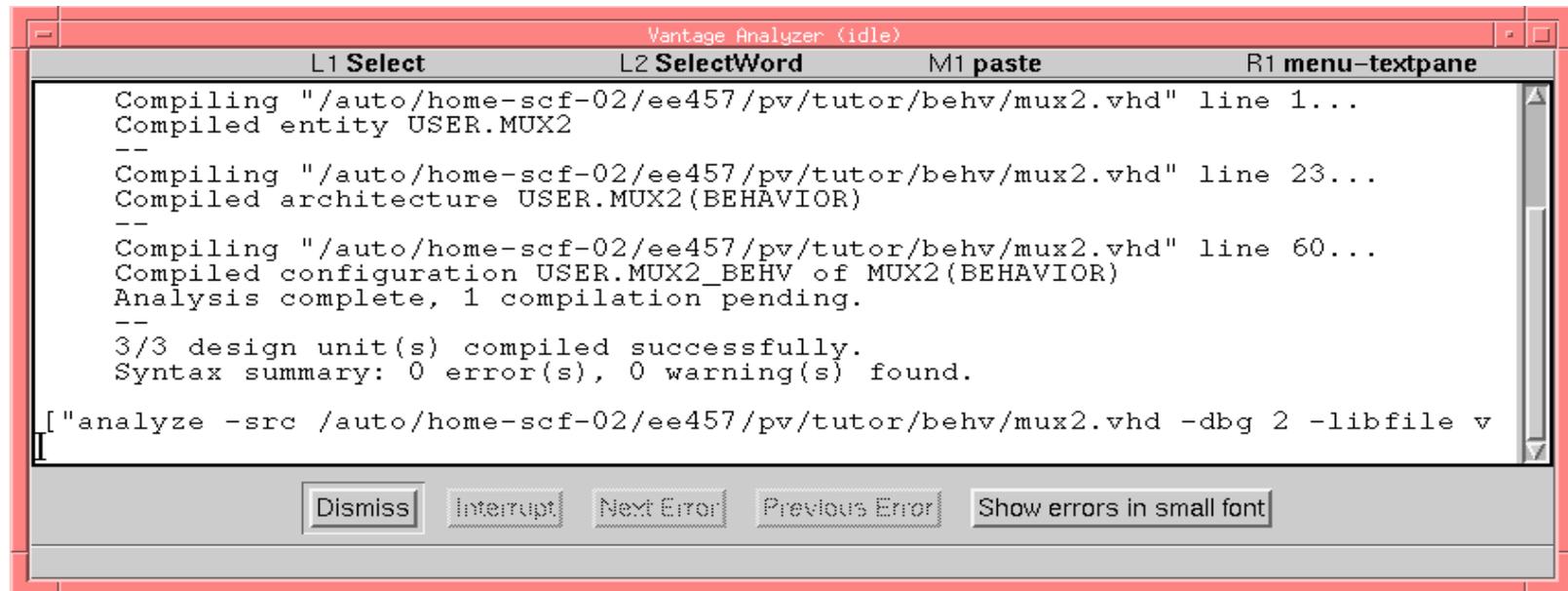
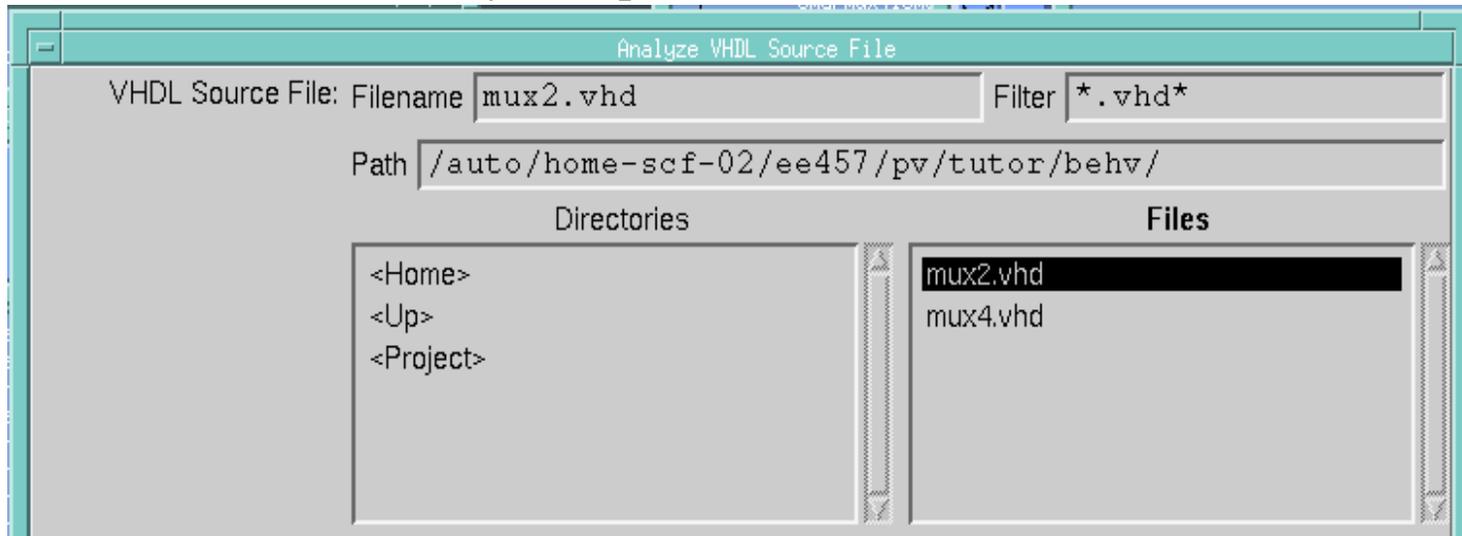


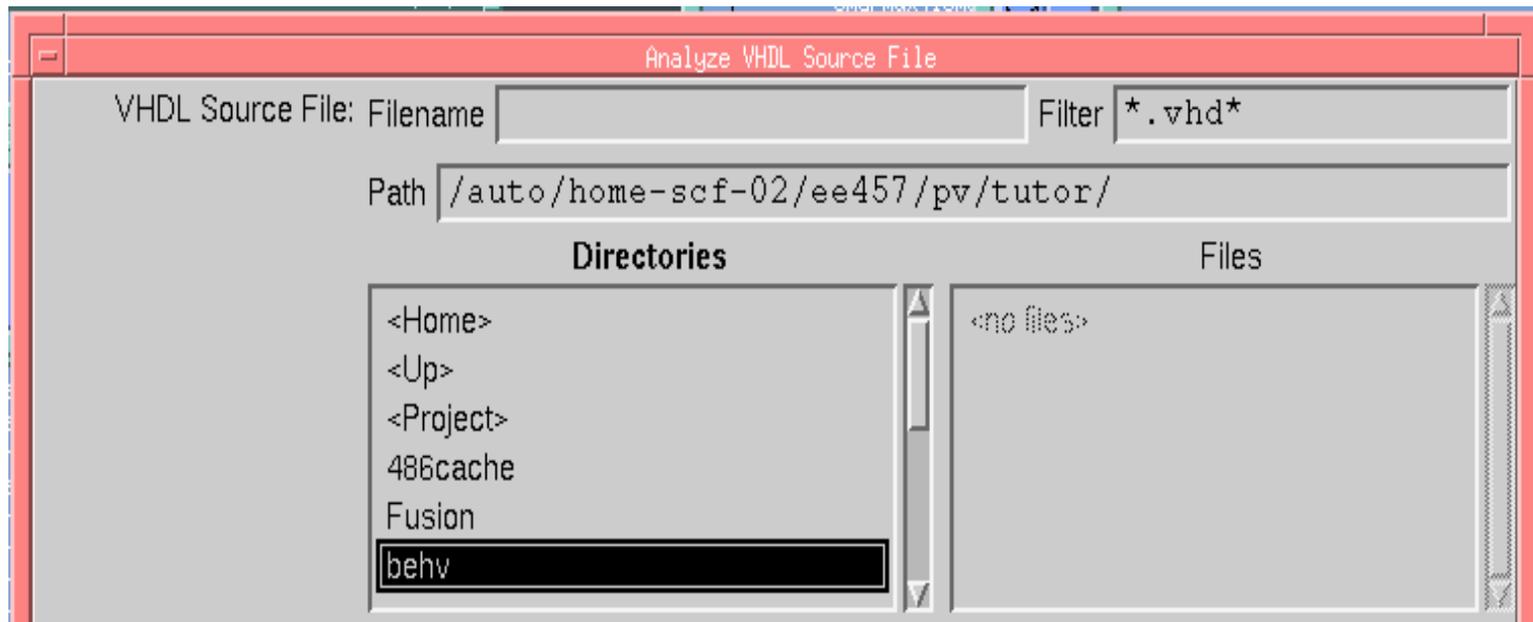
Select the mux2.vhd file. Analyze it (press the OK button). Dismiss the Analyzer message window



### III. Analyze a VHDL file

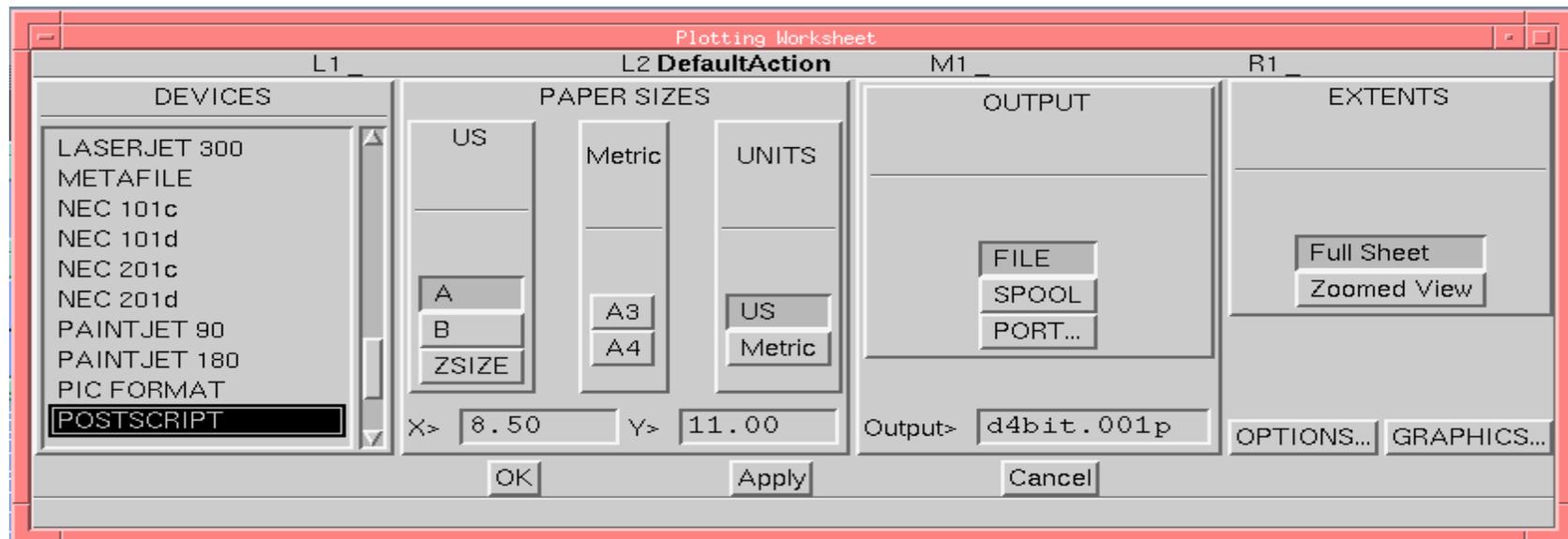
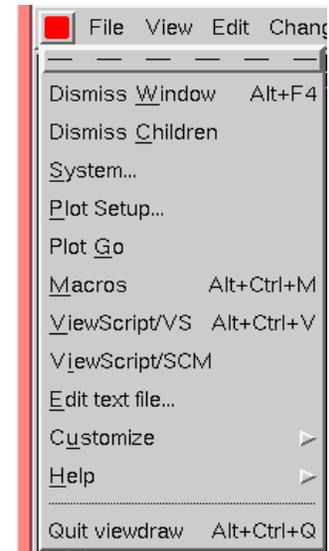
Invoke VHDL analyzer. Click on the VhdlAnlz icon in the cockpit.

In the Analyze VHDL dialog box, double click on behv to make the vhd files in behv subdirectory visible.



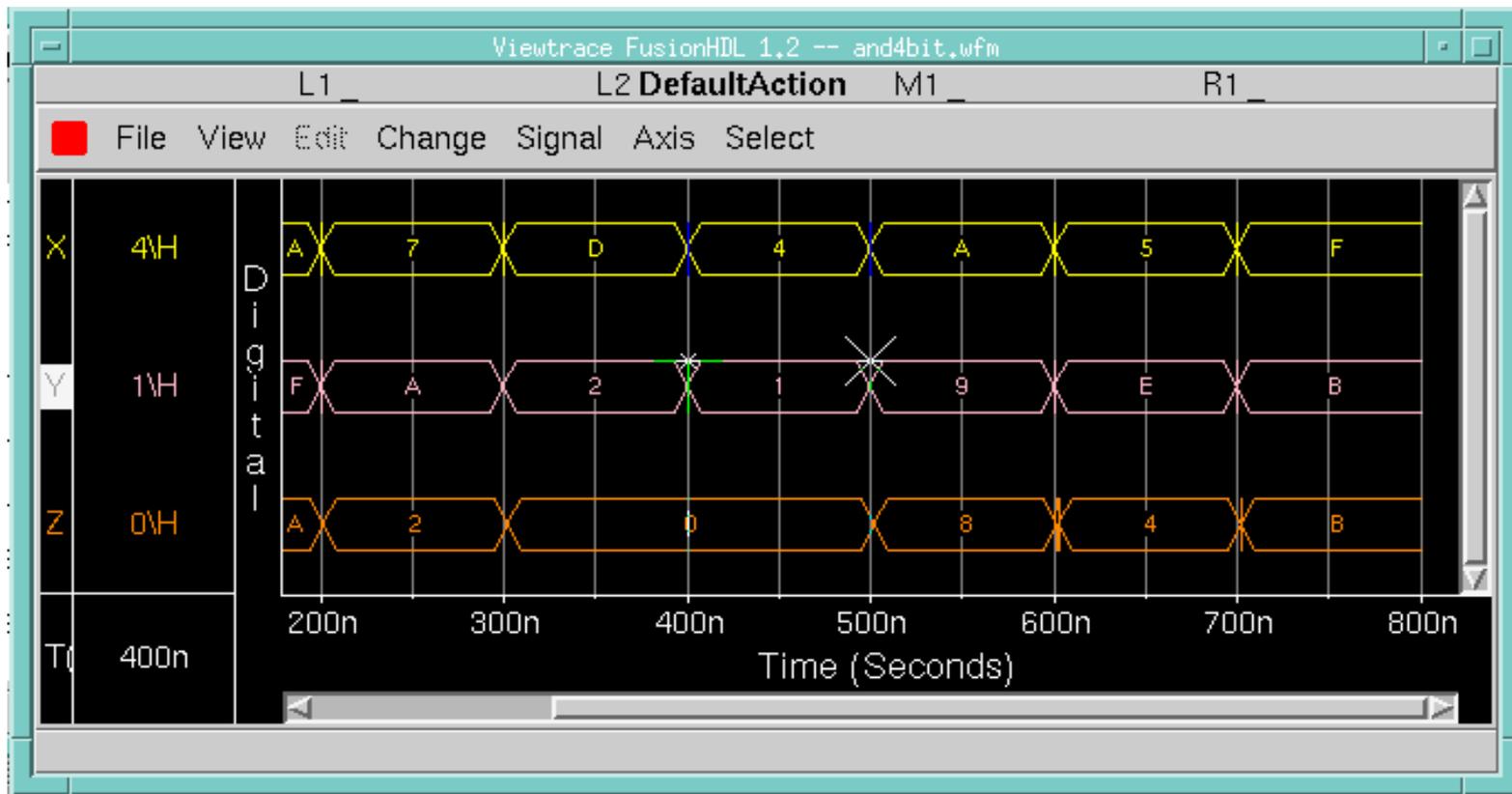
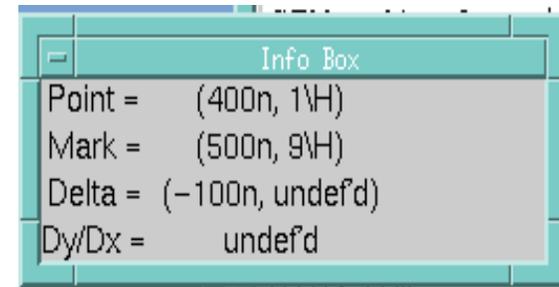
## Plotting of schematics and waveforms:

From the RED SQUARE menu, plotting can be accomplished, through the Plot Setup and Plot Go menu items. You can plot the Full Sheet or the Zoomed View. You can create a post-script file and print it later using the lpr command. The default name for schematic plots is schematic\_name.nnp where nnn is the sheet number. The default name for the waveform plots is the project\_name.plt. You may like to choose a more specific name for the waveform plot such as mux2\_wave.plt in the Plot Setup dialog box.



## ViewTrace operations:

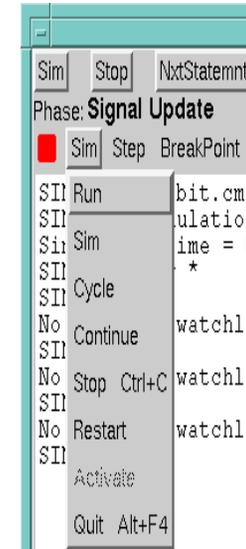
You can zoom in and out, add or delete signal(s), make time measurements using the two cursors, “point” and the “mark”, and save the file in .gen or .bad format. You can plot file in full or in zoomed-in fashion.



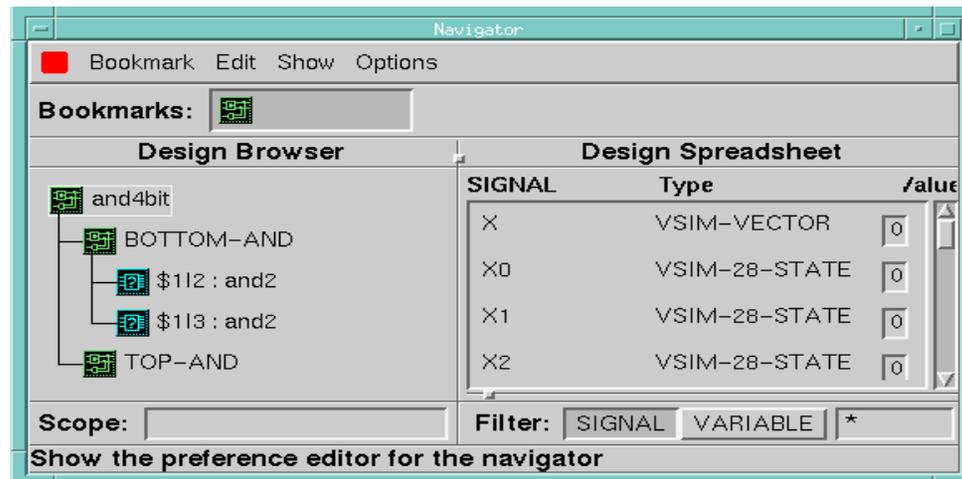
The display commands are also useful.

The simulation (time advancement) commands are obviously important.

|           |  |
|-----------|--|
| sim 400ns | simulate another 400ns                   |
| cycle 4   | apply four clock cycles                  |
| run       | run until exhausting the longest pattern |
| restart   | reset time to 0.0                        |



The Navigator window shows hierarchy.



## ViewSim Commands:

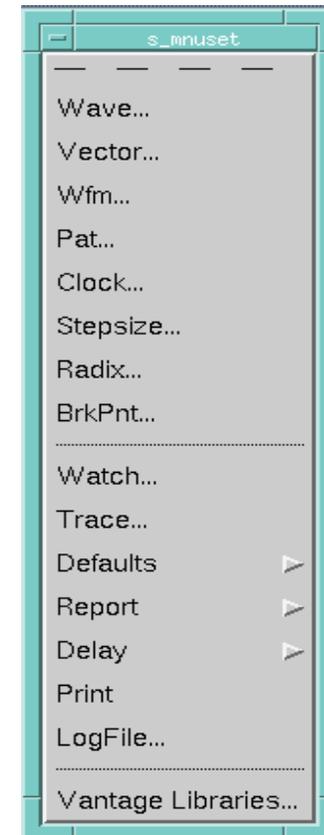
Notice the two sets of menus at the top of the ViewSim (Fusion HDL) window.

The upper menu items are for VHDL debugging utilities whereas the lower ones are for applying the usual simulation commands such as setting up of a clock, setting up of a pattern, etc. Rather than using the lower line of menu commands, it is preferable to learn the common commands for simulation and write them in the form of a command file.

Use the red square menu item **Help on Commands**, to learn commands.

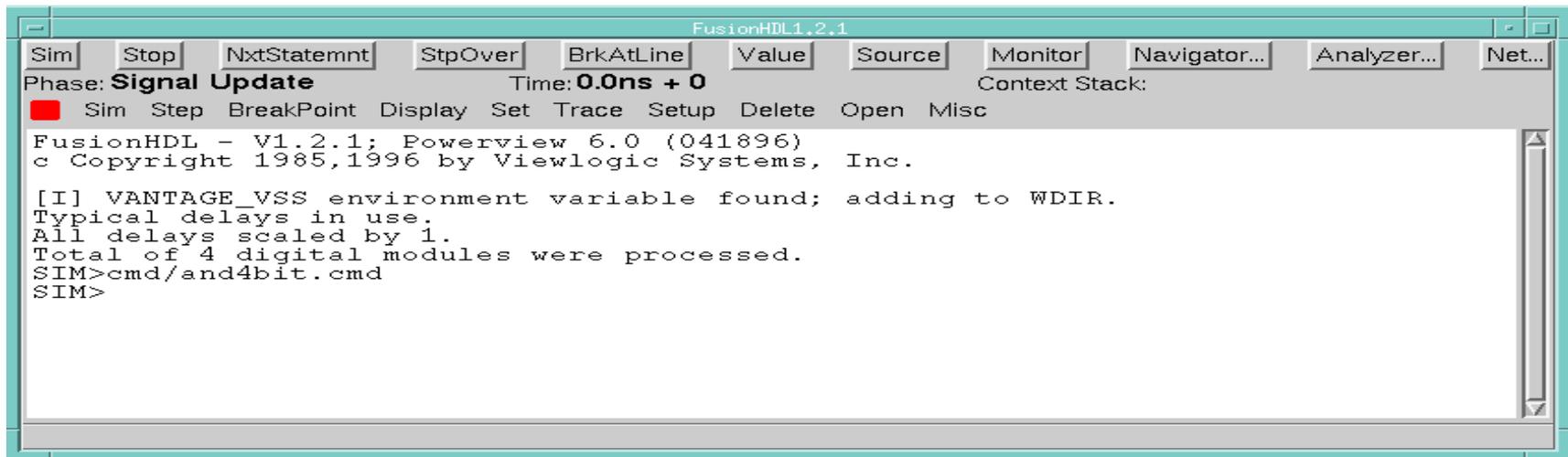
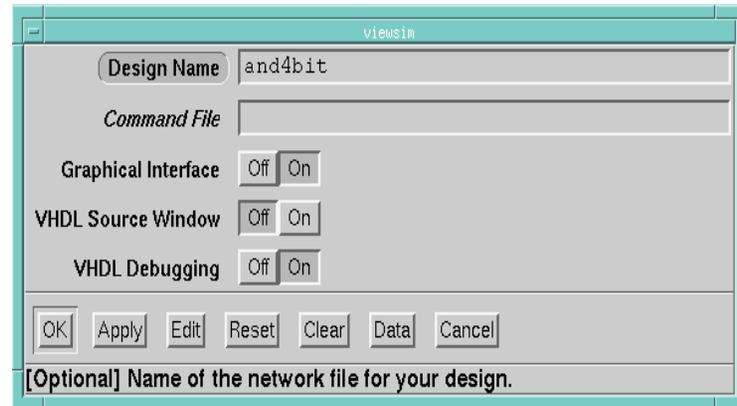
The most commonly used commands are the setup commands.

|  |  |  |
|--|--|--|
| <code>stepsize 50ns</code>                                   |  | <code>stepsize command</code>                |
| <code>pat A_INPUT 0 1 1 0 0 1</code>                         |  | <code>pattern command</code>                 |
| <code>pat ~RESET 0 0 0 1</code>                              |  |  |
| <code>wfm ~RESET @0=0 @1237=1</code>                         |  | <code>to come out of reset at 123.7ns</code> |
| <code>v DATA D[7:0]</code>                                   |  | <code>vector command</code>                  |
| <code>radix hex DATA</code>                                  |  | <code>radix command</code>                   |
| <code>pat DATA 4A\h 07\h</code>                              |  | <code>notice the back-slashes</code>         |
| <code>clock my_clock 0 0 1</code>                            |  | <code>clock command</code>                   |
| <code>wave my_design.wfm A_INPUT ~RESET DATA my_clock</code> |  |  |
|  |  | <code>setting up waveform (trace)</code>     |
| <code>watch A_INPUT DATA</code>                              |  | <code>watch command</code>                   |
| <code>logfile my_design.log</code>                           |  | <code>logfile command</code>                 |
| <code>loadm cache_mem (64:128) F7\h</code>                   |  | <code>load memory</code>                     |



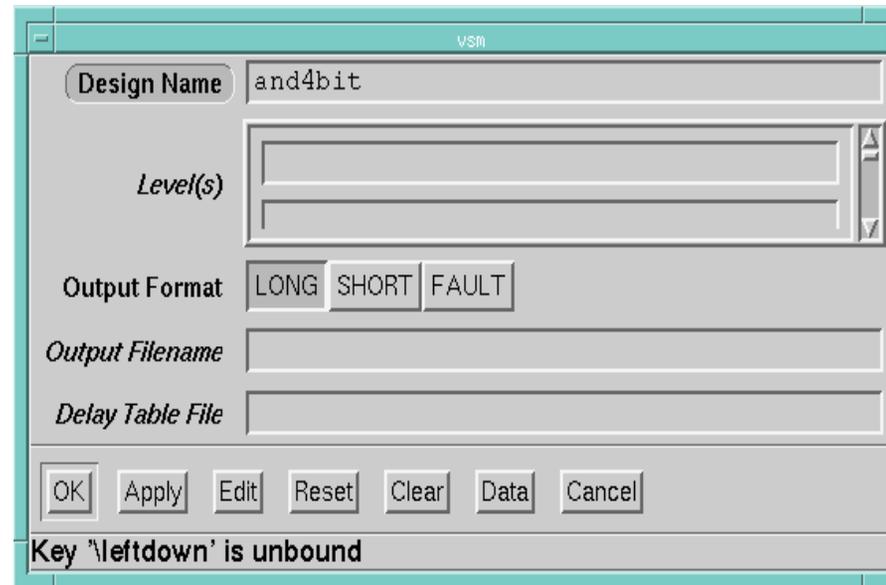
## Simulating your design using ViewSim:

Invoke ViewSim tool. Set Graphical Interface and VHDL debugging to On. Though you are not working with VHDL files, the debugging capabilities allow you to look through the hierarchy, and hence we turn it On.



## Creating a vsm Netlist file:

Invoke the vsm tool to create a netlist file for your design (entered as a schematic). Choose the “long” format.



Don't forget this step. The very first time, even if you forget this step, since the simulator (ViewSim) will not simulate your design without a .vsm file, you will necessarily go through this step. However, during debugging of your design, it is quite possible that you fix your design in ViewDraw, save the schematic, and may forget to produce a new .vsm file. If you simulate at that time, you will be simulating the “old” .vsm file which does not reflect the revisions you carried out in the schematic.

1. Please notice the difference between a dangling end of a net (a SQUARE dot) and a connection between two nets at right angle (a solder dot which is CIRCULAR).
2. Fast Draw mode allows fast addition of nets and components, and moving of items.
3. The operation of each mouse button is displayed on the top of the window all the time.
4. The pop up menu is a collection of frequently used commands.
5. From the RED SQUARE menu, you will be able to Dismiss Window, do Plot Setup, and perform plotting (Plot Go), get help (ViewDoc, Help on Commands, ...), and Quit.
6. While it is not necessary to add input (in.1) and output (out.1) pins to the primary inputs and primary outputs, it is desirable to do so. If the inputs or outputs of a VHDL component (a component symbol, whose behavior is described through an underlying VHDL file) form the primary inputs or primary outputs and were not connected to pins, the tool (drc) (drc = design rule checker) generates several warnings.
7. Note that connectivity is maintained through labels across sheets and between a symbol and its underlying schematic. A symbol and its underlying schematic bear the same names.

|                 |     |         |
|-----------------|-----|---------|
| View => Full    | F10 | full    |
| View => Zoom    | z   | zoom    |
| View => In      | F7  | in      |
| View => Out     | F8  | out     |
| View => Pan     | F6  | pan     |
| View => Refresh | F5  | refresh |
| View => Context |     | con     |

|                                  |        |     |
|----------------------------------|--------|-----|
| Change => Attr => Dialog => All) | Ctrl-A | cat |
|----------------------------------|--------|-----|

|                              |  |  |
|------------------------------|--|--|
| Change => Attr => Visibility |  |  |
|------------------------------|--|--|

|                          |  |        |
|--------------------------|--|--------|
| Change => Text => String |  | string |
|--------------------------|--|--------|

|                        |  |      |
|------------------------|--|------|
| Change => Text => Size |  | size |
|------------------------|--|------|

|  |                      |
|--|----------------------|
| File => Level => Push (schematic   symbol   sheet) | psch   psym   psheet |
|--|----------------------|

|                      |     |
|----------------------|-----|
| File => Level => Pop | pop |
|----------------------|-----|

|               |   |       |
|---------------|---|-------|
| File => Write | w | write |
|---------------|---|-------|

|                 |   |         |
|-----------------|---|---------|
| File => Writeto | W | writeto |
|-----------------|---|---------|

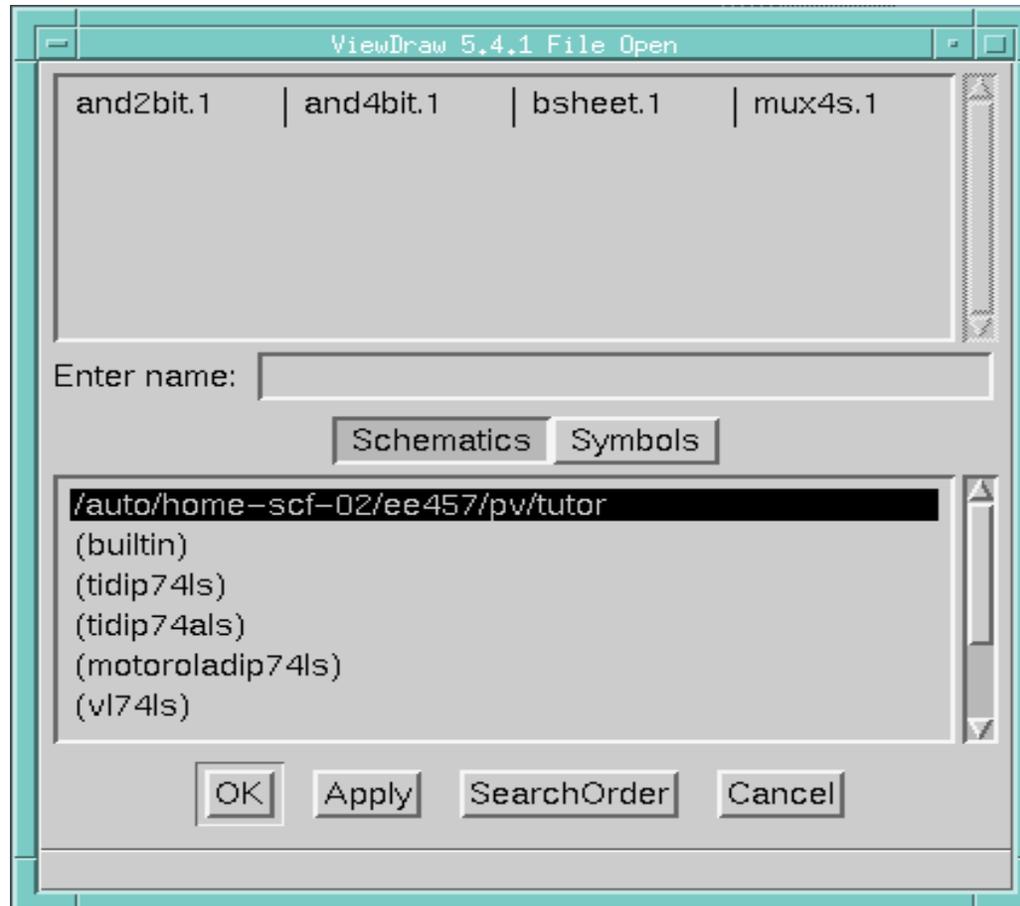
To use a “ Command line command, “ tap on the space bar and type-in the command in the command window.

Practice the following commands in viewdraw:

| Menu command  | Key binding   | Command line command   |
|---|---------------|------------------------|
| Add => Comp   | i             | comp                   |
| Add => Net  | n             | net                    |
| Add => Bus  | b             | bus                    |
| Add => Label  | l             | label                  |
| Add => Text   | t             | text                   |
| Add => Graphic => (Box   Line   Arc   Pin)            | B   L   A   p | box   line   arc   pin |
| ; Note: Pin can be added if you are editing a symbol. |               |                        |
| Edit => Copy  | c             | copy                   |
| Edit => Delete  | d             | delete                 |
| Edit => Move  | m             | move                   |
| Edit => Buffer => Copy                                |               | bcopy                  |
| Edit => Buffer => Cut                                 |               | bcut                   |
| Edit => Buffer => Paste                               |               | bpaste                 |
| Edit => undo  | u             | undo                   |
| Edit => xform => (Reflect   Rotate   Scale)           |               | xform                  |

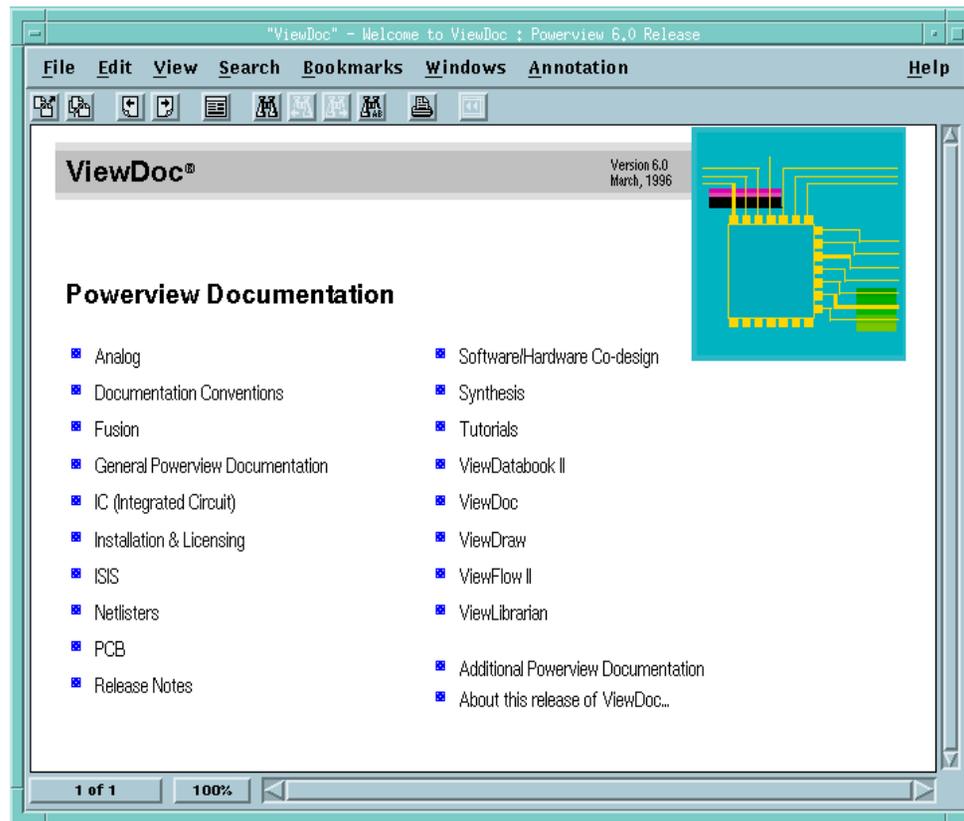
## Schematic entry using ViewDraw:

Using the left mouse button, double-click on the Viewdraw icon to open the ViewDraw File open Dialog box.



You could open an existing schematic (or symbol) for editing or crate a new schematic (or symbol).

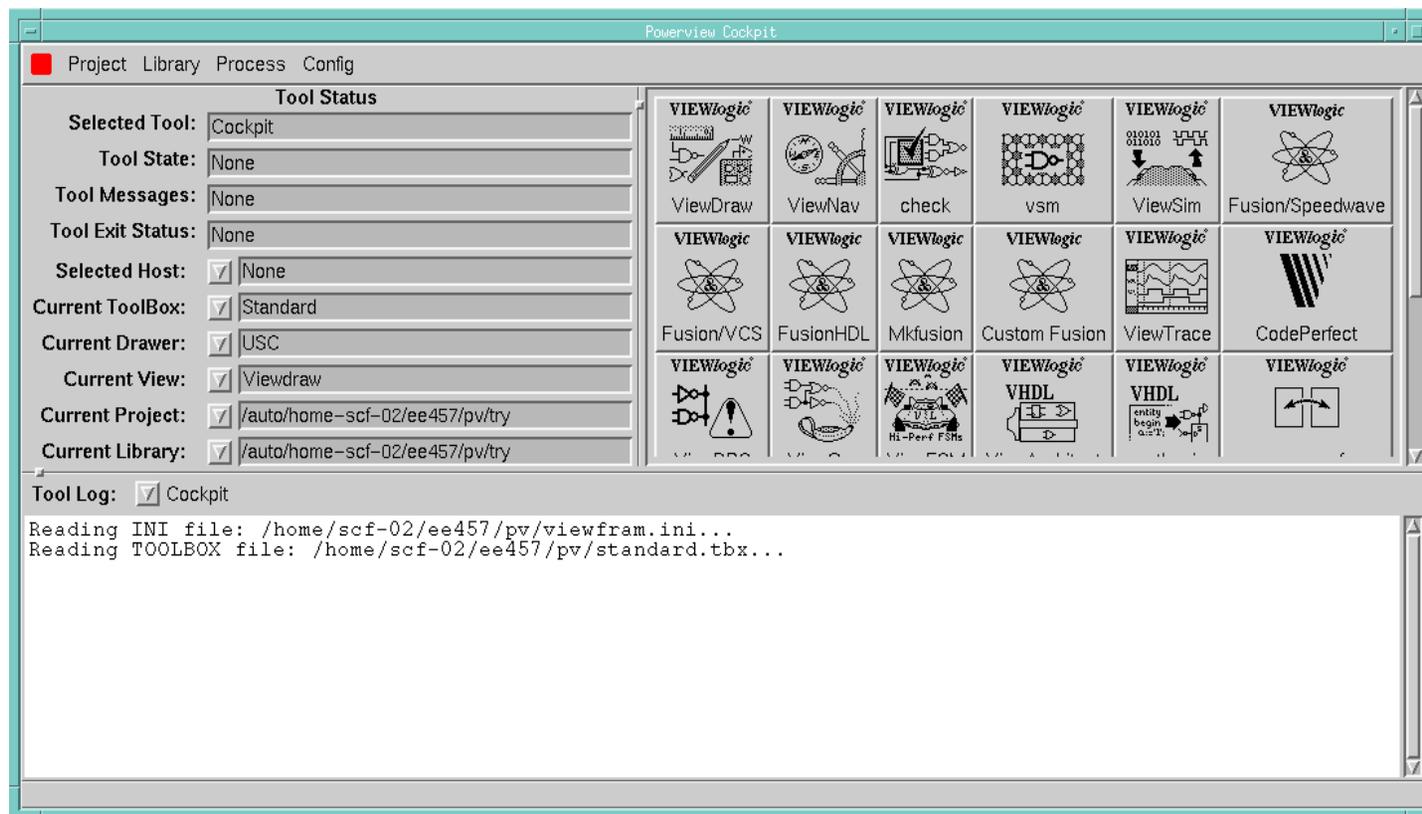
Using Help => ViewDoc, you can invoke the on-line documentation of powerview.



If you are not able to invoke the on-line documentation window, then your DISPLAY variable is not set properly before the xrdp command in the `~eeview/powerview.setup` is executed. Refer to `~eeview/README.pv.setup` for further details.

## II. Enter a schematic, simulate, and analyze (all students)

**Cockpit:** Invoke the tool using the command “**powerview &**” from the pv directory. Locate Viewdraw, vsm, Viewsim, and Viewtrace tool icons. Check to see if the current project is set to tutor (or whatever you wanted to work in) otherwise change the current project. Notice items under the **RED SQUARE** menu, particularly **Help** and **Quit powerview**. If you are not able to invoke the tool, check your path, DISPLAY variable, etc.



To setup your account, do the following only once. For detailed discussion on setting up of your account, please read the file `~eeview/README.pv.setup`.

1.a. Perform `~eeview/pv.setup` to create pv directory and append a few lines in your `.login` file. These lines **source** `~eeview/power-view.setup` every time you login. The `powerview.setup` sets up path and other environmental variables (`WDIR`, etc.). After the first time of doing `pv.setup`, please logout and login again (or `source .login`) to cause execution of the new lines added to your `.login`.

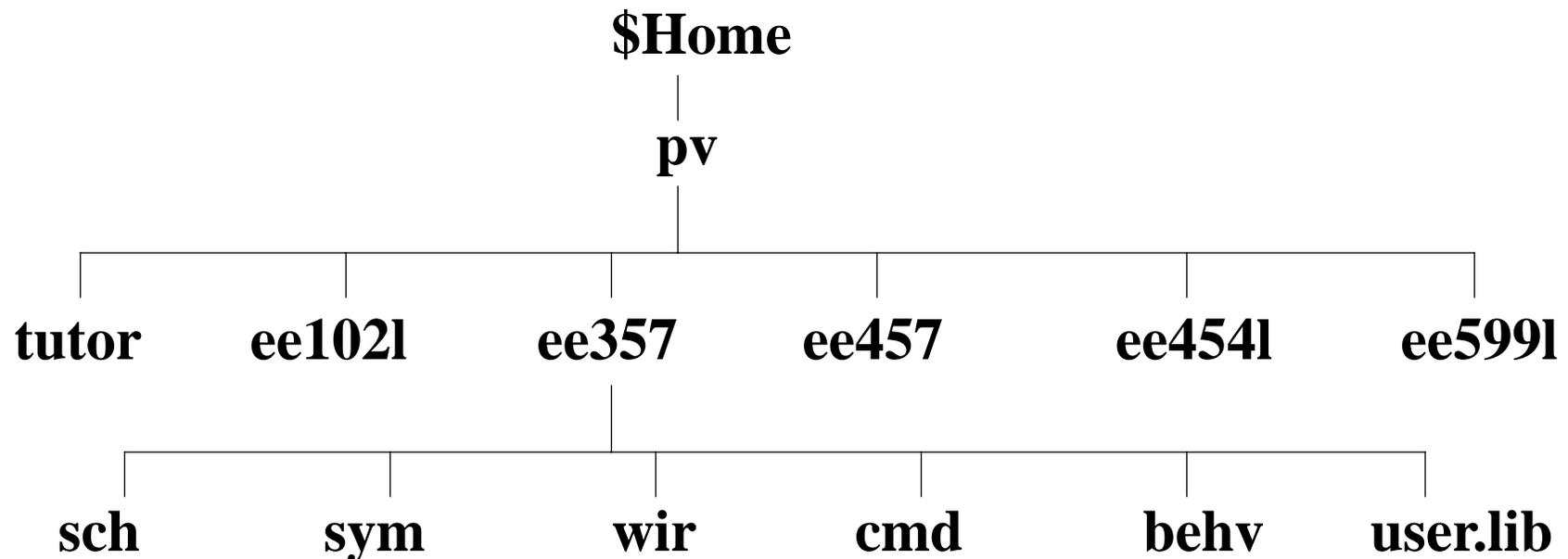
1.b. Change directory to `pv` and do one or more of the following as appropriate to you. These create project directories under `pv`.

|                              |                                      |
|------------------------------|--------------------------------------|
| <b>All first-time users:</b> | <code>~eeview/tutor_pv.setup</code>  |
| <b>EE102L students:</b>      | <code>~eeview/ee102l_pv.setup</code> |
| <b>EE357 students:</b>       | <code>~eeview/ee357_pv.setup</code>  |
| <b>EE457 students:</b>       | <code>~eeview/ee457_pv.setup</code>  |
| <b>EE454L students:</b>      | <code>~eeview/ee454l_pv.setup</code> |
| <b>EE599L students:</b>      | <code>~eeview/ee599l_pv.setup</code> |

## I. Set up your account for Powerview (all students)

At USC Powerview runs on the scf (student computing facility) SUN machines under the Solaris operating system.

Directory structure in user (student) account



Please **do NOT** alter the directory structure that has been setup for you.

This lecture introduces five items: (Currently only the first three items are included here)

- I. Set up your account for Powerview (all students)**
- II. Enter a schematic, simulate, and analyze (all students)**
- III. Analyze a VHDL file and simulate a design with VHDL components (EE599L)**
- IV. Simulate a design with Smartmodel components (EE454L)**
- V. Simulate/debug a stand-alone VHDL design (EE599L)**

Additional information may be found in

~eeview/README.pv.setup and  
~eeview/README.pv.tutor

9/12/97

Introduction  
to  
***Powerview***

Instructor: Gandhi Puvvada

University of Southern California