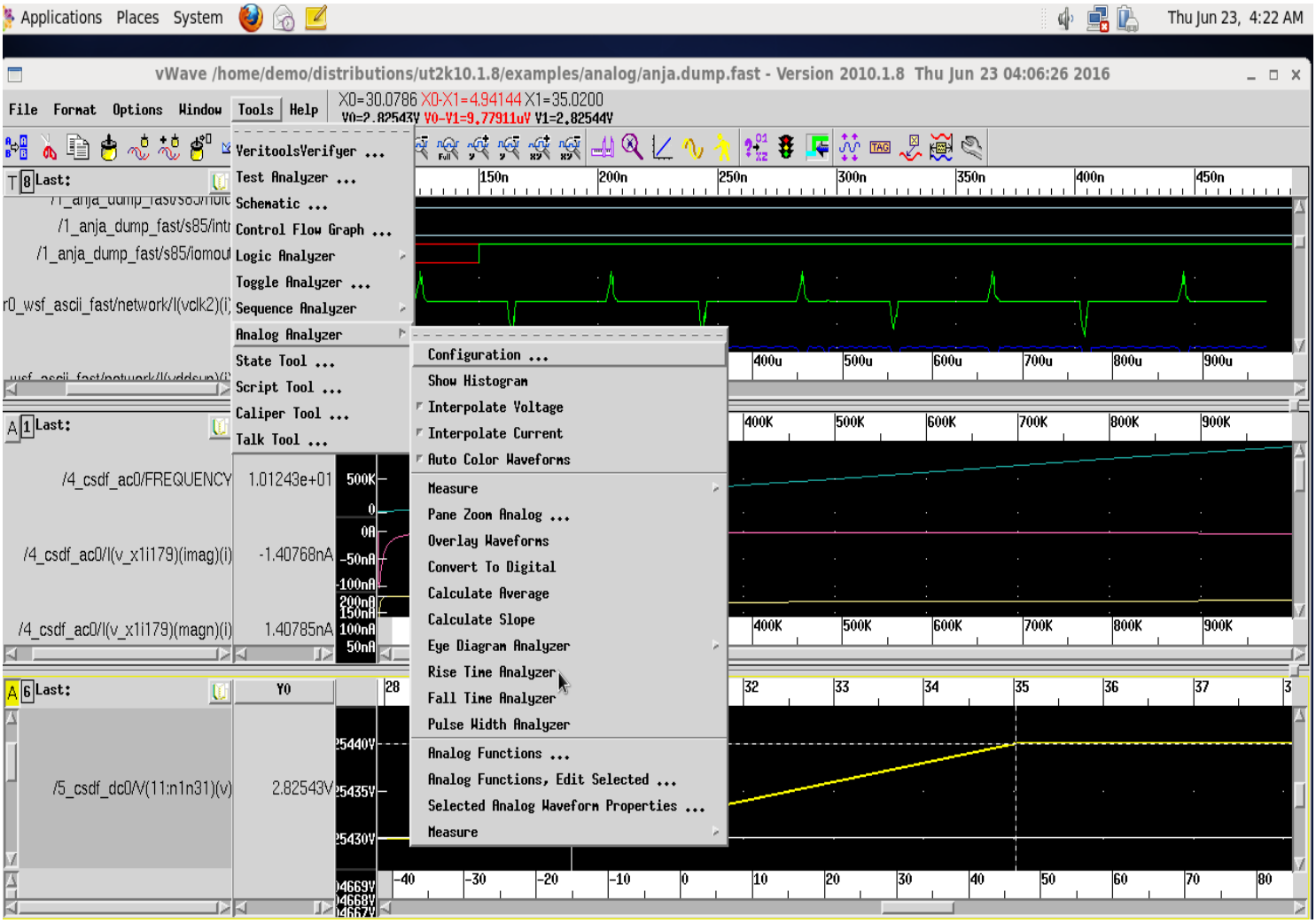
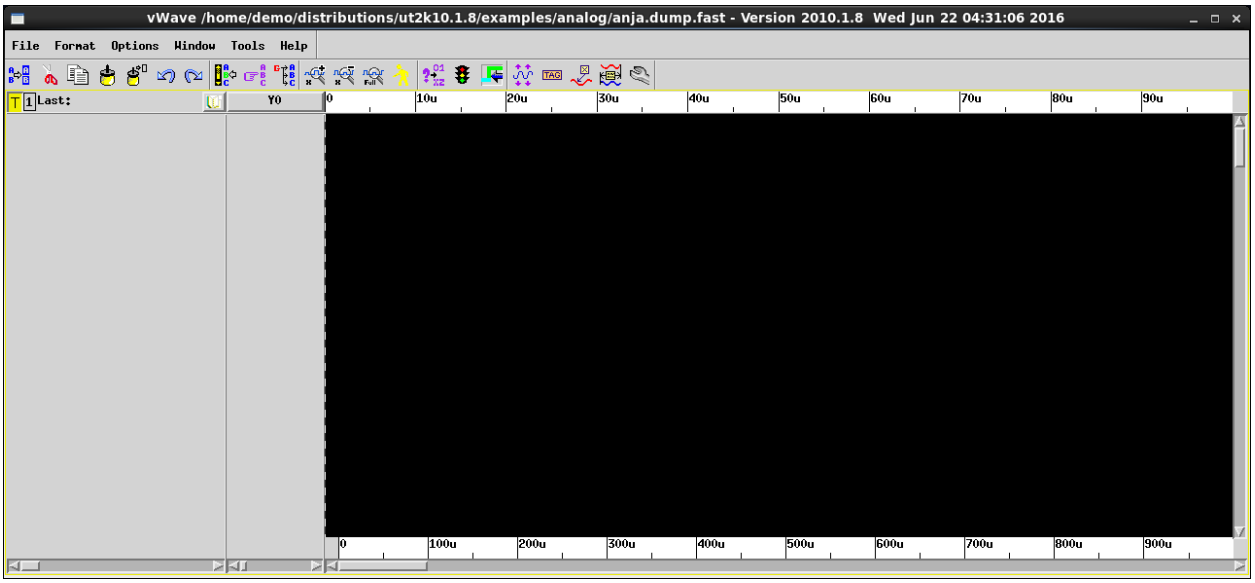
VERITOOL'S TUTORIAL FOR USING VWAVE AS A MIXED MODE DISPLAY

MIXED MODE WITH VWAVE



This tutorial demonstrates the use of the Veritools vWave software in a mixed mode, both analog, digital and mixed analog/digital debugging environment.

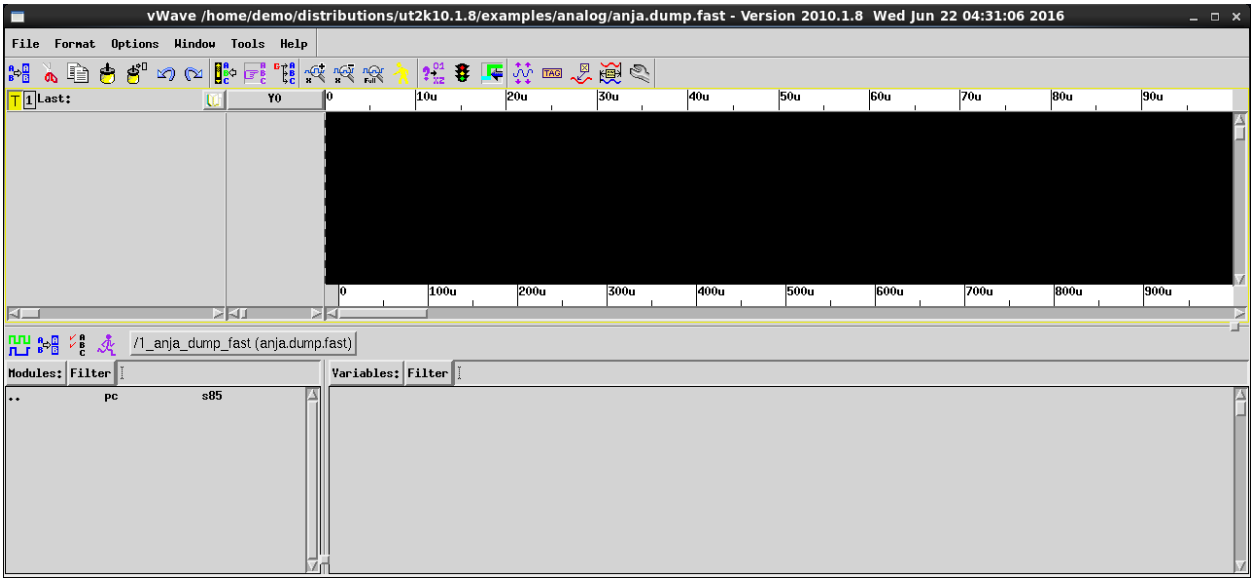
To start the vWave Mixed mode tutorial got to the file, analog, in the directory examples in your software distributions directory



In this directory select the file anja.dump.fast to bring in by pressing the following menu items:

File -> Open File -> anaj.dump.fast

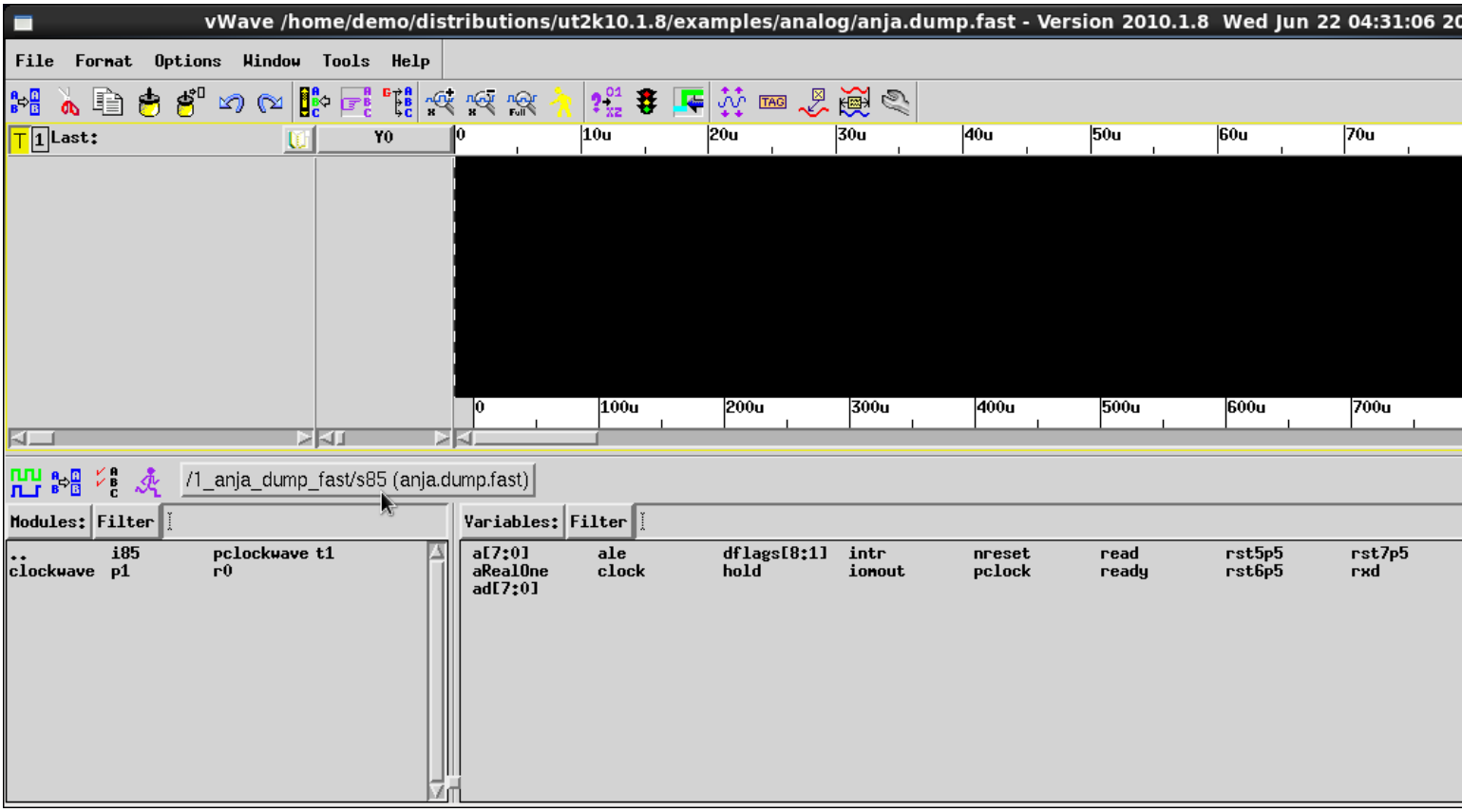
Your vWave window will look as shown in the next figure after you select the anja.dump.fast file.



The vWave window has menus items listed across the top of the display window, icon buttons are displayed just below these menu items, an area for listing the displayed signal names on the left side of this window just below the icon buttons. To the immediate right of the signal displayed signal list is the area that displays the value of the T0/Y0 cursor, and to the right of this the waveform display area. At the bottom of the vWave window is the area for the design hierarchy, with module names listed on the left and the signal names on the right.

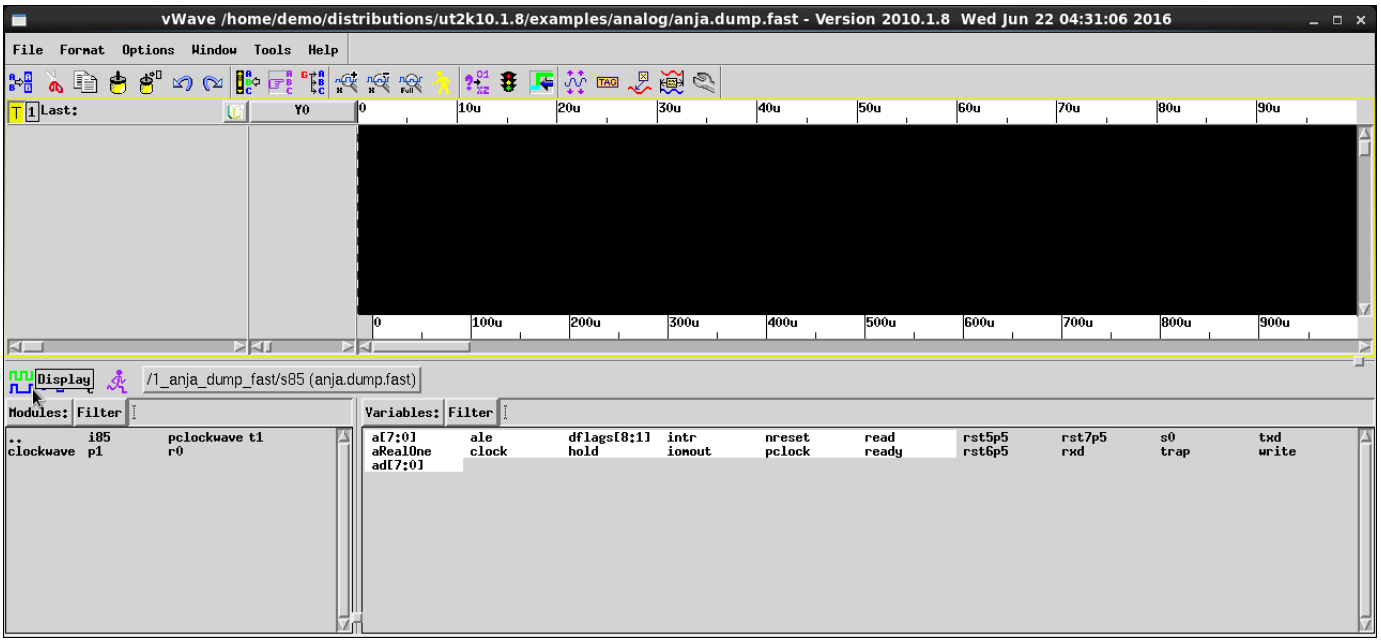
Next select the module name s85. This will list all of the signals that are in this s85 module as shown below:

Also note the pointer is pointing at the name of the file



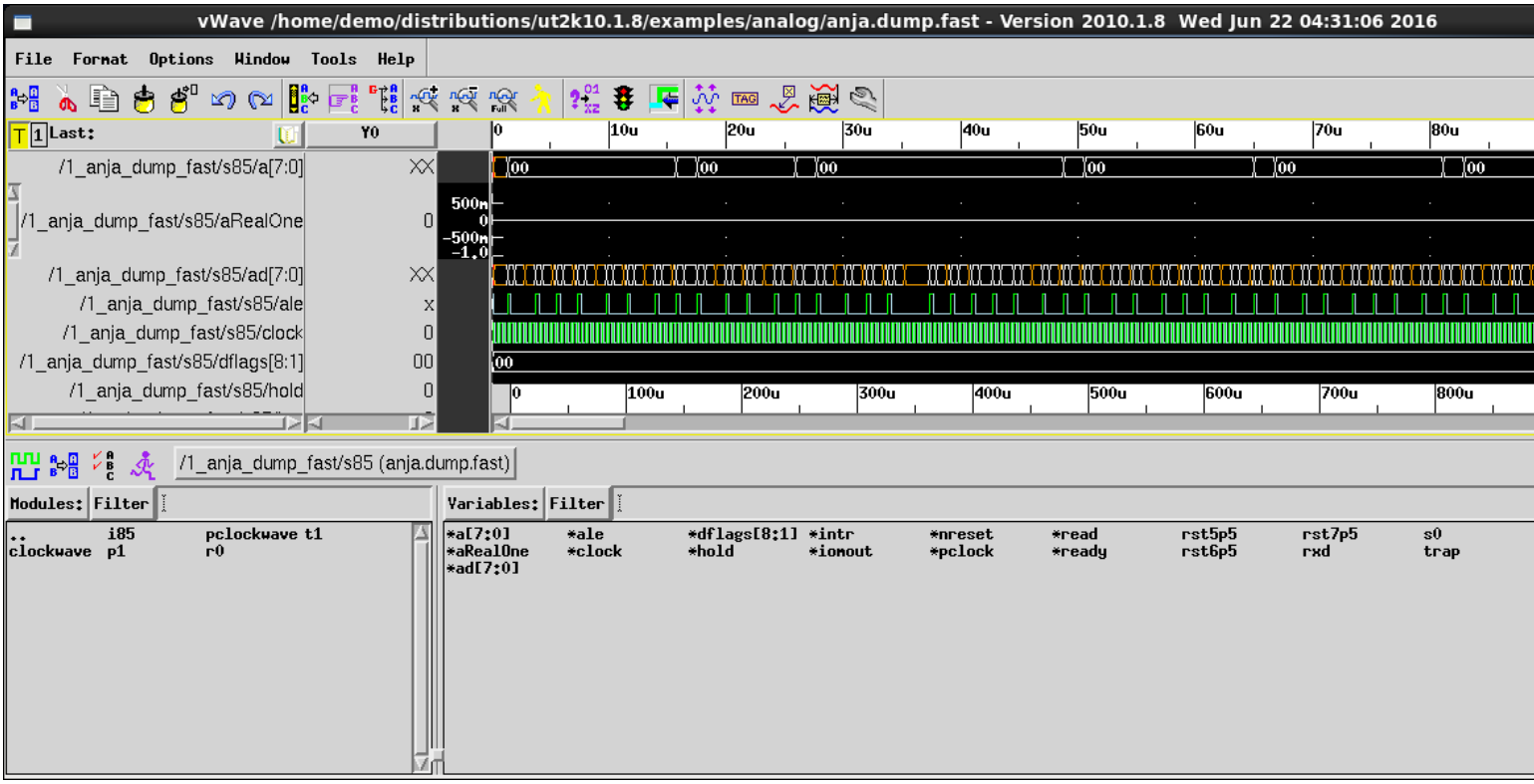
currently that is active in the design hierarchy window. When more than one waveform file is loaded to the vWave, the user can select which file is to be made active in the design hierarchy window.

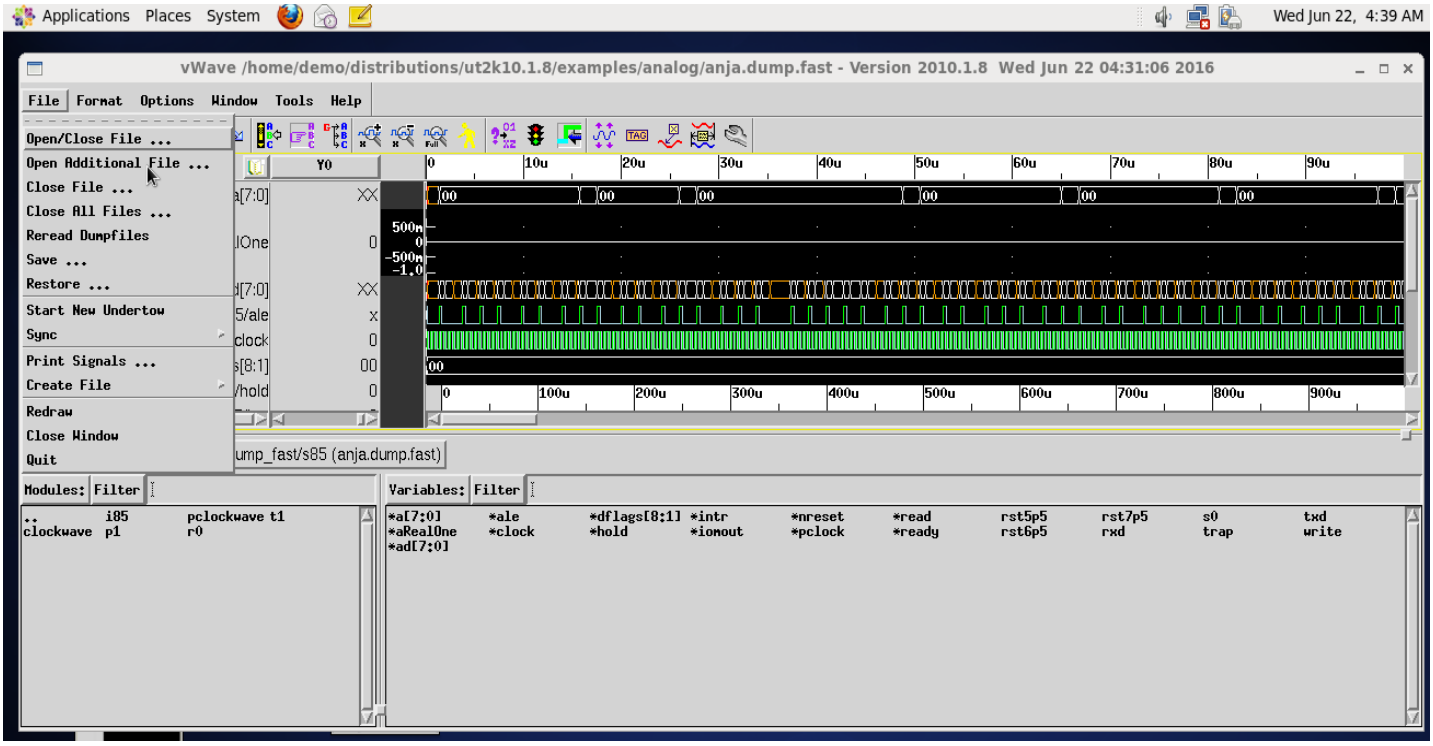
Using the left mouse button, users can select signal names in the signal name area to be displayed in the waveform area. The selected names are highlighted with a white background.



Also note in this display, the location for hierarchy icon for the “Display” icon is shown. Pressing this icon down will display all of the signals that are currently highlighted, turn off the highlight and add a “*” to each signal name in the signal selection area that has just been display so users will know if any signal in this area is already on the waveform display. When the selected signals are displayed, the signal names are listed in the signal names list of the left of the display window, along with a number at the front of the name, 1,2, 3, etc., and the file names indicating the file each signal came from, as shown below:

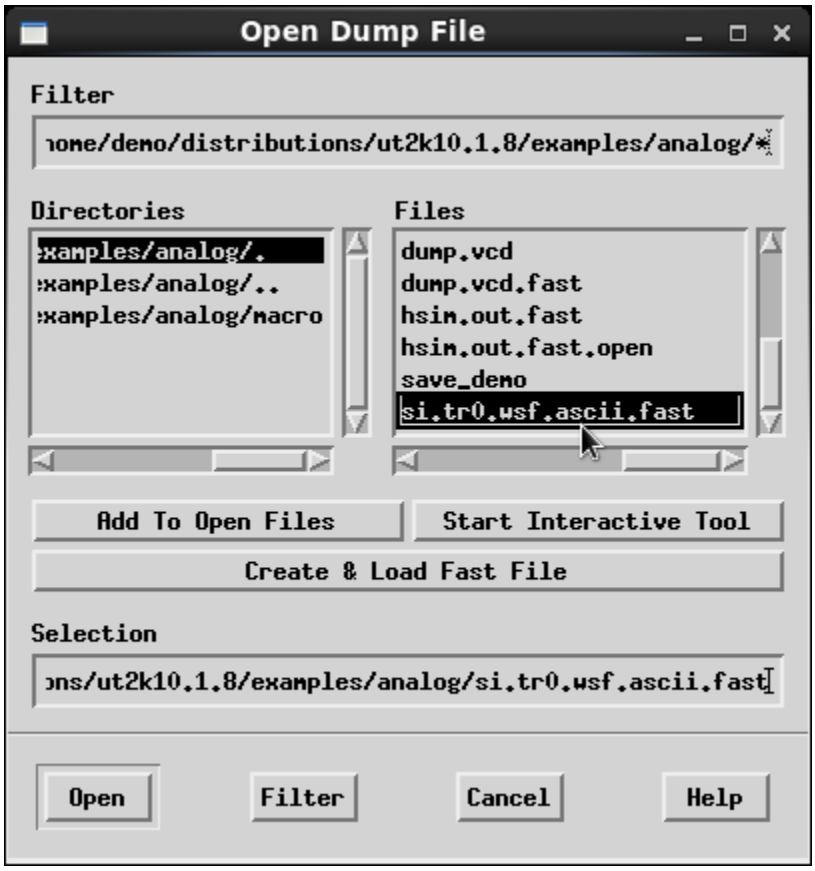
Also note the values in the Y0/T0 area are initially at time zero, until the users sets a new value in the Y0/T0 cursor.





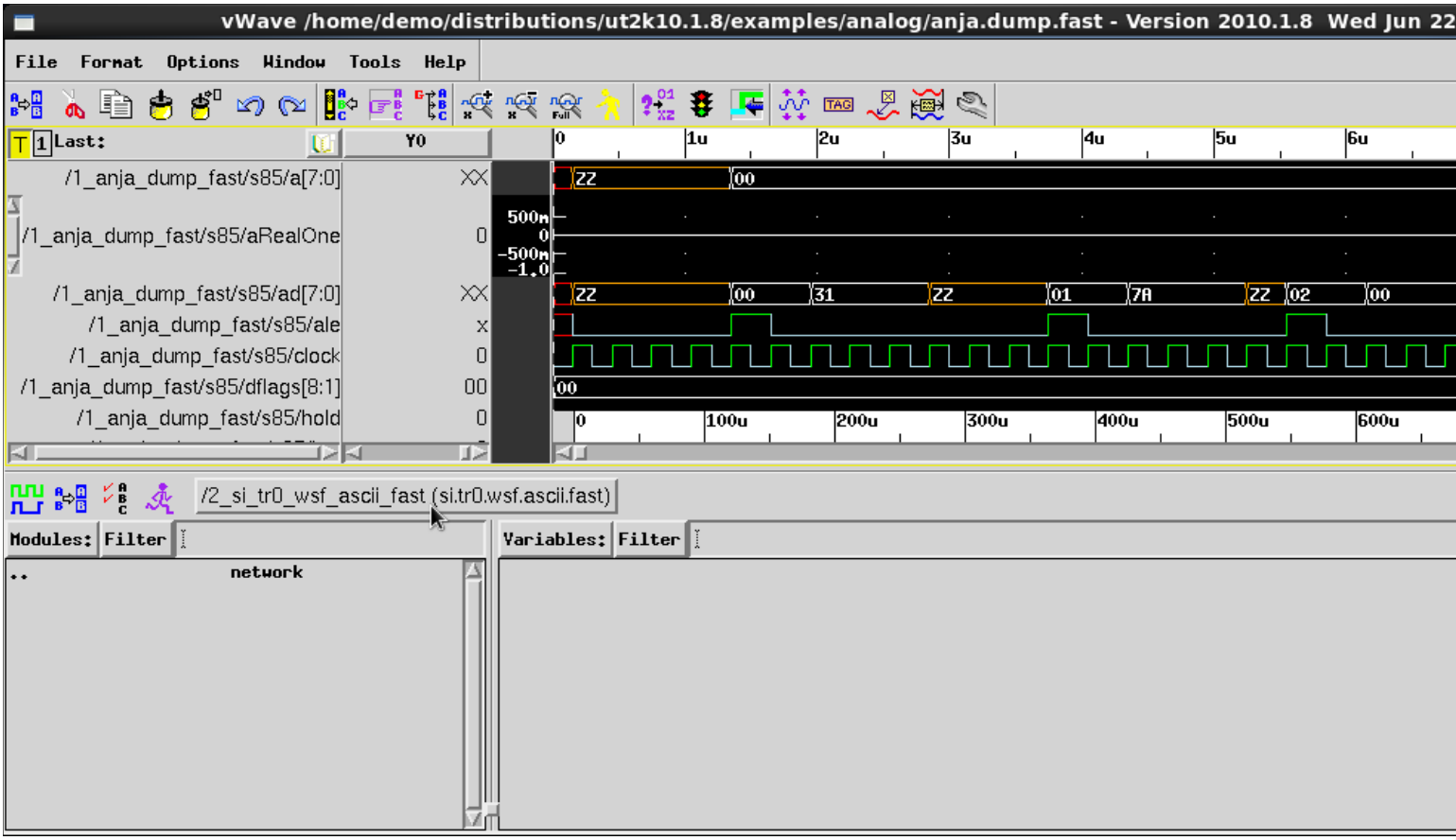
Next to now bring in analog file, do the following to select this file:

File -> Open Additional File. This will bring in a new file selection window as shown below:



Now in this window select the analog file as highlighted. Note that fast files can be made when selected files are brought in, using the icon shown above, “Create and Load Fast File”, or using vdump a batch tool that will quickly make fast file in a batch process. A typical vdump command would be:

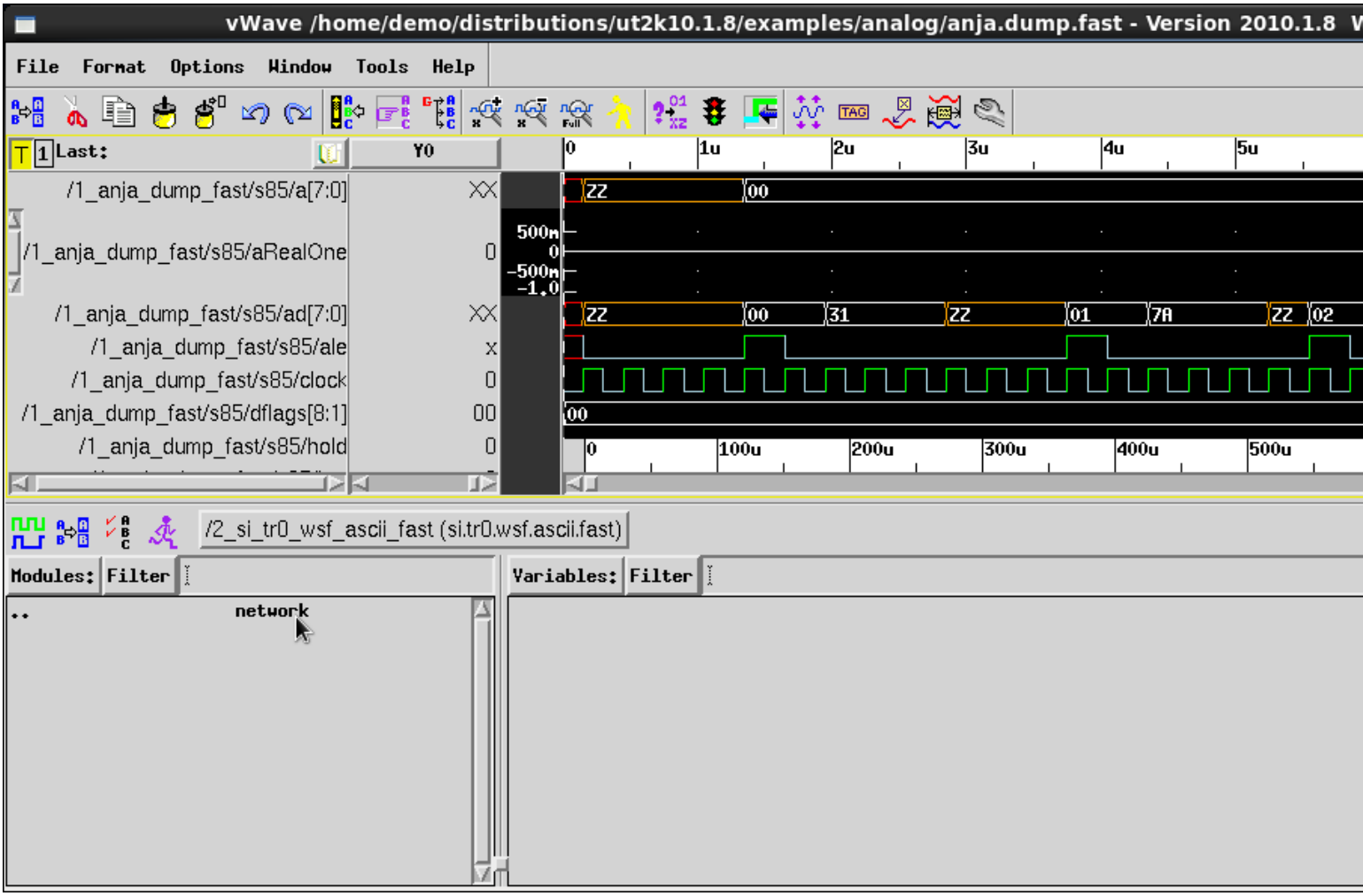
%vdump -Cxn vcd.file, which will become vcd.file.fast



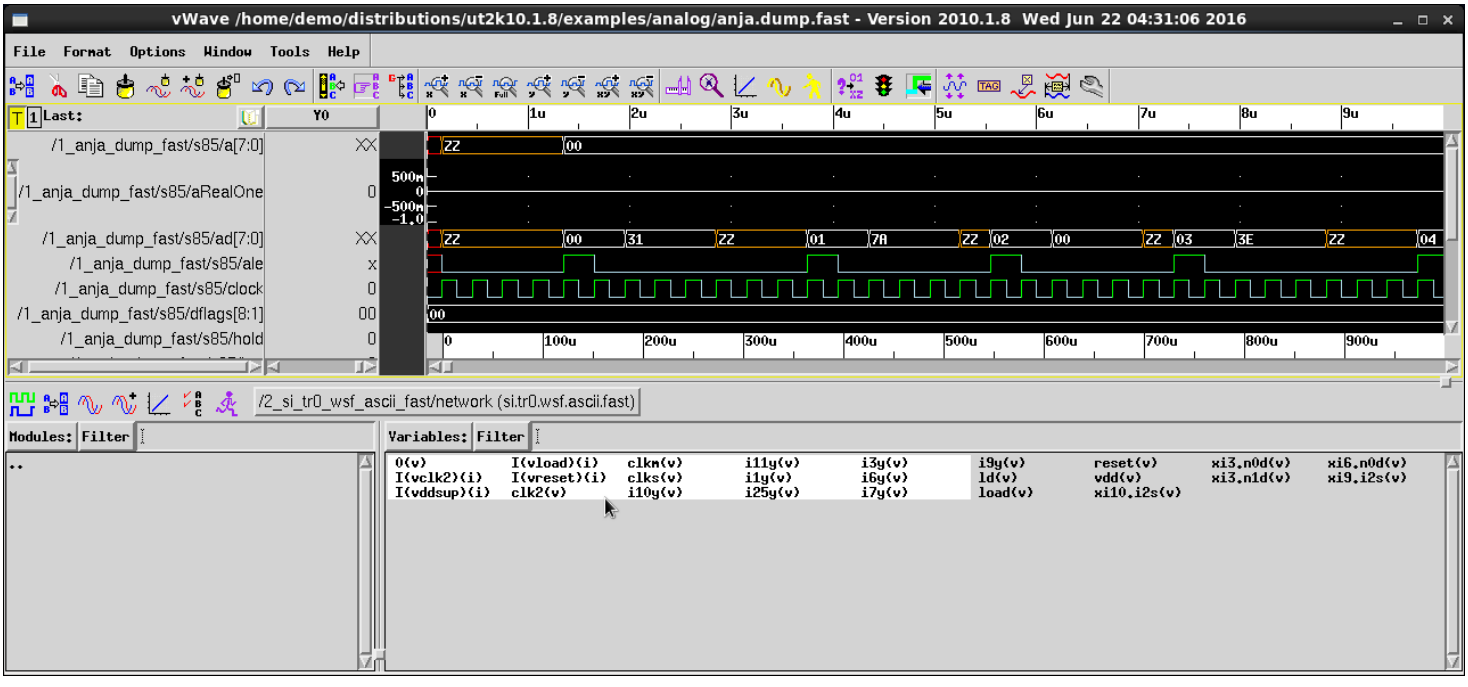
This cursor now points to the active file name text area that holds name of the file that is now the active file for the current hierarchy window.

Users can select any file in the Active Signal Name text area to now make that the file active in the vWave window.

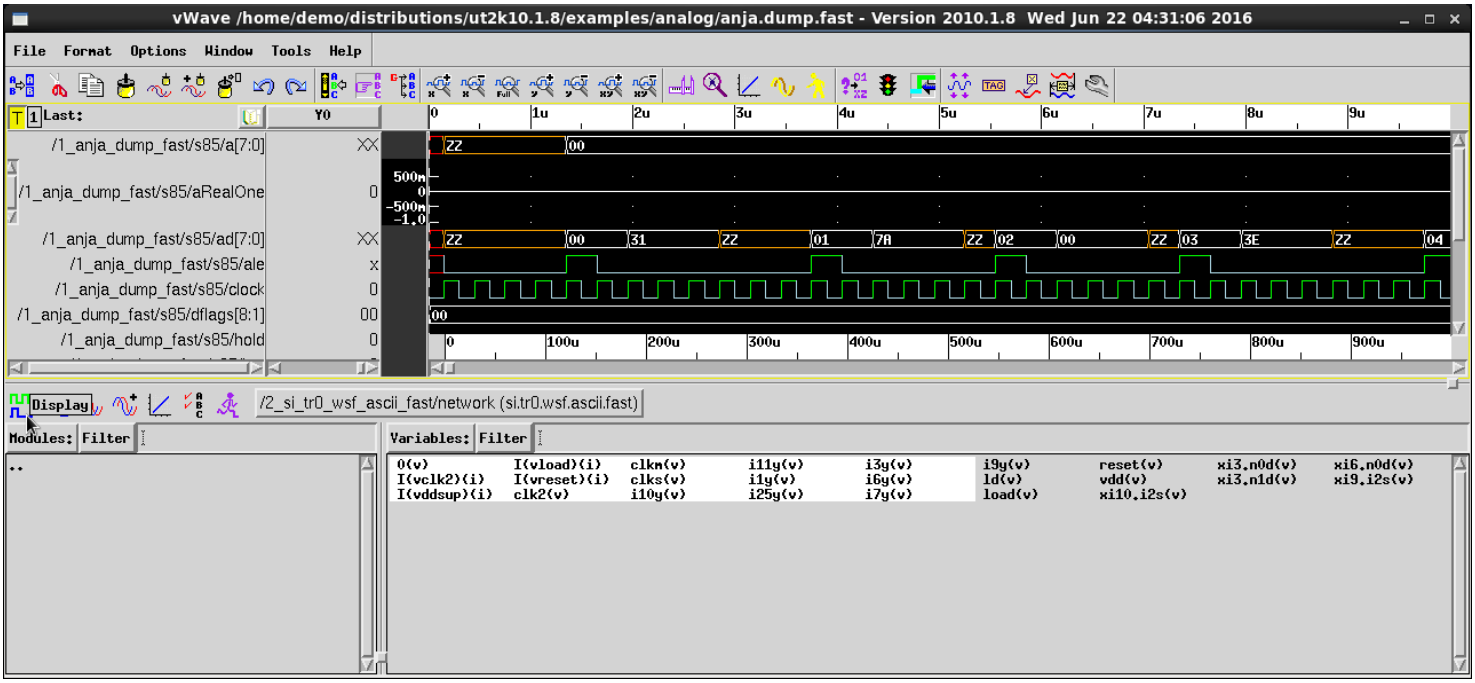
Now select “network’ to display the signal names for the analog design in hierarchy “network”.



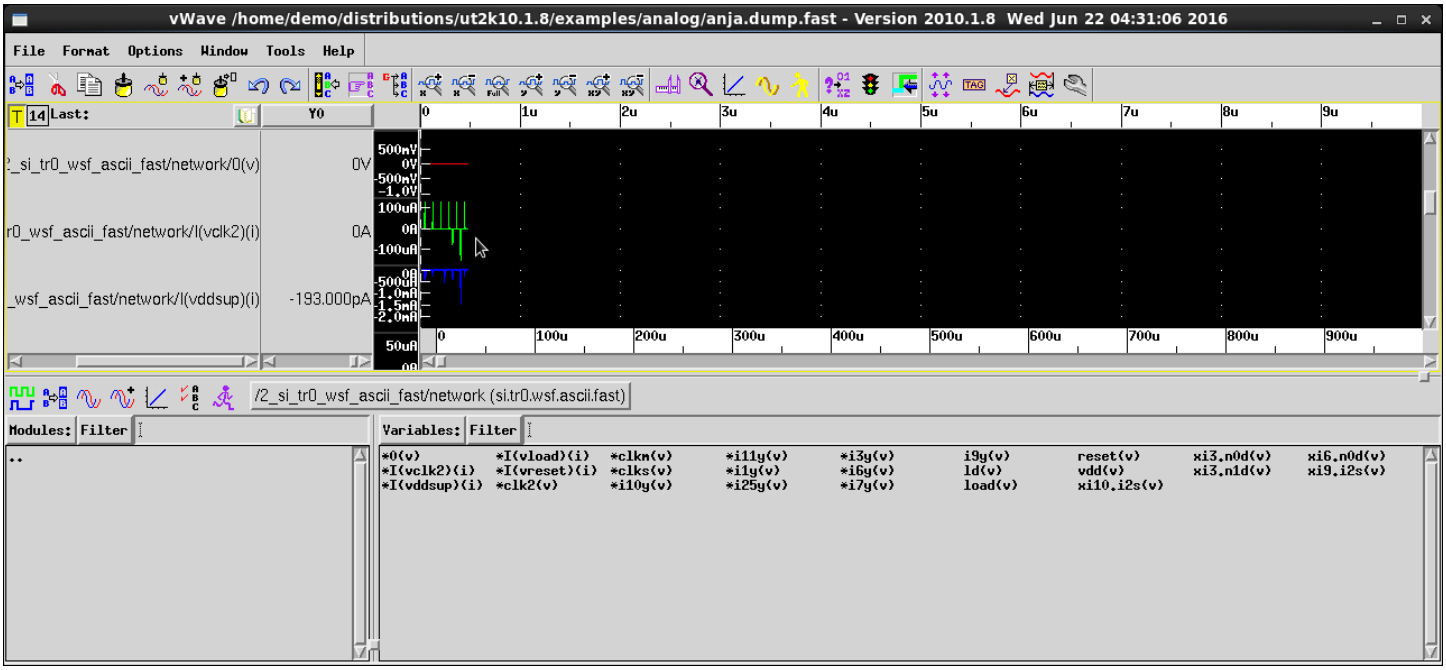
This will list the signal names for the analog module “network” as shown below:



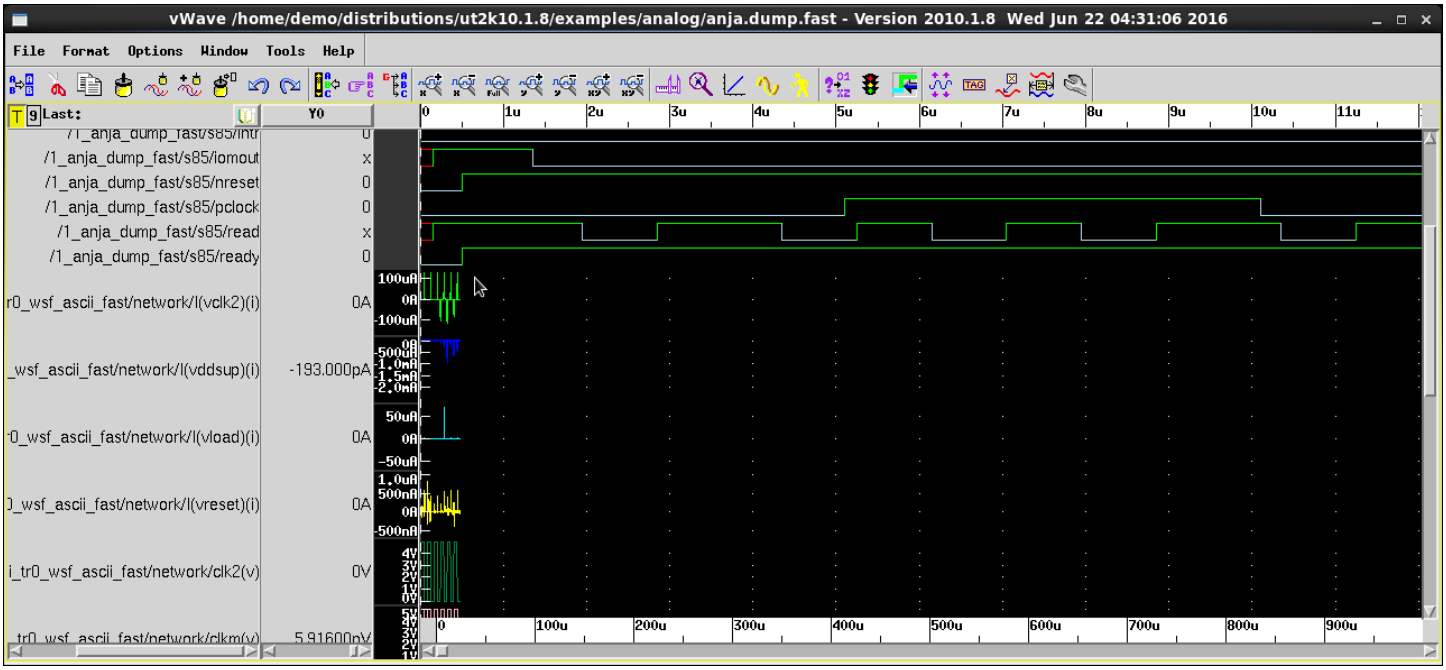
Next sliding the left mouse over the signal names you want to display.



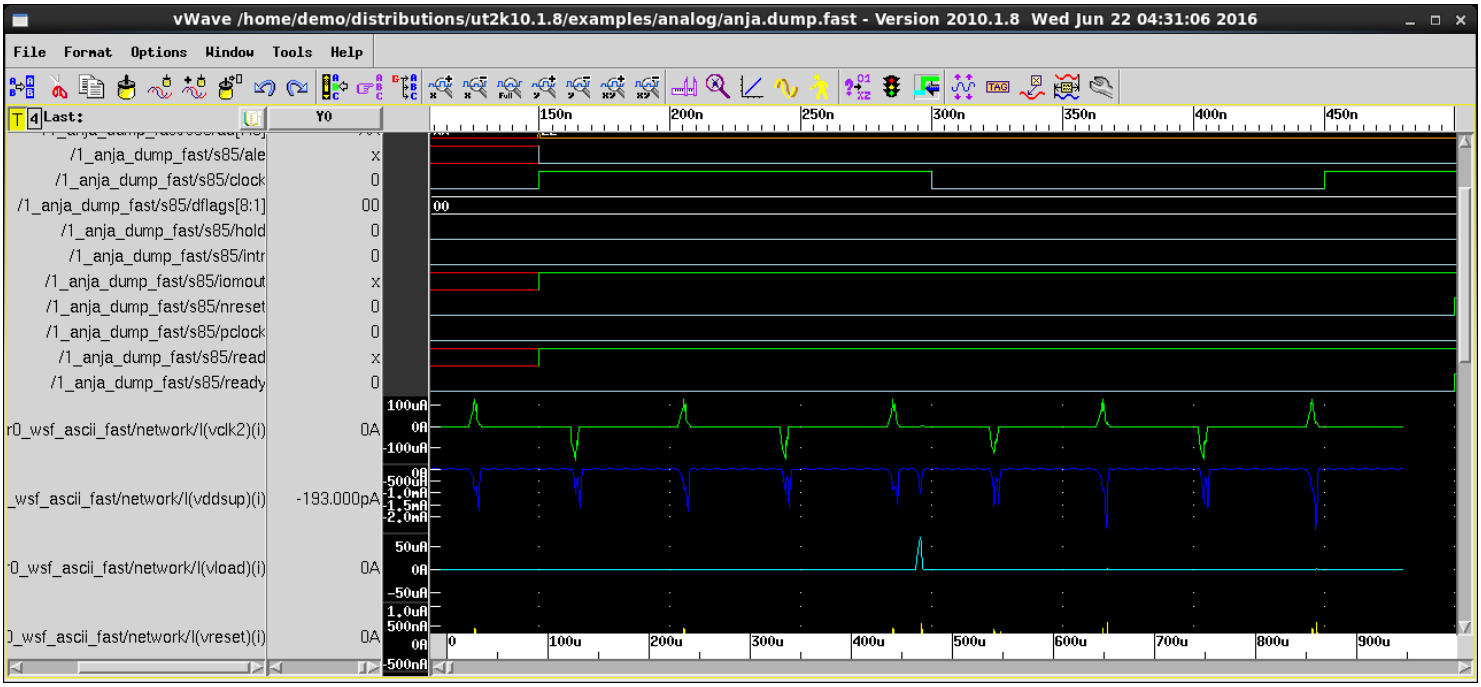
Then press display, as shown by the pointer, to add these signal waveforms to the already present digital waveform display:



Note that when adding analog into a digital waveform display the horizontal scale for the analog file must be “Time” and note that even if the horizontal scale is time the analog can have a different time period for the simulation than the digital as show above.

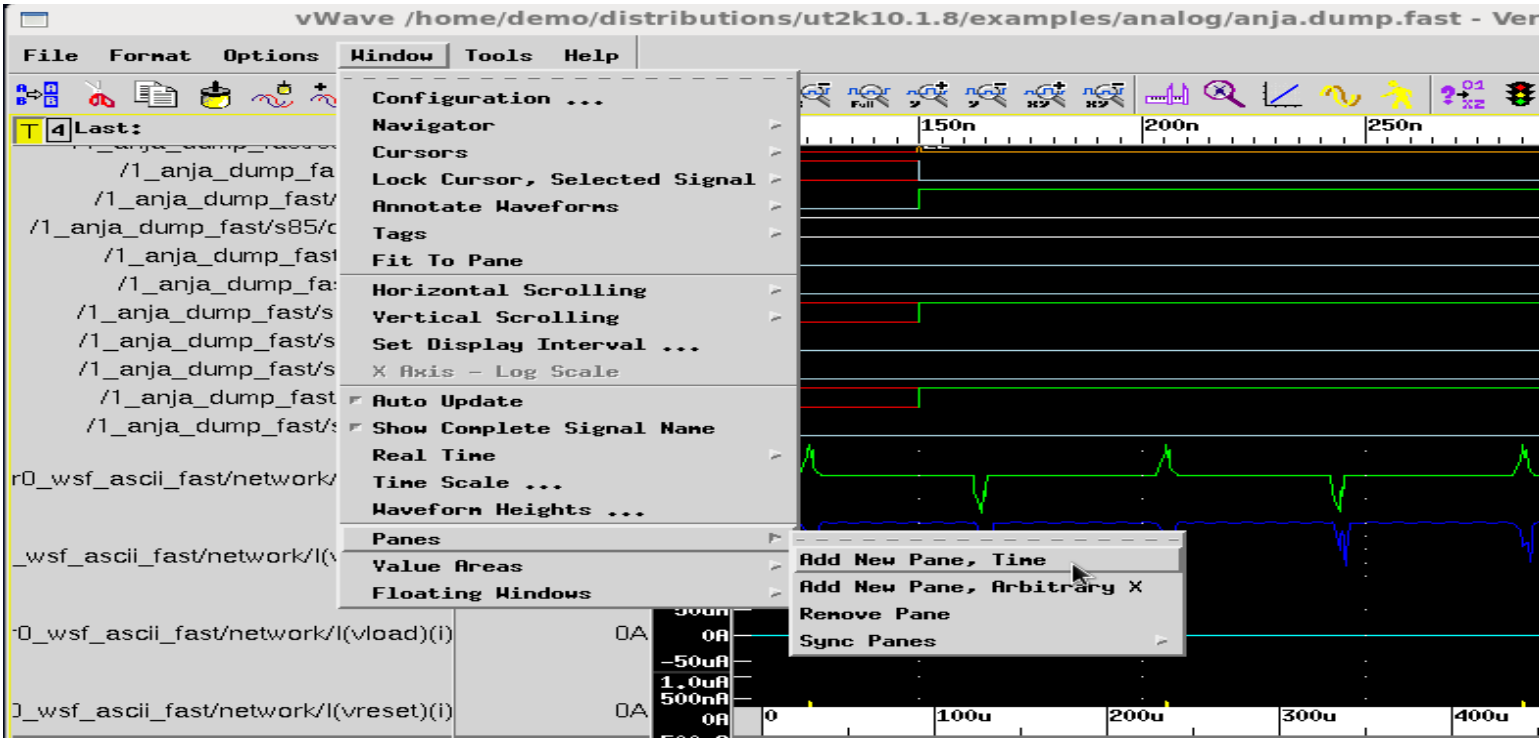


To show the complete analog simulation synchronized in time, zoom the analog waveforms by pressing the right mouse button down on the waveform display window above and to the left of where you want to zoom, and slide the cursor down and to the right over the signals you want to zoom into. The result display will then look as shown below:

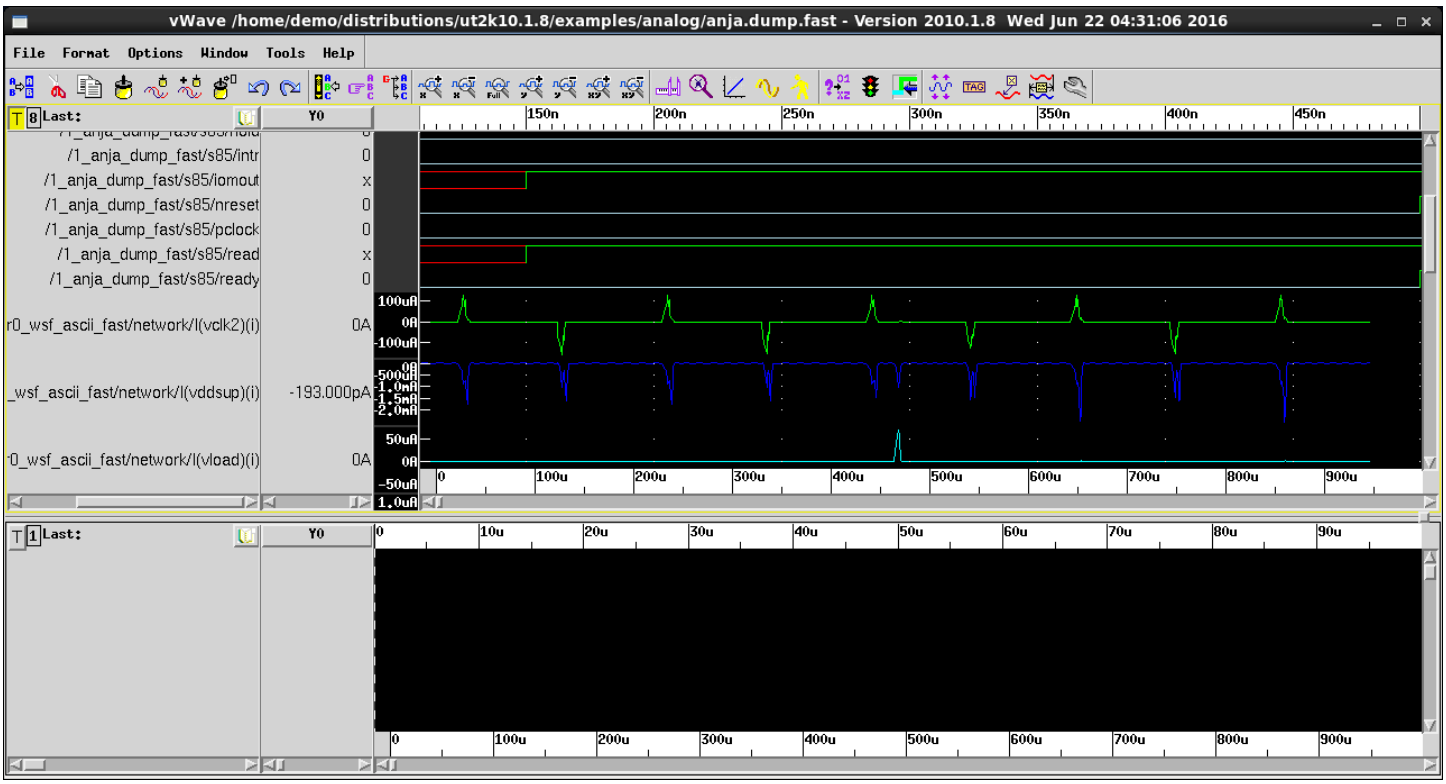


In addition to adding the analog right onto the waveform display with the digital, you can also add a new pane, and have the analog added to just that pane. To add a new time pane, do the following:

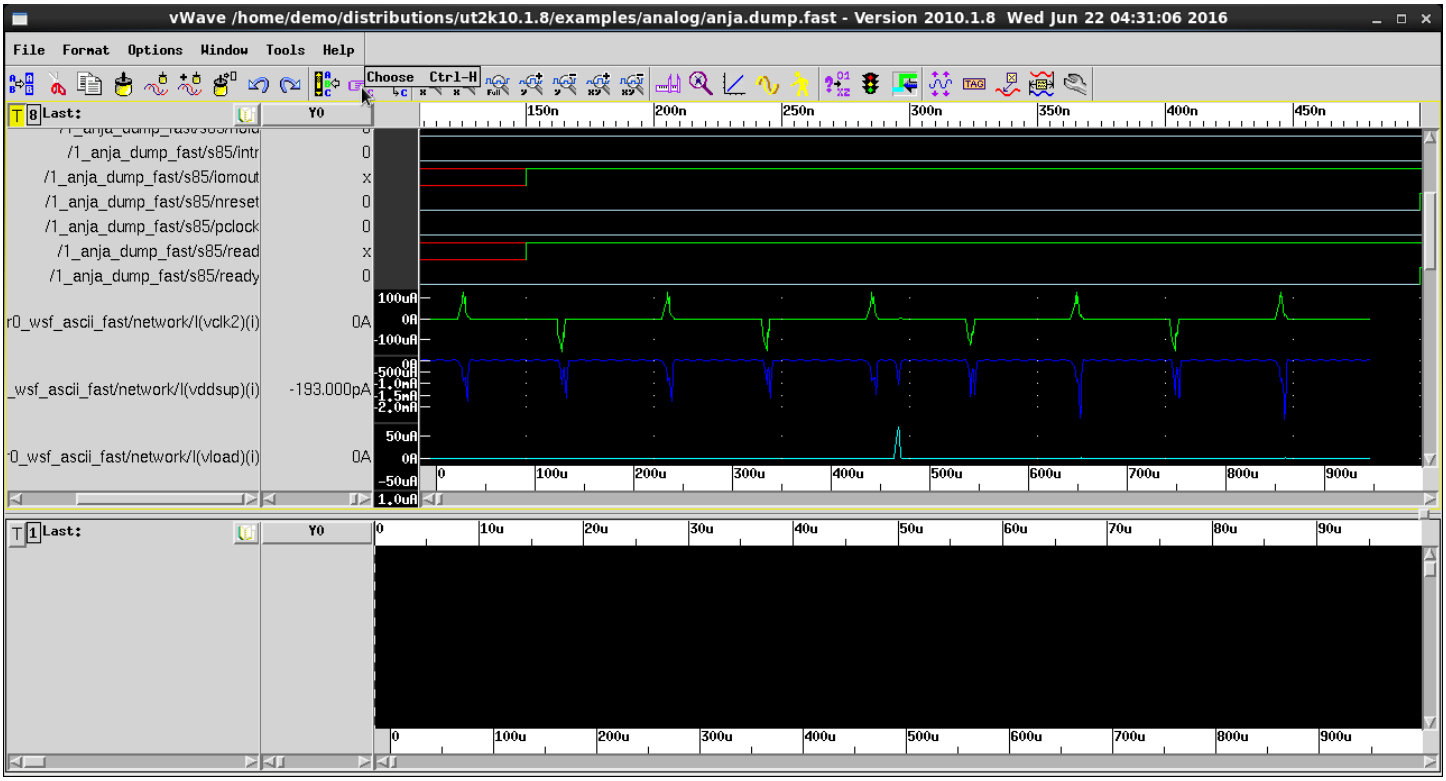
Window -> Panes -> Add New Pane, Time



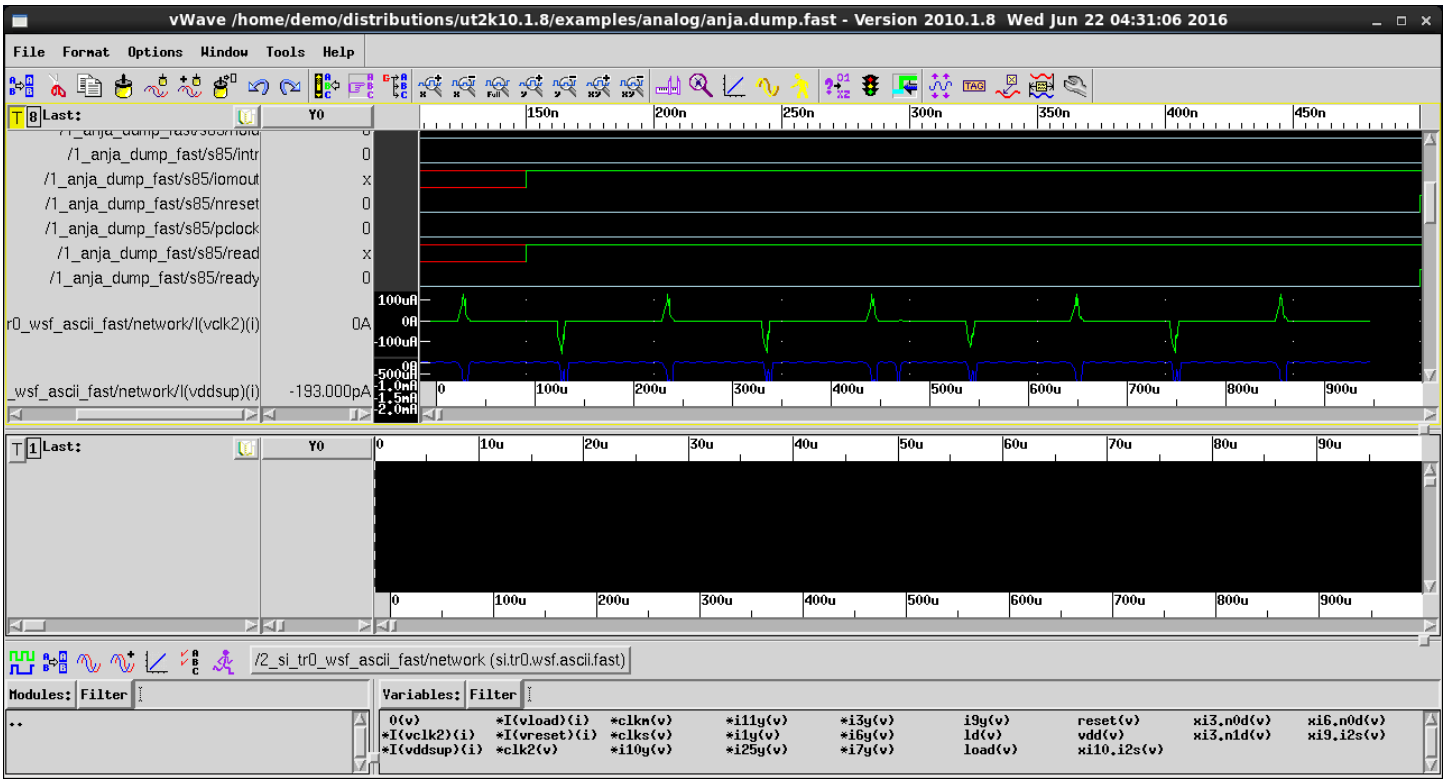
The result is shown below:



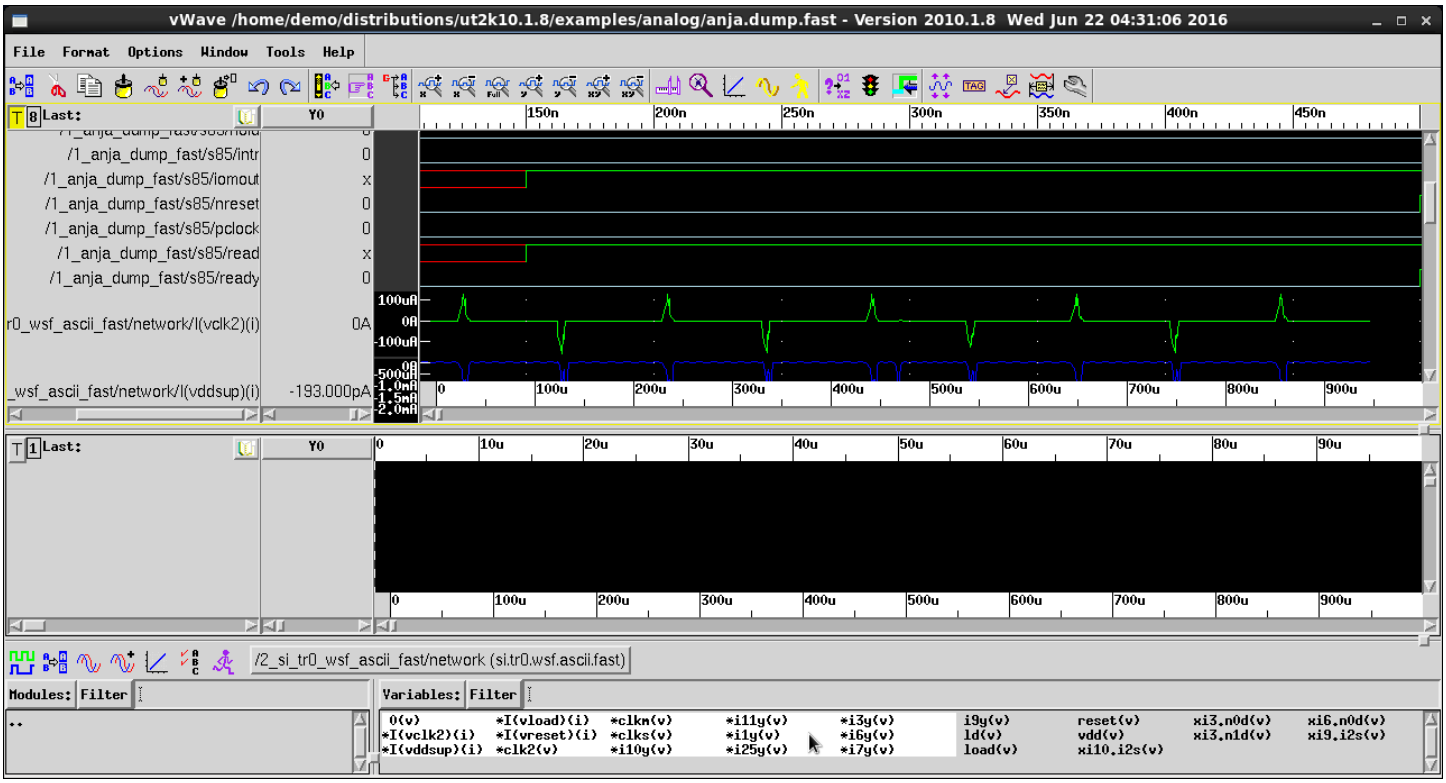
Next select the Choose icon to add a signal selector to this waveform window:



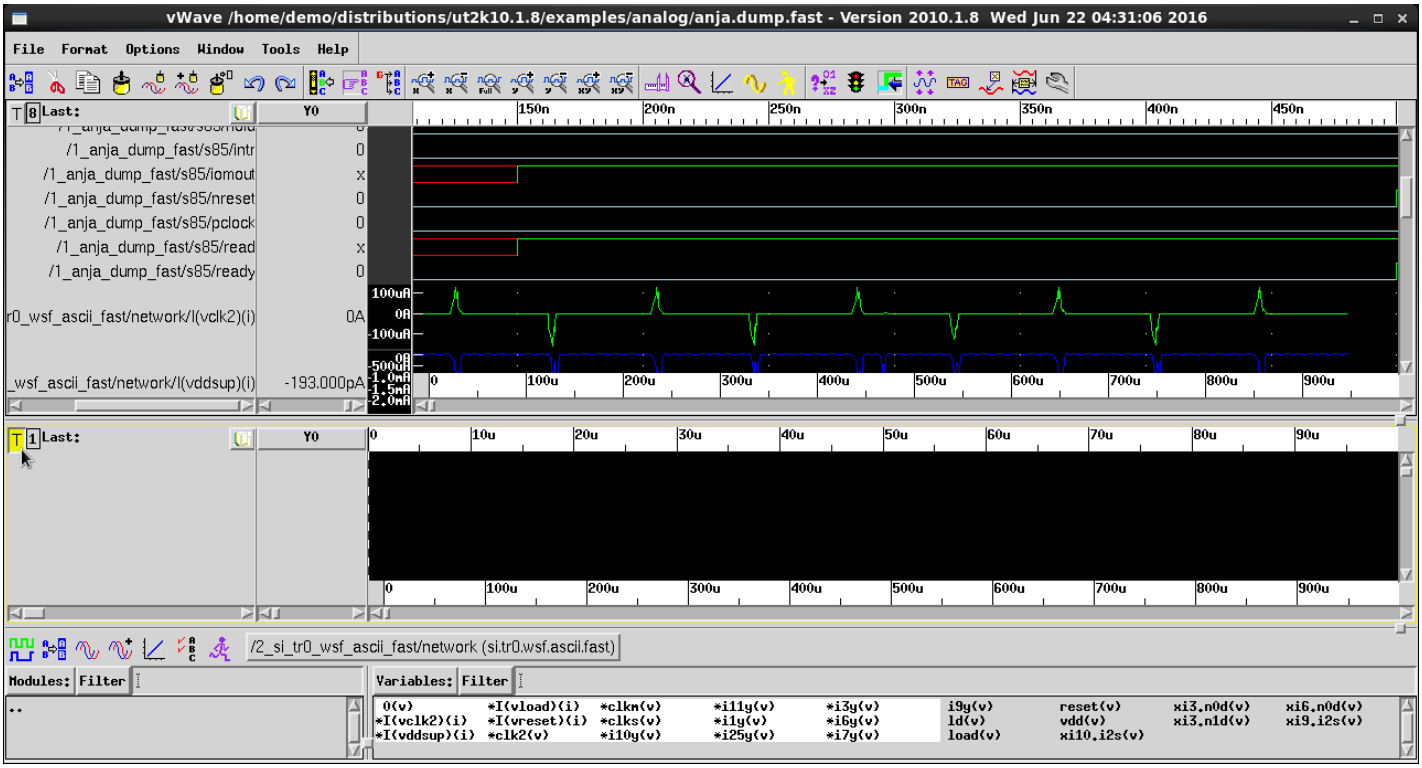
This will bring in a signal selector for the new analog file as shown below:



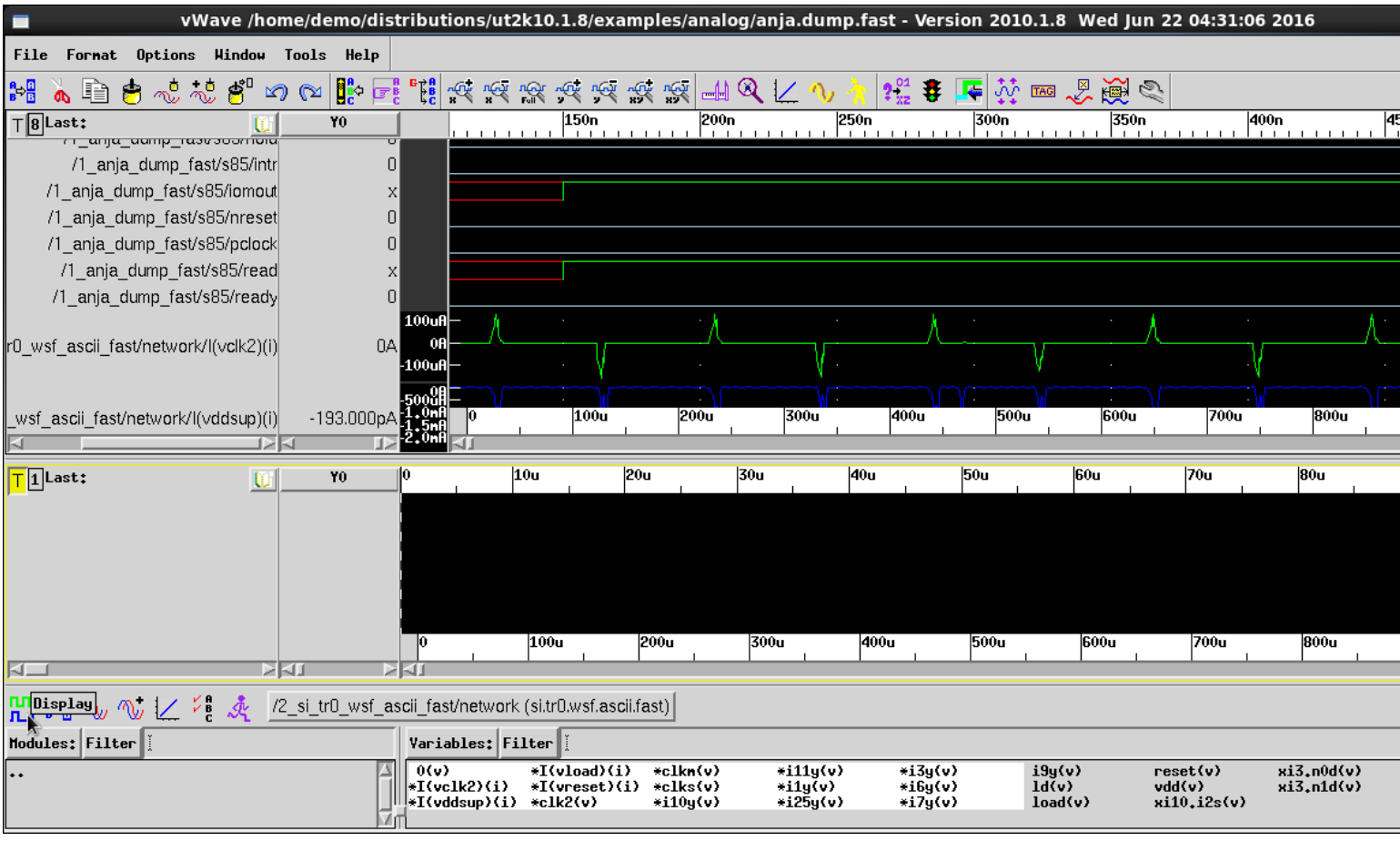
Then select the analog signal you want on this pane:



Make sure the new pane is the active pane, if the “T” (which stands for time), in the upper left hand corner of each pane for the new pane does not have a Yellow back ground select it to make this pane active.

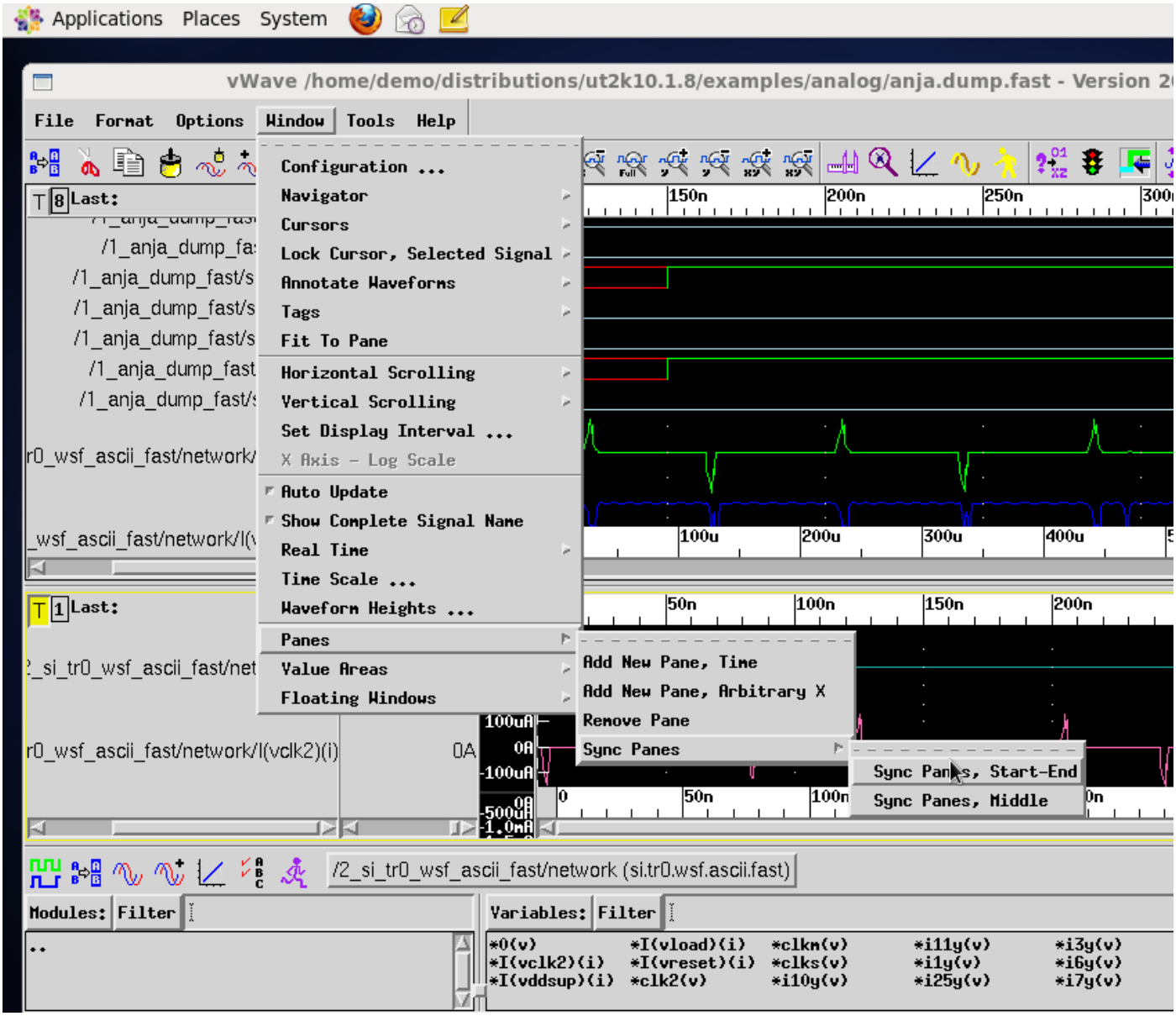


Then press Display as shown below to display the selected signals in the new time pane.



The resultant waveform display will look as shown below after display is pressed:

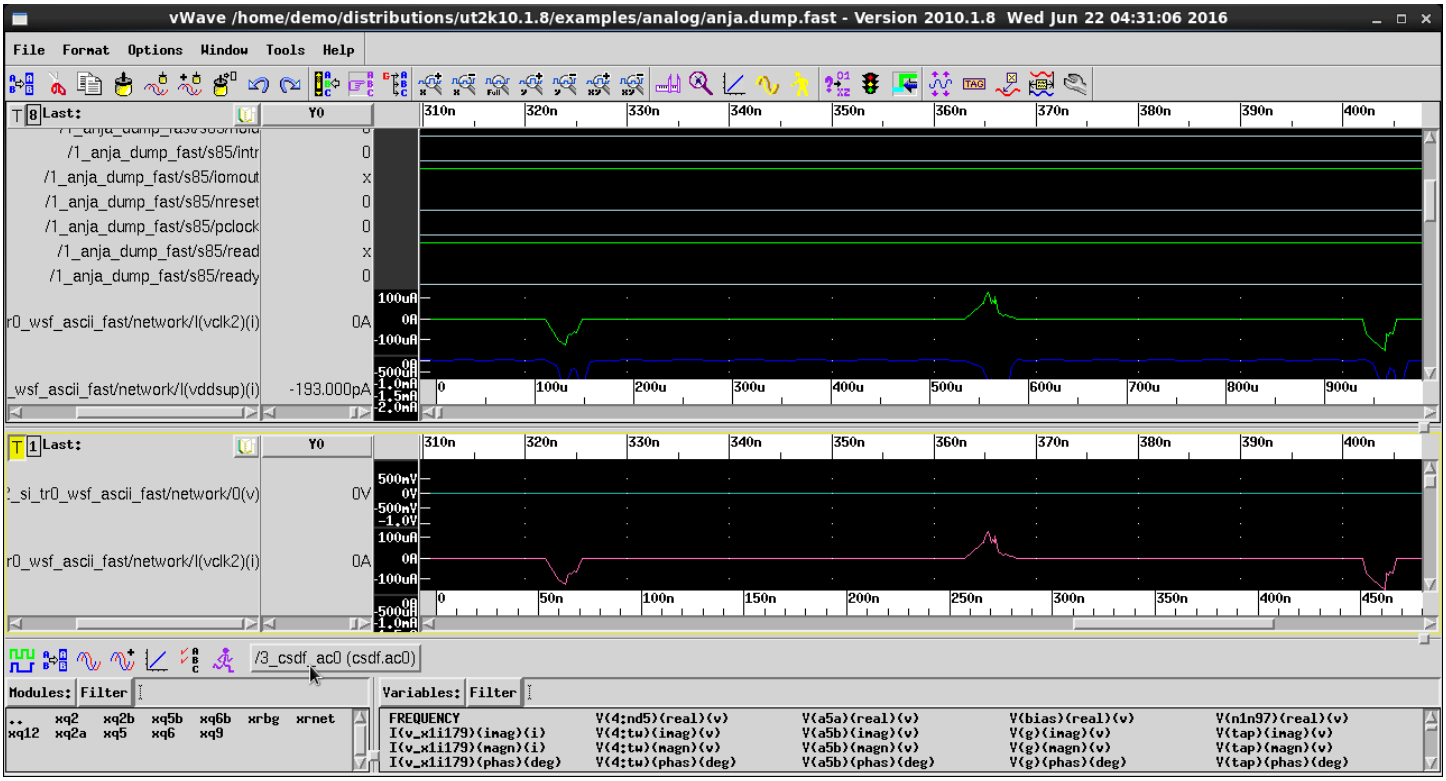
These panes can be synced together in two different ways, by syncing on the start and end points of the horizontal scroll bars, which keeps the zooms the same or by syncing on the middle of the horizontal scroll bar which allows the zoom setting to be different between these panes.



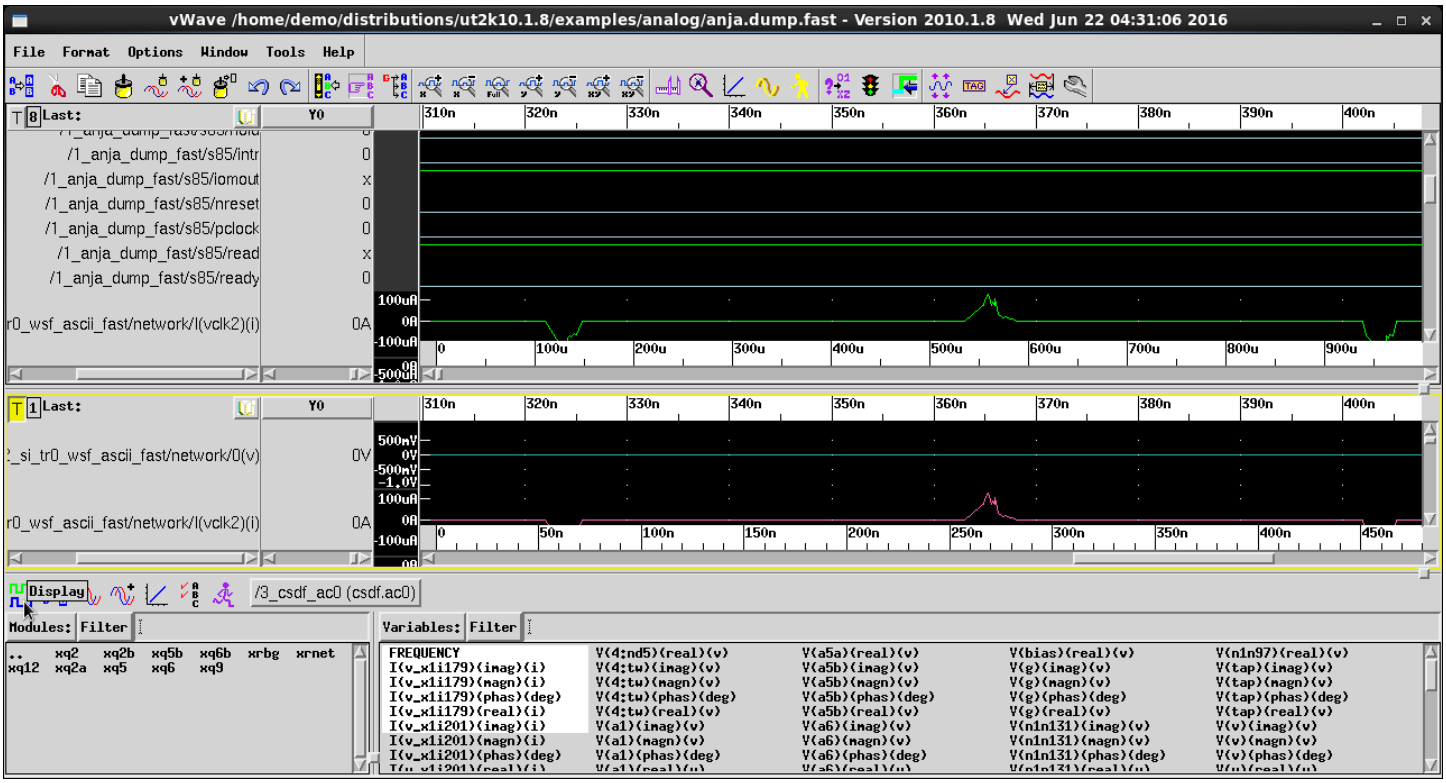
The above figure shows the display windows synced with start end points the same. Note that the top time scales between these Panes are identical, as can be seen in the following figure:

Next add a *ac0 file to the waveform display by selecting this file from the list of files in the analog directory as shown below:

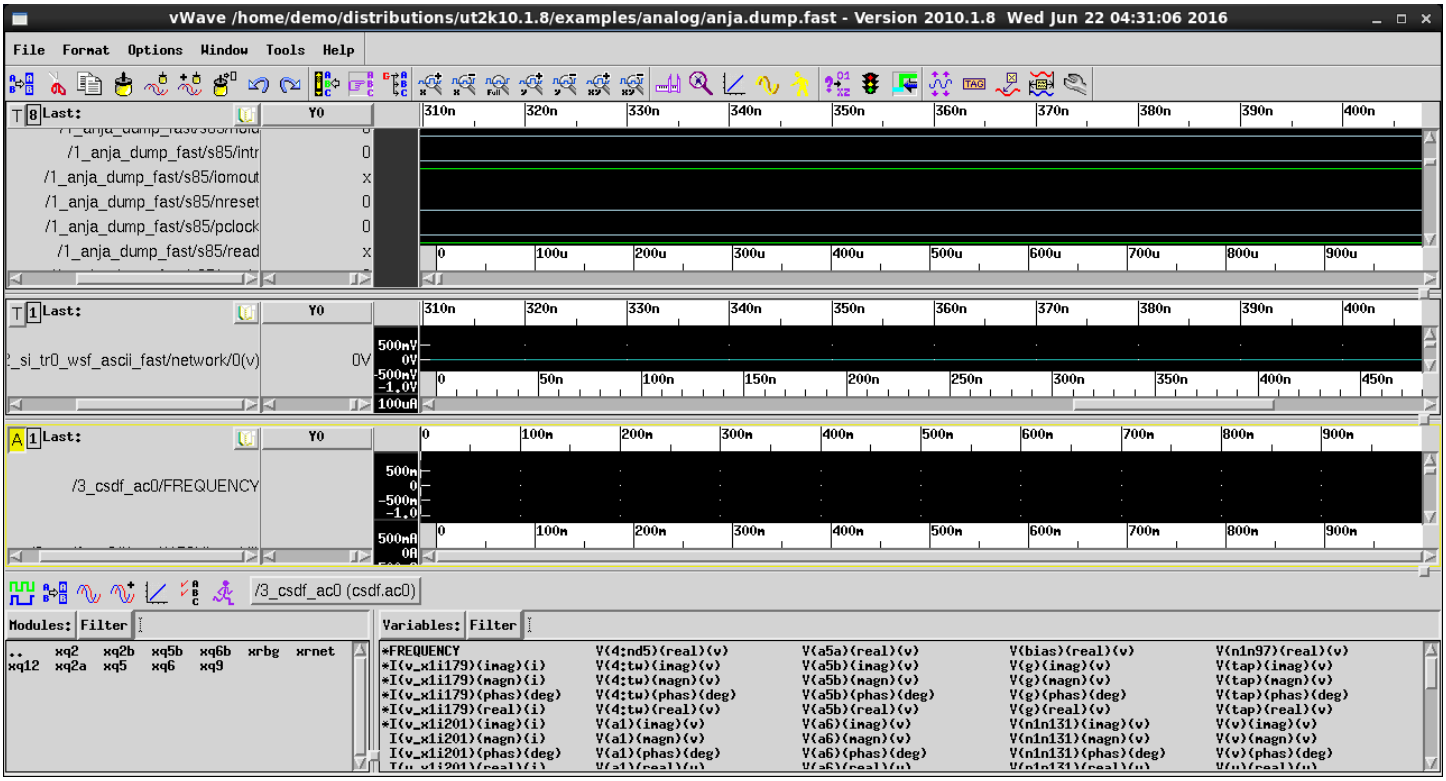
Next select the csdf.ac0 file and press “Add to open Files”.



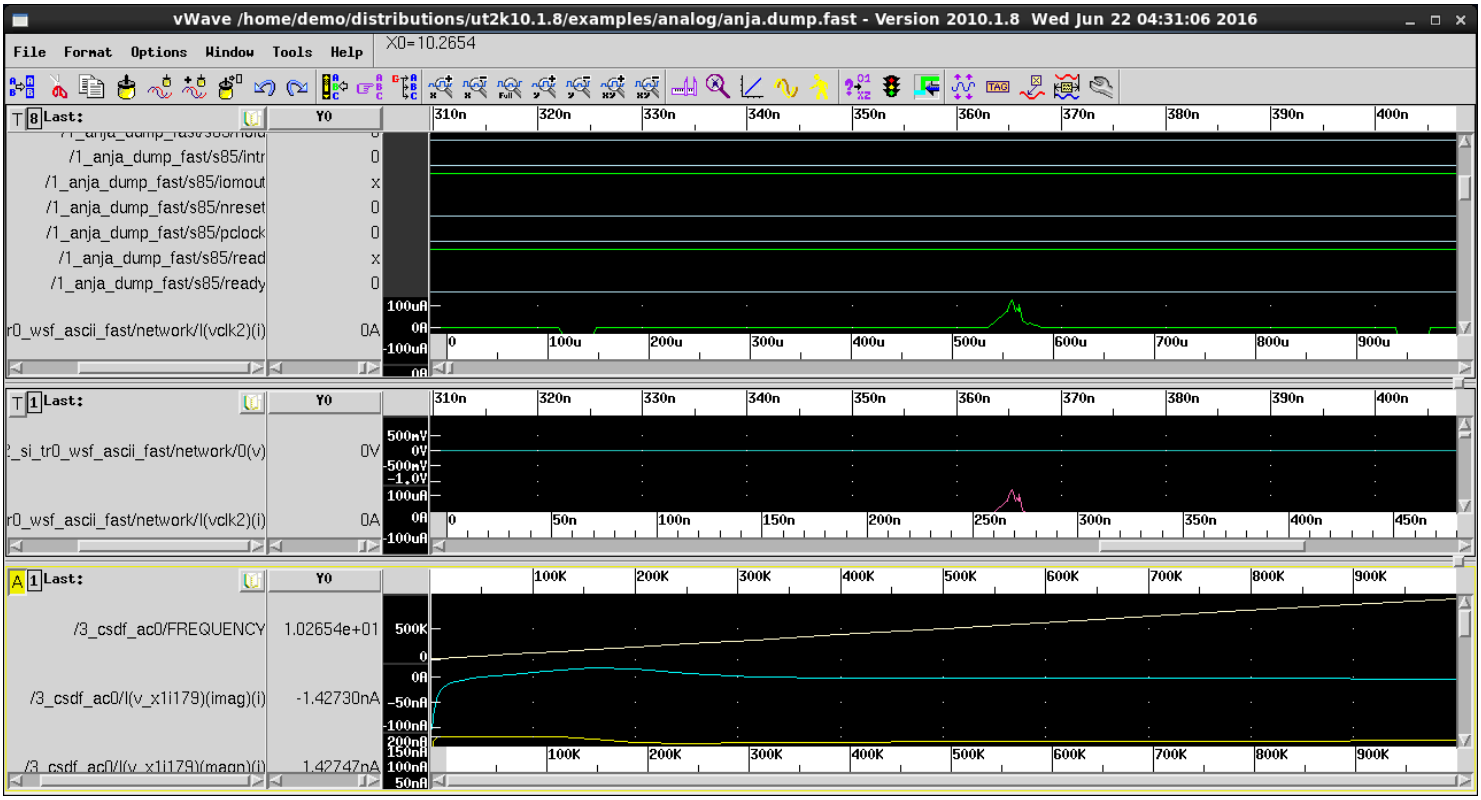
Select signals again, by pressing down the right mouse button and dragging this over the signal names you want to see on the display:



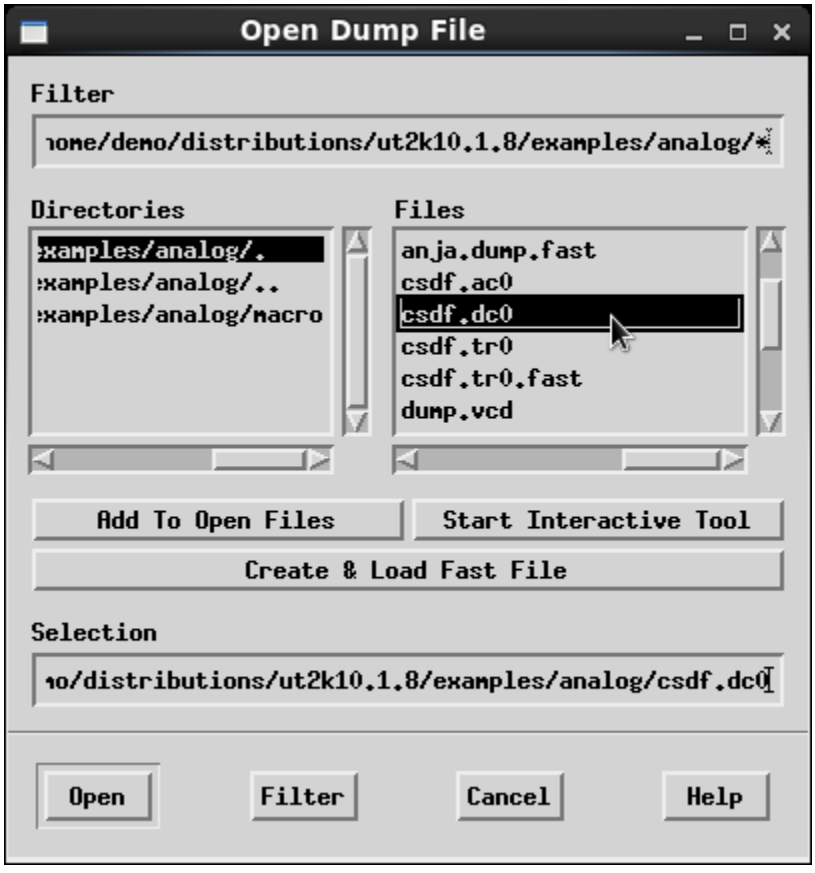
Note that when a file that does not have a time base for its horizontal scale is brought into the waveform display that currently has only time based files, a new non-time pane, an Arbitrary X Scale Pane is automatically added to display these new signals as shown below:



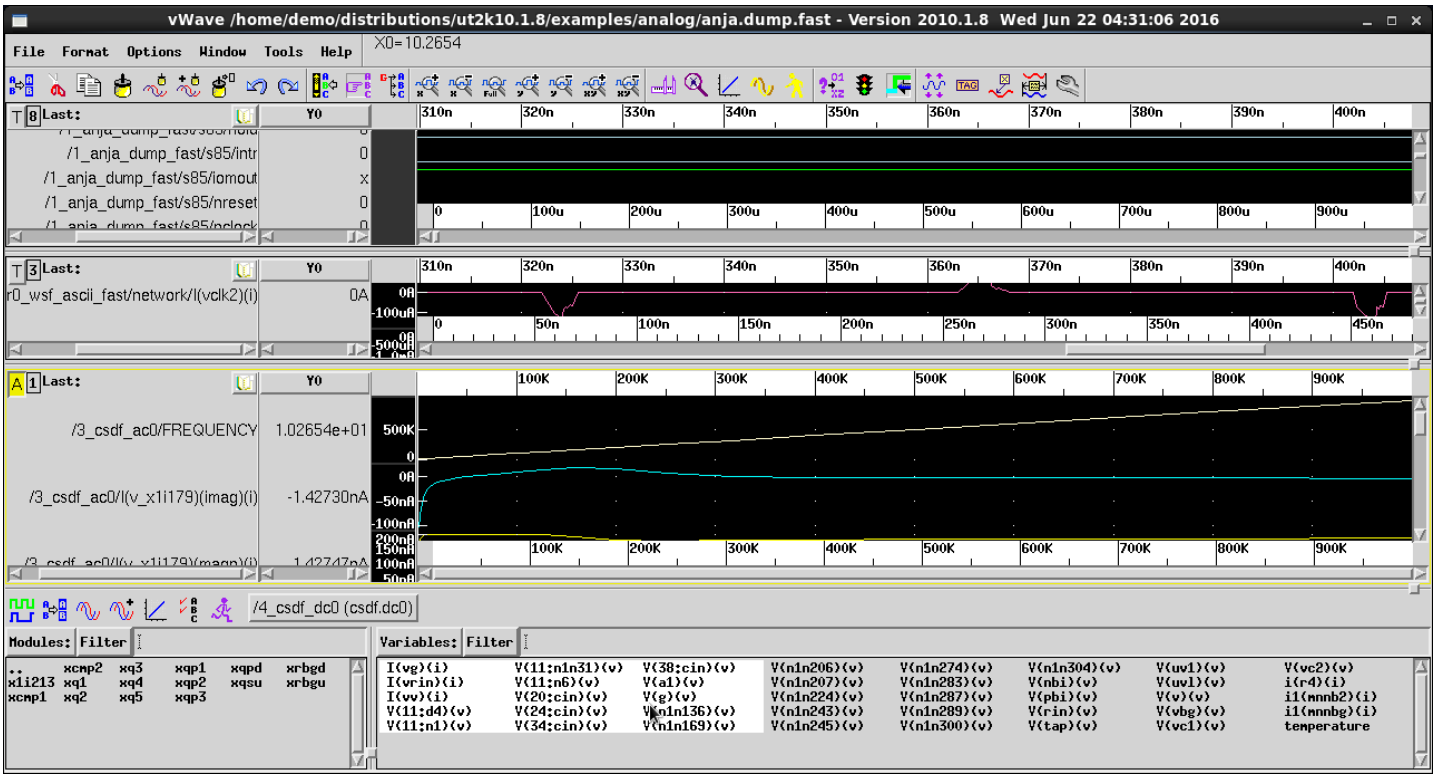
Pressing full zoom, will display the full simulation waveforms for these newly selected signals.



At this point we have a digital, Verilog, waveform file in vWave, an analog *.tran file in vWave, and a *ac0 file in vWave. Users can use the middle mouse button to drag any signal name in any pane to any other pane that has the same horizontal scale to display this signal in that pane. Next load in a *.dc0 file by selecting and loading this file as shown below:

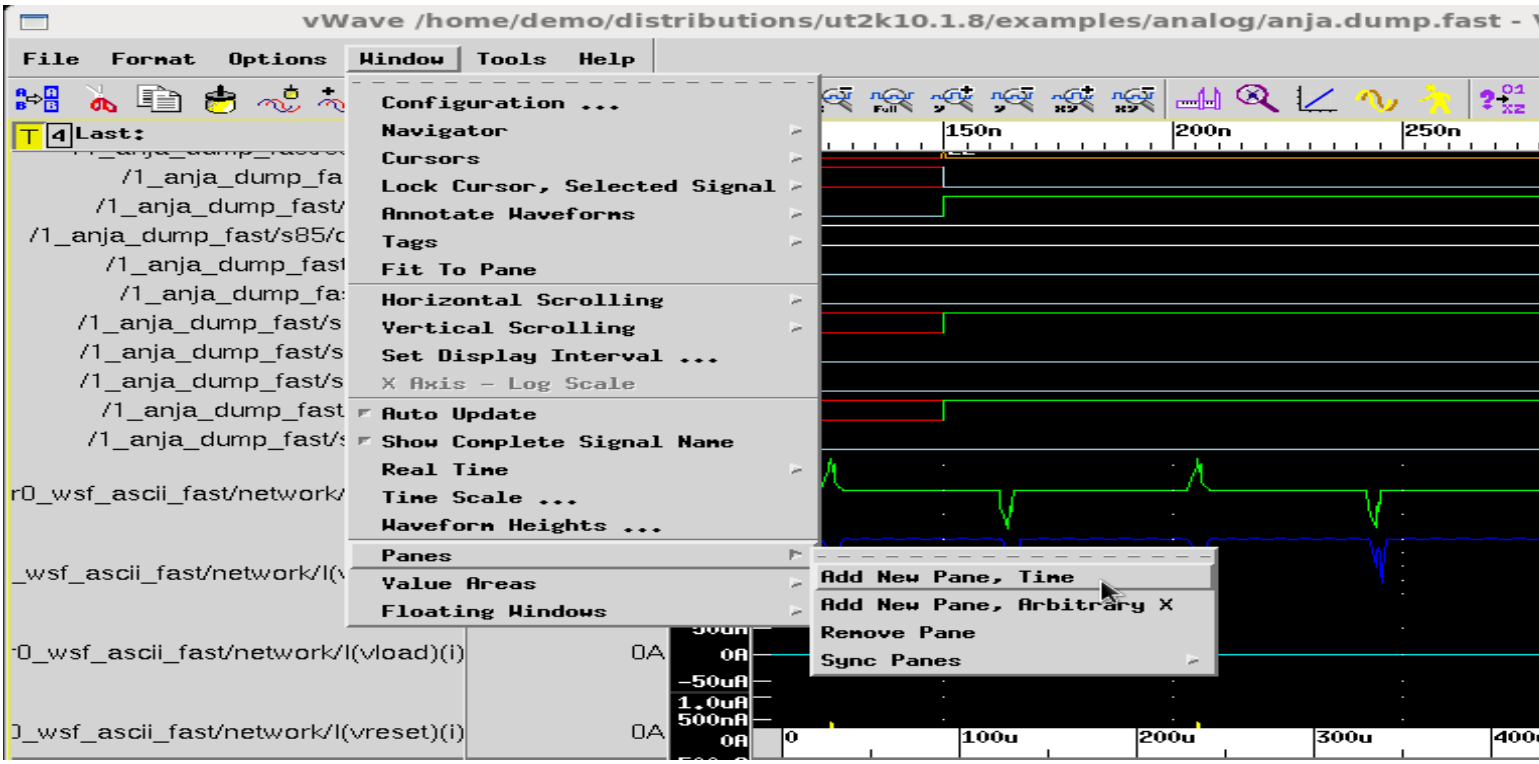


Select the csdf.dc0 file as shown above and press “Add to Open Files”. Next select the signals from this csdf.dc0 file as shown below.

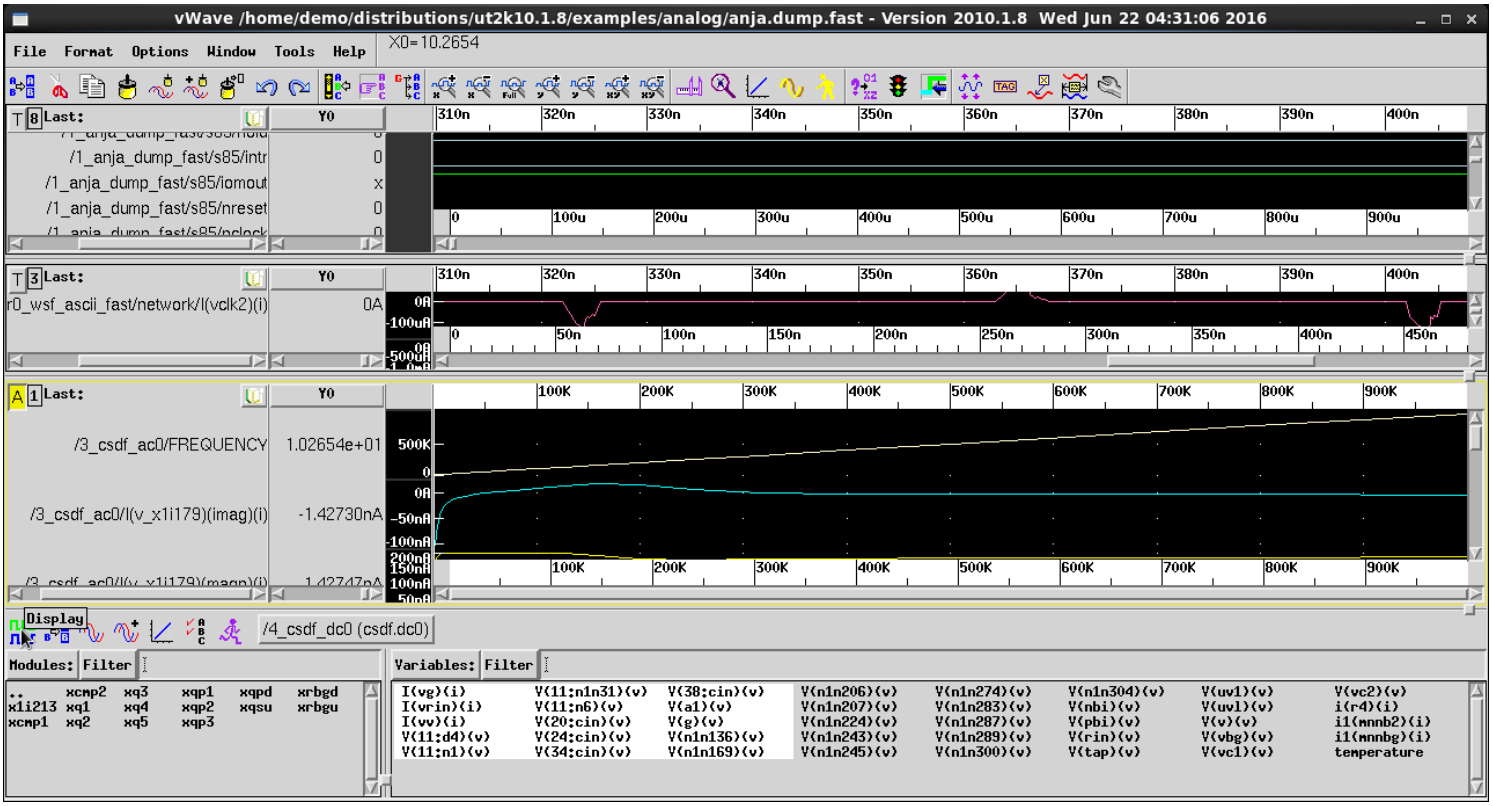


Before pressing Display, add a new pane with an Arbitrary horizontal scale as follows;

Window -> Panes -> Add New Pane, Arbitrary X



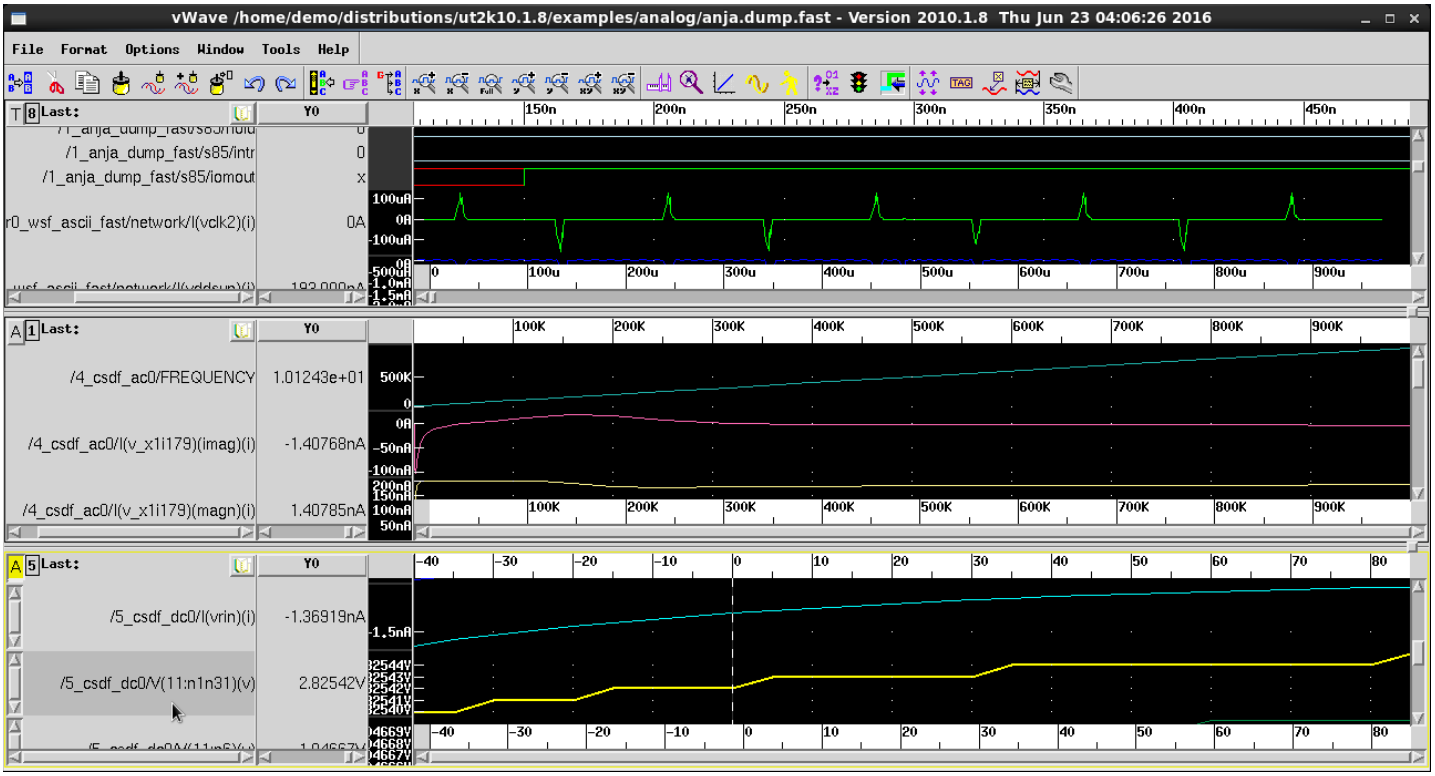
Then press Display, the resultant vWave display is shown below:



The bottom pane holds the just added csdf.dc0 file, the csfddf.ac0 has been taken out to allow room to display the csdf.dc0 file. When users are adding new panes, if there are too many panes to fit the current display area, the vWave will automatically scroll the new pane so it is visible. Users can scroll up or down to see all of the current panes in vWave.

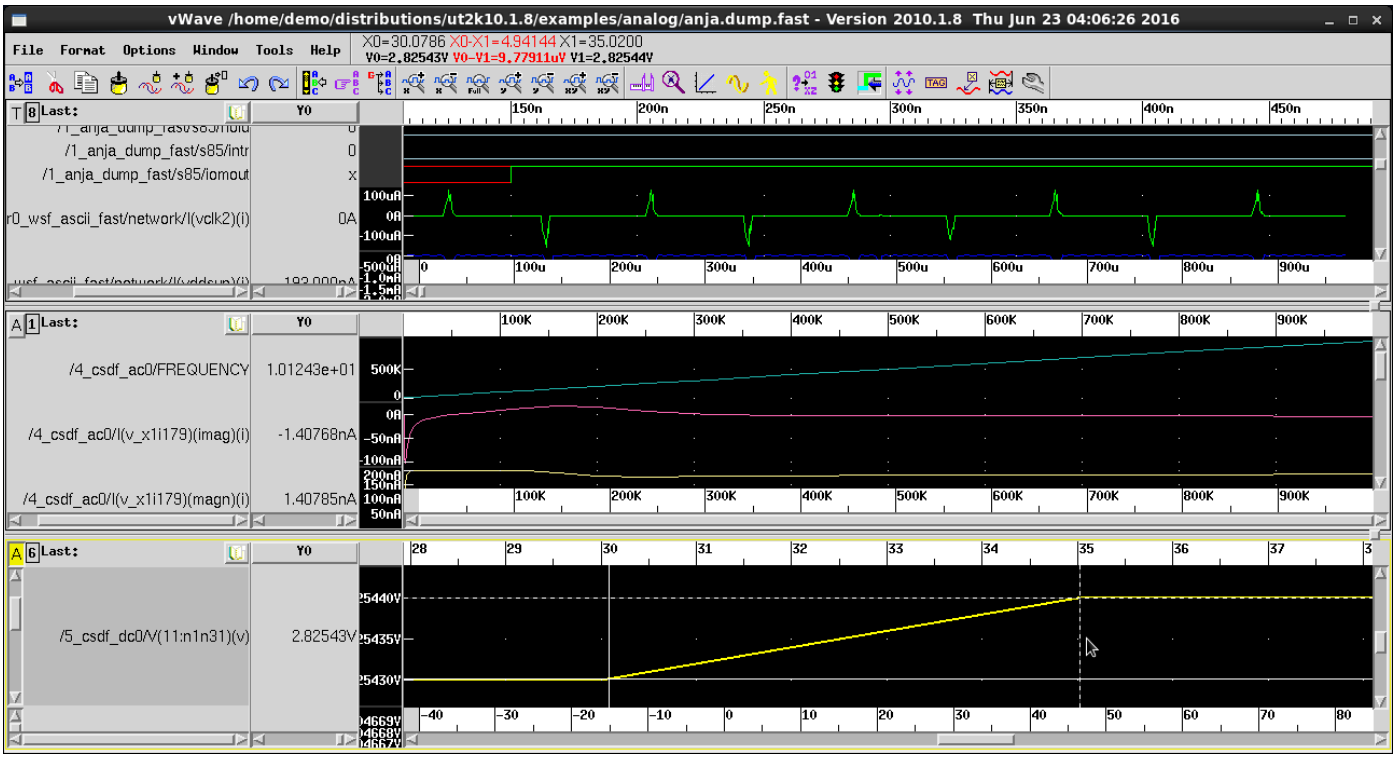
As part of the vWave waveform display software, users have a very complete set of analog analysis features.

As shown below first select the signal you want to analyze.



Then zoom into the area of the signal that you wish to analyze. Again with right mouse button, press down and slide down and to the right over the area of the signal you want more detail on.

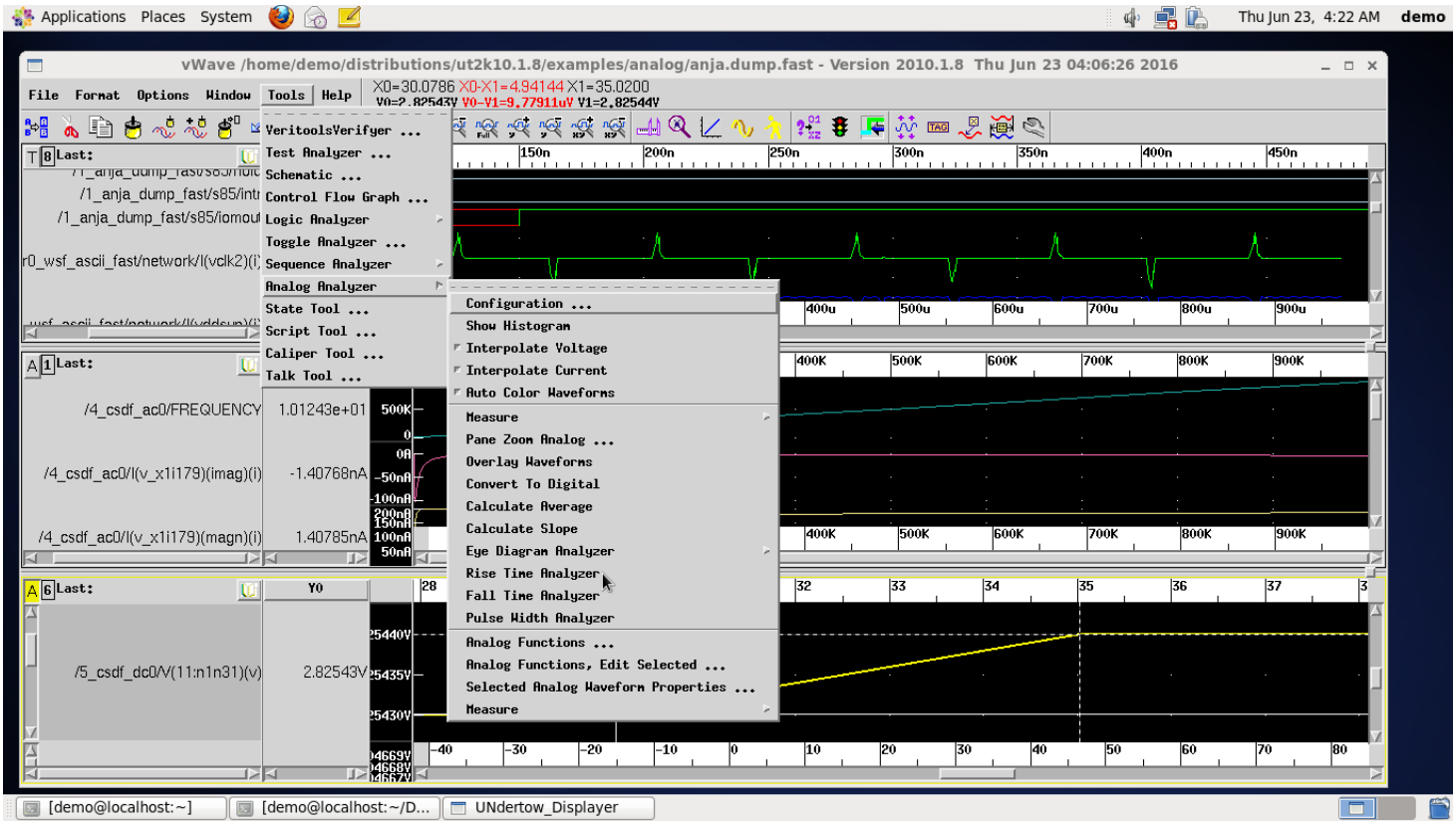
Set the t0 mouse cursor on the left point of the area you want to analyze and then set the t1 cursor, the middle mouse, on the right side of the area you want to analyze, as shown below:



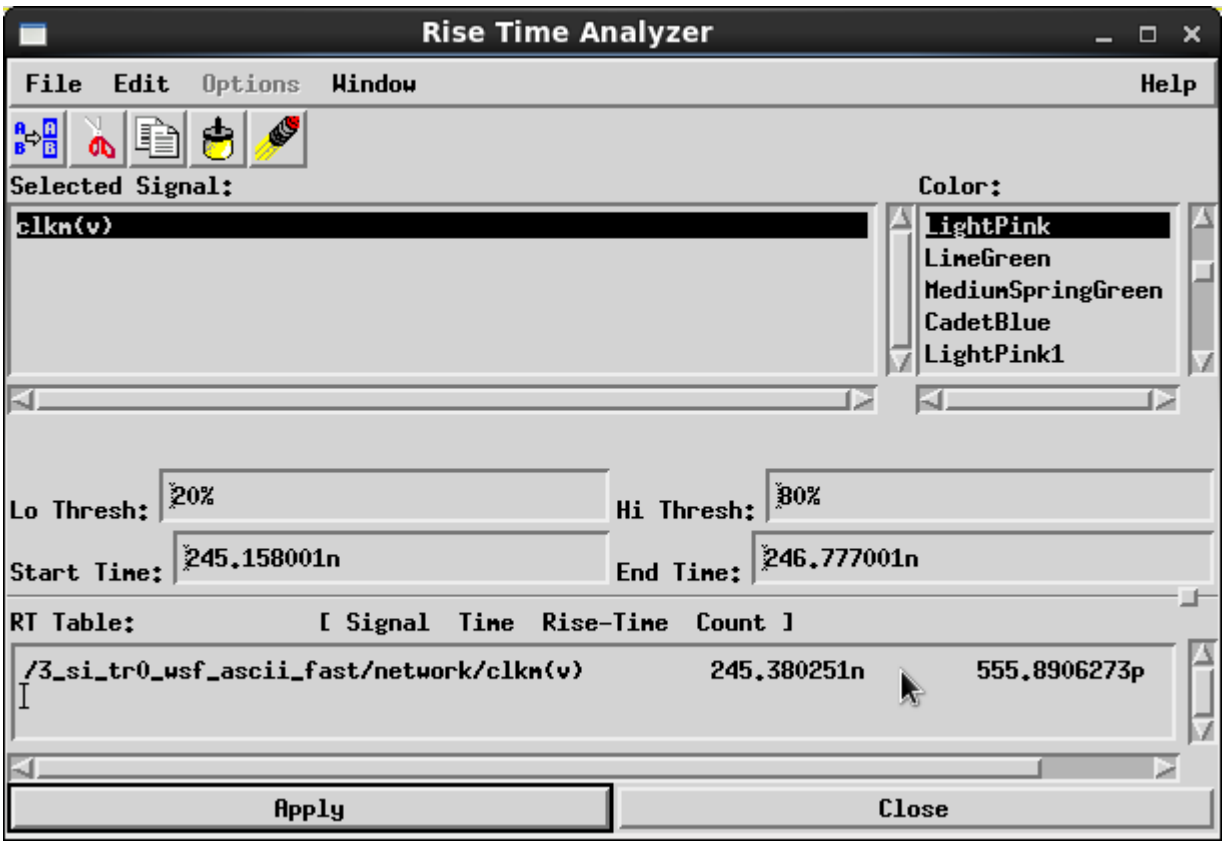
Next open the drop down menu for Analog Analyzer, and then select “Rise Time Analyzer” as follows;

Tools -> Analog Analyzer -> Rise Time Analyzer

and shown below:

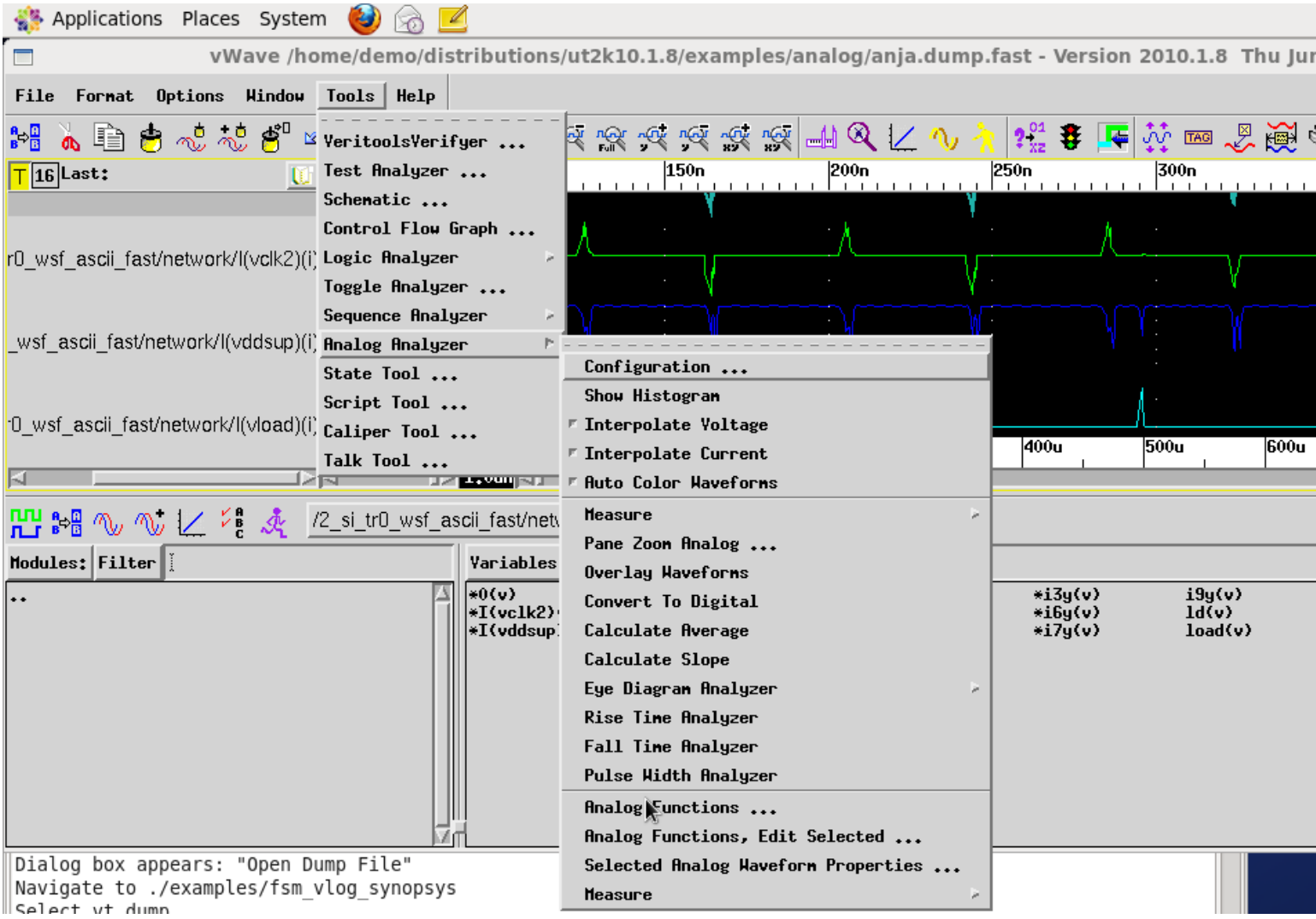


The resultant rise time will be displayed in the Rise Time Analyzer window shown below:



vWave also provides hundreds of analog analysis functions in the menu seletcion, “Analog Functgions”. To use these functions do the following to select the Analog Functions:

Tools -> Analaog analyzer -> Analaog Functions …

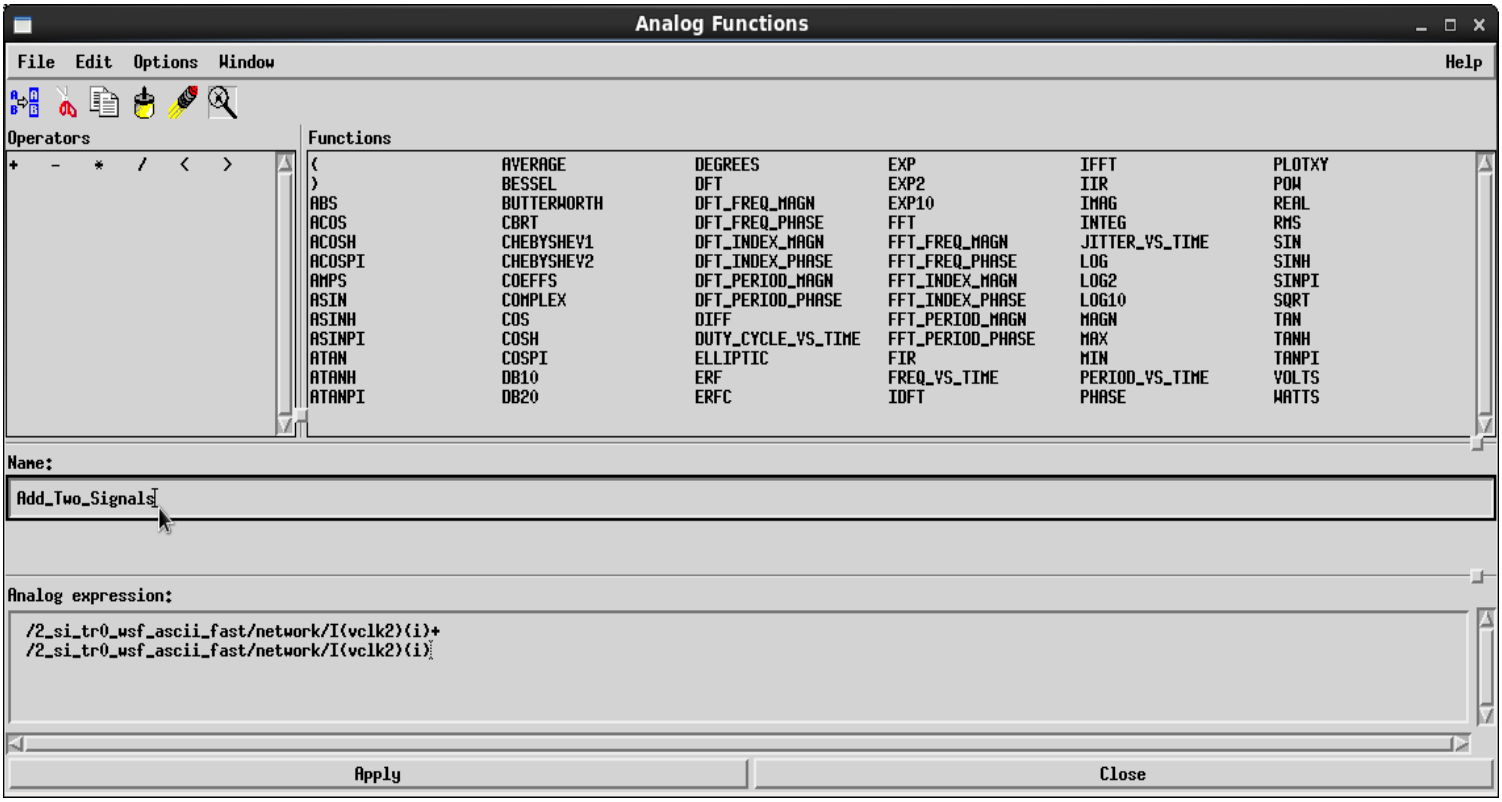


As shown below there are hundreds of avaialble analog functions users have with vWave when analysizing their analog design, functions that can be combined

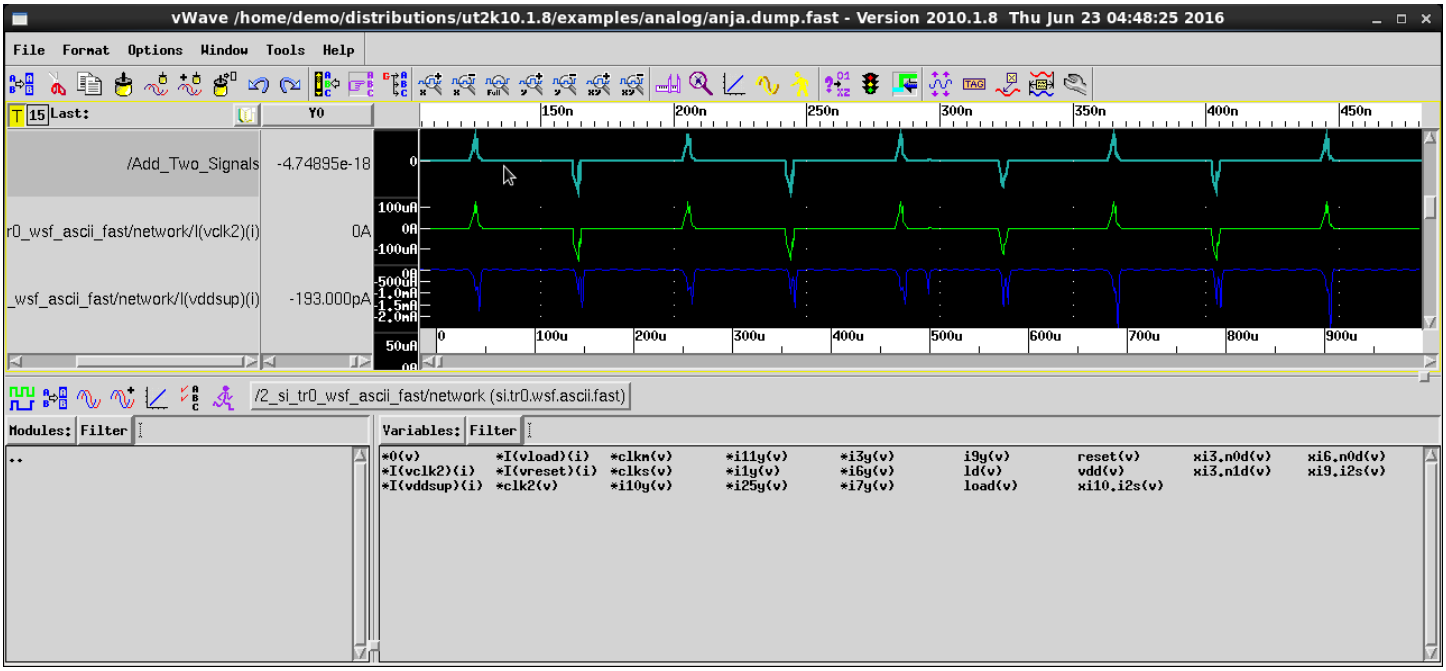
with the operators “+”,“-“, “*”, “/”, “<”, “>” to make even more complex functions which can be saved if they are going to be used more than once.

To demonstrate these functions, we will add two signals together and add this new signal back to the display window;

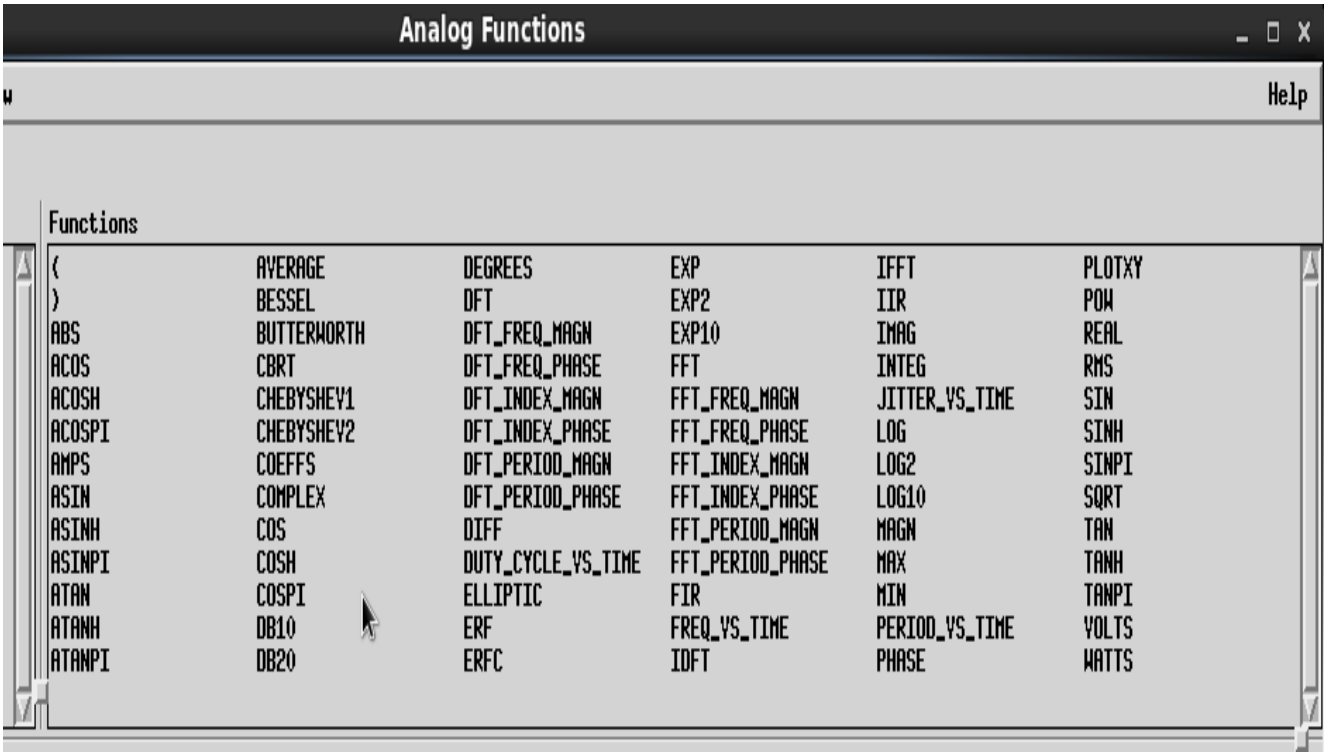
Drag the signal names you want to add together from the waveform display to the Analog Expression area of the Analog functions window. Then select the “+”, operator, and place this operator between the signal names. Next provide a new signal name in “Name” area of this window for this new signal,



When you press Apply the resultant waveform display will appear as shown below with the new signal “Add_Two_Signals”:

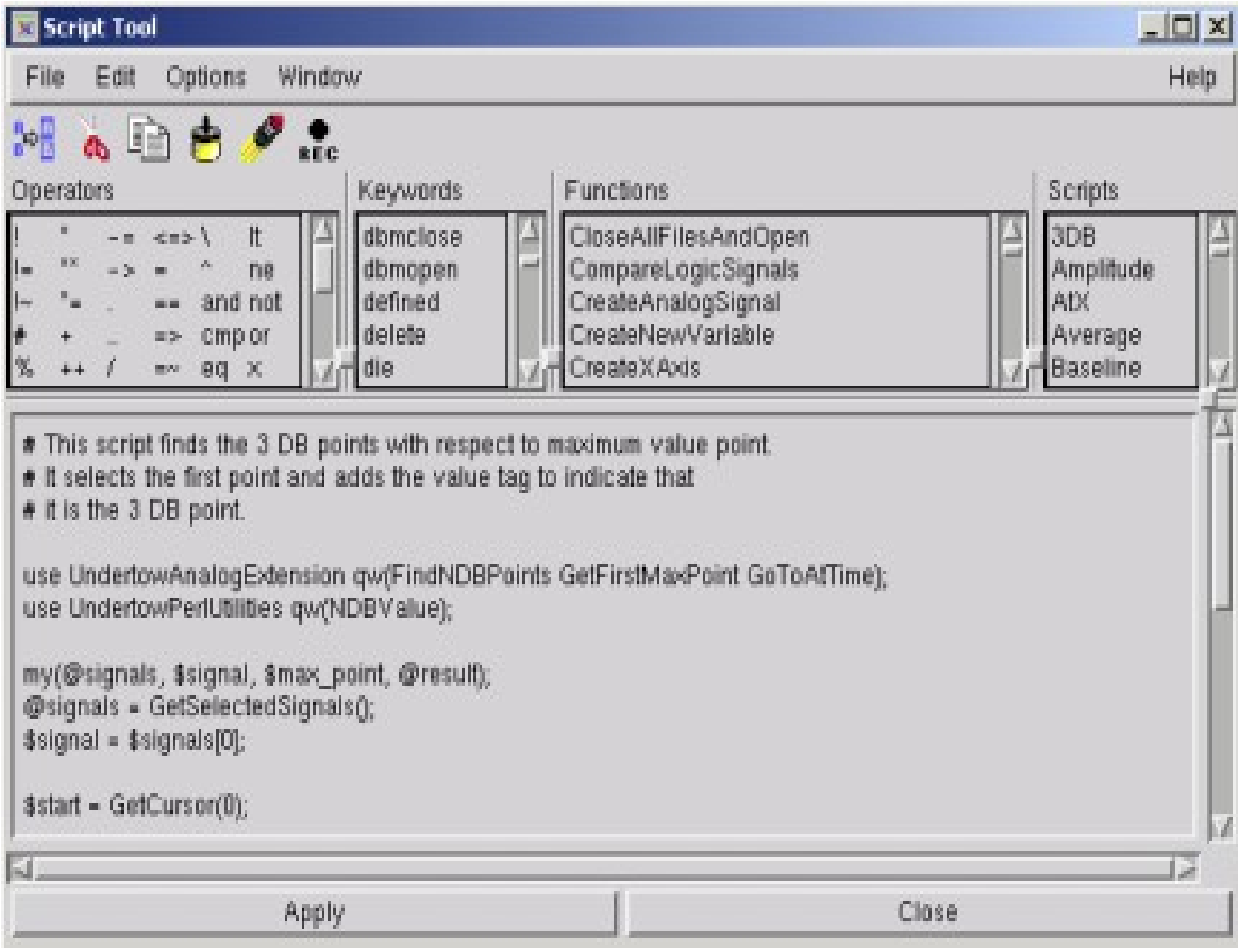


As can be seen if the figure below the Analog functions are very extensive and include the transcendental functions, SIN, COSIN, TAN, etc., FFT and IFFT functions, DFT, GUI Filter builders and many others.



In addition to the Analog Functions, the Veritools vWave has a script tool based on Perl. Script tool is even more useful and powerful because it can extend the functions in vWave by the user using the standard Perl language, and can be used with either analog and digital analysis.

The Script tool is found in Tools -> Script tool and has the initial startup window shown below:



The Perl Operators are listed on the left side of the window, the Perl Keywords, to the immediate right of the Operators field. These are the standard Perl operators and Keywords used in standard Perl scripts. The Perl functions are listed to the immediate right of the Keywords. The Perl functions allow Perl to communicate with the vWave software.

On the right side of the scripts window is the list of the Scripts, which are the Veritools defined scripts.

In the vWave software distribution directory are three files that are used to define the Perl operations:

Undertow.pm, a file that lists the and defines the new Perl “Function” routines that connect Perl to the vWave software. For example, two of the functions are;

CloseAllFilesAndOpen(Filename) – this closes all files currently in vWave and opens and loads the file with the specified name.

CreateAnalogSignal(signal_name, expression) – creates an analog signal with the specified name using the specified analog functions expression. Any expression

available in the Analog Functions window can be used in an expression for CreateAnalogSignal.

All of these functions are listed in the Perl Functions list in the Script window, and are defined as to what each function does and the inputs that are required for this function in the Undertow.pm file.

UndertowPerlUtilities.pm is a list of Perl routines that are used in building the Perl scripts in the “Scripts” list. These routines are based on standard Perl and do not require any knowledge of vWave.

UndertowAnalogExtensions.pm is a file of Perl routines used primarily for creating analog scripts. Examples are Average, FindNDBPoints, GetPeriod, GetFrequency, etc.

For example, in “FindNDBPoints”, N defines a DB point the user wants to find on a signal. If N is set to a -3, this routine will find the maximum value of this signal and then find the 3DB down point on this signal from this maximum value.

The routines in Undertow.pm, UndertowPerlExtentions.pm and UndertowAnalogExtenrtions.pm along with the Perl Operators and Keywords were used to write the Perl code for the Scripts in the Scripts list.

Scripts in the Scripts window are located with the environment variable UT_SCRIPTS_DIR, which is usually set to $UT_ROOT_DIR/scripts, with the script routine suffix defined in the

Script_Tool -> Window -> Configure-> File Suffix: text area, currently set to ". script" Users can add their own routines to the Scripts directory, the UndertowPerlExttentions.pm and the UndertowAnalogExtentions.pm files.

Since most engineers are familiar with C programming and Perl, the Script tool allows the vWave to have unlimited extensibility defined by the user with an easy to use universal language.

The currently available Scripts are the following:

3DB.script
Amplitude.script
analogdev.script

AtX.script
Average.script
bandpass.script
Baseline.script
builder.script
bus-interpeter.script
compare_files.script
compare_module.script
compare_module_tree.script
compare_signal.script
dbdown.script
deltax.script
DeltaX.script
DeltaY.script
dutycycle.script
dutycycle_vs_time.script
get_values.script
highpass.script
localmax.script
localmin.script
lowpass.script
low_to_high.script
MaxFall.script
MaxPoint.script
MaxRise.scrip
meas_gui.script
measgui.script
measure1.script
measure.script
MinPoint.script
PeakToPeak.script
place_tag.script

ScriptsMenu.script
SlewRate.script
stopband.script
threshold.script
Topline.script
up_cvs_test.script
ut.test.script
xmax.script
xmin.script

Examples of some of these scripts are as follows:

3DB.script

```
# This script finds the 3 DB points with respect to maximum value point.
# It selects the first point and adds the value tag to indicate that
# it is the 3 DB point.

use UndertowAnalogExtension qw(FindNDBPoints GetFirstMaxPoint
GoToAtTime);
use UndertowPerlUtilities qw(NDBValue);

my(@signals, $signal, $max_point, @result);
@signals = GetSelectedSignals();
$signal = $signals[0];

$start = GetCursor(0);
$end = GetCursor(1);
print "start = $start   end = $end    \n";

$max_point = GetFirstMaxPoint($signal, $start, $end);
```

```
@result = FindNDBPoints($signal, $start, $end, $max_point, 3, 0);
print "3 DB points are: @result  \n";

GoToAtTime(0, $signal, $result[0]);
PlaceValueTagUsingCursor("3 DB Point $result[0]");
```

Amplitude.script

```
#This script finds the amplitude of a selected signal.

use UndertowAnalogExtension qw(FindNPeaks GetFirstSameValuePoints
PrintVarArray);

my(@signals, @data);
@signals = GetSelectedSignals();

$start = GetCursor(0);
$end = GetCursor(1);
print "start = $start   end = $end    \n";

print "Selected signal is $signals[0]   \n";

my(@result, $top_line, $base_line, $amplitude);
@result = GetFirstSameValuePoints($signals[0], $start, $end, 1, 1);
$top_line = $result[2];

@result = FindNPeaks($signals[0], $start, $end, 2);
#PrintVarArray(@result);
$base_line = $result[9];

$amplitude = abs($top_line - $base_line);
```

```
print "Top line: $top_line  Base line: $base_line  Amplitude: $amplitude
\n";
```