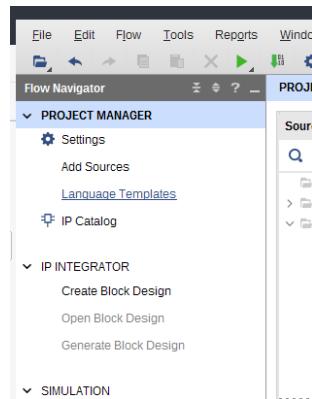


Chopper Creation Tutorial

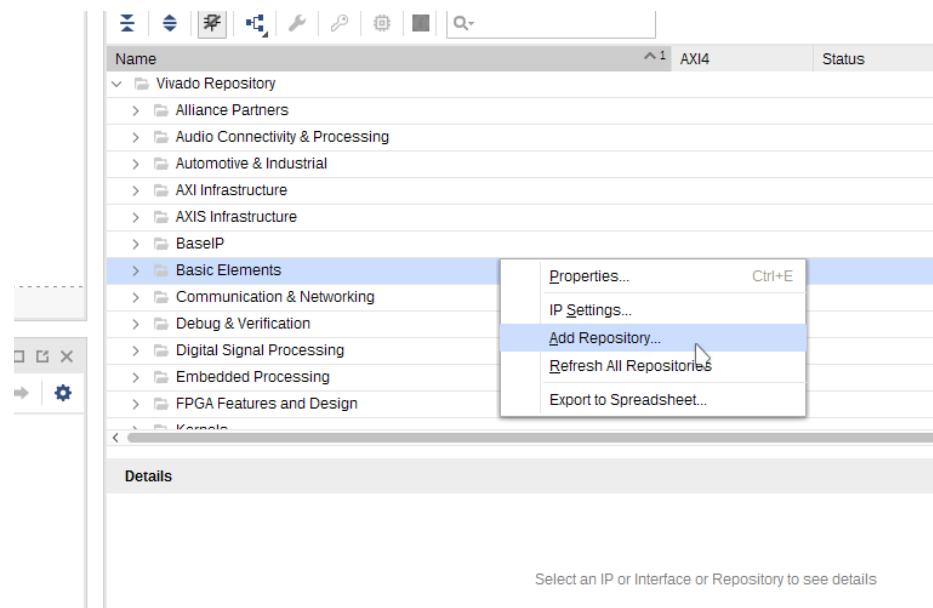
Atakan Tatlı - İrfan Bilaloğlu

1) *Create a new project. Do not add any sources, you could add your board's constraints file*

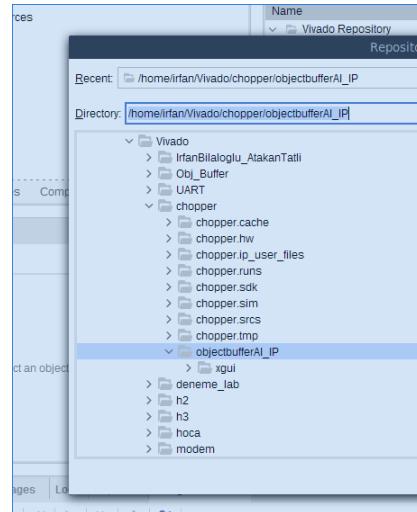
2) *Click “IP Catalog”*



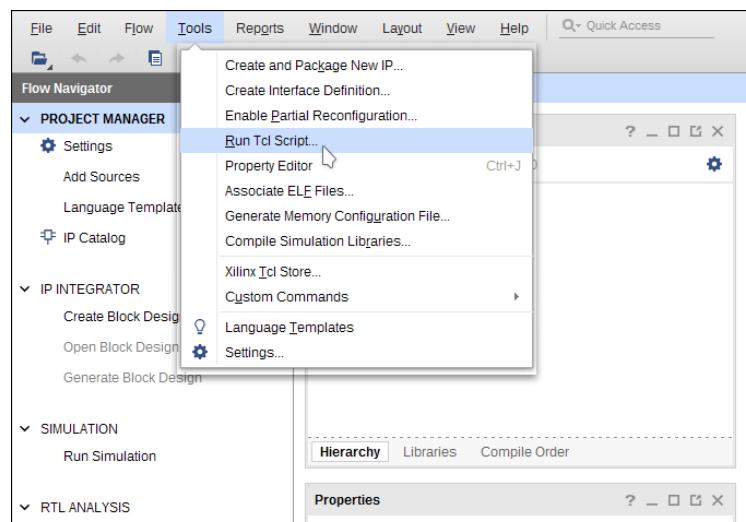
3) *Right click an empty area and select “Add Repository”.*



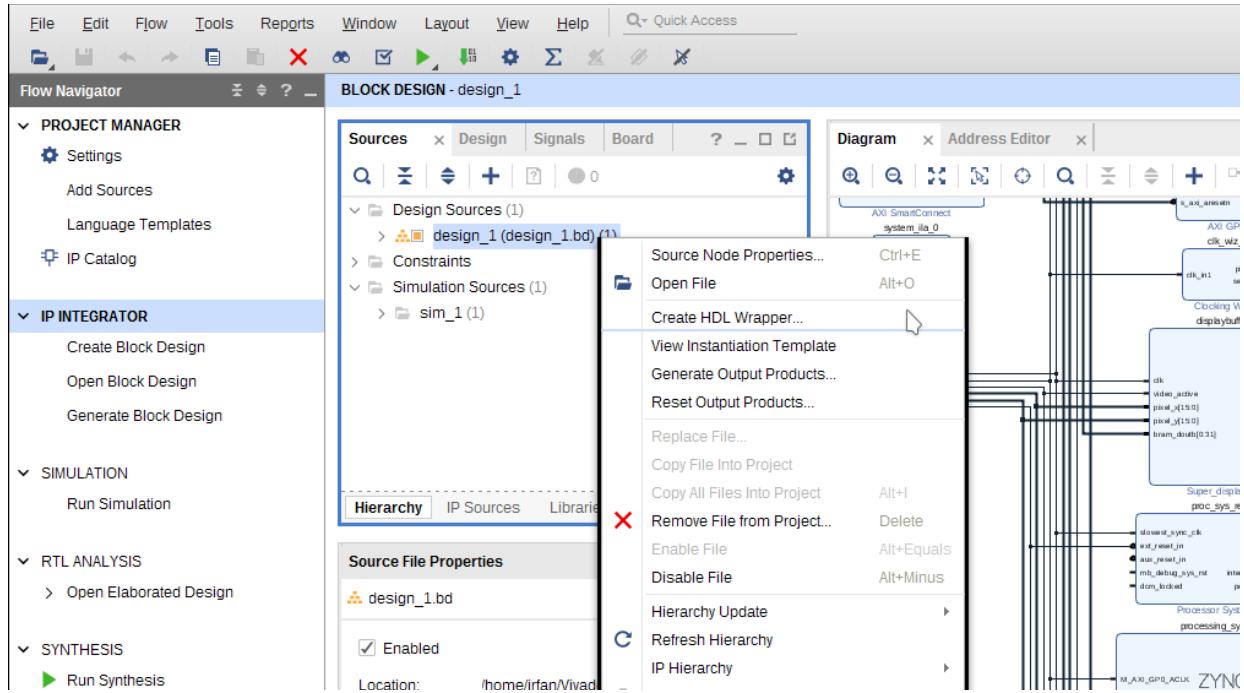
4) Select Furkan Çayıcı's IP repository, then from project directory add “objectbufferAI_IP”.



5) From Menu > Tools > Run TCL Script select “design_1.tcl”. Wait till it creates the project.

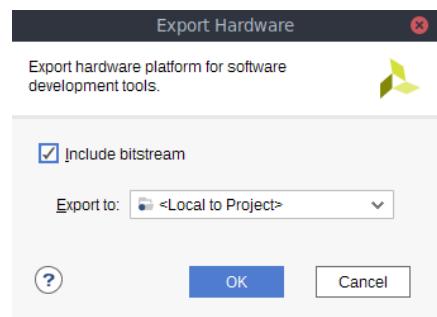


6) In the sources tab, right click “design_1” under “Design Sources” and select “Create HDL Wrapper”.

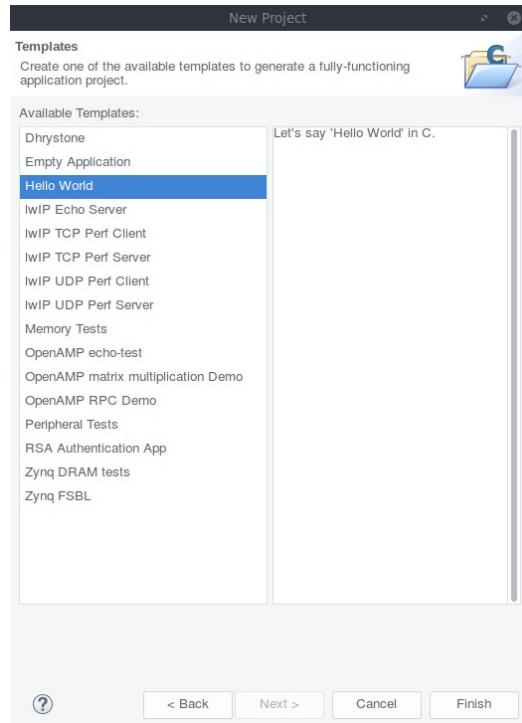


7) Then from the Flow Navigator, under Program And Debug, click “Generate Bitstream” and wait till it finishes, it may take a long time.

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...