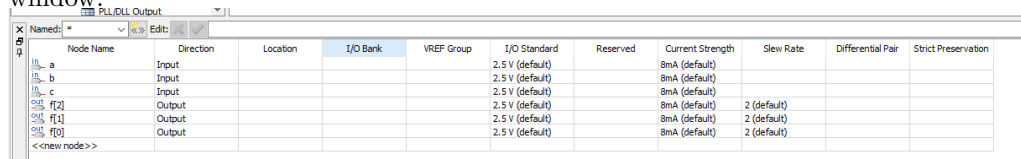

How To 5

Synthesizing a Verilog Module

The combinedLab01 verilog file used in this example has three inputs and three outputs that are mapped to slide switches and LEDs.

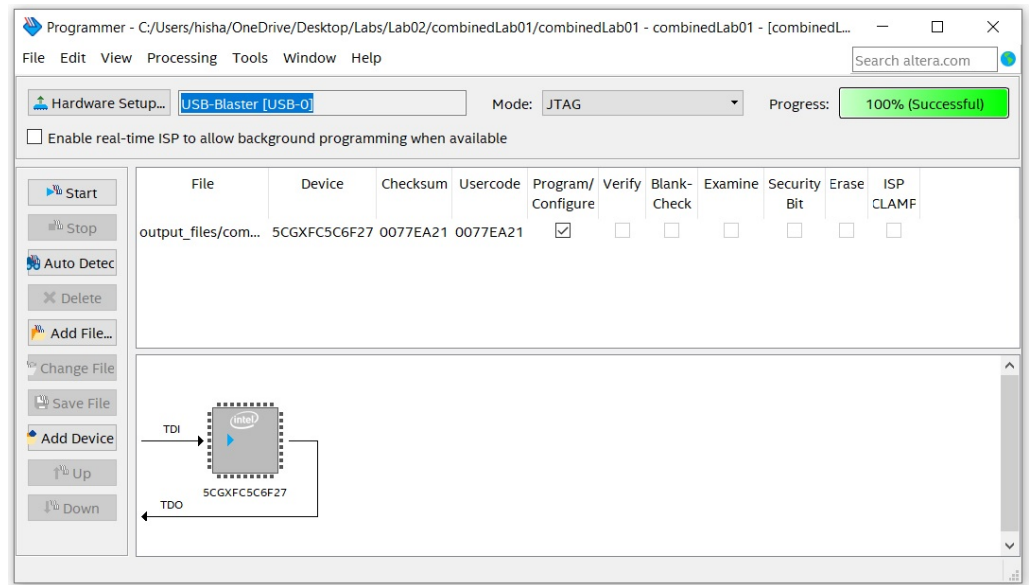
It's time to realize the *combinedLab01* Verilog file to FPGA. To do this follow these steps:

1. In Project Navigator pane, select the File tab
2. Right mouse click *combinedLab01.v* and select Set As Top Level Entity.
3. Processing -> Start -> Start Analysis and Elaboration
4. Assignments -> Pin Planner
5. In the Pin Planner pop-up you should see the pin assignment pane at the bottom of the window.



Node Name	Direction	Location	I/O Bank	VREF Group	I/O Standard	Reserved	Current Strength	Slew Rate	Differential Pair	Strict Preservation
a	Input				2.5 V (default)		8mA (default)			
b	Input				2.5 V (default)		8mA (default)			
c	Input				2.5 V (default)		8mA (default)			
f[2]	Output				2.5 V (default)		8mA (default)	2 (default)		
f[1]	Output				2.5 V (default)		8mA (default)	2 (default)		
f[0]	Output				2.5 V (default)		8mA (default)	2 (default)		
<new node>>										

6. Double click in the Location cell for row c
7. Scroll down the list of pins to PIN_AC9
8. Complete the pin assignment for the other 5 inputs and outputs using the information contained in pin assignment table completed earlier.
9. Double check your pin assignments.
10. File -> Close. Note closing your file incorporates this assignment into the project.
11. Back in the Quartus window, Processing -> Start Compilation <Ctrl-L>
12. Tools -> Programmer
13. In the Programmer pop-up window click Add File...
14. In the Select Programming File pop-up, navigate to your project directory, then into the output files folder, the select combinedLab01.sof, click Open. You should see something like the following.



15. Connect the Altera Cyclone V GX FPGA to your computer through the USB port, connect the power supply, and push the red power-on button. Try not to be annoyed by the infernal blinking LEDs.
16. In the Programmer pop-up
 - a. Click Hardware Setup. . .
 - b. In the Hardware Setup select USB-Blaster [USB=0] from the Currently selected hardware pull-down
 - c. Click Close
17. Back in the Programmer window, the box next to Hardware Setup. . . should reflect your choice. Click Start,
18. The Development board should stop its infernal blinking and run your program. Your design is now running on the FPGA.