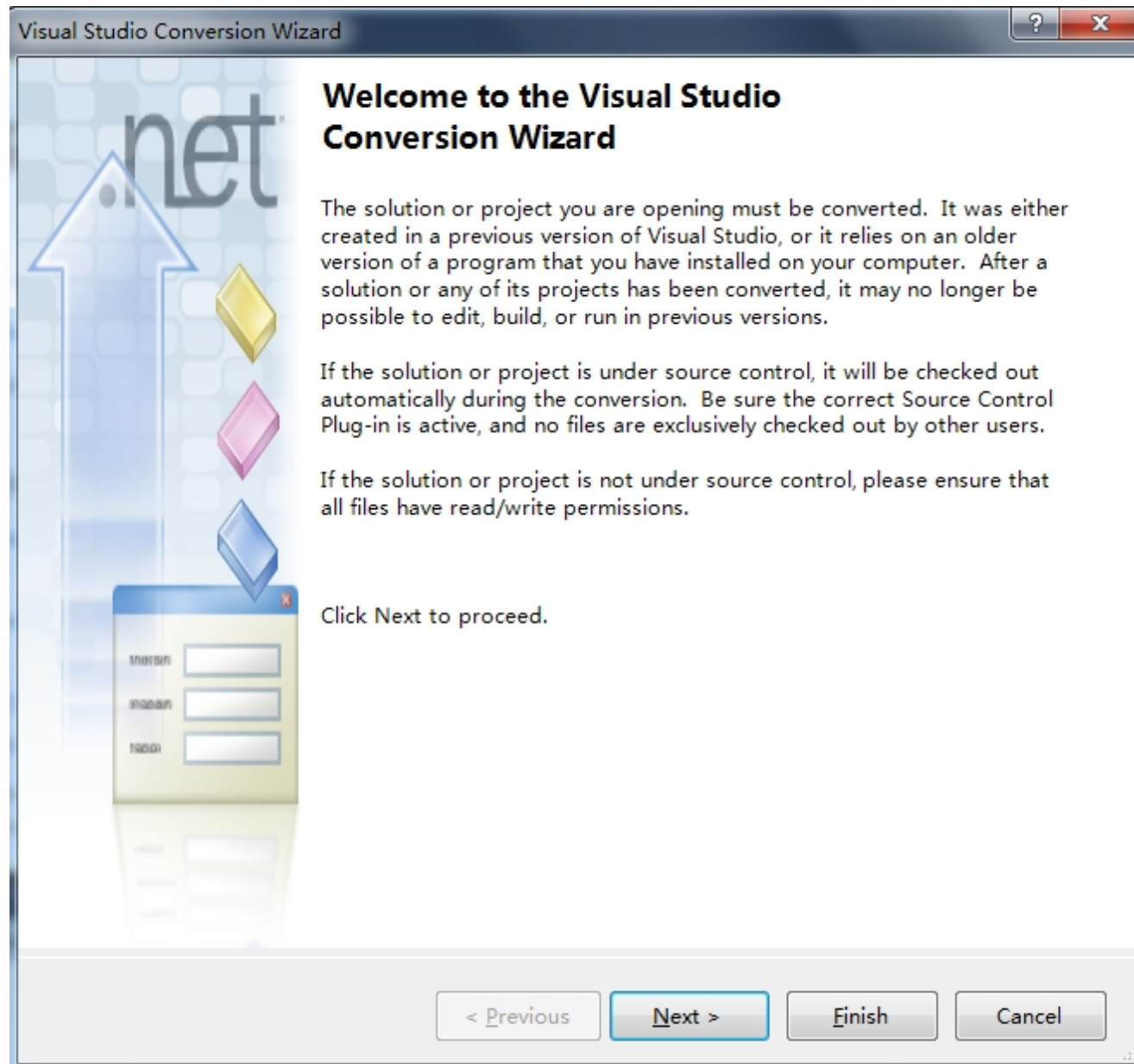


安装SystemC

下载

- Microsoft Visual Studio 2010
- SystemC 2.3.0:
[`http://www.accellera.org/downloads/standards/systemc. \(systemc-2.3.0.tgz\)`](http://www.accellera.org/downloads/standards/systemc. (systemc-2.3.0.tgz))

解压缩systemc-2.3.0.tgz，打开D:\systemc-2.3.0\msvc80\SystemC\SystemC.sln,会转成2010格式



**Choose Whether To Create a Backup**

If you want a copy of your solution or project in its current format, it must be backed up.

Do you want to create a backup before converting?

- ☒ **N**o
- ☐ **Y**es, create a backup before converting

Choosing this option will create a backup file next to each converted file.

< Previous

Next >

Finish

Cancel



Ready to Convert

Review the following summary information. Click Finish to convert your solution or project.

Summary:

If the solution or project is under source control, it will be checked out automatically during the conversion. Be sure the correct Source Control Plug In is active, and no files are exclusively checked out by other users.

If the solution or project is not under source control, please ensure that all files have read/write permissions.

For Office projects, the Upgrade Wizard will modify your project to target the version of Office you have installed. If you do not want to change the version of Office this project targets, cancel the wizard and clear the "Always upgrade to installed version of Office" option on the

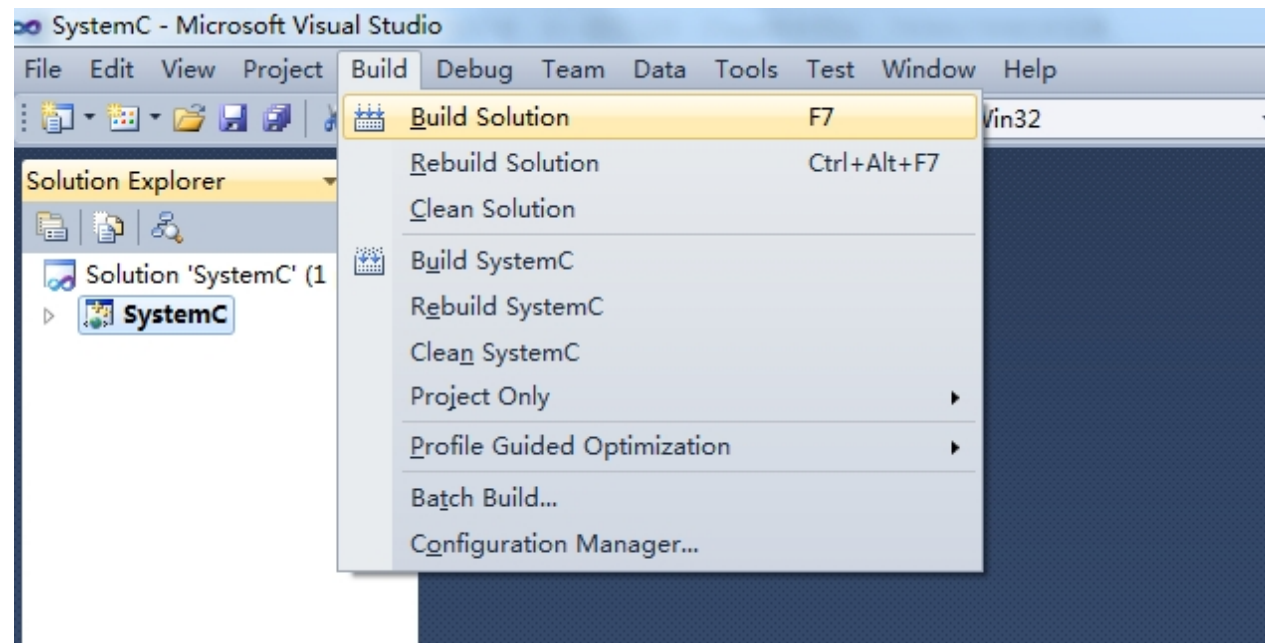
< Previous

Next >

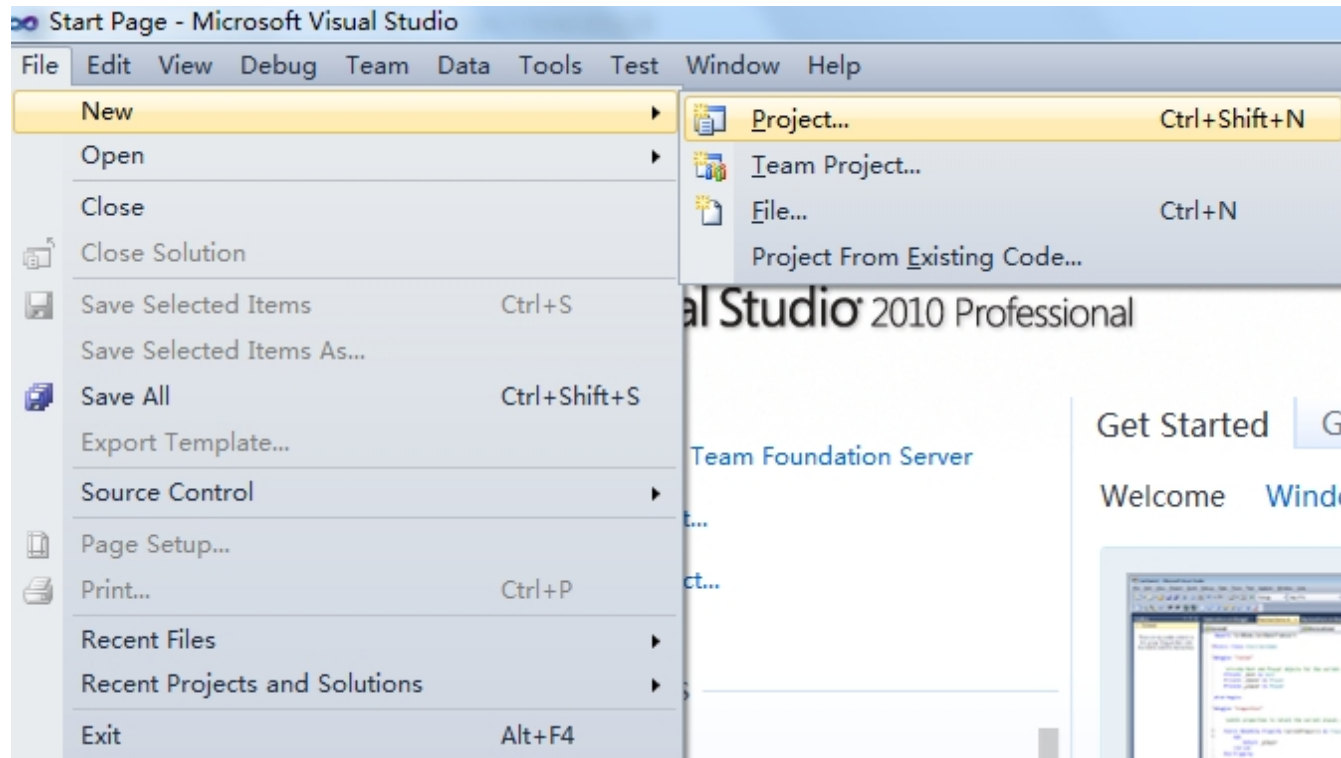
Finish

Cancel

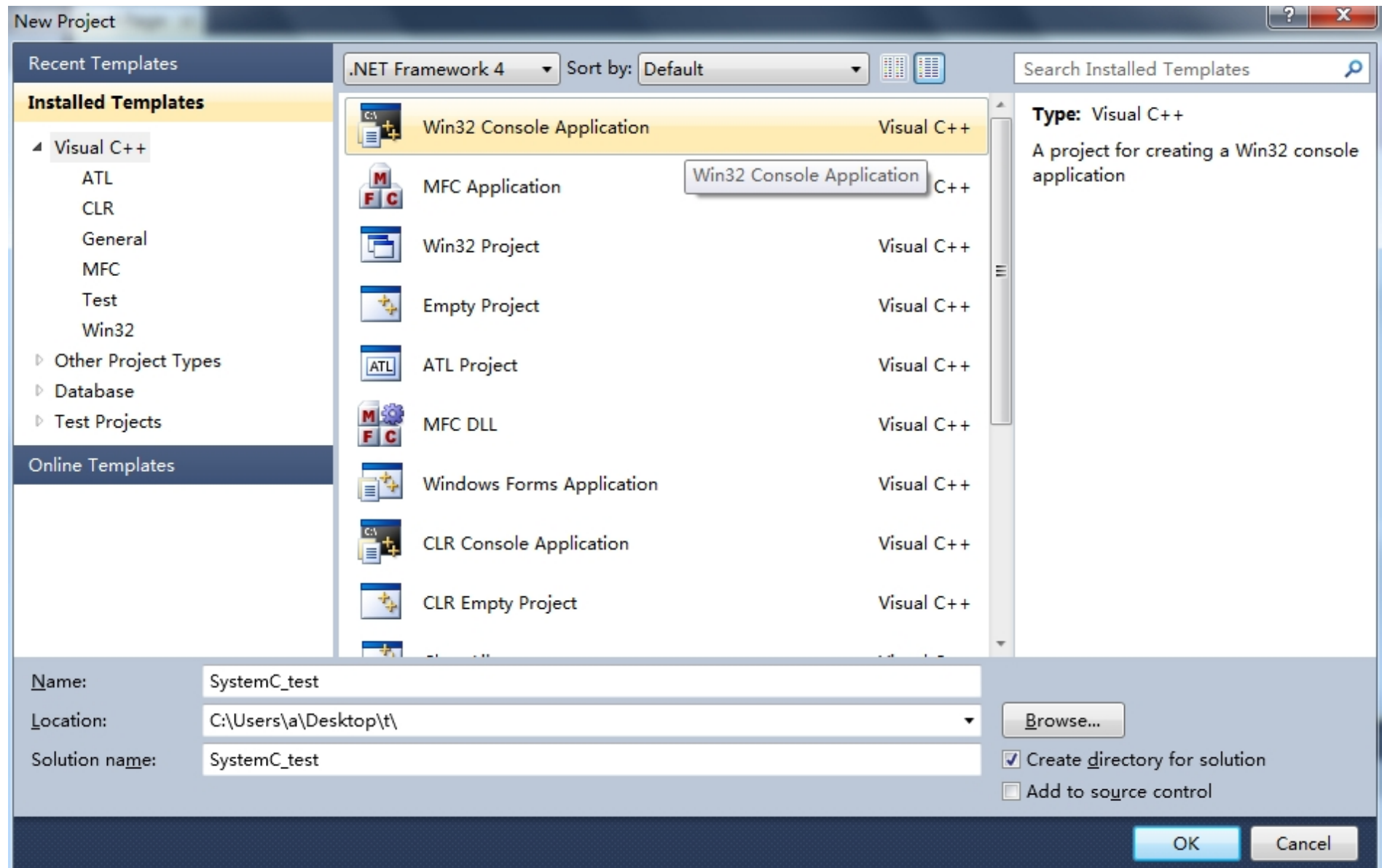
编译SystemC这个项目

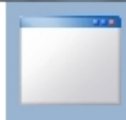


新建一个工程



选择Win32 Console Application





Welcome to the Win32 Application Wizard

Overview

Application Settings

These are the current project settings:

- Console application

Click **Finish** from any window to accept the current settings.

After you create the project, see the project's readme.txt file for information about the project features and files that are generated.

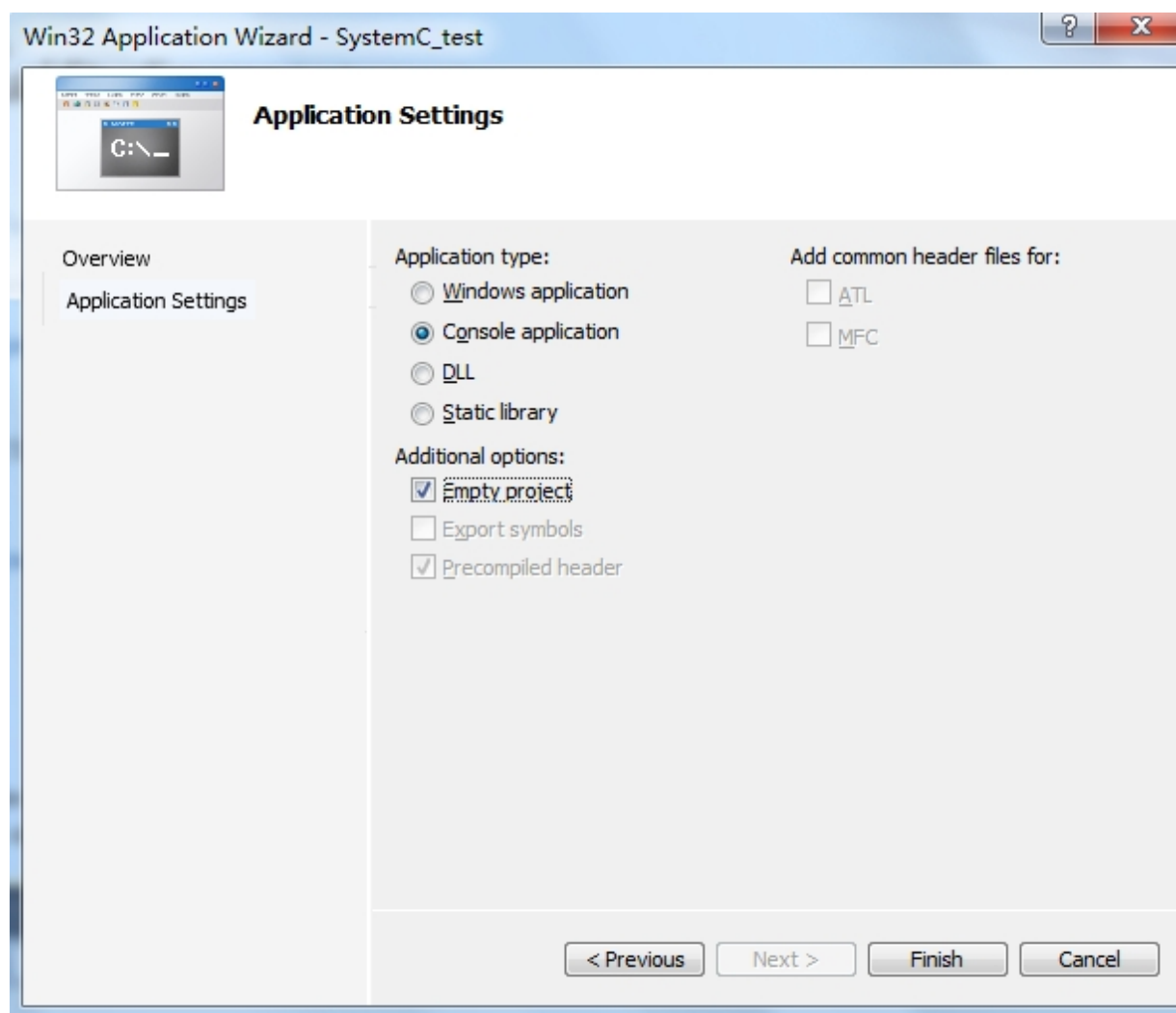
< Previous

Next >

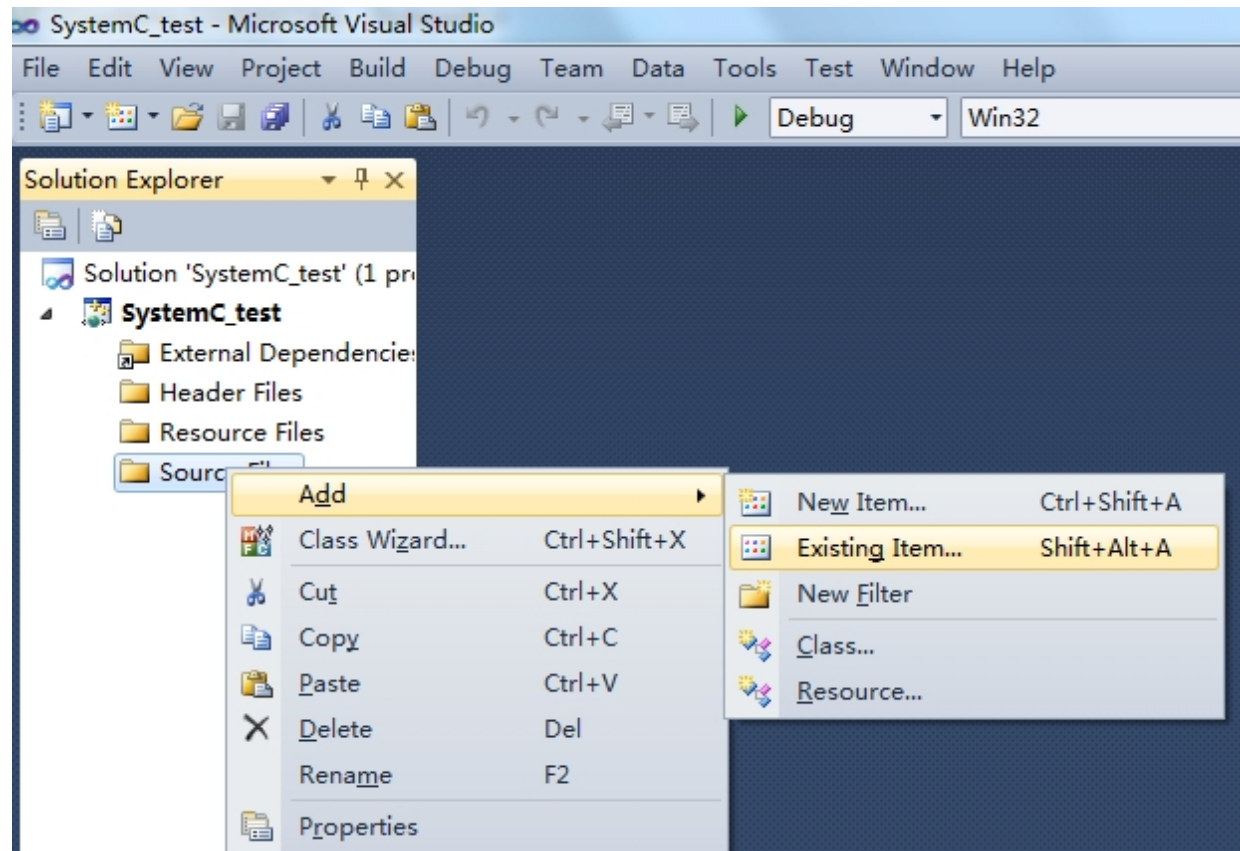
Finish

Cancel

选择空工程



在项目中添加源文件

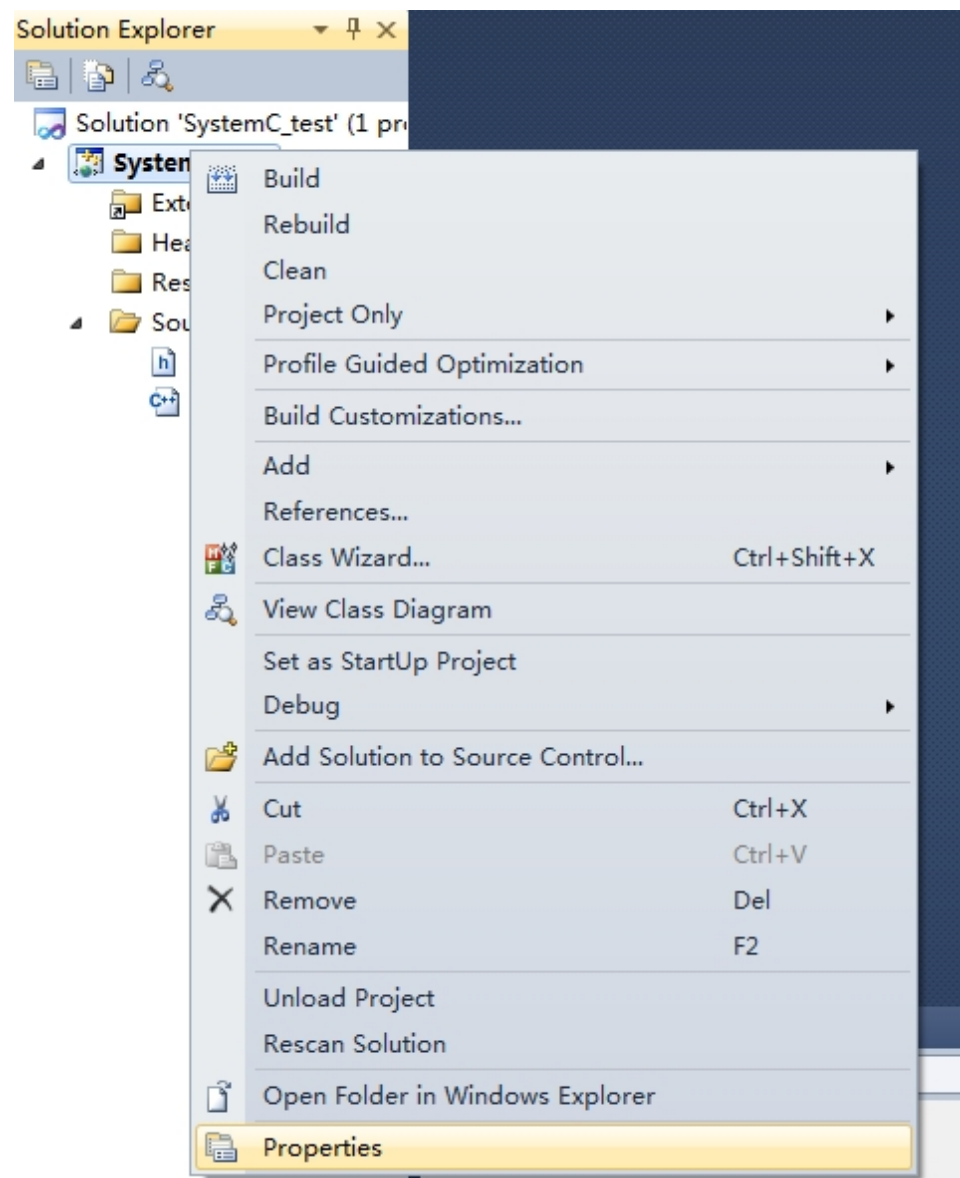


```
//main.cpp
#include <systemc.h>
#include "nand2.h"
#include "tb.h"
int sc_main(int, char**){
    sc_signal<bool> a,b,f;
    sc_clock clk("Clk",20,SC_NS);
    nand2 N2("Nand2");
        N2.A(a);
        N2.B(b);
        N2.F(f);
        tb tb1("tb");
    tb1.clk(clk);
    tb1.a(a);
        tb1.b(b);
    tb1.f(f);
        // trace file creation
        sc_trace_file *tf =
    sc_create_vcd_trace_file("Nand
2");
        sc_trace(tf,N2.A, "A");
        sc_trace(tf,N2.B, "B");
        sc_trace(tf,N2.F, "F");
        sc_start(200,SC_NS);
        sc_close_vcd_trace_file(tf);
    return 0;
}
```

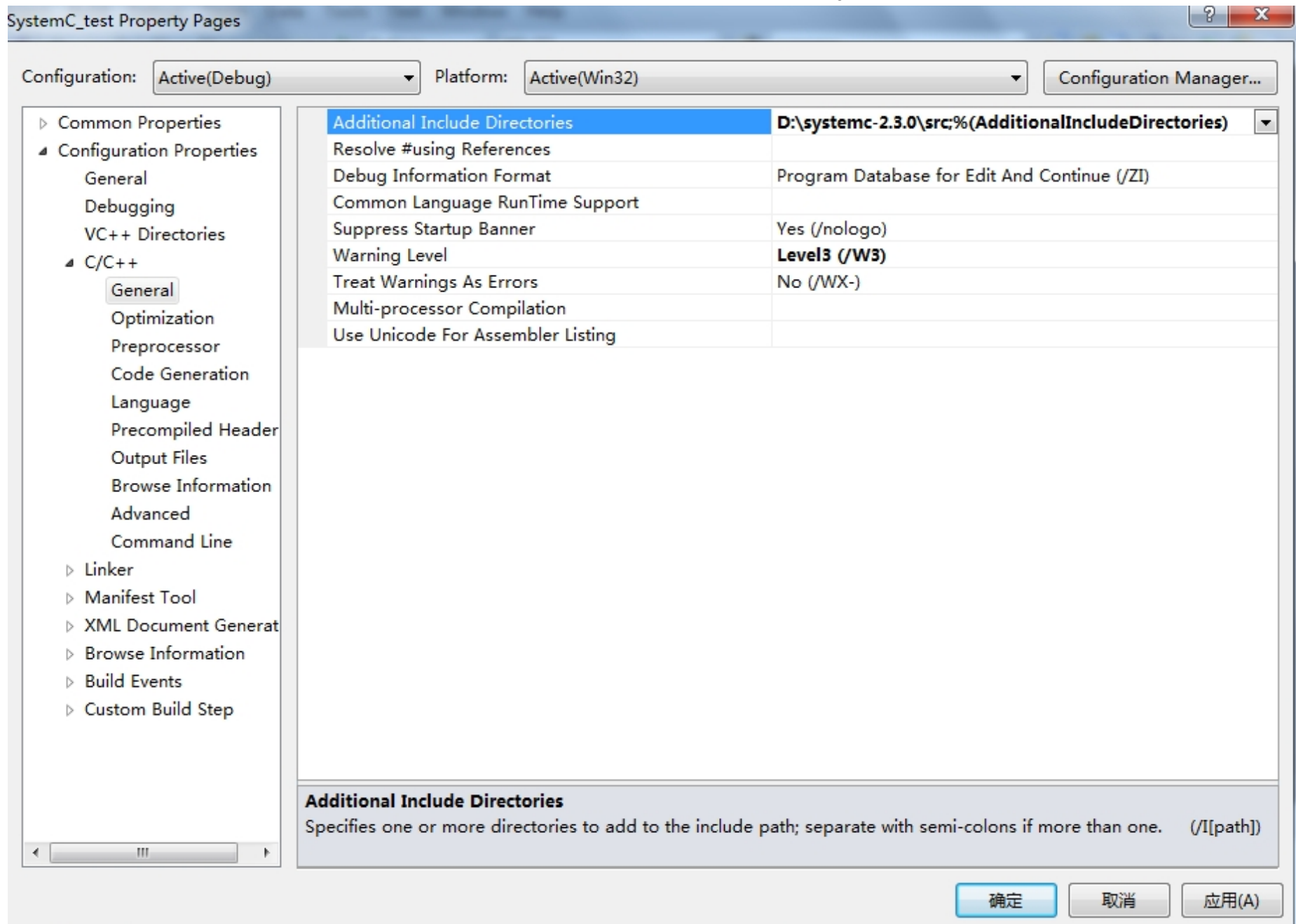
```
//nand2.h
//Designed By
Chenxi,2003.3.22
//a systemc description of 2-
input nand gate
#ifndef _NAND2_H
#define _NAND2_H
#include <systemc.h>
#include <math.h>
SC_MODULE(nand2){
    sc_in<bool> A;
    sc_in<bool> B;
    sc_out<bool> F;
    void do_nand(){
        F=!( A & B);
    };
    SC_CTOR(nand2){
        SC_METHOD(do_nand);
        sensitive<<A<<B;
    }
};
#endif
```

```
//tb.h
//testbench of nand2,By chenxi ,all rights
reserved
#ifndef _TB_H
#define _TB_H
SC_MODULE(tb){
    sc_out<bool> a,b;
        sc_in<bool> f;
    sc_in_clk clk;
    void gen_input(){
        wait(); a=0; b=0;
        wait(); a=0; b=1;
        wait(); a=1; b=0;
        wait(); a=1; b=1;
        wait(); a=0; b=0;
        wait(); a=0; b=0;
    }
    void display_variable(){
        cout<<"a="<<a<<"",b="<<b<<"",f="<<f<<end
l;
    }
    SC_CTOR(tb){
        SC_CTHREAD(gen_input,clk.pos());
        SC_METHOD(display_variable);
        sensitive<<f<<a<<b;
        dont_initialize();
    }
};
#endif;
```

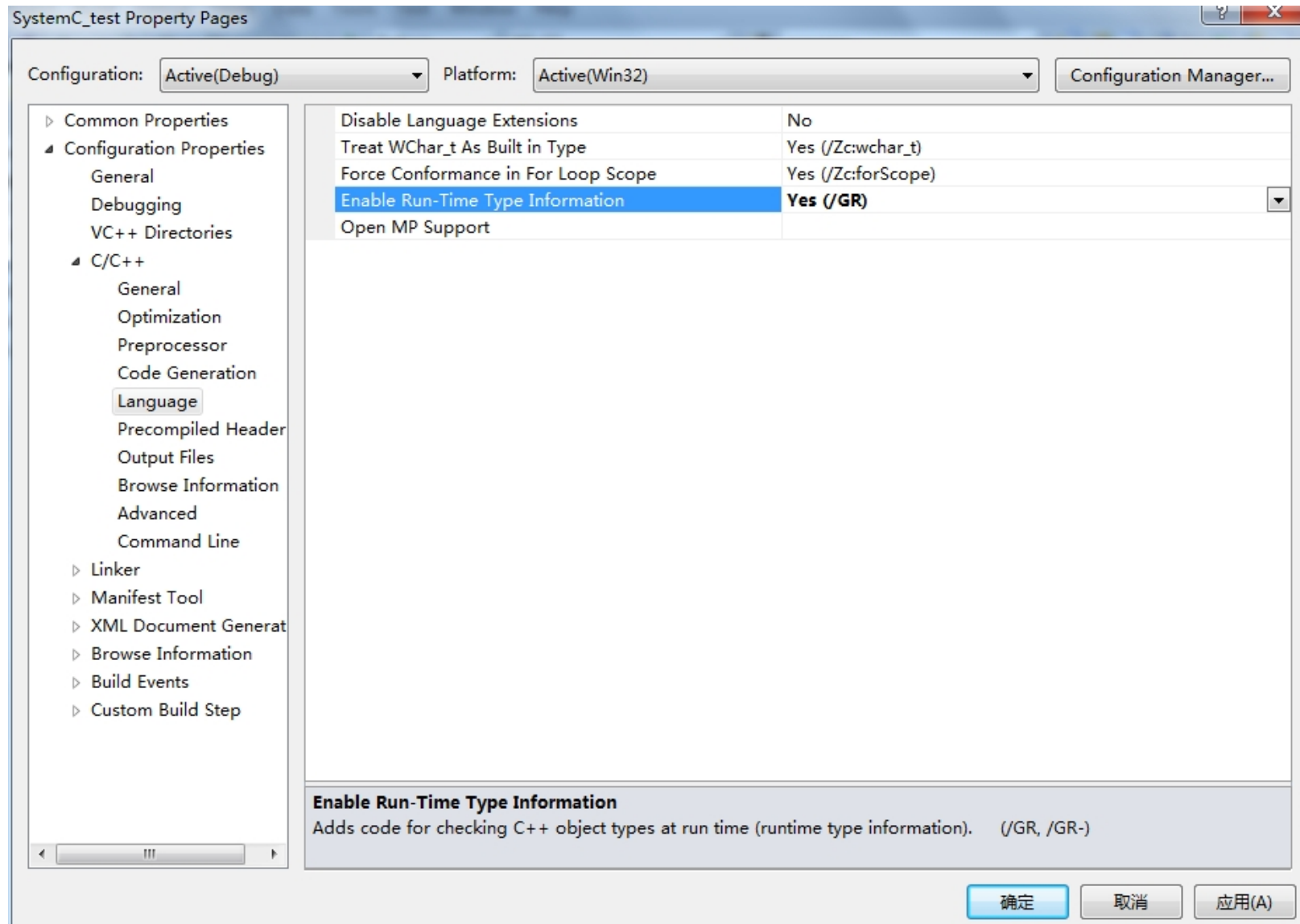
右击工程名，选择Properties



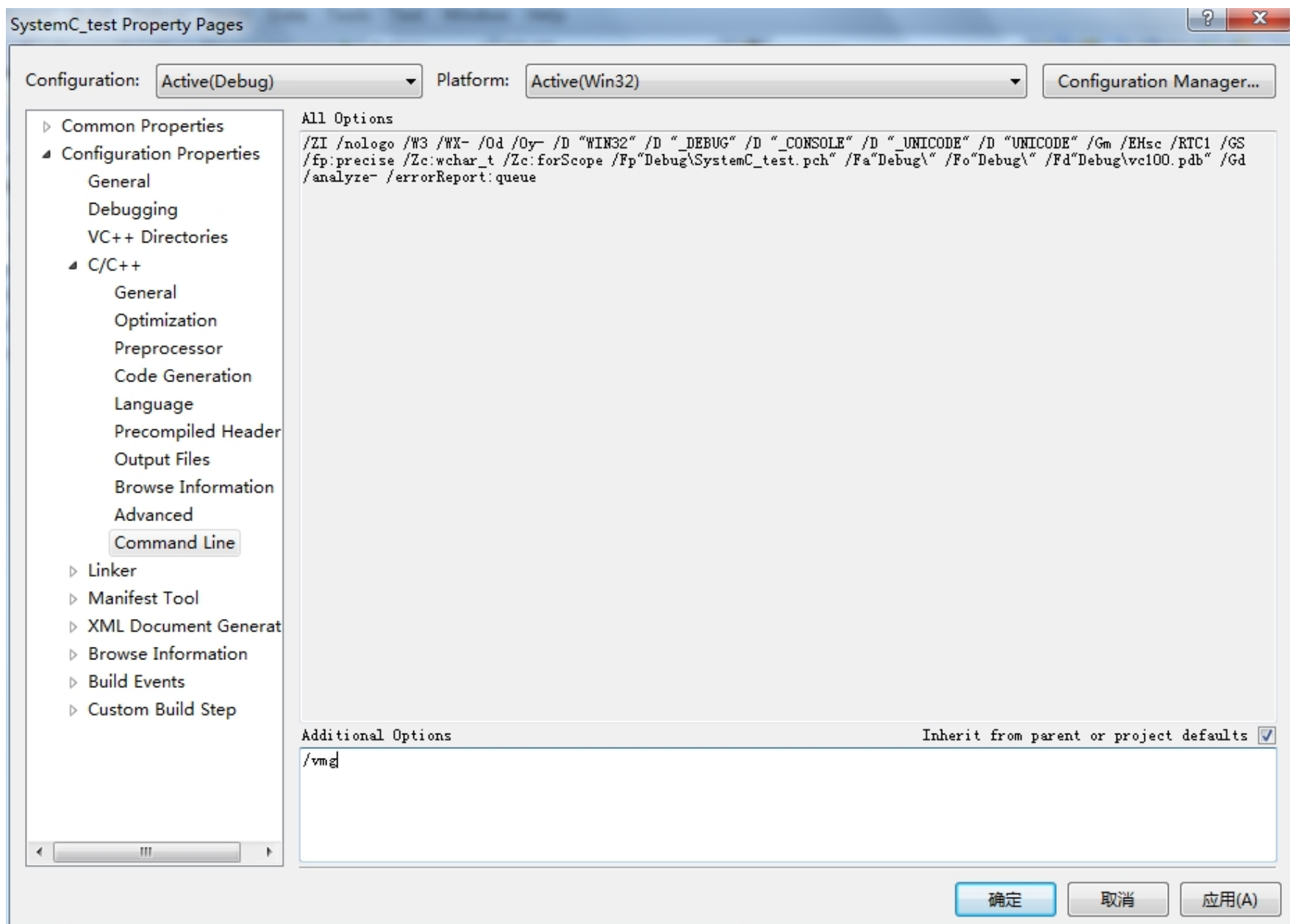
C/C++ → General → Additional Include Directories (D:\systemc-2.3.0\src)



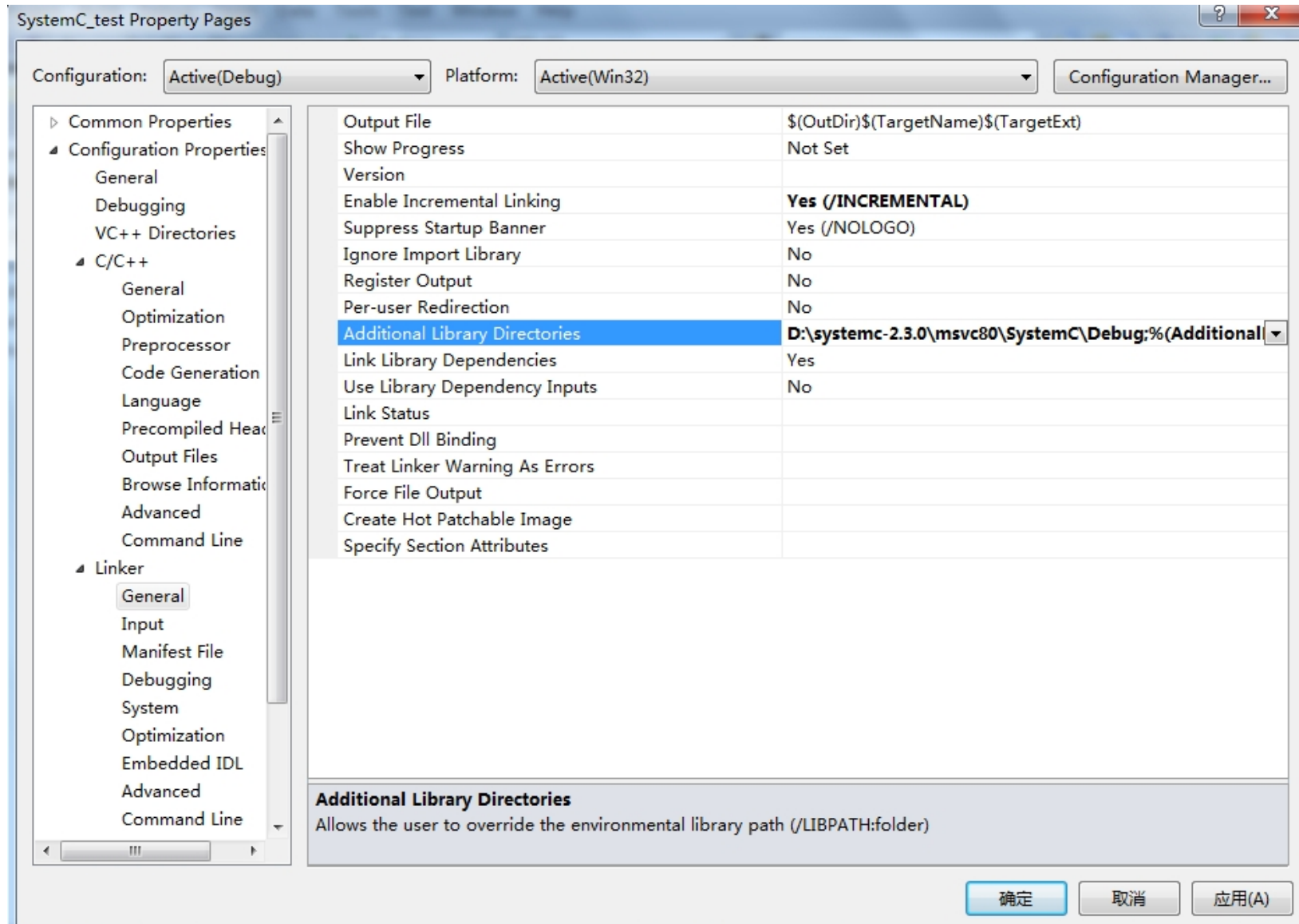
C/C++ → Language → Enable Run-Time Type Info → Yes



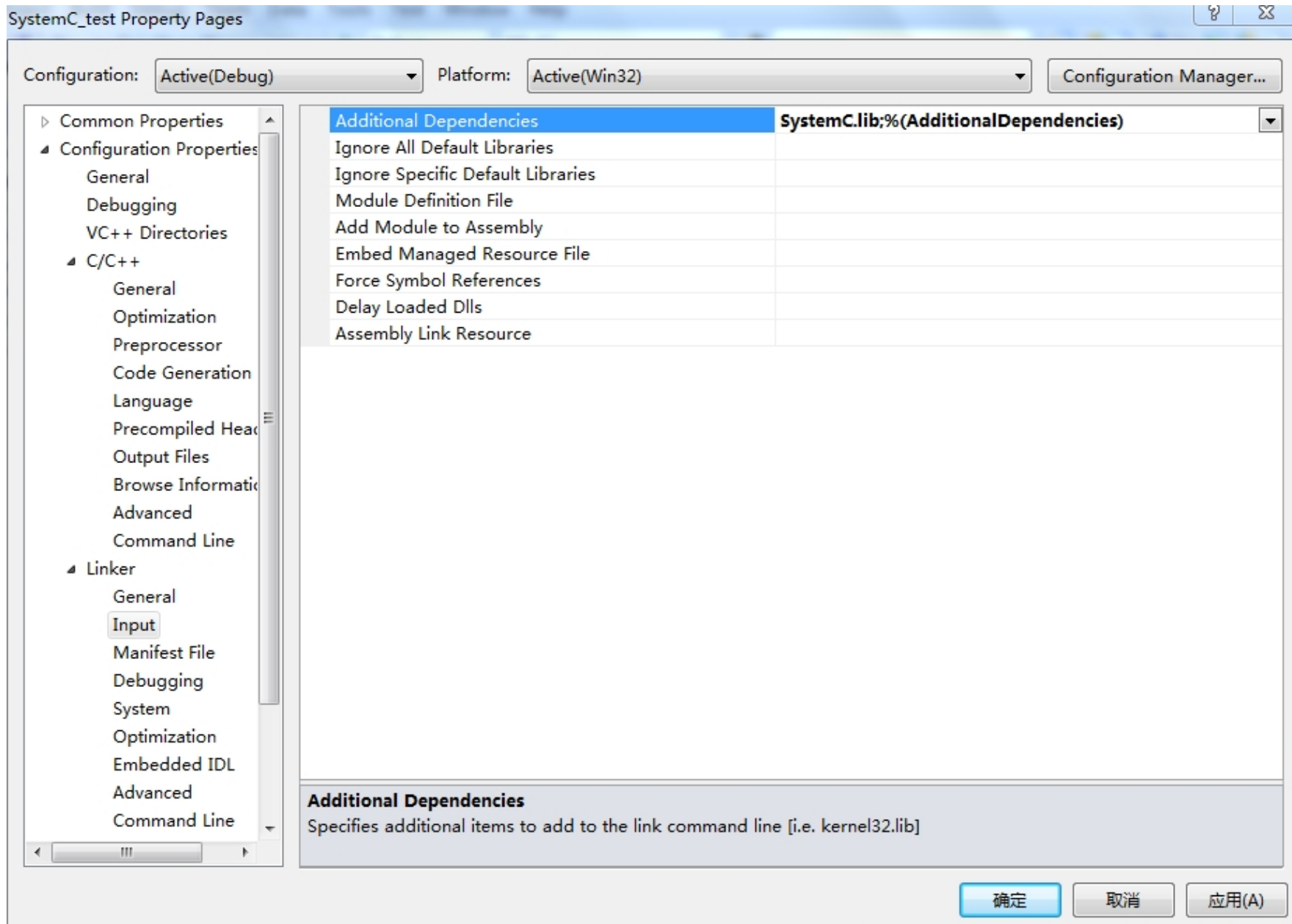
Command Line → Additional Options 加上 /vmg



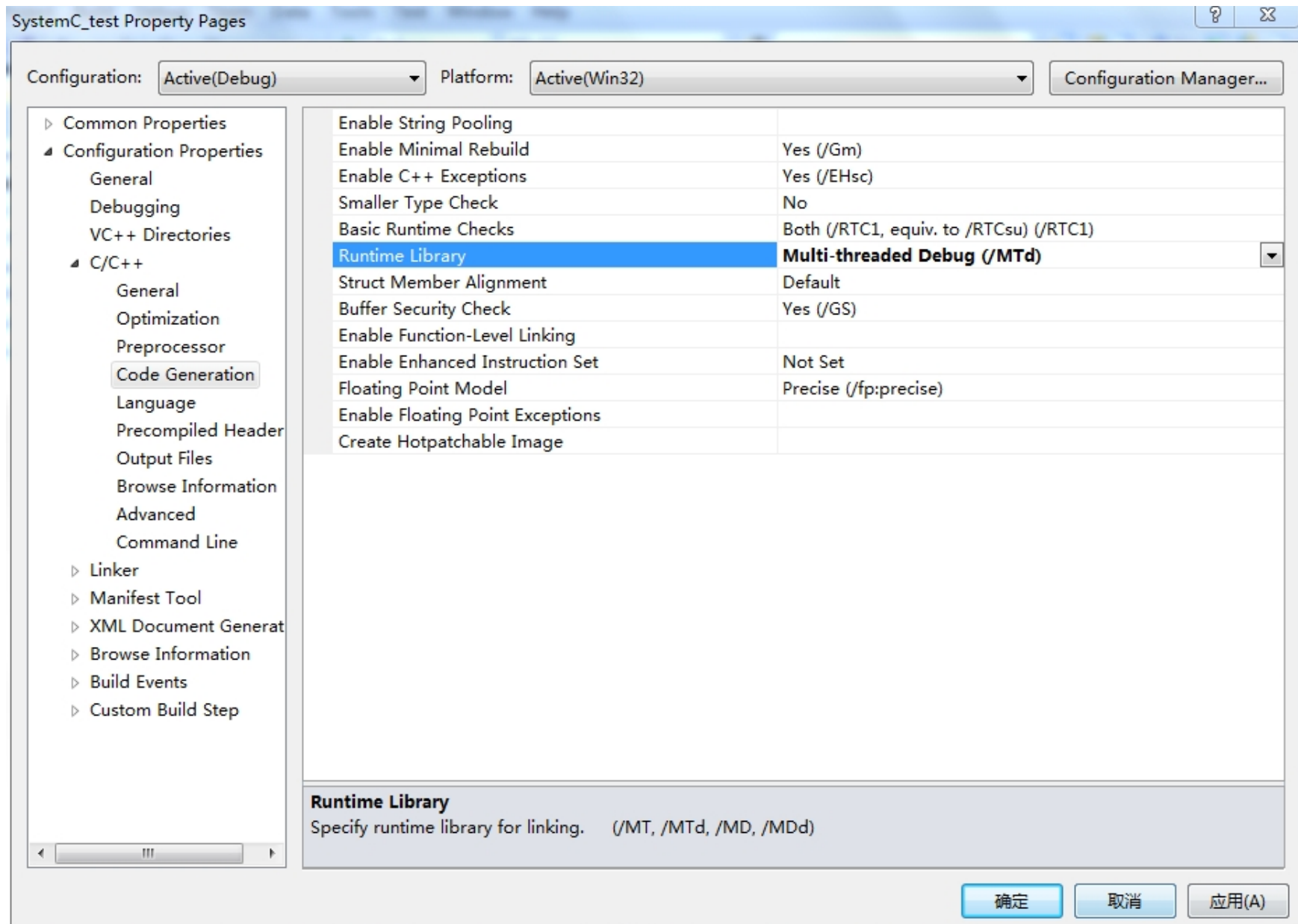
Linker → General → Additional Library Directories (D:\systemc-2.3.0\msvc80\SystemC\Debug)



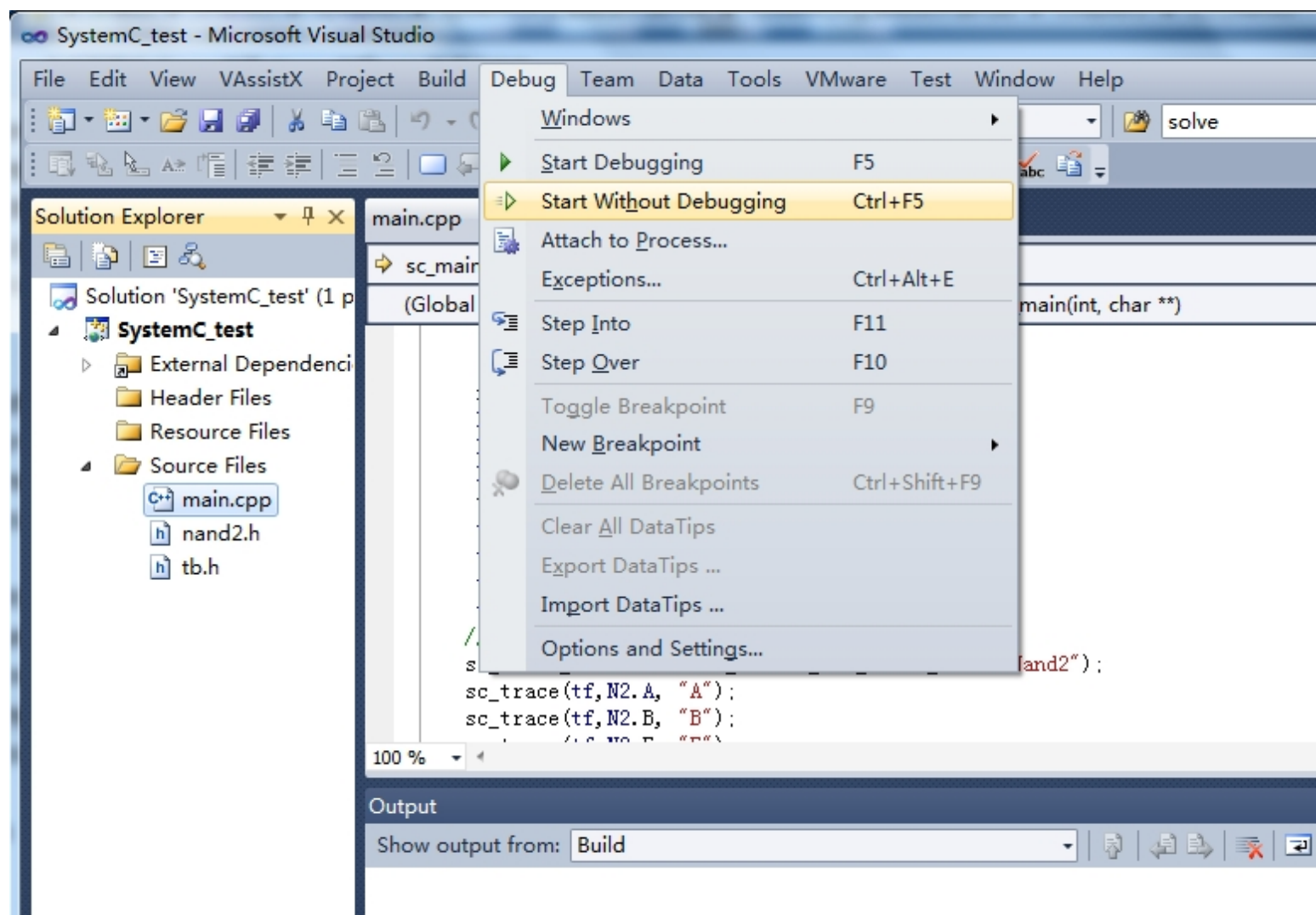
Linker → Input → Additional Dependencies (SystemC.lib)



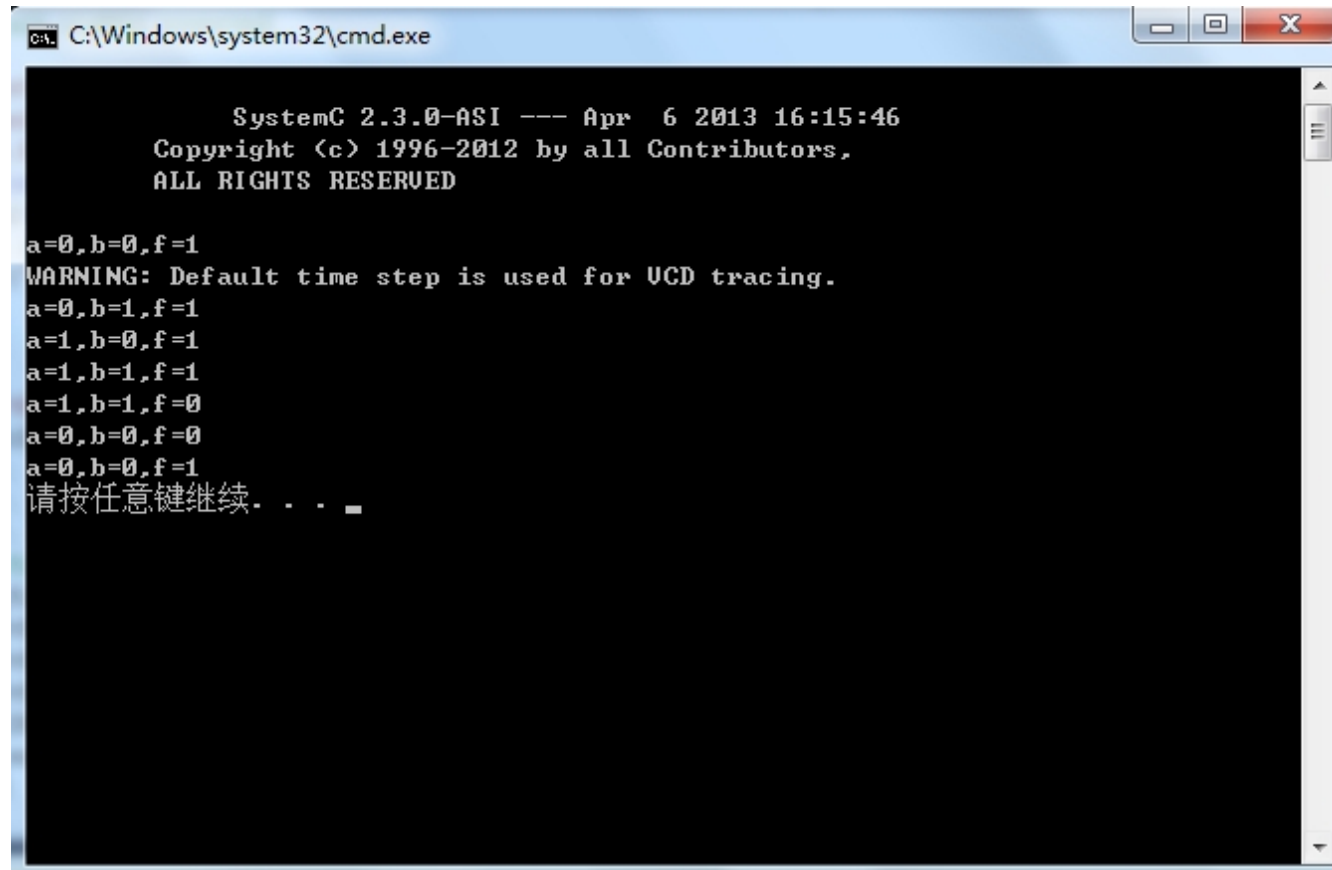
C/C++→Code Generation→Runtime Library→Multi-thread Debug(/MTd)



编译运行



结果



```
C:\Windows\system32\cmd.exe

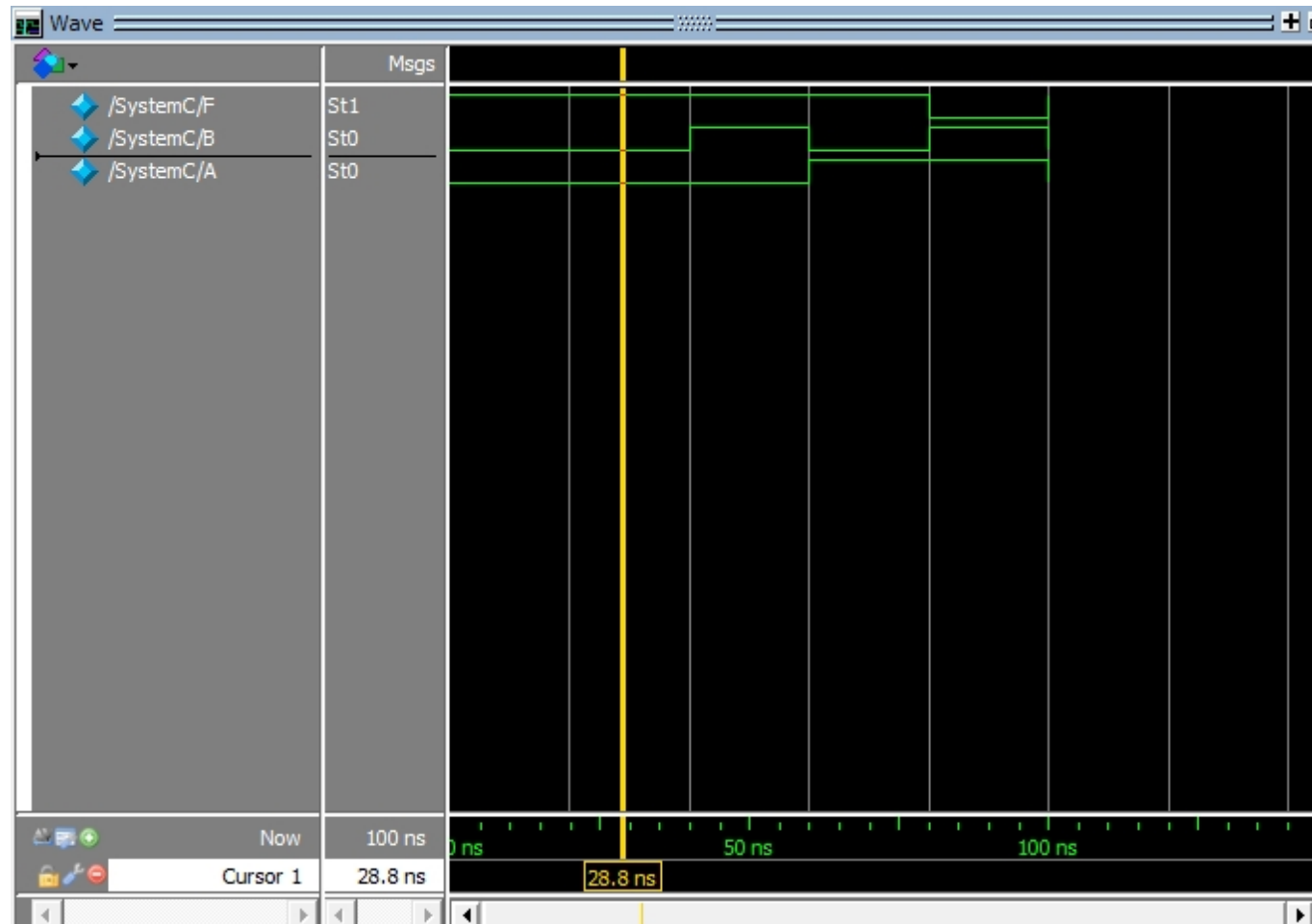
      SystemC 2.3.0-ASI --- Apr  6 2013 16:15:46
      Copyright (c) 1996-2012 by all Contributors,
      ALL RIGHTS RESERVED

a=0,b=0,f=1
WARNING: Default time step is used for UCD tracing.
a=0,b=1,f=1
a=1,b=0,f=1
a=1,b=1,f=1
a=1,b=1,f=0
a=0,b=0,f=0
a=0,b=0,f=1
请按任意键继续. . .
```

用ModelSim转换生成的vcd波形文件，生成wlf波形文件并打开

vcd2wlf <source.vcd> <target.wlf>

命令： vcd2wlf Nand2.vcd Nand2.wlf



用Wave 1.20(Wave VCD Viewer)打开

