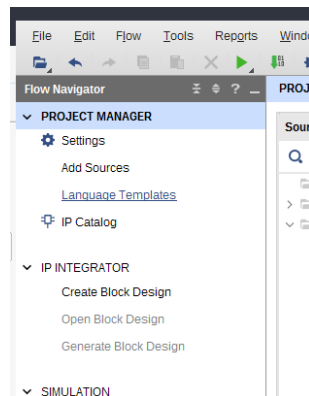


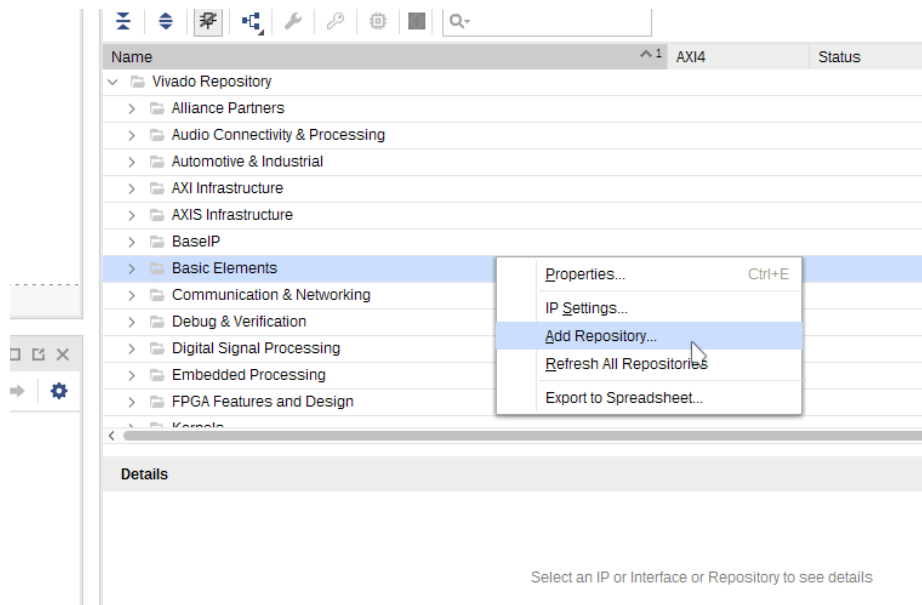
# Chopper Creation Tutorial

Atakan Tatlı - İrfan Bilaloğlu

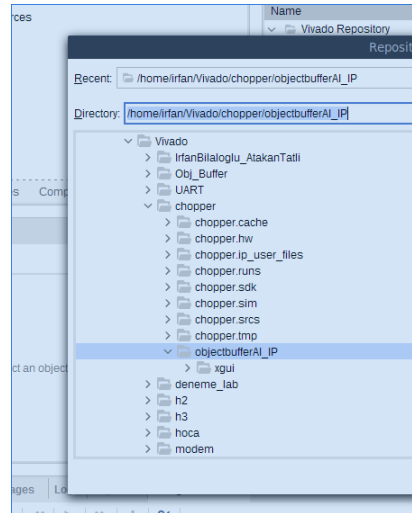
- 1) *Create* a new project. Do not add any sources, you could add your board's constraints file
- 2) *Click* “IP Catalog”



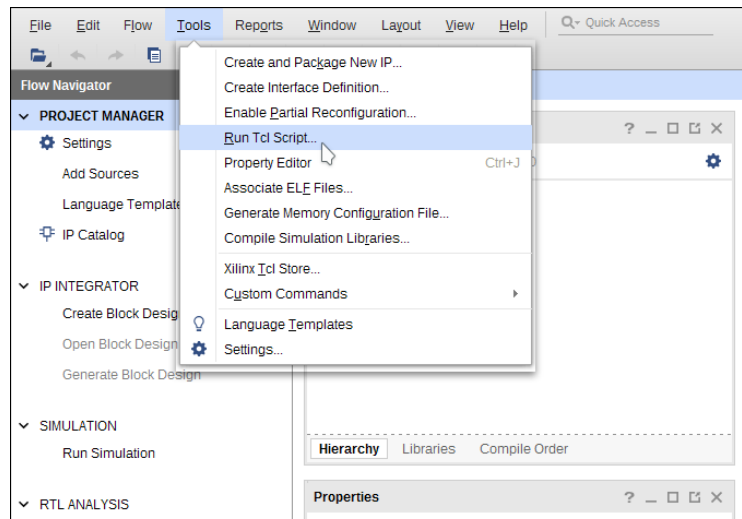
- 3) *Right click* an empty area and select “Add Repository”.



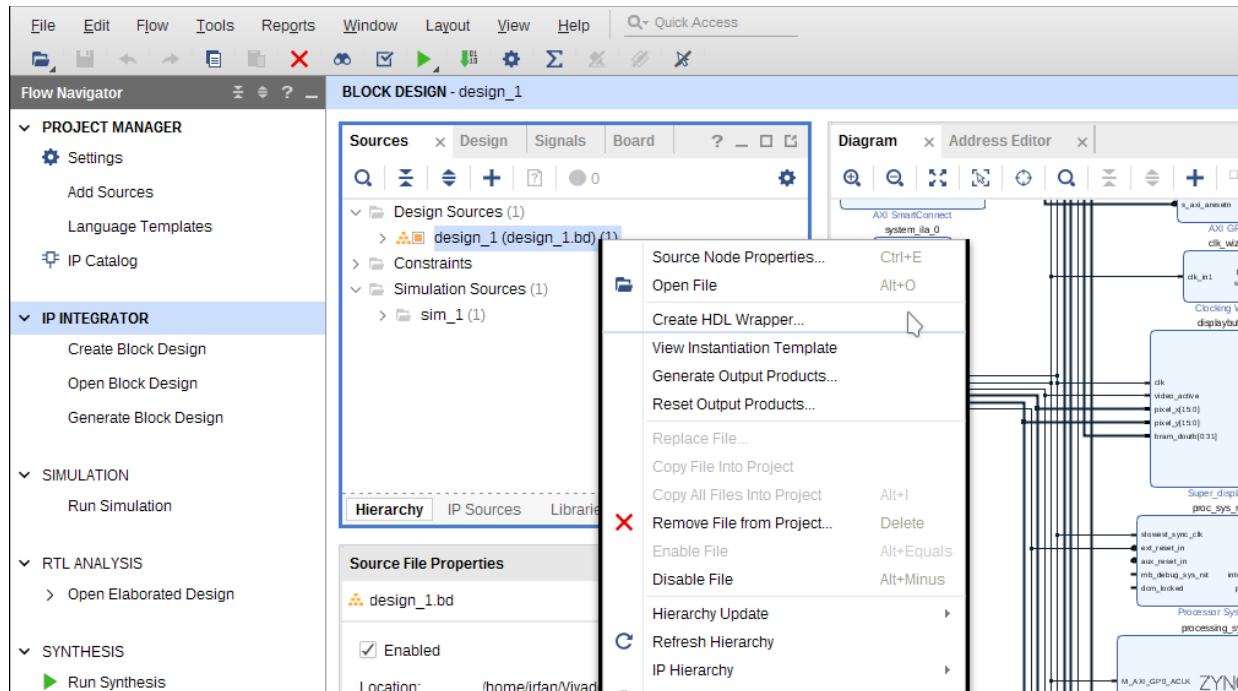
4) Select Furkan Çaycı's IP repository, then from project directory *add* “objectbufferAI\_IP”.



5) From Menu > Tools > Run TCL Script *select* “design\_1.tcl”. Wait till it creates the project.

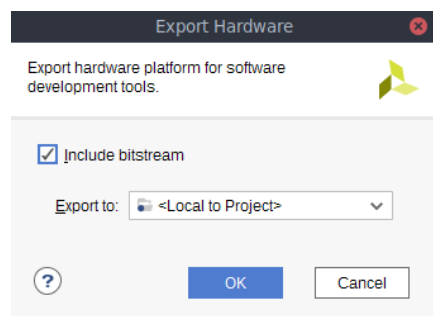


6) In the sources tab, *right click* “design\_1” under “Design Sources” and *select* “Create HDL Wrapper”.

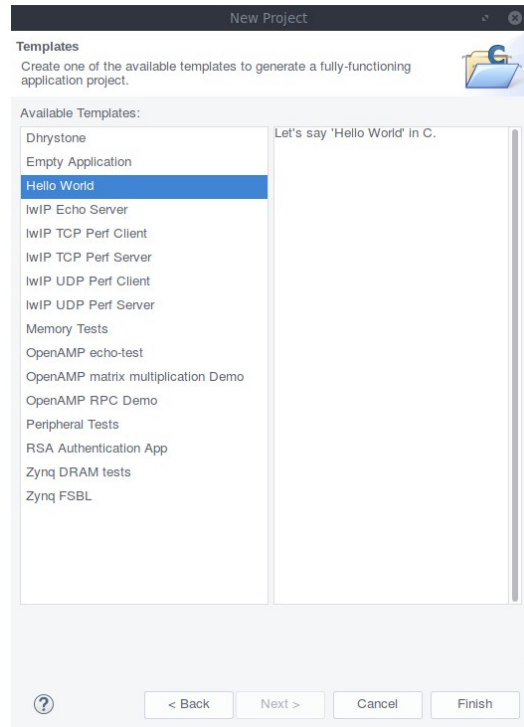


7) Then from the Flow Navigator, under Program And Debug, *click* “Generate Bitstream” and wait till it finishes, it may take a long time.

8) After Programming Device, File > Export > Export Hardware (*check* “Include bitstream”). Then select File > Launch SDK.



9) When SDK launches, *Create* a New Application Project and *select* Hello World from Templates



10) Then *Copy* and *Paste* contents of oyun.c into helloworld.c and execute.

Happy gaming...