Altera Monitor Program
Tutorial for ARM

For Quartus II 13.1

1 Introduction

This tutorial presents an introduction to the Altera Monitor Program that can be used to compile, assemble, download and debug programs for ARM® Cortex-A9 processor, which is a processor implemented as a hardware block in Altera's Cyclone® V SoC FPGA devices. The tutorial is intended for a user who wishes to use an ARM-based system on an Altera Development and Education board. It gives step-by-step instructions that illustrate the features of the Monitor Program. In addition to supporting the ARM-based programs, the Monitor Program can also be used with the Nios II-based programs. For this application, consult the tutorial *Altera Monitor Program for Nios II*.

The Monitor Program is a software application which runs on a host PC, and communicates with an ARM-based hardware system on an FPGA board. It can be used to compile/assemble an ARM software application, download the application onto the FPGA board, and then debug the running application. It provides features that allow the user to:

- Set up an ARM project that specifies a desired hardware system and software program
- Download the hardware system onto an FPGA board
- Compile software programs, specified in assembly language or C, and download the resulting machine code into the hardware system
- Display the machine code stored in memory
- Run the ARM processor, either continuously or by single-stepping instructions
- Examine and modify the contents of processor registers
- Examine and modify the contents of memory, as well as memory-mapped registers in I/O devices
- Set breakpoints that stop the execution of a program at a specified address, or when certain conditions are met

The process of downloading and debugging an ARM program requires an FPGA board that contains the ARM *hard processor system* (HPS) hardware. In this tutorial it is assumed that the reader has access to the Altera DE1-SoC Development and Education board, connected to a computer that has Quartus II and Nios II Embedded Design Suite (EDS) software installed. Although a reader who does not have access to an FPGA board will not be able to execute the Monitor Program commands described in the tutorial, it should still be possible to follow the discussion.

The screen captures in this tutorial were obtained using version 13.1 of the Monitor Program; if other versions of the software are used, some of the images may be slightly different.

1.1 Who should use the Monitor Program

The Monitor Program is intended to be used in an educational environment by professors and students. It is not intended for commercial use.

2 Installing the Monitor Program

The Monitor Program is released as part of Altera's University Program Design Suite (UPDS). Before the UPDS can be installed on a computer, it is necessary to first install Altera's Quartus II CAD software (either the Web Edition or Subscription Edition) and the Nios II Embedded Design Suite (EDS). This release (13.1) of the Monitor Program can be used only with version 13.1 of the Quartus II software and Nios II EDS. This software can be obtained from the *Download Center* on Altera's website at *www.altera.com*. To locate version 13.1 of the software for downloading, it may be necessary to click on the item *All Design Software* in the section of the download page labeled *Archives*. Once the Quartus II software and Nios II EDS are installed, the Altera UPDS can be installed.

Note that if the Quartus II software is re-installed at some future time, then it will be necessary to re-install the Monitor Program at that time.

2.1 Using a Windows Operating System

When using a Windows operating system, perform the following:

1. Install the Altera UPDS from the University Program section of Altera's website. It can be found by going to *www.altera.com* and clicking on *University Program* under *Training*. Once in the University Program section, use the navigation links on the page to select *Educational Materials* > *Software Tools* > *Altera Monitor Program*. Then click on the *EXE* item in the displayed table, which links to an installation program called *altera_upds_setup.exe*. When prompted to Run or Save this file, select Run.
2. The first screen of the installer is shown in Figure 1. Click on the Next button.
3. The installer will display the License Agreement; if you accept the terms of this agreement, then click I Agree to continue.
4. The installer now displays the root directory where the Altera University Program Design Suite will be installed. Click Next.
5. The next screen, shown in Figure 2, lists the components that will be installed, which include the Monitor Program software and University Program IP Cores. These IP Cores provide a number of I/O device circuits that can be used in hardware systems to be implemented on the FPGA board.
6. The installer is now ready to begin copying files. Click Install to proceed and then click Next after the installation has been completed. If you answered Yes when prompted about placing a shortcut on your Windows Desktop, then an icon  is provided on the Desktop that can be used to start the Monitor Program.
7. Now, the Altera's University Program Design Suite is successfully installed on your computer, so click Finish to finish the installation.

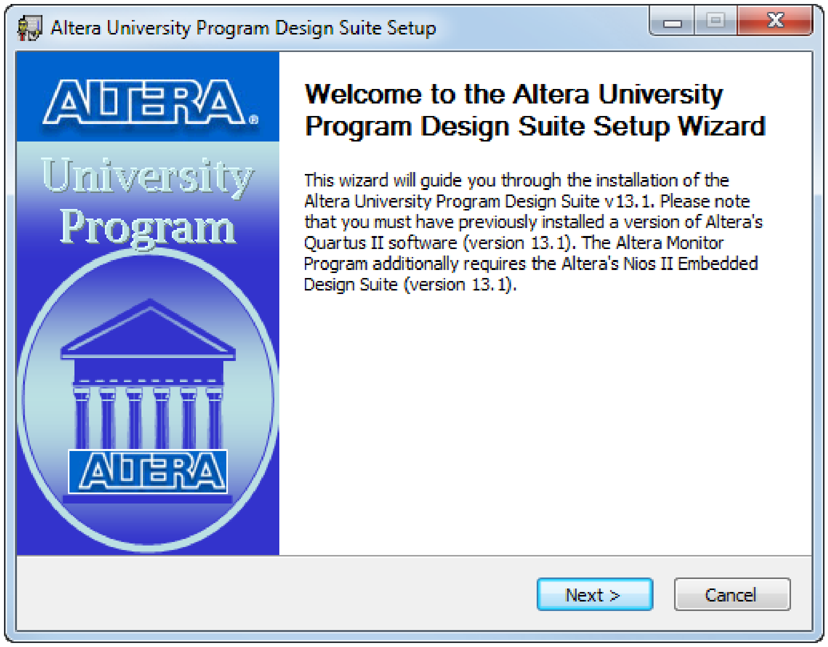

Figure 1. Altera UPDS Setup Program.

8. Should an error occur during the installation procedure, a pop-up window will suggest the appropriate action. Possible errors include:
   - Quartus II software is not installed or the Quartus II version is incorrect (only version 13.1 is supported by this release of the Monitor Program).
   - Nios II EDS software is not installed or the version is incorrect (only version 13.1 is supported).

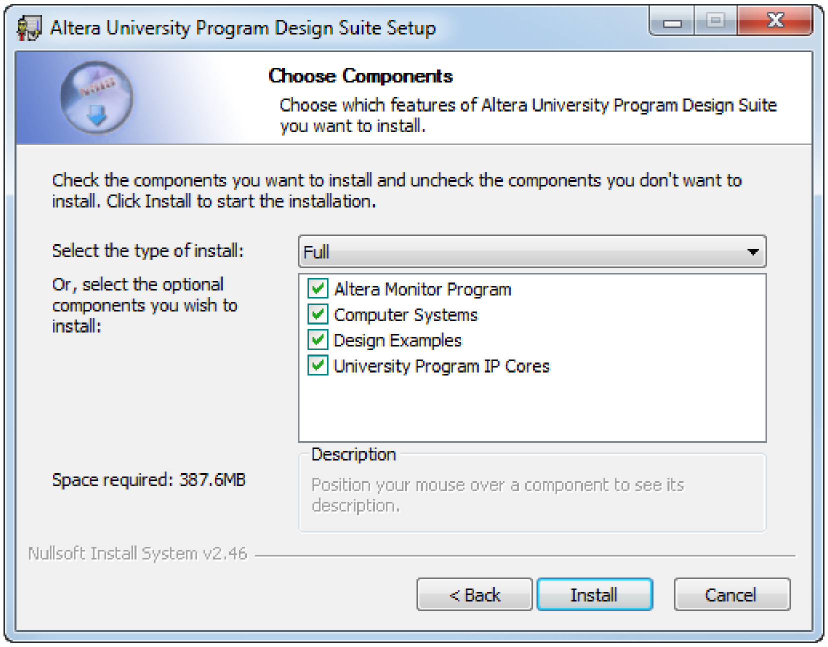

Figure 2. The components that will be installed.

2.2 Using a Linux Operating System

When using a Linux operating system, perform the following:

1. Install the Altera UPDS from the University Program section of Altera's website. It can be found by going to *www.altera.com* and clicking on *University Program* under *Training*. Once in the University Program section, use the navigation links on the page to select *Educational Materials* > *Software Tools* > *Altera Monitor Program*. Then click on the TAR item in the displayed table, which links to an installation tarball called *altera_upds_setup.tar*. Save this file to a directory of your choosing.
2. Using a console, navigate to the directory to which the file was saved. Extract the contents of *altera_upds_setup.tar* using the following command: **tar -xf altera_upds_setup.tar**.
3. Among the extracted files is a shell script named *install_altera_upds* which will be used to install the UPDS. Ensure that the script is executable by using the following command: **chmod +x install_altera_upds**.
4. Run the installation script with superuser privileges by using the following command: **sudo ./install_altera_upds**.
5. Follow the instructions displayed by the script to complete the installation.

3 Main Features of the Monitor Program

Each ARM software application that is developed with the Altera Monitor Program is called a *project*. The Monitor Program works on one project at a time and keeps all information for that project in a single directory in the file system. The first step is to create a directory to hold the project's files. To store the design files for this tutorial, we will use a directory named *Monitor_Tutorial*. The running example for this tutorial is a simple assembly-language program that controls some lights on a DE1-SoC board.

If you are using a Windows operating system, then start the Monitor Program software either by double-clicking its icon on the Windows Desktop or by accessing the program in the Windows Start menu under Altera > University Program > Altera Monitor Program. You should see a display similar to the one in Figure 3.

If you are using a Linux operating system, then start the Monitor Program software by running the *altera-monitor-program* shell script located in *<path to Altera software>/University Program/Monitor Program/bin*. You should see a display similar to the one in Figure 3.

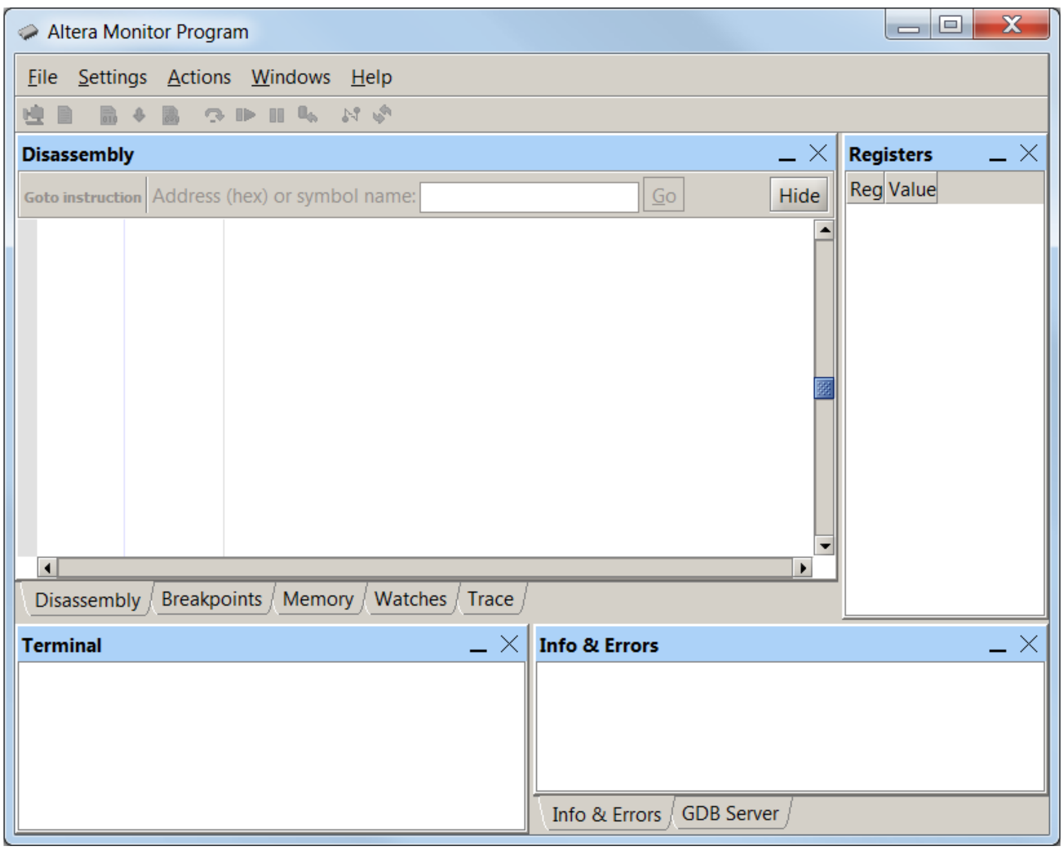

Figure 3. The main Monitor Program display.

This display consists of several windows that provide access to all of the features of the Monitor Program, which the user selects with the computer mouse. Most of the commands provided by the Monitor Program can be accessed by using a set of menus that are located below the title bar. For example, in Figure 3 clicking the left mouse button on the File command opens the menu shown in Figure 4. Clicking the left mouse button on the entry Exit exits from the Monitor Program. In most cases, whenever the mouse is used to select something, the left button is used. Hence we will not normally specify which button to press.

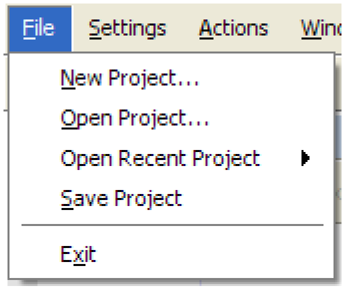

Figure 4. An example of the File menu.

For some commands it is necessary to access two or more menus in sequence. We use the convention Menu1 > Menu2 > Item to indicate that to select the desired command the user should first click the mouse button on Menu1, then within this menu click on Menu2, and then within Menu2 click on Item. For example, File > Exit uses the mouse to exit from the Monitor Program. Many commands can alternatively be invoked by clicking on an icon displayed in the Monitor Program window. To see the command associated with an icon, position the mouse over the icon and a tooltip will appear that displays the command name.

It is possible to modify the organization of the Monitor Program display in Figure 3 in many ways. Section 7 shows how to move, resize, close, and open windows within the Monitor Program display.

3.1 Creating a Project

To start working on an ARM software application we first have to create a new project, as follows:

1. Select File > New Project to open the *New Project Wizard*, which leads to the screen in Figure 5. The Wizard presents a sequence of screens for defining a new project. Each screen includes a number of dialogs, as well as a message area at the bottom of the window. The message area is used to display error and information messages associated with the dialogs in the window. Double-clicking the mouse on an error message moves the cursor into the dialog box that contains the source of the error.

   In Figure 5 we have specified the file system directory *D:\Monitor_Tutorial* and the project name *Monitor_Tutorial*. For simplicity, we have used a project name that matches the directory name, but this is not required.

   If the file system directory specified for the project does not already exist, a message will be displayed indicating that this new directory will be created. To select an existing directory by browsing through the file system, click on the Browse button. Note that a given directory may contain at most one project.

   The Monitor Program can be used with either an ARM-based system or a Nios II-based system. The choice of a processor is made in the window in Figure 5 in the box labeled Architecture. We have chosen the ARM Cortex-A9 architecture for this tutorial.

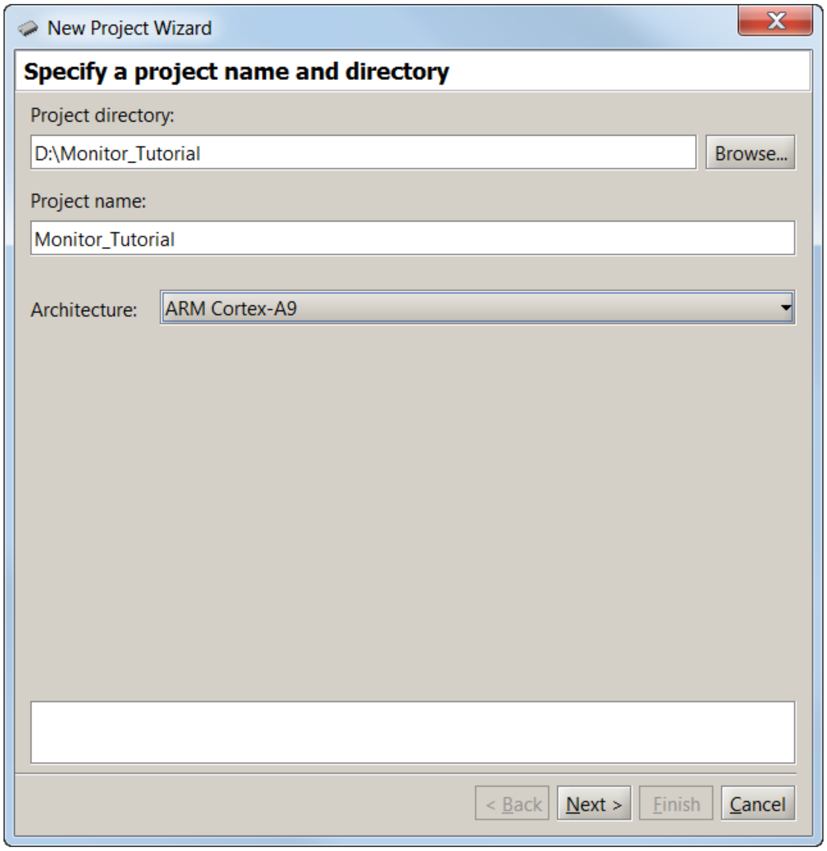

Figure 5. Specifying the project directory and name.

2. Click Next to advance to the window shown in Figure 6, which is used to specify a particular system. A hardware system to be implemented on the FPGA board is usually generated by using Altera's Qsys tool. Information about creating systems using Qsys can be found in the *Introduction to the Altera Qsys System Integration Tool* tutorial, which is available in the University Program section of Altera's website.

   A system designed and generated by using Quartus II and its Qsys tool is described in *SOPCInfo* and *SOF* files. The former gives a high-level description of the system. The latter represents the FPGA circuit that implements the designed system; this file can be downloaded into the FPGA chip on the board that is being used.

   The drop-down list on the Select a system pane can be used to choose the system to be used in the project. There are three possibilities: a prebuilt DE1-SoC Computer system, a custom system created by the user, and a generic ARM Cortex-A9 System.

   The Monitor Program includes a prebuilt computer system for the DE1-SoC boards, called the DE1-SoC Computer, which includes a number of interfaces to input/output devices implemented in the FPGA fabric of the chip. This computer was created using Quartus II and its Qsys tool. It is represented by *.sopcinfo* and *.sof* files which are automaticaly included when this computer is selected.

   If a custom system is selected, then the user must manually specify the *.sopcinfo* and *.sof* files that define the

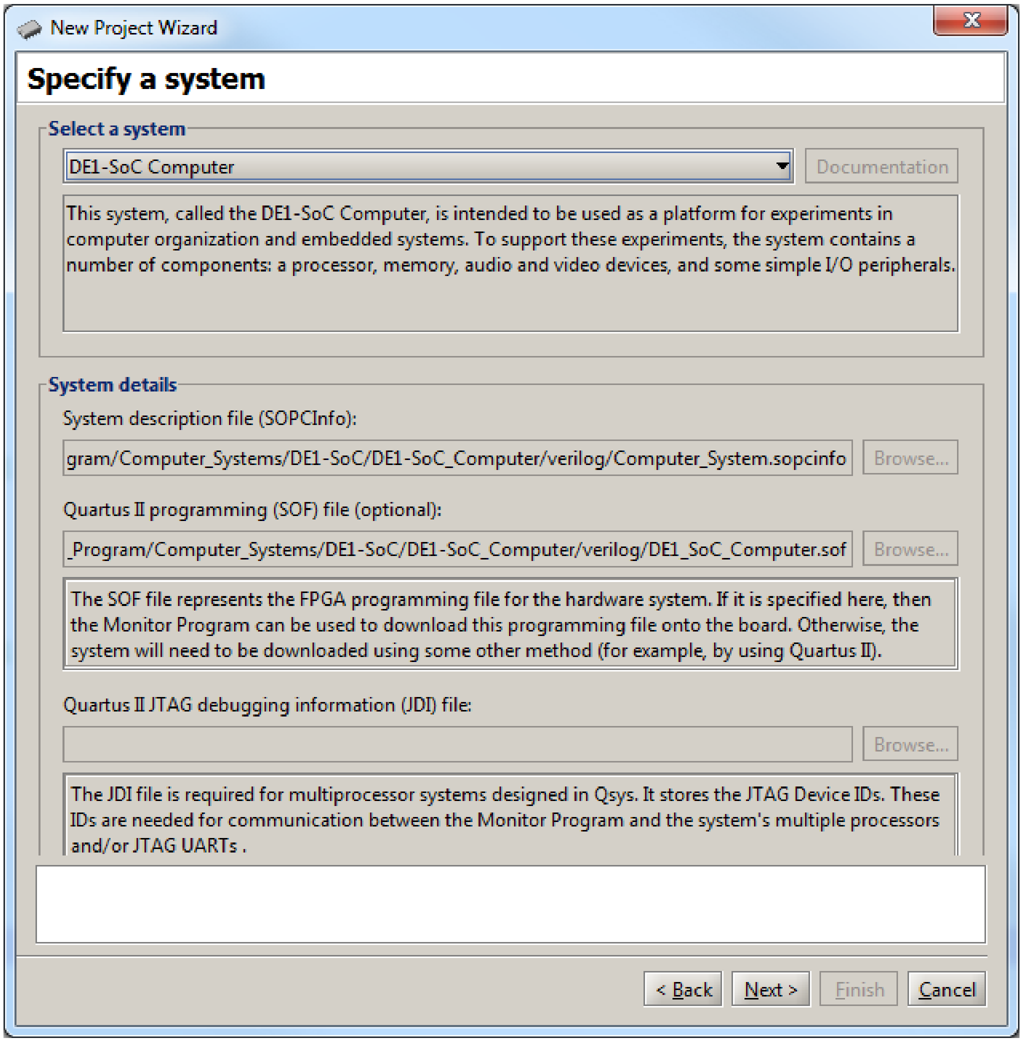

Figure 6. Specifying the desired hardware system.

required system in the System details pane.

The third option is to use the generic ARM Cortex-A9 system. In this case no design files are used, and only the resources that are directly associated with the HPS part of the FPGA device are available. For example, application programs that do not involve resources implemented in the FPGA fabric can be run using this system.

For this tutorial we have chosen DE1-SoC Computer, as depicted in Figure 6. In the top right corner of the screen there is a Documentation button. Clicking on this button opens a user guide that provides all information needed for developing ARM programs for the DE1-SoC Computer, such as the memory map for addressing all of the I/O devices in the system. This file can also be accessed at a later time by using the command Settings > System Settings and then clicking on the Documentation button.

3. Click Next to advance to the screen in Figure 7, which is used to specify the program source files that are

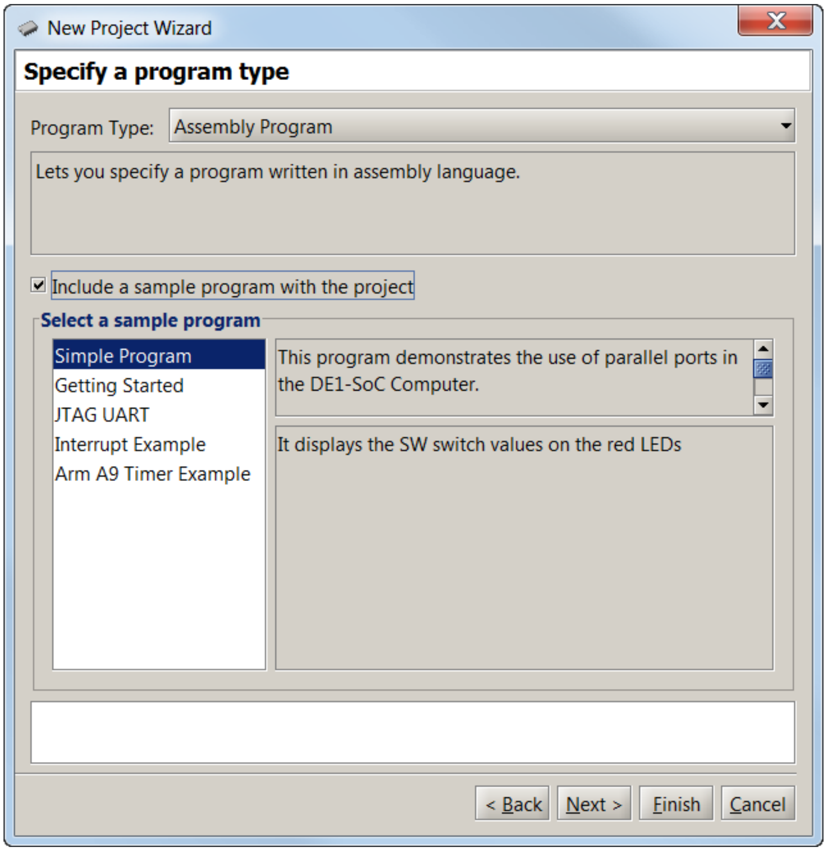

Figure 7. Selecting a program type and sample program.

associated with the project. The Program Type drop-down list can be used to select one of the following program types:

- Assembly Program: allows the Monitor Program to be used with ARM assembly-language code.
- C Program: allows the Monitor Program to be used with C code.
- AXF, ELF or SREC File: allows the Monitor Program to be used with a precompiled program, in AXF, ELF or SREC format.
- No Program: allows the Monitor Program to connect to the ARM hardware system without first loading a program; this can be useful if one wants to examine the current state of some I/O devices without running an actual program.

For our example, set the program type to Assembly Program. When the DE1-SoC computer has been selected for the project, as we did in Figure 6, it is possible to click on the selection Include a sample program with the project. As illustrated in Figure 7, several sample assembly-language programs are available for this prebuilt computer. For our tutorial select the program named *simple_program*. This is a very simple program which continuously reads the state of the slider switches on the DE1-Soc board and displays their state on the red LEDs. The source code for the program is:

```
.text
.equ      LEDs, 0xFF200000
.equ      SWITCHES, 0xFF200040
.global _start
_start:
          LDR    R1, =LEDs          /* Address of red LEDs. */
          LDR    R2, =SWITCHES      /* Address of switches. */
LOOP:     LDR    R3, [R2]           /* Read the state of switches. */
          STR    R3, [R1]           /* Display the state on LEDs. */
          B      LOOP
.end
```

Click Next to advance to the screen in Figure 8.

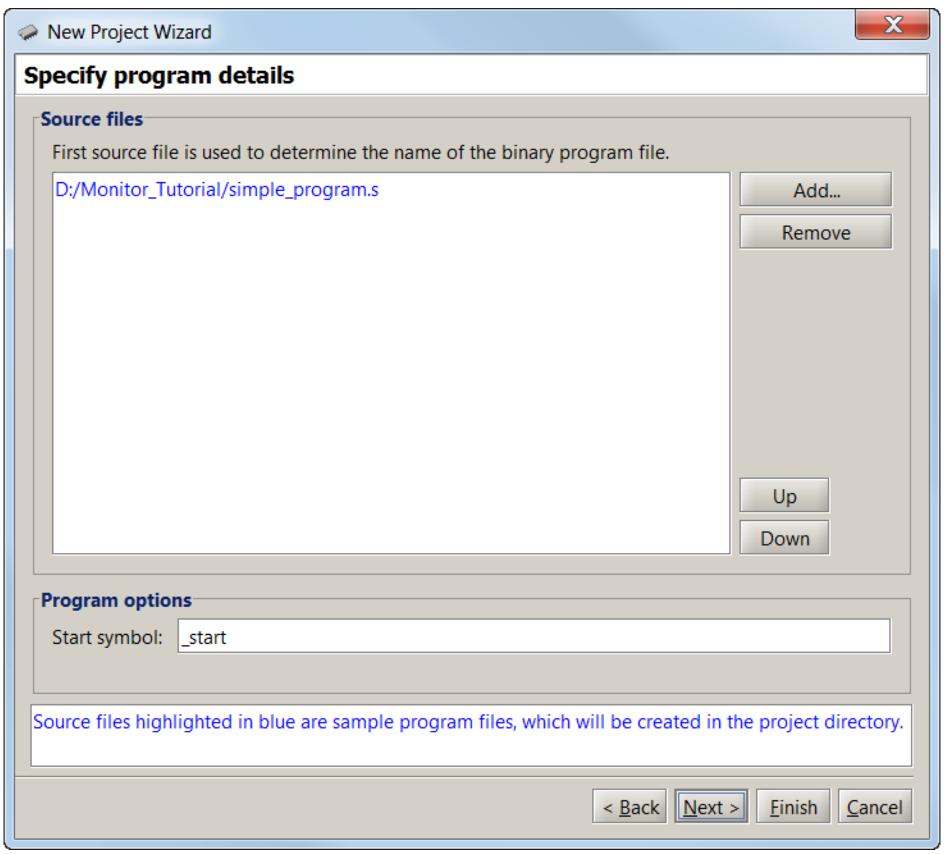

Figure 8. Specifying source code files.

When a sample program has been selected, the source code file(s) associated with this program is listed in the Source files box. In this case, the source file is named *simple_program.s*; this file will be copied into the directory used for the project by the Monitor Program. If a sample program is not used, then it is necessary to click the Add button and browse to select the desired source file(s).

Figure 8 shows how it is possible to specify a label that identifies the first instruction to be executed. In the *simple_program.s* file, this label is called *_start*, as indicated in the figure.

4. Click Next to advance to the window in Figure 9. This window is used to specify the connection to the FPGA board, the processor that should be used (some hardware systems may contain multiple processors), and the terminal device. The Host connection drop-down list contains the physical connection links (such as cables) that exist between the host computer and any FPGA boards connected to it. The ARM processors available in the system are found in the Processor drop-down list, and all terminal devices connected to the selected processor are displayed in the Terminal device drop-down list. We discuss terminal devices in Section 5.

   Accept the default values that are displayed in Figure 9. If the Host Connection box is blank, make sure that the DE1-SoC board is connected to the host by a USB cable and that its power is turned on. Then, press the Refresh button and select the USB Blaster as the desired choice. For the DE1-SoC board the required choice is DE-SoC.

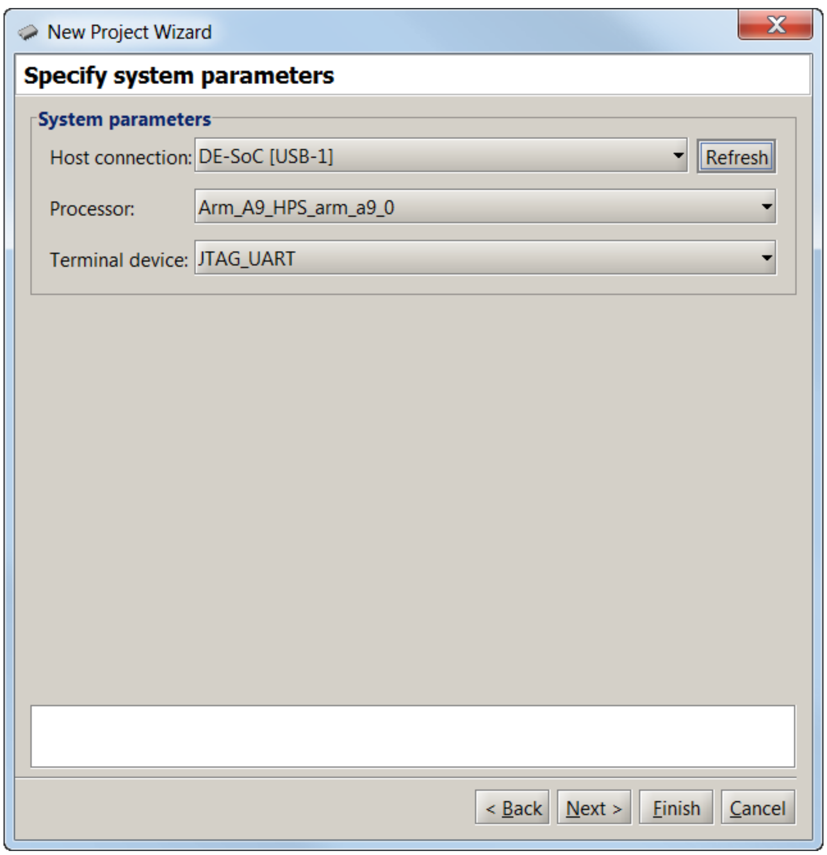

Figure 9. Specifying system settings.

5. Click Next to reach the final screen for creating the new project, shown in Figure 10. This screen is used to

specify memory settings that are needed for compiling and linking the program.

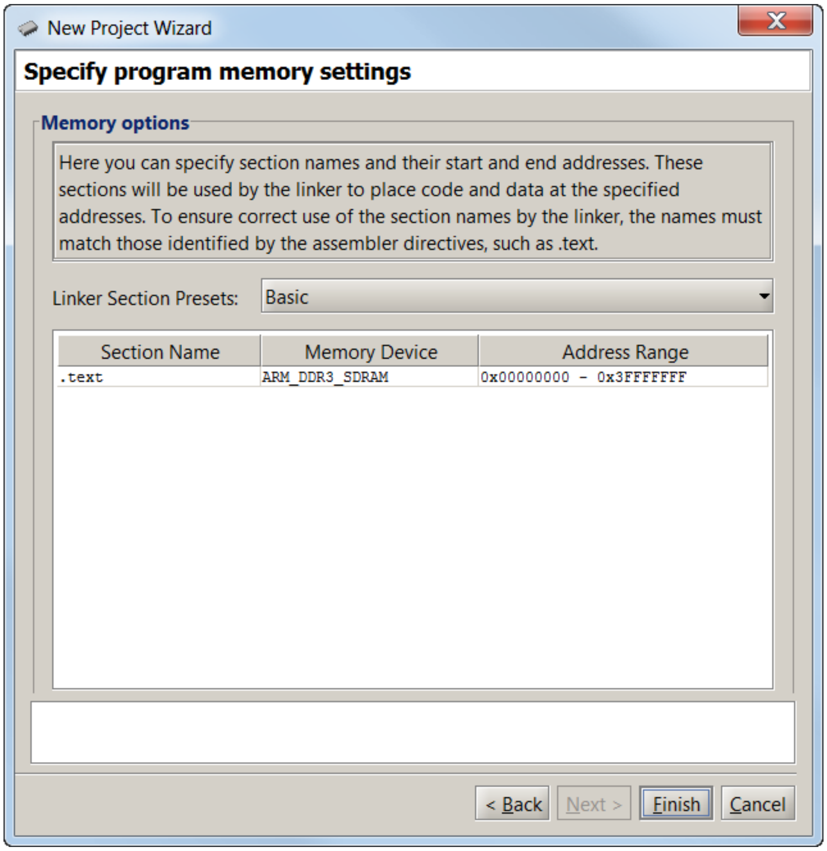

Figure 10. Specifying memory settings.

There are two modes that can be selected. In the Basic mode, which does not provide explicitly for the use of interrupts, the application program starts at memory address 0x00000000 as shown in the figure. A more general alternative is to use the Interrupts mode. In this case, a *.vectors* section occupies the memory locations 0x00000000 to 0x0000003F. This space is used for interrupt and exception vectors. The main program in the *.text* section may start at address 0x00000040. However, it can also start at some other address, as may be specified by the user. To change the address, double-click on the *.text* entry and change the address in the pop-up box that appears.

Click Finish to complete the creation of the new project. At this point, the Monitor Program displays the prompt shown in Figure 11. Clicking Yes instructs the Monitor Program to download the hardware system associated with the project onto the FPGA board. It is also possible to download the system at a later time by using the Monitor Program command Actions > Download System.

3.2 Compiling and Loading the Program

After successfully creating a project, its software files can be compiled/assembled and downloaded onto the FPGA board using the following commands:

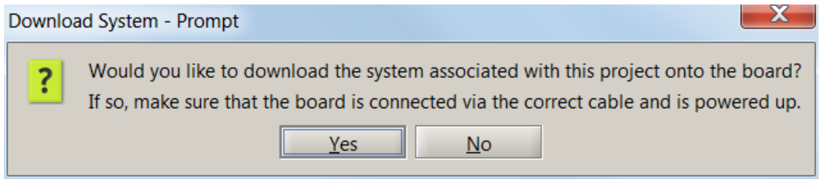

Figure 11. Download the hardware system.

- Actions > Compile menu item or icon: compiles the source files into an ELF and SREC file. Build warnings and errors will show up in the Info & Errors window. The generated ELF and SREC files are placed in the project's directory.

- Actions > Load menu item or icon: loads the compiled SREC file onto the board and begins a debugging session in the Monitor Program. Loading progress messages are displayed in the Info & Errors window.

- Actions > Compile & Load menu item or icon: performs the operations of both compilation and loading.

Our example project has not yet been compiled, so it cannot be loaded (the Load option is disabled). Select the Actions > Compile & Load menu item or click the icon to begin the compilation and loading process. Throughout the process, messages are displayed in the Info & Errors window. The messages should resemble those shown in Figure 12.

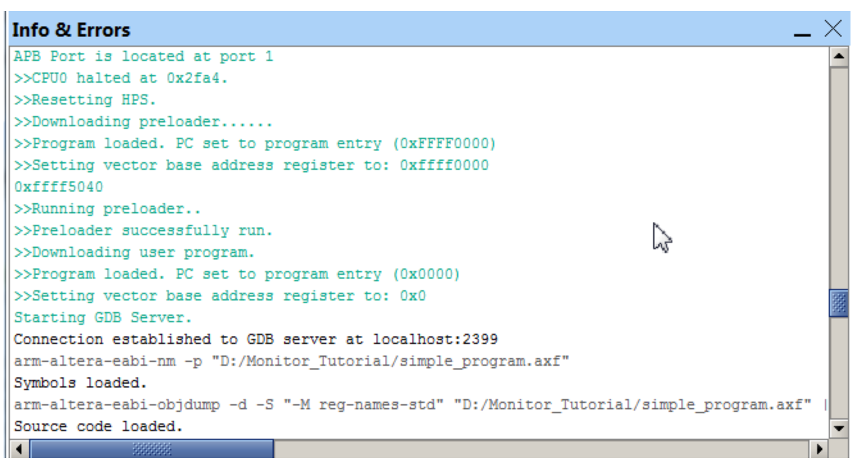

Figure 12. Compilation and loading messages.

After successfully completing this step, the Monitor Program display should look similar to Figure 13. At this point the processor is halted at the first instruction of the program that has to be executed, which is highlighted in yellow shading. The main part of the display in Figure 13 is called the *Disassembly* window. It shows the machine code for the assembled program, as well as the addresses of memory locations in which the instructions are loaded. It also shows the assembly-language version of the assembled instructions.

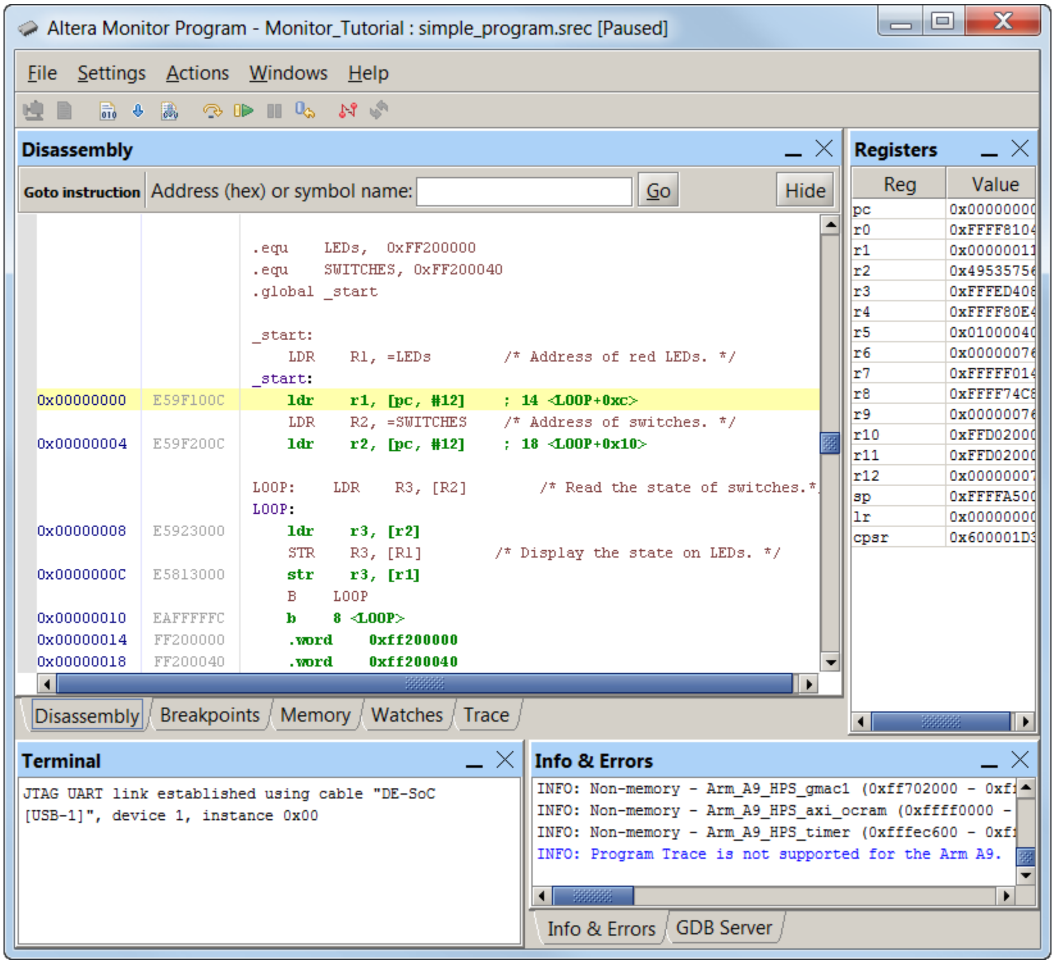

Figure 13. The Monitor Program window after loading the program.

Most instructions in an ARM assembly-language source program are assembled into directly-corresponding machine instructions in the object code that is loaded into the memory for execution. However, this is not the case with all instructions. The ARM assembly language provides numerous *pseudo-instructions*, which are often replaced by actual instructions that look quite different but have the same effect when executed. For instance, the instruction

LDR R1, =LEDs

loads into processor register R1 the memory address of the I/O data register that is connected to the LEDs on the board. As seen in Figure 13, this instruction is replaced with the instruction

LDR R1, [PC, #12]

in the assembled code. Since Load instructions in the ARM processor cannot specify an immediate operand that is 32 bits long, the address 0xFF200000 is placed in the *literal pool* after the last instruction in the program. Then, the implemented LDR instruction uses the *Relative* addressing mode (which is the *Offset* addressing mode that uses the Program Counter as the base register) to access the desired address value. Observe that the offset used in this case is 12 bytes. The reason is that the ARM processor prefetches two instructions to facilitate pipelined execution of the program. When an instruction is prefetched, the Program Counter is incremented by four. Thus, in our example, the updated PC contents will be 0x08 when the first LDR instruction is being executed. Then, the offset of 12 bytes leads to the memory location 0x14.

Note that in an assembly-language program it is possible to use both upper- and lower-case letters to denote register names and instruction mnemonics.

Information about the ARM instructions, addressing modes and literal pools can be found in the tutorial *Introduction to the ARM Processor Using Altera Toolchain*, which is available in the University Program section of Altera's website.

3.2.1 Compilation Errors

During the process of developing software, it is likely that compilation errors will be encountered. Error messages from the ARM assembler or from the C compiler are displayed in the Info & Errors window. To see an example of a compiler error message, edit the file *simple_program.s*, which is in the project's directory, and replace the mnemonic STR with ST. Recompile the project to see the error shown in Figure 14. The error message indicates the type of error and it gives the line number in the file where the error was detected. Fix the error, and then compile and load the program again.

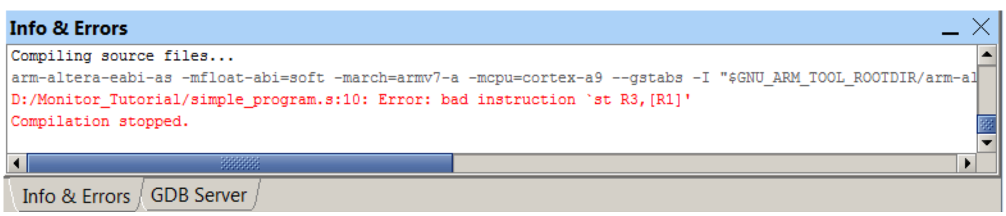

Figure 14. An example of a compiler error message.

3.3 Running the Program

As mentioned in the previous section, the processor is halted at the first instruction after the program has been loaded. To run the program, select the Actions > Continue menu item or click the icon. The *simple_program* displays the current values of DE1-SoC board's slider switches on the red LEDs. The Continue command runs the program indefinitely. To force the program to halt, select the Actions > Stop command, or click the icon. This command causes the processor to halt at the instruction to be executed next, and returns control to the Monitor Program.

Figure 15 shows an example of what the display may look like when the program is halted by using the Stop command. The display highlights in yellow the next program instruction to be executed, which is at address `0x0000000C`, and highlights in red the values in the processor registers that have changed since the last program stoppage. Other screens in the Monitor Program are also updated, which will be described in later parts of this tutorial.

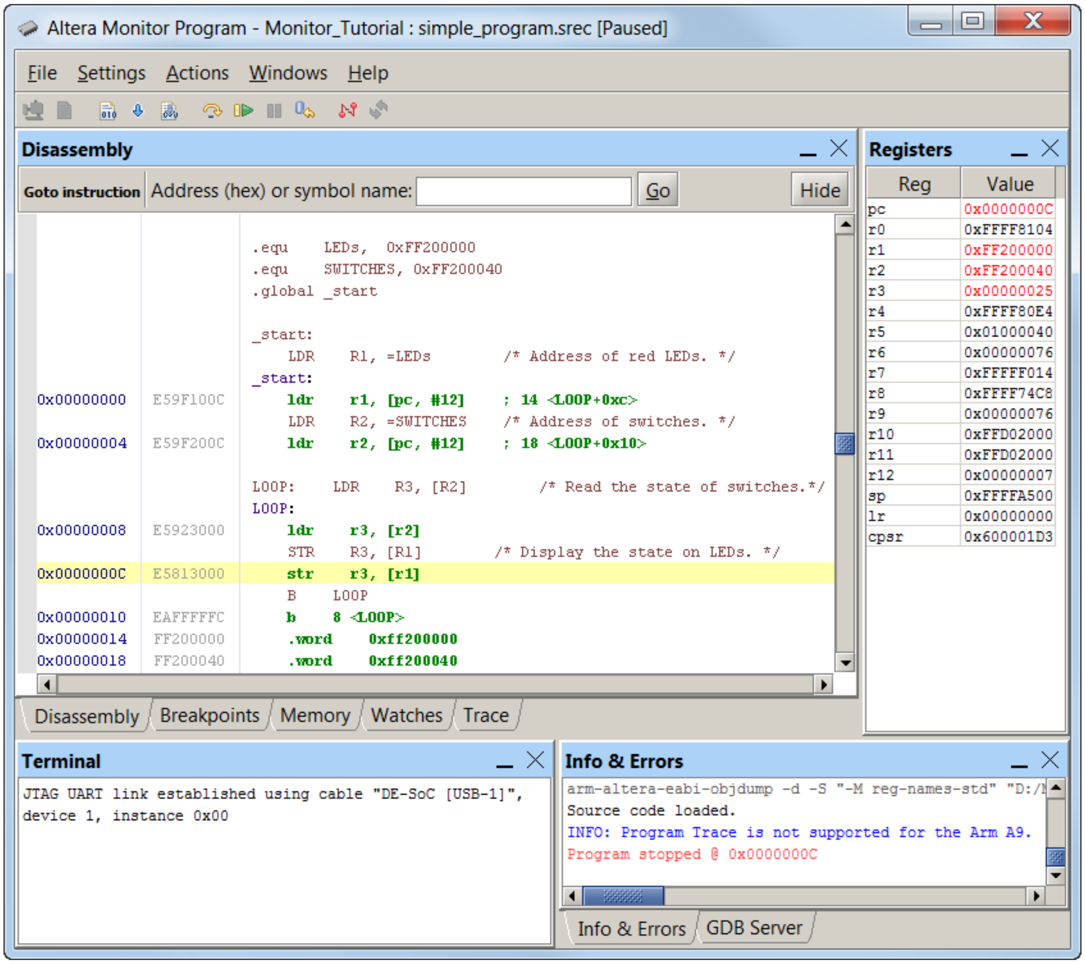

Figure 15. The Monitor Program display after the program has been stopped.

3.4 Using the Disassembly Window

In Figure 15, the Disassembly window shows the machine instructions for our program. The leftmost column in the window gives the memory addresses, the middle column displays the machine code at these addresses, and the rightmost column shows the corresponding assembly-language instructions.

The Disassembly window can be configured to display less information on the screen, such as not showing the assembly-language instructions or not showing the machine encoding of the instructions. These choices can be made by right-clicking on the Disassembly window and selecting the appropriate menu item, as indicated in Figure 16.

Different parts of memory can be displayed by scrolling, using either the vertical scrollbar on the right side of the Disassembly window or a mouse scroll wheel. It is also possible to go to a different region of memory by using

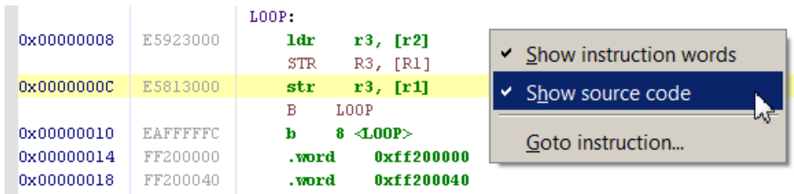

Figure 16. Display options for the Disassembly window.

the Goto instruction panel at the top of the Disassembly window, or by using the command Actions > Goto instruction. The instruction address provided for the Goto command must be a multiple of four, because ARM instructions are word-aligned.

3.5 Single Stepping Through Program Instructions

When debugging a program, it is often very useful to be able to single step through the program and observe the effect of executing each instruction. The Monitor Program has the ability to perform single-step operations. Each single step consists of executing a single machine instruction and then returning control to the Monitor Program. If the source code of the program being debugged is written in the C language, then each individual single step will still correspond to one assembly-language (machine) instruction generated from the C code.

The single-step operation is invoked by selecting the Actions > Single step menu item or by clicking on the  icon. The instruction that is executed by the processor is the one highlighted in yellow in the Disassembly window. Consider our *simple_program* example. You can go to the first instruction of the program, which has the label *_start*, by selecting Actions > Restart menu item or by clicking the  icon. If the program is running, it must first be halted before the restart command can be performed. The restart command loads into the Program Counter the address of the first instruction, thus causing the execution to start at this point in the program. Now, single step through the program and observe the displayed changes. Note that the register values are indicated in red when they change as a result of executing the last instruction.

3.6 Using Breakpoints

An *instruction breakpoint* provides a means of stopping the execution of a program when it reaches an instruction at a specific address. The procedure for setting a breakpoint is:

1. In the Disassembly window, scroll to display the instruction that will have the breakpoint. For example, in the window in Figure 15 scroll to the Branch instruction at address `0x00000010`.
2. Click on the gray bar to the left of the address `00000010`. As illustrated in Figure 17, the Monitor Program displays a red dot next to the address to show that a breakpoint has been set. Clicking the same location again removes the breakpoint.

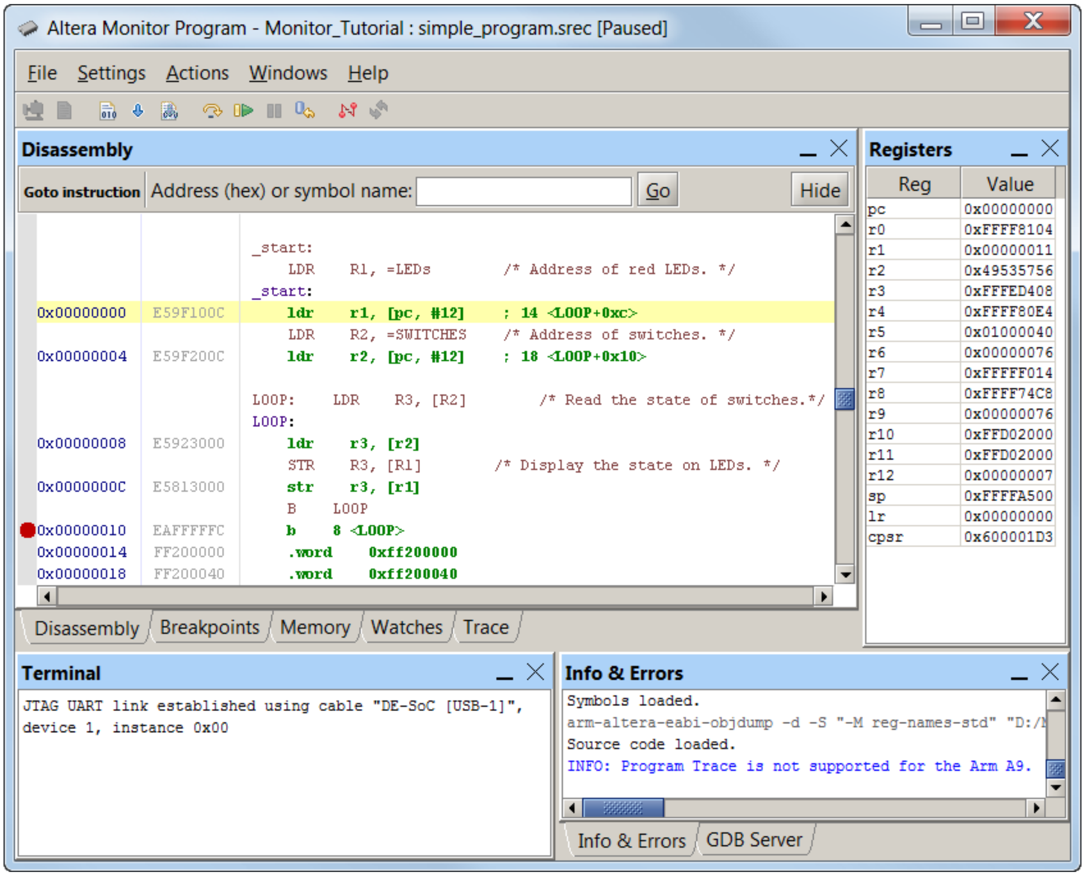

Figure 17. Setting a breakpoint.

Once the instruction breakpoint has been set, run the program. The breakpoint will trigger when the Program Counter value equals `0x00000010`. Control then returns to the Monitor Program, and the Disassembly window highlights in a yellow color the instruction at the breakpoint. A corresponding message is shown in the Info & Errors pane.

3.7 Examining and Changing Register Values

The Registers window on the right-hand side of the Monitor Program display shows the values of processor registers. It also allows the user to edit most of the register values. The number format in which the register values are displayed can be changed by right-clicking in the Registers window and selecting the desired format, as illustrated in Figure 18.

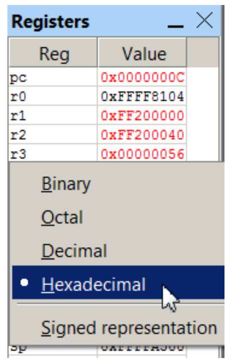

Figure 18. Setting the number format for displaying register values.

Each time program execution is halted, the Monitor Program updates the register values and highlights any changes in red. The user can edit the register values while the program is halted. Any edits made are visible to the processor when the program's execution is resumed.

As an example of editing a register value, set the slider switches on the DE1-SoC board to some pattern of 0s and 1s. Run the *simple_program* and observe that the LEDs display the selected pattern. Next, stop the execution of the program and set a breakpoint at the Store instruction at address `0x0000000C`. Run the program and after the execution stops at the breakpoint, observe that the value in register R3 corresponds to the current setting of the slider switches. Now, as indicated in Figure 19, double-click on the contents of register R3 and change them to the value FFF. Press Enter on the computer keyboard, or click away from the register value to apply the edit. Then, single-step the program to see that all LEDs will be turned on.

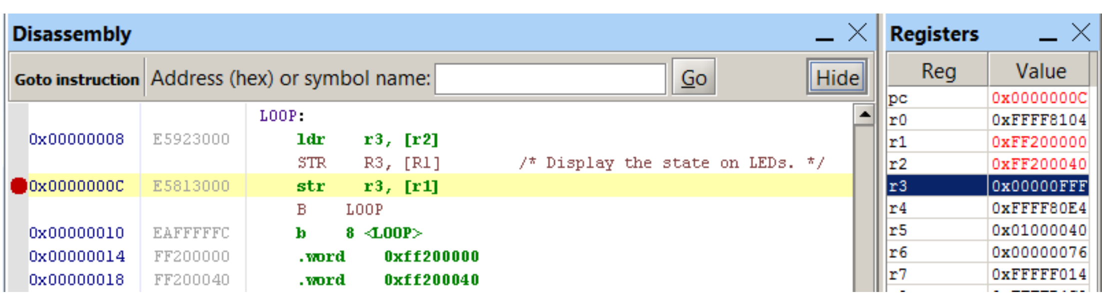

Figure 19. Editing a register value.

3.8 Examining and Changing Memory Contents

The Memory window, depicted in Figure 20, displays the contents of the system's memory space and allows the user to edit memory values. The leftmost column in the window gives a memory address, and the numbers at the top of the window represent hexadecimal address offsets from that corresponding address. For example, referring to Figure 20, the address of the third word in the second row is `0x00000010 + 0x8 = 0x00000018`. The displayed contents of this memory location are FF200000, which is the address of the slider switches that is placed into the *literal pool* when the pseudo-instruction

LDR R2, =SWITCHES

is assembled.

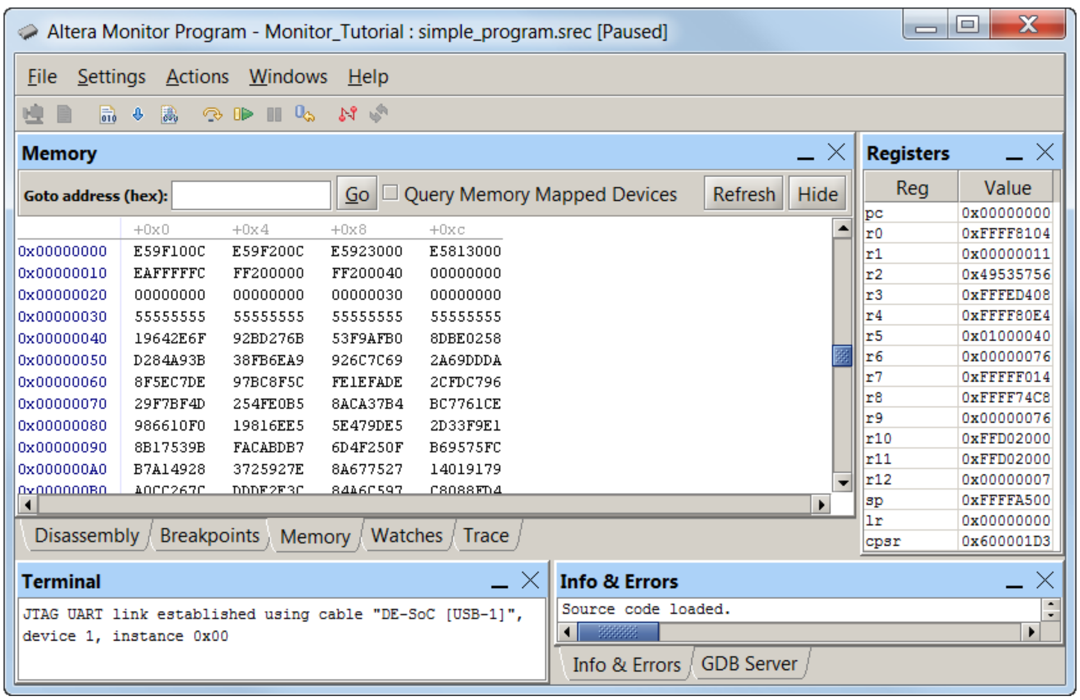

Figure 20. The Memory window.

If a program is running, the data values displayed in the Memory window are not updated. When the program is stopped, the data can be updated by pressing the Refresh button. By default, the Memory window shows only the contents of memory devices, and does not display any values from memory-mapped I/O devices. To cause the window to display memory-mapped I/O locations, click on the check mark beside Query Memory Mapped Devices, and then click Refresh. For example, set the slider switches to some pattern and press Refresh. Figure 21 shows the display we obtained when choosing the pattern 0x30F.

The color of a memory word displayed depends on whether that location corresponds to an actual memory device, a memory-mapped I/O device, or is not mapped at all in the system. A memory location that corresponds to a memory

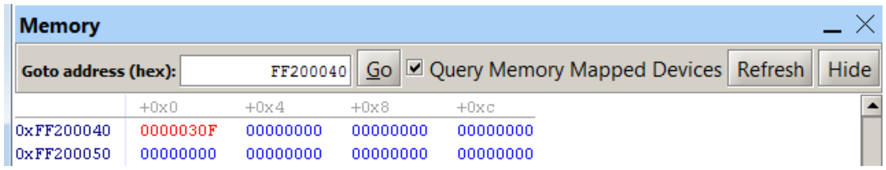

Figure 21. Displaying the I/O locations.

device will be colored black, as in Figure 20. Memory-mapped I/O is shown in blue color, and a non-mapped address is shown in grey. If a memory location changed value since it was previously displayed, then that memory location is shown in a red color, as in Figure 21.

Similar to the Disassembly window, it is possible to view different memory regions by scrolling using the vertical scroll bar on the right, or by using a mouse scroll wheel. There is also a Goto memory address panel, which is analogous to the Goto instruction panel discussed in Section 3.4. Note that in Figure 21 we reached the I/O device by typing the address `FF200040` in this panel.

As an example of editing a memory value, go to address `FF200000` which is the address of LEDs. Double-click on the memory word at this address and type the data value FFF. Press Enter on the computer keyboard, or click away from the memory word to apply the edit. This should cause all LEDs to be turned on.

When accessing an I/O device, some reads may be destructive. Namely, after some register in the I/O interface is read, its contents may no longer be valid. Therefore, it is not appropriate to read all I/O registers when refreshing the information in the Memory window. Instead, it is prudent to read only the registers that are of specific interest. This can be accomplished by left-clicking on the address of interest and then right-clicking to update the displayed contents. Several consecutive addresses can be selected by clicking on the first address and dragging across the other addresses.

It is possible to change the appearance of the Memory window in a number of ways, such as displaying data as bytes, half-words or words. The Memory window provides additional features that are described in more detail in the Appendix A of this document.

4 Working with Project Files

Project files store the settings for a particular project, such as the specification of a hardware system and program source files. A project file, which has the filename extension *.amp*, is stored into a project's directory when the project is created.

The Monitor Program provides the following commands, under the File menu, for working with project files:

1. New Project: Presents a series of screens that are used to create a new project.
2. Open Project: Displays a dialog to select an existing project file and loads the project.
3. Open Recent Project: Displays the five most recently used project files, and allows these projects to be

reopened.

4. Save Project: Saves the current project's settings after they have been modified by using the Settings command.

4.1 Modifying the Settings of an Existing Project

After a project has been created, it is possible to modify many of its settings, if needed. This can be done by clicking on the menu item Settings > System Settings in the Monitor Program, or the icon. This action will display the existing system settings for the project, and allow them to be changed. Similarly, the program settings for the project can be displayed and modified by using the command Settings > Program Settings, or the icon. To change these settings, the Monitor Program has to first be disconnected from the system being debugged. This can be done by using the command Actions > Disconnect, or clicking the icon.

5 Using the Terminal Window

This section of the tutorial demonstrates the functionality of the Monitor Program's *Terminal* window, which supports text-based input and output. For this example, create a new Monitor Program project, called *Monitor_Terminal*. When creating the project, follow the same steps shown for the *Monitor_Tutorial* project, which were illustrated in Figures 3 to 10. For the screen shown in Figure 7 set the program type to Assembly Program, and select the sample program named *JTAG UART*. The source code file that will be displayed in the screen of Figure 13 is called *JTAG_UART.s*. It communicates using memory-mapped I/O with the JTAG UART in the DE1-SoC Computer that is selected as the Terminal device in the screen of Figure 9.

Compile, load and run the program. The Monitor Program window should appear as shown in Figure 22. Click the mouse inside the Terminal window. Now, any characters typed on the computer keyboard are sent by the Monitor Program to the JTAG UART. These characters are shown in the Terminal window as they are typed, because the *JTAG_UART.s* program echos the characters back to the Terminal window.

The Terminal window supports a subset of the control character commands used for a de facto standard terminal, called the *VT100*. The supported commands are listed in Table 1. In this table <ESC> represents the ASCII character with the code 0x1B.

In addition to the JTAG_UART, there exists another option for the terminal device. In Figure 9, in the Terminal device dropdown menu there is also a Semihosting option that is useful when C programs are used, as explained in the next section.

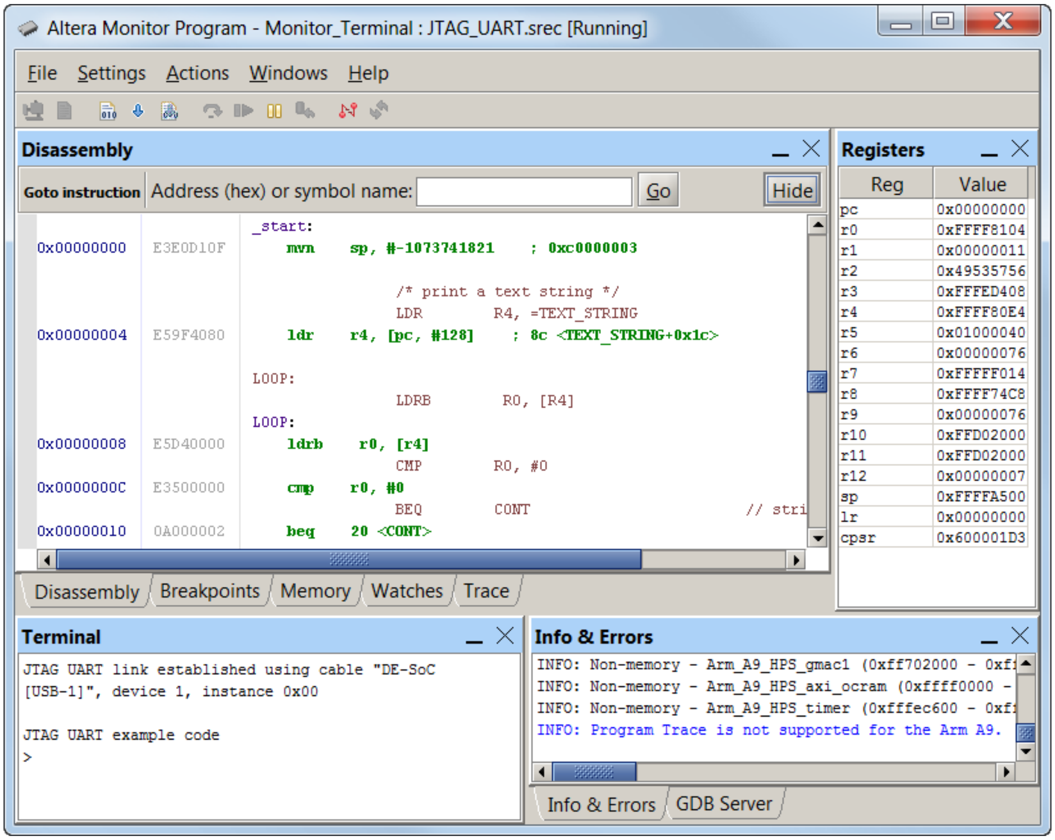

Figure 22. Using the Terminal window.

6 Using C Programs

C programs are used with the Monitor Program in a similar way as assembly-language programs. To see an example of a C program, create a new Monitor Program project called *Monitor_Terminal_C*. Use the same settings as for the *Monitor_Terminal* example, but set the program type for this project to C Program. Select the C sample program called *JTAG UART*. As illustrated in Figure 23, this program includes a C source file named *JTAG_UART.c*; it has the same functionality as the assembly-language code used in the previous example. Compile and run the program to observe its behavior.

The C code in *JTAG_UART.c* uses memory-mapped I/O to communicate with the JTAG UART. Alternatively, it is possible to use functions from the standard C library *stdio.h*, such as *printf* and *scanf*. In this case it is necessary to use the *Semihosting* terminal option, which can be selected in the window shown in Figure 9. Instead of the JTAG_UART, choose Semihosting in the dropdown menu for the Terminal device. Semihosting is a mechanism by which a program running on an ARM processor can request services from the debugger (Monitor Program). When an ARM program is compiled by the Monitor Program, special C libraries are used which have been modified to use the Semihosting mechanism. All C library functions that communicate with a terminal, such as *printf* and *scanf*, will send/receive text to/from the Monitor Program's Semihosting terminal. In effect, Semihosting allows the host computer to provide input and output facilities that a system implemented on a DE1-SoC board does not have.

Character Sequence	Description
<ESC>[2J	Erases everything in the Terminal window
<ESC>[7h	Enable line wrap mode
<ESC>[7l	Disable line wrap mode
<ESC>[#A	Move cursor up by # rows or by one row if # is not specified
<ESC>[#B	Move cursor down by # rows or by one row if # is not specified
<ESC>[#C	Move cursor right by # columns or by one column if # is not specified
<ESC>[#D	Move cursor left by # columns or by one column if # is not specified
<ESC>[#$_1$;#$_2$f	Move the cursor to row #$_1$ and column #$_2$
<ESC>[H	Move the cursor to the home position (row 0 and column 0)
<ESC>[s	Save the current cursor position
<ESC>[u	Restore the cursor to the previously saved position
<ESC>[7	Same as <ESC>[s
<ESC>[8	Same as <ESC>[u
<ESC>[K	Erase from current cursor position to the end of the line
<ESC>[1K	Erase from current cursor position to the start of the line
<ESC>[2K	Erase entire line
<ESC>[J	Erase from current line to the bottom of the screen
<ESC>[2J	Erase from current cursor position to the top of the screen
<ESC>[6n	Queries the cursor position. A reply is sent back in the format <ESC>[#$_1$;#$_2$R, corresponding to row #$_1$ and column #$_2$.

Table 1. VT100 commands supported by the Terminal window.

A sample program, called *Semihosting Example*, is available when specifying C as the program type in Figure 7.

7 Working with Windows and Tabs

It is possible to rearrange the Monitor Program workspace by moving, resizing, or closing the internal windows inside the main Monitor Program window.

To move a particular window to a different location, click on the window title or the tab associated with the window, and drag the mouse to the new location. As the mouse is moved across the main window, the dragged window will snap to different locations. To detach the dragged window from the main window, drag it beyond the boundaries of the main window. To re-attach a window to the main window, drag the tab associated with the window onto the main window.

To resize a window, hover the mouse over one of its borders, and then drag the mouse. Resizing a window that is attached to the main window will cause any adjacent attached windows to also change in size accordingly.

To hide or display a particular window, use the Windows menu. To revert to the default window arrangement, simply exit and then restart the Monitor Program. Figure 24 shows an example of a rearranged workspace.

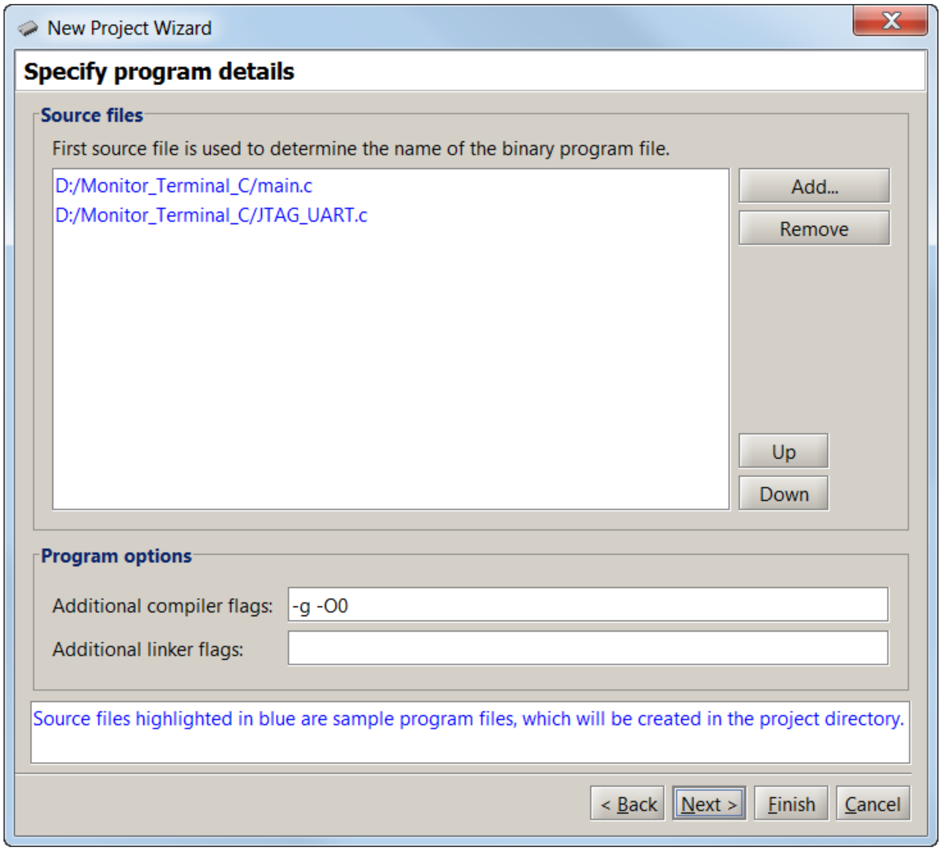

Figure 23. Specifying settings for a C program.

8 Appendix A

This appendix describes a number of Monitor Program features that are useful for advanced debugging or other purposes.

8.1 Using the Breakpoints Window

In Section 3.6 we introduced instruction breakpoints and showed how they can be set using the Disassembly window. Another way to set breakpoints is to use the *Breakpoints* window, which is depicted in Figure 25. This window supports three types of breakpoints in addition to the instruction breakpoint: *read watchpoint*, *write watchpoint*, and *access watchpoint*, as follows:

- Read watchpoint - the processor is halted when a read operation is performed on a specific address.
- Write watchpoint - the processor is halted when a write operation is performed on a specific address.
- Access watchpoint - the processor is halted when a read or write operation is performed on a specific address.

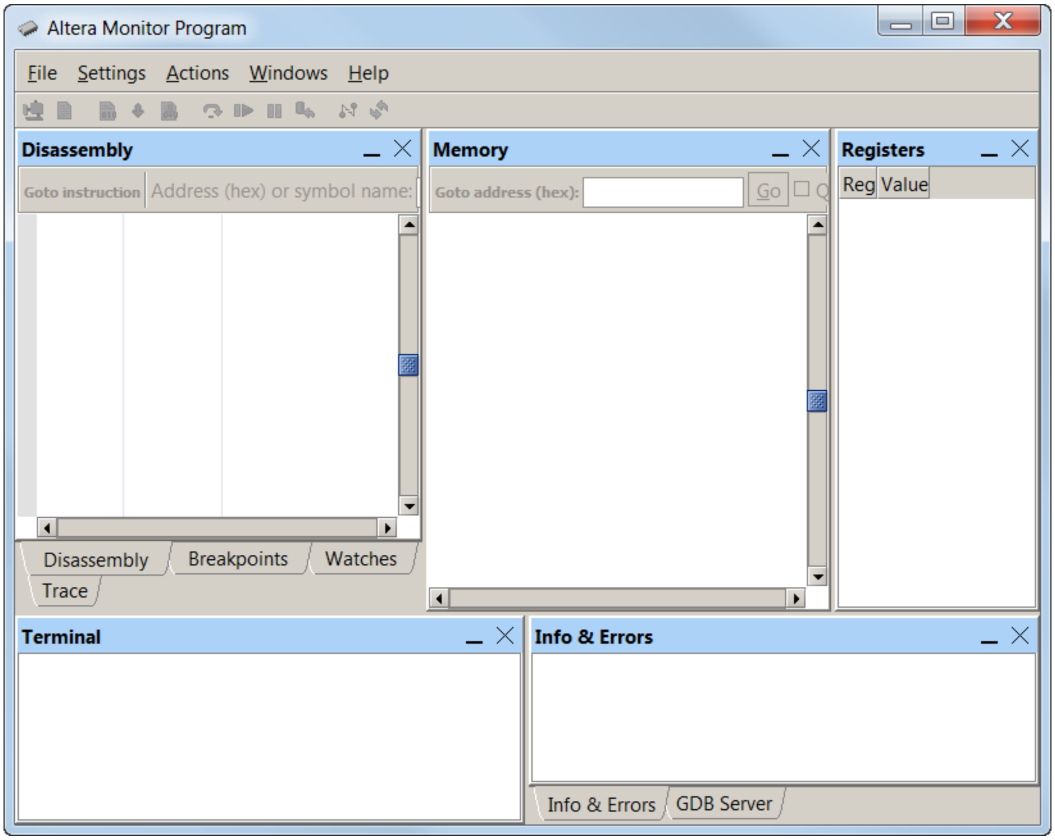

Figure 24. The Altera Monitor Program with a rearranged workspace.

In Figure 25 an instruction breakpoint is shown for the address `0x00000010`. This corresponds to an address in *simple_program.s*. In Section 3.6 we showed how to create such an instruction breakpoint by using the Disassembly window. But we could alternatively have created this breakpoint by right-clicking in a grey box under the label Instruction breakpoint in Figure 25 and then selecting Add. A breakpoint can be deleted by unchecking the box beside its address.

Setting a read, write, or access watchpoint is done by right-clicking on the appropriate box in Figure 25 and specifying the desired address.

The Monitor Program also supports a type of breakpoint called a *conditional breakpoint*, which triggers only when a user-specified condition is met. This type of breakpoint is specified by double-clicking in the empty box *under* the label Condition in Figure 25 to open the dialog shown in Figure 26. The condition can be associated with an instruction breakpoint, or it can be a stand-alone condition if entered in the Run until box in the Breakpoints window. As an example, we compiled and loaded the *simple_program* project. Then, we entered the condition `R3 == 5`. The condition causes the breakpoint to trigger only if register R3 contains the value 5. Thus, running this program causes the LEDs to display the current state of the slider switches as these switches are set to different patterns. But, when the selected pattern is 0x005, the conditional breakpoint will stop the execution of the program.

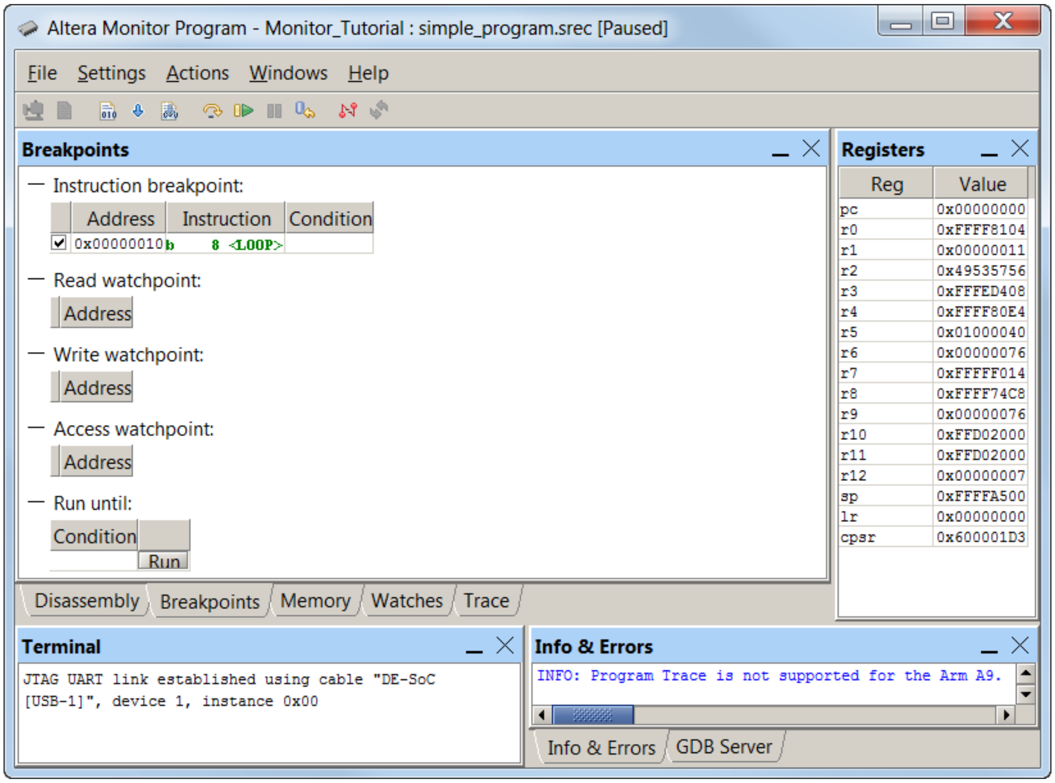

Figure 25. The Breakpoints window.

Note that if a stand-alone condition is entered in the Run until box, then the Run button associated with this box must be used to run the program, rather than the normal Actions > Continue command. The processor runs much more slowly than in its normal execution mode when a conditional breakpoint is being used.

8.2 Working with the Memory Window

The Memory window was shown in Figure 20. This window is configurable in a variety of ways:

- Memory element size - the display can format the memory contents as bytes, half-words (2-bytes), or words (4-bytes). This setting can be configured by right-clicking on the Memory window, as illustrated in Figure 27.
- Number of words per line - the number of words per line can be configured to make it easier to find memory addresses, as depicted in Figure 28.
- Number format - this is similar to the number format option in the Register window described in Section 3.7, and can be configured by right-clicking on the Memory window.
- Display order - the Memory window can display addresses increasing from left-to-right or right-to-left.

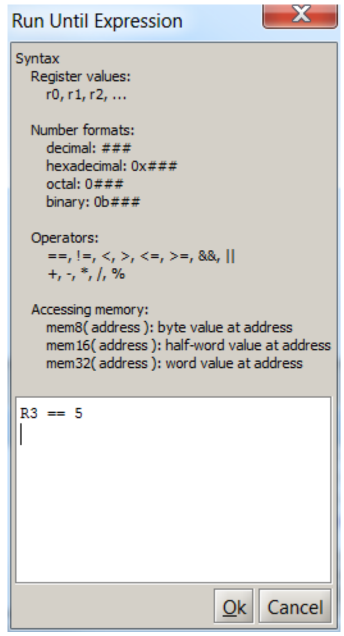

Figure 26. The Conditional Breakpoint dialog.

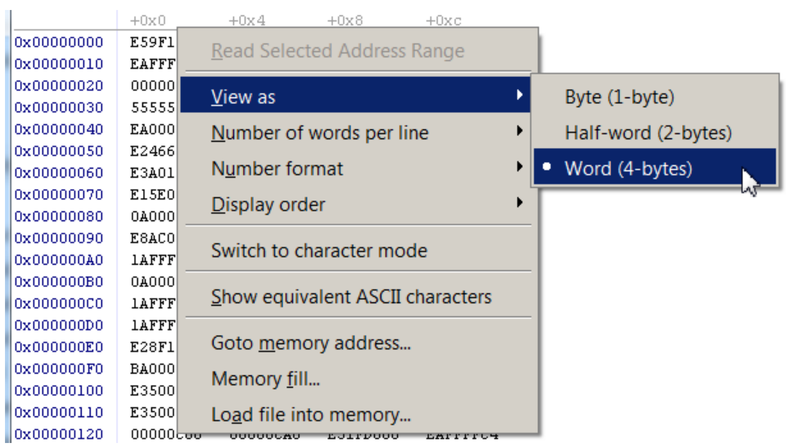

Figure 27. Setting the memory element size.

8.2.1 Character Display

The Memory window can also be configured to interpret memory byte values as ASCII characters. This is useful if one wishes to examine character strings that are stored in the memory. For this purpose it is convenient to view the memory in bytes and characters simultaneously so that the characters appear in the correct sequence. This can be accomplished by clicking the Switch to character mode menu item, as illustrated in Figure 29. A sample display in the character mode is shown in Figure 30.

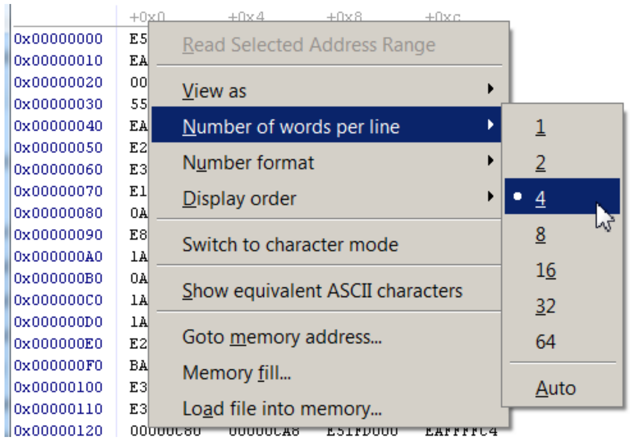

Figure 28. Setting the number of words per line.

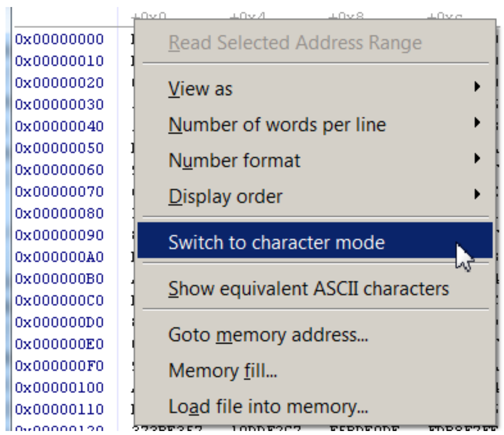

Figure 29. Switching to the character mode.

It is possible to return to the previous memory view mode by right-clicking and selecting the Revert to previous mode menu item.

8.2.2 Memory Fill

Memory fills can be performed in the Memory window. Click the Actions > Memory fill menu item or right-click on the Memory window and select Memory fill. A Memory fill panel will appear on the left side of the Memory window. Simply fill in the desired values and click **Fill**.

8.2.3 Load File Data into Memory

Data stored in a file can be loaded into the memory by using the Memory window. This feature is accessed by selecting the command Actions > Load file into memory or by right-clicking on the Memory window. The Load

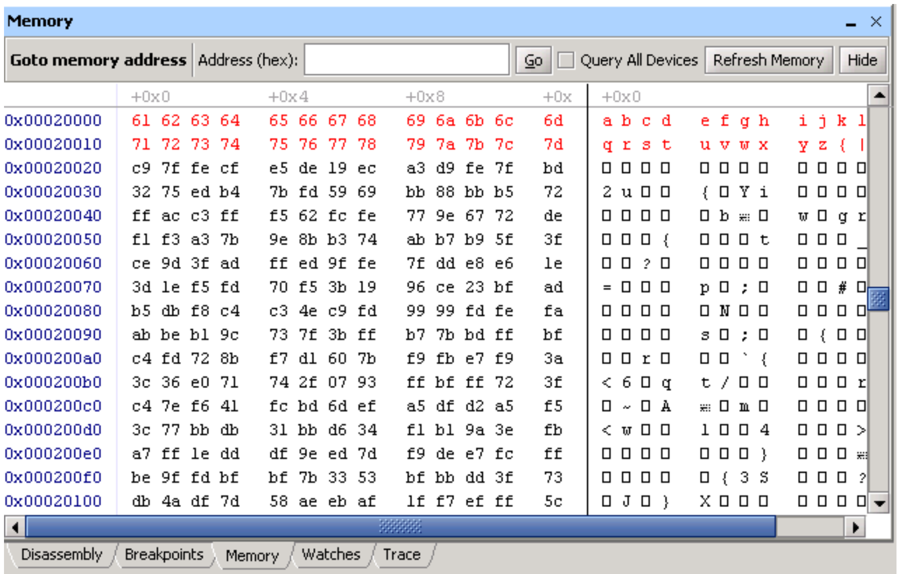

Figure 30. Character mode display.

file panel will appear on the left side of the Memory window, as illustrated in Figure 31, to allow the user to browse and select a data file. The user provides a base address in memory where the data should be stored.

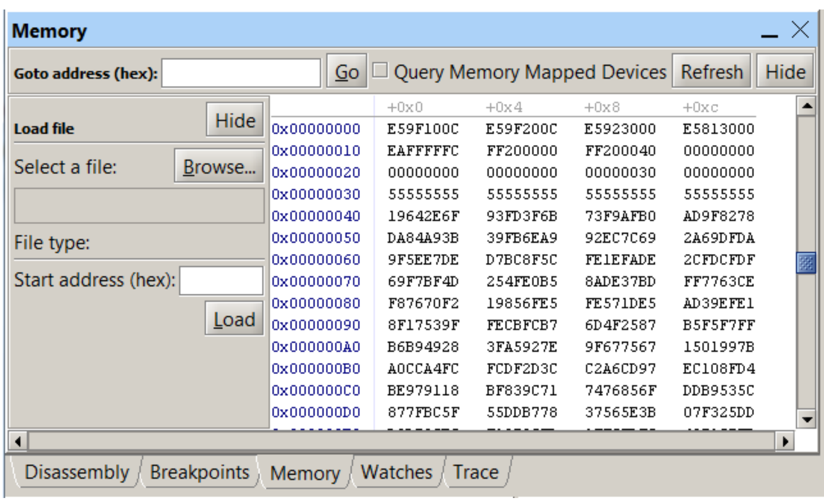

Figure 31. The Load file panel.

The format of these files is illustrated in Figure 32. The file consists of any number of lines, where each line comprises a comma-separated list of data values. Each data value is expressed as a hexadecimal number with an optional – sign. Two additional parameters can be specified: the value of the delimiter character (comma is the default), and size in bytes of each data value (1 is the default).

```
00,11,22,33
1044,2055,3066,4077
10000088,20000099,300000aa,400000bb
1,-1,2,-2
```

Figure 32. A Delimited hexadecimal value file.

8.3 Setting a Watch Expression

Watch expressions provide a convenient means of keeping track of the value of multiple expressions of interest. These expressions are re-evaluated each time program execution is stopped. To add a watch expression:

1. Switch to the *Watches* window.
2. Right-click on the gray bar, as illustrated in Figure 33, and click Add.

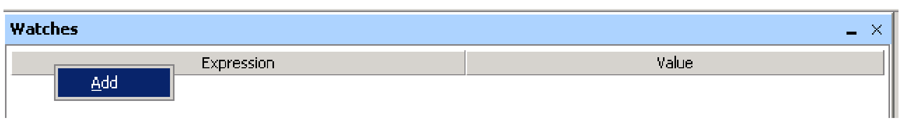

Figure 33. The Watches window.

3. The *Edit Watch Expression* window will appear, as shown in Figure 34. The desired watch expression can then be entered, using the syntax indicated in the window. In the figure, the expression `mem32(sp)` is entered, which will display the value of the data word at the current stack pointer address.
4. Click Ok. The watch expression and its current value will appear in the table. The number format of a value displayed in the watch expression window can be changed by right-clicking on the row for that value. As the program being debugged is repeatedly run, the watch expression will be re-evaluated each time and its value will be shown in the table of watch values.

8.4 The GDB Server Panel (Advanced)

To see this panel, select the GDB Server panel of the Monitor Program. This window will display the low-level commands being sent to the GDB Server, used to interact with the HPS system on the DE1-SoC board. It will also show the responses that GDB sends back. The Monitor Program provides the option of typing GDB commands and sending them to the debugger. Consult online resources for the GDB program to learn what commands are available.

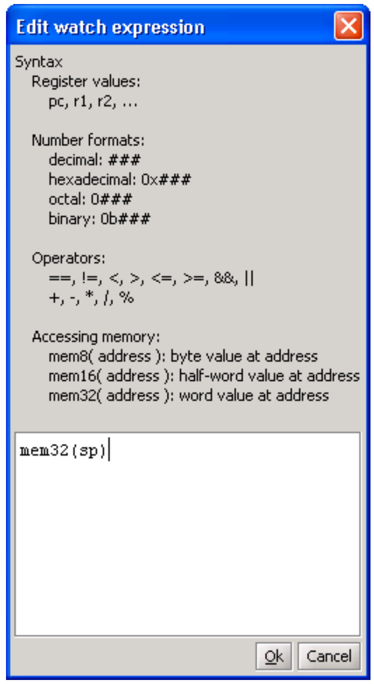

Figure 34. The Edit Watch Expression window.