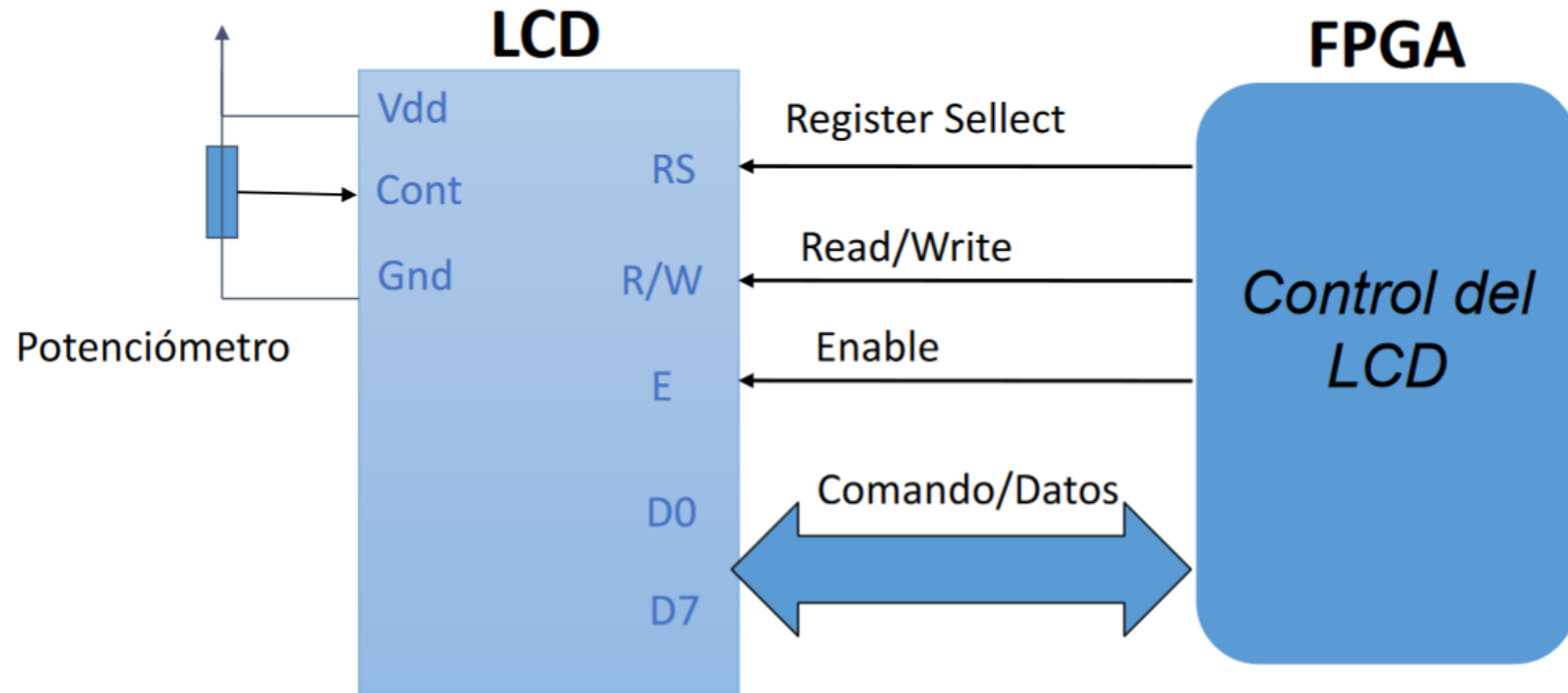


Controlador LCD

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Este proyecto consistió en construir un controlador en VHDL para un display de cristal liquido de cuarzo de 16x2.



Contador de 12 bits

Para este proyecto solo fueron necesarios dos componentes : un contador de 12 bits y una ma2quina de estados. El contador lo diseñe de tal manera que al momento de llegar al ultimo numero posible por el contador este emitiría una señal de overflow el cual activaría la maquina de estados.

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3
4  entity CNT12 is
5  port (clk, rst : in std_logic;
6        ov : out std_logic;
7        count : out std_logic_vector(11 downto 0));
8  end entity;
9
10 architecture CNT12_ARC of CNT12 is
11     component masuno12 is
12     port (A : in std_logic_vector(11 downto 0);
13          ov : out std_logic;
14          Z : out std_logic_vector(11 downto 0));
15     end component;
16
17     signal D, Q : std_logic_vector(11 downto 0);
18     signal O : std_logic;
19
20     begin
21         IO : masuno12 port map (Q, O, D);
22         count <= Q;
23
24         P1 : process(clk, rst)
25         begin
26             if rst = '0' then
27                 Q <= "000000000000";
28             elsif clk'event and clk = '1' then
29                 Q <= D;
30                 ov <= O;
31             end if;
32         end process;
33     end architecture;
```

Maquina de estados

Para la maquina de estados fueron necesarios 20 estados diferentes para poder emitir el mensaje “Hola! JESC”. Fueron 7 estados para configurar el LCD, 10 estados para definir los caracteres que se querían mostrar, uno para volver a iniciar la maquina y un estado mas que iría entre cada cambio de estados.

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3
4  entity LCD is
5  port (clk, rst, go : in std_logic;
6        cnt : in std_logic_vector(11 downto 0);
7        RS, RW, E : out std_logic;
8        data : out std_logic_vector(7 downto 0));
9  end entity;
10
11 architecture LCD_ARC of LCD is
12
13     type edos is (S0, S1, S2, S3, S4, S5, S6, S7, S8, S9, S10, S11, S12, S13, S14, S15, S16, S17, S18, w8);
14     signal edo, edof, edox, edoy : edos := S0;
15
16 begin
17
18     P1 : process (clk, rst, go)
19     begin
20         if rst = '0' then
21             edo <= S0;
22             edoy <= S0;
23         elsif clk'event and clk = '1' then
24             if go = '1' then
25                 edo <= edof;
26                 edoy <= edox;
27             end if;
28         end if;
29     end process;
```

P2 : process (clk, edo)

begin

case edo is

when S0 => RS <= '0';
RW <= '0';
E <= '0';
data <= X"00";
edox <= S1;
edof <= w8;

when S1 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"38";
edox <= S2;
edof <= w8;

when S2 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"38";
edox <= S3;
edof <= w8;

when S3 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"38";
edox <= S4;
edof <= w8;

when S4 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"0D";
edox <= S5;
edof <= w8;

when S5 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"01";
edox <= S6;
edof <= w8;

when S6 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"06";
edox <= S7;
edof <= w8;

when S7 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"80";
edox <= S8;
edof <= w8;

when S8 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"48";
edox <= S9;
edof <= w8;

when S9 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"4F";
edox <= S10;
edof <= w8;

when S10 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"4C";
edox <= S11;
edof <= w8;

when S11 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"41";
edox <= S12;
edof <= w8;

when S12 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"21";
edox <= S13;
edof <= w8;

when S13 => RS <= '0';
RW <= '0';
E <= '1';
data <= X"C5";
edox <= S14;
edof <= w8;

when S14 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"4A";
edox <= S11;
edof <= w8;

when S15 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"46";
edox <= S16;
edof <= w8;

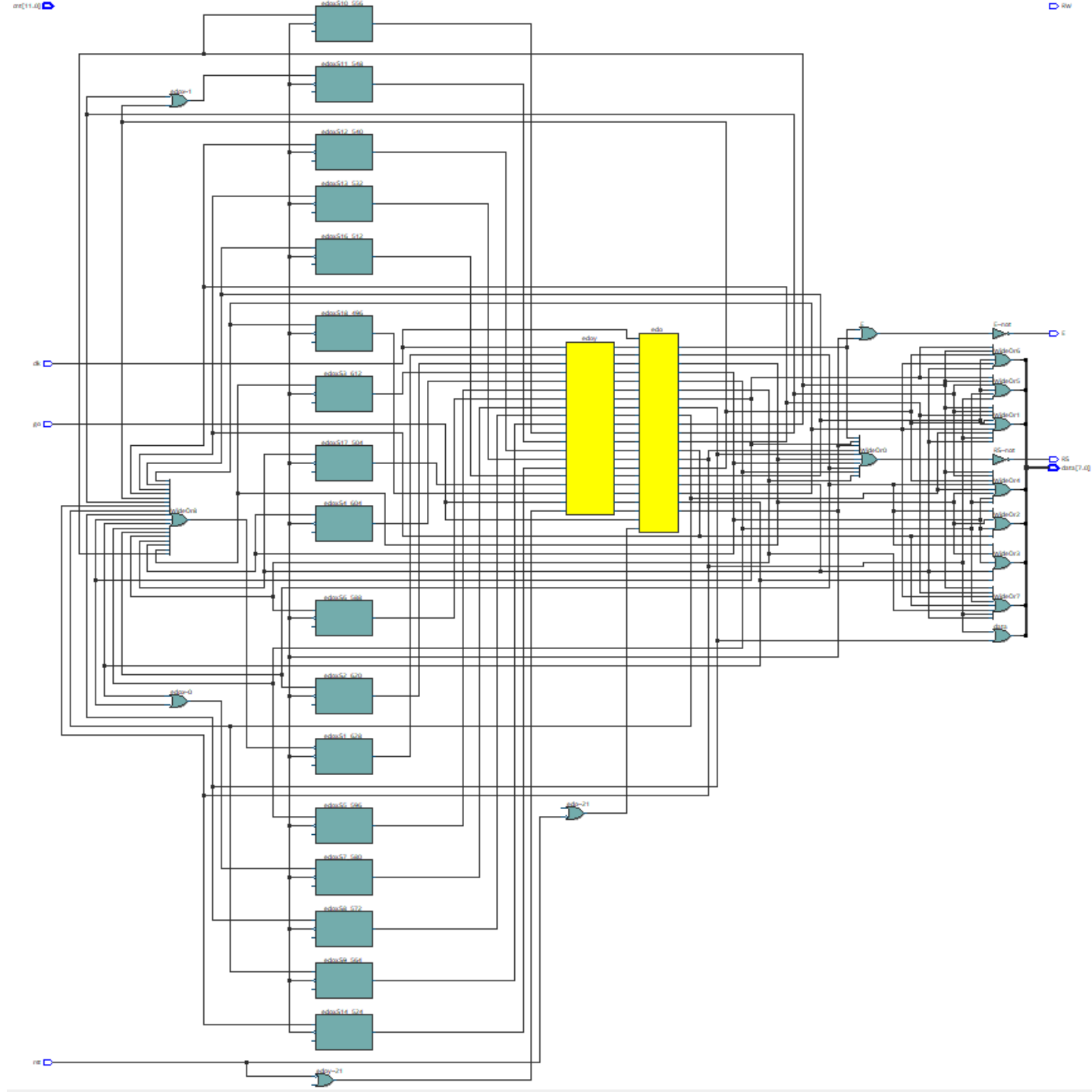
when S16 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"53";
edox <= S17;
edof <= w8;

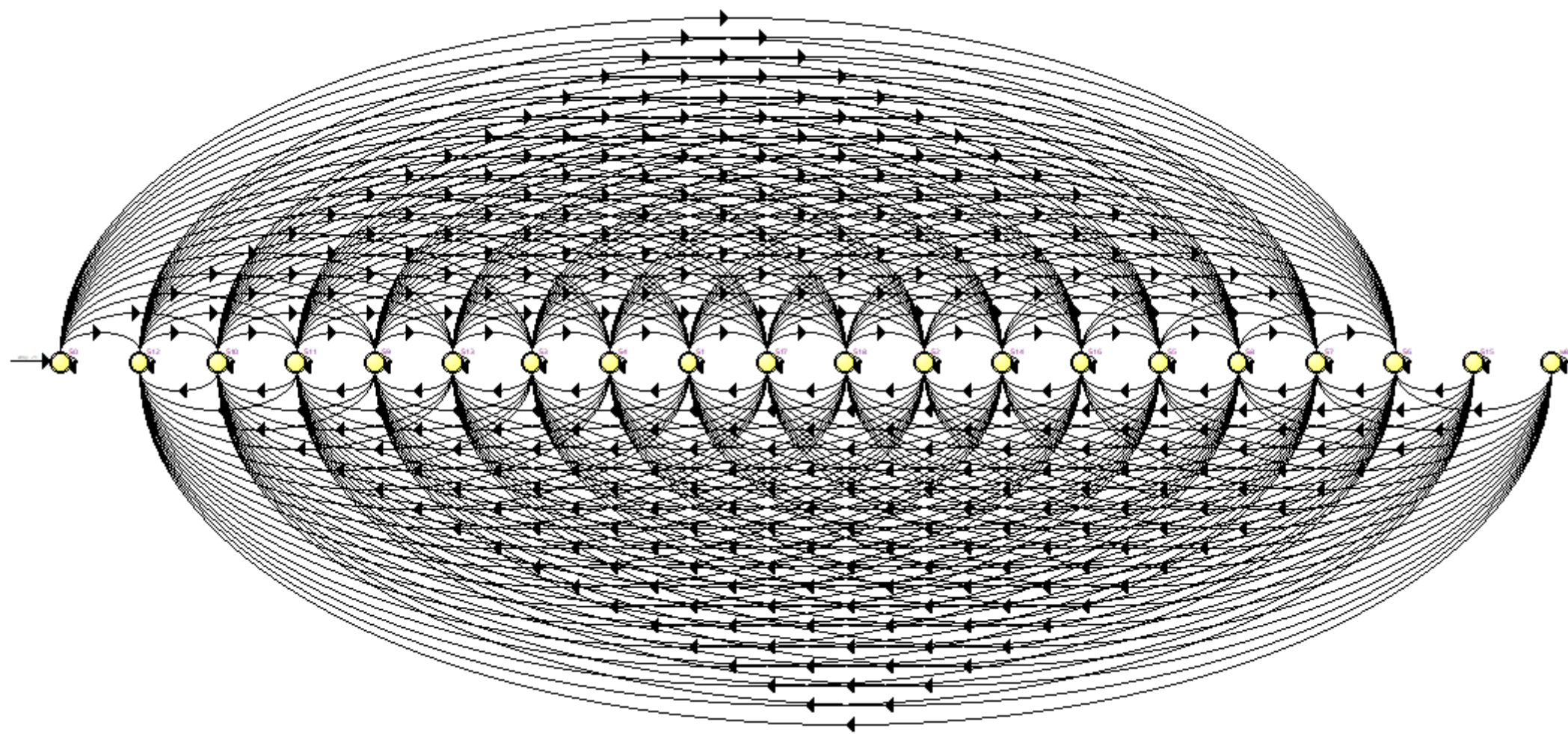
when S17 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"43";
edox <= S18;
edof <= w8;

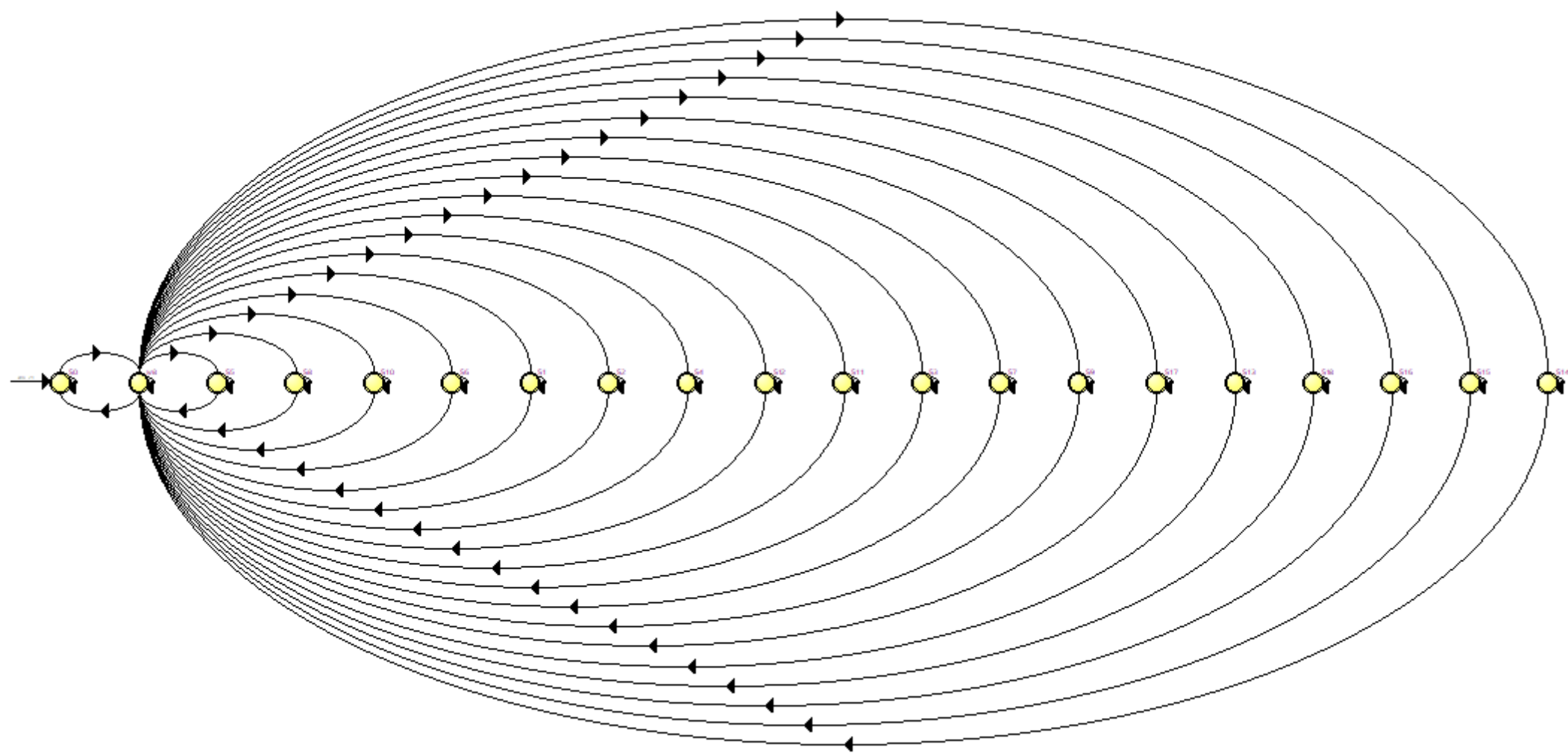
when S18 => RS <= '1';
RW <= '0';
E <= '1';
data <= X"10";
edox <= S7;
edof <= w8;

when w8 => RS <= '0';
RW <= '0';
E <= '0';
data <= X"00";
edof <= edoy;

when others => null;
end case;
end process;
end architecture;



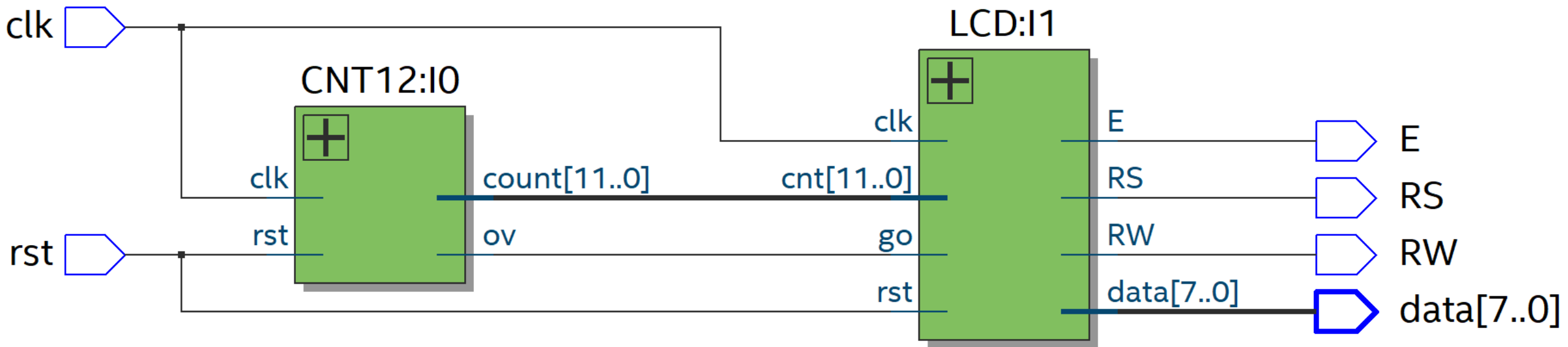




Top-level design

Una vez con la maquina de estados y el contador de 12 bits solo fue cuestión de conectar ambos componentes en un simple top-level design

```
1  library ieee;
2  use ieee.std_logic_1164.all;
3
4  entity LCD_toplvl is
5  port (clk, rst : in std_logic;
6       RS, RW, E : out std_logic;
7       data : out std_logic_vector(7 downto 0));
8  end entity;
9
10 architecture LCD_toplvl_ARC of LCD_toplvl is
11     component CNT12 is
12     port (clk, rst : in std_logic;
13          ov : out std_logic;
14          count : out std_logic_vector(11 downto 0));
15     end component;
16     component LCD is
17     port (clk, rst, go : in std_logic;
18          cnt : in std_logic_vector(11 downto 0);
19          RS, RW, E : out std_logic;
20          data : out std_logic_vector(7 downto 0));
21     end component;
22
23     signal cont : std_logic_vector(11 downto 0);
24     signal flag : std_logic;
25
26     begin
27         I0 : CNT12 port map (clk, rst, flag, cont);
28         I1 : LCD port map (clk, rst, flag, cont, RS, RW, E, data);
29     end architecture;
```

Simulación

