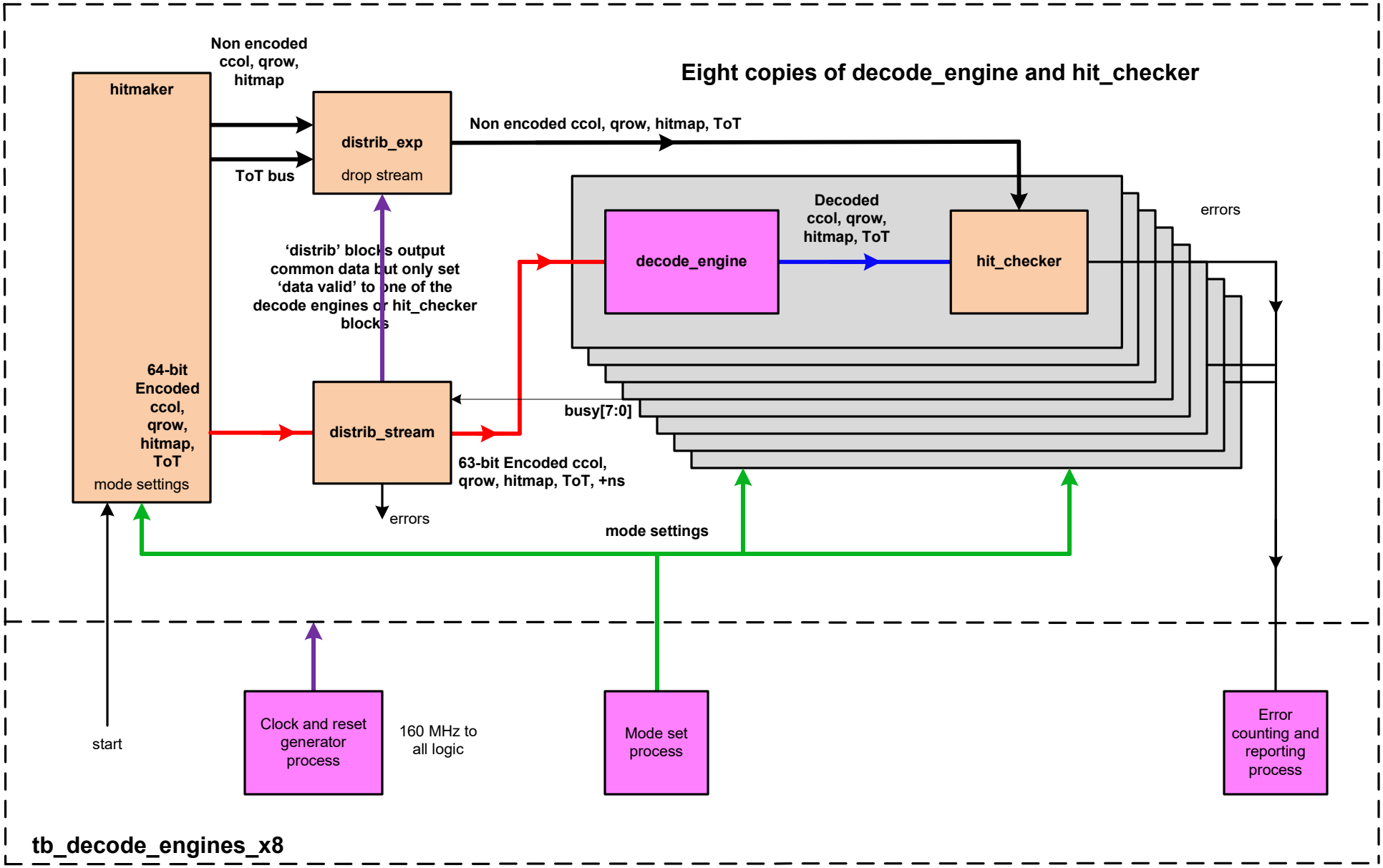
Hit Encode/Decode Testbench with 8 Decode Engines



Custom blocks

Note: No back-pressure from decode_engines to throttle the hitmaker.
Hitmaker must create multiple streams, serially, which distrib blocks will send to available decoders.
Distrib_stream error is set, and a stream is discarded, if no decoder is available.
Next version will increase the number of decode engines until no streams are discarded.