



EARTH PEOPLE TECHNOLOGY, Inc

USB-CPLD DEVELOPMENT SYSTEM FOR THE ARDUINO MEGA User Manual

The EPT USB-CPLD development system provides an innovative method of developing and debugging programmable logic code. It also provides a high speed data transfer mechanism between an Arduino board and a host PC. The EPT USB-CPLD development system provides a convenient, user-friendly work flow by connecting seamlessly with Altera's Quartus II software. The user will develop the code in the Quartus environment on a Windows Personal Computer. The programmable logic code is loaded into the CPLD using only the Quartus Programmer tool and a standard USB cable. The Active Host SDK provides a highly configurable communications interface between Arduino and host. It connects transparently with the Active Transfer Library in the CPLD code. This Active Host/Active Transfer combination eliminates the complexity of designing a USB communication system. No scheduling USB transfers, USB driver interface or inf file changes are needed. The EPT USB-CPLD development system is a unique combination of hardware and software.

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<http://www.earthpeopletechnology.com/>



USB CPLD Development System User Manual

Table of Contents

1	Introduction and General Description	4
1.1	Test Driving the Active Host Test Application	5
1.2	EPT-570-AP	8
1.2.1	High Speed USB Communications	10
1.2.2	Inputs and Outputs	10
1.2.3	JTAG	10
1.2.4	FT2232H Circuit Board	11
1.3	Active Host EndTerms	12
1.4	Active Transfer EndTerms	12
2	EPT Drivers.....	13
2.1	USB Driver	13
2.2	JTAG DLL Insert to Quartus II	19
2.3	Active Host Application DLL	21
3	Active Host Application.....	23
3.1	Trigger EndTerm	24
3.2	Transfer(Byte) EndTerm	24
3.3	Block EndTerm	24
3.4	Active Host DLL	25
3.4.1	Active Host Open Device.....	25
3.4.2	Active Host Read Callback Function	28
3.4.3	Active Host Triggers	28
3.4.4	Active Host Byte Transfers	30
3.4.5	Active Host Block Transfers	32
3.5	Active Host Test Application	35
4	Active Transfer Library.....	37
4.1	EPT Active Transfer System Overview	37
4.2	Active Transfer Library	38
4.2.1	Active Trigger	40
4.2.2	Active Transfer.....	43
4.2.3	Active Block.....	45
4.3	Timing Diagram for Active Transfer Methods	48
4.3.1	Active Trigger EndTerm Timing	48
4.3.2	Active Transfer EndTerm Timing	48
4.3.3	Active Block EndTerm Timing.....	49
5	Compiling, Synthesizing, and Programming CPLD	49
5.1	Downloading and Installing Quartus.....	50
5.2	Setting up the Project and Compiling.....	56
5.2.1	Selecting Pins and Synthesizing.....	62
5.2.2	Programming the CPLD.....	69
6	Assembling, Building, and Executing a .NET Project on the PC	75
6.1	Creating a Project	75



USB CPLD Development System User Manual

6.1.1	Setting up the C# Express Environment for x64 bit	79
6.2	Assembling Files into the Project.....	86
6.2.1	Changing Project Name	87
6.2.2	Add Files to Project.....	89
6.2.3	Adding Controls to the Project.....	90
6.2.4	Adding the DLL's to the Project.....	94
6.2.5	Building the Project	95
6.2.6	Testing the Project.....	96
7	The Development Process.....	100
7.1	Designing a Simple Data Collection Sampler	100
7.1.1	The Arduino Microcontroller Board	101
Create Data Generator	101	
7.1.2.....	101	
7.1.3	Select I/O's for Fast Throughput on Arduino	102
7.1.4	Coding the Arduino Data Sampler.....	103
7.1.5	Building Arduino Project	106
7.1.6	Programming the Arduino.....	109
7.1.7	CPLD Active Transfer Coding and Initiation	111
7.1.8	CPLD: Define the User Design.....	112
7.1.9	CPLD: Compile/Synthesize the Project	123
7.1.10	CPLD: Program the CPLD.....	128
7.1.11	PC: Design the Project	129
7.1.12	PC: Coding the Project.....	129
7.1.13	PC: Compiling the Active Host Application.....	141
7.1.14	Connecting the Project Together.....	143
7.1.15	Testing the Project.....	146
8	Hyper Serial Port (HSP) Application.....	147
8.1	Summary of Hyper Serial Port (HSP) Capabilities	147
8.2	Embedded Scripting Evaluator	147
8.3	Send Character Timer.....	148
8.4	External Trigger.....	148



1 Introduction and General Description

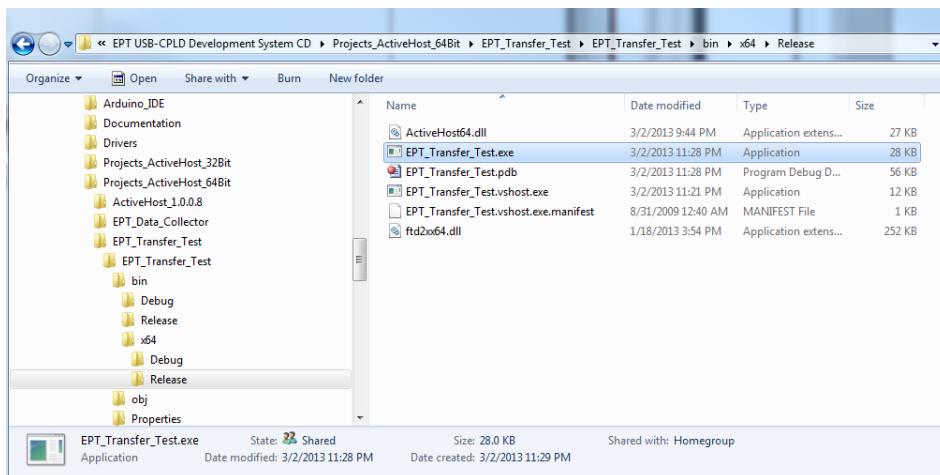
The Earth People Technology USB-CPLD development system hardware consists of a High Speed (480 Mb/s) USB to parallel (8 bit) bus chip and a CPLD. The USB interface provides both JTAG programming of the CPLD and a High Speed transfer path. The software consists of the Active Host SDK for the PC. The firmware includes the Active Transfer Library which is used in the CPLD to provide advanced functions for control and data transfer to/from the Arduino.



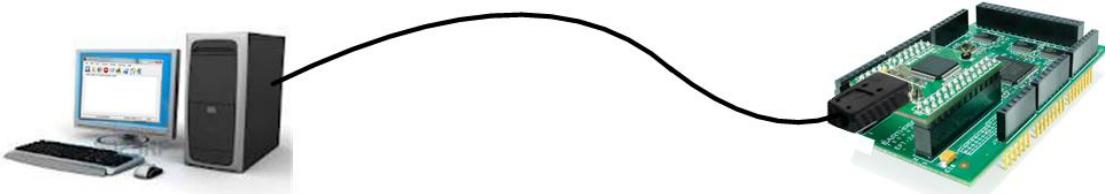
The user's Arduino code is developed to perform particular functions required by the user (such as reading a temperature sensor). The code is downloaded to the microcontroller using the Arduino IDE system provided as part of the microcontroller development system. The EPT USB-CPLD Development System allows users to write HDL code (either Verilog or VHDL) that will implement any digital logic circuit. The user's HDL code is compiled and synthesized and packaged into a programming file. The programming file is programmed into the CPLD using the JTAG channel of the USB to Serial chip, the FT2232H. The Active Host SDK contains a dll which maintains device connection, polling, writes and includes a unique receive mechanism that automatically transfers data from EPT-570-AP when data is ready. It also alerts the user code when the dll has stored the transfer and the data is available to the software GUI (graphical user interface). Users do not need to interface with the USB Host Driver or any Windows drivers. They need only to include the Active Host dll in their projects. The Active Transfer Libraries must be included in the CPLD project to take advantage of the configurability of the Active Host SDK. All of the drivers, libraries, and project source code are available at www.earthpeopletechnology.com.

1.1 Test Driving the Active Host Test Application

The EPT-570-AP board comes pre-loaded with the EPT_Transfer_Test HDL project in the CPLD. This project allows the user to test out the functions of the Active Host API and the board hardware.

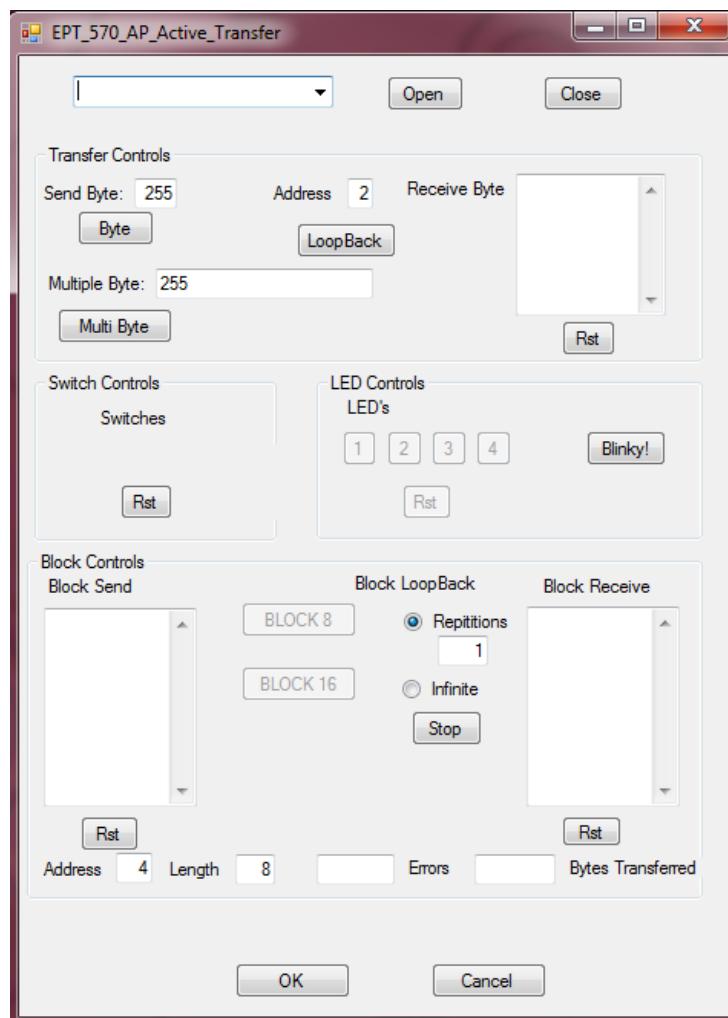


To test drive the application, connect the EPT-570-AP-U2 to the Windows PC using Type A to Type Mini B USB cable. Load the driver for the board. See the section EPT Drivers for instructions on loading the EPT-570-AP driver. If the USB driver fails to load, the Windows OS will indicate that no driver was loaded for the device. Next, open a Windows Explorer browser. Browse to the Projects_ActiveHost_xxBit\EPT_Transfer_Test\EPT_Transfer_Test\bin\X64\Release\ folder on the MEGA_USB_CPLD_PROJECT_CD. Choose the 64 Bit folder if your OS supports 64 Bit, otherwise choose the 32 Bit folder. See the section “Assembling, Building, and Executing a .NET Project on the PC” for instructions on determining your OS version. Double click on the EPT_Transfer_Text.exe. The application should load with a Windows form.

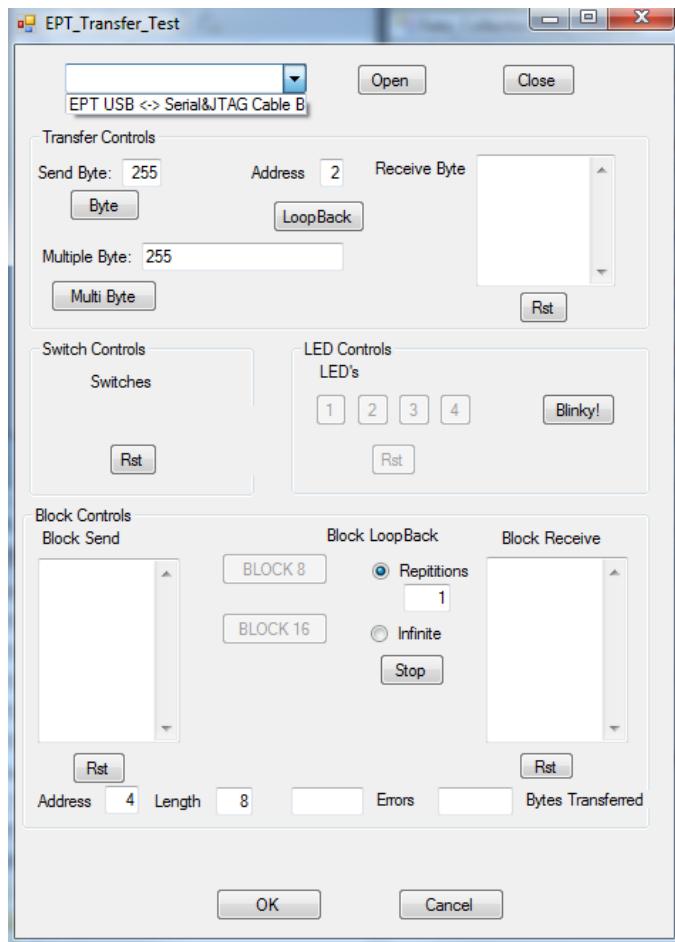




USB CPLD Development System User Manual



With the application loaded, select the USB-CPLD board from the dropdown combo box and click on the “Open” button.



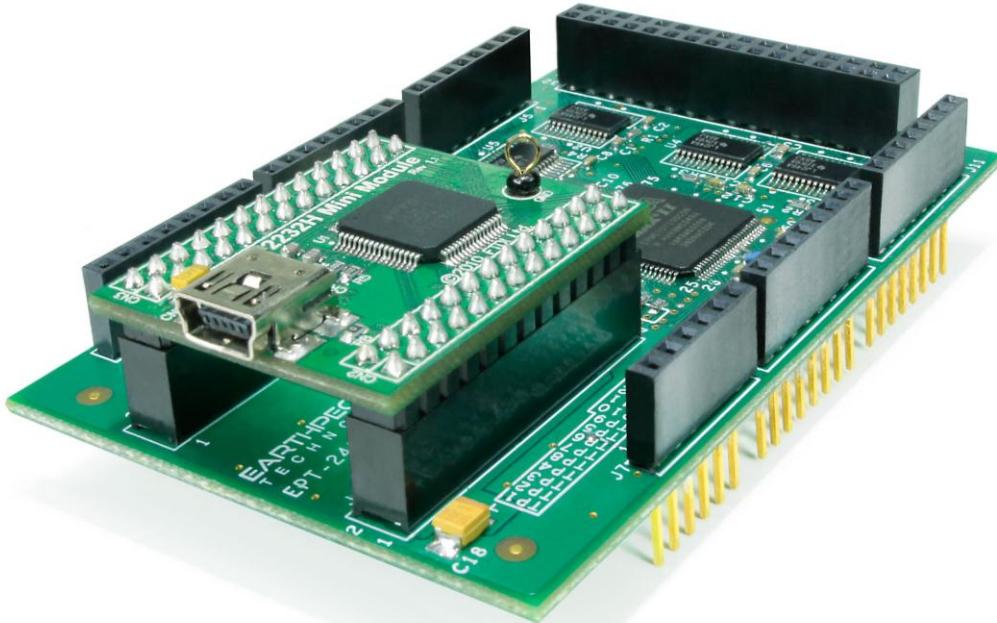
Leave the Address set at 2 for the Transfer Controls Group. And, leave the Address set at 4 for the Block Controls Group.

Click on one of the LED buttons in the middle of the window. The corresponding LED on the EPT-570-AP-U2 board should light up.

To exercise the Single Byte Transfer EndTerm, click the “LoopBack” button in the Transfer Controls group. Type in several numbers separated by a space and less 256 into the Multiple Byte textbox. Then hit the Multi Byte button. The numbers appear in the Receive Byte textbox.

To exercise the Block Transfer EndTerm, click the “Block8” or “Block16” button in the Block Controls group. A pre-selected group of numbers appear in the Block Receive textbox.

Press the PCB switches on the EPT-570-AP to view the Switch Controls in action.



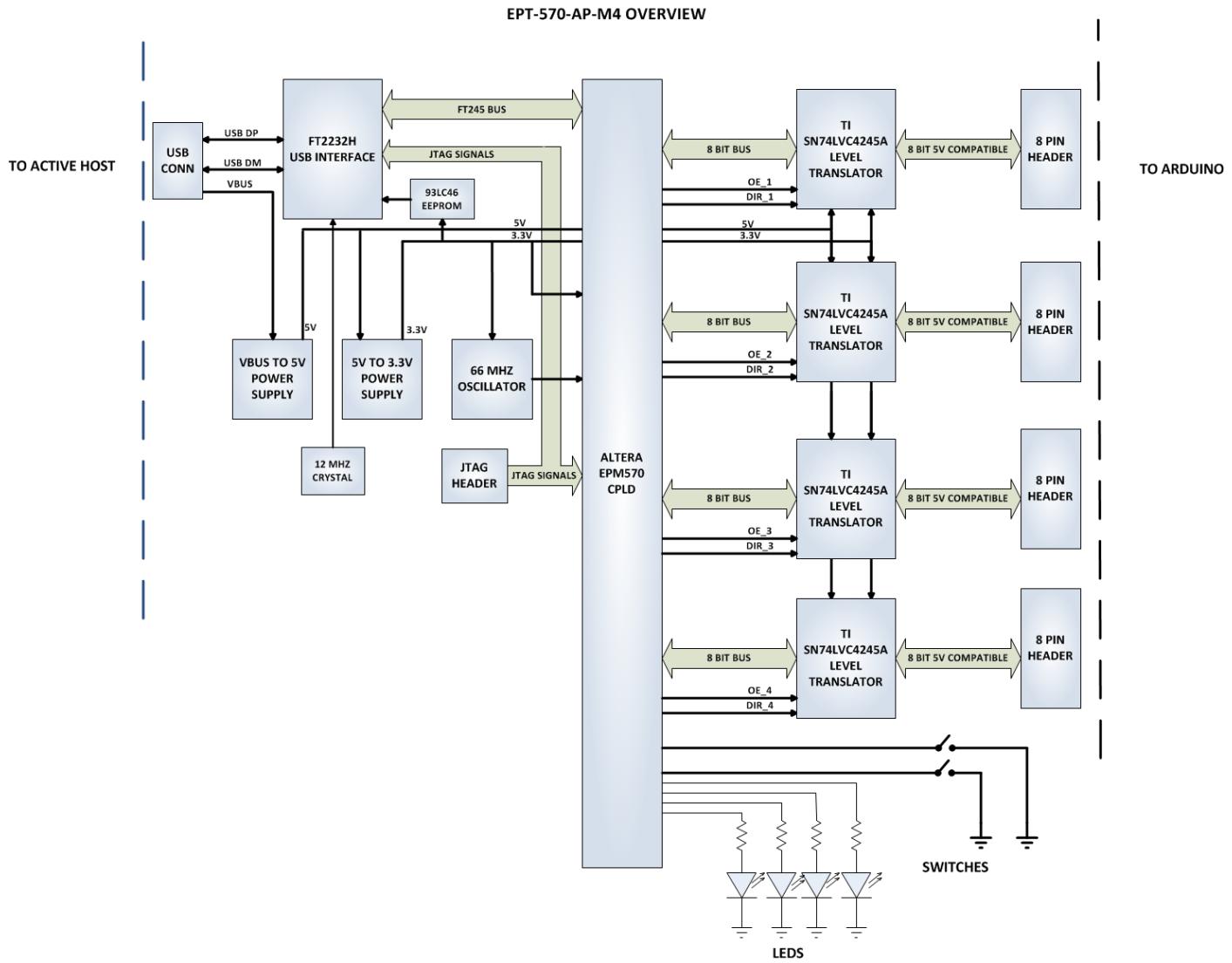
1.2 EPT-570-AP

The EPT- 570-AP board is equipped with an Altera EPM570 CPLD; which is programmed using the Altera Quartus II software. The CPLD has 570 Logic Elements which is equivalent to 440 Macrocells. An on board 66 MHz oscillator is used by the EPT Active Transfer Library to provide data transfer rates of up to 8 Mega Bytes per second. Twenty Four I/O's from the CPLD are attached to three 8 bit transceivers to provide 5 Volt compatible I/O's. These 74LVC245 bidirectional voltage translator/bus transceivers are controlled by one enable and direction bit per transceiver. This means the direction of the individual bits of each transceiver cannot be selected; the direction is selected for all eight bits per transceiver. There are four green LED's and two Push Buttons that are controllable by the user code. The hardware features are as follows.

- Altera EPM570 in the TQFP 100 pin package
- 66 MHz oscillator for driving USB data transfers and users code
- Four 74LVC245 bidirectional voltage translator/bus transceiver
- 32 user Input/Outputs
- Four Green LED's accessible by the user
- Two PCB switches accessible by the user
- All connectors to stack into the Arduino 2560 Mega
- Two 13x2 connectors for accepting the FT2232H Mini Module.



USB CPLD Development System User Manual





1.2.1 High Speed USB Communications

The EPT-570-AP-M4 USB-CPLD Development system connects an FT2232H Dual High Speed USB (480 Mbits/sec) chip to the CPLD. The CPLD uses a dedicated channel on the FT2232H for high speed transfers to the PC. Using the EPT Active Transfer Library, sustained speeds of 8 Mbytes/sec can be achieved. The transfers are bi-directional.

1.2.2 Inputs and Outputs

There are 32 Inputs/Outputs which are +5 Volt tolerant. The I/O's are organized as three 8 bit directional ports. Each port must be defined as input or output. This means that all 8 bits of a port will point in the same direction, depending on the direction bit of the transceiver. The direction bit can be changed at any time, so that a port can change from input to output in minimum setup time of 6 nanoseconds. Each port also has an enable pin. This enable pin will enable or disable the bits of the port. If the port is disabled, the bits will "float".

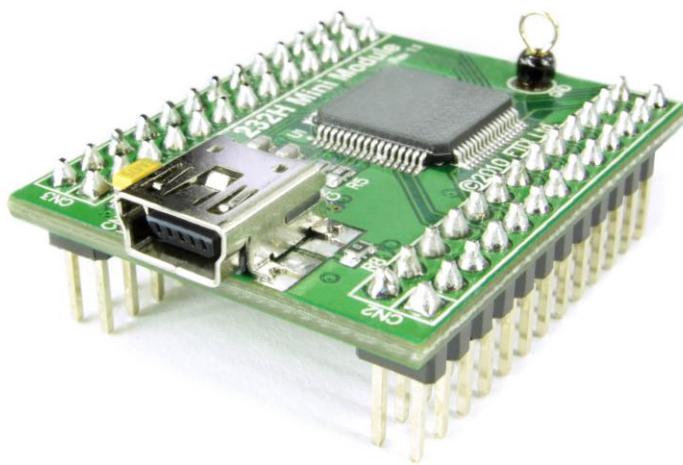
1.2.3 JTAG

The EPT-570-AP-M4 uses the second channel of the FT2232H chip as a dedicated CPLD programming port. The CPLD must be programmed via JTAG signals and the FT2232H has built in JTAG signals. The CPLD can be programmed directly from

Quartus II by using the “jtag_hw_mbftdi_blaster.dll”. Just click on the Programmer button and select the EPT-Blaster.

1.2.4 FT2232H Circuit Board

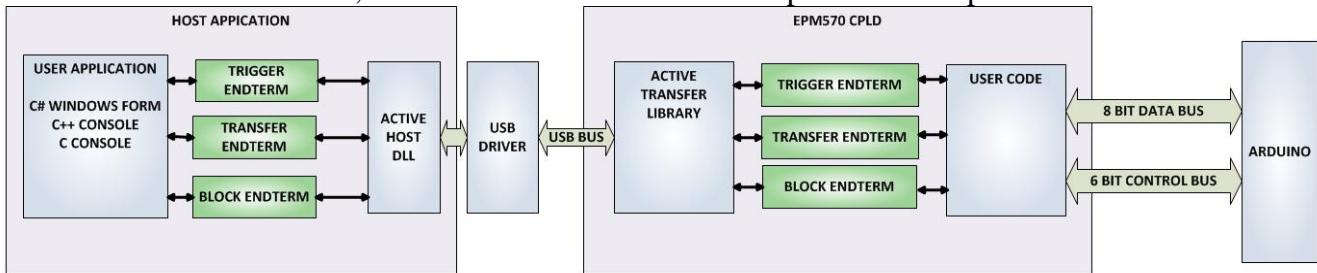
The FT2232H Mini Module board contains an FTDI 2232H dual channel high speed (480 Mb/s) USB to FIFO (first in-first out) integrated circuit to interface between the Host PC and the CPLD. The FT2232H board provides a means of data conversion from USB to serial/ parallel data and serial/parallel to USB for data being sent from the CPLD to the PC. Channel A is configured as a JTAG bus and Channel B is configured as an 8 bit parallel bus. CPLD Programming commands are transmitted via the JTAG bus (channel A). Channel B has one dual port 4Kbyte FIFO for transmission from Host PC to the CPLD, it also has one dual port 4Kbyte FIFO for receiving data from the CPLD to the Host PC. The module uses the +5Vbus from the Host USB for self power. The FT2232H Mini Module provides its own 12 MHz clock and +3.3V and +1.8V power supplies. The +3.3V power supply output is used by the EPT-570-AP base board for all of its +3.3V power budget. Figure 4 contains an illustration of the FT2232H board.





1.3 Active Host EndTerms

The Active Host SDK is provided as a dll which easily interfaces to application software written in C#, C++ or C. It runs on the PC and provides transparent connection



from PC application code through the USB driver to the user CPLD code. The user code connects to “Endterms” in the Active Host dll. These Host “Endterms” have complementary HDL “Endterms” in the Active Transfer Library. Users have seamless bi-directional communications at their disposal in the form of:

- Trigger Endterm
- Transfer Endterm
- Block Endterm

User code writes to the Endterms as function calls. Just include the address of the individual module (there are eight individually addressable modules of each Endterm). Immediately after writing to the selected Endterm, the value is received at the HDL Endterm in the CPLD.

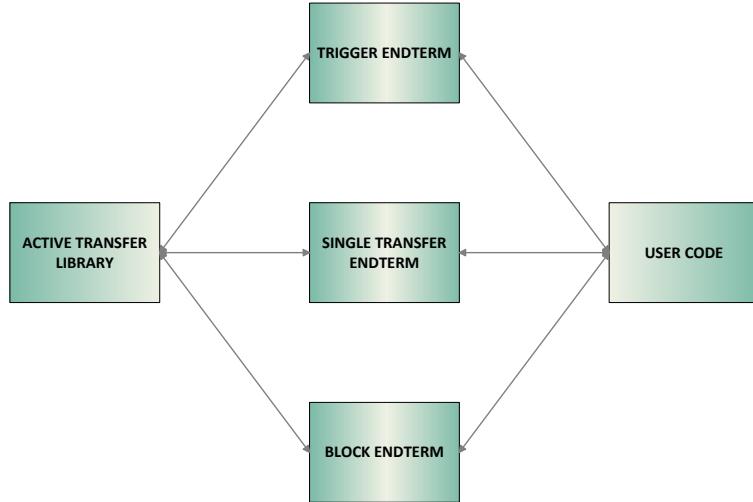
Receiving data from the CPLD is made simple by Active Host. Active Host transfers data from the CPLD as soon as it is available. It stores the transferred data into circular buffer. When the transfer is complete, Active Host invokes a callback function which is registered in the users application. This callback function provides a mechanism to transparently receive data from the CPLD. The user application does not need to schedule a read from the USB or call any blocking threads.

1.4 Active Transfer EndTerms

The Active Transfer Library is a portfolio of HDL modules that provides an easy to use yet powerful USB transfer mechanism. The user HDL code communicates with EndTerms in the form of modules. These EndTerm modules are commensurate with the Active Host EndTerms. There are three types of EndTerms in the Active Transfer Library:

- Trigger Endterm
- Transfer Endterm
- Block Endterm

They each have a simple interface that the user HDL code can use to send or receive data across the USB. Writing to an EndTerm will cause the data to immediately arrive



at the commensurate EndTerm in the Active Host/user application. The transfer through the USB is transparent. User HDL code doesn't need to set up Endpoints or respond to Host initiated data requests. The whole process is easy yet powerful.

2 EPT Drivers

The EPT USB-CPLD Development system requires drivers for any interaction between PC and the EPT-570-AP-M4. The communication between the two consists of programming the CPLD and data transfer. In both cases, the USB Driver is required. This will allow Windows to recognize the USB Chip and setup a pathway for Windows to communicate with the USB hardware.

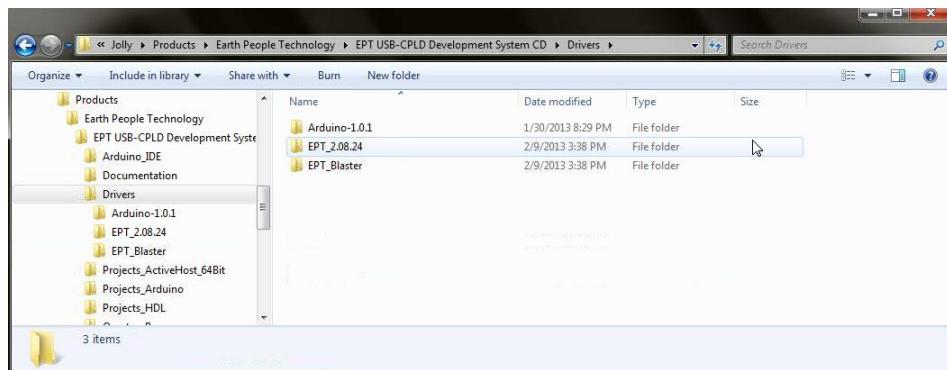
2.1 USB Driver

The EPT-570-AP uses an FTDI FT2232H USB to Serial chip. This chip provides the USB interface to the PC and the serial/FIFO interface to the CPLD. The FT2232H requires the use of the EPT USB driver. To install the driver onto your PC, use the EPT_2.08.24 Folder. The installation of the EPT_2.08.24 driver is easily accomplished using the “Update Driver Software” utility in Device Manager.

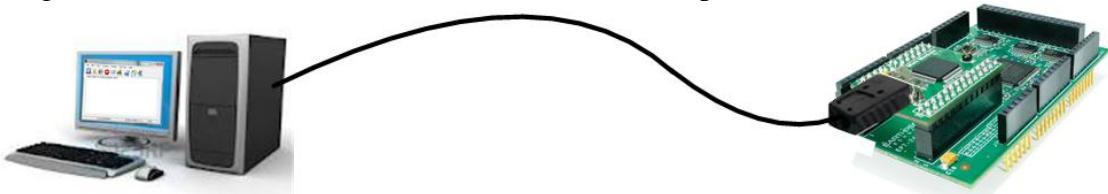
Locate the EPT_2.08.24 folder in the Drivers folder of the EPT USB-CPLD Development System CD using Windows Explorer.



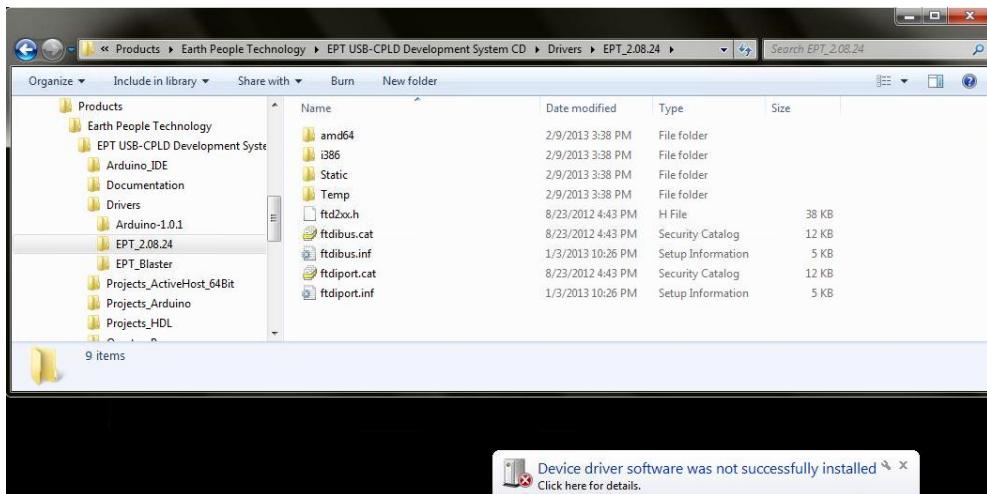
USB CPLD Development System User Manual



Plug in the EPT-570-AP device into an available USB port.



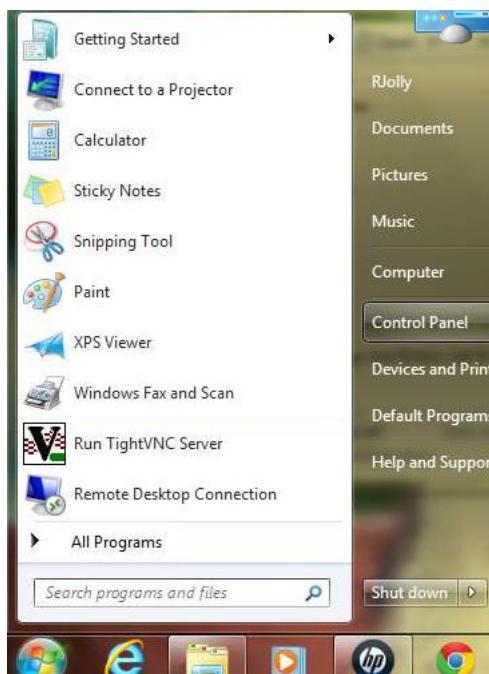
Windows will attempt to locate a driver for the USB device. When it does not find one, it will report an error, "Device driver software was not successfully installed". Ignore this error.



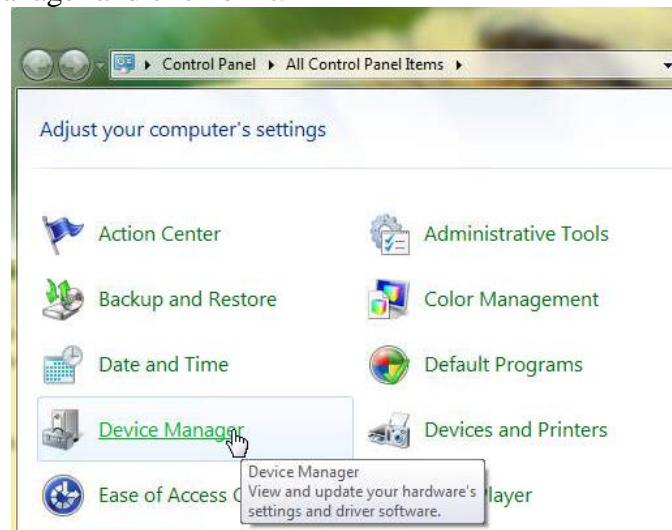
Go to Start->Control Panel



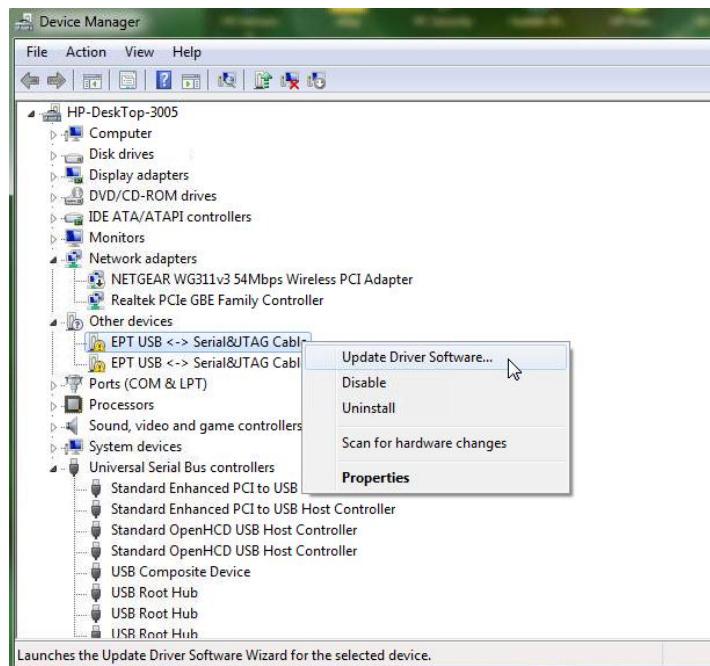
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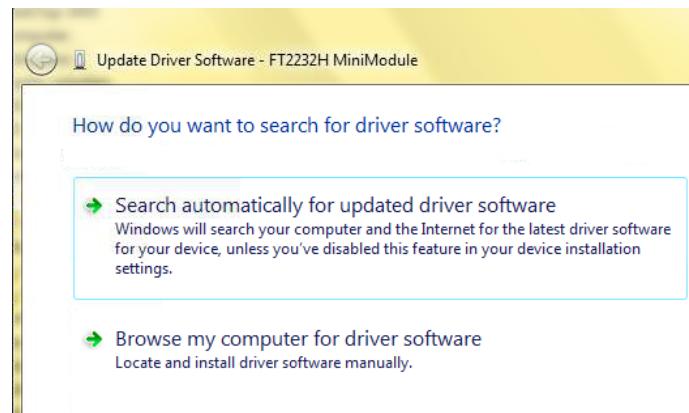
Locate Device Manager and click on it.



Locate the entry under “Other devices”. Right click “EPT USB <->Serial&JTAG Cable” and select “Update Driver Software...”.



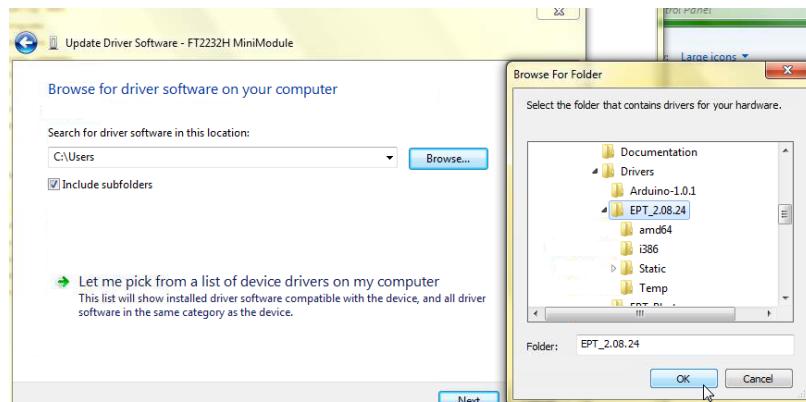
At the Update Driver Software Window, select “Browse my computer for driver software”.



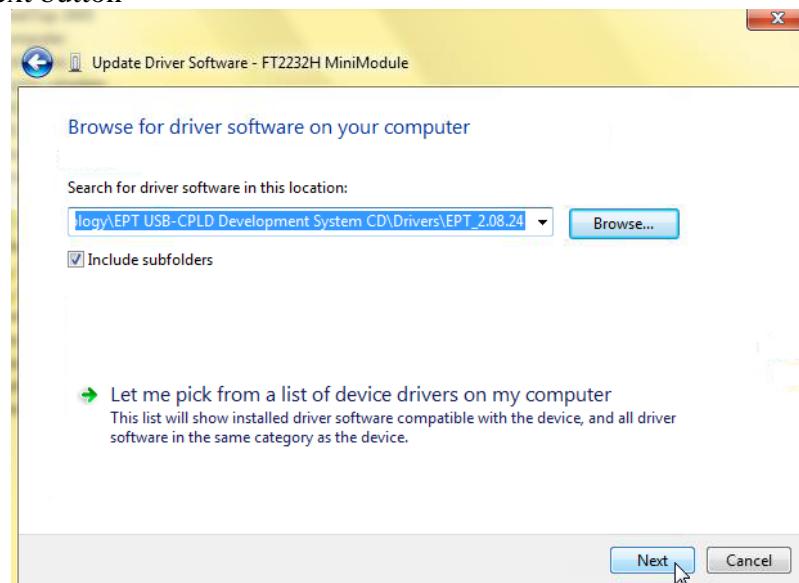
Click the Browse button and browse to the \Drivers\EPT_2.08.24 folder of the EPT USB-CPLD Development System CD. Click the Ok button.



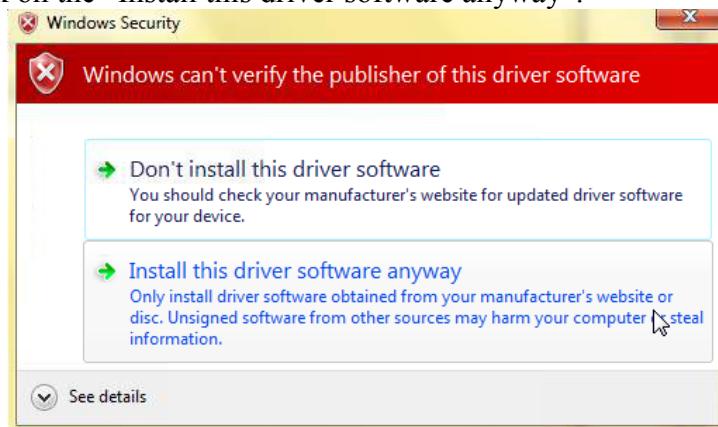
USB CPLD Development System User Manual



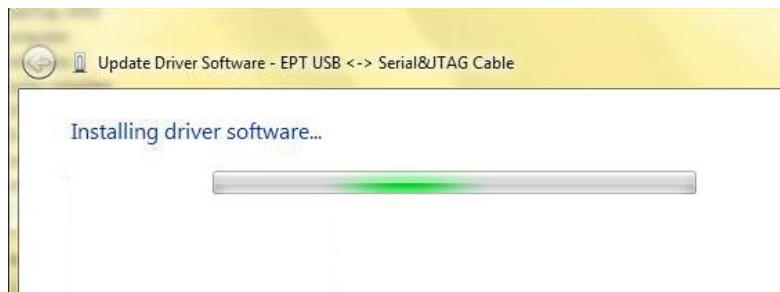
Click the Next button



The next window is the Windows Security notice. The EPT driver is not signed by Windows. Click on the "Install this driver software anyway".



Windows will add the EPT_2.08.24 driver to the System Registry.

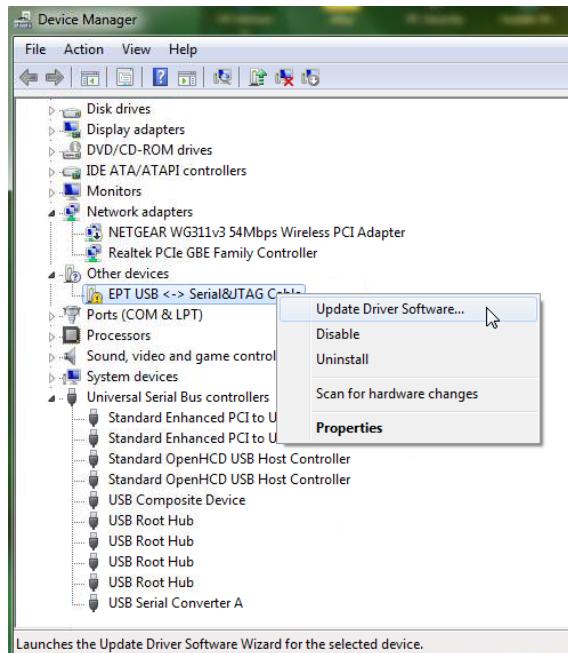


When Windows has completed the update driver the following screen will be displayed.

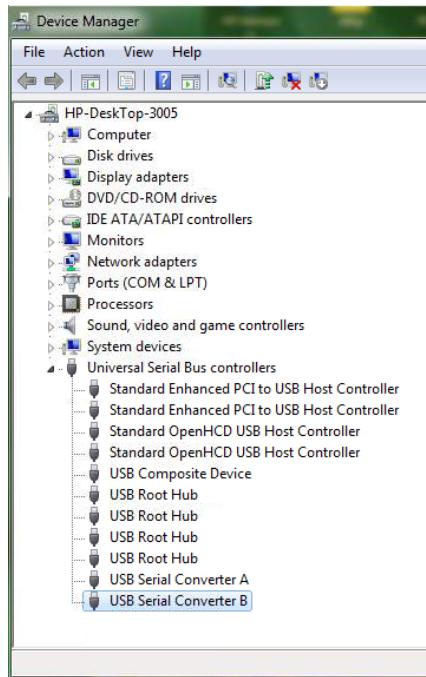


Channel A of the EPT-570-AP is ready for use.

Next, repeat the process for Channel B.



The driver files will automatically install in the System Registry.

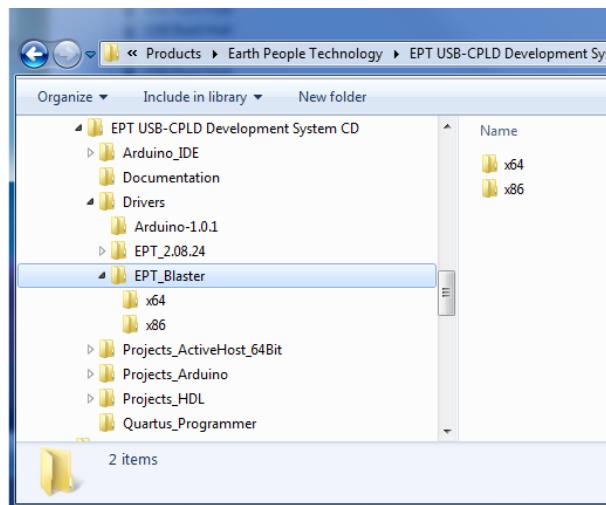


When this is complete, the drivers are installed and the EPT-570-AP can be used with for programming and USB data transfers.

2.2 JTAG DLL Insert to Quartus II

The JTAG DLL Insert to Quartus II allows the Programmer Tool under Quartus to recognize the EPT-570-AP. The EPT-570-AP can then be selected and perform programming of the CPLD. The file, `jtag_hw_mbftdi_blaster.dll` must be placed into the folder that hosts the `jtag_server` for Quartus. This dll is available for Windows XP 32-bit, Windows 7 32-bit and Windows 7 64-bit.

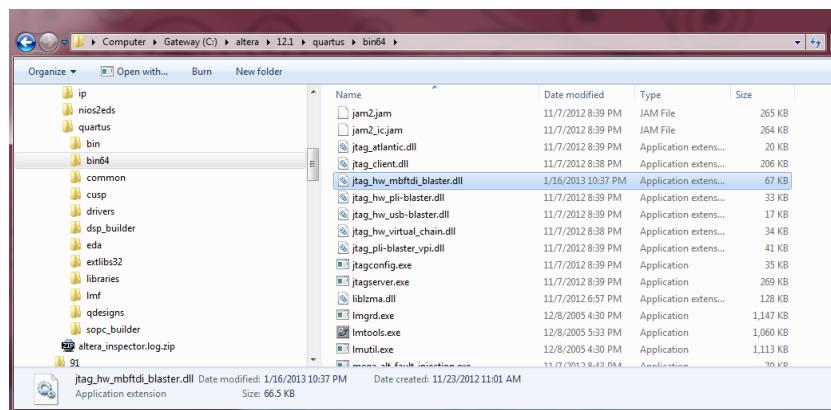
Close out the Quartus II application. Locate the `\Drivers\EPT_Blaster` folder on the EPT USB-CPLD Development System CD.



If your system is Windows 64 bit follow these directions:

Windows 64 bit

1. Open the C:\EPT USB-CPLD Development System CD\Drivers\EPT_Blaster\x64 folder.
2. Select the file “jtag_hw_mbftdi_blaster.dll” and copy it.
3. Browse over to C:altera\12.1\quartus\bin64.
4. Right click in the folder and select Paste
5. Click Ok.
6. Open the Quartus II application.

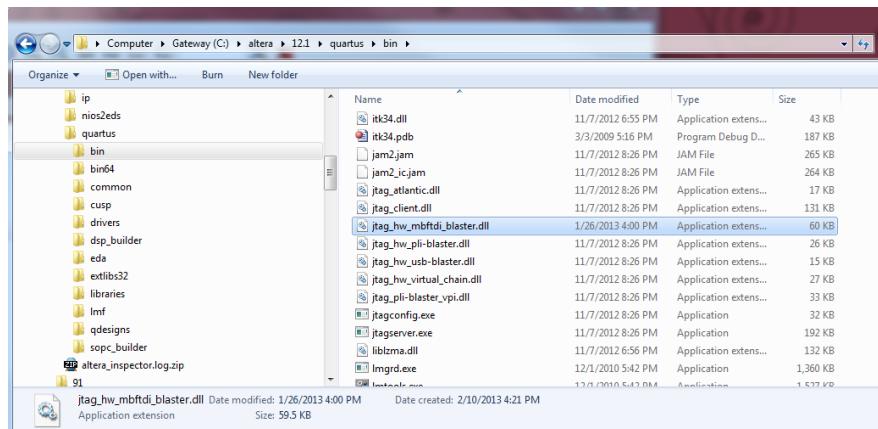


The DLL is installed and the JTAG server should recognize it. Go to the section “Programming the CPLD” of this manual for testing of the programming. If the driver is not found in the Programmer Tool->Hardware Setup box, see the JTAG DLL Insert to Quartus II Troubleshooting Guide.

If your system is Windows 32 bit follow these directions:

Windows 32 bit

1. Open the C:\ EPT USB-CPLD Development System CD\Drivers\EPT_BlaSter\x86 folder.
2. Select the file “jtag_hw_mbftdi_blaSter.dll” and copy it
3. Browse over to C:altera\12.1\quartus\bin.
4. Right click in the folder and select Paste
5. Click Ok.
6. Open the Quartus II application.



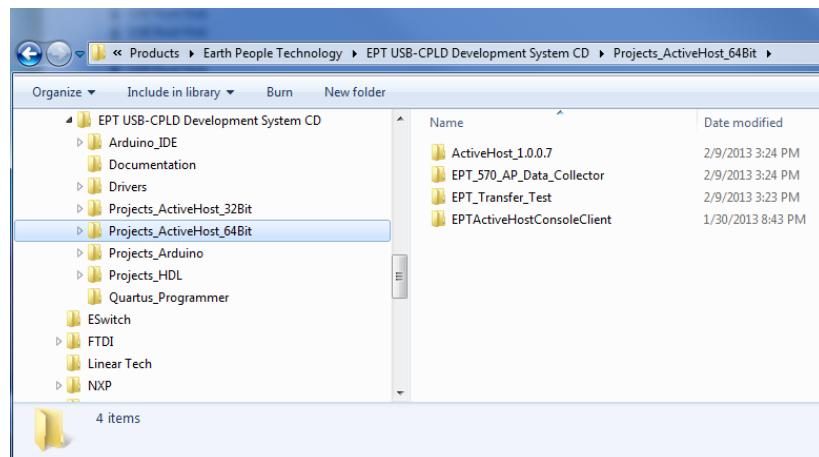
The DLL is installed and the JTAG server should recognize it. Go to the section “Programming the CPLD” of this manual for testing of the programming. If the driver is not found in the Programmer Tool->Hardware Setup box, see the JTAG DLL Insert to Quartus II Troubleshooting Guide.

2.3 Active Host Application DLL

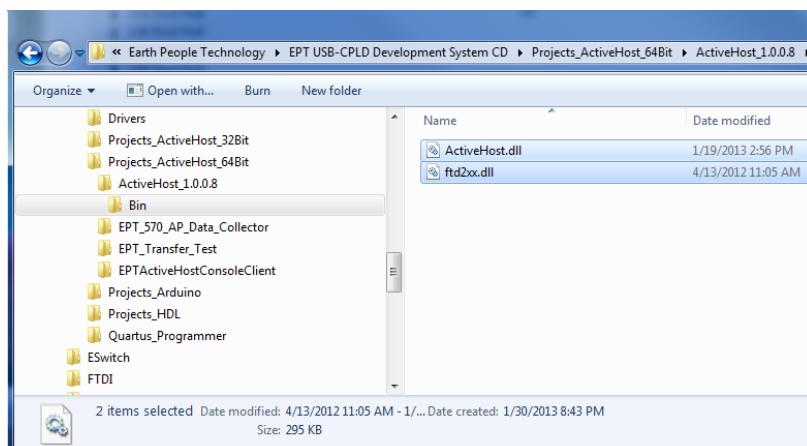
To use the Active Host Application Software, the Active Host DLL and the ftd2xx DLL must be included in the Microsoft Visual project. The Active Host Application Software will allow the user to create a custom applications on the PC using the EndTerms to perform Triggers and Data Transfer to/from the EPT-570-AP. The methods and parameters of the Active Host DLL are explained in the Active Host Application section. Locate the \Projects_ActiveHost_64Bit and \Projects_ActiveHost_32Bit folders on the EPT USB-CPLD Development System CD.



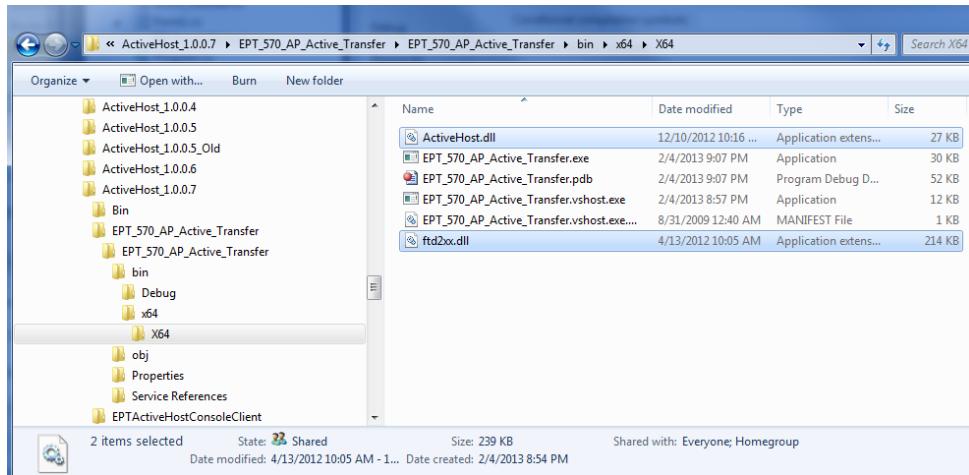
USB CPLD Development System User Manual



Locate the \ActiveHost_1.0.0.8\Bin folder and copy the ActiveHost.dll and the ftd2xx.dll.



Save the DLL's in the bin\x64\Release folder (or \bin\Release folder for the 32 bit Windows 7 OS) of the user project under the Microsoft C# Express project. See the Active Host Application for instructions on how to add the dll to the Microsoft C# Express project.

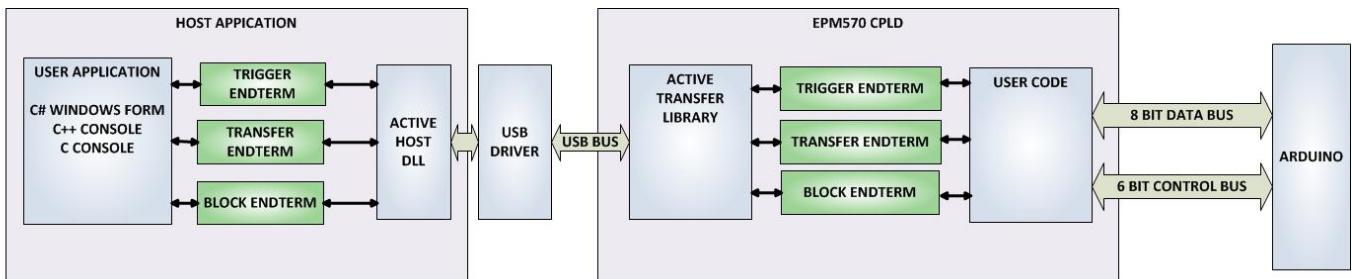


3 Active Host Application

The Active Host SDK is provided as a dll which easily interfaces to application software written in C#, C++ or C. It runs on the PC and provides transparent connection from PC application code through the USB driver to the user CPLD code. The user code connects to “Endterms” in the Active Host dll. These host “Endterms” have complementary HDL “Endterms” in the Active Transfer Library. Users have seamless bi-directional communications at their disposal in the form of:

- Trigger Endterm
- Transfer Endterm
- Block Endterm

User code writes to the Endterms as function calls. Just include the address of the individual module (there are eight individually addressable modules of each Endterm). Immediately after writing to the selected Endterm, the value is received at the HDL Endterm in the CPLD. The Trigger Endterms are used as “switches”. The user code can set a Trigger bit in the CPLD and cause an event to occur. The Transfer Endterm sends one byte to the CPLD. The Block Endterm sends a block of bytes. By using one of the Active Host Endterms, the user can create a dynamic, bi-directional, and configurable data transfer design.



3.1 Trigger EndTerm

The Trigger EndTerm is a software component that provides a direct path from the users application to the commensurate Trigger EndTerm in the CPLD. The Trigger has eight bits and is intended to be used to provide a switch at the opposite EndTerm. They are fast acting and are not stored or buffered by memory. When the user code sets a Trigger, it is immediately passed through to the opposite EndTerm via the USB driver. When receiving Trigger, the user application is required to respond to a callback from the Active Host dll.

3.2 Transfer(Byte) EndTerm

The Transfer EndTerm is a software component that provides a direct path from the users application to the commensurate Transfer EndTerm in the CPLD. It is used to transfer a byte to and from the CPLD. Eight separate Transfer EndTerm modules can be instantiated in the CPLD. Each module is addressed by the user application. Sending a byte is easy, just use the function call with the address and byte value. The byte is immediately sent to the corresponding EndTerm in the CPLD. Receiving a byte is just as easy, a callback function is registered at initialization. When the CPLD transmits a byte using its EndTerm, the callback function is called in the user application. The user code must store this byte in order to use it. The incoming Transfers are stored in a circular buffer in memory. This allows the user code to fetch the transfers without losing bytes.

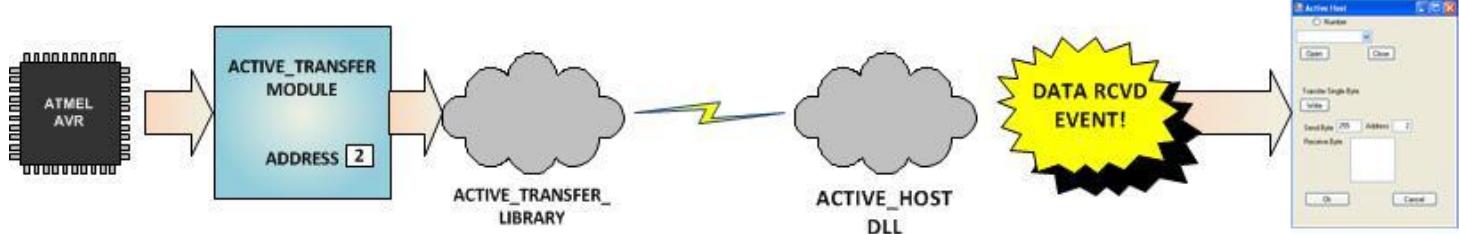
3.3 Block EndTerm

The Block EndTerm is a software component that provides a direct path from the users application to the commensurate Block EndTerm in the CPLD. The Block EndTerm is used to transfer a complete block to the CPLD. Block size is limited to 1 to 256 bytes. Eight separate Block EndTerm modules can be instantiated in the CPLD. Each module is addressed by the user application. Sending a block is easy, just use the function call with the address, block length, byte array. The block is buffered into a circular buffer in memory then transmitted via the USB bus to the Block EndTerm in the CPLD. Receiving a block is just as easy, a callback function is registered at initialization. When the CPLD transmits a block using its EndTerm, the callback function is called in the

user application. The incoming Transfers are stored in a circular buffer in memory. This allows the user code to fetch the transfers with out losing bytes.

3.4 Active Host DLL

The Active_Host DLL is designed to transfer data from the CPLD when it becomes available. The data will be stored into local memory of the PC, and an event will be triggered to inform the user code that data is available from the addressed module of the CPLD. This method of automatically moving data from the user code Endterm in the CPLD makes the data transfer transparent.



The data seamlessly appears in Host PC memory from the Arduino. The user code will direct the data to a control such as a textbox on a Windows Form. The transparent receive transfer path is made possible by a Callback mechanism in the Active Host dll. The dll calls a registered callback function in the user code. The user code callback can be designed to generate any number of events to handle the received data.

The user application will access the CPLD by use of functions contained in the Active Host dll. The functions to access the CPLD are:

- EPT_AH_Open()
- EPT_AH_QueryDevices()
- EPT_AH_GetDeviceName()
- EPT_AH_OpenDeviceByIndex()
- EPT_AH_CloseDeviceByIndex()
- EPT_AH_SelectActiveDeviceByIndex()
- EPT_AH_SendTrigger ()
- EPT_AH_SendByte ()
- EPT_AH_SendBlock ()
- EPT_AH_RegisterReadCallback ()

3.4.1 Active Host Open Device

To use the library functions for data transfer and triggering, an Earth People Technology device must be opened. The first function called when the Windows Form loads up is the `<project_name>.Load()`. This function is called automatically upon the completion of the Windows Form, so there is no need to do anything to call it. Once this



USB CPLD Development System User Manual

function is called, it in turn calls the ListDevices(). Use the function List Devices() to detect all EPT devices connected to the PC.

```
// Main object loader
private void EPT_570_AP_Active_Transfer_Load (object sender, System.EventArgs e)
{
    // Call the List Devices function
    ListDevices();
}
```

The ListDevices() function calls the EPT_AH_Open() function to load up the ActiveHost Dll. Next, it calls EPT_AH_QueryDevices() which searches through the registry files to determine the number of EPT devices attached to the PC. Next, EPT_AH_GetDeviceName() is called inside a for loop to return the ASCII name of each device attached to the PC. It will automatically populate the combo box, cmbDevList with all the EPT devices it finds.

```
// List Devices| function
private unsafe Int32 ListDevices ()
{
    Int32 result;
    Int32 num_devices;
    Int32 icurrentIndex;

    // Open the DLL
    result = EPT_AH_Open(null, null, null);
    if (result != 0)
    {
        MessageBox.Show("Could not attach to the ActiveHost library");
        return 0;
    }

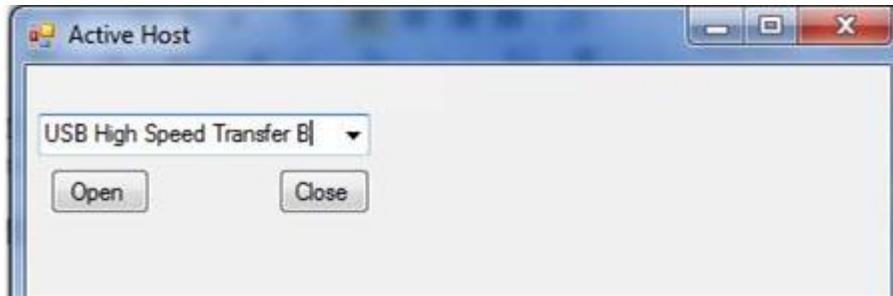
    // Query connected devices
    num_devices = EPT_AH_QueryDevices();

    //Prepare the Combo box for population
    icurrentIndex = cmbDevList.SelectedIndex;
    cmbDevList.Items.Clear();

    // Go through all available devices
    for (device_index = 0; device_index < num_devices; device_index++)
    {
        String str;
        str = Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceName(device_index));
        cmbDevList.Items.Add(str);
    }
    return 0;
}
```

The user will select the device from the drop down combo box. This can be seen when the Windows Form is opened and the cmbDevList combo box is populated with all the

devices. The selected device will be stored as an index number in the variable device_index.



In order to select the device, the user will click on the “Open” button which calls the Open_Device() function. The device_index is passed into the EPT_AH_OpenDeviceByIndex() function. If the function is successful, the device name is displayed in the label, labelDeviceCnt. Next, the device is made the active device and the callback function is registered. Finally, the Open button is grayed out and the Close button is made active.

```

// Open the device
public unsafe Int32 OpenDevice()
{
    device_index = (int)cmbDevList.SelectedIndex;
    if (EPT_AH_OpenDeviceByIndex(device_index) == 0)
    {
        String message = "Could not open device " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceName(device_index)) + ", " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceSerial(device_index));
        MessageBox.Show(message);
        return 0;
    }
    else
    {
        labelDeviceCnt.Text = "Connected to device " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceName(device_index)) + ", " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceSerial(device_index));
    }

    // Make the opened device the active device
    if (EPT_AH_SelectActiveDeviceByIndex(device_index) == 0)
    {
        String message = "Error selecting device: %s " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetLastError());
        MessageBox.Show(message);
        return 0;
    }

    // Register the read callback function
    RegisterCallBack();
    btnOpenDevice.Enabled = false;
    btnCloseDevice.Enabled = true;
    return 0;
}

```



3.4.2 Active Host Read Callback Function

The local callback function is populated. It resides in the active_transfer.cs file. This function will be called from the Active Host dll. When the EPT Device has transferred data to the PC, the callback function will do something with the data and command.

```
// Actual callback function which will read messages coming from the EPT device
unsafe void EPTReadFunction (Int32 device_id, Int32 device_channel, byte command, byte payload,
{
    char* message = (char *)data;

    // Select current device
    EPT_AH_SelectActiveDeviceByIndex(device_id);

    // Make sure we have data in the system
    if (message != null)
    {
        MessageBox.Show("Message " + Marshal.PtrToStringAnsi((IntPtr) message));
    }
}
```

Because the callback function communicates directly with the dll and must pass pointers from the dll to the C# Windows Form, the Marshaling scheme must be used. Marshaling allows pointer variables created in the dll to be passed into the C#. It is an advanced topic and will not be covered in this manual.

3.4.3 Active Host Triggers

The user application can send a trigger to the CPLD by using the EPT_AH_SendTrigger() function. First, open the EPT device to be used with EPT_AH_OpenDeviceByIndex(). Call the function with the bit or bits to assert high on the trigger byte as the parameter. Then execute the function, the trigger bit or bits will momentarily assert high in the user code on the CPLD.

```
private void btnTrigger1_Click(object sender, EventArgs e)
{
    EPT_AH_SendTrigger((char) 1);
}
```

To detect a trigger from the CPLD, the user application must subscribe to the event created when the incoming trigger has arrived at the Read Callback function. The Read Callback must store the incoming trigger in a local variable. A switch statement is used to decode which event should be called to handle the incoming received data.

- TRIGGER_IN
- TRANSFER_IN
- BLOCK_IN



USB CPLD Development System User Manual

```
unsafe void EPTReadFunction (Int32 device_id, Int32 device_channel, byte command, byte payload,
{
    byte* message = data;

    // Select current device
    EPT_AH_SelectActiveDeviceByIndex(device_id);

    //Add command and device_channel to the receive object
    EPTReceiveData.Command = ((command & 0x38) >> 3);
    EPTReceiveData.Address = device_channel;

    //Check if the command is Block Receive. If so,
    //use Marshalling to copy the buffer into the receive
    //object
    if (EPTReceiveData.Command == BLOCK_OUT_COMMAND)
    {
        EPTReceiveData.Length = data_size;
        EPTReceiveData.cBlockBuf = new Byte[data_size];

        Marshal.Copy(new IntPtr(message), EPTReceiveData.cBlockBuf, 0, data_size);
        //UpdateTextBlock();
    }
    else
    {
        EPTReceiveData.Payload = payload;
    }
    this.Invoke(new EventHandler(EPTParseReceive));
}

private void EPTParseReceive(object sender, System.EventArgs e)
{
    switch (EPTReceiveData.Command)
    {
        case TRIGGER_OUT_COMMAND:
            TriggerOutReceive();
            break;
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        case BLOCK_OUT_COMMAND:
            BlockOutReceive();
            break;
        default:
            break;
    }
}
```

The event handler function for the TRIGGER_IN's uses a switch statement to determine which trigger was asserted and what to do with it.

```
public void Receive_Trigger_In(object sender, EventArgs e)
{
    switch (ept_data.Payload)
    {
        case 0x01:
            lLabelSwitch1.Text = "Switch 1\n Pressed";
            break;
        case 0x02:
            lLabelSwitch2.Text = "Switch 2\n Pressed";
            break;
        case 0x04:
            lLabelSwitch1.Text = "";
            lLabelSwitch2.Text = "";
            break;
    }
}
```

The receive callback method is complex, however, Earth People Technology has created several projects which implement callbacks. Any part of these sample projects can be copied and pasted into a user's project.

3.4.4 Active Host Byte Transfers

The Active Host Byte Transfer EndTerm is designed to send/receive one byte to/from the EPT Device. To send a byte to the Device, the appropriate address must be selected for the Transfer module in the CPLD. Up to eight modules can be instantiated in the user code on the CPLD. Each module has its own address.

```
private void btnWriteByte_Click(object sender, EventArgs e)
{
    int ibyte, address_to_device;
    ibyte = Convert.ToInt32(tbNumBytes.Text);
    address_to_device = Convert.ToInt32(tbAddress.Text);
    EPT_AH_SendByte(address_to_device, (char)ibyte);
}
```

Use the function EPT_AH_SendByte() to send a byte to the selected module. First, open the EPT device to be used with EPT_AH_OpenDeviceByIndex(). Then add the address of the transfer module as the first parameter of the EPT_AH_SendByte() function. Enter the byte to be transferred in the second parameter. Then execute the function, the byte will appear in the ports of the Active Transfer module in the user code on the CPLD.

To transfer data from the CPLD Device, a polling technique is used. This polling technique is because the Bulk Transfer USB is a Host initiated bus. The Device will not transfer any bytes until the Host commands it to. If the Device has data to send to the Host in an asynchronous manner (meaning the Host did not command the Device to send data), the Host must periodically check the Device for data in its transmit FIFO. If data exists, the Host will command the Device to send its data. The received data is



USB CPLD Development System User Manual

then stored into local memory and register bits are set that will indicate data has been received from a particular address.

To receive a byte transfer from the Active host dll, user code must subscribe to the event created when the incoming byte transfer has arrived at the Read Callback function. The Read Callback must store the incoming transfer payload and module address in a local memory block. A switch statement is used to decode which event should be called to handle the incoming received data. The event handler function will check for any bytes read for that address.

```
unsafe void EPTReadFunction (Int32 device_id, Int32 device_channel, byte command, byte payload,
{
    byte* message = data;

    // Select current device
    EPT_AH_SelectActiveDeviceByIndex(device_id);

    //Add command and device_channel to the receive object
    EPTReceiveData.Command = ((command & 0x38) >> 3);
    EPTReceiveData.Address = device_channel;

    //Check if the command is Block Receive. If so,
    //use Marshalling to copy the buffer into the receive
    //object
    if (EPTReceiveData.Command == BLOCK_OUT_COMMAND)
    {
        EPTReceiveData.Length = data_size;
        EPTReceiveData.cBlockBuf = new Byte[data_size];

        Marshal.Copy(new IntPtr(message), EPTReceiveData.cBlockBuf, 0, data_size);
        //UpdateTextBlock();
    }
    else
    {
        EPTReceiveData.Payload = payload;
    }
    this.Invoke(new EventHandler(EPTParseReceive));
}
```



USB CPLD Development System User Manual

```
private void EPTParseReceive(object sender, System.EventArgs e)
{
    switch (EPTReceiveData.Command)
    {
        case TRIGGER_OUT_COMMAND:
            TriggerOutReceive();
            break;
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        case BLOCK_OUT_COMMAND:
            BlockOutReceive();
            break;
        default:
            break;
    }
}
```

The EventHandler function EPTParseReceive() is called by the Read Callback function. The EPTParseReceive() function will examine the command of the incoming byte transfer and determine which receive function to call.

```
public void TransferOutReceive()
{
    string WriteRcvChar = "";
    WriteRcvChar = String.Format("{0}", (int)EPTReceiveData.Payload);
    tbDataBytes.AppendText(WriteRcvChar + ' ');
    tbAddress.Text = String.Format("{0:x2}", (uint)System.Convert.ToInt32(EPTReceiveData.Address.ToString())
}
```

For our example project, the TransferOutReceive() function writes the Transfer byte received to a text block. The receive callback method is complex, however, Earth People Technology has created several projects which implement callbacks. Any part of these sample projects can copied and pasted into a user's project.

3.4.5 Active Host Block Transfers

The Active Host Block Transfer is designed to transfer blocks of data between Host and CPLD and vice versa through the Block EndTerm. This allows buffers of data to be transferred with a minimal amount of code. The Active Host Block module (in the User Code) is addressable, so up to eight individual modules can be instantiated and separately addressed. The length of the block to be transferred must also be specified. The Block EndTerm is limited to 1 to 256 bytes.

To send a block, first, open the EPT device to be used with EPT_AH_OpenDeviceByIndex(). Next, use the EPT_AH_SendBlock() function to send the block. Add the address of the transfer module as the first parameter. Next, place the pointer to the buffer in the second parameter of EPT_AH_SendBlock(). Add the length



of the buffer as the third parameter. Then execute the function, the entire buffer will be transferred to the USB chip. The data is available at the port of the Active Block module in the user code on the CPLD.

```
public unsafe void BlockCompare(object data)
{
    int BlockAddress = (int)data;
    byte[] cBuf = new Byte[device[BlockAddress].Length];

    if ((device[BlockAddress].Repititions > 0) &
        !device[BlockAddress].TransferPending & !BlockTransferStop)
    {
        device[BlockAddress].TransferPending = true;
        Buffer.BlockCopy(block_8_in_payload, 0, cBuf, 0,
                         device[BlockAddress].Length);
        fixed (byte* pBuf = cBuf)
        {
            EPT_AH_SendBlock(device[BlockAddress].Address,
                              (void*)pBuf, (uint)device[BlockAddress].Length);
        }
        Thread.Sleep(1);
        EPT_AH_SendTransferControlByte((char)2, (char)2);
        Thread.Sleep(1);
        EPT_AH_SendTrigger((char)128);
        Thread.Sleep(1);
        EPT_AH_SendTransferControlByte((char)2, (char)0);

        if (BlockTransferInfinite)
            device[BlockAddress].Repititions = 1;
        else
            device[BlockAddress].Repititions--;
    }
}
```

To receive a block transfer from the CPLD Device, a polling technique is used by the Active Host dll. This is because the Bulk Transfer USB is a Host initiated bus. The Device will not transfer any bytes until the Host commands it to. If the Device has data to send to the Host in an asynchronous manner (meaning the Host did not command the Device to send data), the Host must periodically check the Device for data in its transmit FIFO. If data exists, the Host will command the Device to send its data. The received data is then stored into local memory and register bits are set that will indicate data has been received from a particular address. The receive callback function is then called from the Active Host dll. This function start a thread to do something with the block data.

To receive a byte transfer from the callback function, user code must subscribe to the event created when the incoming byte transfer has arrived at the Read Callback function. The Read Callback must store the incoming transfer payload and module



address in a local memory block. A switch statement is used to decode which event should be called to handle the incoming received data. The event handler function will check for any bytes read for that address.

```
unsafe void EPTReadFunction (Int32 device_id, Int32 device_channel, byte command, byte payload,
{
    byte* message = data;

    // Select current device
    EPT_AH_SelectActiveDeviceByIndex(device_id);

    //Add command and device_channel to the receive object
    EPTReceiveData.Command = ((command & 0x38) >> 3);
    EPTReceiveData.Address = device_channel;

    //Check if the command is Block Receive. If so,
    //use Marshalling to copy the buffer into the receive
    //object
    if (EPTReceiveData.Command == BLOCK_OUT_COMMAND)
    {
        EPTReceiveData.Length = data_size;
        EPTReceiveData.cBlockBuf = new Byte[data_size];

        Marshal.Copy(new IntPtr(message), EPTReceiveData.cBlockBuf, 0, data_size);
        //UpdateTextBlock();
    }
    else
    {
        EPTReceiveData.Payload = payload;
    }
    this.Invoke(new EventHandler(EPTParseReceive));
}

private void EPTParseReceive(object sender, System.EventArgs e)
{
    switch (EPTReceiveData.Command)
    {
        case TRIGGER_OUT_COMMAND:
            TriggerOutReceive();
            break;
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        case BLOCK_OUT_COMMAND:
            BlockOutReceive();
            break;
        default:
            break;
    }
}
```



USB CPLD Development System User Manual

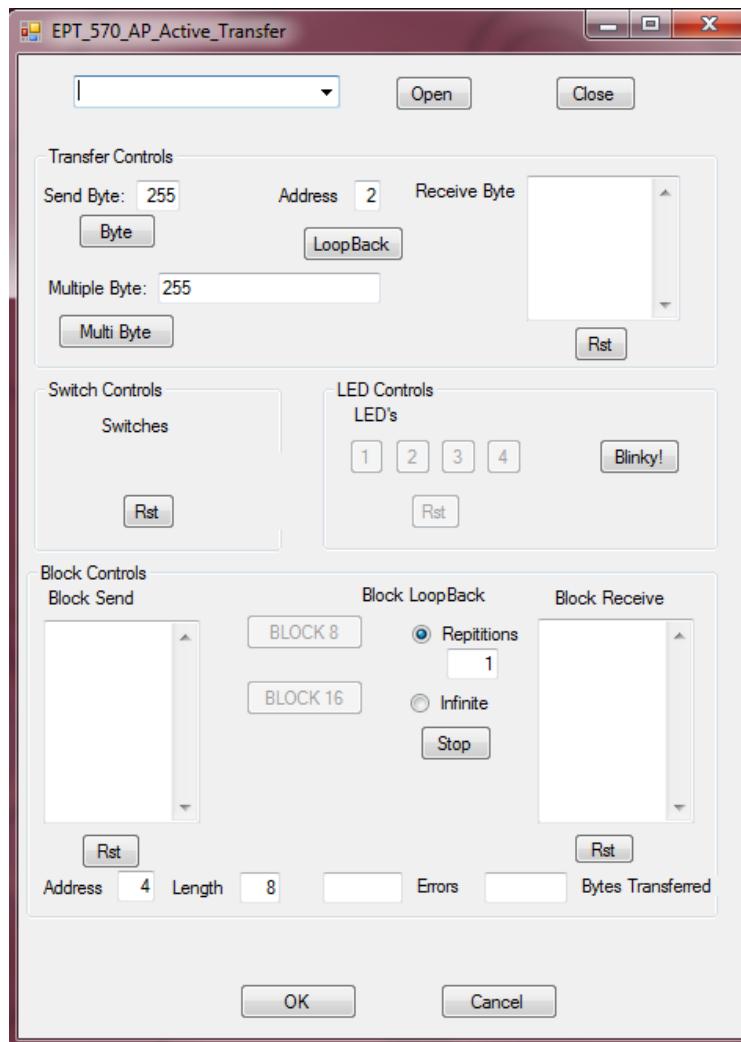
The EventHandler function EPTParseReceive() is called by the Read Callback function. The EPTParseReceive() function will examine the command of the incoming byte transfer and determine which receive function to call.

```
public void Receive_Block_In(object sender, EventArgs e)
{
    device[ept_data.Address].TransferPending = false;
    Thread.Sleep(5);
    if (device[ept_data.Address].ContinuosCountTest == false)
    {
        Thread t = new Thread(new ParameterizedThreadStart(BlockCompare));
        t.Start(ept_data.Address);
    }
    if (device[ept_data.Address].Repititions == 0)
    {
        Thread u = new Thread(new ParameterizedThreadStart(Display_Block_In));
        u.Start(BlockCount);
    }
    else if (BlockTransferInfinite | device[ept_data.Address].ContinuosCountTest)
    {
        if ((BlockCount % 100) == 0)
        {
            Thread u = new Thread(new ParameterizedThreadStart(Display_Block_In));
            u.Start(BlockCount);
        }
    }
}
```

For our example project, the Receive_Block_In() function writes the Transfer block received to a text block. The receive callback method is complex, however, Earth People Technology has created several projects which implement callbacks. Any part of these sample projects can copied and pasted into a user's project.

3.5 Active Host Test Application

EPT provides a test application to allow the user to understand the functioning of the EPT USB-CPLD Development System. The source code is provided for both the PC application side and the CPLD Device side. The user can use this code as a starting point to create their own custom applications. The windows form is show in Figure 4a.



Features of the Active Host interface window include:

- Select Device
- Open Device
- Transfer Single Byte
- Transfer Single Byte Loopback
- Trigger In Switches
- Trigger Out LED's
- Block Transfer
- Transfer Block Compare

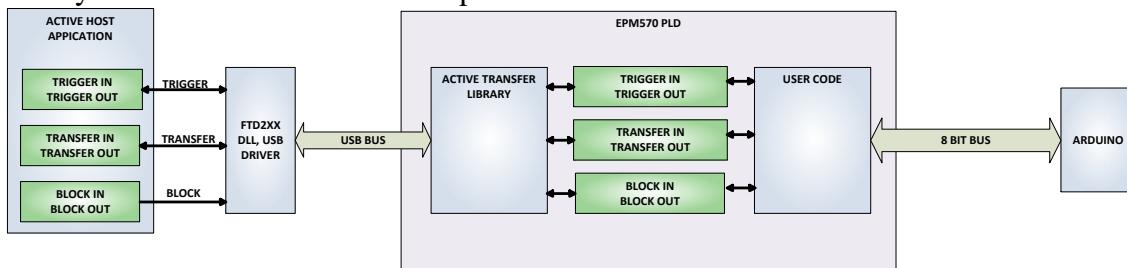
The Active Host can be used as an integral part of the Arduino microcontroller code development process. The entire development process software consists of the the EPT Active Transfer Library, Quartus II software (freely available from the Altera website),



the Arduino microcontroller development environment, and the Notepad++ code editor (available free from www.notepad-plus-plus.org). The procedures for using these software systems and their interaction with the hardware described above are detailed in section 3 and subsequent sections.

4 Active Transfer Library

The Active Transfer Library is an HDL library designed to transfer data to and from the EPT-570-AP via High Speed (480 MB/s) USB. It is a set of pre-compiled HDL files that the user will add to their project before building it. The description of what the library does and how to use its components are described in this manual.



4.1 EPT Active Transfer System Overview

The Active Transfer System components consist of the following:

- active_transfer_library.vqm
- active_trigger.vqm
- active_transfer.vqm
- active_block.vqm

The Active_Transfer_Library provides the communication to the USB hardware. While separate Input and Output buses provide bi-directional communications with the plug in modules. See Figure 6 for an overview of the EPT Active_Transfer system.

Figure 6 EPT Active Transfer Library Overview

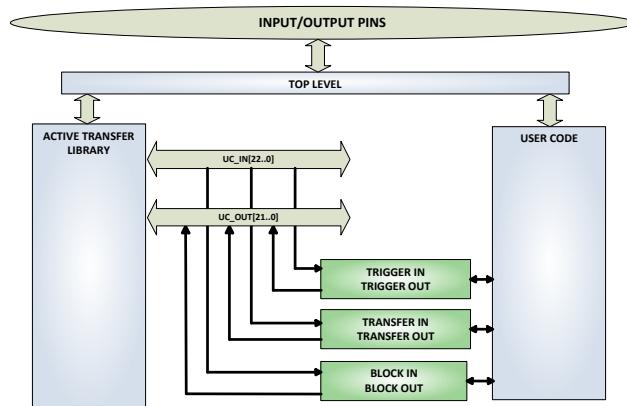
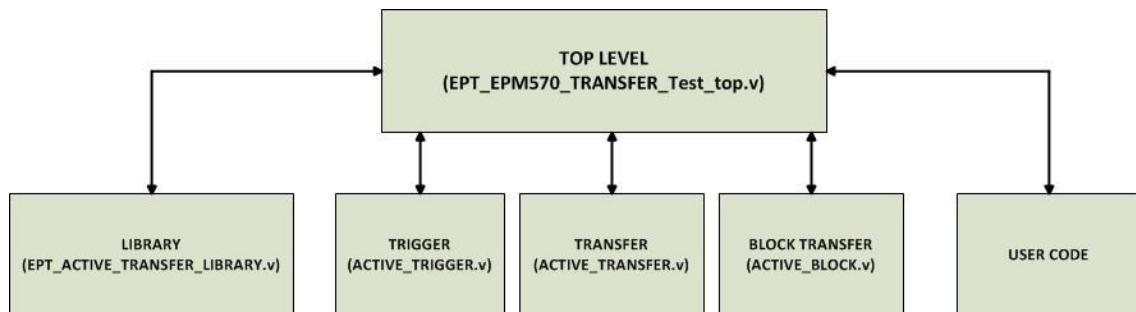


Figure 6 shows how the modules of the EPT Active Transfer Library attach to the overall user project. The EPT_Active_Transfer_Library.vqm, Active_Trigger.vqm, Active_Transfer.vqm and Active_Block.vqm modules are instantiated in the top level of the user project. The User_Code.v module is also instantiated in the top level. The Active_Transfer modules communicate with the User_Code through module parameters. Each module is a bi-directional component that facilitates data transfer from PC to CPLD. The user code can send a transfer to the Host, and the Host can send a transfer to the user code. This provides significant control for both data transfers and signaling from the user code to PC. The Triggers are used to send momentary signals that can turn on (or off) functions in user code or PC. The Active Transfer is used to send a single byte. And the Active Block is used to send a block of data. The Active_Transfer and Active_Block modules have addressing built into them. This means the user can declare up to 8 individual instantiations of Active_Transfer or Active_Block, and send/receive data to each module separately.

4.2 Active Transfer Library

The Active Transfer Library contains the command, control, and data transfer mechanism that allows users to quickly build powerful communication schemes in the CPLD. Coupled with the Active Host application on the PC, this tools allows users to focus on creating programmable logic applications and not have to become distracted by USB Host drivers and timing issues. The Active Transfer Library is pre-compiled file that the user will include in the project files.





```
1 //#####
2 /**
3  ## Copyright Earth People Technology Inc. 2012
4 /**
5 /**
6 ## File Name: EPT_FT2232_Transfer_Test_top.v
7 /**
8 ## Revision History:
9 ##          DATE      VERSION      DETAILS
10 ##        07/5/12     A          Created      RJJ
11 /**
12 /**
13 /**
14 //#####
15 ifndef SIM
16   `include ".../src/define.v"
17   `include ".../Testbench/tb_define.v"
18 endif
19
20 `timescale ins/ips
21
22
23
24 /**
25 // Module Declaration
26 /**
27
28 module ept_EPM570_Transfer_Test_top (
29
30
31     input wire [1:0]           aa,
32     input wire [1:0]           bc_in,
33
34     ...
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36     ...
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```

The interface from the library to the user code is two uni directional buses, UC_IN[22:0] and UC_OUT[20:0]. The UC_IN[22:0] bus is an output bus (from the library, input bus to the Active Modules) that is used channel data, address, length and control information to the Active Modules. The UC_OUT[21:0] bus is an input bus (to the library, output bus from the Active Modules) that is used to communicate data, address, length, and control information to the Active Modules.

The control buses, aa[1:0], bc_in[1:0], bc_out[2:0], and bd inout[7:0] are used to channel data, and control signals to the USB interface chip. These signals are connected directly to input and output pins of the CPLD.

4.2.1 Active Trigger

The Active Trigger has eight individual self resetting, active high, signals. These signals are used to send a momentary turn on/off command to Host/User code. The Active Trigger is not addressable so the module will be instantiated only once in the top level.

```

743   wire [22*3-1:0] uc_out_m;
744   eptWireOR # (.N(3)) wireOR (UC_OUT, uc_out_m);
745   active_trigger      ACTIVE_TRIGGER_INST
746   (
747     .uc_clk           (CLK_66),
748     .uc_reset         (RST),
749     .uc_in            (UC_IN),
750     .uc_out           (uc_out_m[ 0*22 +: 22 ]),
751
752     .trigger_to_host  (trigger_to_host),
753     .trigger_to_device (trigger_in_byte)
754   );
755
756

```

To send a trigger, decide which bit (or multiple bits) of the eight bits you want to send the trigger on. Then, set that bit (or bits) high. The Active Transfer Library will send a high on that trigger bit for one clock cycle (66 MHz), then reset itself to zero. The bit can stay high on the user code and does not need to be reset to zero. However, if the user sends another trigger using the trigger byte, then any bit that is set high will cause a trigger to occur on the Host side.



```
277      //-----
278      // Detect Trigger Out to Host
279      //-----
280      always @(TRIGGER_OUT or trigger_in_reset or reset)
281      begin
282          if(!reset)
283              trigger_to_host = 8'h0;
284          else if (trigger_in_reset)
285              trigger_to_host = 8'h0;
286          else if (TRIGGER_OUT > 8'h0)
287              trigger_to_host = TRIGGER_OUT;
288      end
289
290      //-----
291      // Reset Trigger Out to Host
292      //-----
293      always @(posedge CLK_66 or negedge reset)
294      begin
295          if(!reset)
296              begin
297                  trigger_in_reset <= 0;
298              end
299          else
300              begin
301                  if (trigger_to_host > 0)
302                      trigger_in_reset <= 1'b1;
303                  else
304                      trigger_in_reset <= 0;
305              end
306      end
```

So, care should be used if the user code uses byte masks to send triggers. It is best to set only the trigger bits needed for a given time when sending triggers.

The user code must be setup to receive triggers from the Host. This can be done by using an asynchronous always block. Whenever a change occurs on a particular trigger bit (or bits), a conditional branch can detect if the trigger bit is for that block of code. Then, execute some code based on that trigger.



```
308      //-----
309      // Detect Trigger In
310      //-----
311      always @(trigger_in_byte or trigger_in_reset or reset)
312      begin
313          if(!reset)
314          begin
315              trigger_in_detect = 1'b0;
316          end
317          else if (trigger_in_reset)
318          begin
319              trigger_in_detect = 1'b0;
320          end
321          else if (trigger_in_byte > 8'h0)
322          begin
323              trigger_in_detect = 1'b1;
324          end
325      end
326
327      //-----
328      // Store the value of Trigger In
329      //-----
330      always @ (posedge CLK_66 or negedge reset)
331      begin
332          if(!reset)
333          begin
334              trigger_in_store <= 8'h0f;
335              trigger_in_reg <= 1'b0;
336              trigger_in_reset <= 1'b0;
337          end
338          else if (trigger_in_detect & !trigger_in_reg)
339          begin
340              if(trigger_in_byte != 0)
341                  trigger_in_store[7:0] <= trigger_in_byte[7:0];
342                  trigger_in_reg <= 1'b1;
343          end
344          else if (trigger_in_reg)
345          begin
346              trigger_in_reg <= 1'b0;
347              trigger_in_reset <= 1'b1;
348          end
349          else if (!trigger_in_detect)
350          begin
351              trigger_in_reg <= 1'b0;
352              trigger_in_reset <= 1'b0;
353          end
354      end
```

4.2.2 Active Transfer

The Active Transfer module is used to send or receive a byte to/from the Host. This is useful when the user's microcontroller needs to send a byte from a measurement to the Host for display or processing. The Active Transfer module is addressable, so up to eight individual modules can be instantiated and separately addressed.

```
757      active_transfer          ACTIVE_TRANSFER_INST
758      (
759          .uc_clk              (CLK_66),
760          .uc_reset            (reset),
761          .uc_in               (UC_IN),
762          .uc_out              (uc_out_m[ 1*22 +: 22 ]),
763
764          .start_transfer       (transfer_out_reg),
765          .transfer_received    (transfer_in_received),
766
767          .uc_addr              (3'h2),
768
769          .transfer_to_host     (transfer_out_byte),
770          .transfer_to_device   (transfer_in_byte)
771      );
772
```

To send a byte to the Host, select the appropriate address that corresponds to an address on Host side. Place the byte in the “transfer_to_host” parameter, then strobe the “start_transfer” bit. Setting the “start_transfer” bit to high will send one byte from the “transfer_to_host” byte to the Host on the next clock high signal (66 MHz). The “start_transfer” bit can stay high for the duration of the operation of the device, the Active Transfer module will not send another byte. In order to send another byte, the user must cycle the “start_transfer” bit to low for a minimum of one clock cycle (66 MHz). After the “start_transfer” bit has been cycled low, the rising edge of the bit will cause the byte on the “transfer_to_host” parameter to transfer to the host.



```
181 //-----
182 // Transfer byte to Device
183 //-----
184 always @(TRANSFER_OUT_EN or reset)
185 begin
186   if(!reset)
187     begin
188       transfer_out_detect = 1'b0;
189     end
190   else
191     begin
192       if(transfer_to_device_reset)
193         transfer_out_detect = 1'b0;
194       else if(TFNSFER_OUT_EN)
195         begin
196           transfer_out_byte = TRANSFER_OUT_BYTE;
197           transfer_out_detect = 1'b1;
198         end
199       end
200     end
201
202 //-----
203 // Reset transfer_to_device_reset
204 //-----
205 always @(posedge CLK_66 or negedge reset)
206 begin
207   if (!reset)
208     begin
209       transfer_to_device_reset <= 1'b0;
210     end
211   else
212     begin
213       if(transfer_out_detect)
214         transfer_to_device_reset <= 1'b1;
215       else
216         transfer_to_device_reset <= 1'b0;
217     end
218 end
219
```

To receive a byte, the Active Host will send a byte using it's dll. The user code must monitor the transfer_received port. The transfer_received port will assert high for one clock cycle (66 MHz) when a byte is ready for reading on the transfer_to_device port. User code should use an asynchronous always block to detect when the



transfer_received port is asserted. Upon assertion, the user code should read the byte from the transfer_to_device port into a local register.

```
220 //-----  
221 // Transfer to Host  
222 //-----  
223 always @(posedge CLK_66 or negedge reset)  
224 begin  
225 if (!reset)  
226 begin  
227 transfer_out <= 1'b0;  
228 transfer_out_reg <= 1'b0;  
229 transfer_out_byte <= 8'h0;  
230 end  
231 else  
232 begin  
233 if(start_transfer_byte & !transfer_out)  
234 begin  
235 transfer_out_byte <= TRANSFER_HOST_BYTE;  
236 transfer_out_reg <= 1'b1;  
237 transfer_out <= 1'b1;  
238 end  
239 else if(start_transfer_byte & transfer_out)  
240 begin  
241 transfer_out_reg <= 1'b0;  
242 transfer_out <= 1'b1;  
243 end  
244 else if(!start_transfer_byte & transfer_out)  
245 begin  
246 transfer_out_reg <= 1'b0;  
247 transfer_out <= 1'b0;  
248 end  
249 end  
250 end
```

4.2.3 Active Block

The Active Block module is designed to transfer blocks of data between Host and User Code and vice versa. This allows buffers of data to be transferred with a minimal amount of code. The Active Block module is addressable, so up to eight individual modules can be instantiated and separately addressed. The length of the block to be transferred must also be specified in the uc_length port.



```
811      active_block          BLOCK_TRANSFER_INST
812      (
813          .uc_clk            (CLK_66),
814          .uc_reset          (RST),
815          .uc_in             (UC_IN),
816          .uc_out            (uc_out_m[ 2*22 +: 22 ]),
817
818          .start_transfer     (block_out_reg),
819          .transfer_received  (block_in_rcv),
820
821          .transfer_ready     (block_byte_ready),
822
823          .uc_addr            (3'h4),
824          .uc_length           (BLOCK_COUNT_8),
825
826          .transfer_to_host    (block_out_byte),
827          .transfer_to_device  (block_in_data),
828
829          .STATE_OUT           (block_state_out),
830          .TEST_BUS             (block_out_test_bus)
831
832      );
833
```

To send a block, it's best to have buffer filled in a previous transaction. Then assert the start_transfer bit. This method is opposed to collecting and processing data bytes after the start_transfer bit has been asserted and data is being sent to the Host.

Once the buffer to send is filled with the requisite amount of data, the address and buffer length should be written to the uc_addr and uc_length ports. Set the start_transfer bit high, the user code should monitor the transfer_ready port. At the rising edge of the transfer_ready port, the byte at transfer_to_host port is transferred to the USB chip. Once this occurs, the user code should copy the next byte in the buffer to transfer_to_host port. On the next rising edge of transfer-ready, the byte at transfer_to_host will be transferred to the USB chip. This process continues until the number of bytes described by the uc_length have been transferred into the USB chip.



```
542      //-
543      // Registers to start Block Transfer Out
544      //-
545      always @(posedge CLK_66 or negedge RST)
546      begin
547          if(!RST)
548          begin
549              block_out_reg <= 1'b0;
550              start_block_transfer_reg <= 1'b0;
551          end
552          else
553          begin
554              if(start_block_transfer & !start_block_transfer_reg)
555                  start_block_transfer_reg <= 1'b1;
556              else if(start_block_transfer_reg & !block_out_reg)
557              begin
558                  block_out_reg <= 1'b1;
559              end
560              else if(block_out_counter >= BLOCK_COUNT_8)
561              begin
562                  block_out_reg <= 1'b0;
563                  start_block_transfer_reg <= 1'b0;
564              end
565          end
566      end
567
568      //-
569      // Data for Block Transfer Out
570      //-
571      always @(posedge CLK_66 or negedge RST)
572      begin
573          if(!RST)
574          begin
575              block_out_counter <= 0;
576          end
577          else
578          begin
579              if(block_byte_ready)
580              begin
581                  block_out_counter <= block_out_counter + 1'd1;
582              end
583              else if(block_out_counter >= BLOCK_COUNT_8 )
584              begin
585                  block_out_counter <= 0;
586              end
587          end
588      end
```

To receive a buffer from the Host, the user code should monitor the transfer_received port for assertion. When the bit is asserted, the next rising edge of transfer_ready will indicate that the byte at transfer_to_device is ready for the user code to read.

[Add code snippet showing Active Block Module bytes received by the user code]

4.3 Timing Diagram for Active Transfer Methods

The Active Transfer Library uses the 66 MHz clock to organize the transfers to Host and transfer to Device. The timing of the transfers depends on this clock and the specifications of the USB chip. Users should use the timing diagrams to ensure proper operation of user code in data transfer.

4.3.1 Active Trigger EndTerm Timing

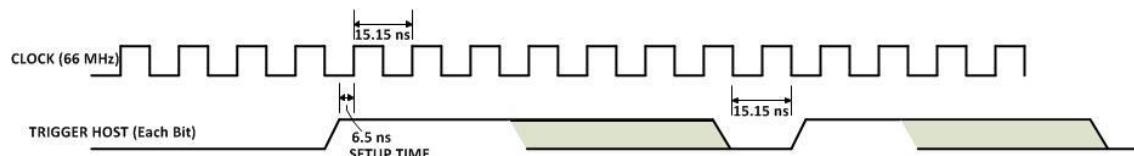


Figure xx Active Trigger to Host Timing

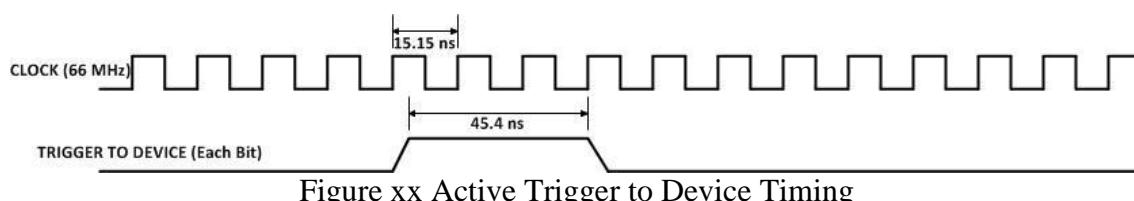


Figure xx Active Trigger to Device Timing

4.3.2 Active Transfer EndTerm Timing

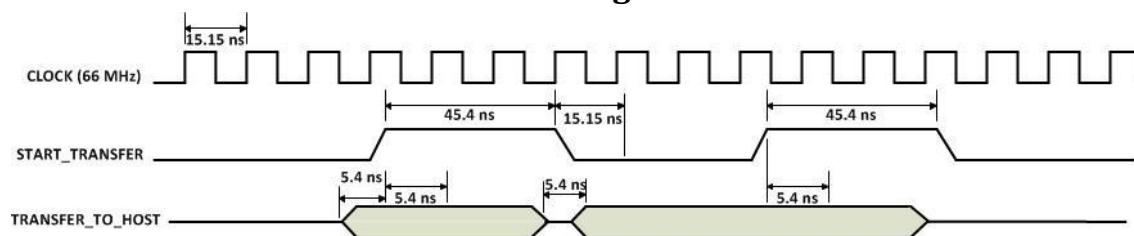


Figure xx Active Transfer To Host Timing

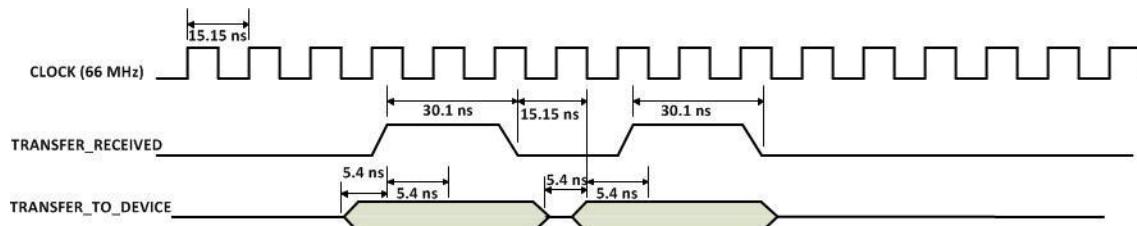


Figure xx Active Transfer To Device Timing

4.3.3 Active Block EndTerm Timing

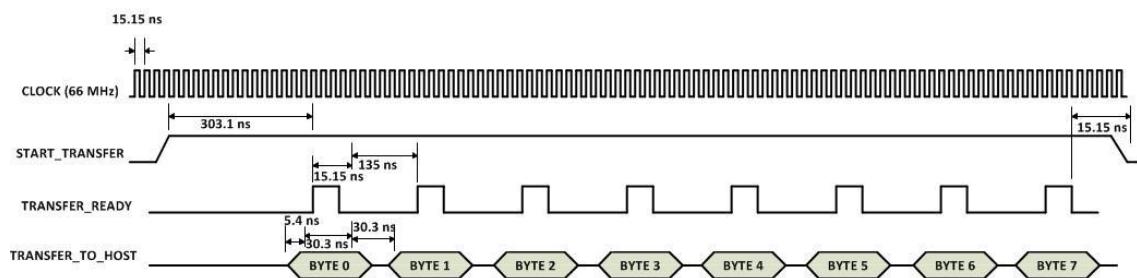


Figure xx Active Block To Host Timing

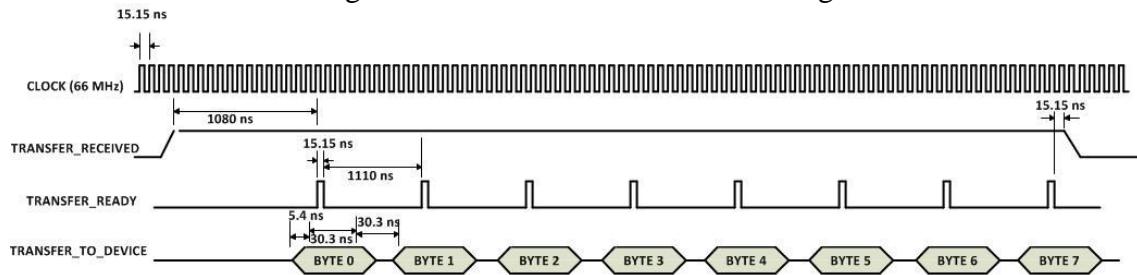


Figure xx Active Block To Device Timing

5 Compiling, Synthesizing, and Programming CPLD

ALTERA®



The CPLD on the EPT-570-AP-M4 can be programmed with the Active Transfer Library and custom HDL code created by the user. Programming the CPLD requires the



USB CPLD Development System User Manual

use of the Quartus II software and a standard USB cable. There are no extra parts to buy, just plug in the USB cable. Once the user HDL code is written according to the syntax rules of the language (Verilog and VHDL) it can be compiled and synthesized using the Quartus II software. This manual will not focus on HDL coding or proper coding techniques, instead it will use the example code to compile, synthesize and program the CPLD.

5.1 Downloading and Installing Quartus

The first thing to do in order build a project in Quartus is to download and install the application. You can find the latest version of Quartus at:

<https://www.altera.com/download/dnl-index.jsp>

Click on the Download Windows Version.

The screenshot shows the Altera website's 'Download Center' page. At the top, there are links for 'Search', 'Download Center', 'Documentation', 'myAltera / Logout', and navigation tabs like 'Devices', 'Design Tools & Services', 'End Markets', 'Technology', 'Training', 'Support', 'About', and 'Buy'. On the left, there's a sidebar with sections for 'Design Software' (Quartus II Subscription Edition, Web Edition, MegaCore IP Library, ModelSim-Altera, ModelSim-Altera Starter, Nios II EDS Legacy Tools, DSP Builder, OS Support), 'Archives' (Service Packs, Design Software), 'Licensing' (Get and Manage Licenses, Licensing FAQ, License Daemon Software), 'Programming Software' (Quartus II Programmer, Jam™ STAPL Software), 'Drivers' (Cable & Adapter Drivers), 'Board Layout and Test' (BSDL Models, SPICE Models, TDF Models). The main content area features large icons for 'QUARTUS® II', 'ModelSim', 'Nios® II', and 'DSP Builder'. Below these are sections for 'Download the following design software of your choice:' (listing options like Quartus II v12.1, ModelSim-Altera Starter Edition, etc.) and 'Download Windows Version (22 MB)' and 'Download Linux Version (23 MB)'. There are also links for 'Install Subscription Edition Service Pack 1', 'Install Web Edition Service Pack 1', and 'Read Altera Software v12.1 Installation FAQ'.

The next page will require you to sign into your “myAltera” account. If you do not have one, follow the directions under the box, “Don’t have an account?”



USB CPLD Development System User Manual

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Altera Design Suite v12.1 for Windows (Altera Installer)

If the file download window, as shown in figure 1, did not appear, please follow download troubleshooting steps below.

Figure 1. Download window

File Download - Security Warning

Do you want to run or save this file?

Name: software_name.exe
Type: Application, (file size)
From: altera.com

Run **Save** **Cancel**

Next Steps

- Get licenses
- Get licensing and installation support

Download Troubleshooting Steps

- Disable your pop-up blocker
 - If a yellow pop-up blocker bar appears just below your Internet Explorer menu bar (see Figure 2), click on the yellow bar and select "Temporarily Allow Pop-ups." Any third-party pop-up blockers must also be disabled to download a file.

Figure 2. Windows Explorer Pop-Up Blocker

Pop-up blocked. To see this pop-up or additional options click here... **X**

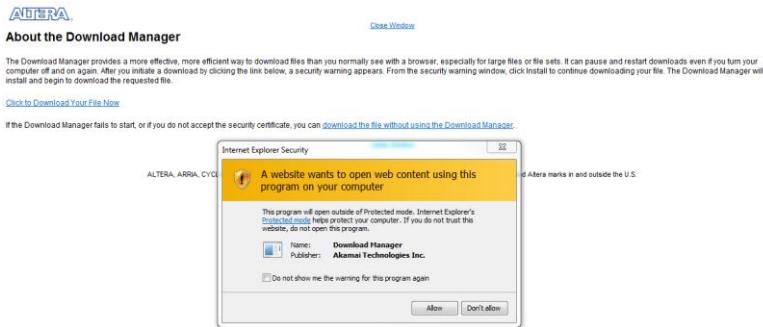
You may also by-pass the pop-up blocker by clicking this link: [Download your file now.](#)

- The download window, as shown in figure 1, will appear. Click "Run" to initiate the Altera Installer.

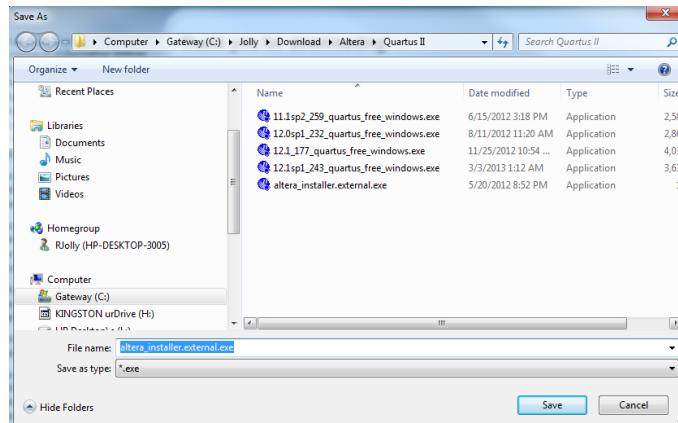
Click on the “Allow Once” button. The next window will appear. It is the Download Manager.



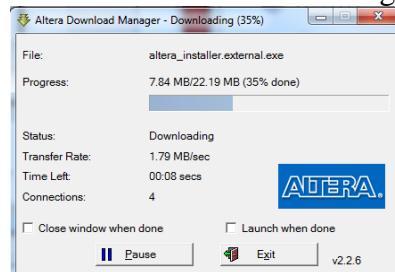
USB CPLD Development System User Manual



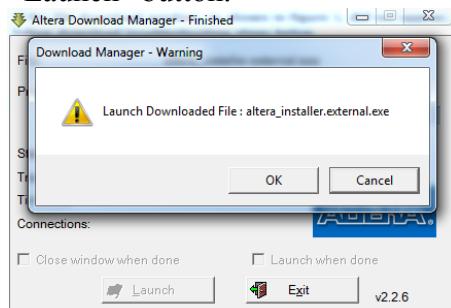
Click on the "Allow" button. This will bring up the Save As dialog box. Save the altera_installer.external.exe to a download file.



Click the Save button. This will start the Download Manager.



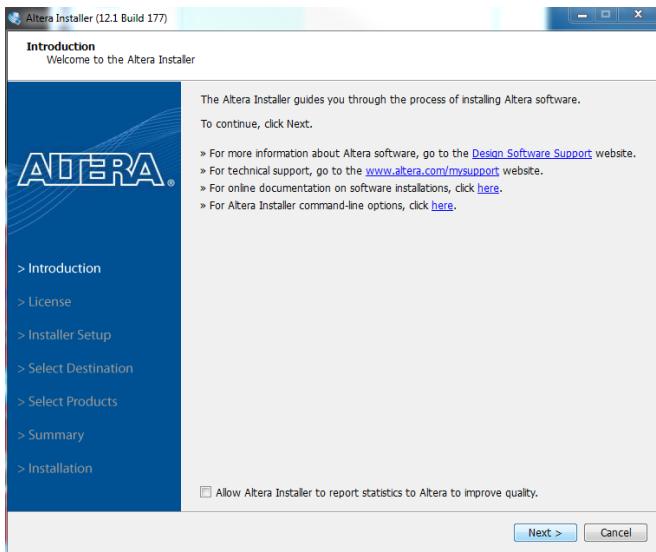
When it finishes, click the "Launch" button.



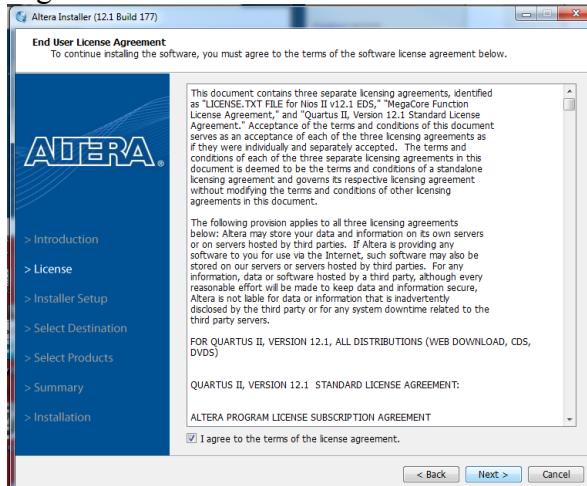


USB CPLD Development System User Manual

Click “Ok” and “Yes” to the following screen. Click “Next” on the Introduction Window.



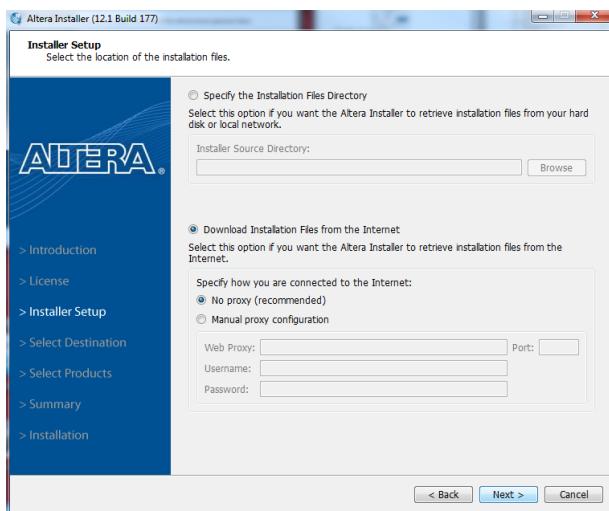
Click the checkbox to agree to the license terms. Then click “Next”.



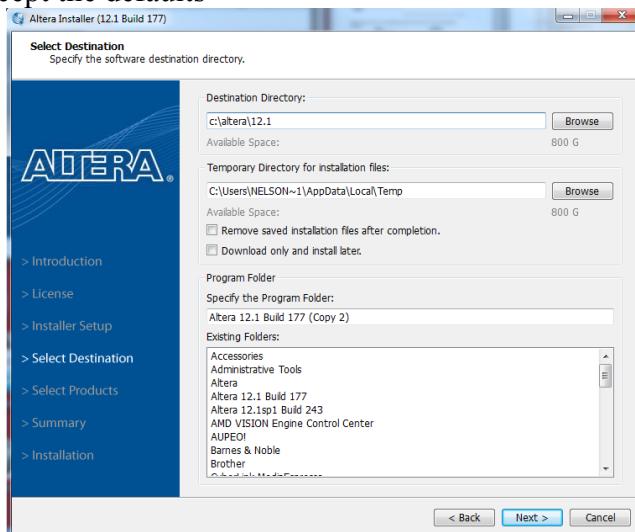
Click “Next” and accept the defaults.



USB CPLD Development System User Manual



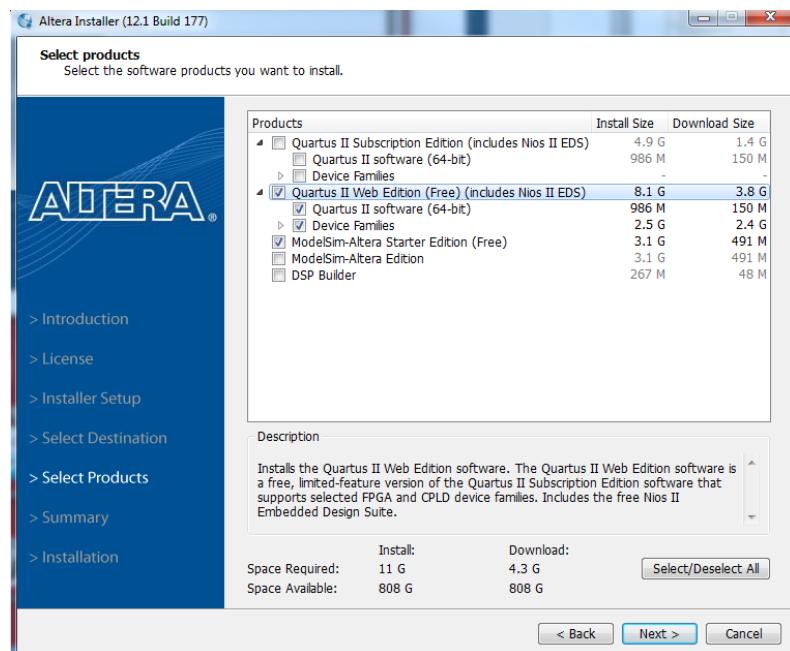
Click “Next” to accept the defaults



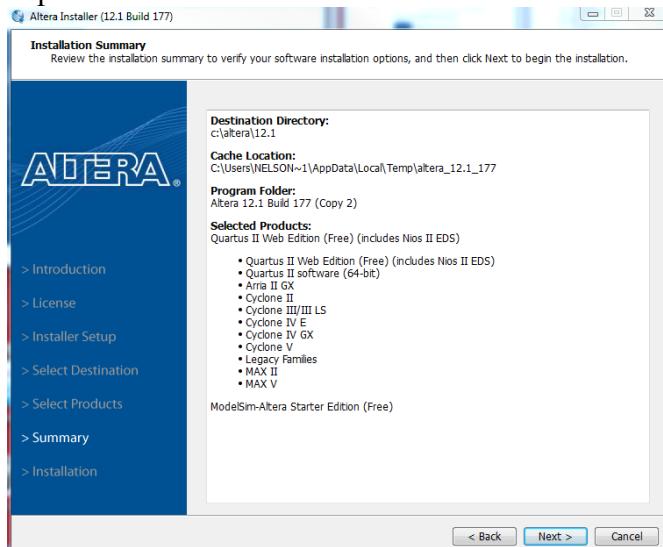
At the Select Products Window, de-select the Quartus II Subscription Edition by clicking on its check box so that the box is not checked. Then click on the check box by the Quartus II Web Edition (Free).



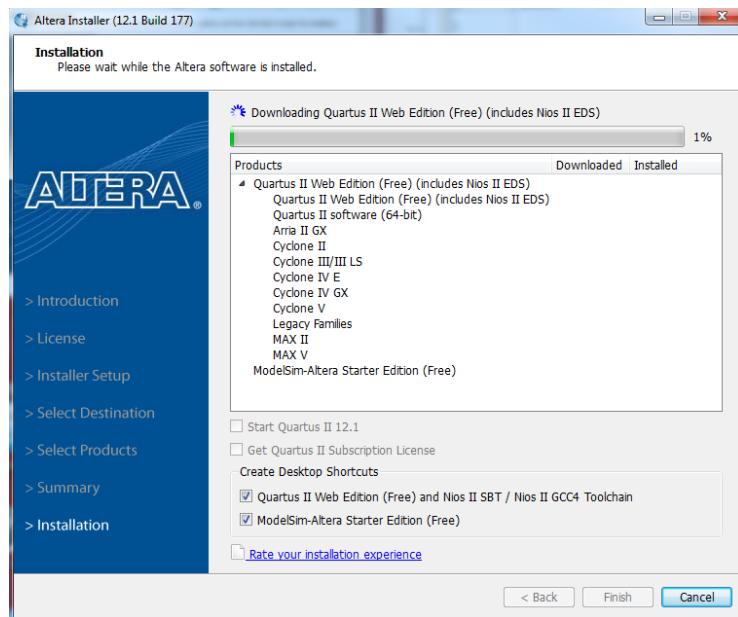
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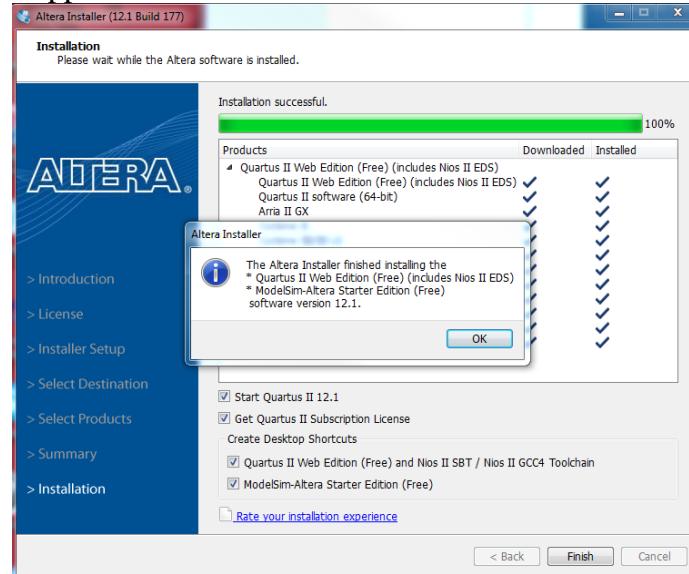
Click “Next” to accept the defaults



Click “Next” to accept the defaults



Wait for the download to complete. The file is 3.5 GB, so this could take a couple of hours depending on your internet connection. When installation is complete, the following window appears.



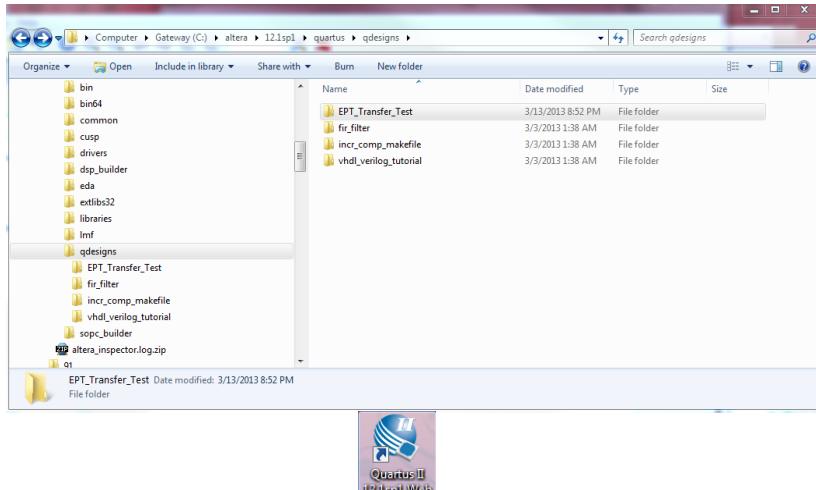
Click "Ok", then click "Finish". The Quartus II is now installed and ready to be used.

5.2 Setting up the Project and Compiling

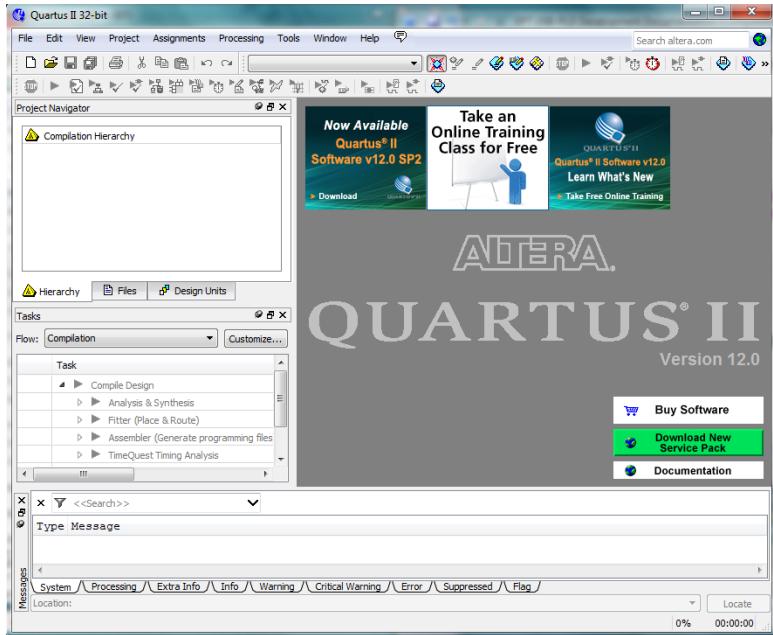
Once the HDL code (Verilog or VHDL) is written and verified using a simulator, a project can be created using Quartus II. Writing the HDL code and simulating it will be

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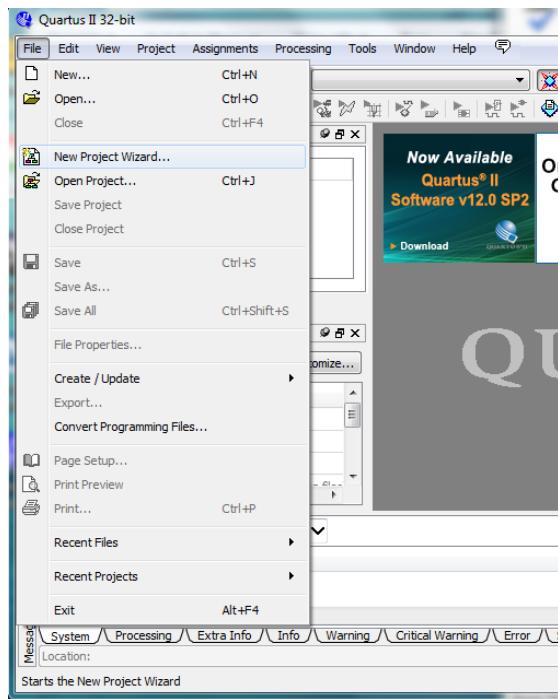
covered in later sections. Bring up Quartus II, then use Windows Explorer to browse to c:\altera\xxx\quartus\qdesigns create a new directory called: “EPT_Transfer_Test”.



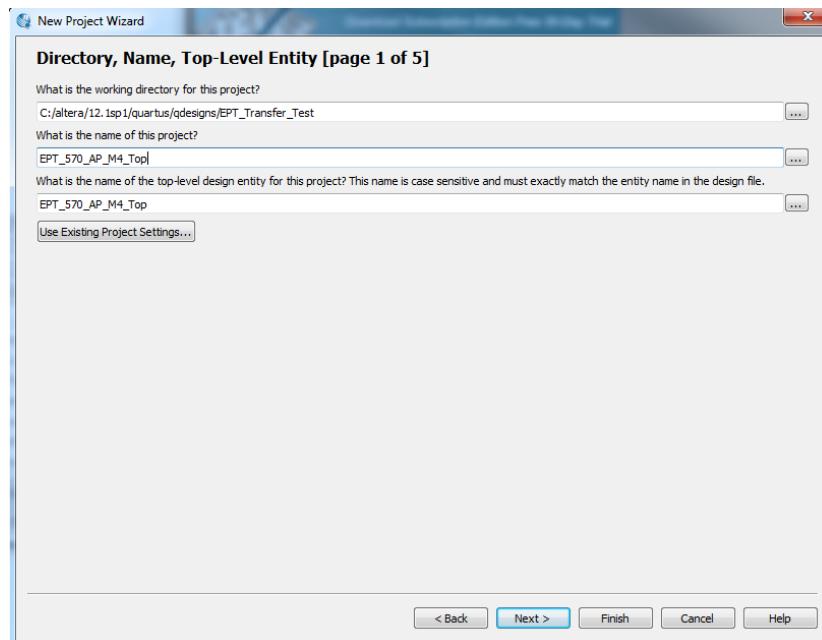
Open Quartus II by clicking on the icon.



Under Quartus, Select File->New Project Wizard. The Wizard will walk you through setting up files and directories for your project.

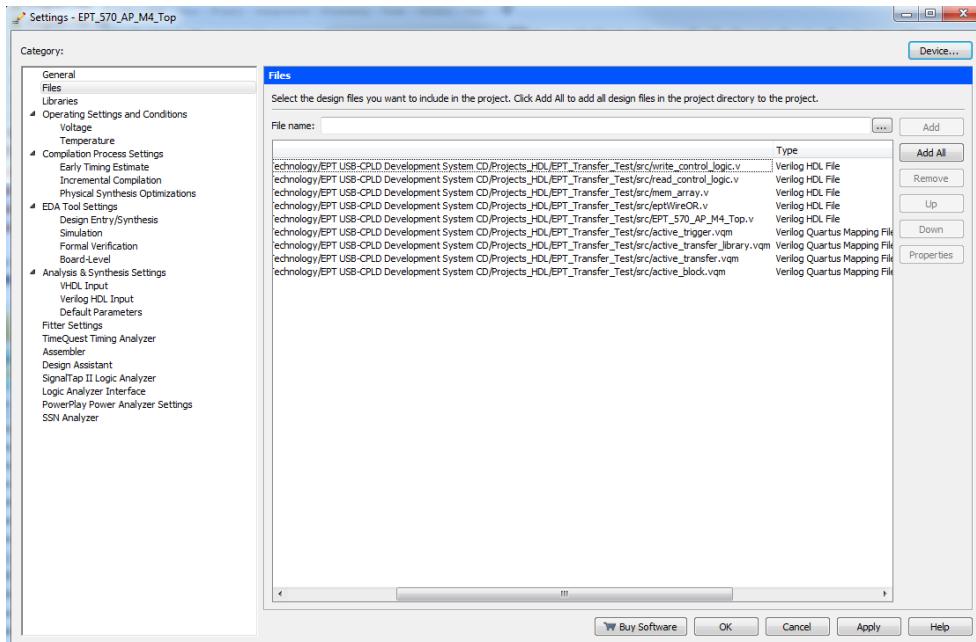


At the Top-Level Entity page, browse to the
c:\altera\xxx\quartus\qdesigns\EPT_Transfer_Test directory to store your project. Type
in a name for your project “EPT_570_AP_M4_Top”.

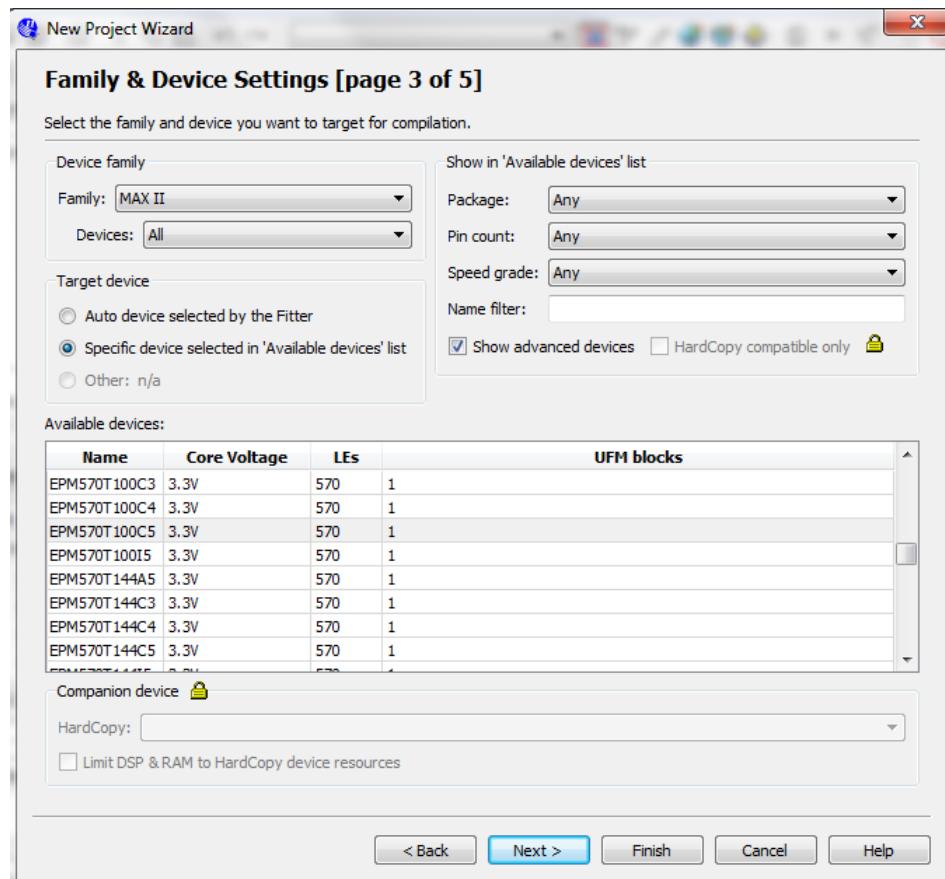


Select Next. At the Add Files window: Browse to the `\Projects_HDL\EPT_Transfer_Test\src` folder of the EPT USB-CPLD Development System CD. Copy the files from the `\src` directory.

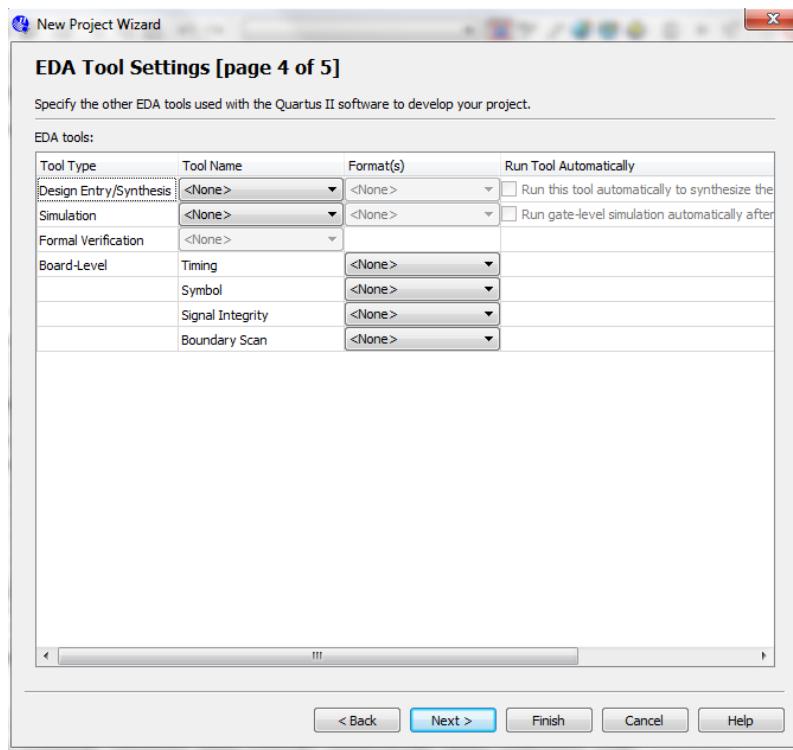
- Active_block.vqm
- Active_transfer.vqm
- Active_trigger.vqm
- Active_transfer_library.vqm
- eptWireOr.v
- mem_array.v
- read_control_logic.v
- write_control_logic.v
- EPT_570_AP_M4_Top.v



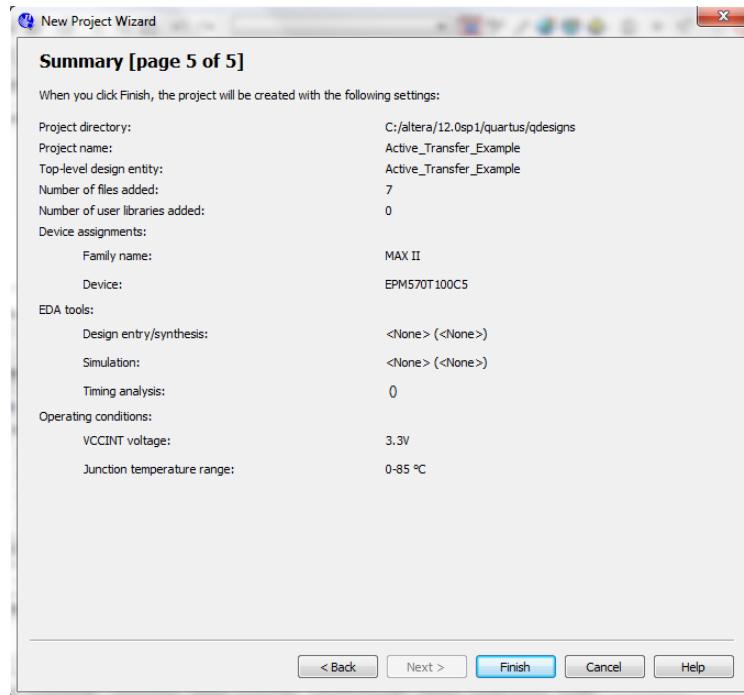
Select Next, at the Device Family group, select MAX II for Family. In the Available Devices group, browse down to EPM570T100C5 for Name.



Select Next, leave defaults for the EDA Tool Settings.



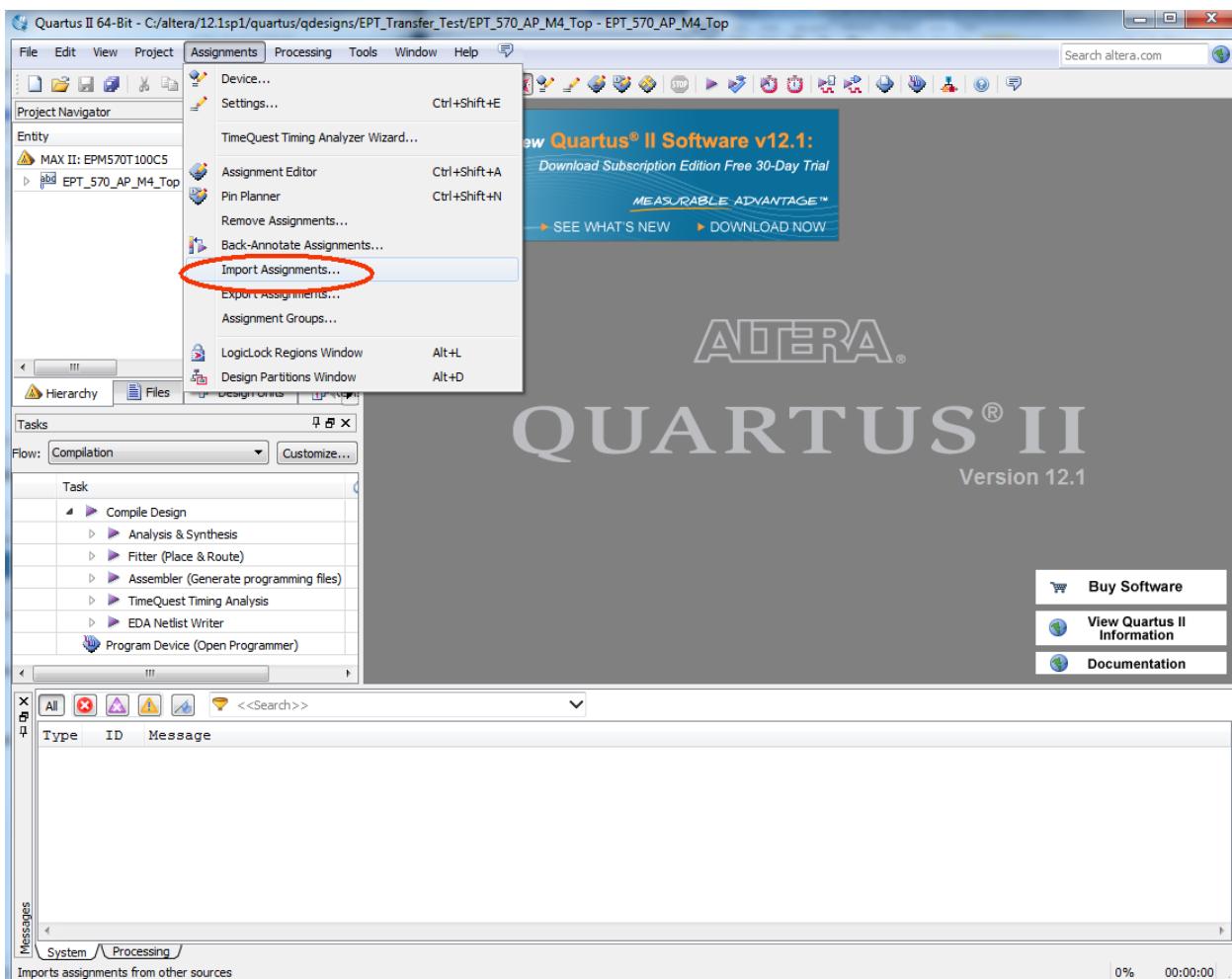
Select Next, then select Finish. You are done with the project level selections.



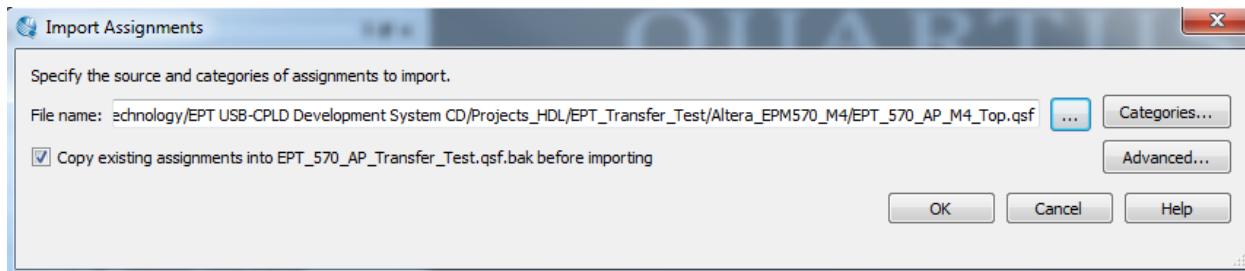
Next, we will select the pins and synthesize the project.

5.2.1 Selecting Pins and Synthesizing

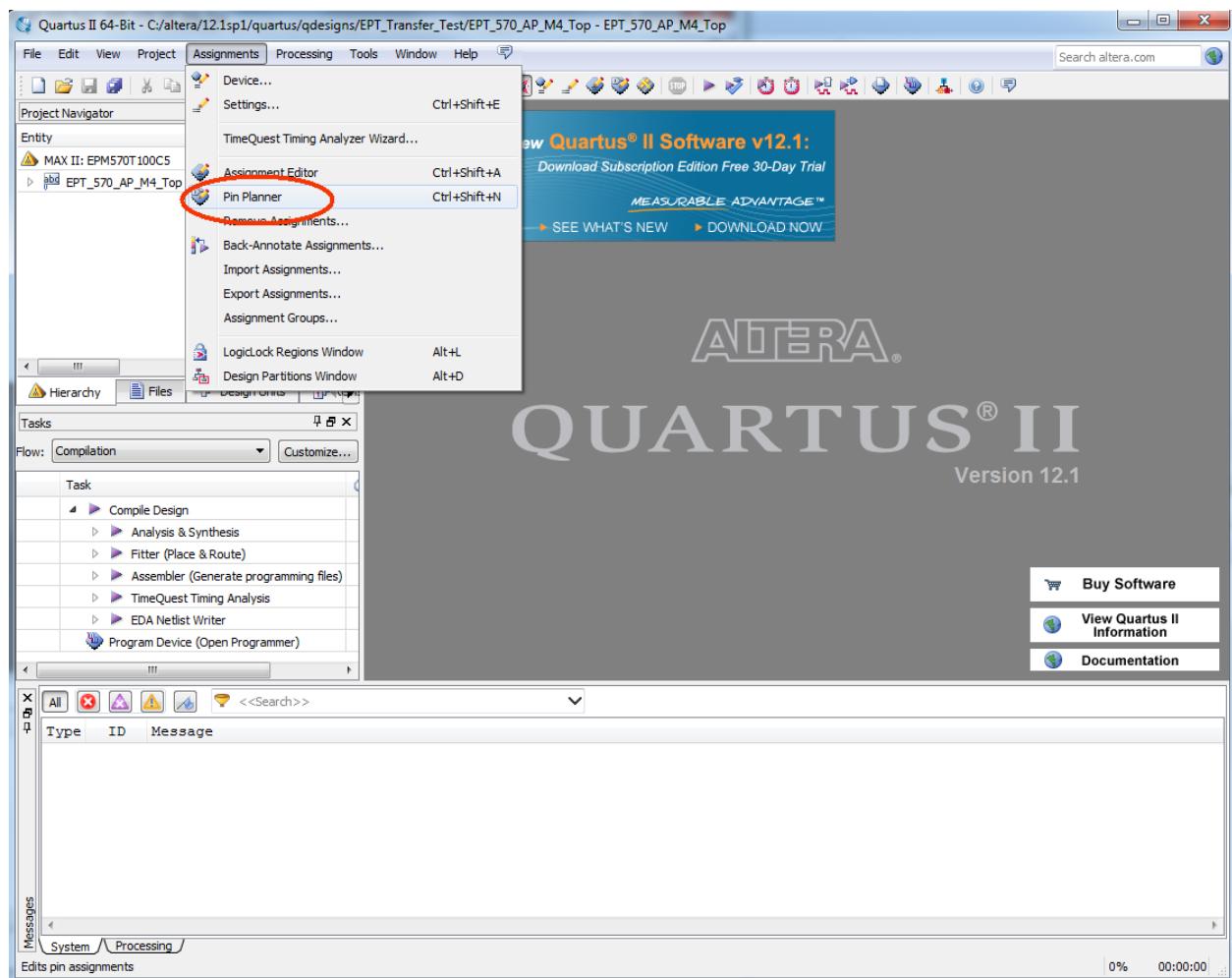
With the project created, we need to assign pins to the project. The signals defined in the top level file (in this case: EPT_570_AP_M4_Top.v) will connect directly to pins on the CPLD. The Pin Planner Tool from Quartus II will add the pins and check to verify that our pin selections do not violate any restrictions of the device. In the case of this example we will import pin assignments that created at an earlier time. Under Assignments, Select Import Assignments.



At the Import Assignment dialog box, Browse to the `\Projects_HDL\EPT_Transfer_Test\Altera_EPM570_M4` folder of the EPT USB-CPLD Development System CD. Select the “`EPT_570_M4_Top.qsf`” file.

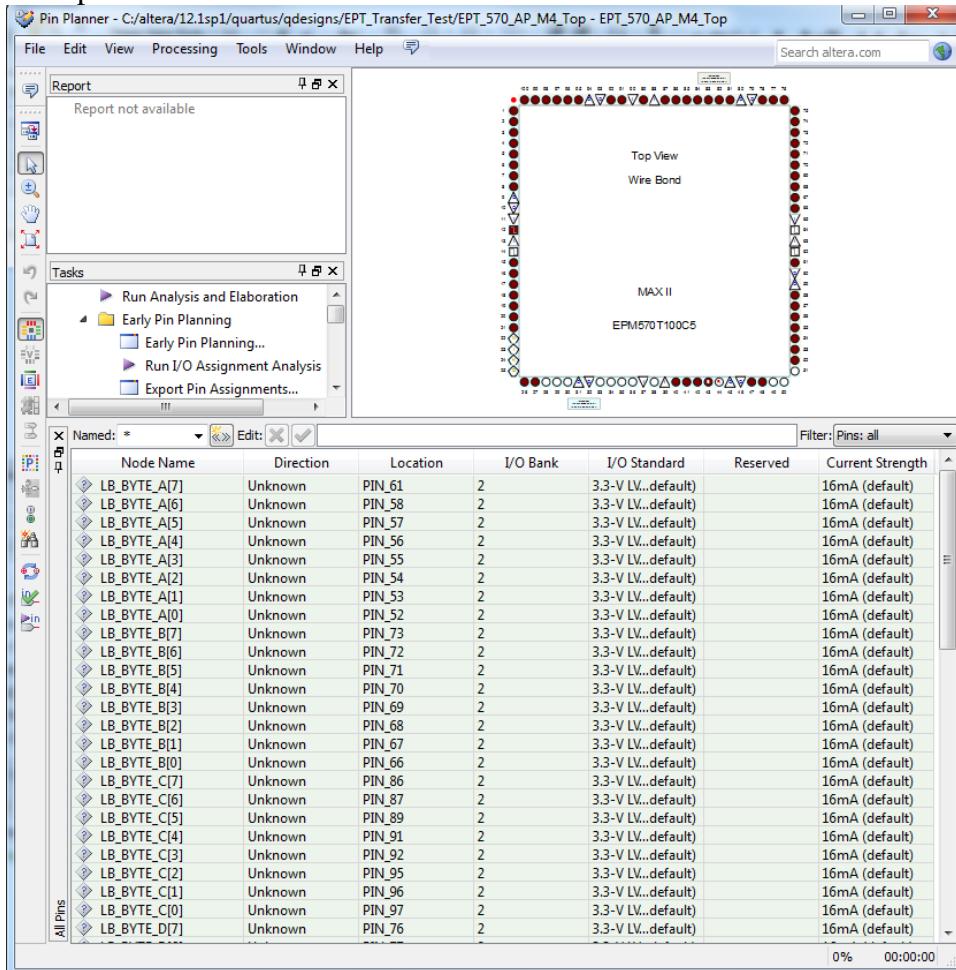


Click Ok. Under Assignments, Select Pin Planner. Verify the pins have been imported correctly.



The pin locations should not need to be changed for EPT USB CPLD Development System. However, if you need to change any pin location, just click on the “location”

column for the particular node you wish to change. Then, select the new pin location from the drop down box.



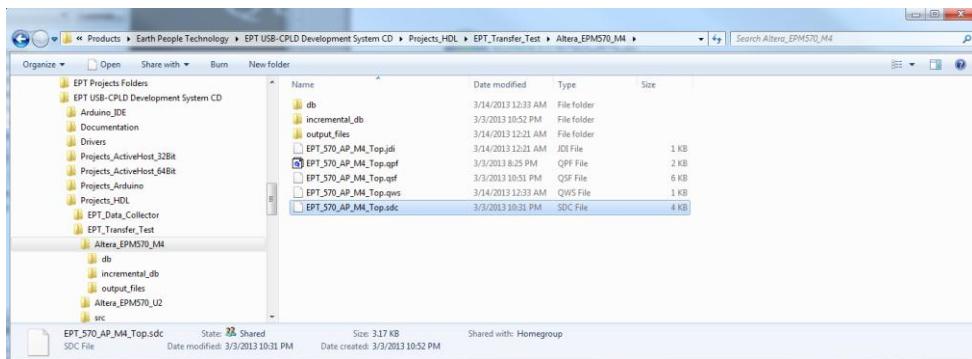
Exit the Pin Planner. Next, we need to add the Synopsys Design Constraint file. This file contains timing constraints which forces the built in tool called TimeQuest Timing Analyzer to analyze the path of the synthesized HDL code with setup and hold times of the internal registers. It takes note of any path that may be too long to appropriately meet the timing qualifications. For more information on TimeQuest Timing Analyzer, see

http://www.altera.com/literature/hb/qts/qts_qii53018.pdf?GSA_pos=1&WT.oss_r=1&WT.oss=TimeQuest Timing Analyzer

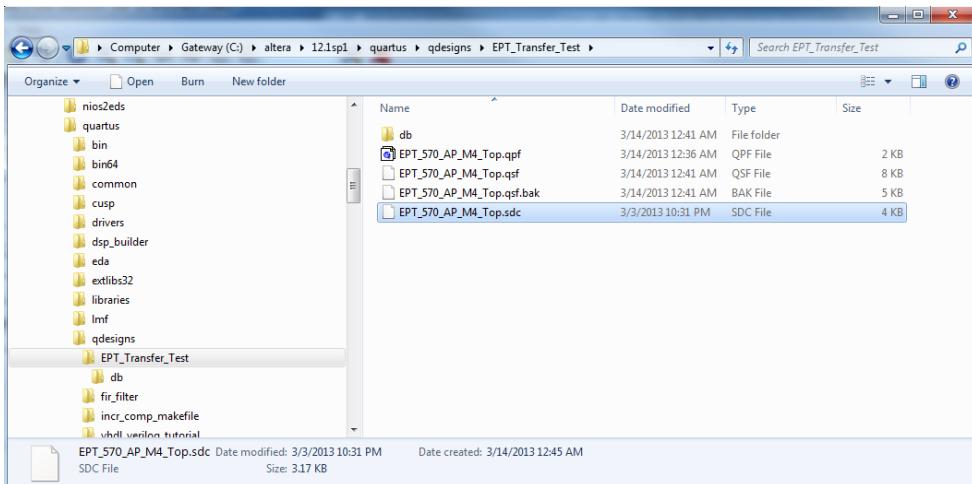
Browse to the \Projects_HDL\EPT_Transfer_Test\Altera_EPM570_M4 folder of the EPT USB-CPLD Development System CD. Select the “EPT_570_AP_M4_Top.sdc” file.



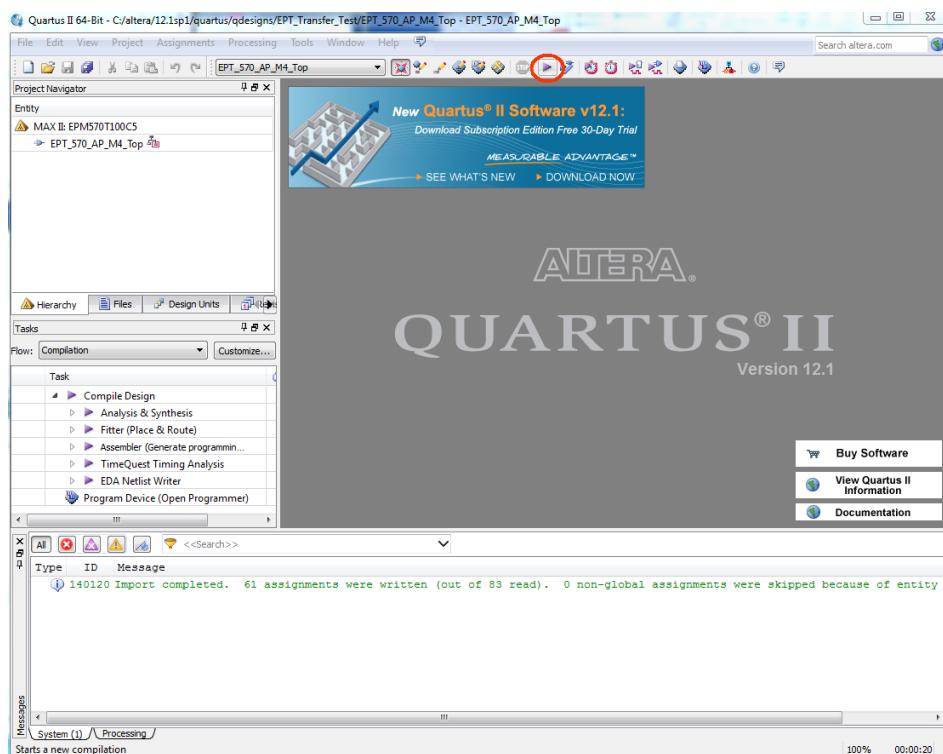
USB CPLD Development System User Manual



Copy the file and browse to c:\altera\xxx\quartus\qdesigns\EPT_Transfer_Test directory. Paste the file.



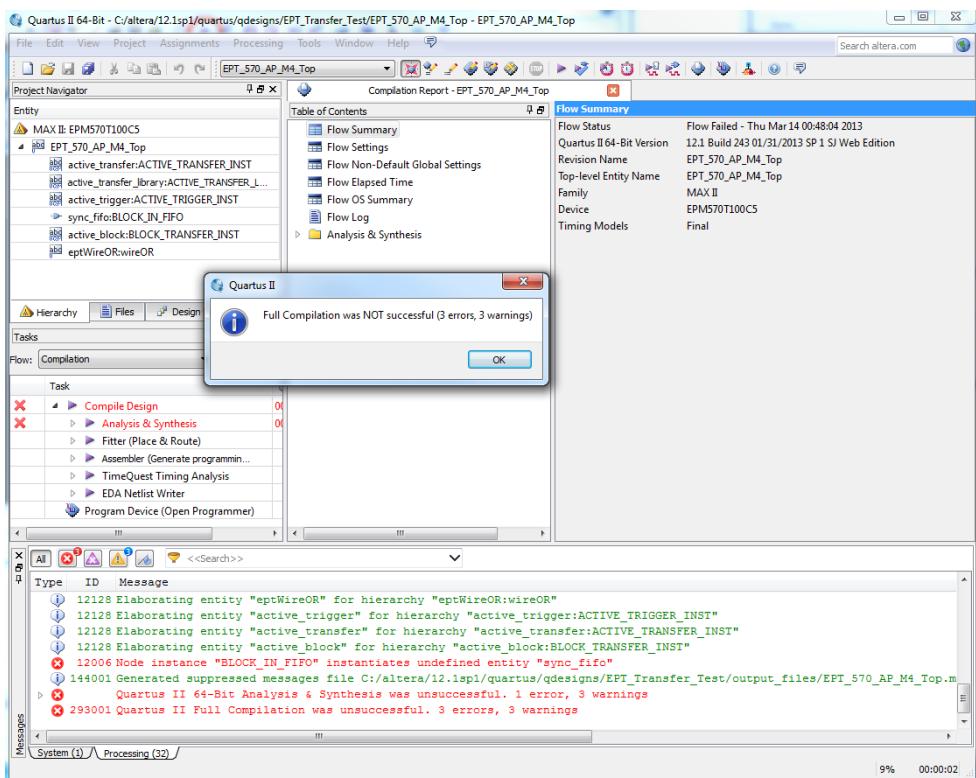
Select the Start Compilation button.



If you forget to include a file or some other error you should expect to see a screen similar to this:



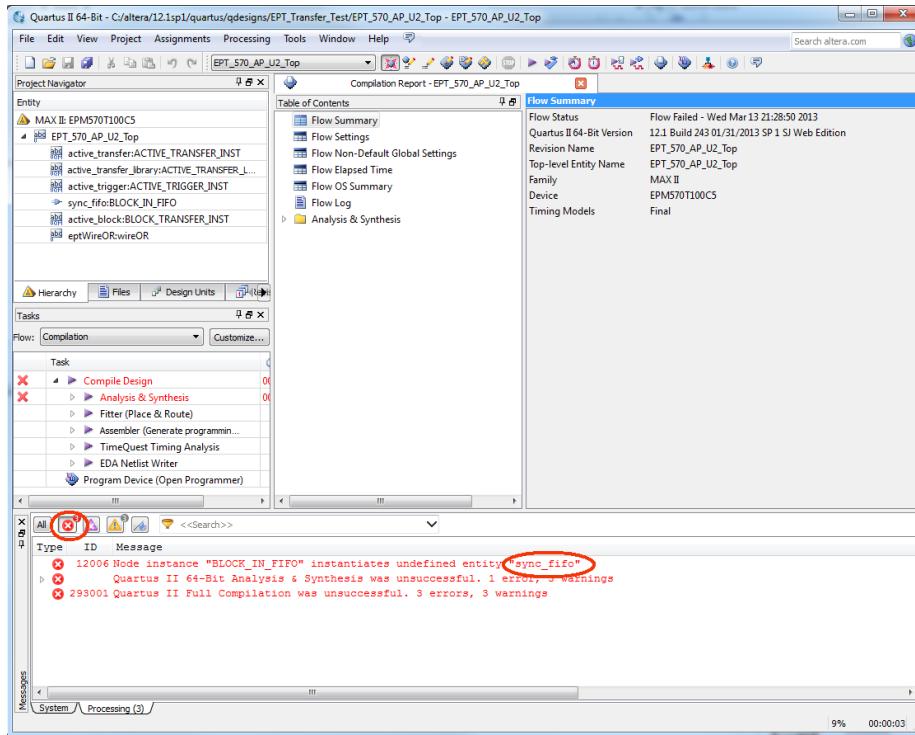
USB CPLD Development System User Manual



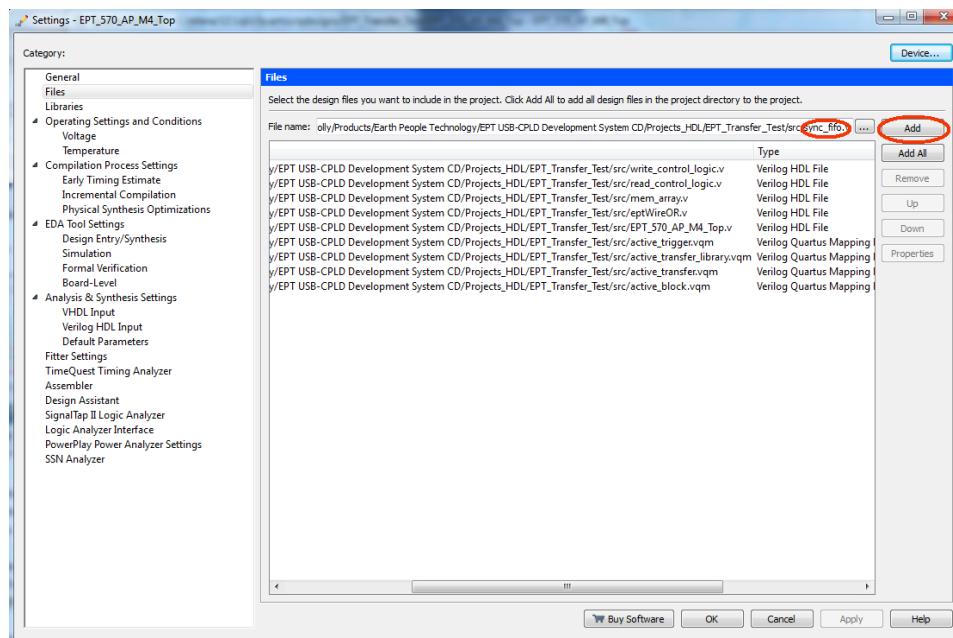
Click Ok, then select the “Error” tab to see the error.



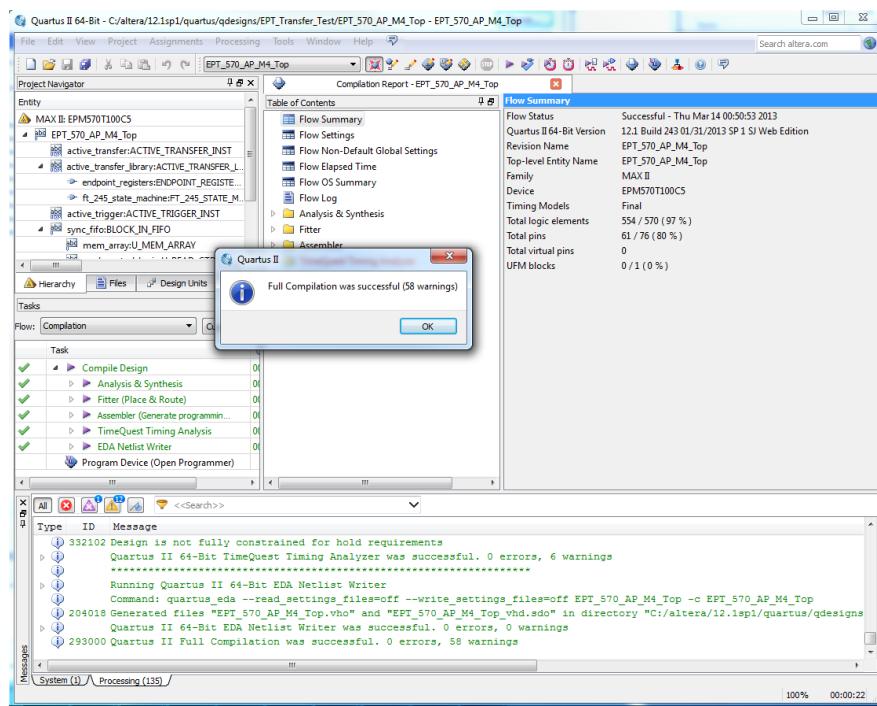
USB CPLD Development System User Manual



The error in this case is the missing file “sync_fifo”. Click on the Assignment menu, then select Settings, then select Files. Add the “sync_fifo.v” file from the database.



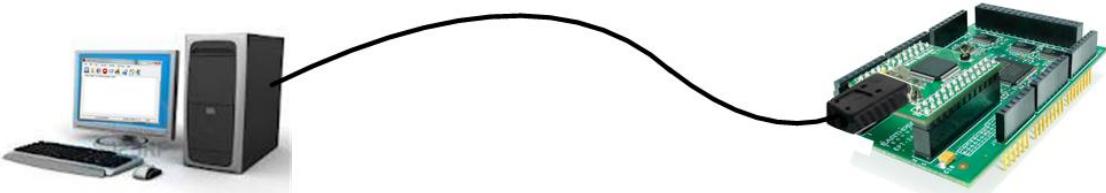
Click OK then re-run the Compile process. After successful completion, the screen should look like the following:



At this point the project has been successfully compiled, synthesized and a programming file has been produced. See the next section on how to program the CPLD.

5.2.2 Programming the CPLD

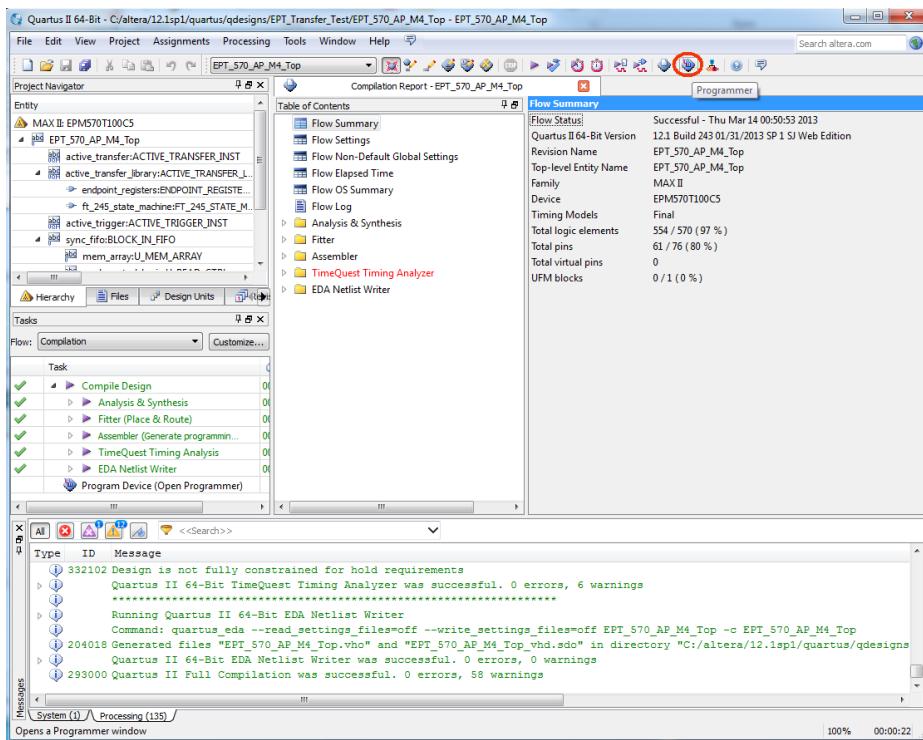
Programming the CPLD is quick and easy. All that is required is a standard USB cable with a Mini Type B connector on one end and the EPT JTAG Driver DLL. Connect the EPT-570-AP to the PC, open up Quartus II, open the programmer tool, and click the Start button. To program the CPLD, follow the steps to install the USB Driver and the JTAG Driver Insert for Quartus II.



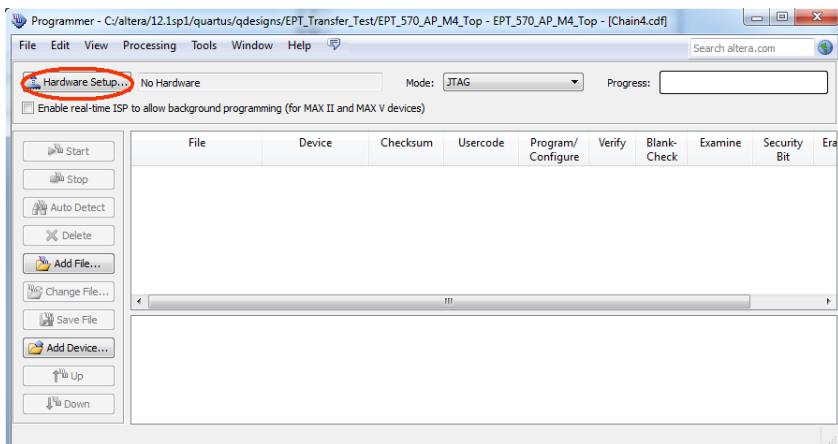
If the project created in the previous sections is not open, open it. Click on the Programmer button.



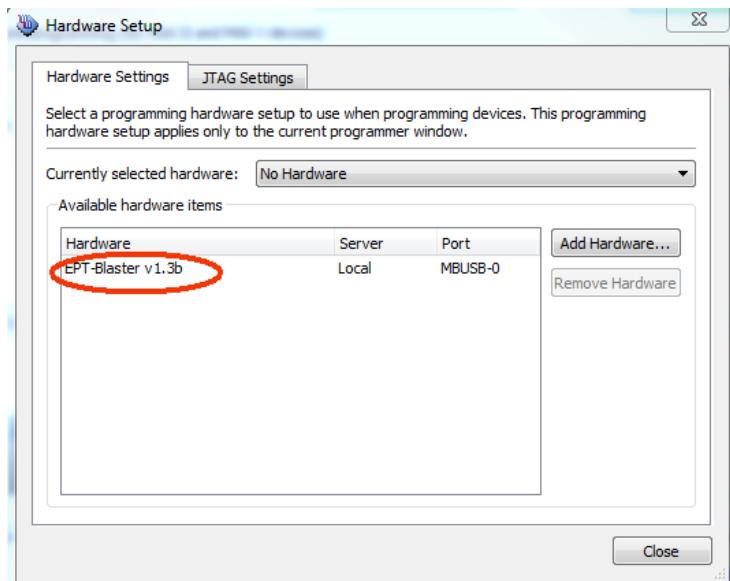
USB CPLD Development System User Manual



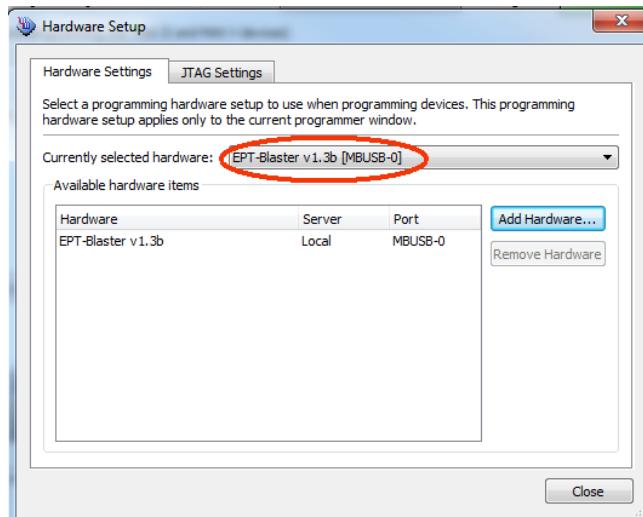
The Programmer Window will open up with the programming file selected. Click on the Hardware Setup button in the upper left corner.



The Hardware Setup Window will open. In the “Available hardware items”, double click on “EPT-Blaster v1.3b”.



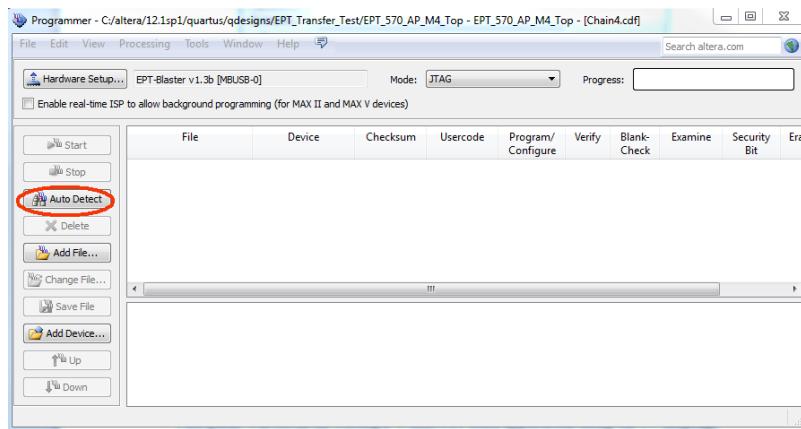
If you successfully double clicked, the “Currently selected hardware:” dropdown box will show the “EPT-Blaster v1.3b”.



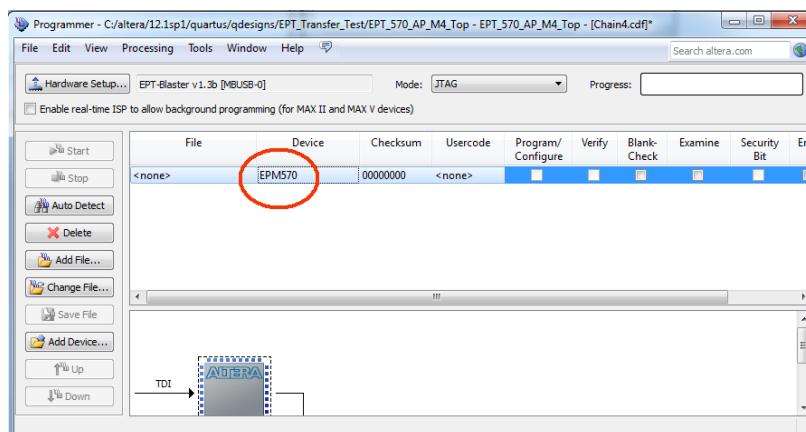
Click on the Auto-Detect button. This will verify that the EPT-Blaster driver can connect with the EPT-570-AP device.



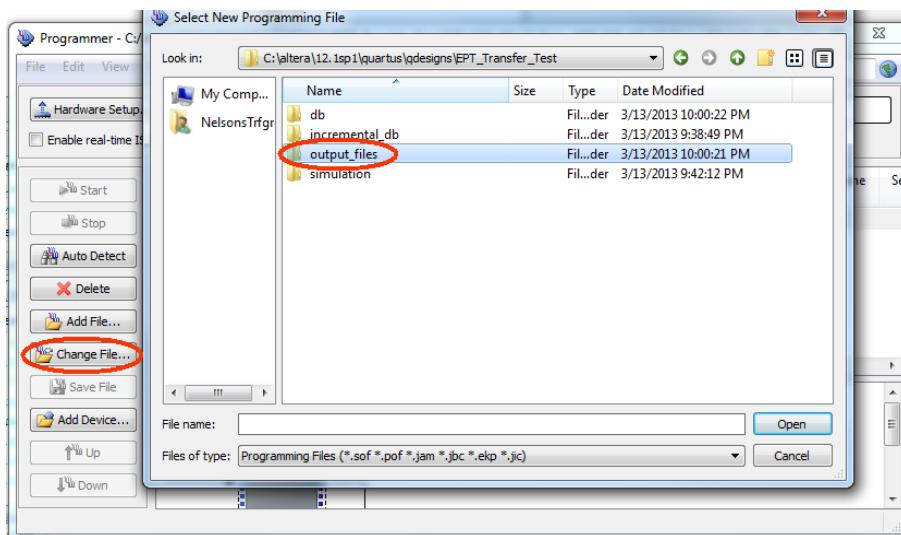
USB CPLD Development System User Manual



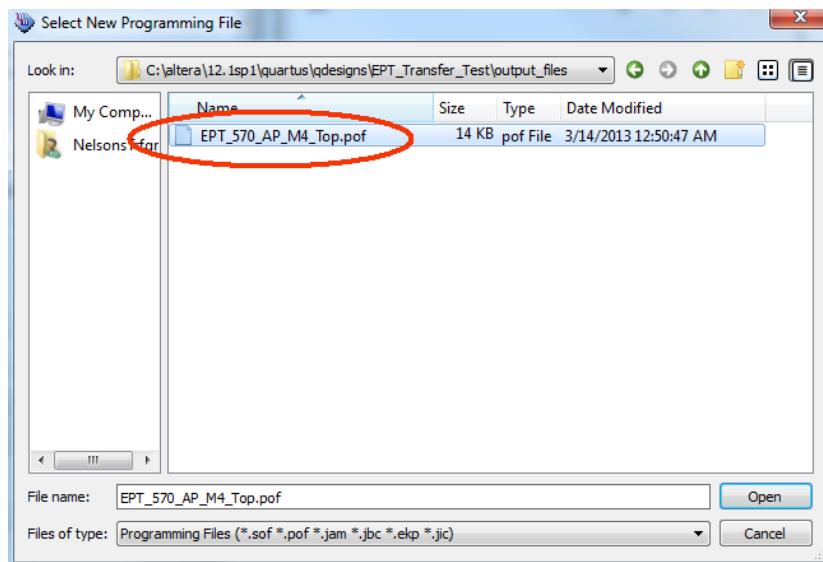
Select the EPM570 under “Device”.



Click on the “Change File” button and browse to the output_files folder.



Click on the EPT_570_AP_M4_Top.pof file to select it.

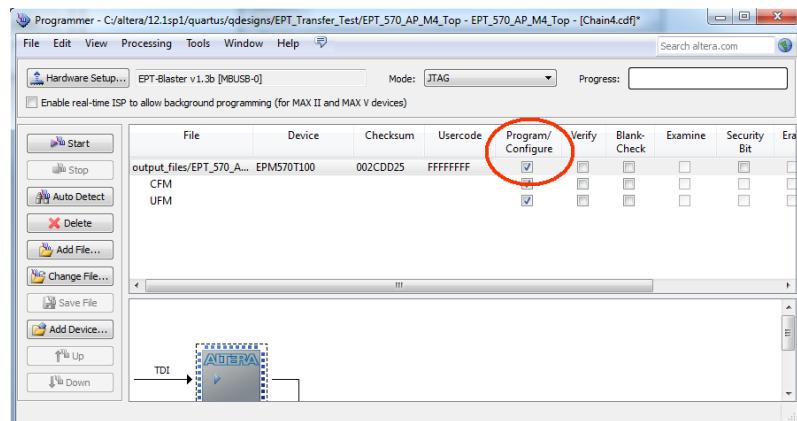


Click the Open button in the lower right corner.

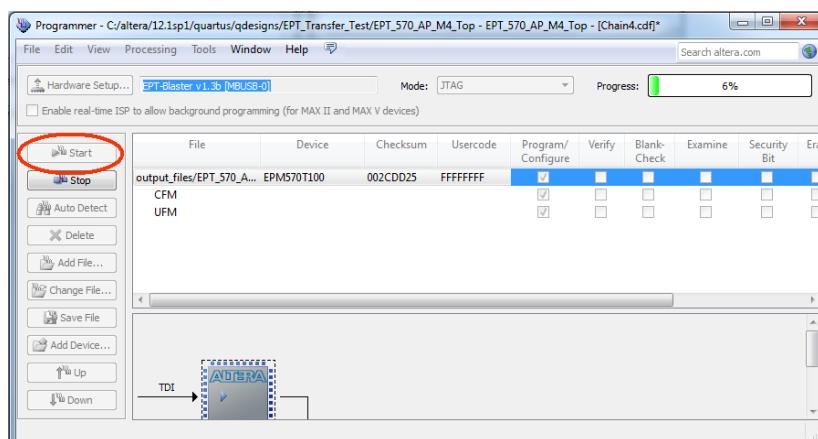
Next, select the checkbox under the “Program/Configure” of the Programmer Tool. The checkboxes for the CFM and UFM will be selected automatically.



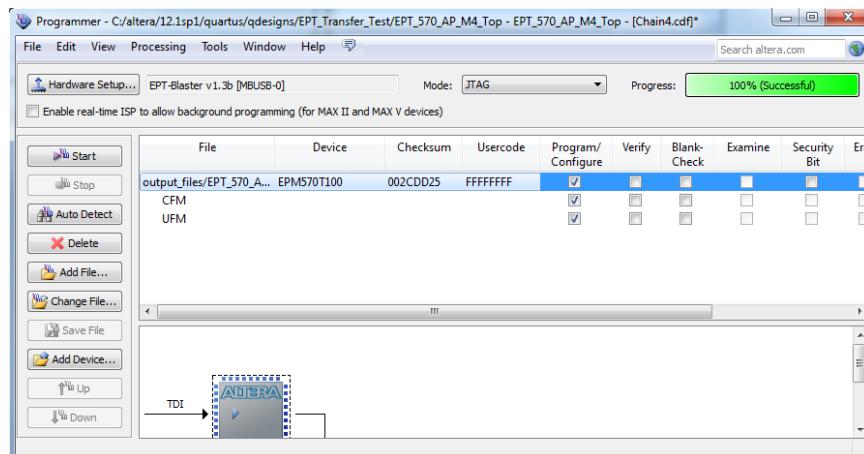
USB CPLD Development System User Manual



Click on the Start button to start programming the CPLD. The Progress bar will indicate the progress of programming.



When the programming is complete, the Progress bar will indicate success.





USB CPLD Development System User Manual

At this point, the EPT-570-AP is programmed and ready for use. To test that the CPLD is properly programmed, bring up the Active Host Test Tool. Click on one of the LED's and verify that the LED selected lights up. Press one of the switches on the board and ensure that the switch is captured on the Active Host Test Tool. Now you are ready to connect to the Arduino MEGA and write some code to transfer data between microcontroller and PC.

6 Assembling, Building, and Executing a .NET Project on the PC

The Active Host Application DLL is used to build a custom standalone executable on the PC that can perform Triggers and Transfer data to/from the EPT-570-AP. A standalone project can be range from a simple program to display and send data from the user to/from the Arduino MEGA. Or it can more complex to include receiving data, processing it, and start or end a process on the Arduino. This section will outline the procedures to take an example project and Assemble it, Build it, and Execute it.

This guide will focus on writing a Windows Forms application using the C# language for the Microsoft Visual Studio with .NET Framework. This is due to the idea that beginners can write effective Windows applications with the C# .NET Framework. They can focus on a subset of the language which is very similar to the C language. Anything that deviates from the subset of the C language, presented as in the Arduino implication (such as events and controls), will be explained as the explanation progresses. Any language can be used with the Active Host Application DLL.

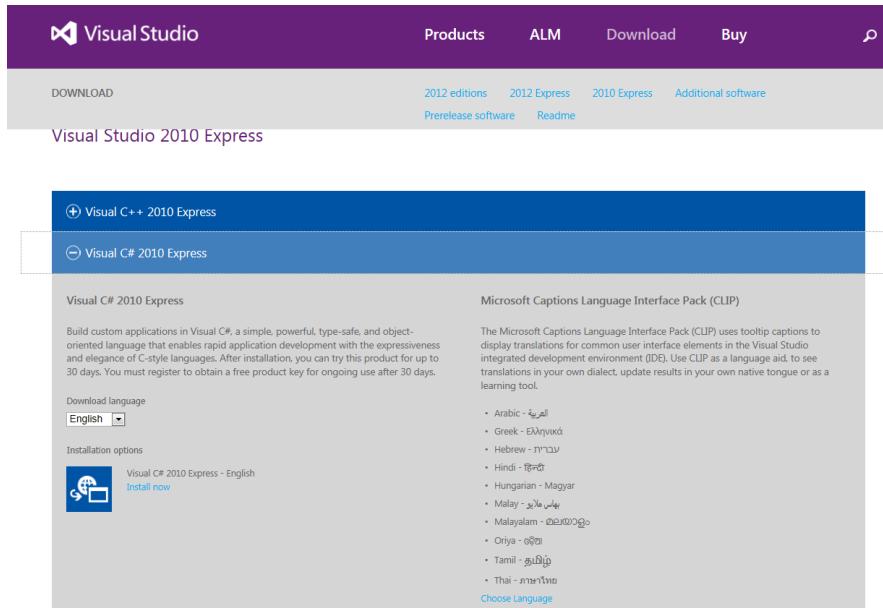
6.1 Creating a Project

Download the latest version of Microsoft Visual C# 2010 Express environment from Microsoft. It's a free download.

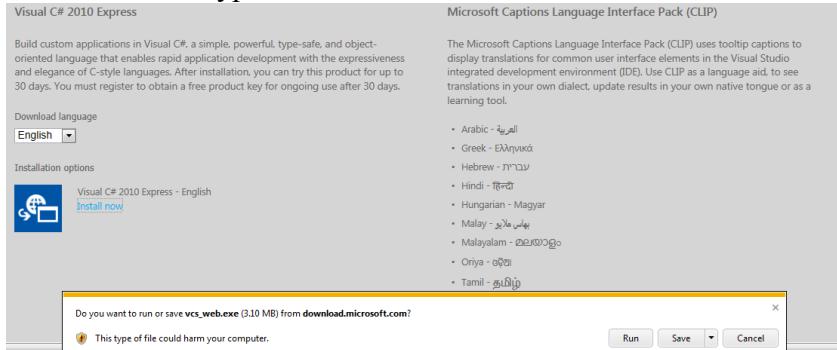
<http://www.microsoft.com/visualstudio/eng/downloads#d-2010-express>

Go to the website and click on the “+” icon next to the Visual C# 2010 Express.

USB CPLD Development System User Manual



Click on the “Install now” hypertext.



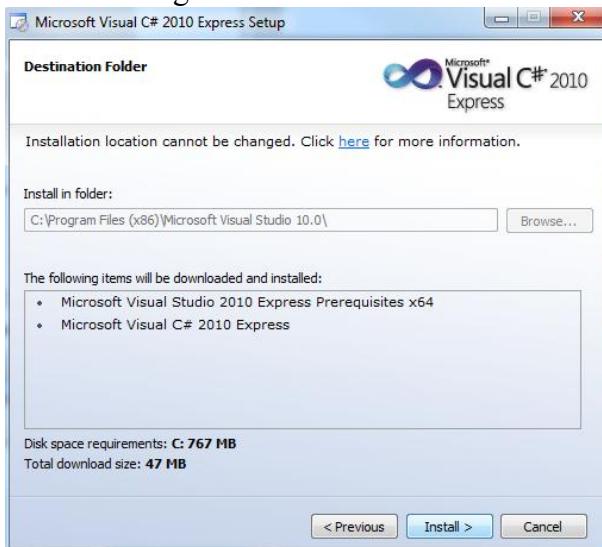
Click the “Run” button.





USB CPLD Development System User Manual

Click “Next”, accept the license agreement. Click “Next”.



Visual C# 2010 Express will install. This may take up to twenty minutes depending on your internet connection.

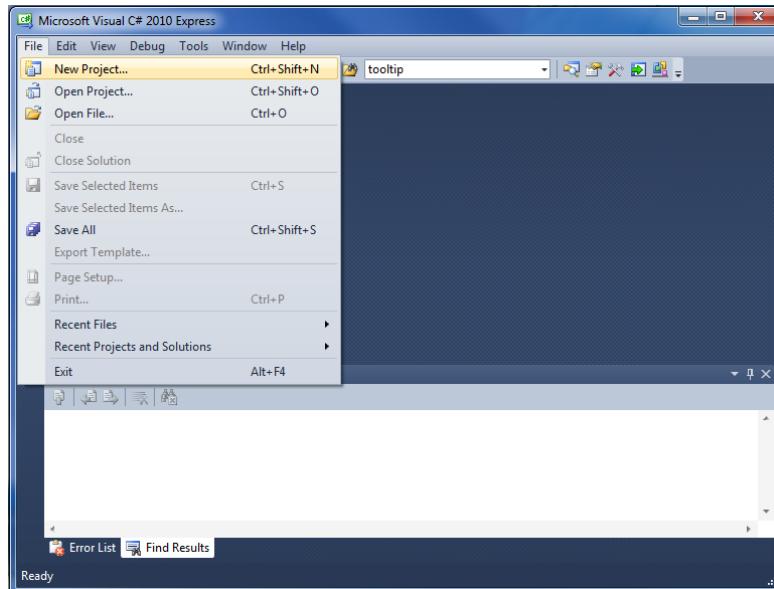


The installed successfully window will be displayed when Visual C# Express is ready to use.

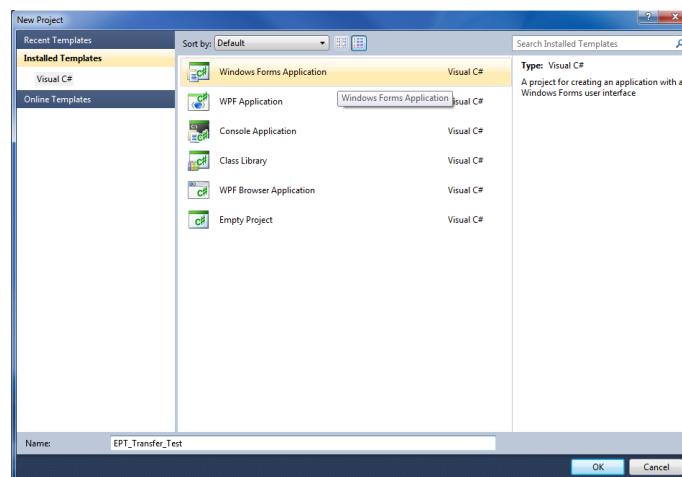
Once the application is installed, open it up. Click on File->New Project.



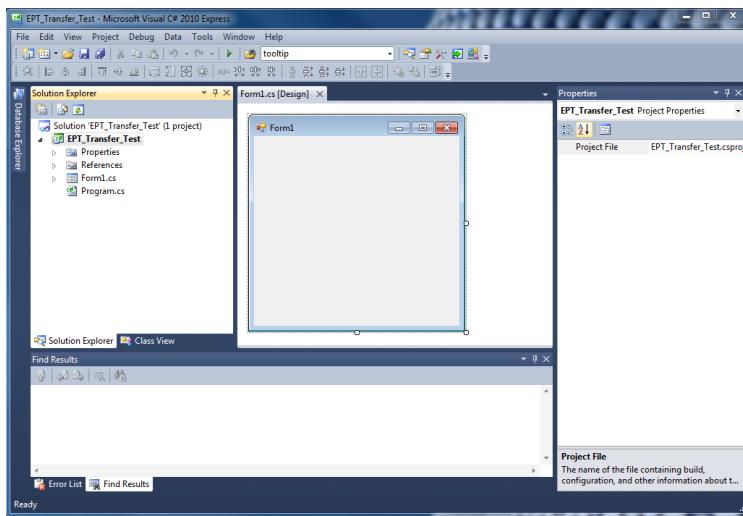
USB CPLD Development System User Manual



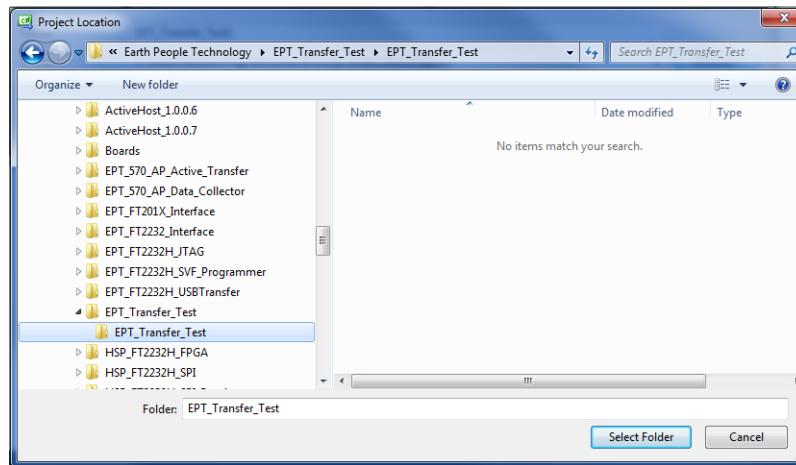
At the New Project window, select the Windows Forms Application. Then, at the Name: box, type in EPT_Transfer_Test



The project creation is complete.



Save the project, go to File->Save as, browse to a folder to create EPT_Transfer_Test folder. The default location is c:\Users\<Users Name>\documents\visual studio 2010\Projects.



6.1.1 Setting up the C# Express Environment for x64 bit

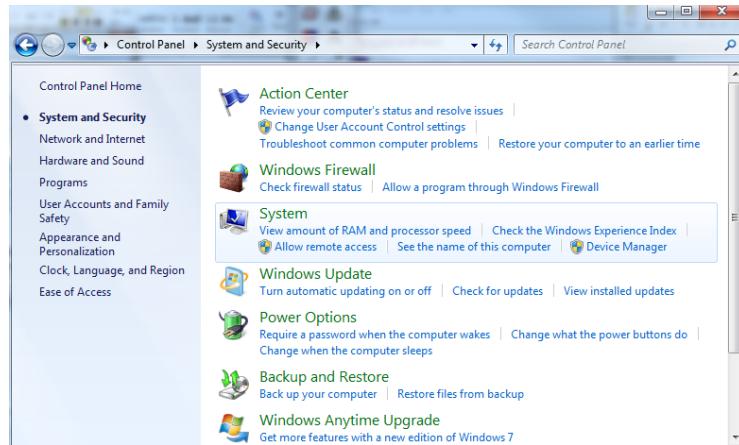
The project environment must be set up correctly in order to produce an application that runs correctly on the target platform. If your system supports 64 bit operation, perform the following steps. Otherwise if your system is 32 bit skip to the Section, Assembling Files into the Project. Visual C# Express defaults to 32 bit operation. If you are unsure if your system supports, you can check it by going to Start->Control Panel->System and Security->System



USB CPLD Development System User Manual



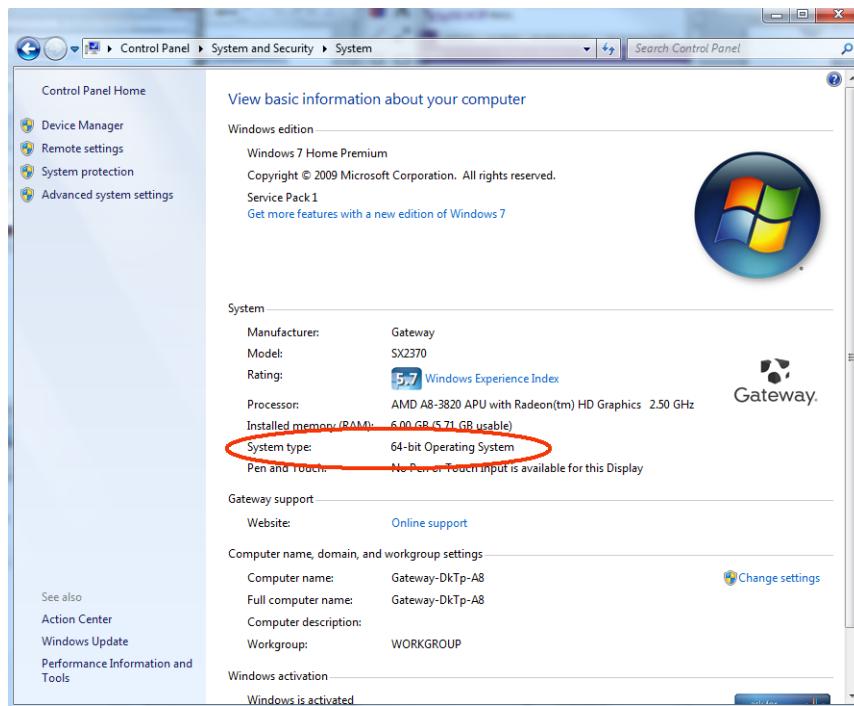
Click on System.



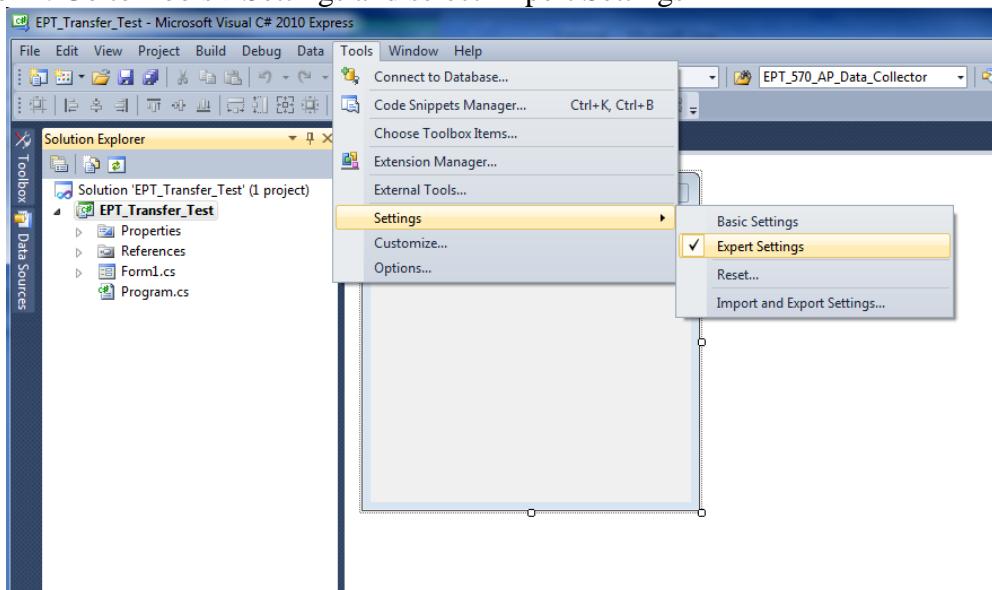
Check under System\System type:



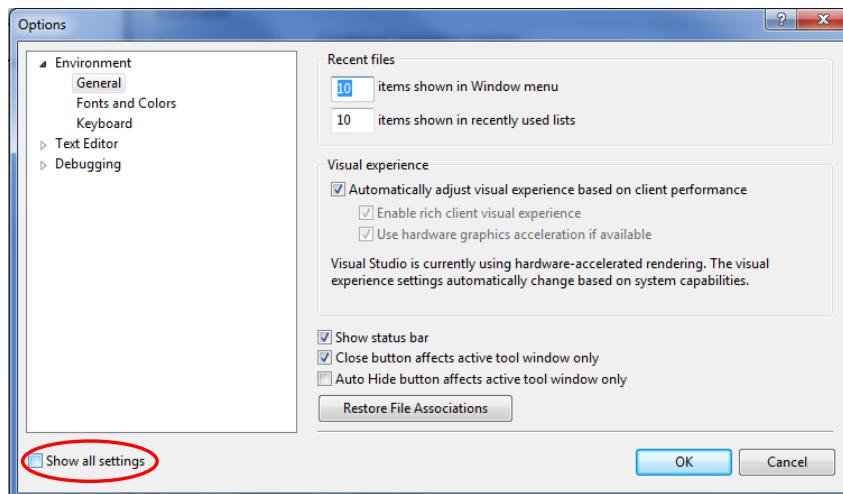
USB CPLD Development System User Manual



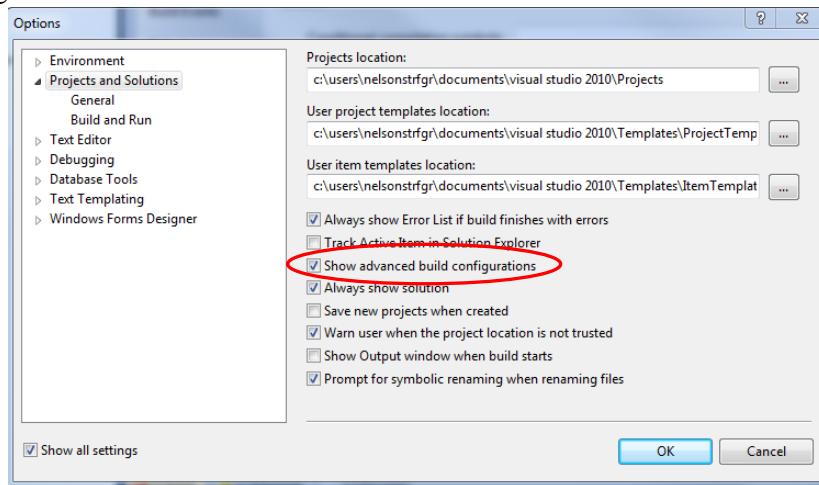
First, we need tell C# Express to produce 64 bit code if we are running on a x64 platform. Go to Tools->Settings and select Expert Settings



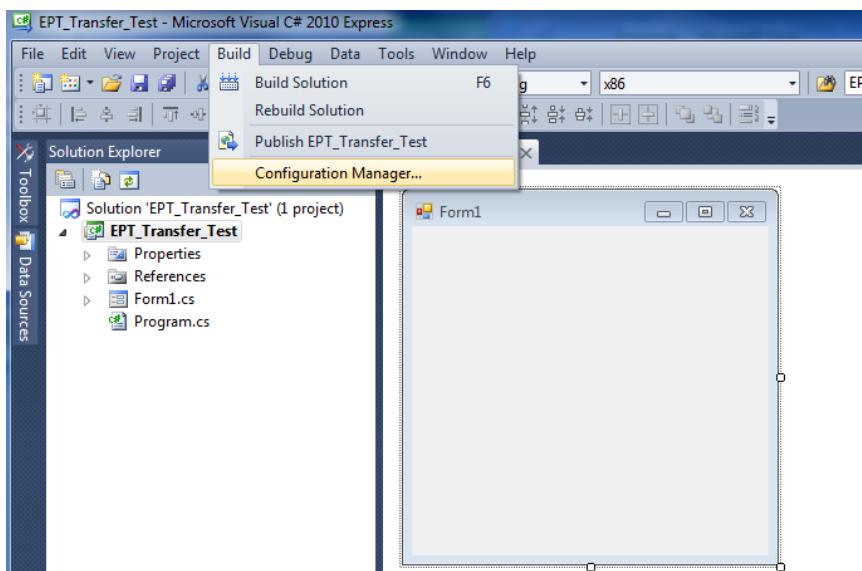
Go to Tools->Options, locate the “Show all settings” check box. Check the box.



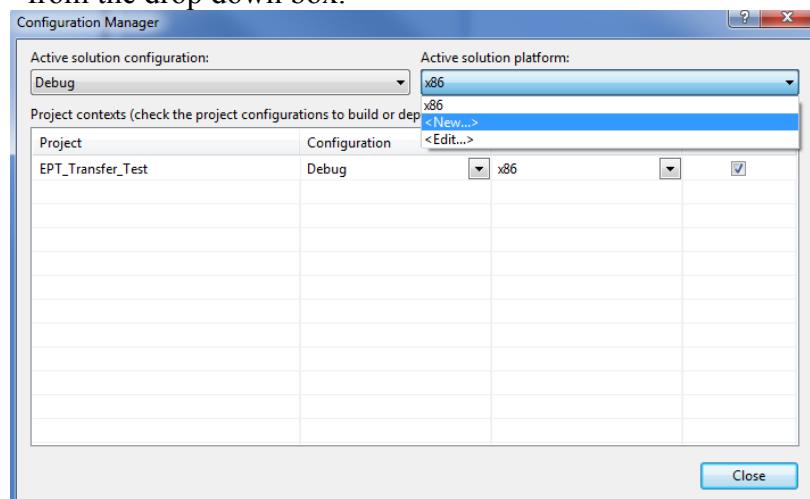
In the window on the left, go to “Projects and Solutions”. Locate the “Show advanced build configurations” check box. Check the box.



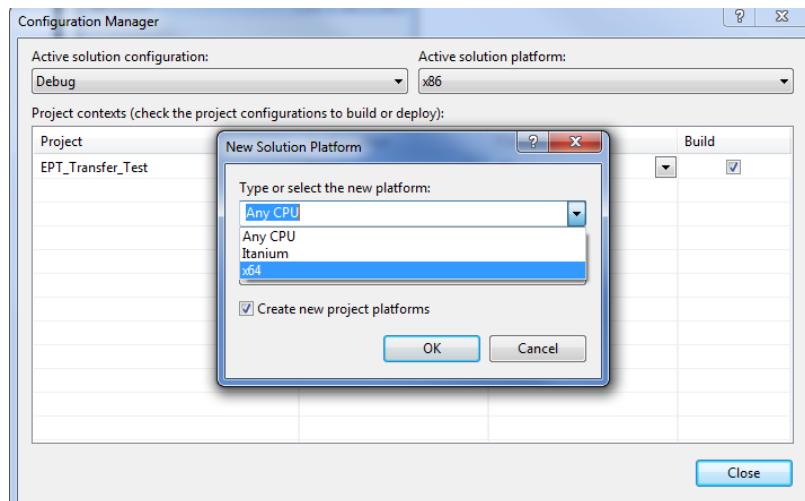
Go to Build->Configuration Manager.



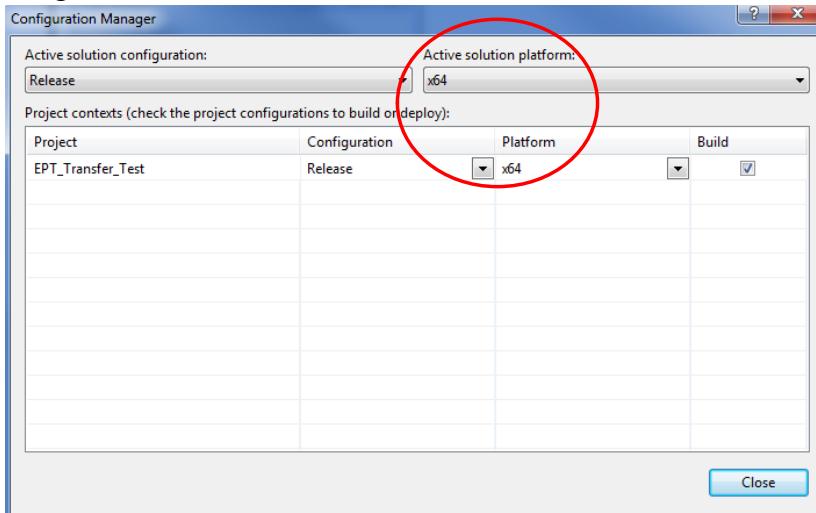
In the Configuration Manager window, locate the “Active solution platform:” label, select “New” from the drop down box.



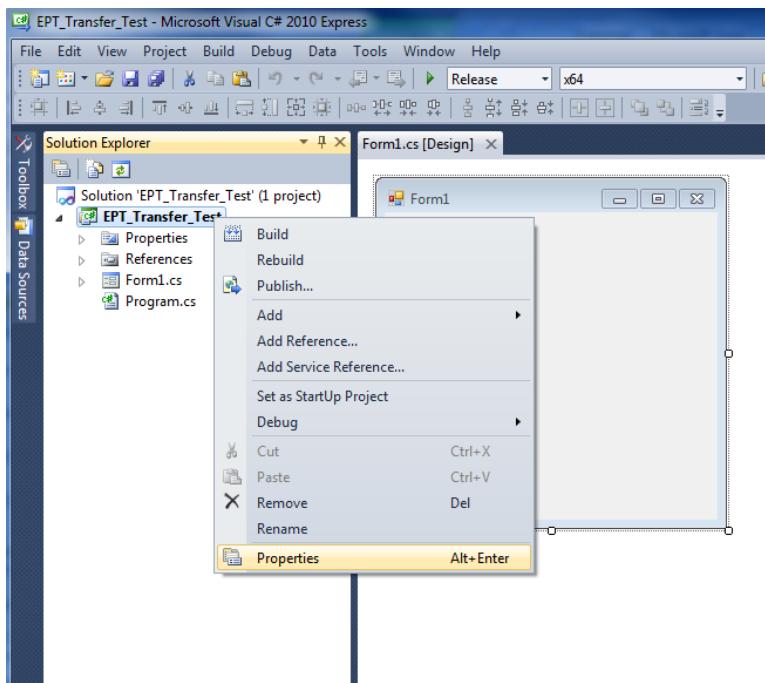
In the New Solution Platform window, click on the drop down box under “Type or select the new platform:”. Select “x64”.



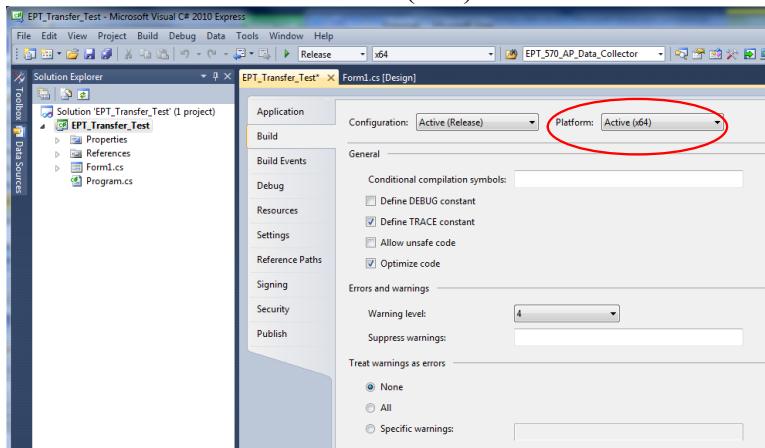
Click the Ok button. Verify that the “Active Solution Platform” and the “Platform” tab are both showing “x64”.



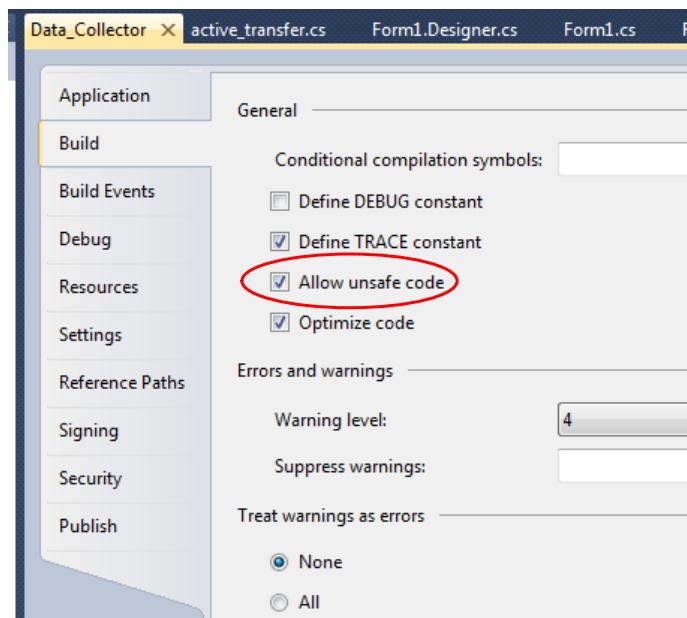
Also, select “Release” under “Active solution configuration”. Click Close.
Then, using the Solution Explorer, you can right click on the project, select Properties and click on the Build tab on the right of the properties window.



Verify that the “Platform:” label has “Active (x64)” selected from the drop down box.



Next, unsafe code needs to be allowed so that C# can be passed pointer values from the Active Host. Click on the Build tab and locate the “Allow unsafe code” check box. Check the box

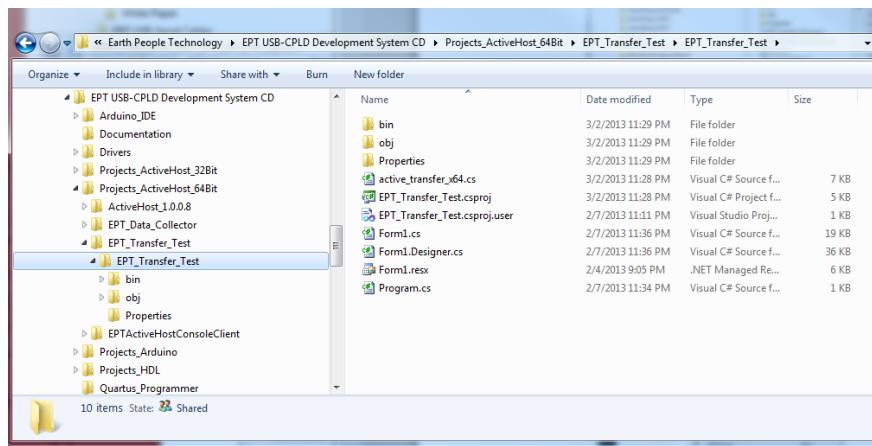


Click on the Save All button on the tool bar. The project environment is now setup and ready for the project files. Close the Project.

6.2 Assembling Files into the Project

Locate the EPT USB-CPLD Development System CD installed on your PC. Browse to the EPT_Transfer_Test folder where the Project files reside (choose either the 32 bit or 64 bit version, depending on whether your OS is 32 or 64 bit), copy the*.cs files, and install them in the top level folder of your EPT_Transfer_Test project. These files are:

- Active_transfer_xxx.cs
- Form1.cs
- Form1.Designer.cs
- Program.cs



6.2.1 Changing Project Name

NOTE

If you named your project something other than EPT_Transfer_Test, you will have to make changes to the *.cs files above. This is because Visual C# Express links the project files and program files together. These changes can be made by modifying the following:

1. Change namespace of Form1.cs to new project name.
2. Change class of Form1.cs to new project name.
3. Change constructor of Form1.cs to new project name.

4. Change EPT_Transfer_Test_Load of Form1.cs to new <project name>_Load



```
// Main object loader
private void EPT_FT2232_Interface_Load(object sender, System.EventArgs e)
{
    // Call the List Devices function
    ListDevices();
}
```

5. Change namespace of Form1.Designer.cs to new project name.
 6. Change class of Form1.Designer.cs to new project name.

```
EPT_FT2232_Interface.EPT_FT2232_Interface
namespace EPT_FT2232_Interface
{
    partial class EPT_FT2232_Interface
    {
        /// <summary>
        /// Required designer variable.
        /// </summary>
        private System.ComponentModel.IContainer components = null;

        /// <summary>
        /// Clean up any resources being used.
        /// </summary>
        /// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>
        protected override void Dispose(bool disposing)
        {
            if (disposing && (components != null))
            {
                components.Dispose();
            }
            base.Dispose(disposing);
        }
    }
}
```

7. Change the this.Name and this.Text in Form1Designer.cs to new project name.
 8. Change this.Load in Form1Designer.cs to include new project name.

```
this.Controls.Add(this.btnExit3);
this.Controls.Add(this.btnExit2);
this.Controls.Add(this.btnExit1);
this.Controls.Add(this.btnCloseDevice);
this.Controls.Add(this.btnOpenDevice);
this.Controls.Add(this.cmbDevList);
this.Controls.Add(this.LEDBox);
this.Controls.Add(this.gbTriggerOut);
this.Controls.Add(this.gbTransferControl);
this.Controls.Add(this.groupBox1);
this.Name = "EPT_FT2232_Interface";
this.Text = "EPT_FT2232 Interface";
this.Load += new System.EventHandler(this.EPT_FT2232_Interface_Load);
this.LEDBox.ResumeLayout(false);
this.LEDBox.PerformLayout();
this.gbTriggerOut.ResumeLayout(false);
this.gbTransferControl.ResumeLayout(false);
this.gbTransferControl.PerformLayout();
this.groupBox1.ResumeLayout(false);
this.groupBox1.PerformLayout();
this.ResumeLayout(false);
this.PerformLayout();
```

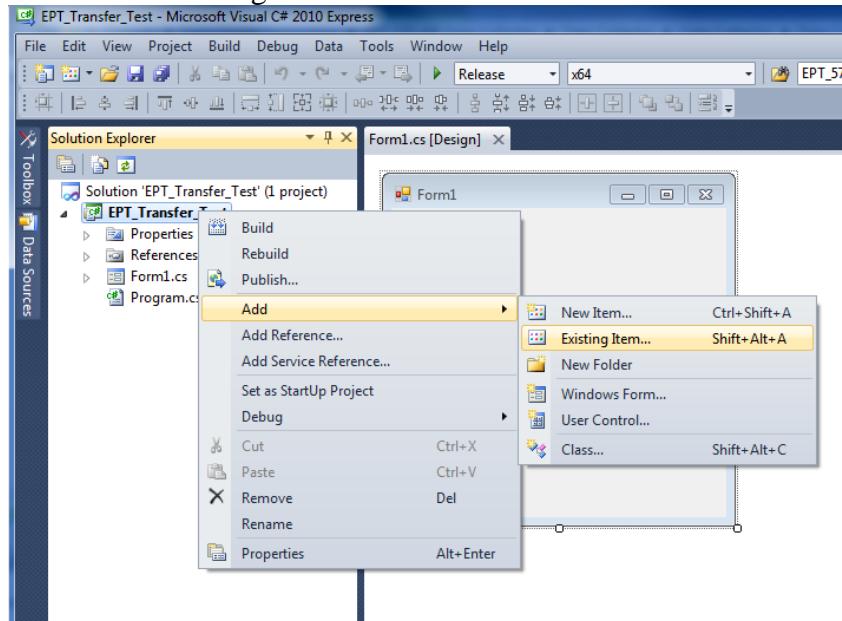
9. Change namespace in Program.cs to new project name
 10. Change Application.Run() in Program .cs to new projectname.

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Windows.Forms;

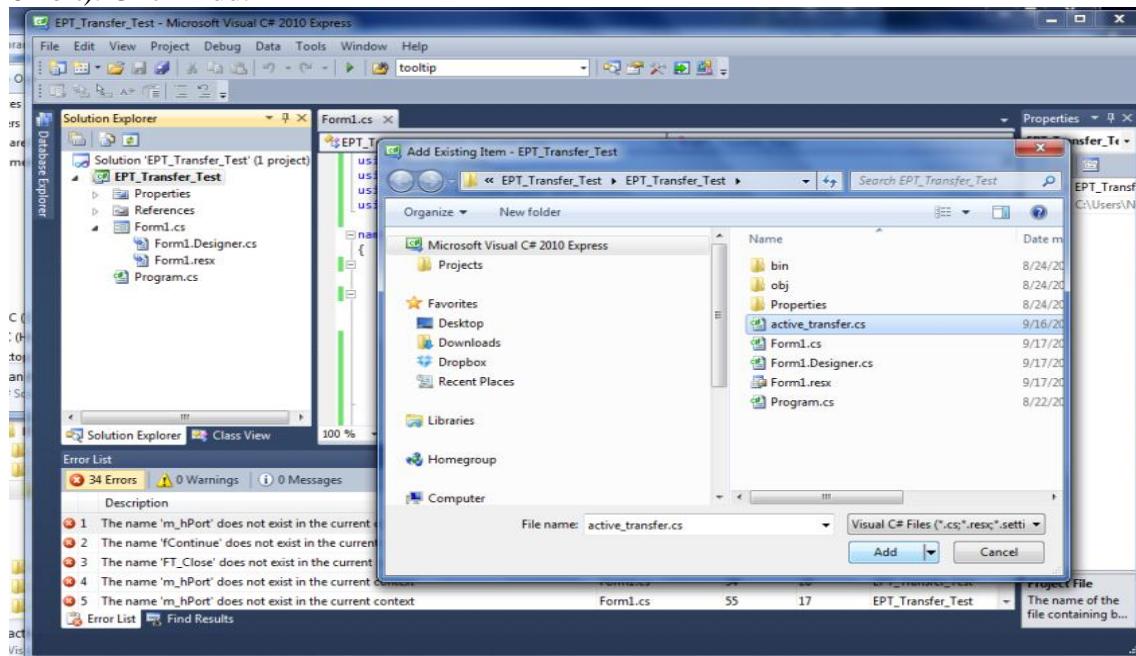
namespace EPT_FT2232_Interface
{
    static class Program
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new EPT_FT2232_Interface());
        }
    }
}
```

6.2.2 Add Files to Project

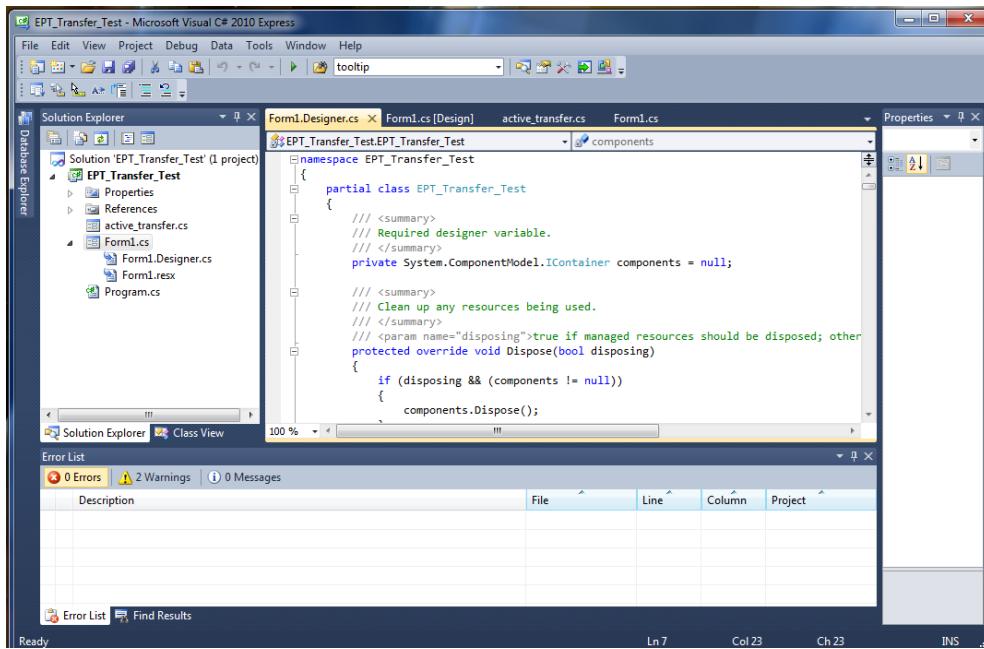
Open the EPT_Transfer_Test project. Right click on the project in the Solutions Explorer. Select Add->Existing Item.



Browse to the EPT_Transfer_Test project folder and select the active_transfer_xx.cs file (choose either the 32 bit or 64 bit version, depending on whether your OS is 32 or 64 bit). Click Add.



In the C# Express Solution Explorer, you should be able to browse the files by clicking on them. There should be no errors noted in the Error List box.

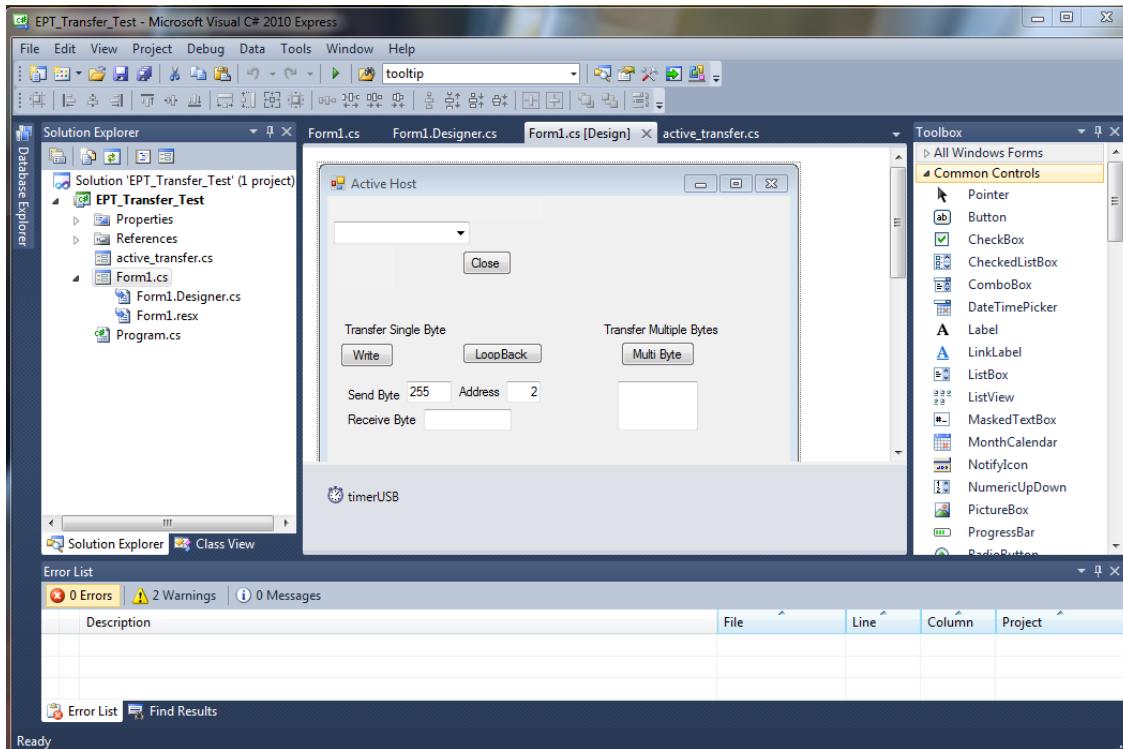


6.2.3 Adding Controls to the Project

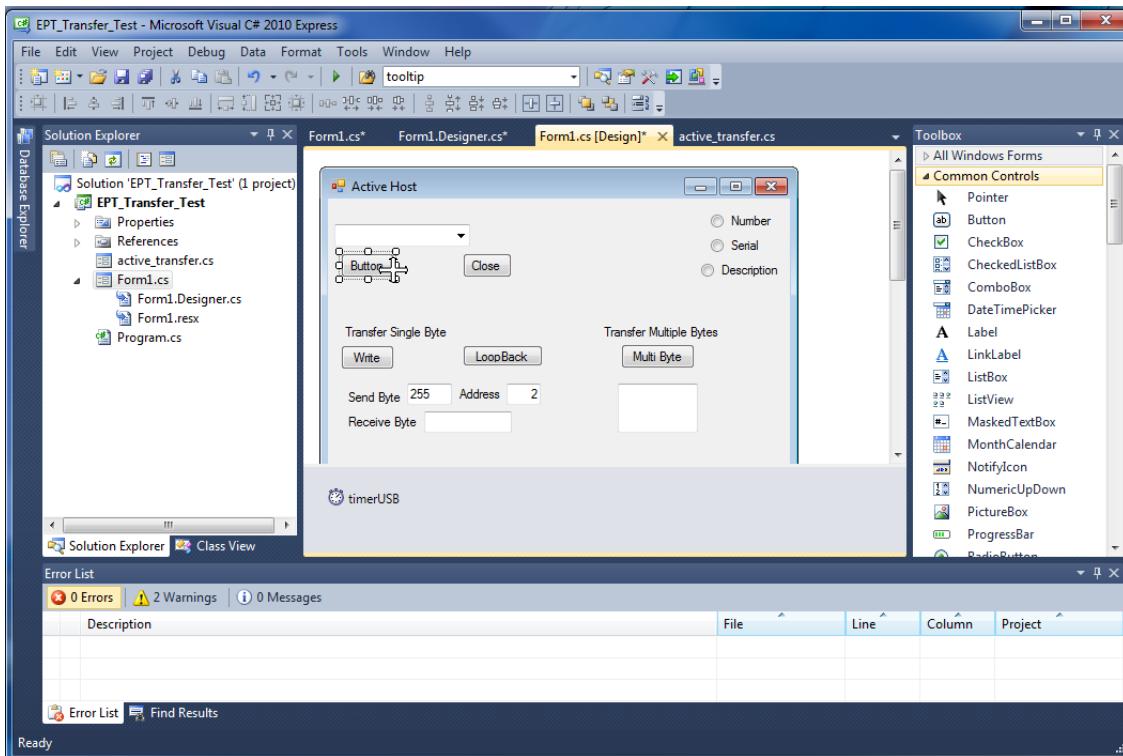
Although, the C# language is very similar to C Code, there are a few major differences. The first is C# .NET environment is event based. A second is C# utilizes classes. This guide will keep the details of these items hidden to keep things simple. However, a brief introduction to events and classes will allow the beginner to create effective programs.

Event based programming means the software responds to events created by the user, a timer event, external events such as serial communication into PC, internal events such as the OS, or other events. The events we are concerned with for our example program are user events and the timer event. The user events occur when the user clicks on a button on the Windows Form or selects a radio button. We will add a button to our example program to show how the button adds an event to the Windows Form and a function that gets executed when the event occurs.

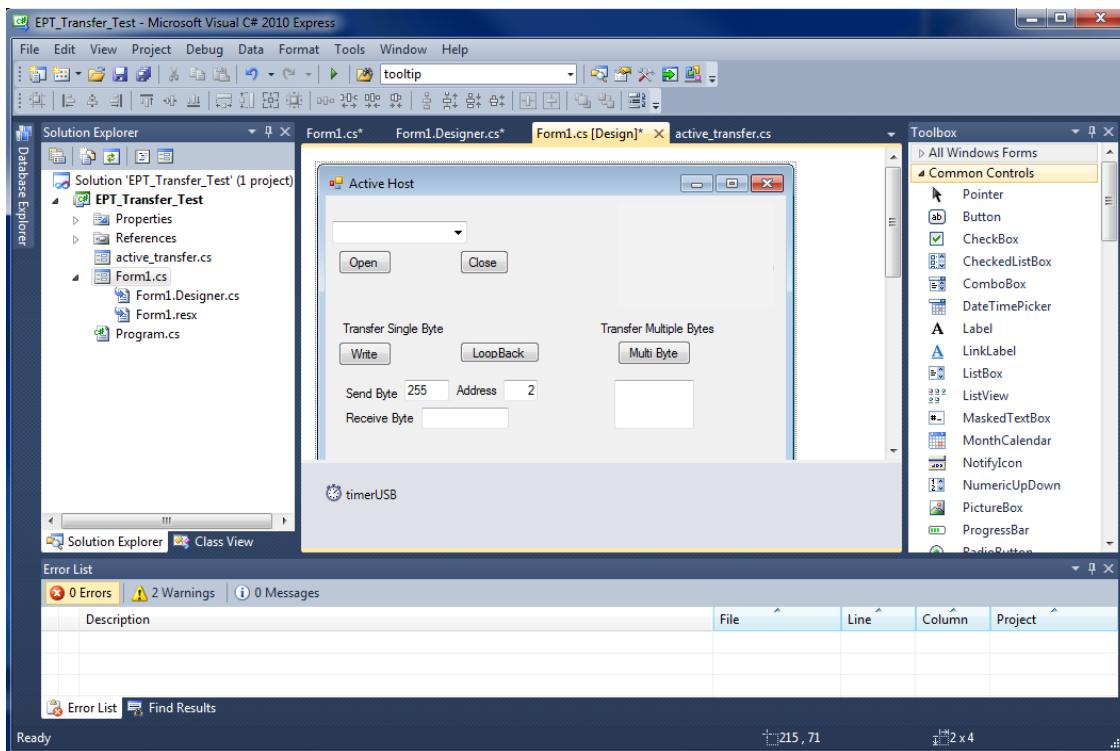
The easiest way to add a button to a form is to double click the Form1.cs in the Solution Explorer. Click on the  button to launch the Toolbox.



Locate the button on the Toolbox, grab and drag the button onto the Form1.cs [Design] and drop it near the top.



Go to the Properties box and locate the (Name) cell. Change the name to “btnOpenDevice”. Locate the Text cell, and change the name to Open.



Double click on the Open button. The C# Explorer will automatically switch to the Form1.cs code view. The callback function will be inserted with the name of the button along with “_click” appended to it. The parameter list includes (object sender, System.EventArgs e). These two additions are required for the callback function to initiate when the “click” event occurs.

```
Private void btnOpenDevice_Click(object sender, System.EventArgs e)
```

There is one more addition to the project files. Double click on the Form1.Designer.cs file in the Solution Explorer. Locate the following section of code.

```
//  
// btnOpenDevice  
//  
this.btnOpenDevice.Location = new System.Drawing.Point(240, 13);  
this.btnOpenDevice.Name = "btnOpenDevice";  
this.btnOpenDevice.Size = new System.Drawing.Size(50, 23);  
this.btnOpenDevice.TabIndex = 2;  
this.btnOpenDevice.Text = "Open";  
this.btnOpenDevice.UseVisualStyleBackColor = true;  
this.btnOpenDevice.Click += new System.EventHandler(this.btnOpenDevice_Click);
```

This code sets up the button, size, placement, and text. It also declares the “System.EventHandler()”. This statement sets the click method (which is a member of



USB CPLD Development System User Manual

the button class) of the btnOpenDevice button to call the EventHandler – btnOpenDevice_Click. This is where the magic of the button click event happens.

```
private void btnOpenDevice_Click(object sender, EventArgs e)
{
    //Open the Device
    OpenDevice();
}

private void btnCloseDevice_Click(object sender, EventArgs e)
{
    if (EPT_AH_CloseDeviceByIndex(device_index) != 0)
    {
        btnBlkCompare8.Enabled = false;
        btnBlkCompare16.Enabled = false;
        btnTrigger1.Enabled = false;
        btnTrigger2.Enabled = false;
        btnTrigger3.Enabled = false;
        btnTrigger4.Enabled = false;
        btnLEDReset.Enabled = false;
    }
    btnOpenDevice.Enabled = true;
    btnCloseDevice.Enabled = false;
}
```

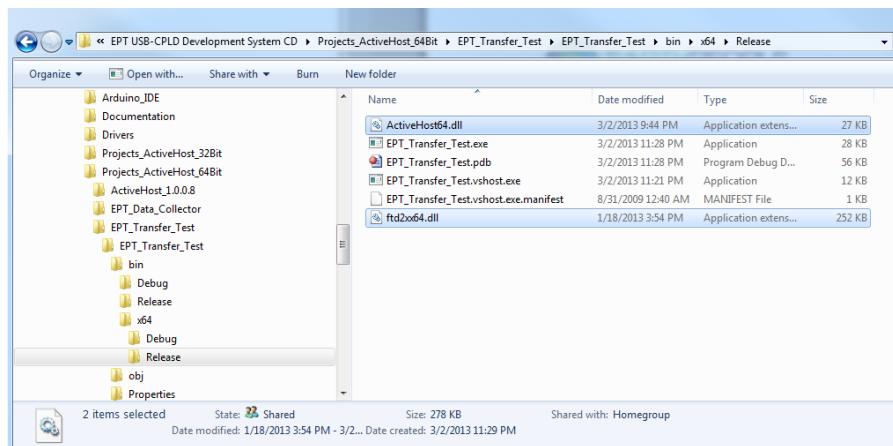
When btnOpenDevice_Click is called, it calls the function “OpenDevice()”. This function is defined in the dll and will connect to the device selected in the combo box. This is a quick view of how to create, add files, and add controls to a C# project. The user is encouraged to spend some time reviewing the online tutorial at <http://www.homeandlearn.co.uk/csharp/csharp.html> to become intimately familiar with Visual C# .NET programming. In the meantime, follow the examples from the Earth People Technology to perform some simple reads and writes to the EPT USB-CPLD Development System.

6.2.4 Adding the DLL's to the Project

Locate the EPT USB-CPLD Development System CD installed on your PC. Browse to the Projects_ActiveHost folder (choose either the 32 bit or 64 bit version, depending on whether your OS is 32 or 64 bit). Open the Bin folder, copy the following files:

- ActiveHostXX.dll
- ftd2xxXX.dll

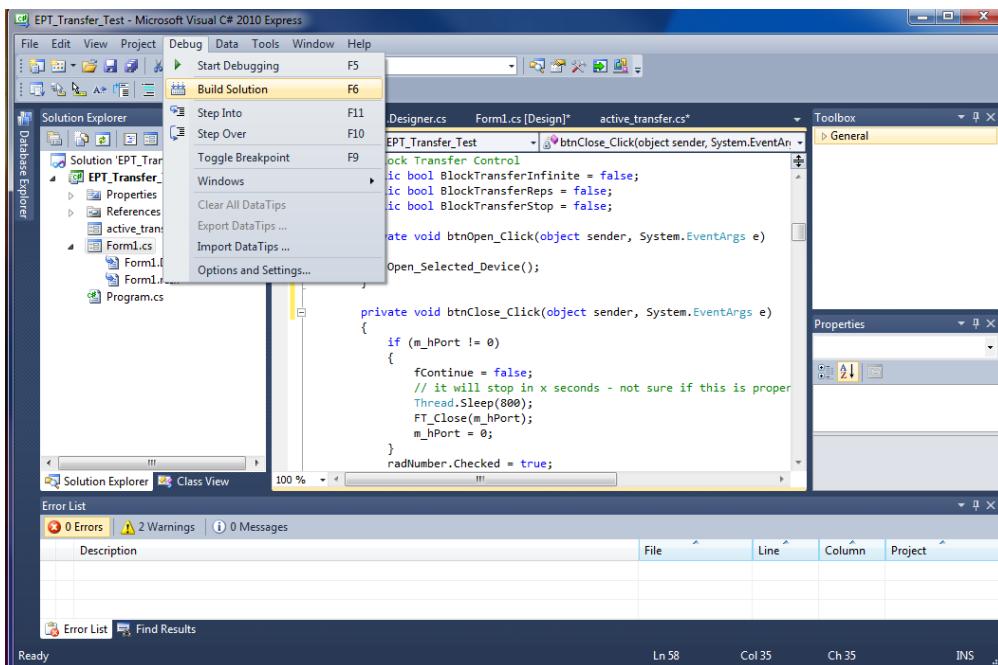
and install them in the bin\x64\x64 folder of your EPT_Transfer_Test project.



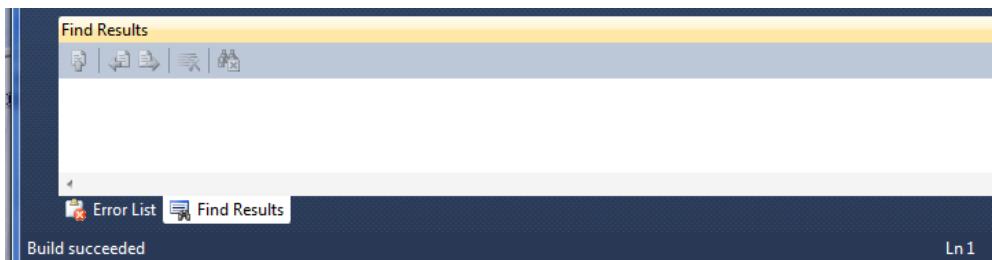
Save the project.

6.2.5 Building the Project

Building the EPT_Transfer_Test project will compile the code in the project and produce an executable file. To build the project, go to Debug->Build Solution.

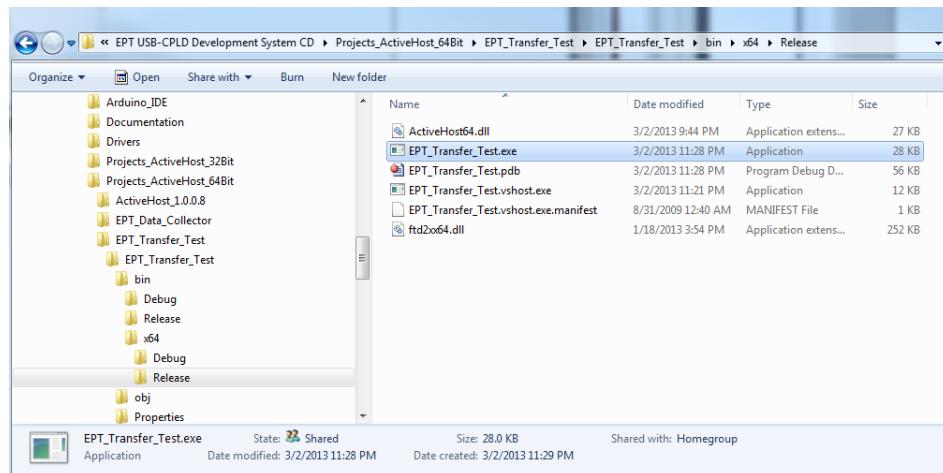


The C# Express compiler will start the building process. If there are no errors with code syntax, function usage, or linking, then the environment responds with “Build Succeeded”.

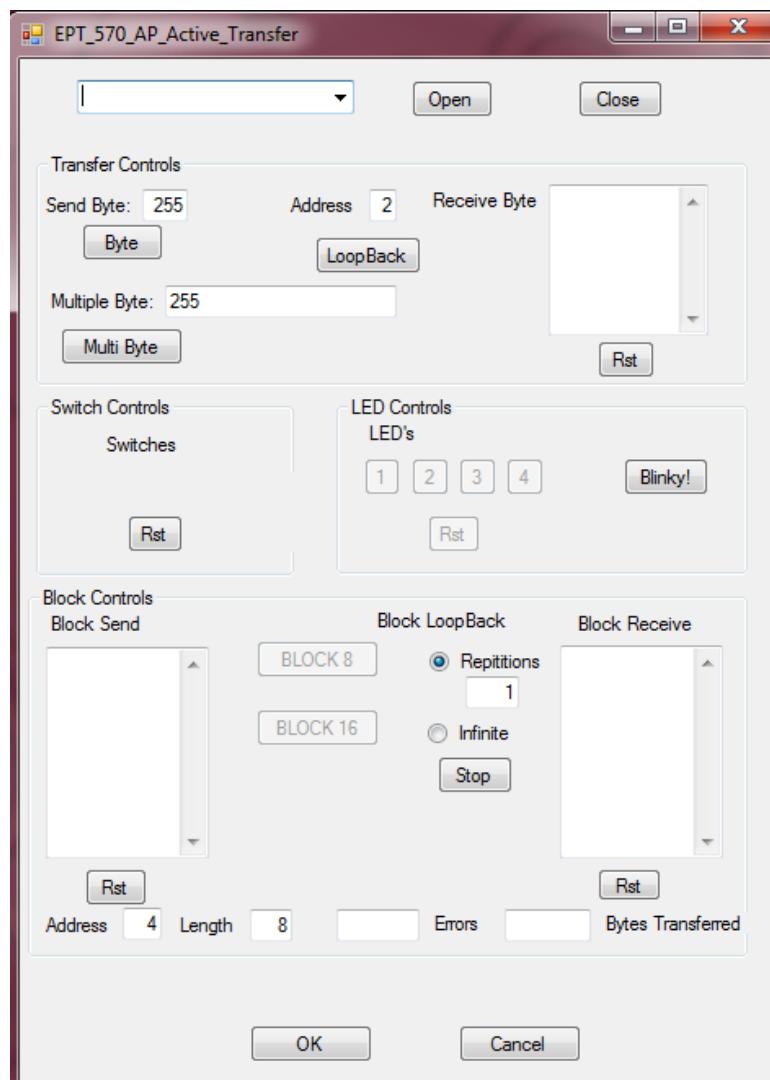


6.2.6 Testing the Project

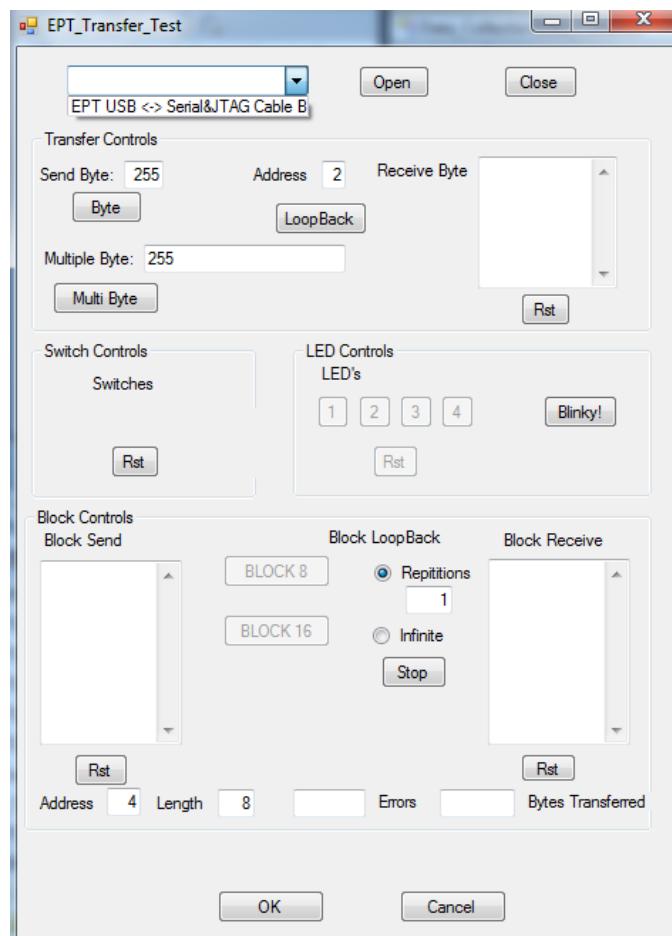
Once the project has been successfully built, it produces an *.exe file. The file will be saved in the Release or Debug folders.



The EPT_Transfer_Text.exe file can now be tested using the EPT-570-AP-M4 board. To test the file, connect the EPT-570-AP-M4 to the Windows PC using Type A to Type Mini B USB cable. Make sure the driver for the board loads. If the USB driver fails to load, the Windows OS will indicate that no driver was loaded for the device. Go to the folder where the EPT_Transfer_Text.exe file resides, and double click on the file. The application should load with a Windows form.

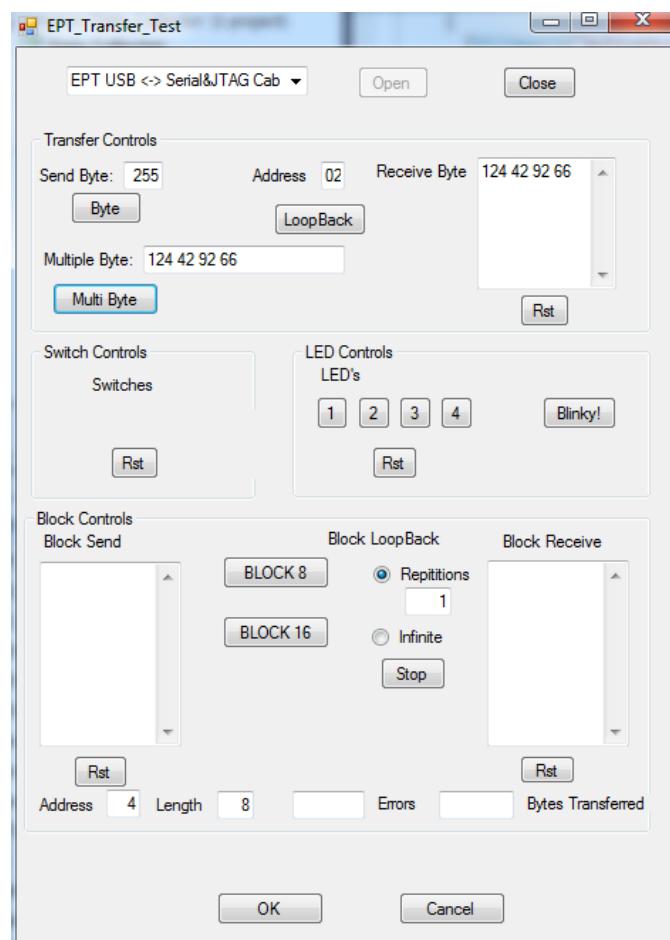


With the application loaded, select the USB-CPLD board from the dropdown combo box and click on the “Open” button.

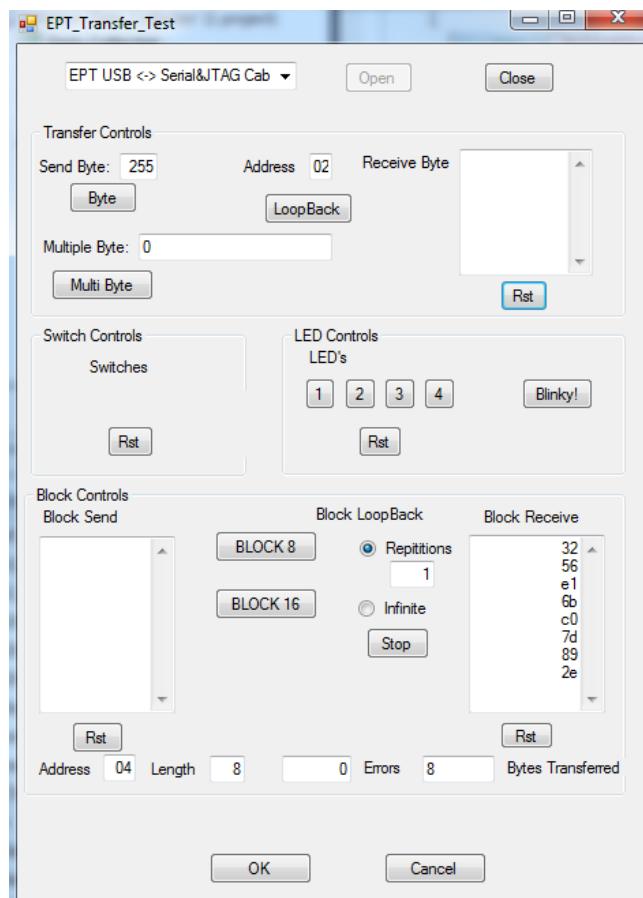


Click on one of the LED buttons in the middle of the window. The corresponding LED on the EPT-570-AP-M4 board should light up.

To exercise the Single Byte Transfer EndTerm, click the “LoopBack” button in the Transfer Controls group. Type in several numbers separated by a space and less 256 into the Multiple Byte textbox. Then hit the Multi Byte button. The numbers appear in the Receive Byte textbox.



To exercise the Block Transfer EndTerm, click the “Block8” or “Block16” button in the Block Controls group. A pre-selected group of numbers appear in the Block Receive textbox.



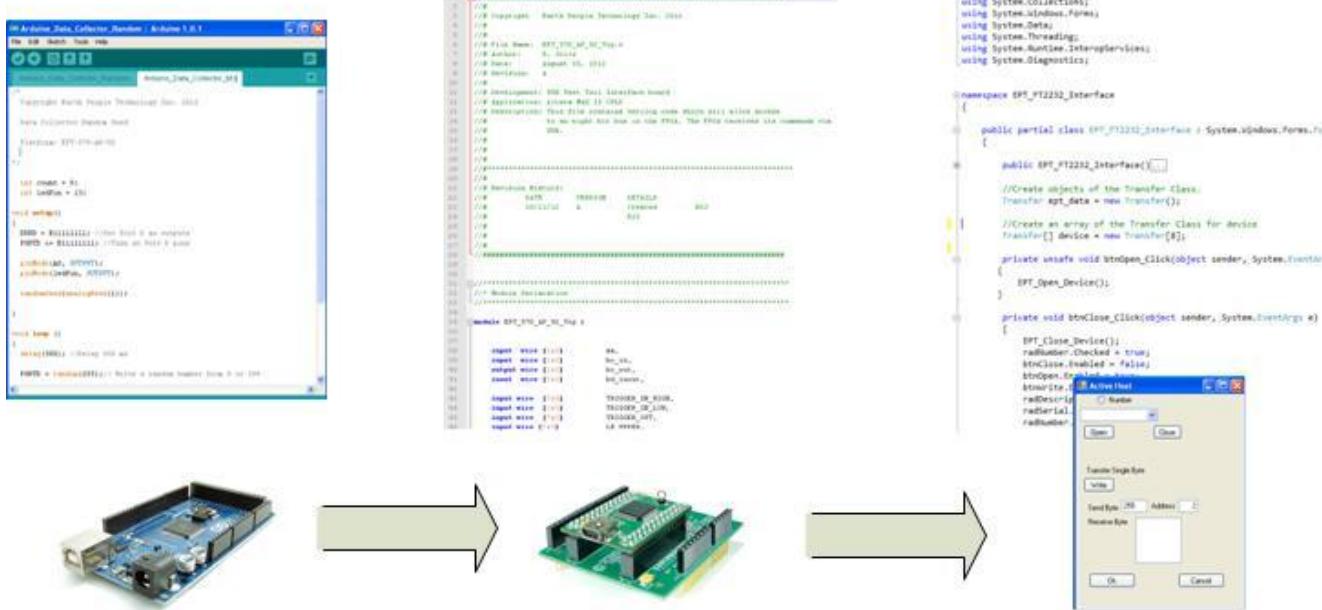
Press the PCB switches on the EPT-570-AP to view the Switch Controls in action.

7 The Development Process

There is no standard for developing embedded electronics. The best method is the one that works for the user. These methods can range from a top down approach where the design is written down first and all code is written, then compile, execute and test. Or a bottom up approach can be pursued where a small piece of the project is assembled and verified (i.e. I2C communication to a sensor). Then the next piece is assembled and verified (i.e. collect sensor data in a storage buffer) and connected to the first. And so on, until the whole design is complete. Or, you could use any combination of these two extremes.

7.1 Designing a Simple Data Collection Sampler

The Data Collection Sampler is a very simple introductory project that will guide the user in the creation of an overall design using the Arduino Programming Language, Verilog HDL, and C# Language. These elements will run on the Arduino Platform, EPT-570-AP-M4 CPLD, and a Windows 7 PC respectively.



The first order of business is to layout the design. Start with the Arduino, and create a simple bit output using a random number generator. Next, use the EPT Active Transfer Library to create a byte transfer module to read the byte from the Arduino and send it to the Host PC. Finally, use EPT Active Host to accept the byte transfer from EPT Active Transfer, and display in a textbox. This is just the hierarchical system level design. In the following sections, we will fill in the above blocks.

7.1.1 The Arduino Microcontroller Board

Using the features and capabilities of the Arduino development system, the user will develop the source code using the “Wiring” programming language and download the resulting binary code from the Processing development environment to the Flash memory of the microcontroller.

7.1.2 Create Data Generator

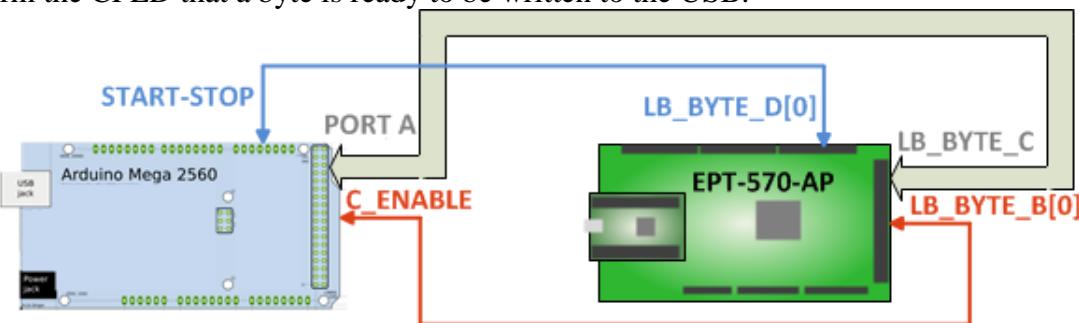
To keep the design simple, no external data source will be used. We will create a data source using the Arduino, then transmit this data to the EPT-570-AP board. To create the data source, we will use the random() function. This function generates pseudo random numbers from a seed value. We will give the randomSeed() function a fairly random input using the value from the analogRead(). This will give different values every time the random() function is called. We will limit the random number output from the function to 8 bits. The random() function will be called once per iteration of the loop() function.

The randomSeed() function must be called during the setup() function. It takes as input parameter the output of the Analog Pin 1. The output of this Pin 1 will have a small amount of random noise on it. Because of this noise, the randomSeed() function will produce a different seed every time the sketch is initialized.

```
void setup()
{
    randomSeed(analogRead(1));
}
```

7.1.3 Select I/O's for Fast Throughput on Arduino

An 8 bit port is used to connect the 8 bit byte from the random function output to the input of the EPT-570-AP. There is also a one bit control line which will be used to inform the CPLD that a byte is ready to be written to the USB.



Each port is controlled by three registers, which are also defined variables in the Arduino language. The DDR register, determines whether the pin is an INPUT or OUTPUT. The PORT register controls whether the pin is HIGH or LOW, and the PIN register reads the state of INPUT pins set to input with pinMode(). The maps of the ATmega328 chips show the ports.

DDR and PORT registers may be both written to, and read. PIN registers correspond to the state of inputs and may only be read.

PORATA maps to Arduino digital pins 0 to 7

DDRA - The Port A Data Direction Register - read/write
PORTA - The Port A Data Register - read/write
PINPA - The Port A Input Pins Register - read only



USB CPLD Development System User Manual

The ports and pins for the Data Collection Sampler project must be initialized in the setup() function. The setup function will only run once, after each powerup or reset of the Arduino board.

```
void setup()
{
    DDRA = B1111111; //Set Port A as outputs
    PORTA &= B1111111; //Turn on Port A pins
```

After the setup() function executes, the PORTA is ready to be assigned the results of our random() function. And the A0 pin will be used to latch the value on PORTA pins into the CPLD.

7.1.4 Coding the Arduino Data Sampler

Now that we have the data generator and the ports defined, we can add some delays in the loop() function and make a simulated data collector. Because Start and Stop buttons will be added to the C# Windows Form, the Data Collector code will need to monitor a single pin output from the EPT-570-AP. This output pin (from the EPT-570-AP) becomes an input to the Arduino and is used in conditional switch.

```
void loop ()
{
    //Sample the Start/Stop switch
    //from the EPT-570-AP
    startStopBit = digitalRead(inPin8);

    delay(500); //Delay 500 ms

    if(startStopBit)
    {
```

This code will sample the Start/Stop switch which is an output from the EPT-570-AP on J5 PIN 3. On the Arduino, this is PIN 19 of the Digital pins. Each iteration of the loop() function, the startStopBit variable stores the state of DigitalPin19. Then, a delay of 500 milliseconds is added. The delay() function pauses the program for the amount of time (in milliseconds) specified as parameter. Next, the startStopBit is checked with a conditional switch. If the bit is set, the conditional branch is entered and the random number is sent to the EPT-570-AP. If the bit is not set, the end of the loop() function is reached and it branches to the top of the loop().

We will also add an LED Pin that will blink so that we can have a visual indication that the project is working.



USB CPLD Development System User Manual

We want to add a delay so that the data from the generated displays on the Windows PC long enough for our eyes to verify that the data is updating correctly. This delay should be one second in total. So, the data will change then stay stable in the textbox for one second before changing again.

For the LED to blink correctly, it should turn on, delay for half a second then turn off and delay for half a second. If we don't use half second intervals for the LED blink, the LED will appear to not change at all. It will look like it stays on all the time or off all the time.

So, the code looks like this:



USB CPLD Development System User Manual

```
/*
Copyright Earth People Technology Inc. 2013

Data Collector Random Seed

Platform: EPT-570-AP-M4

*/

int startStopBit = 0;
int count = 0;
int ledPin = 13;
int inPin8 = 19;
int C_Enable = 37;

void setup()
{
    DDRA = B1111111; //Set Port A as outputs
    PORTA &= B1111111; //Turn on Port A pins

    pinMode(C_Enable, OUTPUT);
    pinMode(ledPin, OUTPUT);
    pinMode(inPin8, OUTPUT);

    randomSeed(analogRead(1));
}

void loop ()
{
    //Sample the Start/Stop switch
    //from the EPT-570-AP
    startStopBit = digitalRead(inPin8);

    delay(500); //Delay 500 ms

    if(startStopBit)
    {
        // Write a random number from 0 to 299
        //to the input of the EPT-570-AP
        PORTA = random(255);
    }
}
```

```

//Set the Write Enable Pin High
digitalWrite(C_Enable, HIGH);

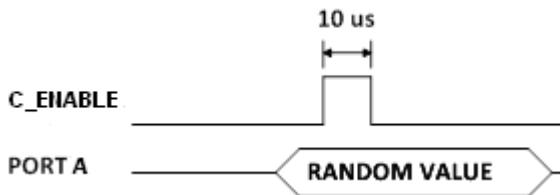
//Set the LED Pin High
digitalWrite(ledPin, HIGH);

delay(500); //Delay 500 ms

//Set the LED Pin Low
digitalWrite(ledPin, LOW);
//Set the Write Enable Pin Low
digitalWrite(C_Enable, LOW);
}
}

```

Notice that PORTA equals the return of random(255). The parameter passed to the random() function is the maximum decimal value of the return value. In our case we want the maximum value to be an 8 bit value, B1111111 = 0xff = 255(decimal). Also, note that the C_Enable write enable signal for the CPLD has back to back instructions turning it on then off immediately. Because the ATMega328 chip takes approximately 160 clock cycles to execute the digitalWrite() function and affect the Pin at C_Enable, this produces a write enable pulse of 10 microseconds.



The RANDOM VALUE will be stable before the C_Enable asserts thus guaranteeing a successful transfer of data from Arduino to CPLD.

7.1.5 Building Arduino Project

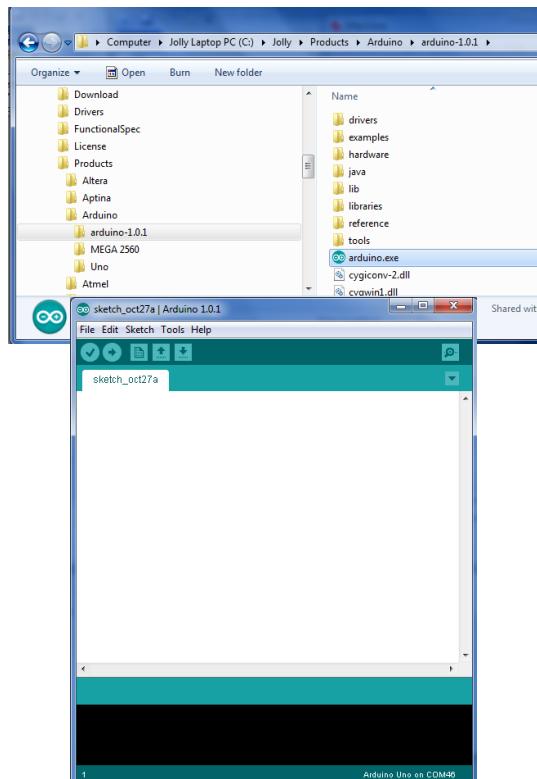
Building the Arduino project is the process of converting (compiling) the code you just wrote into machine level code that the processor can understand. The Arduino IDE is the software tool that does the compiling. The machine level code is a set of basic instructions that the processor uses to perform the functions the user code. Browse to the \Projects_Arduino\Arduino_Data_Collector_Code\ folder of the EPT USB-CPLD Development System CD. Copy Arduino_Data_Collector_Code_M4.ino .

To compile your code,

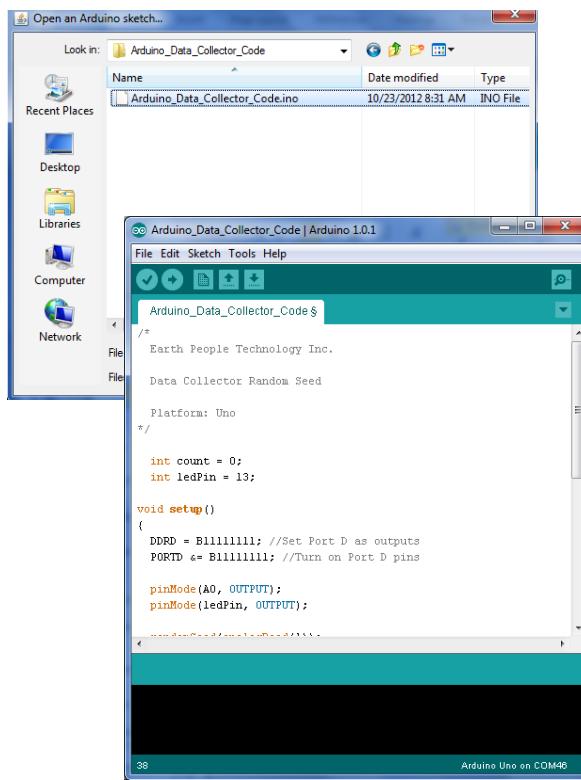
- Open up the Arduino IDE



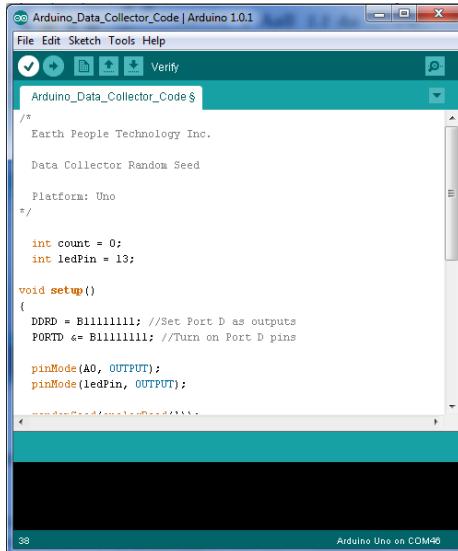
USB CPLD Development System User Manual



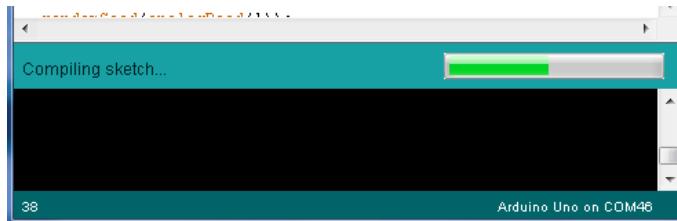
- Paste your code into the Sketch.



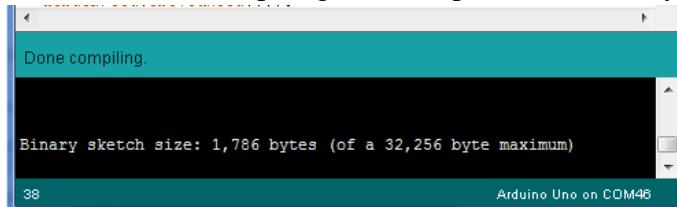
- Click the Verify button



- The sketch will compile



- If there are no errors, the compiling will complete successfully



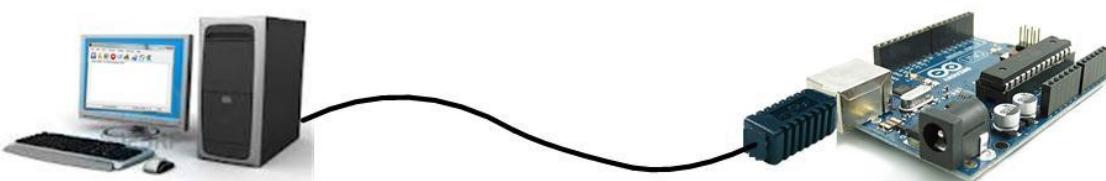
Now we are done with compiling and ready to program the Arduino

7.1.6 Programming the Arduino

Programming the Arduino is the process of downloading the user's compiled code into the Flash memory of the Atmel ATmega328 chip. Once the code is downloaded, the Arduino IDE resets the chip and the processor starts executing out of Flash memory.

To program the Arduino

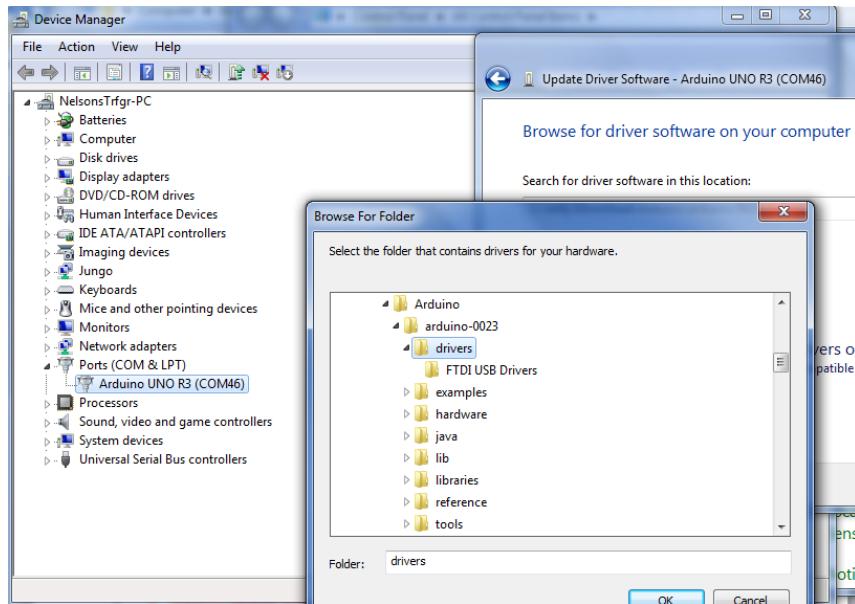
- Connect the USB cable from PC to Arduino



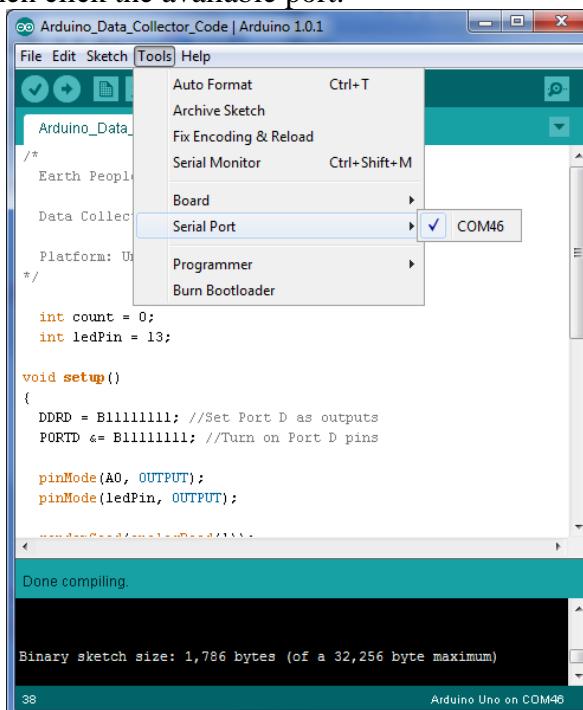
- Load the Arduino USB driver according to the manual
- Plug in your board and wait for Windows to begin its driver installation process. After a few moments, the process will fail, despite its best efforts
- Click on the Start Menu, and open up the Control Panel.
- While in the Control Panel, navigate to System and Security. Next, click on System. Once the System window is up, open the Device Manager.
- Look under Ports (COM & LPT). You should see an open port named "Arduino MEGA (COMxx)"
- Right click on the "Arduino MEGA (COMxx)" port and choose the "Update Driver Software" option.
- Next, choose the "Browse my computer for Driver software" option.

USB CPLD Development System User Manual

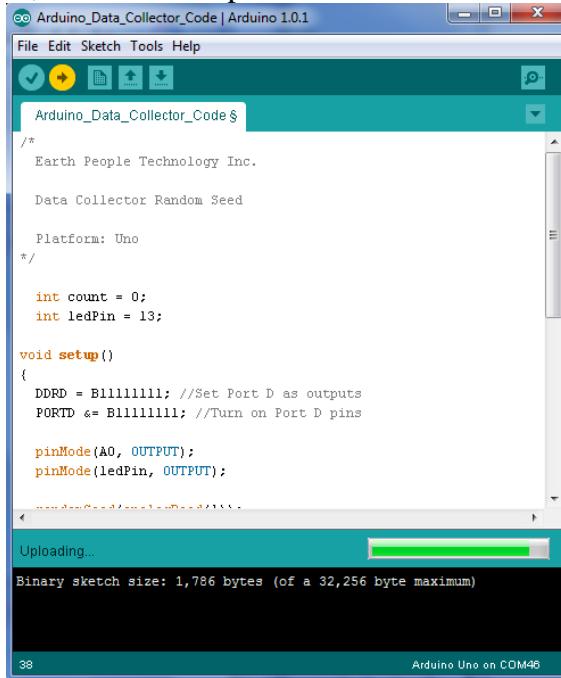
- Finally, navigate to and select the MEGA's driver file, named "**ArduinoMEGA.inf**", located in the "Drivers" folder of the Arduino Software download (not the "FTDI USB Drivers" sub-directory).
- Windows will finish up the driver installation from there.



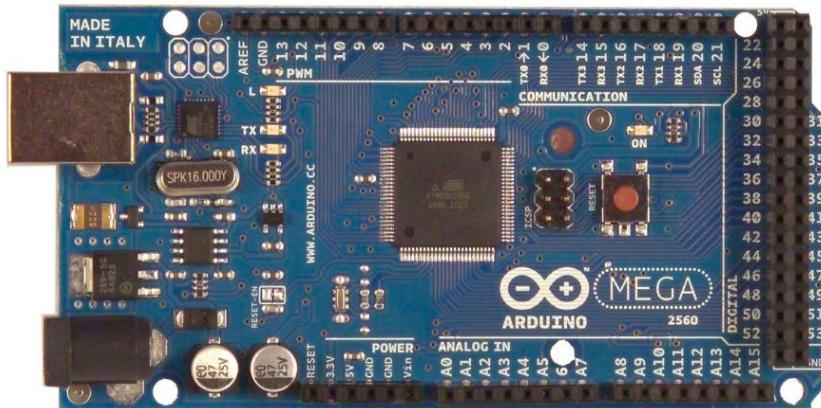
- Once the driver is loaded, we can set the COM Port. Click on Tools and select Serial Port, then click the available port.



- To load the code, click on the Upload button.



When the code has completed loading, the Arduino IDE will automatically command the processor to start executing the code. The L LED will blink at one second intervals.



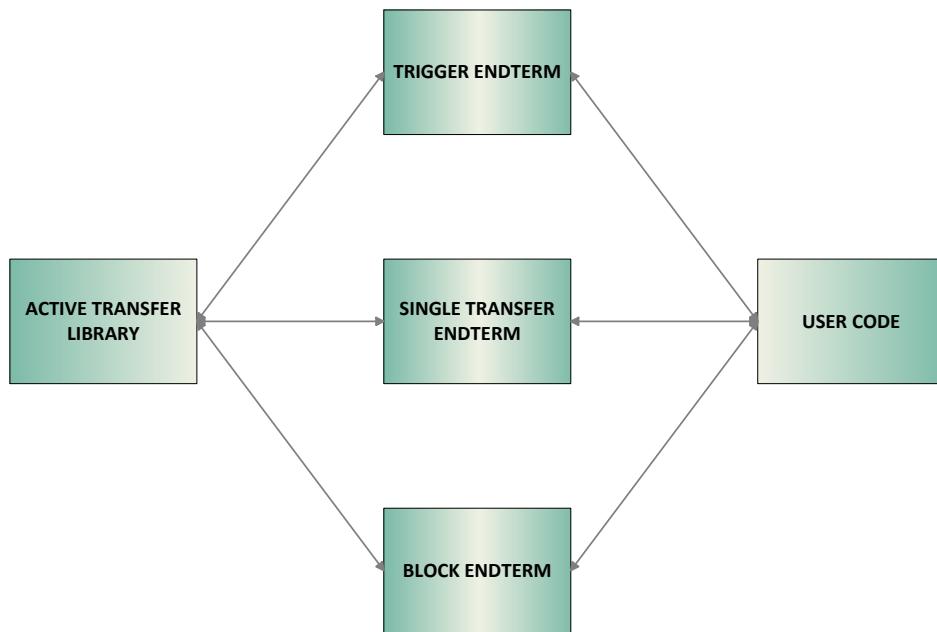
7.1.7 CPLD Active Transfer Coding and Initiation

The EPT-570-AP will accept the data collected by the Arduino and transfer it to the PC. It is designed to plug directly into the Arduino MEGA and there is no need for external wires to be added. The Active Transfer Library can be used to send the data to

the PC. This library has been designed to make it easy to transfer data to and from the PC via the USB. The user must create some interface code between the incoming data and the Active Transfer Library. We will now go through exercise of creating the CPLD code for the Data Collector Sampler.

7.1.8 CPLD: Define the User Design.

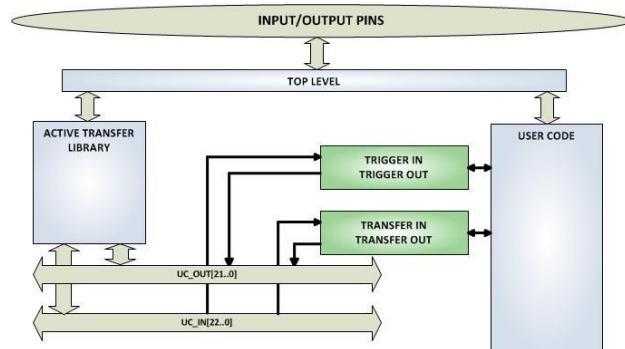
In this step we will define the user's code and include modules from the EPT Active Transfer Library. The Active Transfer Library contains a set of files with a “.vqm” name extension which select particular operations to perform (e.g., byte transfer, block transfer, trigger). The active_transfer_library.vqm file must be included in the top level file of the project. The function modules will connect to the active_transfer_library and provide a path to connect user code to the library. All of these files are available on the Earth People Technology website.



We will build our CPLD project using Quartus II software from Altera. The primary file defining the user's CPLD project is named “EPT_570_AP_M4_Top.v”. It defines the user code and connects the active_transfer_library and active_transfer logic functions. In order to route the pins of the Arduino to the CPLD, the Pin Planner tool is used. This tool allows the user to match internal net names to the pins of the CPLD.

Our project needs to accept an 8 bit value on the J3 connector and a write enable on Pin 3 of J5. For this, we can use the active_transfer.vqm module as the interface to the

active_transfer_library. It accepts a single byte and latches it with a single enable net. Because the active_transfer_library runs at 66 MHz we will need to write some code ensure that the slower C_Enable signal from the Arduino can latch the data into the active_transfer module.



CPLD: Coding up the Design The first thing to do is to create a top level file for the project. The top level file will include the input and outputs for the CPLD. These are declared according to the Verilog syntax rules. We won't go through all the rules of Verilog here, but feel free to explore the language more thoroughly at

www.asic-world.com/verilog/

We need to add the inputs and outputs for active_transfer_library, user code, leds, and switches. Each port is described as input, output or inout. It is followed by the net type wire or reg. If it is a vector, the array description must be added.



```
module EPT_570_AP_M4_Top (

    input wire [1:0]          aa,
    input wire [1:0]          bc_in,
    output wire [2:0]         bc_out,
    inout wire [7:0]          bd inout,
    output wire [7:0]          LB_BYTE_A,           //XIOL -- J3
    input wire [7:0]          LB_BYTE_B,           //XIOH1 -- J3
    input wire [7:0]          LB_BYTE_C,           //XIOH2 -- J3
    output reg [7:0]          LB_BYTE_D,           //COMMS -- J5

    //Transceiver Control Signals
    output wire               TR_DIR_1,
    output wire               TR_OE_1,
    output wire               TR_DIR_2,
    output wire               TR_OE_2,
    output wire               TR_DIR_3,
    output wire               TR_OE_3,
    output reg                TR_DIR_4,
    output reg                TR_OE_4,
    input wire                SW_USER_1,
    input wire                SW_USER_2,
    output reg [2:0]          LED,
    output wire               LED3
);
```

Next, the parameter's are defined. These are used as constants in the user code.

```
//-----
// Parameters
//-----

//Header Bytes for the Transfer Loopback detection
parameter TRANSFER_CONTROL_BYTE1 = 8'h5A;
parameter TRANSFER_CONTROL_BYTE2 = 8'hC3;
parameter TRANSFER_CONTROL_BYTE3 = 8'h7E;

//State Machine Transfer Loopback detection
parameter TRANSFER_CONTROL_IDLE = 0,
        TRANSFER_CONTROL_HDR1 = 1,
        TRANSFER_CONTROL_HDR2 = 2,
        TRANSFER_DECODE_BYTE   = 3,
        TRANSFER_CONTROL_SET   = 4;
parameter GLOBAL_RESET_COUNT = 12'h09c8;
```



Next is the Internal Signal and Register Declarations.

```
////////////////////////////////////////////////////////////////////////
// Internal Signals and Registers Declarations
////////////////////////////////////////////////////////////////////////

    wire           CLK_66;
    wire           RST;

    wire [23:0]     UC_IN;
    wire [21:0]     UC_OUT;

    //Trigger Signals
    reg [7:0]       trigger_out;
    wire [7:0]       trigger_in_byte;
    reg [7:0]       trigger_in_store;

    //LED registers
    reg             led_reset;

    //Switch registers
    reg             switch_reset;

    //Transfer registers
    wire           transfer_out;
    reg            transfer_out_reg;
    wire           transfer_in_received;
    wire [7:0]     transfer_in_byte;
    wire [7:0]     transfer_out_byte;
    reg [3:0]      transfer_to_host_counter;
    reg [3:0]      transfer_to_host_state;

    //Transfer Control registers
    reg            transfer_in_loop_back;
    reg            transfer_in_received_reg;
    reg [3:0]      transfer_control_state;
    reg [7:0]      transfer_control_byte;

    //Transfer Write from Arduino
    reg            transfer_write_reg;
    reg            transfer_write;
    reg [7:0]      transfer_write_byte;

    //Reset signals
    wire           reset;
    reg [11:0]     reset_counter;
    reg             reset_signal_reg;

    //Input/Output Signals
    reg             start_stop_cntrl;
```

Next, add the assignments. These assignments will set the direction of the bus transceivers that interface to the Arduino I/O's. The transceivers also include an output enable bit.



```
*****  
/*      Signal Assignments  
*****  
assign           LB_BYTE_A[7:0] = 8'h0;  
  
assign           TR_DIR_1  = 1'b1; //1 = A to B; 0 = B to A  
assign           TR_OE_1   = 1'b1;  
  
assign           TR_DIR_2  = 1'b1; //1 = A to B; 0 = B to A  
assign           TR_OE_2   = 1'b0;  
  
assign           TR_DIR_3  = 1'b1; //1 = A to B; 0 = B to A  
assign           TR_OE_3   = 1'b0;  
  
//Clock and Reset  
assign           CLK_66 = aa[1];  
assign           RST = reset;  
assign           reset = reset_signal_reg;  
  
//Transfer registers  
assign           transfer_out = transfer_out_reg | transfer_write;  
assign           transfer_out_byte = transfer_write_byte;  
  
//LED3 is used to signify to the user that the Start  
//switch is enabled  
assign           LED3 = start_stop_cntrl ? 1'b0 : 1'b1;  
....
```

The reset signal is generated by a counter that starts counting upon power up. When the counter reaches GLOBAL_RESET_COUNT.

```
*****  
/*      Reset Signal  
*****  
always @(posedge CLK_IN or negedge aa[0])  
begin  
    if(!aa[0])  
    begin  
        reset_signal_reg <= 1'b0;  
        reset_counter <= 0;  
    end  
    else  
    begin  
        if( reset_counter < GLOBAL_RESET_COUNT )  
        begin  
            reset_signal_reg <= 1'b0;  
            reset_counter <= reset_counter + 1'b1;  
        end  
        else  
        begin  
            reset_signal_reg <= 1'b1;  
        end  
    end  
end
```

The four LED's are set by the bottom four bits of the active_trigger output register. These trigger outputs can be set by using a function in the Active_Host DLL on the PC. The Data Collector project will use LED3 to indicate the state of the Start/Stop signal.



```
//LED3 is used to signify to the user that the Start
//switch is enabled
assign          LED3 = ~start_stop_cntrl;
...
//-----
// LED Set
//-----

always @ (trigger_in_byte or led_reset or LED or RST)
begin
    if (!RST)
        LED[2:0] = 3'hz;
    else if (led_reset)
        LED[2:0] = 3'hz;
    else if (trigger_in_byte[3:0])
        begin
            case(trigger_in_byte[3:0])
                3'h1:
                    LED[0] = 1'b0;
                3'h2:
                    LED[1] = 1'b0;
                3'h4:
                    LED[2] = 1'b0;
                default:
                    LED[2:0] = LED[2:0];
            endcase
        end
    end
end
```

The two user switches are connected to the input trigger register. Pressing a switch will send a trigger to the PC to be decoded by the Active_Host DLL.

```
//-----
// User Switch Trigger
//-----
always @ (posedge CLK_IN or negedge RST)
begin
    if (!RST)
        begin
            trigger_out <= 8'h00;
        end
    else
        begin
            if (!SW_USER_1 )
                trigger_out <= 8'h01;
            else if (!SW_USER_2 )
                trigger_out <= 8'h02;
            else if (switch_reset)
                trigger_out <= 8'h04;
            else
                trigger_out <= 8'h00;
        end
end
```



USB CPLD Development System User Manual

Next, we will add the transfer detection signal from the Arduino. This block will require three registers.

- transfer_write_reg –This is a latch register to hold the state of the C_Enable.
- transfer_write –This register is used to start the active_transfer single byte write to the PC.
- transfer_write_byte –This is an 8 bit register to hold the value of the Data Collection output.

This block will compare the input signal on LB_BYT_E_B[0] to a high. The LB_BYT_E_B [0] pin is routed to Pin 3 of J5 which is routed to the C_Enable of the Arduino Data Collector. When this bit goes high, the priority encoder goes into statement 1 and sets transfer_write_reg and transfer_write high and latches the value on the LB_BYT_E_C[7:0] pins to the transfer_write_byte register. By setting transfer_write_reg high, the priority encoder goes into statement 2 which will set transfer_write register to low and stay in statement 2 of the priority encoder. The back to back high and low on the transfer_write register will cause the active_transfer module to latch the value of transfer_write_byte into the active_transfer_library module and sets up the byte transfer to the PC. When the LB_BYT_E_B[0] - C_Enable pin goes low, the encoder will reset transfer_write_reg and transfer_write to low. The encoder goes back to waiting for the LB_BYT_E_B[0] - C_Enable to assert high.



```
//-----  
// Detect Transfer From Arduino  
//-----  
always @(posedge CLK_66 or negedge RST)  
begin  
    if (!RST)  
    begin  
        transfer_write_reg <= 1'b0;  
        transfer_write <= 1'b0;  
        transfer_write_byte <= 0;  
        TR_DIR_4 <= 1'b0; //1 = A to B; 0 = B to A  
        TR_OE_4 <= 1'b0;  
        LB_BYTE_D[0] <= start_stop_cntrl;  
        LB_BYTE_D[7:1] <= 7'b00000000;  
    end  
    else  
    begin  
        if(LB_BYTE_B[0] & !transfer_write_reg)  
        begin  
            TR_OE_4 <= 1'b1;  
            LB_BYTE_D <= 8'hz;  
            transfer_write_reg <= 1'b1;  
            transfer_write <= 1'b1;  
            transfer_write_byte <= LB_BYTE_C;  
        end  
        else if(LB_BYTE_B[0] & transfer_write_reg)  
        begin  
            transfer_write_reg <= 1'b1;  
            transfer_write <= 1'b0;  
        end  
        else if(!LB_BYTE_B[0] & transfer_write_reg)  
        begin  
            transfer_write_reg <= 1'b0;  
            transfer_write <= 1'b0;  
            transfer_write_byte <= 0;  
        end  
        else  
        begin  
            TR_DIR_4 <= 1'b0; //1 = A to B; 0 = B to A  
            TR_OE_4 <= 1'b0;  
            LB_BYTE_D[0] <= start_stop_cntrl;  
            LB_BYTE_D[7:1] <= 7'b00000000;  
        end  
    end  
end
```

The 8 bit transceivers are used to connect the +3.3Volt Input/Outputs of the CPLD to the +5Volt Input/Outputs of the Arduino. These 8 bit transceivers incorporate a Direction bit and an Output Enable bit. To guide signals from the CPLD to the Arduino, we turn the Direction bit to “B to A”

TR_DIR_1 <= 1'b0;

and the Output Enable on.

TR_OE_1 <= 1'b0; (Output Enables are asserted with a zero)



USB CPLD Development System User Manual

The start_stop_cntrl signal is set by using the TRANSFER_CONTROL state machine in the following section.

Next, we add a TRANSFER_CONTROL state machine to read the Control Register from the Host PC using the active_transfer EndTerm. This state machine will decode the 8 bit control register only after a sequence of three 8 bit bytes in the order of 0x5a, 0xc3, 0x7e. The operation of the state machine is as follows.

- The TRANSFER_CONTROL state machine will stay in the idle state of the parallel encoder until a byte from the active_transfer transfer_to_device register receives a 0x5a.
- This will cause the transfer_control_state to be changed to TRANSFER_CONTROL_HDR1.
- The state machine will stay in the TRANSFER_CONTROL_HDR1 state until the next byte is read from the active_transfer.
- If the byte from transfer_to_device is a 0xc3, the transfer_control_state will be changed to TRANSFER_CONTROL_HDR2.
- If the byte from transfer_to_device is not a 0xc3, the transfer_control_state will go back to idle.
- In the TRANSFER_CONTROL_HDR2 state , the state machine will stay in this state until the next byte from the active_transfer is received.
- If the byte from transfer_to_device is a 0x7e, the transfer_control_state will be changed to TRANSFER_DECODE_BYTE.
- If the byte from transfer_to_device is not a 0x7e, the transfer_control_state will go back to idle.
- In the TRANSFER_DECODE_BYTE state , the state machine will stay in this state until the next byte from the active_transfer.
- The next byte transferred from active_transfer will be decoded as the Control Register.

The bits of the Control Register are defined below.

Register	Bits	Description	Assertion
Control	0	Start Stop Cntrl	High
	1	Not Used	
	2	LED Reset	High
	3	Switch Reset	High
	4	Transfer In Loop Back	High
	5	Not Used	
	6	Not Used	
	7	Not Used	
	7	Not Used	



```
//-----
// State Machine: Control Register from Transfer In
//-----
always @(posedge CLK_66 or negedge RST)
begin
    if (!RST)
    begin
        transfer_in_received_reg <= 1'b0;
        transfer_control_state <= TRANSFER_CONTROL_IDLE;
        transfer_in_loop_back <= 1'b0;
        led_reset <= 1'b0;
        switch_reset <= 1'b0;
        start_stop_cntrl <= 1'b0;
    end
    else
    begin
        if(transfer_in_received & !transfer_in_received_reg)
        begin
            transfer_in_received_reg <= 1'b1;
            case(transfer_control_state)
                TRANSFER_CONTROL_IDLE:
                    if((transfer_in_byte == TRANSFER_CONTROL_BYTE1))
                        transfer_control_state <= TRANSFER_CONTROL_HDR1;
                    else if((transfer_in_byte != TRANSFER_CONTROL_BYTE1))
                        transfer_control_state <= TRANSFER_CONTROL_IDLE;
                    else
                        transfer_control_state <= TRANSFER_CONTROL_IDLE;
                TRANSFER_CONTROL_HDR1:
                    if((transfer_in_byte == TRANSFER_CONTROL_BYTE2))
                        transfer_control_state <= TRANSFER_CONTROL_HDR2;
                    else if((transfer_in_byte != TRANSFER_CONTROL_BYTE2))
                        transfer_control_state <= TRANSFER_CONTROL_IDLE;
                    else
                        transfer_control_state <= TRANSFER_CONTROL_HDR1;
                TRANSFER_CONTROL_HDR2:
                    if((transfer_in_byte == TRANSFER_CONTROL_BYTE3))
                        transfer_control_state <= TRANSFER_DECODE_BYTE;
                    else if((transfer_in_byte != TRANSFER_CONTROL_BYTE3))
                        transfer_control_state <= TRANSFER_CONTROL_IDLE;
                    else
                        transfer_control_state <= TRANSFER_CONTROL_HDR2;
                TRANSFER_DECODE_BYTE:
                begin
                    start_stop_cntrl <= transfer_in_byte[0];
                    led_reset <= transfer_in_byte[2];
                    switch_reset <= transfer_in_byte[3];
                    transfer_in_loop_back <= transfer_in_byte[4];
                    transfer_control_state <= TRANSFER_CONTROL_SET;
                end
                TRANSFER_CONTROL_SET:
                begin
                    transfer_control_state <= TRANSFER_CONTROL_IDLE;
                end
            endcase
        end
        else if(!transfer_in_received & transfer_in_received_reg)
            transfer_in_received_reg <= 1'b0;
    end
end
```



USB CPLD Development System User Manual

Next, up is the instantiation for the active_transfer_library. The ports include the input and output pins and the two buses that connect the active modules. These buses are the input UC_IN[23:0] and output UC_OUT[21:0].

```
//-----
// Instantiate the EPT Active Transfer Library
//-----

active_transfer_library    ACTIVE_TRANSFER_LIBRARY_INST
(
    .aa                      (aa),
    .bc_in                   (bc_in),
    .bc_out                  (bc_out),
    .bd inout                (bd inout),

    .UC_IN                   (UC_IN),
    .UC_OUT                  (UC_OUT)

);
```

Finally, we instantiate the Active EndTerms. For the Data Collection project, we only need active_transfer and active_trigger EndTerms. The uc_out port for both modules must be shared. Since they both drive this bus, a bus wide wired-or circuit is used so that they don't drive each other. The active_transfer EndTerm has a port for the address (uc_addr). This allows the PC to address up to 8 different modules. Just add a three bit address to this port and the PC must add this same address to communicate with this module.



```
//-----
// Instantiate the EPT Active Modules
//-----
wire [22*2-1:0] uc_out_m;
eptWireOR # (.N(2)) wireOR (UC_OUT, uc_out_m);
active_trigger ACTIVE_TRIGGER_INST
(
    .uc_clk      (CLK_IN),
    .uc_reset    (RST),
    .uc_in       (UC_IN),
    // .uc_out     (UC_OUT),
    .uc_out      (uc_out_m[ 0*22 +: 22 ]),
    .trigger_to_host (trigger_out),
    .trigger_to_device (trigger_in_byte)
);

active_transfer ACTIVE_TRANSFER_INST
(
    .uc_clk      (CLK_IN),
    .uc_reset    (RST),
    .uc_in       (UC_IN),
    // .uc_out     (UC_OUT),
    .uc_out      (uc_out_m[ 1*22 +: 22 ]),
    .start_transfer (transfer_out),
    .transfer_received (transfer_in_received),
    .uc_addr     (3'h2),
    .transfer_to_host (transfer_out_byte),
    .transfer_to_device (transfer_in_byte)
);
```

Next, we are ready to compile and synthesize.

7.1.9 CPLD: Compile/Synthesize the Project

The Quartus II application will compile/ synthesize the user code, active_transfer_library, and the active EndTerms. The result of this step is a file containing the CPLD code with “*.pof”. First, we need to create a project in the Quartus II environment. Follow the directions in the section: “Compiling, Synthesizing, and Programming CPLD”.

Bring up Quartus II, then use Windows Explorer to browse to c:/altera/xxx/quartus/qdesigns create a new directory called: “EPT_Data_Collector”.

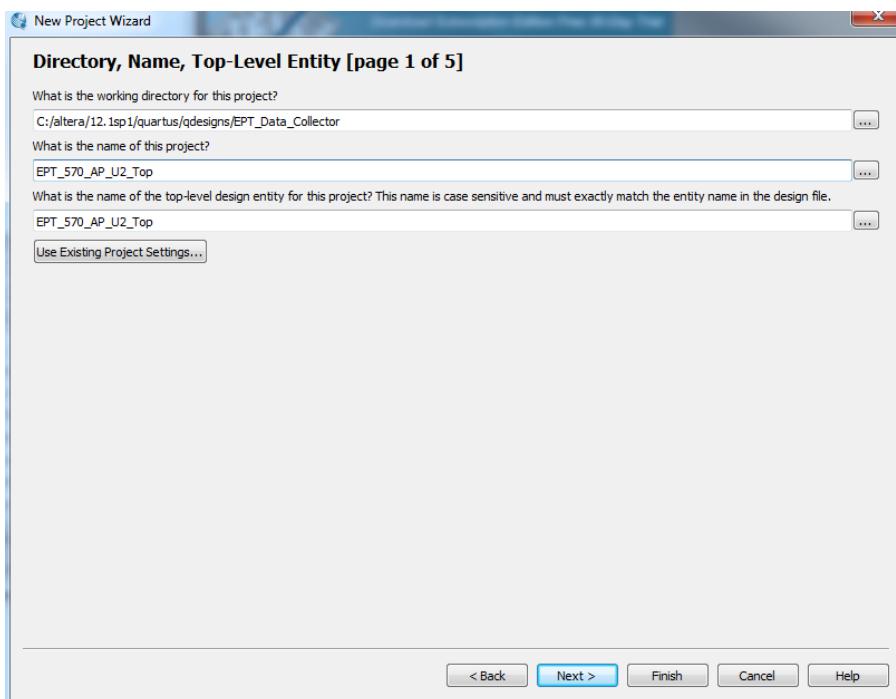


USB CPLD Development System User Manual



Open Quartus II by clicking on the icon .

Under Quartus, Select File->New Project Wizard. The Wizard will walk you through setting up files and directories for your project.

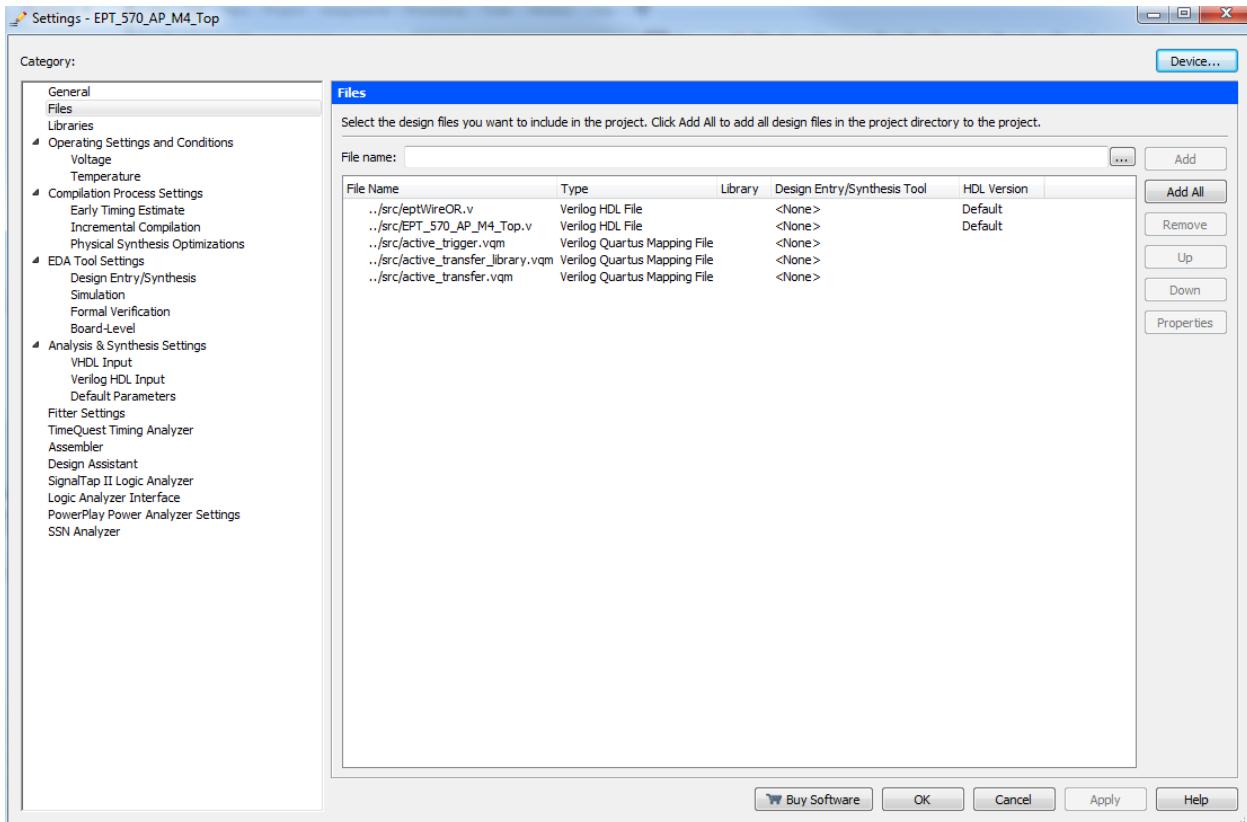


At the Top-Level Entity page, browse to the c:\altera\xxx\quartus\qdesigns\EPT_Data_Collector directory to store your project. Type in a name for your project “EPT_570_AP_M4_Top”.

Follow the steps up to Add Files. At the Add Files box, click on the Browse button and navigate to the project Data Collector install folder in the dialog box. Browse to the \Projects_HDL\EPT_570_AP_Data_Collector \EPT_570_AP_M4_Top folder of the EPT USB-CPLD Development System CD. Copy the files from the \src directory.

- Active_transfer.vqm
- Active_trigger.vqm
- Active_transfer_library.vqm
- eptWireOr.v
- EPT_570_AP_M4_Top.v

Add the files:



Continue following the instructions by adding a device and finishing the project instantiation. Then, bring up the Pin Planner.

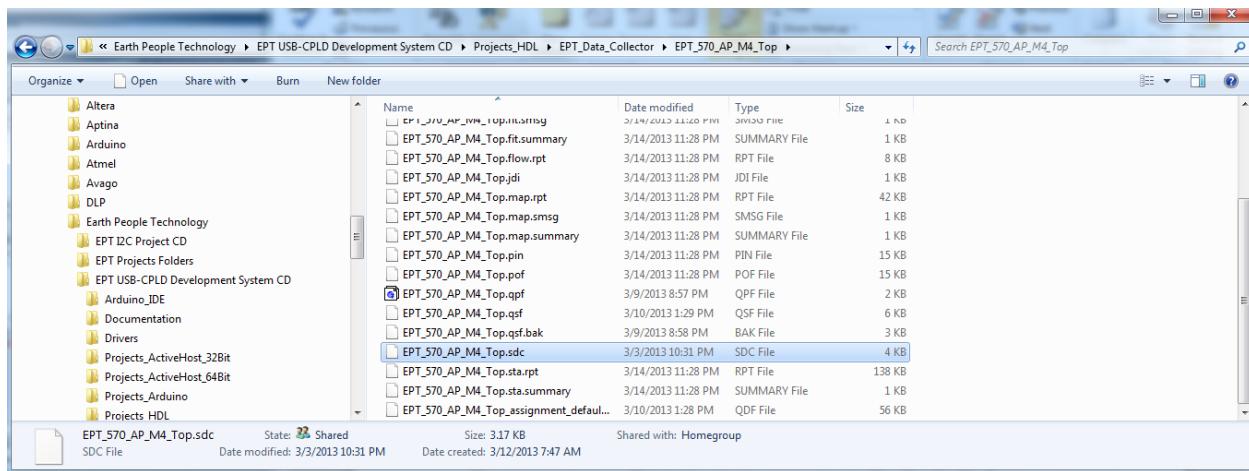
- Under Assignments, Select Import Assignments.
- At the Import Assignment dialog box, browse to the `\Projects_HDL\EPT_Data_Collector\EPT_570_AP_U2_Top` folder of the EPT USB-CPLD Development System CD. Select the Quartus Specification file, “`EPT_570_AP_M4_Top.qsf`” file.
- Click Ok. Under Assignments, Select Pin Planner. Verify the pins have been imported correctly.

Next, we need to add the Synopsys Design Constraint file. This file contains timing constraints which forces the built in tool called TimeQuest Timing Analyzer to analyze the path of the synthesized HDL code with setup and hold times of the internal registers. It takes note of any path that may be too long to appropriately meet the timing qualifications. For more information on TimeQuest Timing Analyzer, see

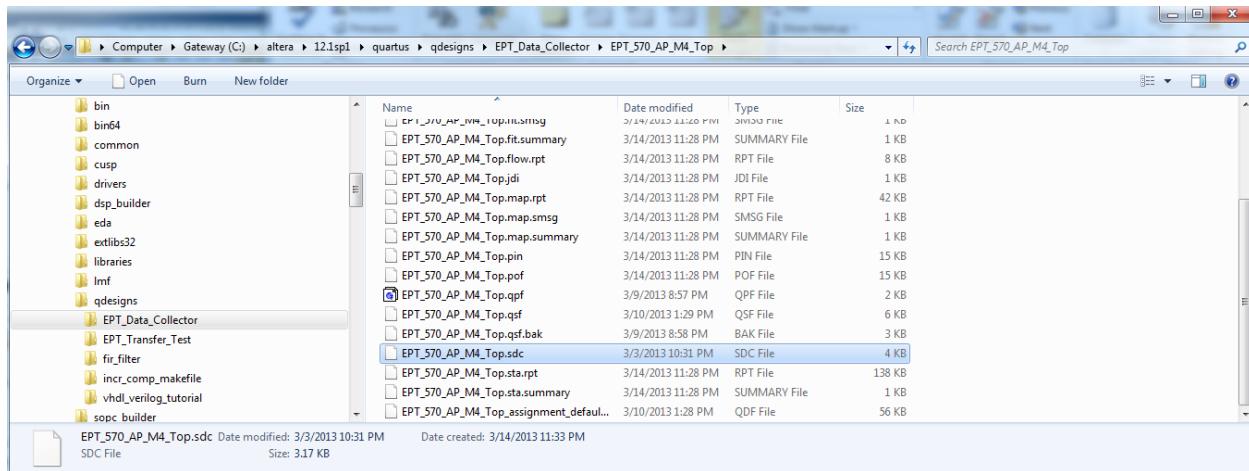
USB CPLD Development System User Manual

http://www.altera.com/literature/hb/qts/qts_qii53018.pdf?GSA_pos=1&WT.oss_r=1&WT.oss=TimeQuest Timing Analyzer

Browse to the \Projects_HDL\EPT_Data_Collector \Altera_EPM570_M4 folder of the EPT USB-CPLD Development System CD. Select the “EPT_570_AP_M4_Top.sdc” file.



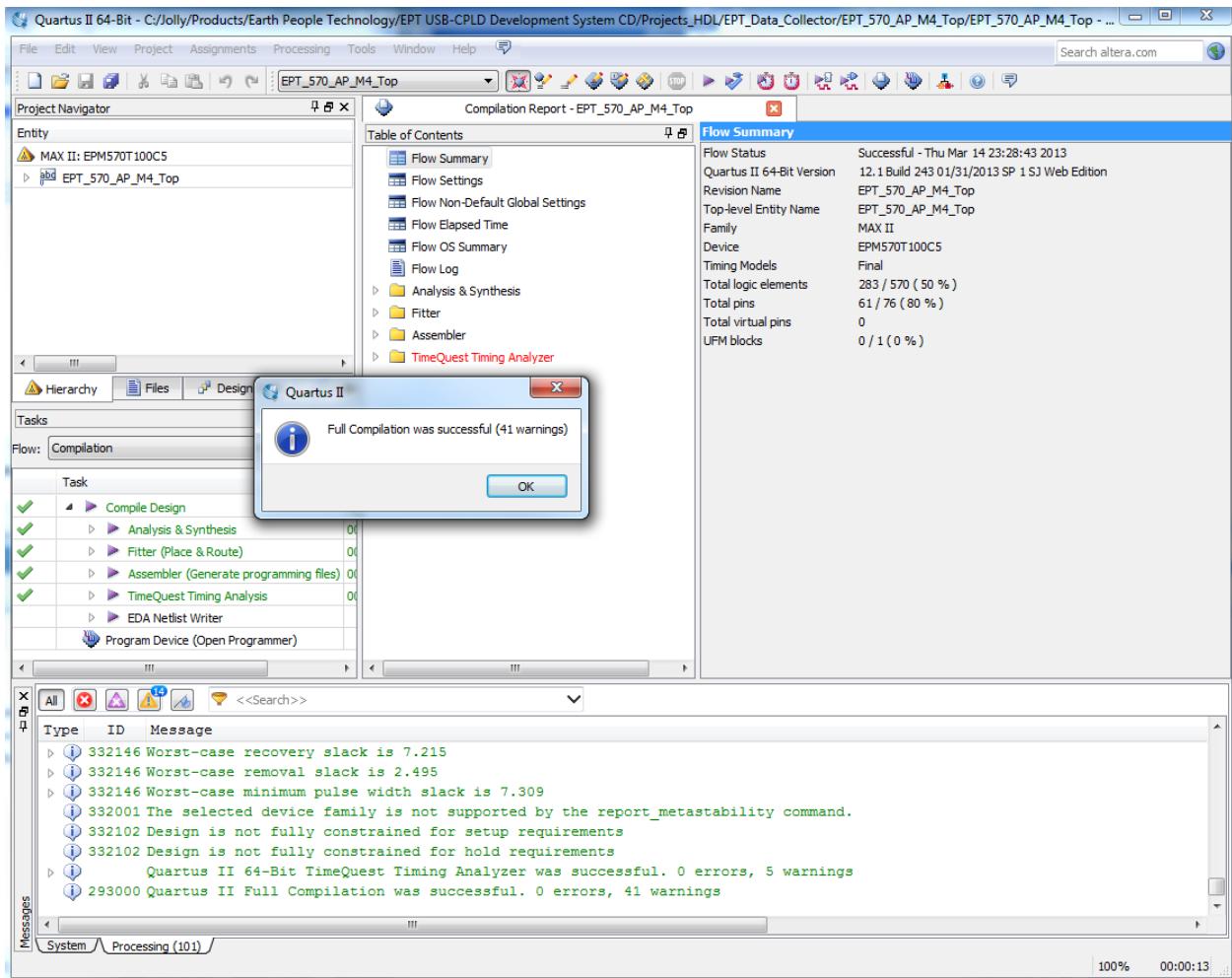
Copy the file and browse to c:\altera\xxx\quartus\qdesigns\EPT_Data_Collector directory. Paste the file.



and select the Start Compilation button.



This will cause the compile and synthesis process. After successful completion, the screen should look like the following:

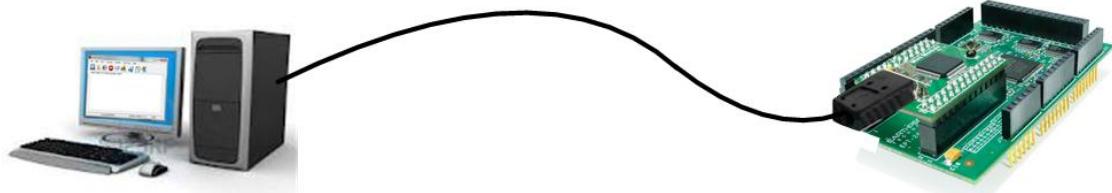


If the synthesis fails, you will see the failure message in the message window. Note that in addition to fatal errors, the compile process can produce “warnings” which do not necessarily prevent execution of the code but which should be corrected eventually.

At this point the project has been successfully compiled, synthesized and a programming file has been produced. See the next section on how to program the CPLD.

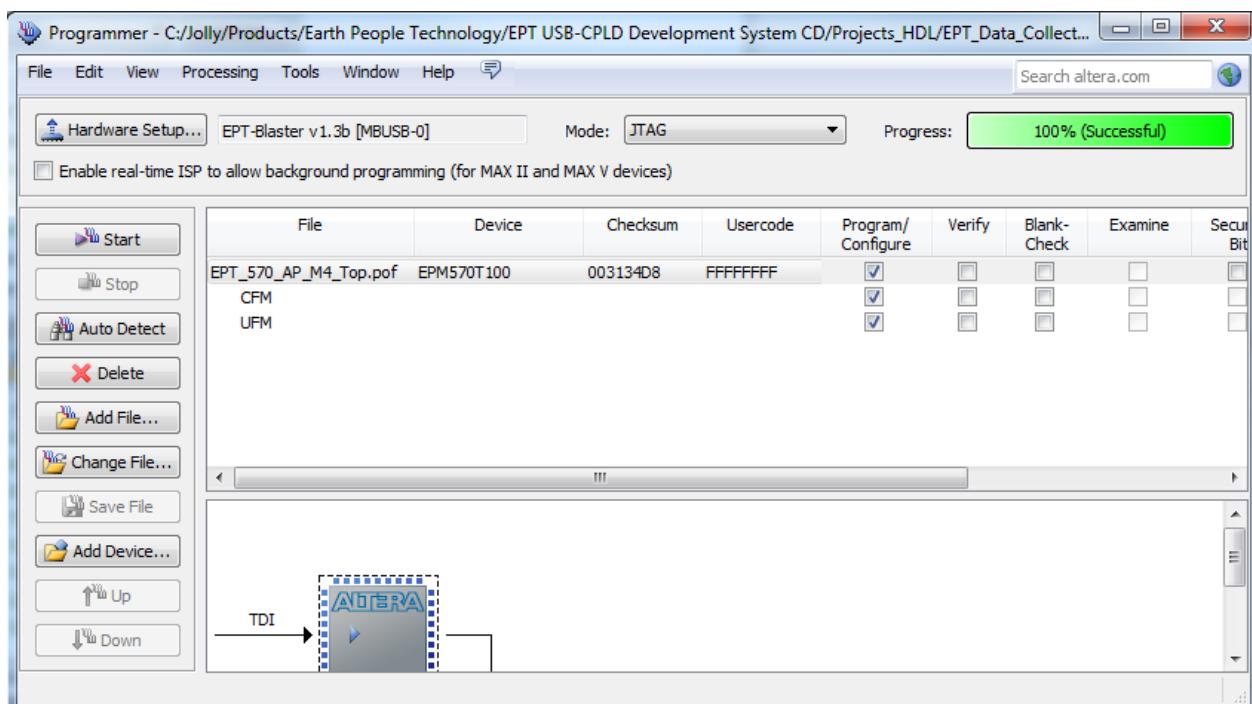
7.1.10 CPLD: Program the CPLD

The final step is programming the “*.pof” file into the CPLD. Follow the section: “Programming the CPLD”.



- Connect the EPT-570-AP to the PC,
- Open up Quartus II,
- Open the programmer tool
- In the upper left corner of the Programmer Tool, there is a button labeled “Hardware Setup”. Verify that EPT-Blaster v1.3b” has been selected. If not, go to the section JTAG DLL Insert to Quartus II and follow the directions.
- Check the box under Program/Configure
- Click the Start button.

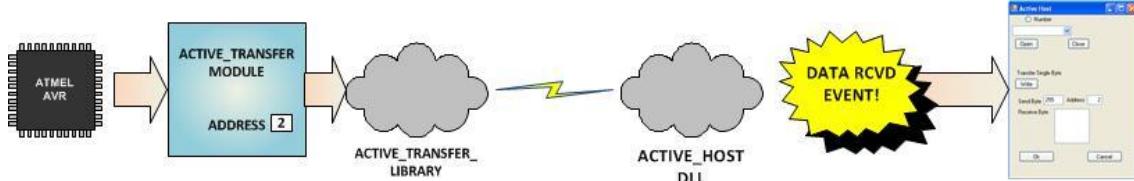
When the programming is complete, the Progress bar will indicate success.



At this point, the EPT-570-AP is programmed and ready for use.

7.1.11 PC: Design the Project

The final piece of the Data Collection Sampler is the PC application. This application will fetch the data from the CPLD of the EPT-570-AP and display it on the screen. It includes user code, windows form, and the Active_Host DLL.



The Active_Host DLL is designed to transfer data from the CPLD when it becomes available. The data will be stored into local memory of the PC, and an event will be triggered to inform the user code that data is available from the addressed module of the CPLD. This method, from the user code on the PC, makes the data transfer transparent. The data just appears in memory and the user code will direct the data to a textbox on the Windows Form.

The Data Collector project will perform the following functions.

- Find EPT-570-AP Device.
- Open EPT-570-AP Device.
- Start the Arduino data collection process.
- Wait for data from EPT-570-AP.
- Display data from EPT-570-AP in textbox.

7.1.12 PC: Coding the Project

The user code is based on the .NET Framework and written in C#. The language is great for beginners as it is a subset of the C++ language. It has the look and feel of the familiar C language but adds the ease of use of classes, inheritance and method overloading. C# is an event based language which changes the method of writing code for this project. See the section “Assembling, Building, and Executing a .NET Project on the PC” for a better description of event based language programming.

To start the project, follow the section “Assembling, Building, and Executing a .NET Project on the PC”. Use the wizard to create project called “Data_Collector”. When the wizard completes, the C# Express main window will look like the following.

```

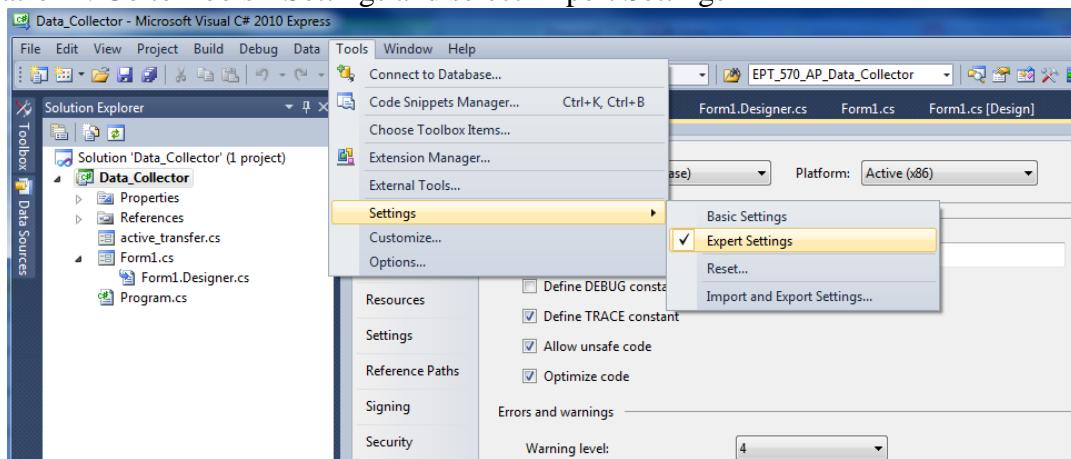
using System;
using System.Drawing;
using System.Collections;
using System.Windows.Forms;
using System.Data;
using System.Threading;
using System.Runtime.InteropServices;
using System.Diagnostics;

namespace Data_Collector
{
    public partial class Data_Collector : System.Windows.Forms.Form
    {
        public Data_Collector()
    }
}

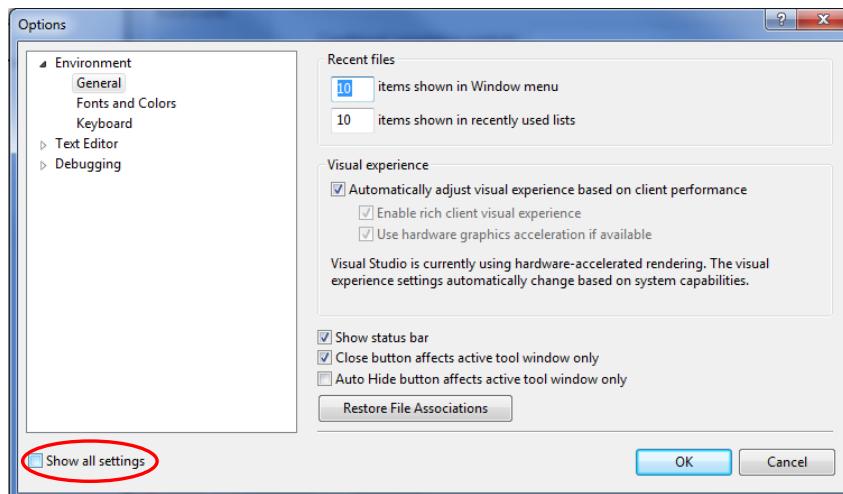
```

These statements setup the namespace and the class for the project. There are several other files that are created by the wizard such as Form1.Designer.cs, Program.cs, Form1.resx. We don't need to go into these support files, we will just focus on the Form1.cs as this is where all the user code goes.

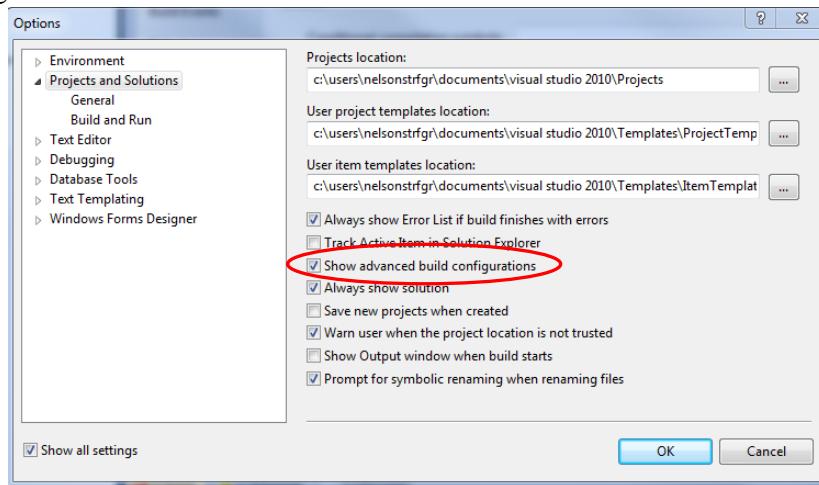
The project environment must be set up correctly in order to produce an application that runs correctly on the target platform. Visual C# Express defaults new projects to 32 bits. If your OS is a 64 bit platform, use the following directions to set up a 64 bit project. First, we need to tell C# Express to produce 64 bit code if we are running on a x64 platform. Go to Tools->Settings and select Expert Settings



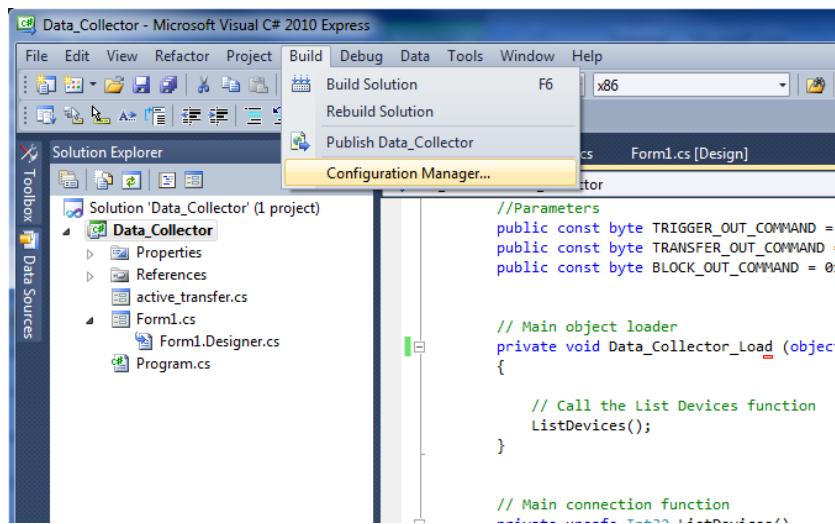
Go to Tools->Options, locate the “Show all settings” check box. Check the box.



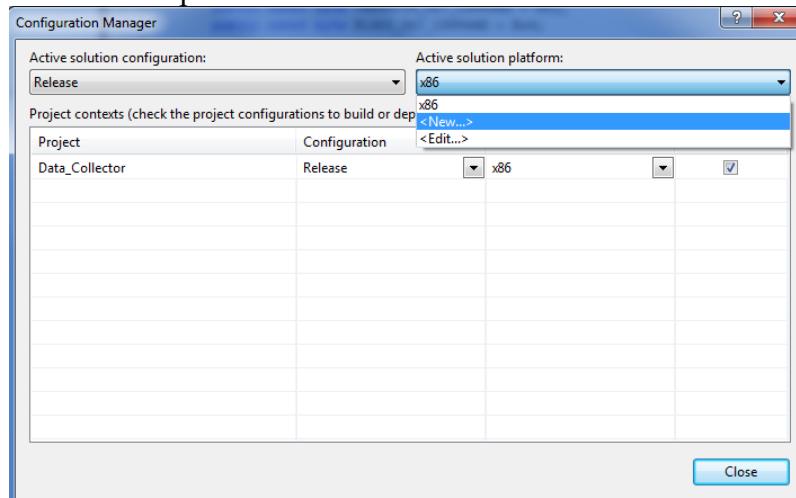
In the window on the left, go to “Projects and Solutions”. Locate the “Show advanced build configurations” check box. Check the box.



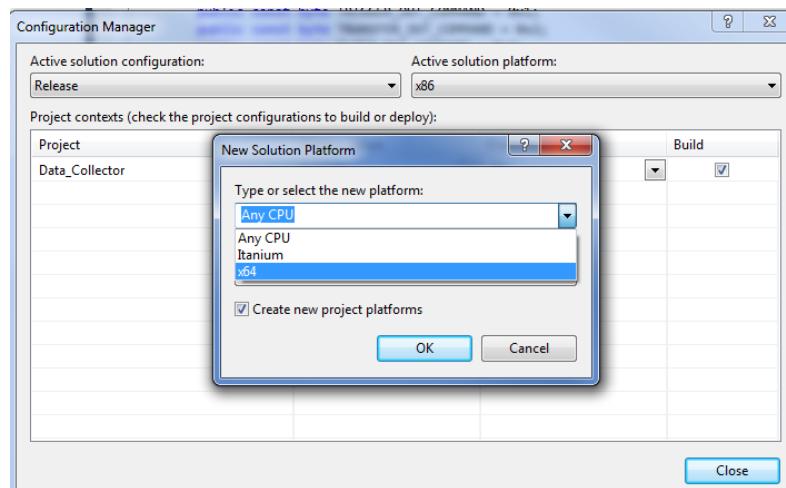
Go to Build->Configuration Manager.



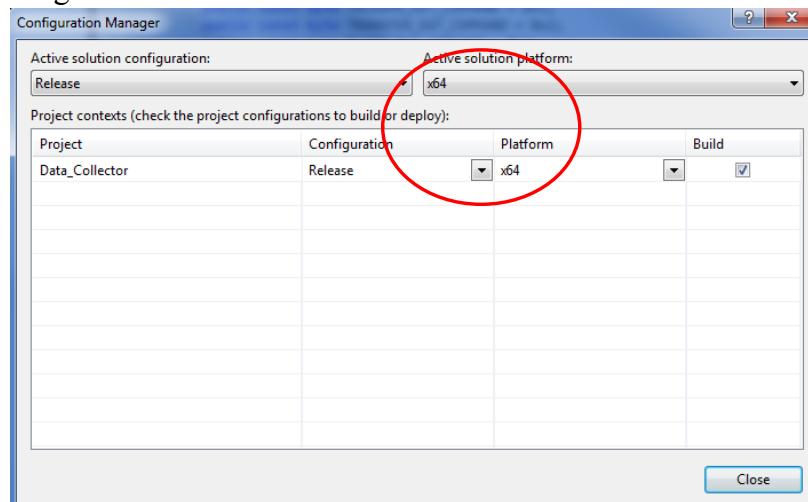
In the Configuration Manager window, locate the “Active solution platform:” label, select “New” from the drop down box.



In the New Solution Platform window, click on the drop down box under “Type or select the new platform:”. Select “x64”.

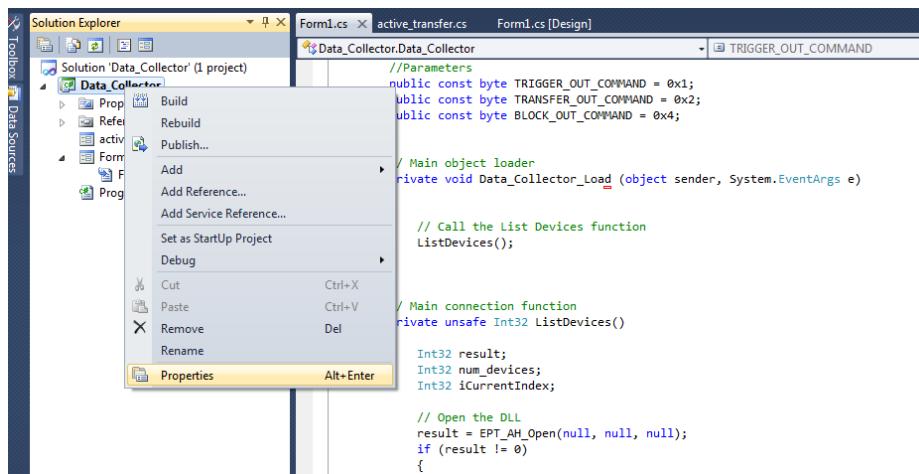


Click the Ok button. Verify that the “Active Solution Platform” and the “Platform” tab are both showing “x64”.

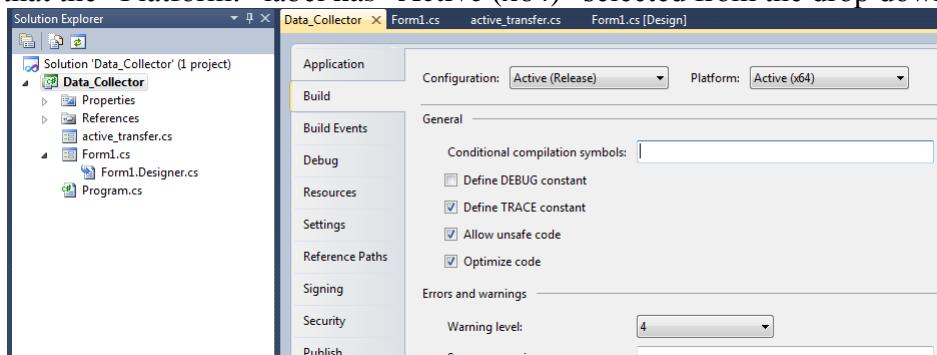


Click Close.

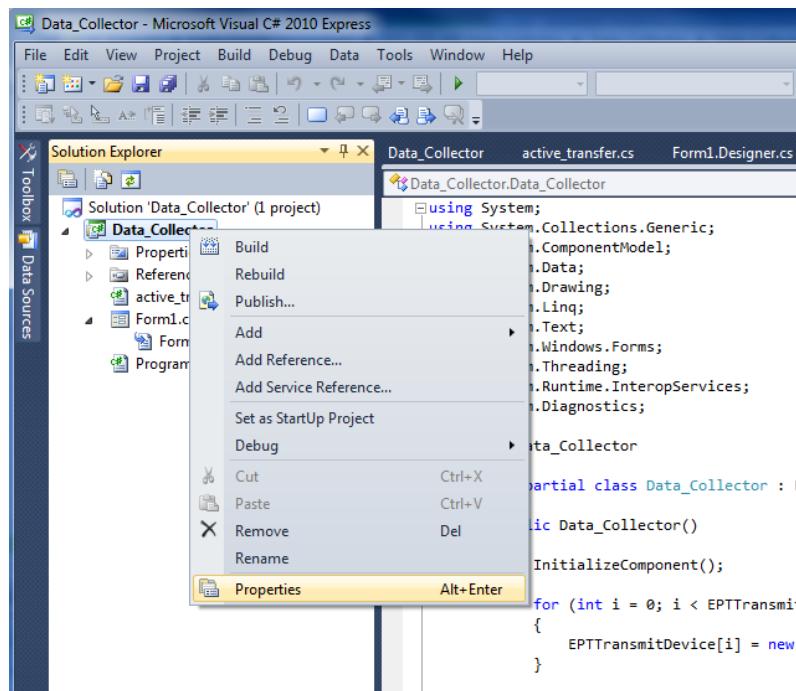
Then, using the Solution Explorer, you can right click on the project, select Properties and click on the Build tab on the right of the properties window.



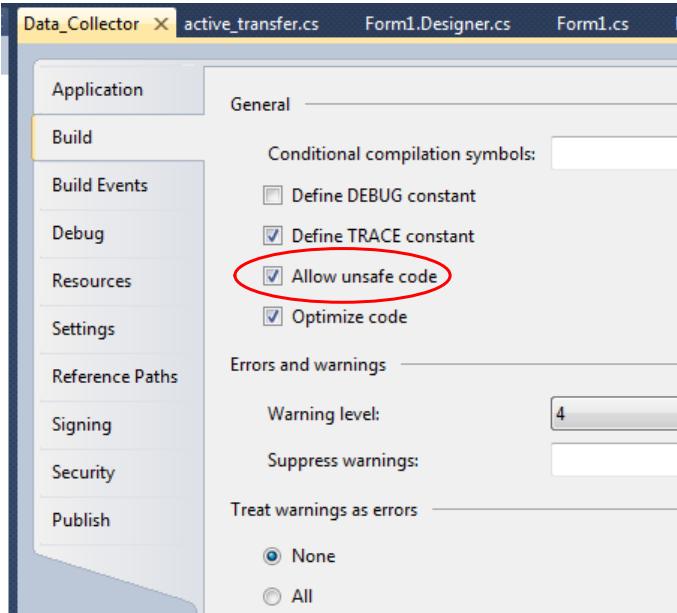
Verify that the “Platform:” label has “Active (x64)” selected from the drop down box.



Next, unsafe code needs to be allowed so that C# can be passed pointer values from the Active Host. Right click on the “Data Collector” project in the Solution Explorer. Select Properties.



Click on the Build tab and locate the “Allow unsafe code” check box. Check the box



Now we are ready to start coding.

Next, we add two classes for our device. One class stores the information useful for our device for Transmit to the EndTerms such as, address of module, length of transfer etc.



```
//Create an array of the Transfer Class for device  
Transfer[] EPTTransmitDevice = new Transfer[8];
```

The next class is used to store parameters for receiving data from the device.

```
//Create a Receive object of the Transfer Class.  
Transfer EPTReceiveData = new Transfer();
```

The first function called when the Windows Form loads up is the Data_Collector_Load(). This function is called automatically upon the completion of the Windows Form, so there is no need to do anything to call it. Once this function is called, it in turn calls the ListDevices().

```
// Main object loader  
private void Data_Collector_Load (object sender, System.EventArgs e)  
{  
    // Call the List Devices function  
    ListDevices();  
}
```

The ListDevices() function calls the EPT_AH_Open() function to load up the ActiveHost Dll. Next, it calls EPT_AH_QueryDevices() which searches through the registry files to determine the number of EPT devices attached to the PC. Next, EPT_AH_GetDeviceName() is called inside a for loop to return the ASCII name of each device attached to the PC. It will automatically populate the combo box, cmbDevList with all the EPT devices it finds.



```
// List Devices| function
private unsafe Int32 ListDevices ()
{
    Int32 result;
    Int32 num_devices;
    Int32 icurrentIndex;

    // Open the DLL
    result = EPT_AH_Open(null, null, null);
    if (result != 0)
    {
        MessageBox.Show("Could not attach to the ActiveHost library");
        return 0;
    }

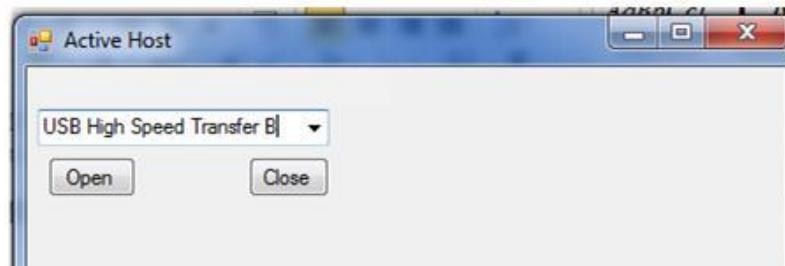
    // Query connected devices
    num_devices = EPT_AH_QueryDevices();

    //Prepare the Combo box for population
    icurrentIndex = cmbDevList.SelectedIndex;
    cmbDevList.Items.Clear();

    // Go through all available devices
    for (device_index = 0; device_index < num_devices; device_index++)
    {
        String str;
        str = Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceName(device_index));
        cmbDevList.Items.Add(str);
    }
    return 0;
}
```

The user will select the device from the drop down combo box. This value can be sent to the OpenDevice() function using the button Click of the Open button.

```
// Open the device
if (EPT_AH_OpenDeviceByIndex(device_index) == false)
{
    printf("Could not open device %s\n", EPT_AH_GetDeviceName(device_index));
    exit(0);
}
```



The device_index variable is used to store the index of the device selected from the combo box. This variable is passed into the EPT_AH_OpenDeviceByIndex(). This



USB CPLD Development System User Manual

process is started by the user clicking on the “Open” button. If the function is successful, the device name is displayed in the label, labelDeviceCnt. Next, the device is made the active device and the call back function is registered using the RegisterCallBack() function. Finally, the Open button is grayed out and the Close button is made active.

```
// Open the device
public unsafe Int32 OpenDevice()
{
    device_index = (int)cmbDevList.SelectedIndex;
    if (EPT_AH_OpenDeviceByIndex(device_index) == 0)
    {
        String message = "Could not open device " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceName(device_index)) + ", " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceSerial(device_index));
        MessageBox.Show(message);
        return 0;
    }
    else
    {
        labelDeviceCnt.Text = "Connected to device " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceName(device_index)) + ", " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetDeviceSerial(device_index));
    }

    // Make the opened device the active device
    if (EPT_AH_SelectActiveDeviceByIndex(device_index) == 0)
    {
        String message = "Error selecting device: %s " +
            Marshal.PtrToStringAnsi((IntPtr)EPT_AH_GetLastError());
        MessageBox.Show(message);
        return 0;
    }

    // Register the read callback function
    RegisterCallBack();
    btnOpenDevice.Enabled = false;
    btnCloseDevice.Enabled = true;
    return 0;
}
```

Next, the callback function is populated. This function will be called from the Active Host dll. When the EPT Device has transferred data to the PC, the callback function will do something with the data and command.



USB CPLD Development System User Manual

```
// Actual callback function which will read messages coming from the EPT device
unsafe void EPTReadFunction(Int32 device_id, Int32 device_channel, byte command, byte payload,
{
    byte* message = data;

    // Select current device
    EPT_AH_SelectActiveDeviceByIndex(device_id);

    //Add command and device_channel to the receive object
    EPTReceiveData.Command = ((command & COMMAND_DECODE) >> 3);
    EPTReceiveData.Address = device_channel;

    //Check if the command is Block Receive. If so,
    //use Marshalling to copy the buffer into the receive
    //object
    if (EPTReceiveData.Command == BLOCK_OUT_COMMAND)
    {
        EPTReceiveData.Length = data_size;
        EPTReceiveData.cBlockBuf = new Byte[data_size];

        Marshal.Copy(new IntPtr(message), EPTReceiveData.cBlockBuf, 0, data_size);
    }
    else
    {
        EPTReceiveData.Payload = payload;
    }
    EPTParseReceive();
}
```

Because the callback function communicates directly with the dll and must pass pointers from the dll to the C#, marshaling must be used. Marshaling is an advanced topic and will not be covered in this manual.

When EPTReadFunction() callback is called and passed parameters from the Active Host dll, it populates the EPTReceiveData object. It then calls EPTParseReceive() function. This function uses a case statement to call the TransferOutReceive() function.

```
private void EPTParseReceive()
{
    switch (EPTReceiveData.Command)
    {
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        default:
            break;
    }
}
```

TransferOutReceive() creates a string from the EPTReceiveData.Payload parameter. Then sends the string to the textbox, tbDataBytes.



USB CPLD Development System User Manual

```
public void TransferOutReceive()
{
    string WriteRcvChar = "";
    WriteRcvChar = String.Format("{0}", (int)EPTReceiveData.Payload);
    tbDataBytes.AppendText(WriteRcvChar + " ");
}
```

Controls such as buttons are added to the Form1.cs[Design] window which allow turning on and off signals. These include

- btnWriteByte
- btnTransferReset
- btnOk
- btnClose
- btnResetBlock

Refer to section 6.1.4 Adding Controls to the Project for details about using the ToolBox to place controls on a design. The btnWriteByte click event calls the EPT_AH_SendTransferControlByte(). This function is used to turn on/off bits in the Control Register in the CPLD code. The btnWriteByte will set the start_stop_cntrl signal in the CPLD to one. This signal starts the Arduino Data Collector sending its random word to the CPLD.

```
private void btnWriteByte_Click(object sender, EventArgs e)
{
    int address_to_device;
    address_to_device = Convert.ToInt32(tbAddress.Text);
    EPT_AH_SendTransferControlByte((char)2, (char)1);
}
```

The btnTransferReset sets the start_stop_cntrl bit in the Control Register to zero. This action will cause the Arduino Data Collector to stop sending the random word to the CPLD.

```
private void btnTransferReset_Click(object sender, EventArgs e)
{
    int address_to_device;
    address_to_device = Convert.ToInt32(tbAddress.Text);
    EPT_AH_SendTransferControlByte((char)address_to_device, (char)0);
}
```

The btnResetBlock button will clear the tbDataBytes textblock. The Clear() method is inherited from the textbox class.

```
private void btnResetBlock_Click(object sender, EventArgs e)
{
    tbDataBytes.Clear();
}
```



USB CPLD Development System User Manual

The btnOk and btnCancel buttons are used to end the application. It calls the function EPT_AH_CloseDeviceByIndex() to remove the device from the Active Host dll. The buttons btnOpen and btnCancel have their Enabled parameter set to true and false respectively. The Enabled parameter controls whether the button is allowed to launch an event or not. If it is not enabled, the button is grayed out. At the end of each click event, the Application.Exit() method is called. This exits the form.

```
private void btnOk_Click(object sender, EventArgs e)
{
    EPT_AH_CloseDeviceByIndex(device_index);
    btnOpenDevice.Enabled = true;
    btnCancelDevice.Enabled = false;

    lblDeviceConnected.Text = "";
    Application.Exit();
}

private void btnCancel_Click(object sender, EventArgs e)
{
    EPT_AH_CloseDeviceByIndex(device_index);
    btnOpenDevice.Enabled = true;
    btnCancelDevice.Enabled = false;

    lblDeviceConnected.Text = "";
    Application.Exit();
}
```

This is all that is needed for the Data Collector project. The Arduino will generate a random 8 bit word. It then transmits that word to the CPLD using the A0 (WRITE_ENABLE) signal. The CPLD transmits the 8 bit word to the PC using the ACTIVE TRANSFER module of the Active_Transfer Library. The dll reads the 8 bit word into local memory. It then calls the Callback function, EPTReadFunction. The 8 bit is finally displayed to screen using the MessageBox.Show().

7.1.13 PC: Compiling the Active Host Application

Building the Data_Collector project will compile the code in the project and produce an executable file. It will link all of the functions declared in the opening of the Data_Collector Class with the Active Host dll. The project will also automatically link the FTD2XX.dll to the object code. Follow section: Assembling, Building, and Executing a .NET Project on the PC. Browse to the \Projects_ActiveHost_xxBit\EPT_Data_Collector\Data_Collector\ folder of the EPT USB-CPLD Development System CD. Copy the following files into the project.

- Active_transfer_xxx.cs
- Data_Collector.csproj



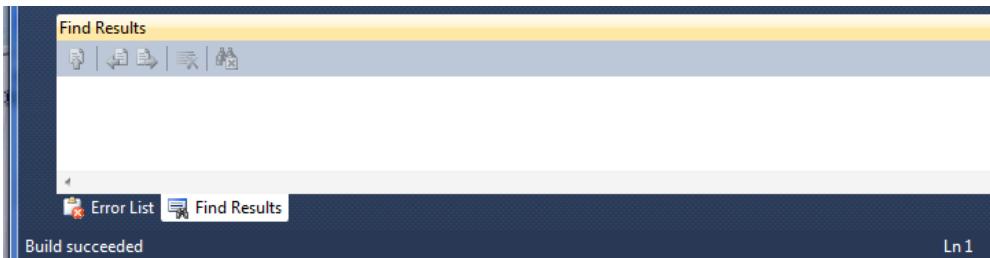
- Data_Collector.csproj.user
- Form1.cs
- Form1.Designer.cs
- Program.cs

To build the project, go to Debug->Build Solution.

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Windows.Forms;
using System.Threading;
using System.Runtime.InteropServices;
using System.Diagnostics;

namespace Data_Collector
{
    public partial class Data_Collector : Form
    {
        public Data_Collector()
        {
            InitializeComponent();
        }
    }
}
```

The C# Express compiler will start the building process. If there are no errors with code syntax, function usage, or linking, then the environment responds with “Build Succeeded”.

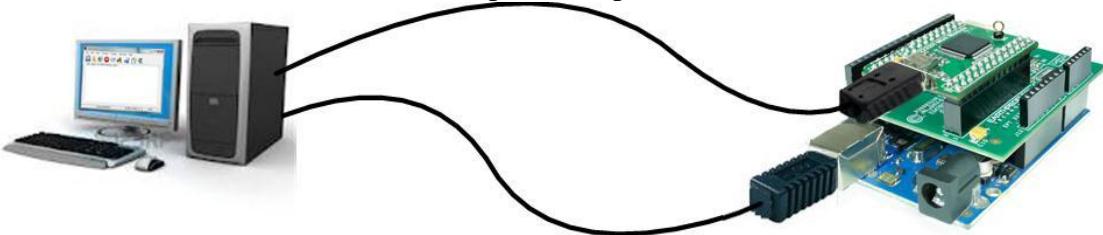


If the build fails, you will have to examine each error in the “Error List” and fix it accordingly. If you cannot fix the error using troubleshooting methods, post a topic in the Earth People Technology Forum. All topics will be answered by a member of the technical staff as soon as possible.

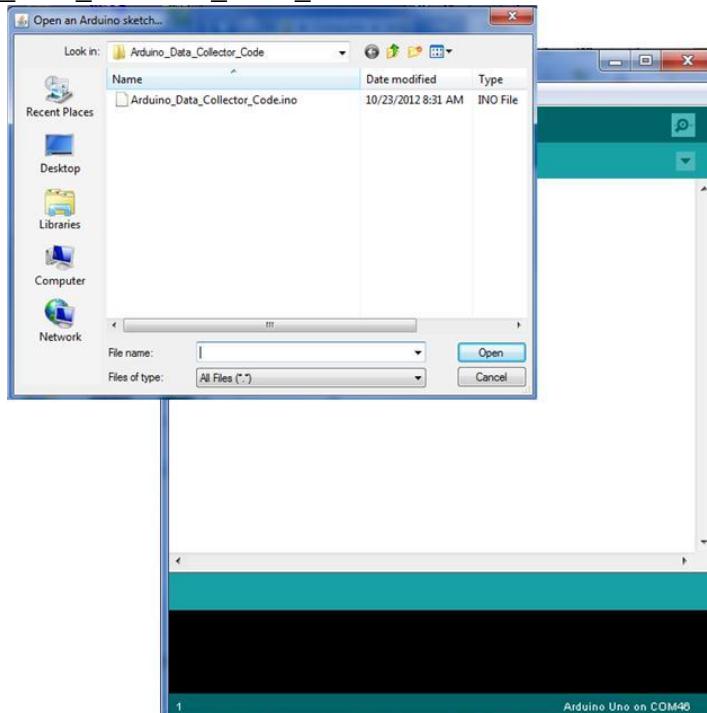
At this point, the environment has produced an executable file and is ready for testing. Next, we will connect everything together and see it collect data and display it.

7.1.14 Connecting the Project Together

Now we will connect the Arduino, EPT 570-AP-M4, and the PC to make a Data Collector. First, connect a USB cable from a USB port on the PC to the Arduino. Second, connect a USB cable from an open USB port on the PC to the EPT 570-AP-M4.



Next, open the Arduino IDE and select File->Open and select your sketch created earlier, Arduino_Data_Collector_Code_M4.ino.



Select the file and click Open. The sketch will now populate the Arduino IDE window. Compile and Download the sketch into the Arduino microcontroller using the Upload button.



USB CPLD Development System User Manual

The screenshot shows the Arduino IDE interface with the title bar "Arduino_Data_Collector_Code_M4 | Arduino 1.0.1". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for upload, download, and search. The main window displays the C++ code for the "Arduino_Data_Collector_Code_M4" sketch. The code includes comments for copyright, data collector random seed, and platform information. It defines variables for startStopBit, count, ledPin, inPin8, and C_Enable. The setup() function initializes port A as outputs and sets pins for C_Enable, ledPin, and inPin8. The code ends with a message "Done Saving." at the bottom. At the bottom right of the IDE window, it says "Arduino Uno on COM4".

```
/*
Copyright Earth People Technology Inc. 2013

Data Collector Random Seed

Platform: EPT-570-AP-M4

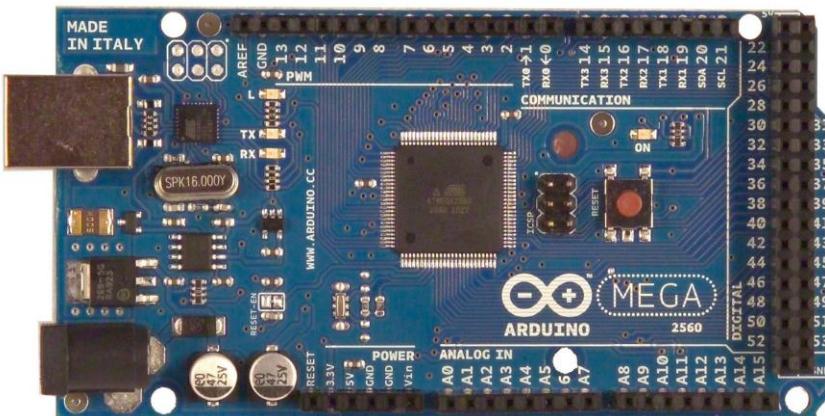
*/
int startStopBit = 0;
int count = 0;
int ledPin = 13;
int inPin8 = 19;
int C_Enable = 37;

void setup()
{
    DDRA = B1111111; //Set Port A as outputs
    PORTA &= B1111111; //Turn on Port A pins

    pinMode(C_Enable, OUTPUT);
    pinMode(ledPin, OUTPUT);
    pinMode(inPin8, OUTPUT);
}

Done Saving.
```

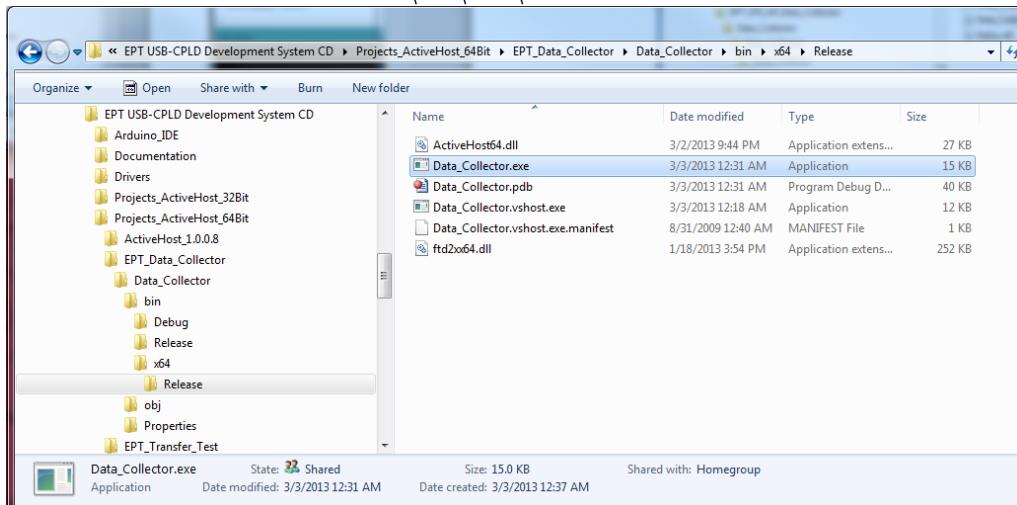
The Arduino IDE will compile the project, then transmit the machine level code into the ATmega328 SRAM to start the program. When this is complete, the Yellow L LED will blink about once per second.



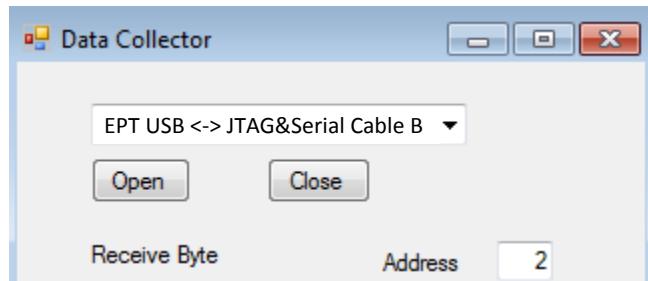
If this LED is blinking at the rate of once per second, the Arduino and the Data Collector project are ready for the EPT 570-AP-M4 code.

The CPLD should already be programmed with its Data Collector Project. If it isn't, follow the instructions in section 3.1.10.

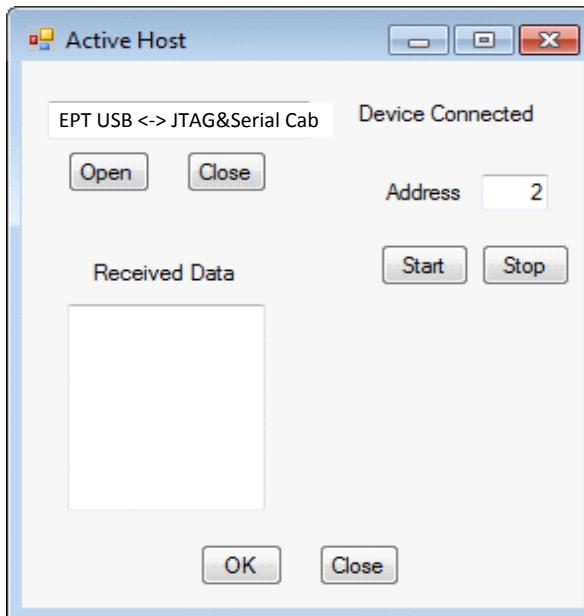
Open the EPT Data Collector on the PC by browsing to the Data Collector project folder. Locate the executable in the \bin\x64\Release folder.



Initiate the application by double clicking the application icon in the \Release folder of the project. The application will open and automatically load the Active Host dll. The application will locate the EPT 570-AP-M4 device. Next, the combo box at the top will be populated with the name of the device.

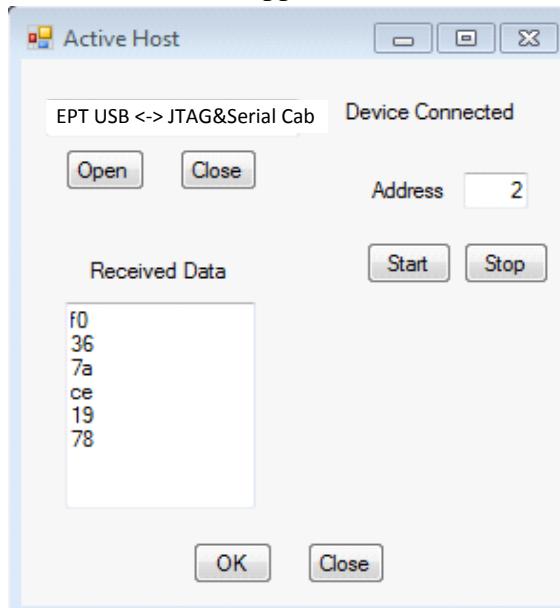


Select the EPT 570-AP device and click the Open button. If the Active Host application connects to the device, a label will indicate "Device Connected". Next, select the address of the Active Transfer module in the CPLD. In our case it is "2".



7.1.15 Testing the Project

To test our Data Collector project, just click on the Start button. As soon as the device connects, the data from the Arduino will appear in the received data textBox.



And that's all there is to the Data Collector Project. It's up to the user to use this project as a base to create much larger projects. You can easily make a volt meter using this project by turning off the Random number generator in the Arduino and reading the



USB CPLD Development System User Manual

Analog Pins. Also, reformat the textBox display that it shows in decimal instead of the Hexadecimal display.

8 Hyper Serial Port (HSP) Application

Communication with the CPLD code from the PC is effected through the Hyper Serial Port which transmits to and from the CPLD via the FT245/Side B channel. Note that the Hyper Serial Port does not download any information for storage in the CPLD memory, but merely sends and receives signals to and from the active library modules in the CPLD. The EPT USB-CPLD system permits up to eight separate trigger, byte transfer and block transfer modules to be loaded in the CPLD via the Quartus II software system.

HSP also provides a visual control and interface window with a variety of control options available. Details are provided at the HSP website, <http://earthpeopletechnology.com/> where the software may be downloaded to a user's PC.

8.1 Summary of Hyper Serial Port (HSP) Capabilities

HyperSerialPort is a serial terminal emulator which has built in tools to assist developers of embedded electronics to quickly diagnose problems associated with the design and programming of microcontrollers. It is built on the Microsoft .NET Framework 4.0 and designed for Windows 7, 32-bit. It has been tested also with Windows XP. Various embedded electronics evaluation tools are included in HSP. These are briefly described in the following sub-sections.

8.2 Embedded Scripting Evaluator

The Embedded Scripting Evaluator allows developers to run Python scripts within the HSP environment. This will allow users to develop real time feedback loops to mimic processor-to-device communications. The user could write a script to emulate an I2C device and use an embedded processor to communicate with the I2C device and debug communication errors. Caution must be used when using this mode. HSP does not put any restrictions on using Python scripts and thus user scripts could be generated which could damage the OS. Care must be used when writing Python scripts in this mode.

HSP contains an embedded scripting evaluator which enables Python scripts to be used to generate commands to read and write to the CPLD trigger and active transfer modules in the CPLD. Details of the Python language are given at <http://www.python.org/>. IronPython is an implementation of the Python language for operation within the Microsoft .NET environment. Details of the IronPython



USB CPLD Development System User Manual

implementation are given at <http://www.python.org/>. Notepad++ is a useful text editor for generating and editing the Python scripts.

8.3 Send Character Timer

The Send Character Timer Function allows the user to send a repeating character or string at a timed sequence over the serial port. This function utilizes the high resolution property of Windows 7 OS. This will allow the timer to reach up to 700 microseconds between characters sent. Some caution must be exercised with timed sequences in the Windows 7 OS. This operating system is a non-deterministic operating system. This means it cannot guarantee the timer will expire at 700 microseconds for each sequence.

8.4 External Trigger

The External Trigger function will pause the incoming characters on a serial port until a selected character or string appears on the selected trigger serial stream. This allows the user to capture an event that may be difficult to see when a serial stream is continuously updating the serial terminal window.



USB CPLD Development System User Manual

APPENDIX I

List of Abbreviations and Acronyms

EPT	Earth People Technology
FIFO	First In – First Out
FTDI	Future Technology Device International
HSP	Hyper Serial Port
I2C	Inter-Integrated Circuit
JTAG	Joint Test Action Group
PC	Personal Computer
CPLD	Complex Programmable Logic Device
USB	Universal Serial Bus

APPENDIX II

Details of the Altera EPM570 CPLD