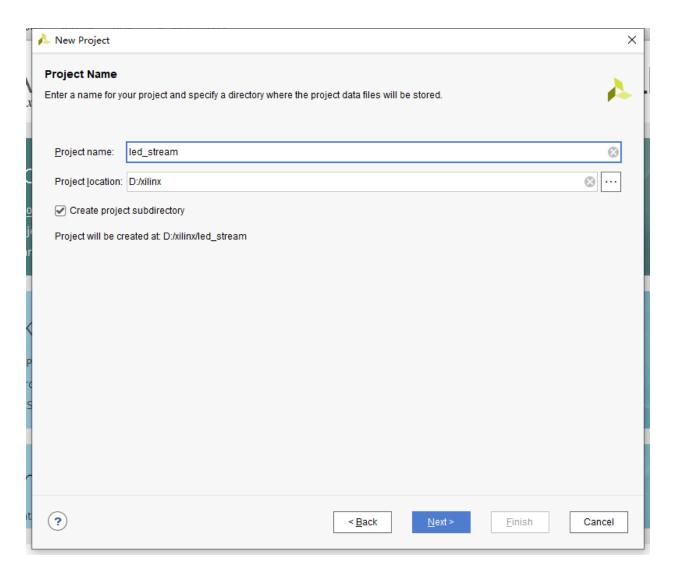
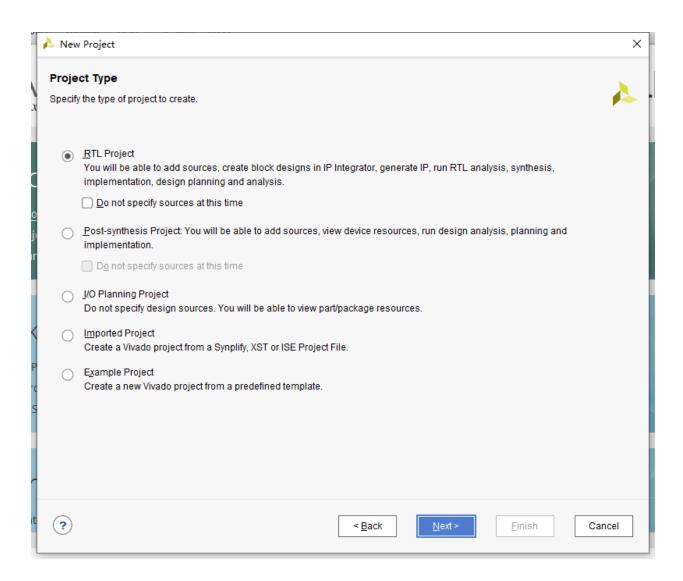
# [L01]PL LED 流水灯 + ILA调试

任何软件开发第一步都是Hello World,而FPGA的Hello World就是流水灯,在C语言中我们要做一个for循环,要做一个位移,然后让灯流起来,事情就完成了.

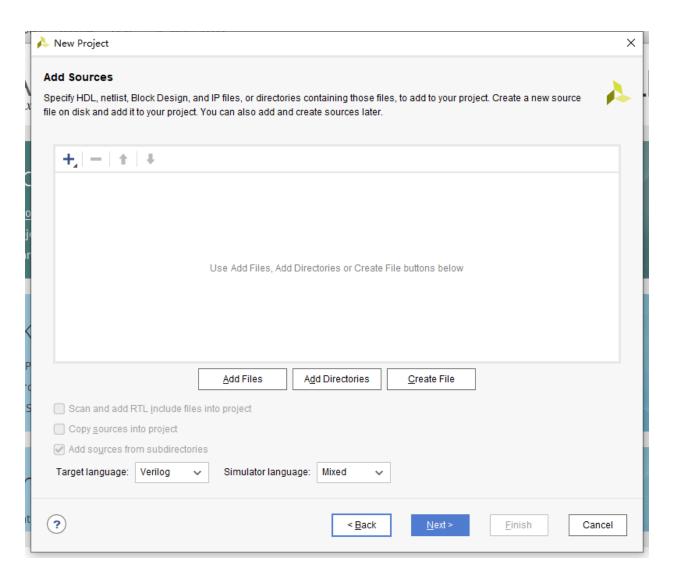
开始当然是创建工程.



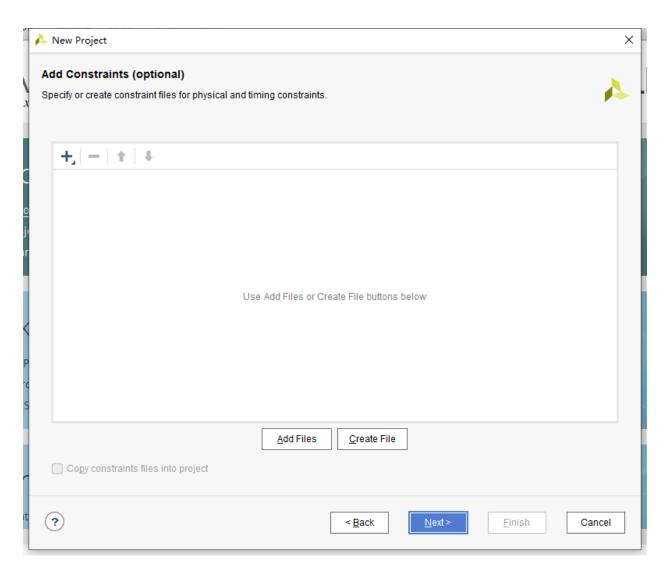
然后当然是RTL工程,什么都有.



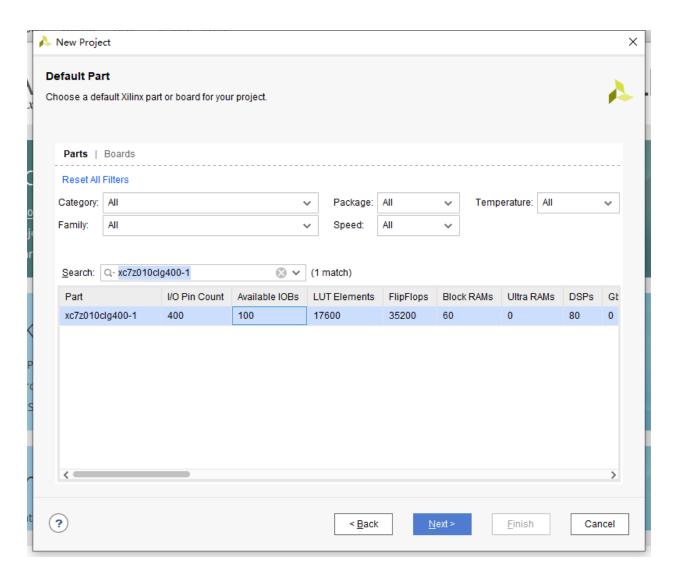
源码目前还没有,所以直接Next就行.



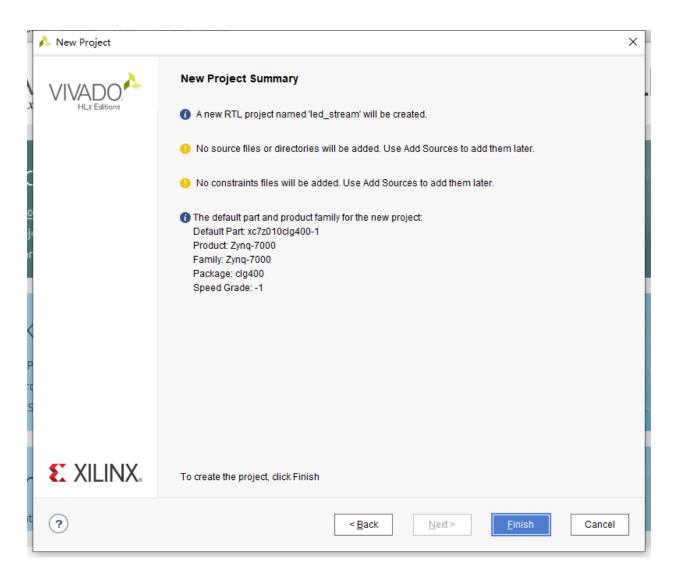
约束一样没有,所以直接Next就行.



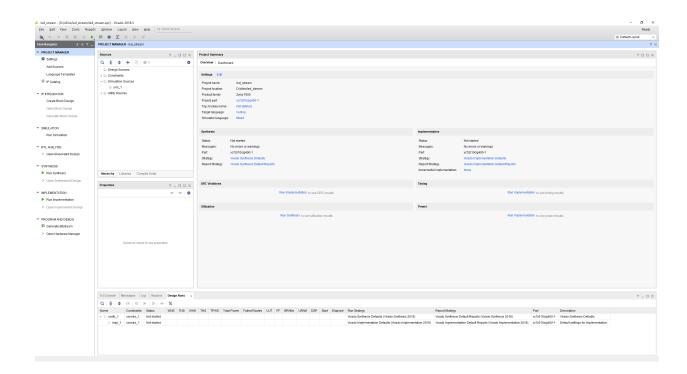
直接输入芯片型号xc7z010clg400-1,然后选择这个芯片.



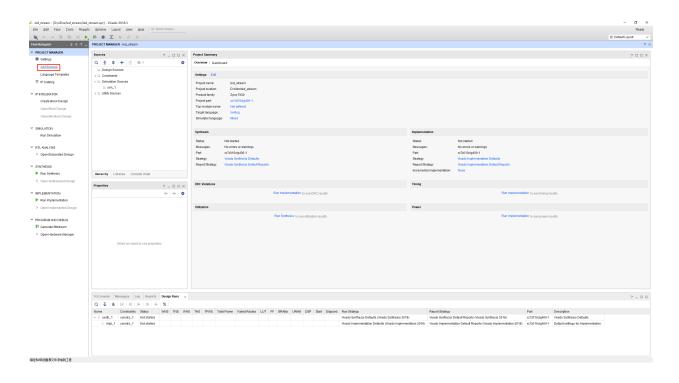
一切完成就可以,上面这些基础步骤只说一次了哈.



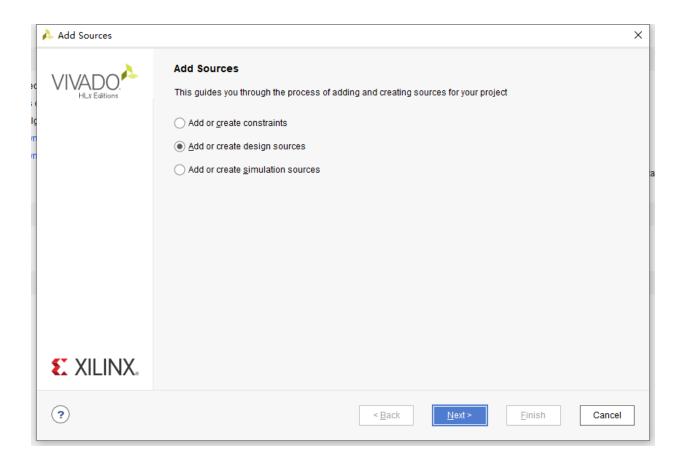
创建后的界面如图,各种工作区以后会自然熟悉.



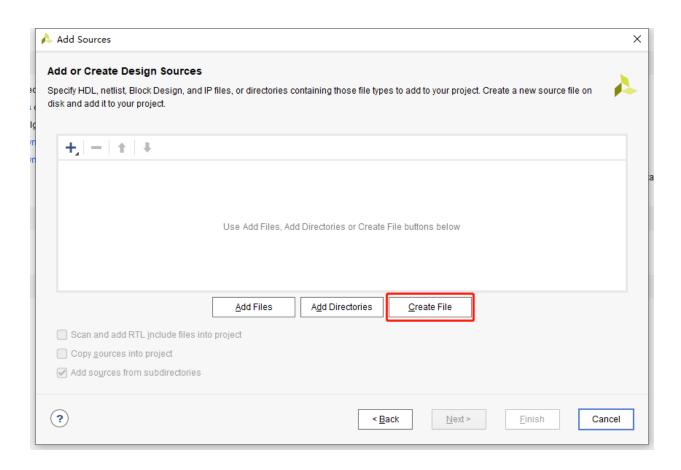
## 点击Add Source添加/新建代码.



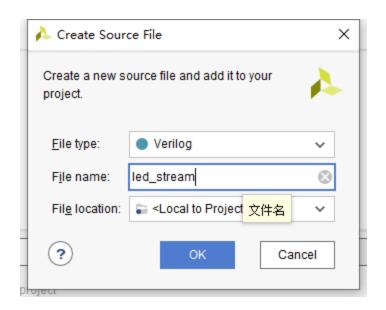
我们创建一些代码.



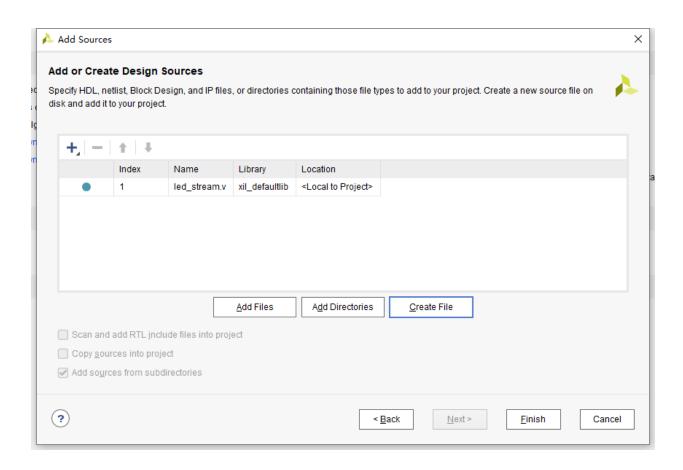
创建代码文件.



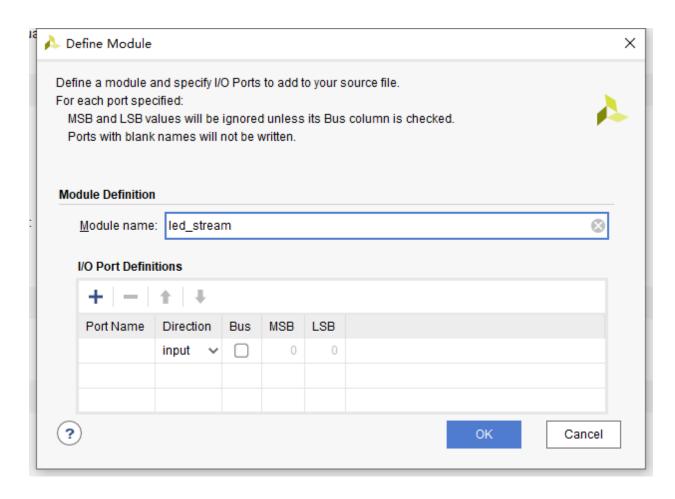
写一个文件名,一般来说入口文件和工程名一样,不过不是规定的.



接着点完成就会加入到工程里.



要给模块写一个名字,默认就好,一般和文件名一样.



#### 默认源码是这样的.

```
`timescale 1ns / 1ps
// Company:
// Engineer:
// Create Date: 2022/02/19 23:07:24
// Design Name:
// Module Name: led_stream
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
```

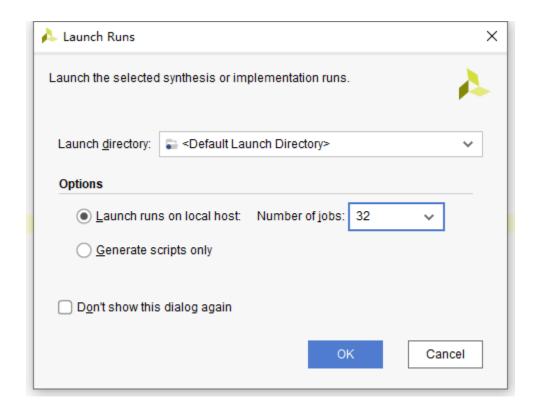
```
module led_stream(
   );
endmodule
```

#### 添加上对应的逻辑代码.

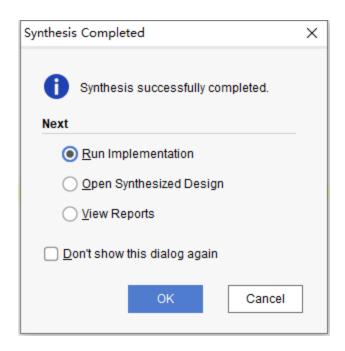
```
`timescale 1ns / 1ps
// Company:
// Engineer:
// Create Date: 2022/02/19 23:07:24
// Design Name:
// Module Name: led_stream
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
module led_stream(output reg [3:0] led, // 显示4个LED
              input clk, // 时钟输入
input rst); // 复位输入
   reg [31:0] cnt; // 这是一个32Bit计数器.
   always@(posedge clk or negedge rst)
   begin
      if (!rst)
      begin
         cnt <= 'b0;
         led <= 'b0001;
      end
      else
      begin
         if (cnt == 25000000)
         begin
            cnt <= 'b0;
            led <= {led[0],led[3:1]};</pre>
         end
```

```
else
    begin
        cnt <= cnt + 'b1;
    end
    end
end
end
end</pre>
```

选择Run Synthesis综合一下,然后才能继续配置,建议选择多线程综合,特别是大的工程优势特别明显.不过在流水灯这里都一样是瞬间的事情.

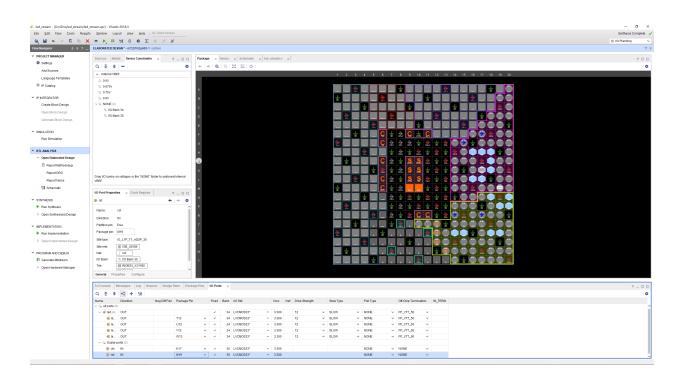


由于还没有绑定引脚,所以暂时不用实现,取消即可.

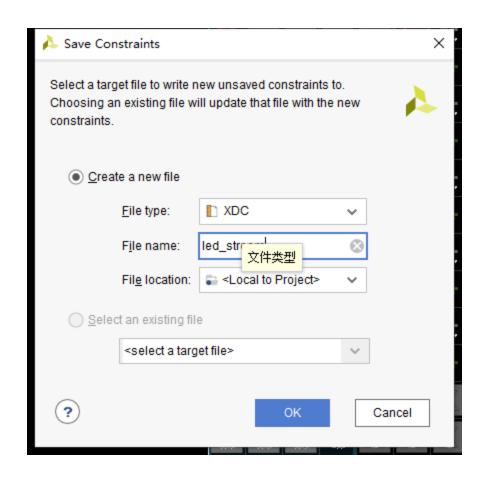


选择左侧的RTL ANALYSIS→Open Elaborated Design,然后选择右上角的I/O Planning开始配置引脚.

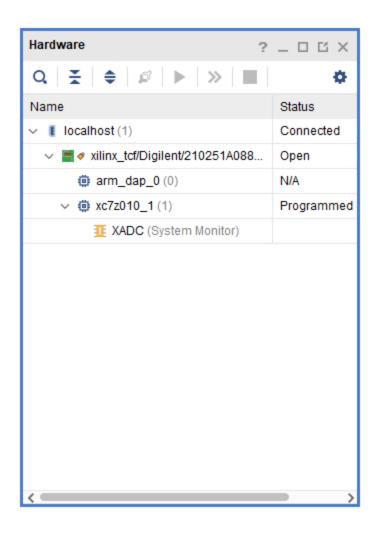
比如这里的四个LED分别在T12,U12,V12,W13,而时钟在K17,复位在M19.



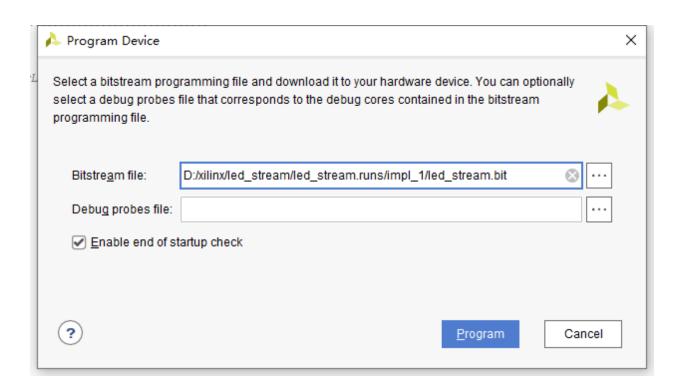
然后Ctrl+S保存一下,名字就和工程名一样,不过不是强制的.



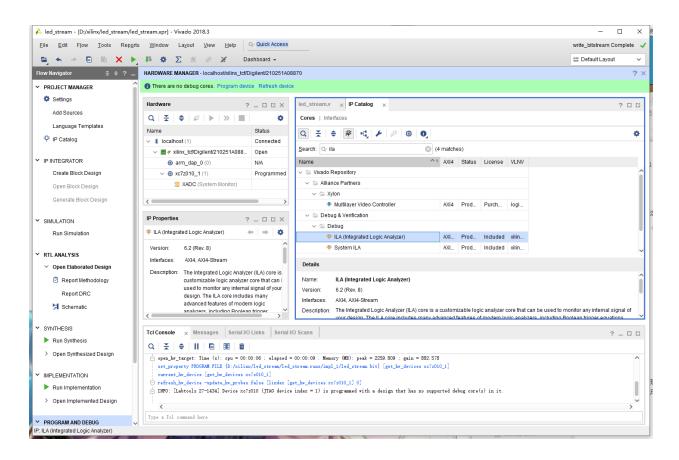
现在可以开始生成Bitstream了,生成Bitstream后Open Hardware Manager就可以看到设备.当然前提是已经连接正常,如果看不到就手动Auto Connect刷新一下.



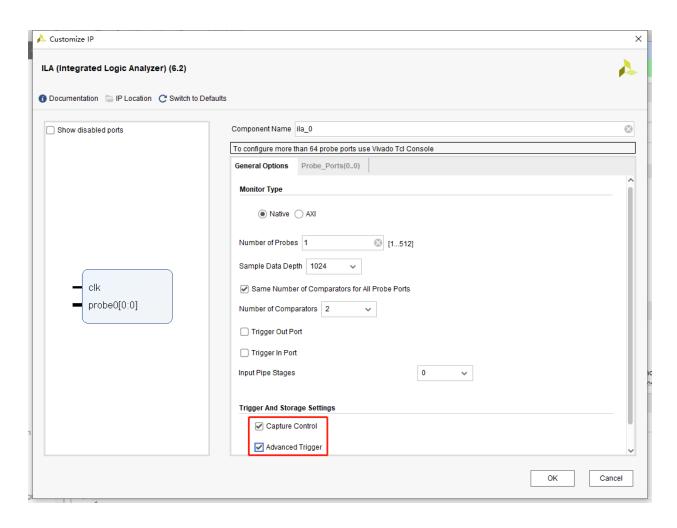
选择顶部的Program device来编程器件,默认会选上刚才生成的Bitstream.



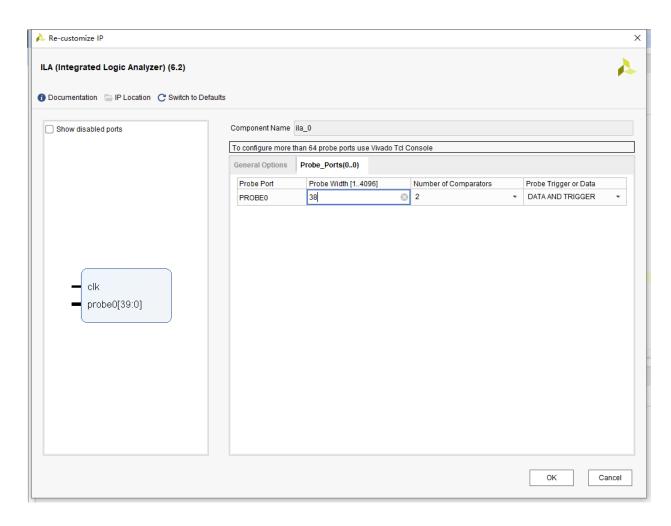
现在应该能看到流水灯了,当然现在下载到的是FPGA内部的RAM,因此掉电就没了,那怎么调试呢,可以用ILA,现在打开IP Catalog,然后搜ILA,选ILA (Integrated Logic Analyzer),注意这玩意平时也要占资源的.



尝试勾选Capture Control,Advance Trigger.



这个例子里有LED,时钟输入输出,计数器几个变量,这里我就选用38个探针,足够用了,如果写多写少了,会出现综合异常.

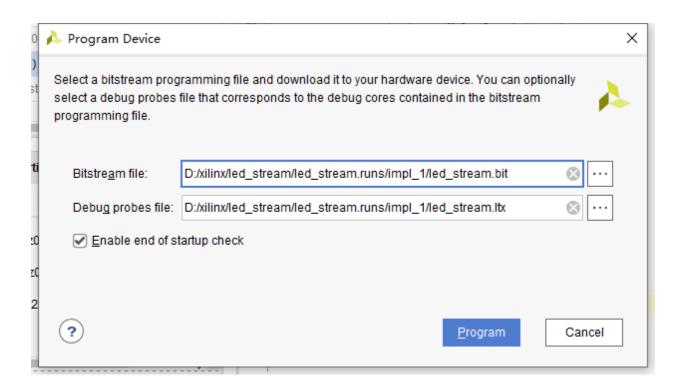


## 然后一路确认生成就行,最后尝试实例化他,终极代码如下.

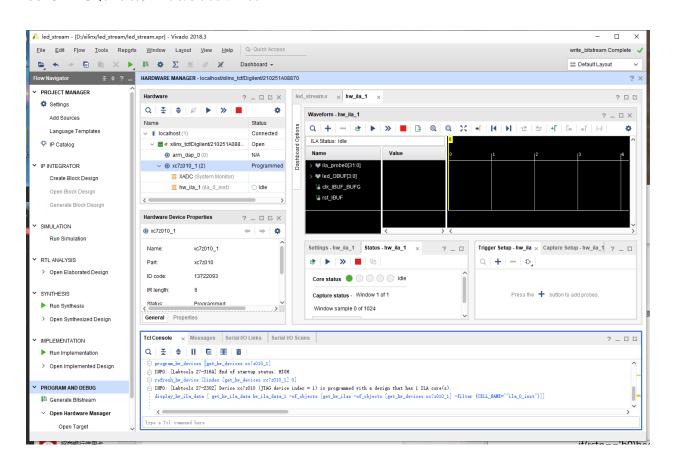
```
`timescale 1ns / 1ps
// Company:
// Engineer:
// Create Date: 2022/02/19 23:07:24
// Design Name:
// Module Name: led_stream
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

```
module led_stream(output reg [3:0] led, // 显示4个LED
                           // 时钟输入
               input clk,
                                 // 复位输入
               input rst);
   reg [31:0] cnt; // 这是一个32Bit计数器.
   wire [37:0] ila_probe0; // ILA探针
   assign ila_probe0[31:0] = cnt[31:0];
   assign ila_probe0[35:32] = led[3:0];
   assign ila_probe0[36] = clk;
   assign ila_probe0[37] = rst;
   ila_0 ila_0_inst
       .clk(clk),
       .probe0(ila_probe0)
   );
   always@(posedge clk or negedge rst)
   begin
      if (!rst)
      begin
          cnt <= 'b0;
          led <= 'b0001;
      end
      else
      begin
          if (cnt == 25000000)
          begin
             cnt <= 'b0;
             led <= {led[0], led[3:1]};</pre>
          end
          else
          begin
             cnt <= cnt + 'b1;
          end
      end
   end
endmodule
```

最后也要综合并生成bitstream写入FPGA.



#### 看到ILA了,他就像逻辑分析仪一样.



## 功能应该能摸索出来了.

