

VPI_BINARY_FILE_IO

1.0

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Chapter 1

Data Structure Documentation

1.1 s_process_data Struct Reference

```
#include <binary_file_io.h>
```

Data Fields

- `PLI_INT32` [error](#)
- `PLI_INT32` [num_ab_val_pairs](#)
- `PLI_INT32` [array_byte_size](#)
- `char *` [p_file_name](#)
- `struct s_ringBuffer *` [p_ringbuffer](#)
- `FILE *` [p_file](#)
- `pthread_t` [thread](#)
- `vpiHandle` [systf_handle](#)
- `vpiHandle` [arg2_handle](#)

1.1.1 Field Documentation

1.1.1.1 arg2_handle

```
vpiHandle s_process_data::arg2_handle
```

1.1.1.2 array_byte_size

```
PLI_INT32 s_process_data::array_byte_size
```

1.1.1.3 error

```
PLI_INT32 s_process_data::error
```

1.1.1.4 num_ab_val_pairs

```
PLI_INT32 s_process_data::num_ab_val_pairs
```

1.1.1.5 p_file

```
FILE* s_process_data::p_file
```

1.1.1.6 p_file_name

```
char* s_process_data::p_file_name
```

1.1.1.7 p_ringbuffer

```
struct s_ringBuffer* s_process_data::p_ringbuffer
```

1.1.1.8 systf_handle

```
vpiHandle s_process_data::systf_handle
```

1.1.1.9 thread

```
pthread_t s_process_data::thread
```

The documentation for this struct was generated from the following file:

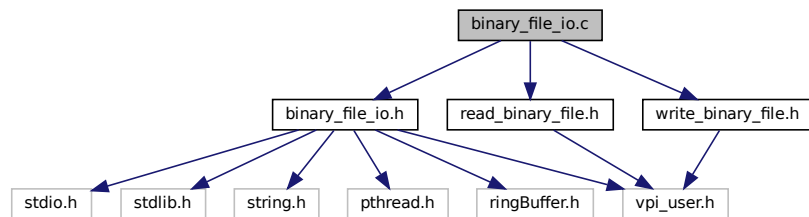
- [binary_file_io.h](#)

Chapter 2

File Documentation

2.1 binary_file_io.c File Reference

```
#include "binary_file_io.h"
#include "read_binary_file.h"
#include "write_binary_file.h"
Include dependency graph for binary_file_io.c:
```



Functions

- `PLI_INT32 binary_end_compile_cb (p_cb_data data)`
BINARY FILE END COMPILE CALLBACK.
- `PLI_INT32 binary_end_sim_cb (p_cb_data data)`
BINARY FILE END SIM CALLBACK.
- `PLI_INT32 binary_sizetf (PLI_BYTE8 *user_data)`
Returns the size, in bits, of the function return type.
- `PLI_INT32 binary_compiletf (PLI_BYTE8 *user_data)`
Compile time call, check the arguments for validity.
- `void read_binary_reg_systf (void)`
Setup read_binary_file function.
- `void write_binary_reg_systf (void)`
Setup write_binary_file function.

Variables

- void(* [vlog_startup_routines](#) [])(void)
register the new file functions

2.1.1 Function Documentation

2.1.1.1 `binary_compiletf()`

```
PLI_INT32 binary_compiletf (
    PLI_BYTE8 * user_data )
```

Compile time call, check the arguments for validity.

2.1.1.2 `binary_end_compile_cb()`

```
PLI_INT32 binary_end_compile_cb (
    p_cb_data data )
```

BINARY FILE END COMPILE CALLBACK.

2.1.1.3 `binary_end_sim_cb()`

```
PLI_INT32 binary_end_sim_cb (
    p_cb_data data )
```

BINARY FILE END SIM CALLBACK.

2.1.1.4 `binary_sizetf()`

```
PLI_INT32 binary_sizetf (
    PLI_BYTE8 * user_data )
```

Returns the size, in bits, of the function return type.

2.1.1.5 read_binary_reg_systf()

```
void read_binary_reg_systf (
    void )
```

Setup read_binary_file function.

2.1.1.6 write_binary_reg_systf()

```
void write_binary_reg_systf (
    void )
```

Setup write_binary_file function.

2.1.2 Variable Documentation

2.1.2.1 vlog_startup_routines

```
void(* vlog_startup_routines[])(void) (
    void )
```

Initial value:

```
= {
    read_binary_reg_systf,
    write_binary_reg_systf,
    0
}
```

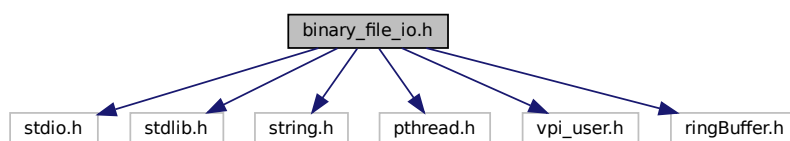
register the new file functions

2.2 binary_file_io.h File Reference

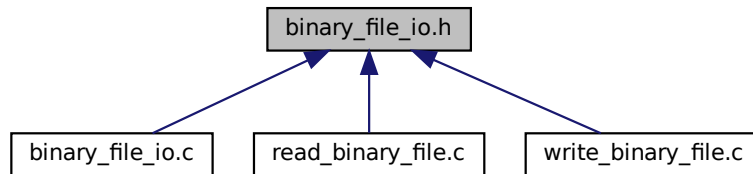
Functions to write raw binary files properly in verilog.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <pthread.h>
#include <vpi_user.h>
#include "ringBuffer.h"
```

Include dependency graph for binary_file_io.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct [s_process_data](#)

Macros

- #define [BUFFSIZE](#) (1 << 23)
- #define [DATAHUNK](#) (1 << 21)
- #define [READ_NAME](#) "\$read_binary_file"
- #define [WRITE_NAME](#) "\$write_binary_file"

Functions

- `PLI_INT32 binary_end_compile_cb (p_cb_data data)`
BINARY FILE END COMPILE CALLBACK.
- `PLI_INT32 binary_end_sim_cb (p_cb_data data)`
BINARY FILE END SIM CALLBACK.
- `PLI_INT32 binary_sizetf (PLI_BYTE8 *user_data)`
Returns the size, in bits, of the function return type.

2.2.1 Detailed Description

Functions to write raw binary files properly in verilog.

Author

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Date

2023-20-1

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2.2.2 Macro Definition Documentation

2.2.2.1 BUFSIZE

```
#define BUFSIZE (1 << 23)
```

2.2.2.2 DATAHUNK

```
#define DATAHUNK (1 << 21)
```

2.2.2.3 READ_NAME

```
#define READ_NAME "$read_binary_file"
```

2.2.2.4 WRITE_NAME

```
#define WRITE_NAME "$write_binary_file"
```

2.2.3 Function Documentation

2.2.3.1 `binary_end_compile_cb()`

```
PLI_INT32 binary_end_compile_cb (
    p_cb_data data )
```

BINARY FILE END COMPILE CALLBACK.

2.2.3.2 `binary_end_sim_cb()`

```
PLI_INT32 binary_end_sim_cb (
    p_cb_data data )
```

BINARY FILE END SIM CALLBACK.

2.2.3.3 `binary_sizetf()`

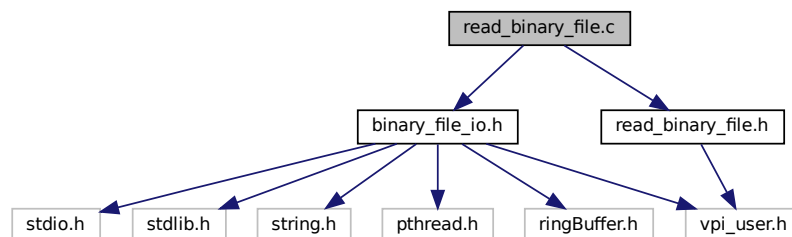
```
PLI_INT32 binary_sizetf (
    PLI_BYTE8 * user_data )
```

Returns the size, in bits, of the function return type.

2.3 `read_binary_file.c` File Reference

Functions to read raw binary files properly in verilog.

```
#include "binary_file_io.h"
#include "read_binary_file.h"
Include dependency graph for read_binary_file.c:
```



Functions

- void * [read_thread](#) (void *data)
READ BINARY FILE THREAD TO FILL RINGBUFFER.
- PLI_INT32 [read_binary_start_sim_cb](#) (p_cb_data data)
READ BINARY FILE START SIM CALLBACK.
- PLI_INT32 [read_binary_calltf](#) (PLI_BYTE8 *user_data)
Called by the simulator, each time it is requested.

2.3.1 Detailed Description

Functions to read raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2022-12-19

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2.3.2 Function Documentation

2.3.2.1 read_binary_calltf()

```
PLI_INT32 read_binary_calltf (
    PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested.

read_binary_calltf is a callback for the read_binary_file function.

2.3.2.2 read_binary_start_sim_cb()

```
PLI_INT32 read_binary_start_sim_cb (
    p_cb_data data )
```

READ BINARY FILE START SIM CALLBACK.

2.3.2.3 read_thread()

```
void* read_thread (
    void * data )
```

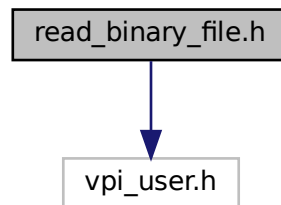
READ BINARY FILE THREAD TO FILL RINGBUFFER.

2.4 read_binary_file.h File Reference

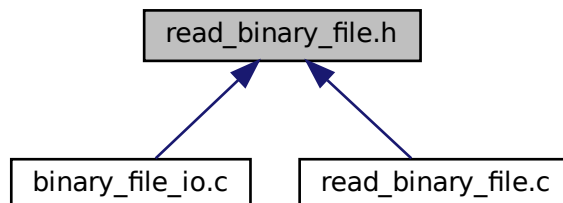
Functions to write raw binary files properly in verilog.

```
#include <vpi_user.h>
```

Include dependency graph for read_binary_file.h:



This graph shows which files directly or indirectly include this file:



Functions

- PLI_INT32 [read_binary_start_sim_cb](#) (p_cb_data data)
READ BINARY FILE START SIM CALLBACK.
- PLI_INT32 [read_binary_calltf](#) (PLI_BYTE8 *user_data)
read_binary_calltf is a callback for the read_binary_file function.

2.4.1 Detailed Description

Functions to write raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2023-20-1

\$read_binary_file takes 2 arguments. First the file name, next a register for data in size bytes. The function returns the number of bytes read. If it is a negative number, that indicates EOF.

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2.4.2 Function Documentation

2.4.2.1 read_binary_calltf()

```
PLI_INT32 read_binary_calltf (
    PLI_BYTE8 * user_data )
```

read_binary_calltf is a callback for the read_binary_file function.

read_binary_calltf is a callback for the read_binary_file function.

2.4.2.2 read_binary_start_sim_cb()

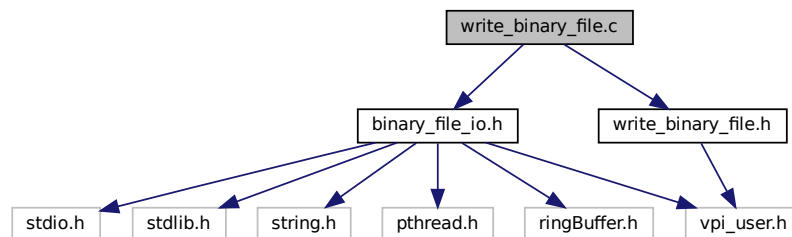
```
PLI_INT32 read_binary_start_sim_cb (
    p_cb_data data )
```

READ BINARY FILE START SIM CALLBACK.

2.5 write_binary_file.c File Reference

Functions to write raw binary files properly in verilog.

```
#include "binary_file_io.h"
#include "write_binary_file.h"
Include dependency graph for write_binary_file.c:
```



Functions

- void * [write_thread](#) (void *data)
WRITE BINARY FILE THREAD TO EMPTY RINGBUFFER.
- PLI_INT32 [write_binary_start_sim_cb](#) (p_cb_data data)
WRITE BINARY FILE START SIM CALLBACK.
- PLI_INT32 [write_binary_calltf](#) (PLI_BYTE8 *user_data)
Called by the simulator, each time it is requested. TODO.

2.5.1 Detailed Description

Functions to write raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2023-20-1

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2.5.2 Function Documentation

2.5.2.1 write_binary_calltf()

```
PLI_INT32 write_binary_calltf (
    PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested. TODO.

2.5.2.2 write_binary_start_sim_cb()

```
PLI_INT32 write_binary_start_sim_cb (
    p_cb_data data )
```

WRITE BINARY FILE START SIM CALLBACK.

2.5.2.3 write_thread()

```
void* write_thread (
    void * data )
```

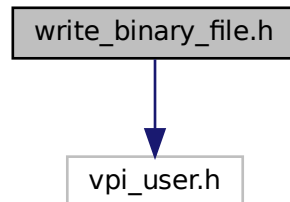
WRITE BINARY FILE THREAD TO EMPTY RINGBUFFER.

2.6 write_binary_file.h File Reference

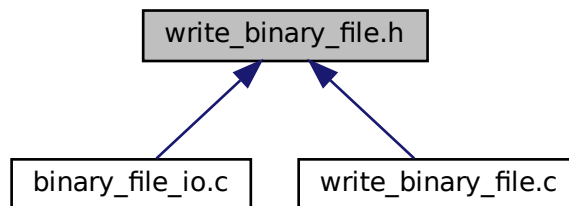
Functions to write raw binary files properly in verilog.

```
#include <vpi_user.h>
```

Include dependency graph for write_binary_file.h:



This graph shows which files directly or indirectly include this file:



Functions

- PLI_INT32 [write_binary_start_sim_cb](#) (p_cb_data data)
WRITE BINARY FILE START SIM CALLBACK.
- PLI_INT32 [write_binary_calltf](#) (PLI_BYTE8 *user_data)
Called by the simulator, each time it is requested. TODO.

2.6.1 Detailed Description

Functions to write raw binary files properly in verilog.

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Date

2023-20-1

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2.6.2 Function Documentation

2.6.2.1 write_binary_calltf()

```
PLI_INT32 write_binary_calltf (
    PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested. TODO.

2.6.2.2 write_binary_start_sim_cb()

```
PLI_INT32 write_binary_start_sim_cb (
    p_cb_data data )
```

WRITE BINARY FILE START SIM CALLBACK.

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