

# **Test Document**

## This is a demo of AsciiDoc

obliguedon

Version v0.1, 2024-01-23: WIP

# **Table of Contents**

| Abstract                           | 1    |
|------------------------------------|------|
| Preface                            | 2    |
| List Of Figures                    | 3    |
| List Of Tables                     | 4    |
| List Of Code                       | 5    |
| 1. The Emu War                     | 6    |
| 2. Let's make lists                | 7    |
| 2.1. unordered list                | 7    |
| 2.2. ordered list                  | 7    |
| 2.3. TODO list                     | 7    |
| 2.4. description list              | 7    |
| 2.5. Mixing things                 | 8    |
| 3. let's play with images          | 9    |
| 3.1. image from a file             | 9    |
| 3.2. diagram from text description | 9    |
| 4. Now's the time for tables       | . 12 |
| 4.1. basic table                   | . 12 |
| 4.2. table in table                | . 12 |
| 4.3. table from csv file           | . 12 |
| 4.4. who did that thing ?          | . 12 |
| 5. Others feature                  | . 13 |
| 5.1. Admonition block              | . 13 |
| 5.2. the block                     | . 13 |
| 5.3. math                          | . 13 |
| 5.4. unicode characters            | . 13 |
| 6. code highlighting               | . 15 |
| 6.1 verilog                        | 15   |



Cat.: WIP

## **Abstract**

this document is a test/demonstration of what can be done with AsciiDoc. The learning curve is as flat as possible, get in the train, it's easier than you think.



AsciiDoc\*

Date: 2024-01-23 Rev: v0.1

Cat.: WIP

# **Preface**

You will see a series of examples for images, tables, diagrams or other features of the Asciidoc syntax in this document.



Rev : v0.1 Cat. : WIP

# **List Of Figures**

Figure 1. it's not a bug, it's a feature





Cat. : WIP

# **List Of Tables**

Table 1. Inner circle - bad boys

Table 2. Coolio - Gangsta's paradise

Table 3. my table

Table 4. unknow creature





Cat.: WIP

# **List Of Code**

counter.v



Cat.: WIP

1. The Emu War

The Emu War, also known as the Great Emu War, was a nuisance wildlife management military operation undertaken in Australia over the later part of 1932 to address public concern over the number of emus said to be destroying crops in the Campion district within the Wheatbelt of Western Australia. The unsuccessful attempts to curb the population of emus, a large flightless bird indigenous to Australia, employed Royal Australian Artillery soldiers armed with Lewis guns—leading the media to adopt the name "Emu War" when referring to the incident. While a number of the birds were killed, the emu population persisted and continued to cause crop destruction.

— original article wikipedia



Cat.: WIP

2. Let's make lists

below different kind of list:

### 2.1. unordered list

- disney
  - · snow white
  - frozen
- pixar
  - toy story

### 2.2. ordered list

- 1. git pull
  - a. git submodule update
- 2. make
  - a. make test
  - b. make install

### 2.3. TODO list

- □ washing dishes
- ☑ do the laundry
- ☐ start fitness

## 2.4. description list

Kids nowadays just don't apreciate the sacrifices you make for their birthdays

my daughter just screamed as I cut the goat's throat.

I've never been good at taking responsibility for my actions

can't believe my parents raised me this way.

the worst addiction ever is being addicted to buying defective brakes

you won't be able to stop.





Cat.: WIP

## 2.5. Mixing things

### **Operating Systems**

#### Linux

- 1. Fedora
  - Desktop
- 2. Ubuntu
  - ☐ Desktop
  - ✓ Server

#### **BSD**

- 1. FreeBSD
- 2. NetBSD



Date: 2024-01-23

Rev : v0.1 Cat. : WIP

# 3. let's play with images

## 3.1. image from a file

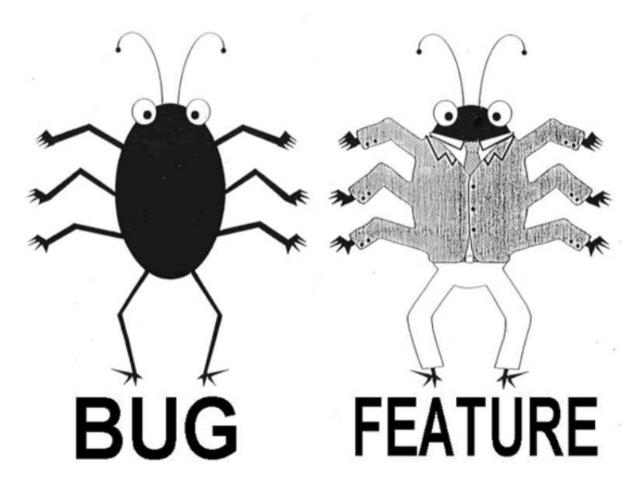


Figure 1. it's not a bug, it's a feature

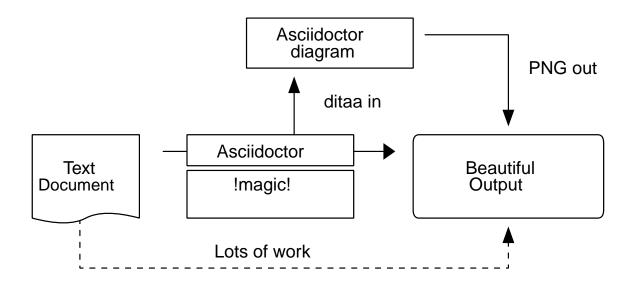
## 3.2. diagram from text description

#### 3.2.1. Ditaa

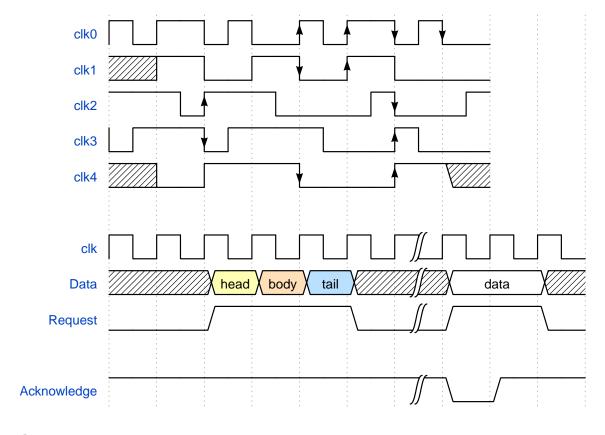
AsciiDoc\*

Date: 2024-01-23 Rev: v0.1

Cat.: WIP



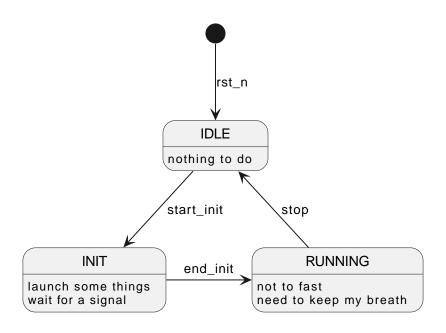
#### 3.2.2. Wavedrom



#### 3.2.3. PlantUML



Cat.: WIP





Cat.: WIP

## 4. Now's the time for tables

### 4.1. basic table

Table 1. Inner circle - bad boys

| Bad     | Boys  | Bad | Boys |
|---------|-------|-----|------|
| Whatcha | Gonna | Do  | ?    |
| Whatcha | gonna | do  | when |
| then    | come  | for | you  |

### 4.2. table in table

Table 2. Coolio - Gangsta's paradise

| Tell | Me | Why   |     |     | Are |
|------|----|-------|-----|-----|-----|
| We   | So | Blind |     |     | То  |
| See  |    | That  | The | One |     |
|      | We | Hurt  | Are |     |     |
|      |    | You   | And | Me? |     |

### 4.3. table from csv file

Table 3. my table

| 0 | first_name | last_name |
|---|------------|-----------|
| 1 | Baked      | Beans     |
| 2 | Lovely     | Spam      |
| 3 | Wonderfull | Donuts    |

## 4.4. who did that thing?

Table 4. unknow creature

| 1 | <b>2</b> 3 | 4 |
|---|------------|---|
| 5 | 6          |   |
| 8 | 6          |   |
| 9 | 10         | 7 |



Date: 2024-01-23

Rev: v0.1 Cat.: WIP

## 5. Others feature

### 5.1. Admonition block

**CAUTION** 

see this text below?

**IMPORTANT** 

it's an important text (no kiding)

NOTE

here is a block that tell the absolute truth

you're wrong, it's possible.

## 5.2. the block

hello everyone

### 5.3. math

 $a^2 + b^2 = c^2$ 

### 5.4. unicode characters

**Noto Sans SignWriting** 

**Noto Sans Symbols 2** 

- · 光光条 @ K 🗎 🗺
- .........

- · \* \* \* A

#### **Noto Music**



Date: 2024-01-23

Rev: v0.1 Cat.: WIP

#### **Noto Sans Math**

∂∇θφκρεgh\_\_\_∬∮≦⊕

#### Noto Emoji



Cat.: WIP

## 6. code highlighting

## 6.1. verilog

counter.v

```
1 module counter #(
        //==========
3
        // Top level block parameters
        5
                                                // number of bits in counter
        parameter DATA_WIDTH = 8,
 6
        parameter COUNT_FROM = 0,
                                                // start with this number
 7
        parameter COUNT_TO
                              = 2^(DATA_WIDTH-1), // value to count to in CL case
8
        parameter STEP
                             = 1
                                                 // negative or positive, sets direction
9
     ) (
        //========
10
11
        // Input Ports
12
        //=========
13
        input clk,
14
        input en,
15
        input rst,
16
17
        //========
18
        // Output Ports
19
        //=========
20
        output reg [DATA_WIDTH-1:0] out
21
     );
22
23
     // Synchronous logic
24
     always @(posedge clk)
25
     begin
26
        // if ACTIVE_LOW_RST is defined then reset on a low
27
        // this should be defined on a system-wide basis
        if (('ifdef ACTIVE_LOW_RST rst 'else !rst 'endif) && out < COUNT_TO)</pre>
28
29
        begin
30
           if (en == 1)
31
           begin
32
              out <= out + STEP;
33
           end
34
        end
35
        else
36
        begin
37
           out <= COUNT_FROM;</pre>
38
        end // else: if(rst != 0)
39
     end
```



Test Document: This is a demo of AsciiDoc

Date : 2024-01-23 Rev : v0.1

Cat.: WIP

40 endmodule