## **Getting Started with Questa Sim\***

- UNIX/Linux accounts are created with a username that is the part before the @uah.edu in your UAH email address and a default password of your first and last initials (lower case) and the last 6 digits of your A number.
- Get a terminal window by using the pulldown menu in the upper left corner Applications
   -> System Tools -> Terminal.
- Other helpful commands include Is (list the contents of a directory), mkdir (make a directory), cd (change directory), cp (copy), more (display the contents of a file), pwd (print working directory), rm (remove or delete) and rmdir (remove a directory). If you want to see what the command line options (what you can put after the -) are for a particular command, you can type man command.
- Now you should be able to access Questa Sim by typing vsim. I recommend that you
  make a subdirectory called cpe526(cpe426) and subdirectories for each homework
  assignment. Move to the appropriate subdirectory and then type vsim.
- You should see a window which says "Questa Welcome to version 2020.1". Near the bottom right of this window is a Jumpstart button.
- Click on it. You should now see a window which says "Welcome to Questa Sim-64 2020.1" which has two links: Create a Project and Open a Project.
- To get documentation, click the Close button. You will see the Questa Sim window and a Help pulldown menu all the way to the right of the window. Click on Help, then Questa Documentation PDF Bookcase.
- Click on Tutorial. Go through the tutorial as directed. When asked for files, you can copy them from the directory \$MODEL\_TECH/examples.

https://www.mentor.com/company/higher\_ed/modelsim-student-edition\_.

Known limitations of the student version are design size limits (10,000 lines), no support for some System Verilog features, no support for mixed designs (you can do Verilog or VHDL, but not designs that contain both).

<sup>\*</sup> Much of the basic functionality of Questa Sim can be found in the student version of ModelSim which can be downloaded at