

301 Controller Protocols

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Joystick Controller

Ports

- From bus:
 - AddressFromBus[25:0]
 - WEFromBus
 - (ignore DataFromBus)
- From joystick:
 - X[3:0]
 - Y[3:0]
- To bus:
 - DataToBus[31:0]
 - WriteToBus

Addresses

- 0x3FFF50 → X ADDRESS (read X input)
- 0x3FFF54 → Y ADDRESS (read Y input)

Address compare

- 26-bit unsigned compare to the constants above.

Behavior

- Read X: if (Address==0x3FFF50) & (~WEFromBus)
 - DataToBus = zero_extend(X[3:0])
 - WriteToBus = 1
- Read Y: if (Address==0x3FFF54) & (~WEFromBus)
 - DataToBus = zero_extend(Y[3:0])
 - WriteToBus = 1
- Writes (WEFromBus=1) to either address are ignored (WriteToBus=0).
- Otherwise idle: WriteToBus=0.

LED Controller

Ports

- From bus: AddressFromBus[25:0], DataFromBus[31:0], WEFromBus
 - To device: DataToLED (1 bit) ← drives the Logisim LED/wire
 - To bus (optional readback): DataToBus[31:0], WriteToBus

Address

- 0xFFFFF40 → LED_CTRL

Address compare

- 26-bit unsigned compare to the constants above.

Behavior

- Write (set LED): if (Address==0xFFFFF40) & WEFromBus
 - led_reg = DataFromBus[0]
 - DataToLED = led_reg
 - WriteToBus = 0
- Read (optional status): if (Address==0xFFFFF40) & ~WEFromBus
 - DataToBus = zero_extend(led_reg)
 - WriteToBus = 1
- Otherwise idle: WriteToBus=0.

Hex Controller

Ports

- From bus: AddressFromBus[25:0], DataFromBus[31:0], WEFromBus
 - To device: DataToShow (4 bits) ← drives the Hex digit display
 - To bus (optional readback): DataToBus[31:0], WriteToBus

Address

- $0x3FFF30 \rightarrow \text{HEX_DISPLAY_CTRL}$

Address compare

- 26-bit unsigned compare to the constants above. ($0x3FFF30$)

Behavior

- Write (updates the display): if ($\text{Address} == 0x3FFF30$) & WEFromBus
 - $\text{hex_reg} = \text{DataFromBus}[3:0]$ (stores the lower 4 bits)
 - $\text{DataToShow} = \text{hex_reg}[3:0]$
 - $\text{WriteToBus} = 0$
- Read (optional status): if ($\text{Address} == 0x3FFF30$) & $\sim\text{WEFromBus}$
 - $\text{DataToBus} = \text{zero_extend}(\text{hex_reg})$
 - $\text{WriteToBus} = 1$
- Otherwise idle: $\text{WriteToBus}=0$, DataToShow will maintain the previous value (hex_reg)