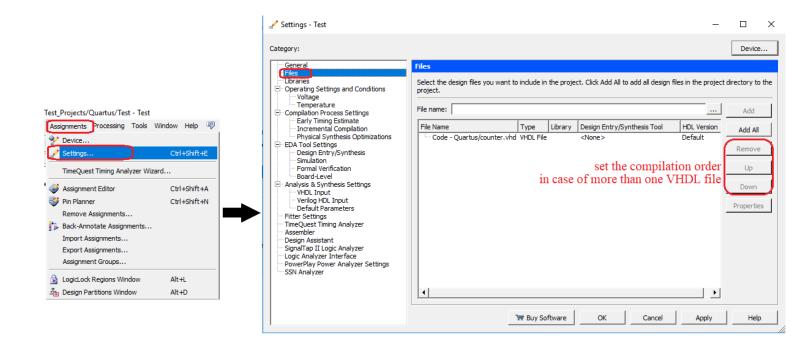


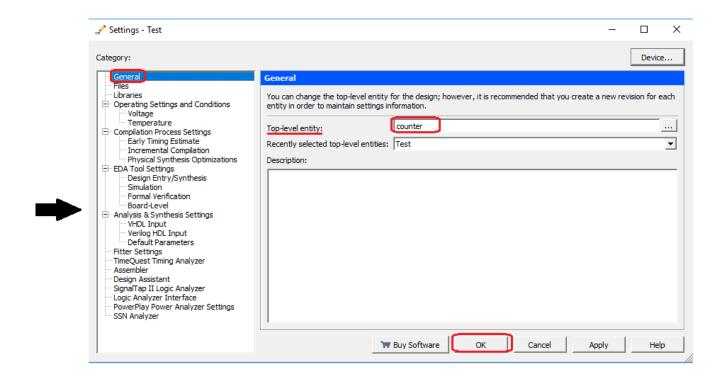
b. Add the project VHDL existing files:



#### 3. Step 3 – Code compilation:

**a.** Set the compilation order and top level entity:





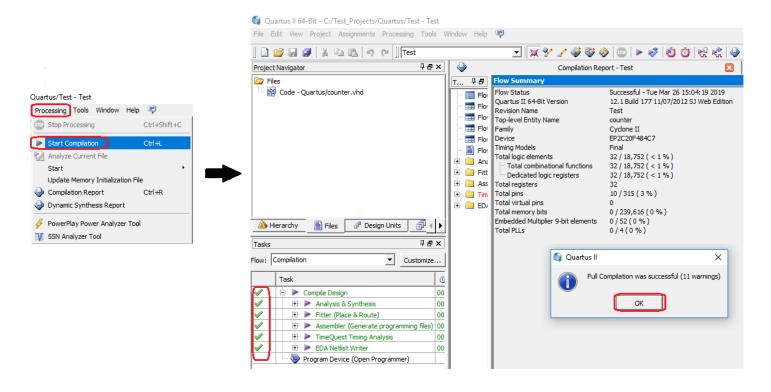
#### counter.vhd

```
library ieee;
use ieee.std logic 1164.all;
use IEEE.std logic unsigned.all;
entity counter is port (
    clk,enable : in std logic;
               : out std logic vector (7 downto 0));
end counter;
architecture rtl of counter is
    signal q int : std logic vector (31 downto 0):=x"00000000";
begin
    process (clk)
   begin
        if (rising_edge(clk)) then
           if enable = '1' then
                q int <= q int + 1;
           end if;
         end if;
    end process;
    q <= q int(31 downto 24); -- Output only 8MSB
end rtl;
```

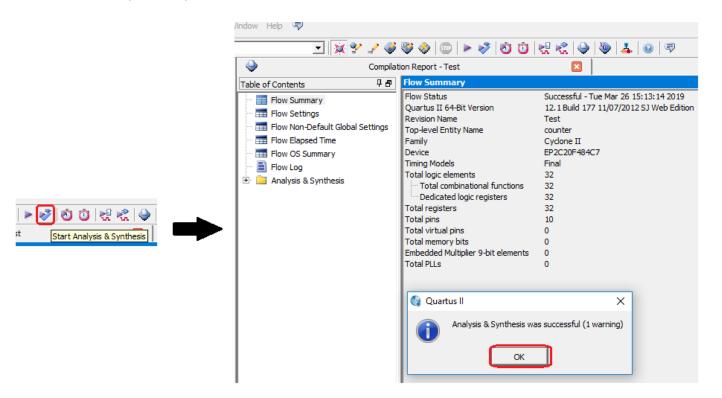
#### **Example application:**

- 32bit behavioral counter with enable
- 8 MSB connected to green LEDs
- Enable connected to switch
- Clock to 50MHz onboard oscillator

#### **b.** Code compilation:

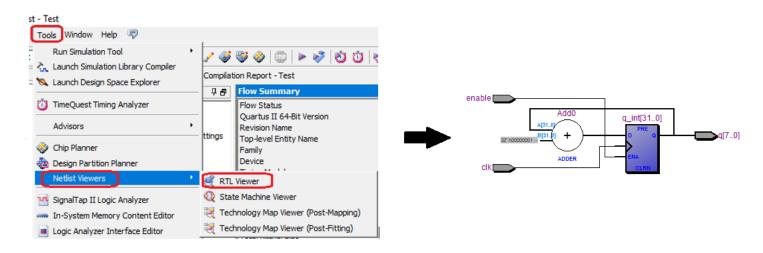


#### c. Start analysis and synthesis:

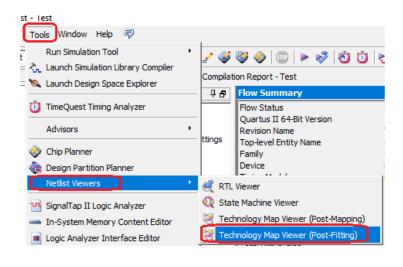


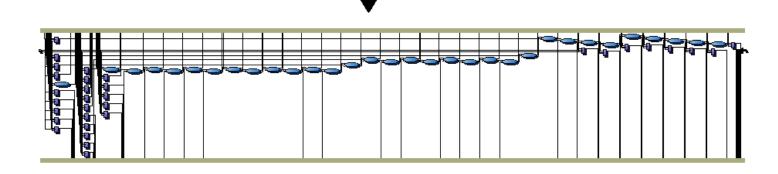
## 4. Step 4 – Synthesis results:

a. Synthesis RTL viewer:



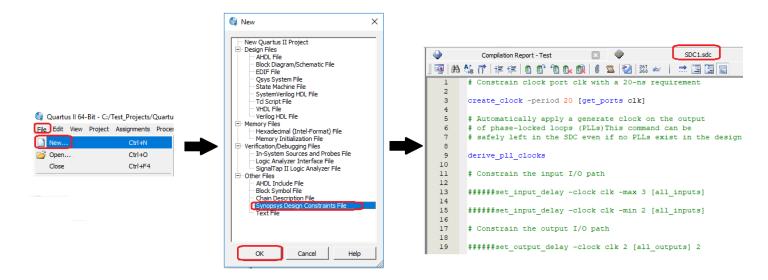
**b.** Synthesis Map (Post-Fitting) viewer (LEs and FFs combination):



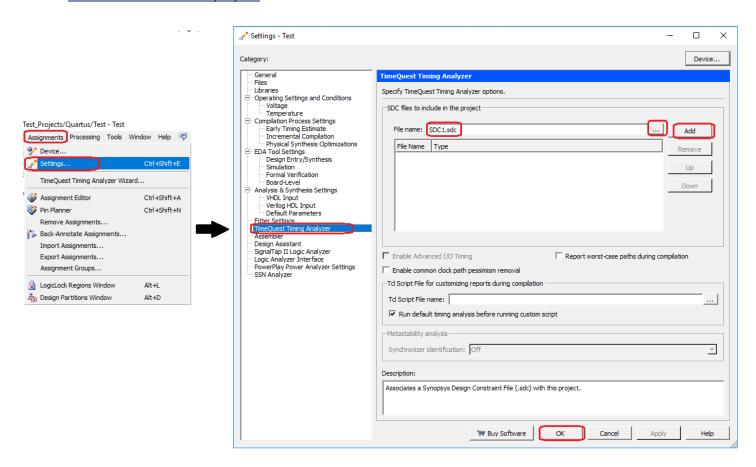


#### 5. Step 5 – Setting system constrains:

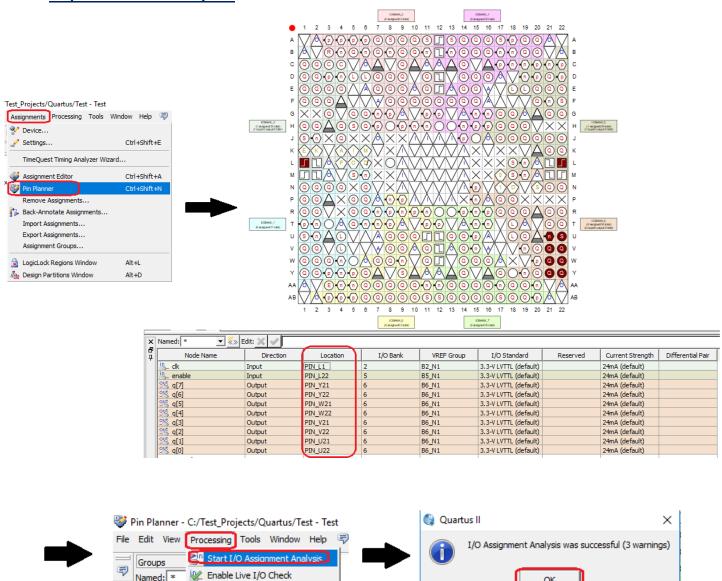
**a.** Create the system constrains \*.sdc file:



**b.** Add the \*.sdc file to the project:

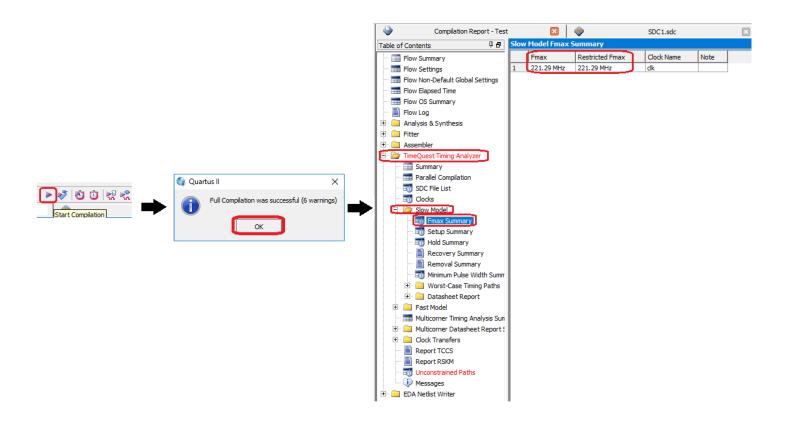


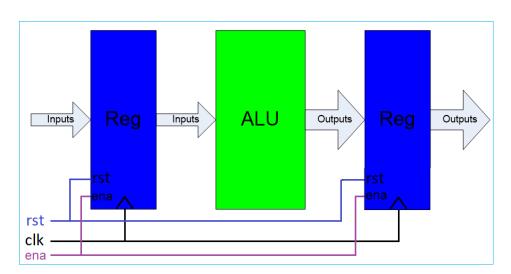
## 6. Step 6 - Pin Planner Layout:



| Signal Name   | FPGA Pin No.                                     | Description                         | 1       |         |              |  |  |  |
|---|--|-------------------------------------|---------|---------|--------------|--|--|--|
|   |  | •                                   | LEDG[0] | PIN_U22 | LED Green[0] |  |  |  |
| CLOCK_27  | PIN_D12, PIN_E12                                 | 27 MHz clock input                  | LEDG[1] | PIN U21 | LED Green[1] |  |  |  |
| CLOCK_50  | PIN_L1   | 50 MHz clock input                  |         | -       |              |  |  |  |
| CLOCK_24  | PIN_A12, PIN_B12                                 | 24 MHz clock input from USB Blaster | LEDG[2] | PIN_V22 | LED Green[2] |  |  |  |
| EXT_CLOCK   | PIN_M21  | External (SMA) clock input          | LEDG[3] | PIN_V21 | LED Green[3] |  |  |  |
| Table   | Table 4.5. Pin assignments for the clock inputs. |                                     |         | PIN_W22 | LED Green[4] |  |  |  |
| 1401  | e 4.5. Fin assignin                              | ents for the clock inputs.          | LEDG[5] | PIN_W21 | LED Green[5] |  |  |  |
|   |  |                                     | LEDG[6] | PIN_Y22 | LED Green[6] |  |  |  |
| Signal Name   | FPGA Pin No.                                     | Description                         | LEDG[7] | PIN_Y21 | LED Green[7] |  |  |  |
| SW[0]   | PIN_L22  | Toggle Switch[0]                    |         |         |              |  |  |  |
| Table 4.1. Pin assignments for the toggle switches.  Table 4.3. Pin assignments for the LED |  |                                     |         |         |              |  |  |  |

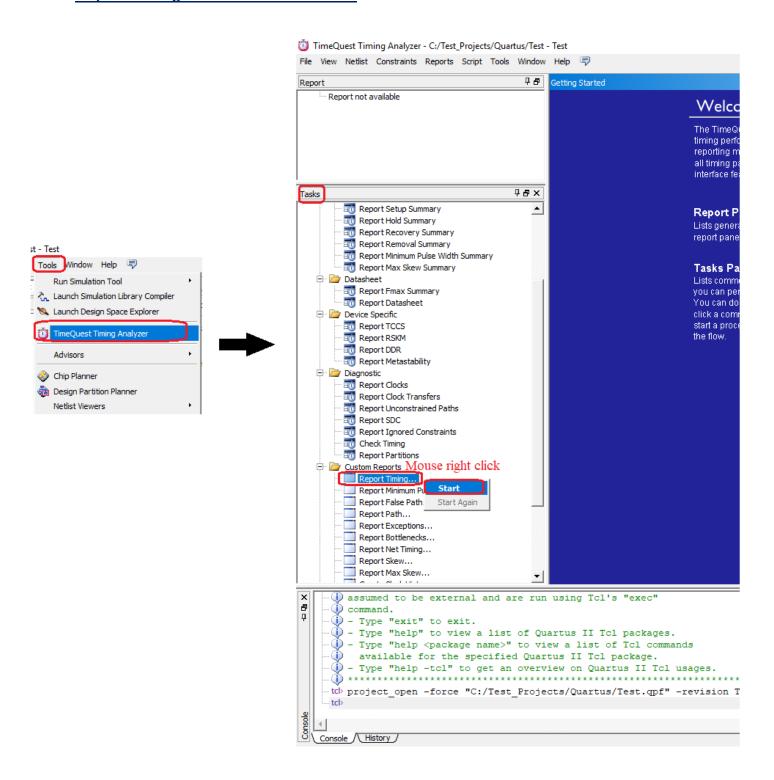
# 7. Step 7 – Full compilation (finding of $f_{max}$ ):

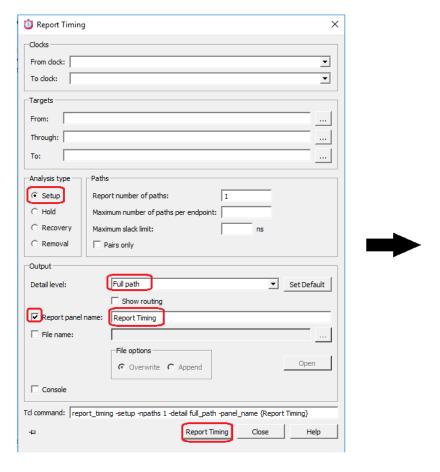


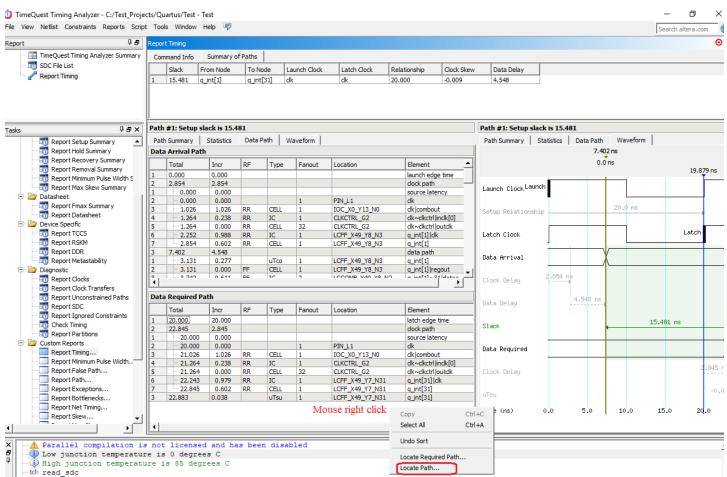


**Explanation:** In order Quartus IDE can calculate  $f_{max}$  the logic design parts must be wrapped by registers

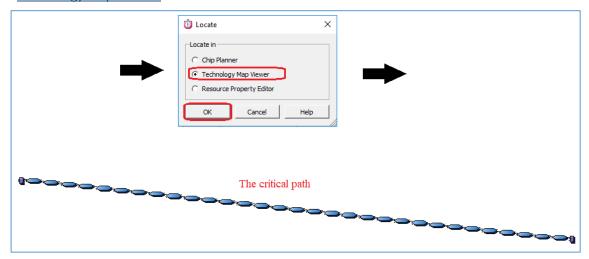
## 8. Step 8 – Finding The Critical Path Location:



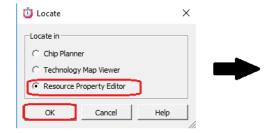


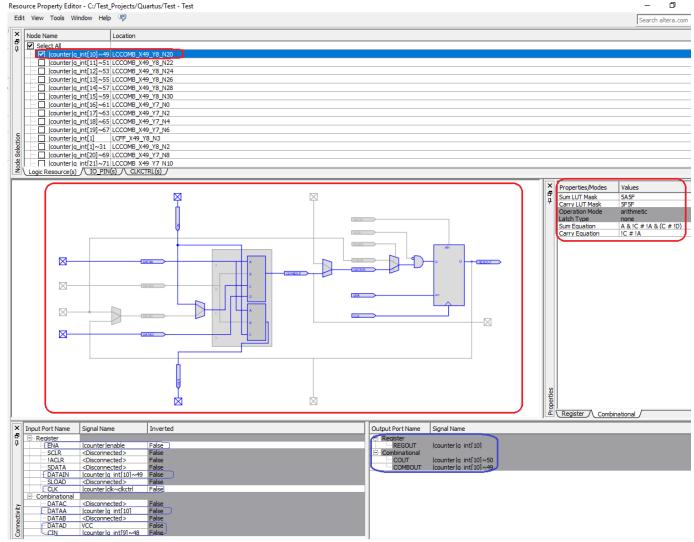


#### i. Technology Map Viewer:

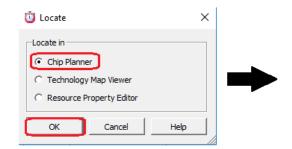


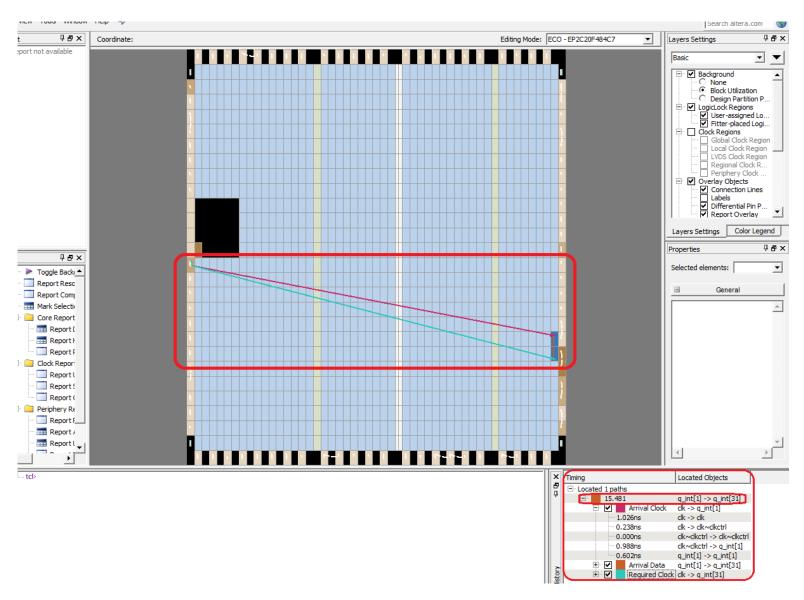
## ii. Resource Property Editor:



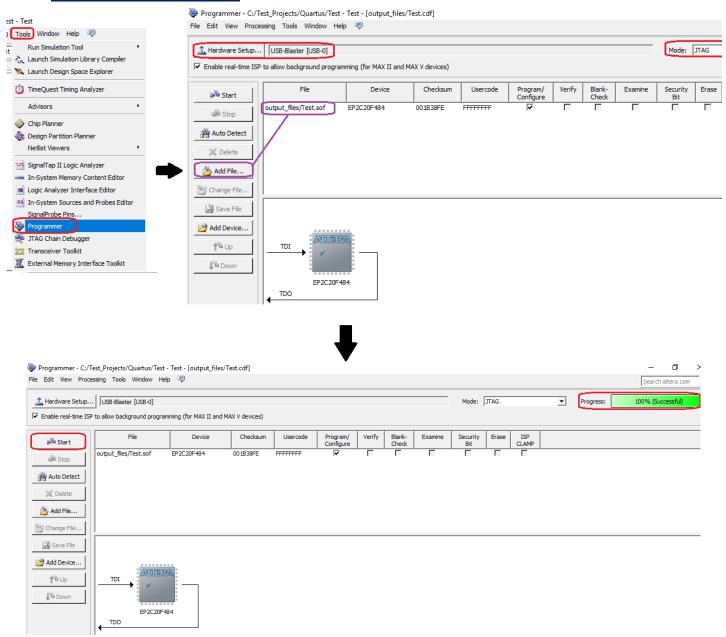


#### iii. Chip Planner:



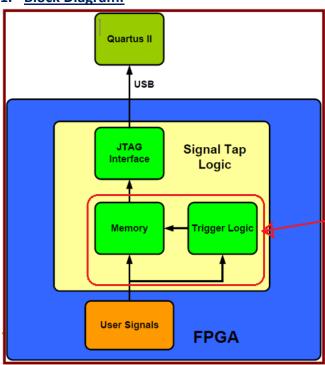


## 9. Step 9 – Code Programming:



# B. Verification - Using Signal TAP:

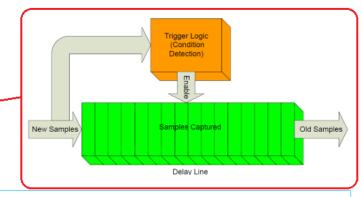
1. Block Diagram:



2. Using STP with a student activation license:

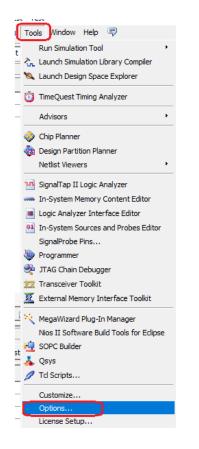
#### Signal TAP Pros & Cons:

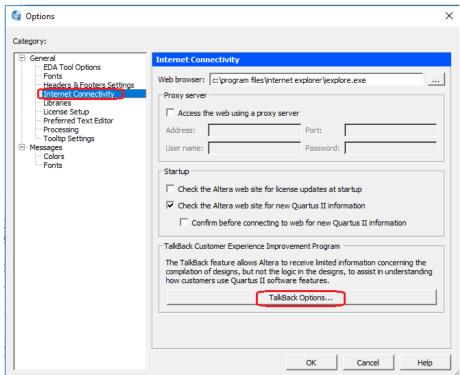
- Captures real time state of FPGA internal signals and pins (up to 200MHz)
- Connects to Quartus II through JTAG
- Do not require huge and expensive equipment
- Uses internal FPGA resources
  - Memory Blocks
  - Logic Elements
- Each time the captured signals list change the design must be recompiled



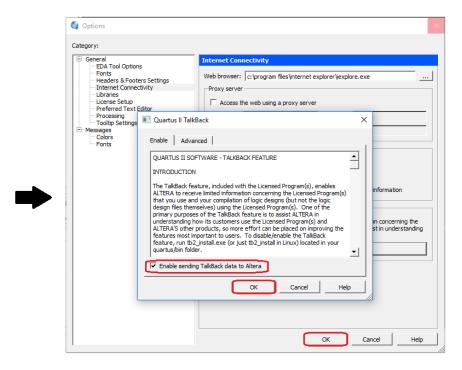
#### **Signal TAP Features:**

- Up to 1024 Data Channels
- Multiple Analyzers in One Device
  - Supports Analysis of Multiple Clock Domains
  - Each Analyzer Can Run Simultaneously
- Multiple Analyzers in One Device
- Up to 10 Trigger Levels Per Channel

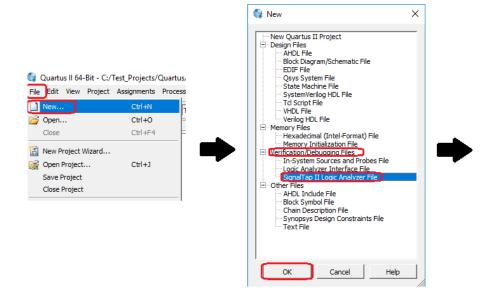


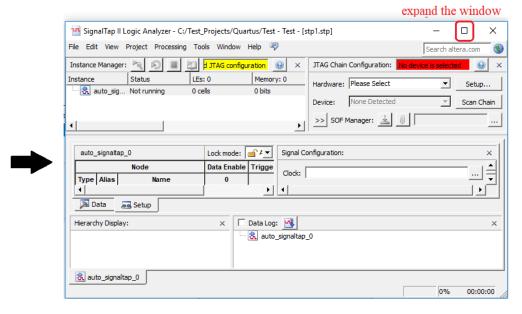




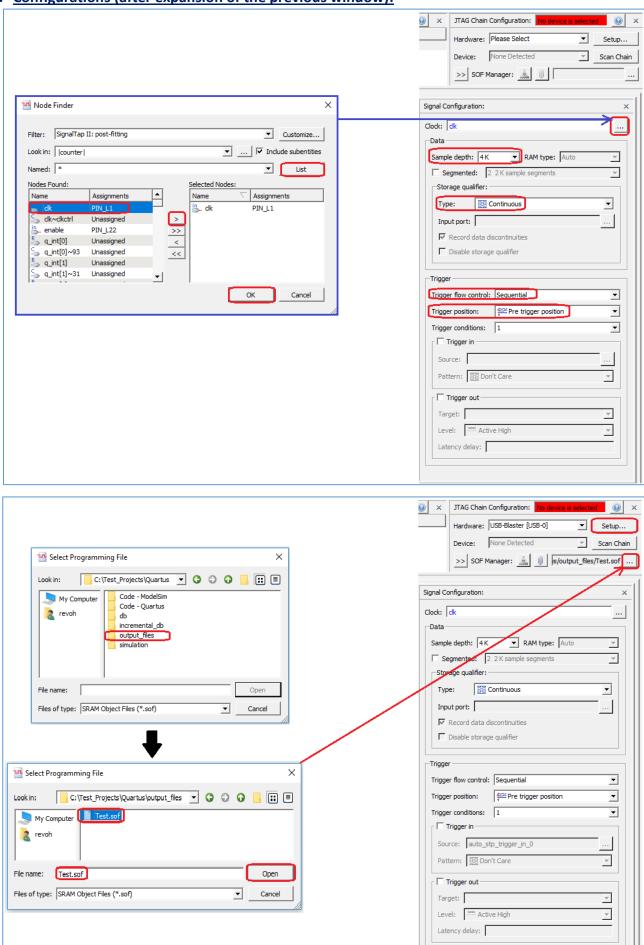


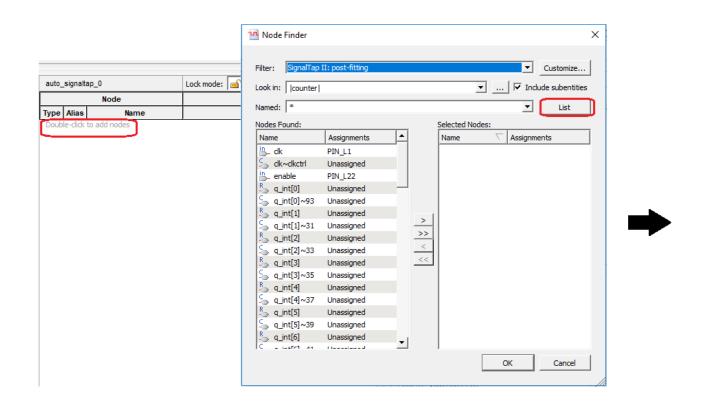
#### 3. Create a new STP file:

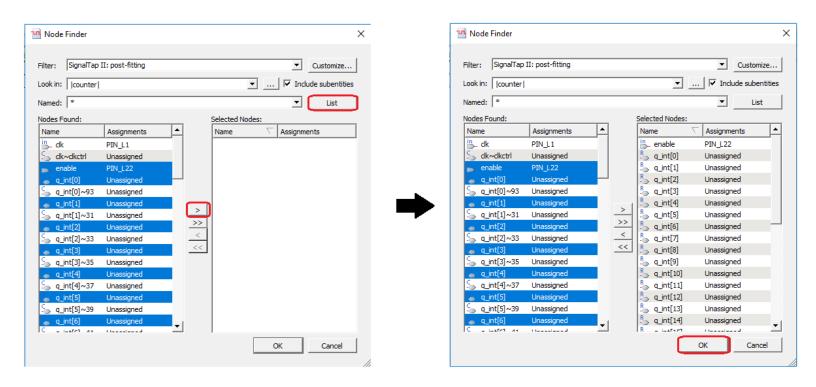




4. Configurations (after expansion of the previous window):



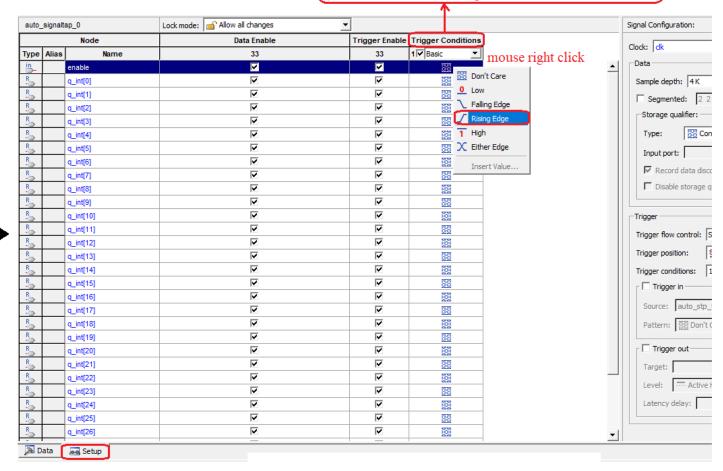


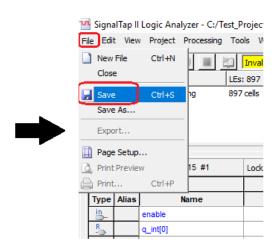


In case of more than one Trigger condition columns:

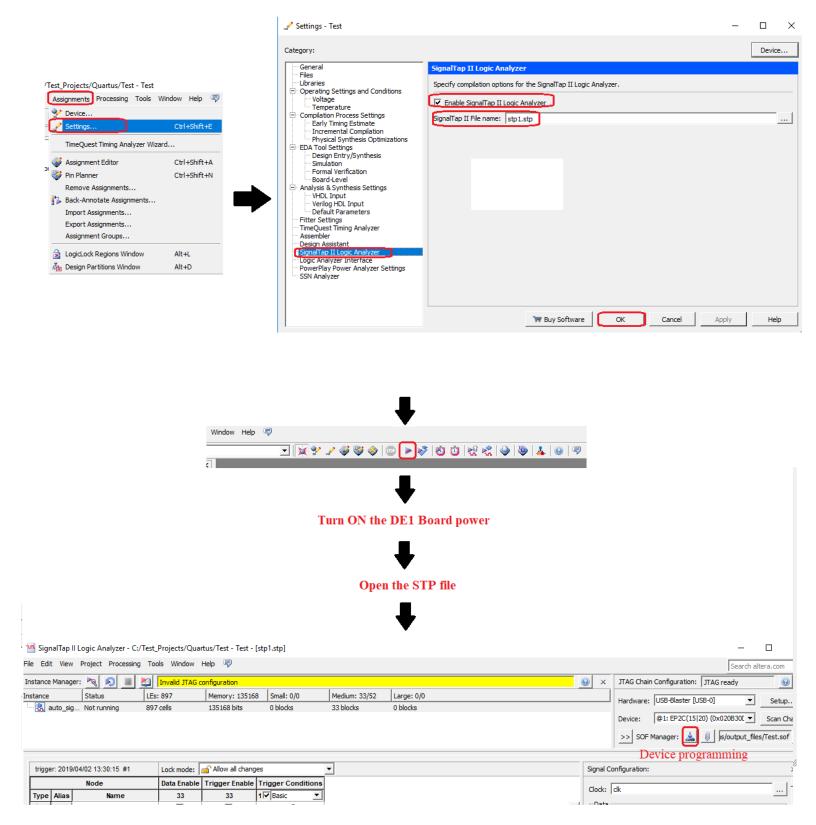
1) Between lines in the same column the operation is AND

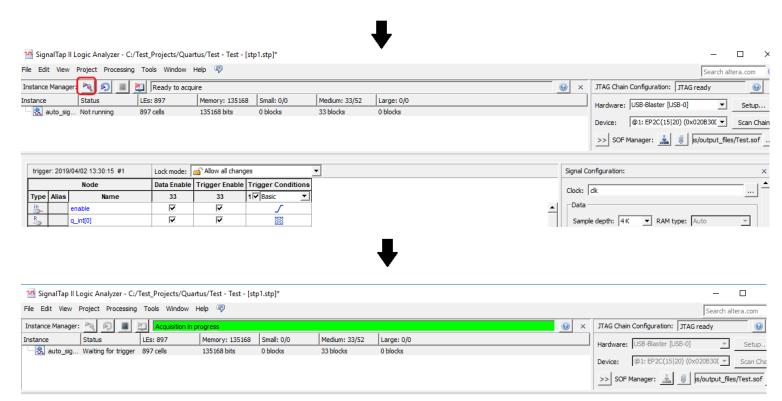
Between columns the operation is OR.





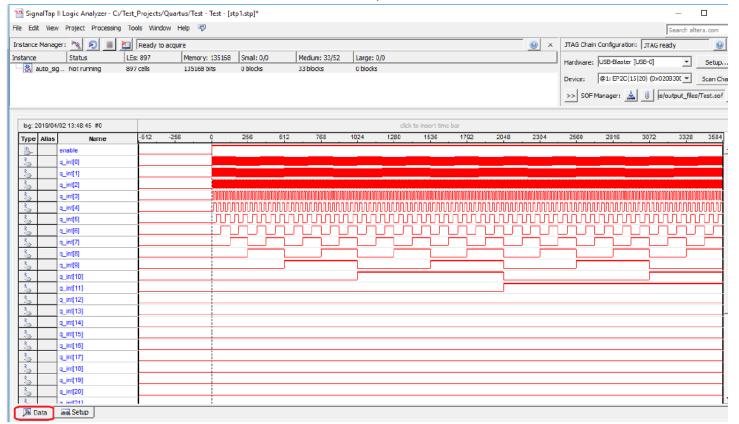
## 5. Project Compilation and Programming (an eventually the Signals results):



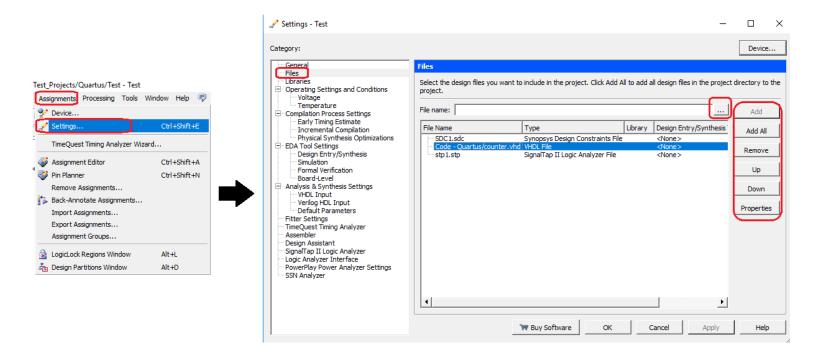








# C. Changing the VHDL source files of the project:



# **D. Open Existing Project:**

