

Tutorial for Quartus' In-System Memory Content Editor

The In-System Memory Content Editor allows you to view and edit the content of memory over the JTAG interface. Under the Mem Init Tab in the altsyncram MegaWizard, check the box to “Allow In-System Memory Content Editor to capture and update content independently of the system clock”. The Instance ID will allow you to differentiate the RAMs if you have more than one RAM with the Content Editor enabled. The rest of the settings will be the same as if you weren't using the In-System Memory Content Editor. However, you cannot use dual-port mode, as the Content Editor uses one of the ports.



