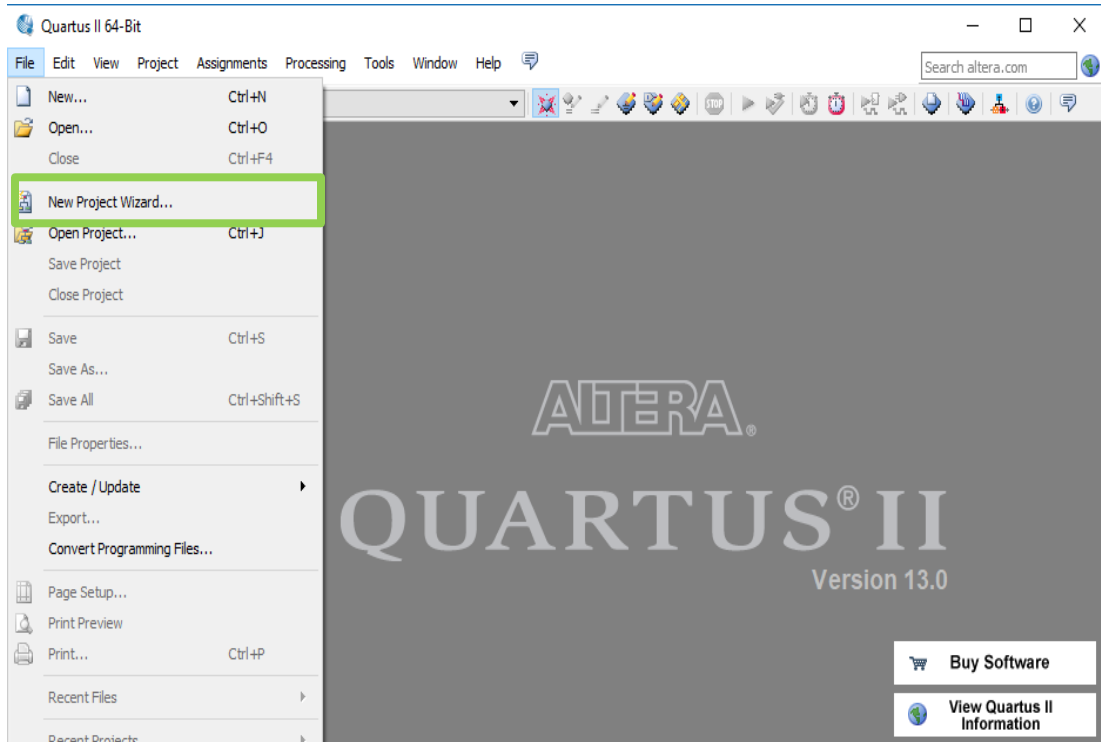


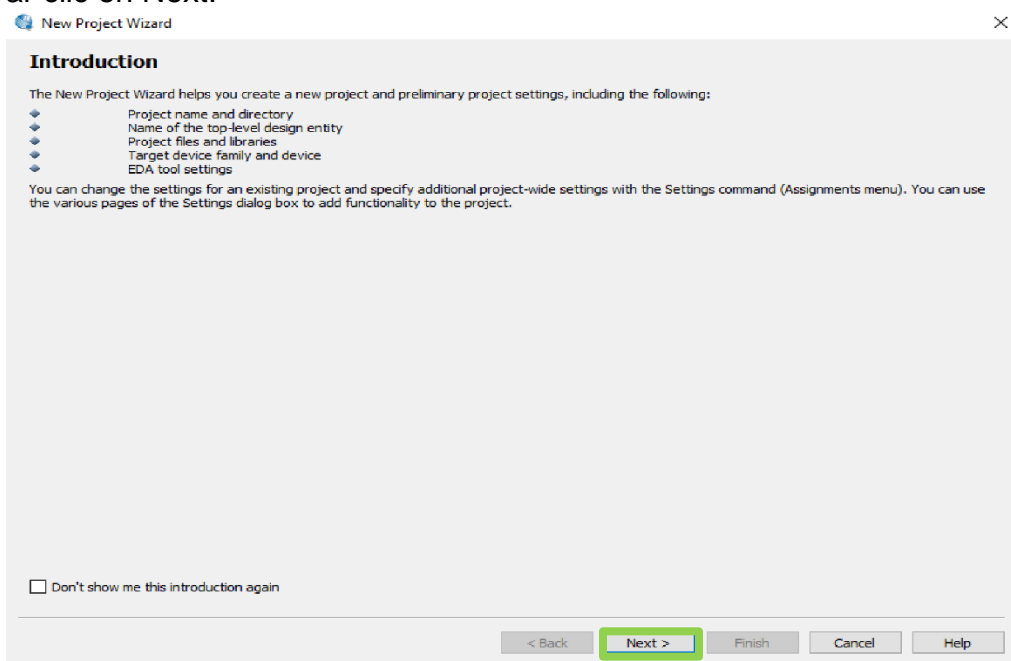
Manual para crear un proyecto en Quartus II.

Una vez abriendo el programa al programa.

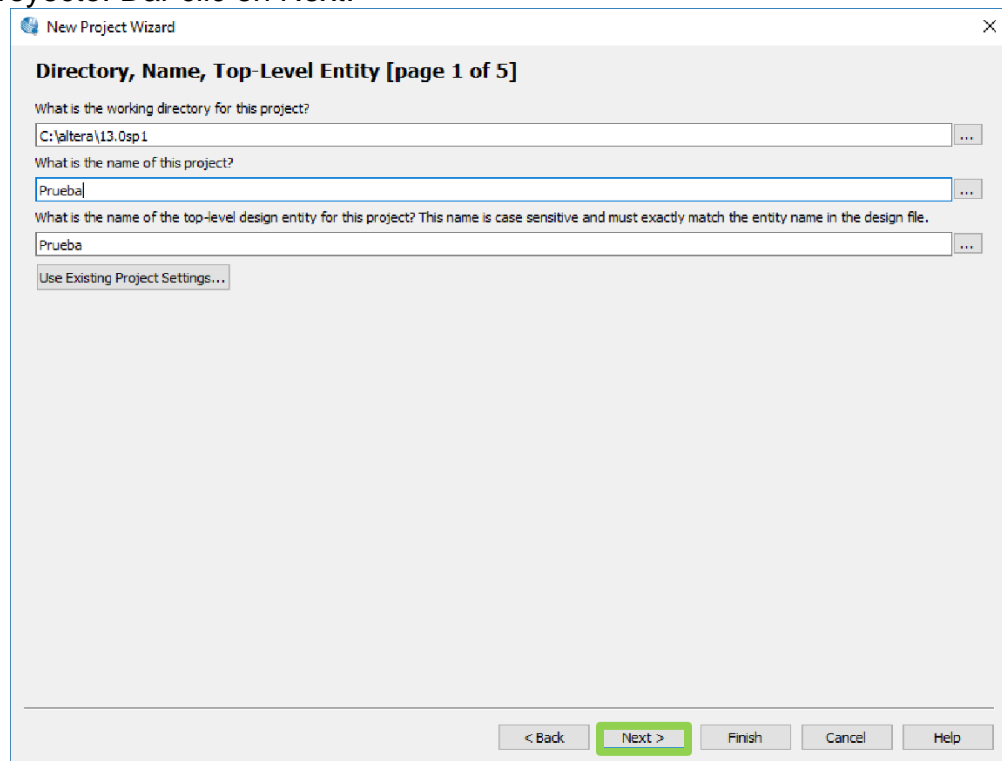
1. Dar clic en File, elegir  New Project Wizard...



2. Dar clic en Next.

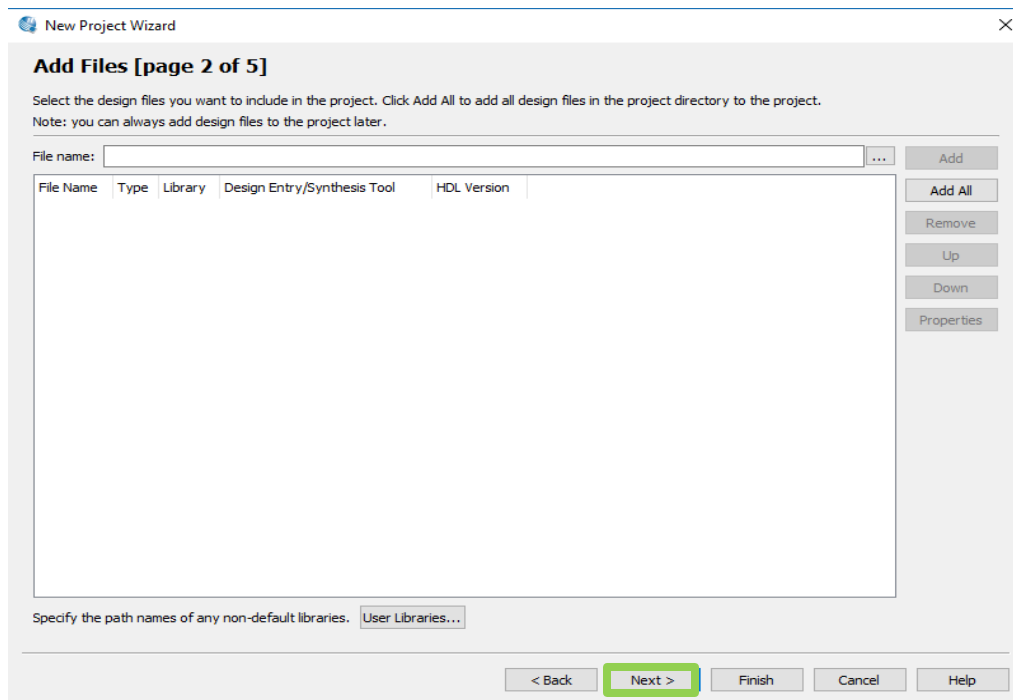


3. Aparecerá la siguiente ventana, en donde da la opción de elegir en donde se quiere guardar el proyecto, también permite la opción de asignar un nombre al proyecto. Dar clic en Next.



The image shows the 'New Project Wizard' window, page 1 of 5. The title bar says 'New Project Wizard'. The main title is 'Directory, Name, Top-Level Entity [page 1 of 5]'. The instructions are: 'What is the working directory for this project?' with a text box containing 'C:\altera\13.0sp1' and a browse button (...). 'What is the name of this project?' with a text box containing 'Prueba' and a browse button (...). 'What is the name of the top-level design entity for this project? This name is case sensitive and must exactly match the entity name in the design file.' with a text box containing 'Prueba' and a browse button (...). There is a 'Use Existing Project Settings...' button. At the bottom are buttons: '< Back', 'Next >' (highlighted with a green box), 'Finish', 'Cancel', and 'Help'.

4. Dar clic en Next.



The image shows the 'New Project Wizard' window, page 2 of 5. The title bar says 'New Project Wizard'. The main title is 'Add Files [page 2 of 5]'. The instructions are: 'Select the design files you want to include in the project. Click Add All to add all design files in the project directory to the project. Note: you can always add design files to the project later.' There is a 'File name:' text box with a browse button (...). Below it is a table with columns: 'File Name', 'Type', 'Library', 'Design Entry/Synthesis Tool', and 'HDL Version'. To the right of the table are buttons: 'Add', 'Add All', 'Remove', 'Up', 'Down', and 'Properties'. At the bottom, there is a text box for 'Specify the path names of any non-default libraries.' with a 'User Libraries...' button. At the bottom are buttons: '< Back', 'Next >' (highlighted with a green box), 'Finish', 'Cancel', and 'Help'.

5. En la siguiente ventana llenar los campos como se muestra en la siguiente imagen. (Dependerá del modelo de tarjeta con la que se esté trabajando). Dar clic en Next.

New Project Wizard

Family & Device Settings [page 3 of 5]

Select the family and device you want to target for compilation.
You can install additional device support with the Install Devices command on the Tools menu.

Device family
Family: Cyclone III
Devices: All

Target device
☐ Auto device selected by the Fitter
☒ Specific device selected in 'Available devices' list
☐ Other: n/a

Show in 'Available devices' list
Package: Any
Pin count: Any
Speed grade: Any
Name filter: EP3C16F484c6
☒ Show advanced devices ☐ HardCopy compatible only

Available devices:

Name	Core Voltage	LEs	User I/Os	Memory Bits	Embedded multiplier 9-bit elements
EP3C16F484C6	1.2V	5408	347	516096	112

Companion device
HardCopy:
☐ Limit DSP & RAM to HardCopy device resources

< Back Next > Finish Cancel Help

6. En la siguiente ventana llenar los campos como se muestra en la siguiente imagen. Dar clic en Next.

New Project Wizard

EDA Tool Settings [page 4 of 5]

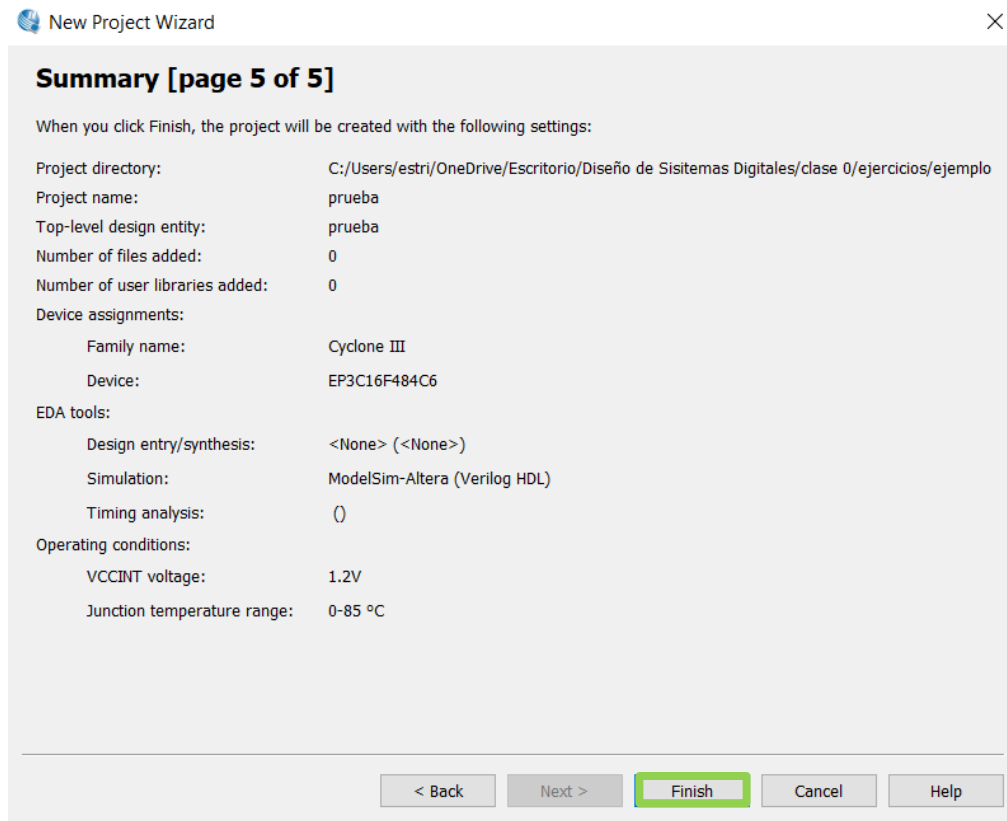
Specify the other EDA tools used with the Quartus II software to develop your project.

EDA tools:

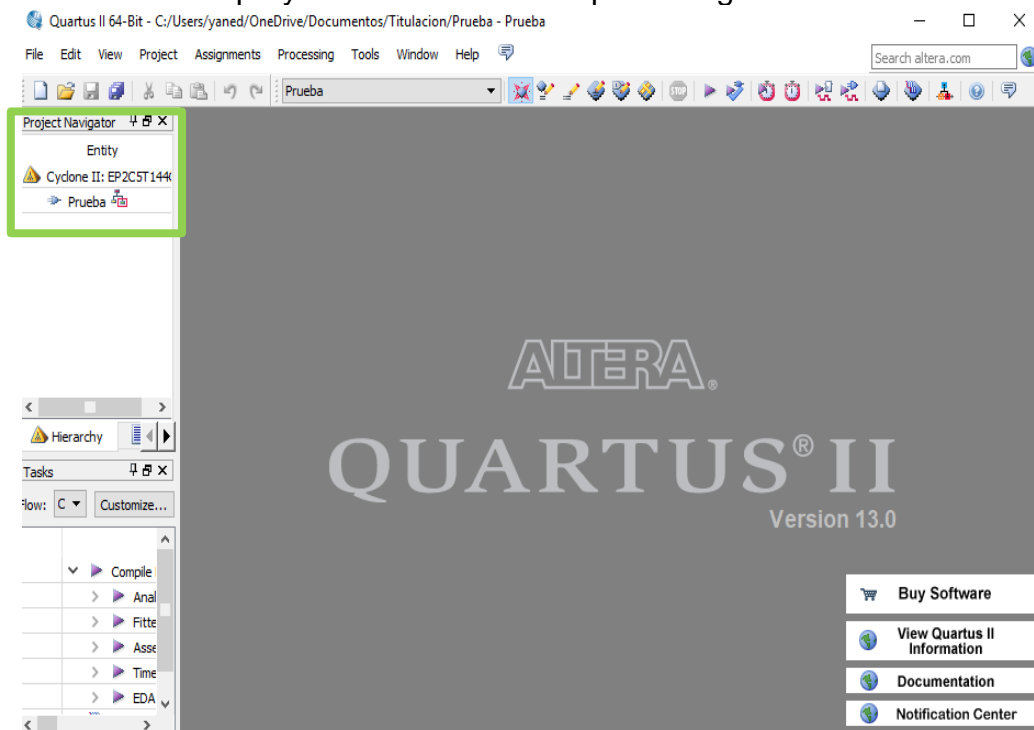
Tool Type	Tool Name	Format(s)	Run Tool Automatically
Design Entry/Synt...	<None>	<None>	<input type="checkbox"/> Run this tool automatically to synthesize the current design
Simulation	ModelSim-Altera	Verilog HDL	<input type="checkbox"/> Run gate-level simulation automatically after compilation
Formal Verification	<None>	VHDL	
Board-Level	Timing	Verilog HDL	
	Symbol	SystemVerilog HDL	
	Signal Integrity	<None>	
	Boundary Scan	<None>	

< Back Next > Finish Cancel Help

7. Aparecerá la siguiente ventana, dar clic en Finish.



8. Se ha creado el proyecto con el nombre que le asignamos.



9. Para crear el entorno de trabajo: Damos clic en New y seleccionamos Verilog HDL File.

