

This simulation created using https://zipcpu.com/tutorial/lsn-09-serialrx.pdf and the scala file "https://github.com/develone/SpinalTemplateSbt/blob/master/src/main/scala/mylib/UartCtrlGenerics.scala

privided by <u>PasCal++@volatile-static</u> on "<u>https://gitter.im/SpinalHDL/SpinalHDL"</u> <u>https://github.com/develone/SpinalTemplateSbt/blob/master/echotest/test_rx_ex-09/notes_testsimulator.txt</u> & https://github.com/develone/SpinalTemplateSbt/blob/master/echotest/test_rx_ex-09/sim.png. Maybe this can help others. Thanks

and the scala file "https://github.com/develone/SpinalTemplateSbt/blob/master/src/main/scala/mylib/UartCtrlGenerics.scala

privided by PasCal++@volatile-static on "https://gitter.im/SpinalHDL/SpinalHDL" Creating a simulation to test UartCtrlUsageExample.v using ZipCPU ex-09-uartrx.tgz

This simulation uses rxuart_tb.cpp, testb.h, uartsim.h, uartsim.cpp. The Verilog rxuart.v and f_txuart.v.

The file psalm.txt is sent to rxuart module during the simulation. psalm.txt

The LORD is my shepherd; I shall not want. He maketh me to lie down in green pastures: he leadeth me beside the still waters. He restoreth my soul: he leadeth me in the paths of righteousness for his name's sake. Yea, though I walk through the valley of the shadow of death, I will fear no evil: for thou art with me; thy rod and thy staff they comfort me. Thou preparest a table before me in the presence of mine enemies: thou anointest my head with oil; my cup runneth over. Surely goodness and mercy shall follow me all the days of my life: and I will dwell in the house of the LORD for ever. ======== step1 UartCtrlUsageExample.v was copied to rxuart.v. The module UartCtrlUsageExample replace module rxuart. Made modoficatation rxuart.v, testb.h, rxuart_tb.cpp make

SUCCESS - all 0 characters matched PASS

./rxuart_tb psalm.txt

```
After adding o_wr to wrapper design rxuart.v for UartCtrlUsageExample.v.
Now the running of ./rxuart tb psalm.txt provides the psalm.txt to std-out.
This was accomplished by adding the following Verilog code to rxuart.v
+ output
                 o wr,
 input
                clk
 //input
                 reset
);
@@ -66,7 +67,14 @@ module rxuart (
          [7:0] write m2sPipe payload;
 wire
               write_m2sPipe_rValid;
 reg
         [7:0] write_m2sPipe_rData;
 reg
+ reg dum;
+ always @ (posedge clk) begin
    dum <= uartCtrl_1_io_read_valid;</pre>
+ end
./rxuart_tb psalm.txt
 The LORD is my shepherd; I shall not want.
 He maketh me to lie down in green pastures: he leadeth me beside the still
  waters.
 He restoreth my soul: he leadeth me in the paths of righteousness for his
  name's sake.
 Yea, though I walk through the valley of the shadow of death, I will fear
  no evil: for thou art with me; thy rod and thy staff they comfort me.
 Thou preparest a table before me in the presence of mine enemies: thou
  anointest my head with oil; my cup runneth over.
 Surely goodness and mercy shall follow me all the days of my life: and I
  will dwell in the house of the LORD for ever.
SUCCESS - all 966 characters matched
```

PASS - all 966 characters matched

A rxuat.vcd is created.

https://github.com/develone/SpinalTemplateSbt/blob/master/echotest/test_rx_ex-09/sim.png Needed to decrease the simulator Baud rate to match the Verilog code.

Note: This is the change in uartsim.cpp

setup(868); // Set us up for a baud rate of CLK/868

The original value was 25 instead of 868 which sets the Baudrate to 4MBaud.

He restoreth my soul: he leadeth me in the paths of righteousness for his https://github.com/develone/SpinalTemplateSbt/blob/master/echotest/test_rx_ex-09/4MBsim.pngPasCal++@volatile-static
PasCal++@volatile-static wrote @develone Could you complete the doc for them? As soon as I get

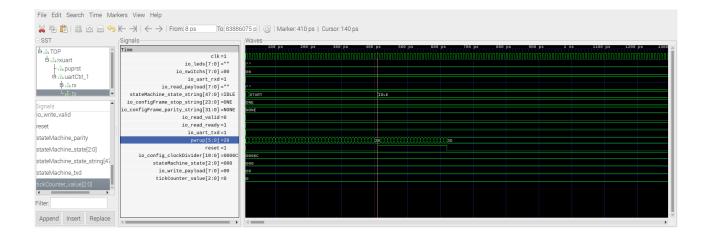
it all working I will try and put together a document.

```
Will a pdf be the the desired format?
From "https://github.com/develone/SpinalTemplateSbt/blob/master/echotest/test rx ex-
09/4MBsim.png". I see io_leds
matching what the simulator, is sending "He restoreth my soul: he lead". What I do not see
"io uart txd" toggle like "io uart rxd" which is the output of the simulator.
When I compiled "https://github.com/develone/SpinalTemplateSbt/blob/master/src/main/scala/
mylib/UartCtrlGenerics.scala"
 //Write the value of switch on the uart each 4000 cycles
 val write = Stream(Bits(8 bits))
 write.valid := CounterFreeRun(2000).willOverflow
 write.payload := io.switchs
 write >-> uartCtrl.io.write
 //Write the 0x55 and then the value of switch on the uart each 4000 cycles
 //val write = Stream(Fragment(Bits(8 bits)))
 //write.valid := CounterFreeRun(4000).willOverflow
 //write.fragment := io.switchs
 //write.last := True
The above is what I am testing the simulator and HW HX8K FPGA does not echo the charctertes
back.
Am I wrong in thinking that the characters should be echo back?
This is the current testing that I am working on.
"https://gist.githubusercontent.com/develone/3462de27a0064bbf7bea847b9b1bc06b/raw/
3e1a36bf4b8e30fd64c06e2b0f7d07b0fe79d7d2/rxuart.v.reset"
When I compiled "https://github.com/develone/SpinalTemplateSbt/blob/master/src/main/scala/
mylib/UartCtrlGenerics.scala"
 //Write the 0x55 and then the value of switch on the uart each 4000 cycles
 val write = Stream(Fragment(Bits(8 bits)))
 write.valid := CounterFreeRun(4000).willOverflow
 write.fragment := io.switchs
 write.last := True
 write.m2sPipe().insertHeader(0x55).toStreamOfFragment >> uartCtrl.io.write
With the above lines uncommented I still needed add a power up module to to get the it to work in
simulation and in HW
on my HX8K FPGA. "https://github.com/develone/SpinalTemplateSbt/blob/master/xmit55/
XmitTestTop.v"
make
verilator -O3 -MMD --trace -Wall -cc rxuart.v
%Error-ASSIGNIN: rxuart.v:77:5: Assigning to input/const variable: 'reset'
  77 |
        reset,
       \wedge \sim \sim \sim
%Error: Exiting due to 1 error(s)
     ... See the manual and https://verilator.org for more assistance.
make: *** [Makefile:63: obj_dir/Vrxuart.cpp] Error 1
module rxuart (
 output
                io uart txd,
 input
               io_uart_rxd,
```

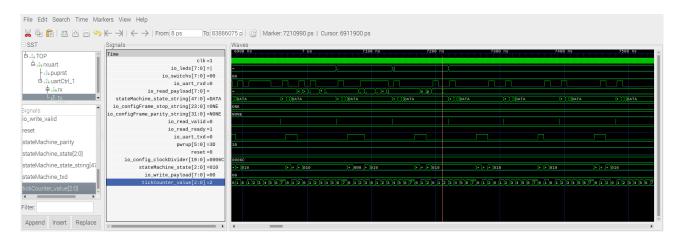
```
input
         [7:0] io_switchs,
 output
         [7:0] io_leds,
 input
               clk
 //input
                reset
);
 /* verilator lint_off UNUSED */
 wire reset;
 /* verilator lint_off UNUSED */
Lines 78-22 of rxuart.v
pwruprst puprst (
  clk,
  reset,
  pwrup
);
Lines 782-814 of rxuart.v
module pwruprst (
  clk,
  reset,
  pwrup
);
input clk;
output reset;
reg reset;
output [5:0] pwrup;
reg [5:0] pwrup;
always @(posedge clk) begin: PWRUPRST_LOGIC2
  /* verilator lint_off SYNCASYNCNET */
  if (((reset == 0) && (pwrup == 40))) begin
    reset <= 1;
  end
  else begin
    if ((pwrup <= 60)) begin
       pwrup <= (pwrup + 1);</pre>
    end
  end
  if ((pwrup == 60)) begin
    reset <= 0;
  end
end
```

endmodule

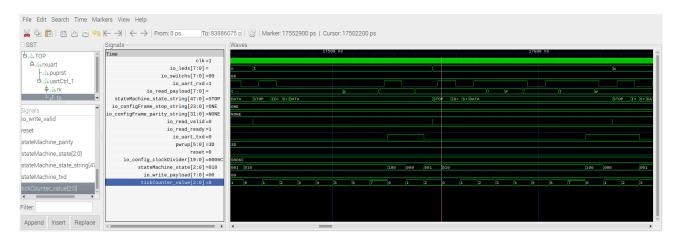
Generating a reset on powerup. Signal reset is driven hi after 0x28 clocks and remains hi until the clock reaches 0x3C at which time is return lo.



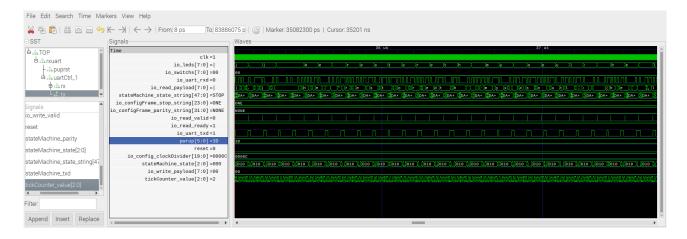
Drilling down why the io_uart_txd only goes low at start bit and no other toggles during the tickCounter_values 0 thru 7.



Drilling down why the io_uart_txd only goes low for the



The signal io_uart_rxd toggles correctly since the signal io_leds displays "He restoreth my soul: he". This matches with the what the uartsim is sending.



The Verilator simulator provides to std-out the txt of psalm.txt file.

//Write the value of switch on the uart each 4000 cycles

Scala code

```
val write = Stream(Bits(8 bits))
write.valid := CounterFreeRun(2000).willOverflow
write.payload := io.switchs
write >-> uartCtrl.io.write
assign zz_2 = 1b1;
assign write_valid = _zz_6;
assign write_payload = io_switchs;
assign write_ready = ((1'b1 && (! write_m2sPipe_valid)) || write_m2sPipe_ready);
assign write_m2sPipe_valid = write_m2sPipe_rValid;
assign write_m2sPipe_payload = write_m2sPipe_rData;
assign write_m2sPipe_ready = uartCtrl_1_io_write_ready;
always @ (posedge clk) begin
 if(uartCtrl_1_io_read_valid)begin
  _zz_1 <= uartCtrl_1_io_read_payload;
 end
 if(write_ready)begin
  write_m2sPipe_rData <= write_payload;</pre>
```

end end