Intel® Quartus® Prime Pro Edition
User Guide

Debug Tools

Updated for Intel® Quartus® Prime Design Suite: 20.3
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1. System Debugging Tools Overview

This chapter provides a quick overview of the tools available in the Intel® Quartus® Prime system debugging suite and discusses the criteria for selecting the best tool for your debug requirements.

1.1. System Debugging Tools Portfolio

The Intel Quartus Prime software provides a portfolio of system debugging tools for real-time verification of your design.

System debugging tools provide visibility by routing (or “tapping”) signals in your design to debugging logic. The Compiler includes the debugging logic in your design and generates programming files that you download into the FPGA or CPLD for analysis.

Each tool in the system debugging portfolio uses a combination of available memory, logic, and routing resources to assist in the debugging process. Because different designs have different constraints and requirements, you can choose the tool that matches the specific requirements for your design, such as the number of spare pins available or the amount of logic or memory resources remaining in the physical device.

1.1.1. System Debugging Tools Comparison

Table 1. System Debugging Tools Portfolio

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
<th>Typical Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>System Console and Debugging Toolkits</strong></td>
<td>• Provides real-time in-system debugging capabilities using available debugging toolkits. &lt;br&gt; • Allows you to read from and write to memory mapped components in a system without a processor or additional software. &lt;br&gt; • Communicates with hardware modules in a design through a Tcl interpreter. &lt;br&gt; • Allows you to take advantage of all the features of the Tcl scripting language. &lt;br&gt; • Supports JTAG and TCP/IP connectivity.</td>
<td>• Perform system-level debugging. &lt;br&gt; • Debug or optimize signal integrity of a board layout even before finishing the design. &lt;br&gt; • Debug external memory interfaces. &lt;br&gt; • Debug an Ethernet Intel FPGA IP interface in real time. &lt;br&gt; • Debug a PCI Express* link at the Physical, Data Link, and Transaction layers. &lt;br&gt; • Debug and optimize high-speed serial links in your board design.</td>
</tr>
<tr>
<td><strong>Signal Tap logic analyzer</strong></td>
<td>• Uses FPGA resources. &lt;br&gt; • Samples test nodes, and outputs the information to the Intel Quartus Prime software for display and analysis.</td>
<td>You have spare on-chip memory and you want functional verification of a design running in hardware.</td>
</tr>
<tr>
<td><strong>Signal Probe</strong></td>
<td>Incrementally routes internal signals to I/O pins while preserving results from the last place-and-routed design.</td>
<td>You have spare I/O pins and you want to check the operation of a small set of control pins using either an external logic analyzer or an oscilloscope.</td>
</tr>
</tbody>
</table>

...continued...

*Other names and brands may be claimed as the property of others.
### 1. System Debugging Tools Overview

Refer to the following for more information about launching and using the available debugging toolkits:
- Launching a Toolkit in System Console on page 152
- Available System Debugging Toolkits on page 154

#### 1.1.2. Suggested Tools for Common Debugging Requirements

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Signal Probe</th>
<th>Logic Analyzer Interface (LAI)</th>
<th>Signal Tap Logic Analyzer</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>More Data Storage</td>
<td>N/A</td>
<td>X</td>
<td>—</td>
<td>An external logic analyzer with the LAI tool allows you to store more captured data than the Signal Tap logic analyzer, because the external logic analyzer can provide access to a bigger buffer. The Signal Probe tool does not capture or store data.</td>
</tr>
<tr>
<td>Faster Debugging</td>
<td>X</td>
<td>X</td>
<td>—</td>
<td>You can use the LAI or the Signal Probe tool with external equipment, such as oscilloscopes and mixed signal oscilloscopes (MSOs). This ability provides access to timing mode, which allows you to debug combined streams of data.</td>
</tr>
<tr>
<td>Minimal Effect on Logic Design</td>
<td>X</td>
<td>X(2)</td>
<td>X(2)</td>
<td>The Signal Probe tool incrementally routes nodes to pins, with no effect on the design logic. The LAI adds minimal logic to a design, requiring fewer device resources. The Signal Tap logic analyzer has little effect on the design, because the Compiler considers the debug logic as a separate design partition.</td>
</tr>
<tr>
<td>Short Compile and Recompile Time</td>
<td>X</td>
<td>X(2)</td>
<td>X(2)</td>
<td>Signal Probe uses incremental routing to attach signals to previously reserved pins. This feature allows you to quickly recompile when you change the selection of source signals. The Signal Tap logic analyzer and the LAI can refit their own design partitions to decrease recompilation time.</td>
</tr>
<tr>
<td>Sophisticated Triggering Capability</td>
<td>N/A</td>
<td>N/A</td>
<td>X</td>
<td>The triggering capabilities of the Signal Tap logic analyzer are comparable to commercial logic analyzers.</td>
</tr>
</tbody>
</table>

*continued...*
## Requirement

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Signal Probe</th>
<th>Logic Analyzer Interface (LAI)</th>
<th>Signal Tap Logic Analyzer</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Low I/O Usage</td>
<td>—</td>
<td>—</td>
<td>X</td>
<td>The Signal Tap logic analyzer does not require additional output pins.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Both the LAI and Signal Probe require I/O pin assignments.</td>
</tr>
<tr>
<td>Fast Data Acquisition</td>
<td>N/A</td>
<td>—</td>
<td>X</td>
<td>The Signal Tap logic analyzer can acquire data at speeds of over 200 MHz.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Signal integrity issues limit acquisition speed for external logic analyzers that use the LAI.</td>
</tr>
<tr>
<td>No JTAG Connection Required</td>
<td>X</td>
<td>—</td>
<td>—</td>
<td>Signal Probe does not require a host for debugging purposes.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>The Signal Tap logic analyzer and the LAI require an active JTAG connection to a host running the Intel Quartus Prime software.</td>
</tr>
<tr>
<td>No External Equipment Required</td>
<td>—</td>
<td>—</td>
<td>X</td>
<td>The Signal Tap logic analyzer only requires a JTAG connection from a host running the Intel Quartus Prime software.</td>
</tr>
</tbody>
</table>

**Notes to Table:**
1. X indicates the recommended tools for the feature.
2. — indicates that while the tool is available for that feature, that tool might not give the best results.
3. N/A indicates that the feature is not applicable for the selected tool.

### 1.1.3. Debugging Ecosystem

The Intel Quartus Prime software allows you to use the debugging tools in tandem to exercise and analyze the logic under test and maximize closure.

A very important distinction in the system debugging tools is how they interact with the design. All debugging tools in the Intel Quartus Prime software allow you to read the information from the design node, but only a subset allow you to input data at runtime:

#### Table 3. Classification of System Debugging Tools

<table>
<thead>
<tr>
<th>Debugging Tool</th>
<th>Read Data from Design</th>
<th>Input Values into the Design</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signal Tap logic analyzer,</td>
<td>Yes</td>
<td>No</td>
<td>General purpose troubleshooting tools optimized for probing signals in a register transfer level (RTL) netlist</td>
</tr>
<tr>
<td>Logic Analyzer Interface</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Signal Probe</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>In-System Sources and Probes</td>
<td>Yes</td>
<td>Yes</td>
<td>These tools allow to:</td>
</tr>
<tr>
<td>Virtual JTAG Interface</td>
<td></td>
<td></td>
<td>• Read data from breakpoints that you define</td>
</tr>
<tr>
<td>System Console</td>
<td></td>
<td></td>
<td>• Input values into your design during runtime</td>
</tr>
<tr>
<td>Debugging Toolkits</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>In-System Memory Content Editor</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Taken together, the set of on-chip debugging tools form a debugging ecosystem. The set of tools can generate a stimulus to and solicit a response from the logic under test, providing a complete solution.

Figure 1.  Debugging Ecosystem at Runtime

1.2. Tools for Monitoring RTL Nodes

The Signal Tap logic analyzer, Signal Probe, and LAI tools are useful for probing and debugging RTL signals at system speed. These general-purpose analysis tools enable you to tap and analyze any routable node from the FPGA.

- In cases when the design has spare logic and memory resources, the Signal Tap logic analyzer can providing fast functional verification of the design running on actual hardware.
- Conversely, if logic and memory resources are tight and you require the large sample depths associated with external logic analyzers, both the LAI and the Signal Probe tools simplify monitoring internal design signals using external equipment.

Related Information
- Quick Design Verification with Signal Probe on page 104
- Design Debugging with the Signal Tap Logic Analyzer on page 21
- In-System Debugging Using External Logic Analyzers on page 108

1.2.1. Resource Usage

The most important selection criteria for these three tools are the remaining resources on the device after implementing the design and the number of spare pins.

Evaluate debugging options early on in the design planning process to ensure that you support the appropriate options in the board, Intel Quartus Prime project, and design. Planning early can reduce debugging time, and eliminates last minute changes to accommodate debug methodologies.
1.2.1.1. Overhead Logic

Any debugging tool that requires a JTAG connection requires SLD infrastructure logic for communication with the JTAG interface and arbitration between instantiated debugging modules. This overhead logic uses around 200 logic elements (LEs), a small fraction of the resources available in any of the supported devices. All available debugging modules in your design share the overhead logic. Both the Signal Tap logic analyzer and the LAI use a JTAG connection.

1.2.1.1.1. For Signal Tap Logic Analyzer

The Signal Tap logic analyzer requires both logic and memory resources. The number of logic resources used depends on the number of signals tapped and the complexity of the trigger logic. However, the amount of logic resources that the Signal Tap logic analyzer uses is typically a small percentage of most designs.

A baseline configuration consisting of the SLD arbitration logic and a single node with basic triggering logic contains approximately 300 to 400 Logic Elements (LEs). Each additional node you add to the baseline configuration adds about 11 LEs. Compared with logic resources, memory resources are a more important factor to consider for your design. Memory usage can be significant and depends on how you configure your Signal Tap logic analyzer instance to capture data and the sample depth that your design requires for debugging. For the Signal Tap logic analyzer, there is the added benefit of requiring no external equipment, as all of the triggering logic and storage is on the chip.

1.2.1.1.2. For Signal Probe

The resource usage of Signal Probe is minimal. Because Signal Probe does not require a JTAG connection, logic and memory resources are not necessary. Signal Probe only requires resources to route internal signals to a debugging test point.

1.2.1.1.3. For Logic Analyzer Interface

The LAI requires a small amount of logic to implement the multiplexing function between the signals under test, in addition to the SLD infrastructure logic. Because no data samples are stored on the chip, the LAI uses no memory resources.
1.2.2. Pin Usage

1.2.2.1. For Signal Tap Logic Analyzer

Other than the JTAG test pins, the Signal Tap logic analyzer uses no additional pins. All data is buffered using on-chip memory and communicated to the Signal Tap logic analyzer GUI via the JTAG test port.

1.2.2.2. For Signal Probe

The ratio of the number of pins used to the number of signals tapped for the Signal Probe feature is one-to-one. Because this feature can consume free pins quickly, a typical application for this feature is routing control signals to spare pins for debugging.

1.2.2.3. For Logic Analyzer Interface

The LAI can map up to 256 signals to each debugging pin, depending on available routing resources. The JTAG port controls the active signals mapped to the spare I/O pins. With these characteristics, the LAI is ideal for routing data buses to a set of test pins for analysis.

1.2.3. Usability Enhancements

The Signal Tap logic analyzer, Signal Probe, and LAI tools can be added to your existing design with minimal effects. With the node finder, you can find signals to route to a debugging module without making any changes to your HDL files. Signal Probe inserts signals directly from your post-fit database. The Signal Tap logic analyzer and LAI support inserting signals from both pre-synthesis and post-fit netlists.

1.2.3.1. Incremental Routing

Signal Probe uses the incremental routing feature. The incremental routing feature runs only the Fitter stage of the compilation. This leaves your compiled design untouched, except for the newly routed node or nodes. With Signal Probe, you can save as much as 90% compile time of a full compilation.

1.2.3.2. Automation Via Scripting

As another productivity enhancement, all tools in the on-chip debugging tool set support scripting via the quartus_stp Tcl package. For the Signal Tap logic analyzer and the LAI, scripting enables user-defined automation for data collection while debugging in the lab. The System Console includes a full Tcl interpreter for scripting.

1.2.3.3. Remote Debugging

You can perform remote debugging of a system with the Intel Quartus Prime software via the System Console. This feature allows you to debug equipment deployed in the field through an existing TCP/IP connection.

For information about setting up a Nios II system with the System Console to perform remote debugging, refer to Application Note 624.
1.3. Stimulus-Capable Tools

The In-System Memory Content Editor, In-System Sources and Probes, and Virtual JTAG interface enable you to use the JTAG interface as a general-purpose communication port.

Though you can use all three tools to achieve the same results, there are some considerations that make one tool easier to use in certain applications:

• The In-System Sources and Probes is ideal for toggling control signals.
• The In-System Memory Content Editor is useful for inputting large sets of test data.
• Finally, the Virtual JTAG interface is well suited for advanced users who want to develop custom JTAG solutions.

System Console provides system-level debugging at a transaction level, such as with Avalon®-MM slave or Avalon-ST interfaces. You can communicate to a chip through JTAG and TCP/IP protocols. System Console uses a Tcl interpreter to communicate with hardware modules that you instantiate into your design.

1.3.1. In-System Sources and Probes

In-System Sources and Probes allow you to read and write to a design by accessing JTAG resources.

You instantiate an Intel FPGA IP into your HDL code. This Intel FPGA IP core contains source ports and probe ports that you connect to signals in your design, and abstracts the JTAG interface's transaction details.

In addition, In-System Sources and Probes provide a GUI that displays source and probe ports by instance, and allows you to read from probe ports and drive to source ports. These features make this tool ideal for toggling a set of control signals during the debugging process.

Related Information
Design Debugging Using In-System Sources and Probes on page 125

1.3.1.1. Push Button Functionality

During the development phase of a project, you can debug your design using the In-System Sources and Probes GUI instead of push buttons and LEDs. Furthermore, In-System Sources and Probes supports a set of scripting commands for reading and writing using the Signal Tap logic analyzer. You can also build your own Tk graphical interfaces using the Toolkit API. This feature is ideal for building a virtual front panel during the prototyping phase of the design.

Related Information
Signal Tap Scripting Support on page 98
1.3.2. In-System Memory Content Editor

The In-System Memory Content Editor allows you to quickly view and modify memory content either through a GUI interface or through Tcl scripting commands. The In-System Memory Content Editor works by turning single-port RAM blocks into dual-port RAM blocks. One port is connected to your clock domain and data signals, and the other port is connected to the JTAG clock and data signals for editing or viewing.

Related Information
In-System Modification of Memory and Constants on page 116

1.3.2.1. Generate Test Vectors

Because you can modify a large set of data easily, a useful application for the In-System Memory Content Editor is to generate test vectors for your design. For example, you can instantiate a free memory block, connect the output ports to the logic under test (using the same clock as your logic under test on the system side), and create the glue logic for the address generation and control of the memory. At runtime, you can modify the contents of the memory using either a script or the In-System Memory Content Editor GUI and perform a burst transaction of the data contents in the modified RAM block synchronous to the logic being tested.

1.3.3. System Console

System Console is a framework that you can launch from the Intel Quartus Prime software to start services for performing various debugging tasks. System Console provides you with Tcl scripts and a GUI to access the Platform Designer system integration tool to perform low-level hardware debugging of your design, as well as identify a module by its path, and open and close a connection to a Platform Designer module. You can access your design at a system level for purposes of loading, unloading, and transferring designs to multiple devices. Also, System Console supports the Tk toolkit for building graphical interfaces.

Related Information
Analyzing and Debugging Designs with System Console on page 139

1.3.3.1. Test Signal Integrity

System Console also allows you to access commands that allow you to control how you generate test patterns, as well as verify the accuracy of data generated by test patterns. You can use JTAG debug commands in System Console to verify the functionality and signal integrity of your JTAG chain. You can test clock and reset signals.

1.3.3.2. Board Bring-Up and Verification

You can use System Console to access programmable logic devices on your development board, perform board bring-up, and perform verification. You can also access software running on a Nios II or Intel FPGA SoC processor, as well as access modules that produce or consume a stream of bytes.
1.3.3.3. Debug with Available Toolkits

System Console provides the hardware debugging infrastructure to run the debugging toolkits that you can enable by the use of debug-enabled Intel FPGA IP. The debugging toolkits can help you to debug external memory interfaces, Ethernet interfaces, PCI Express links, Serial Lite IV links, and high-speed serial links by providing real-time monitoring and debugging of the design running on a board.

Refer to the following for more information about launching and using the available debugging toolkits:
- Launching a Toolkit in System Console on page 152
- Available System Debugging Toolkits on page 154

1.4. Virtual JTAG Interface Intel FPGA IP

The Virtual JTAG Interface Intel FPGA IP provides the finest level of granularity for manipulating the JTAG resource. This Intel FPGA IP allows you to build your own JTAG scan chain by exposing all of the JTAG control signals and configuring your JTAG Instruction Registers (IRs) and JTAG Data Registers (DRs). During runtime, you control the IR/DR chain through a Tcl API, or with System Console. This feature is meant for users who have a thorough understanding of the JTAG interface and want precise control over the number and type of resources used.

Related Information
- Virtual JTAG (altera_virtual_jtag) IP Core User Guide
- Virtual JTAG Interface (VJI) Intel FPGA IP
  In Intel Quartus Prime Help

1.5. System-Level Debug Fabric

During compilation, the Intel Quartus Prime generates the JTAG Hub to allow multiple instances of debugging tools in a design.

Most Intel FPGA on-chip debugging tools use the JTAG port to control and read-back data from debugging logic and signals under test. The JTAG Hub manages the sharing of JTAG resources.

*Note:* For System Console, you explicitly insert debug IP cores into the design to enable debugging.

The JTAG Hub appears in the project's design hierarchy as a partition named `auto_fab_<number>`.

1.6. SLD JTAG Bridge

The SLD JTAG Bridge extends the debug fabric across partitions, allowing a higher-level partition (static region or root partition) to access debug signals in a lower-level partition (partial reconfiguration region or core partition).
This bridge consists of two IP components:

- **SLD JTAG Bridge Agent Intel FPGA IP**—Resides in the higher-level partition.
  Extends the JTAG debug fabric from a higher-level partition to a lower-level partition containing the SLD JTAG Bridge Host IP. You instantiate the SLD JTAG Bridge Agent IP in the higher-level partition.

- **SLD JTAG Bridge Host Intel FPGA IP**—Resides in the lower-level partition.
  Connects to the PR JTAG hub on one end, and to the SLD JTAG Bridge Agent on the higher-level partition.

  Connects the JTAG debug fabric in a lower-level to a higher-level partition containing the SLD JTAG Bridge Agent IP. You instantiate the SLD JTAG Bridge Host IP in the lower-level partition.

**Figure 3. Signals in a SLD JTAG Bridge**

For each PR region or reserved core partition you debug, you must instantiate one SLD JTAG Bridge Agent in the higher-level partition and one SLD JTAG Bridge Host in the lower-level partition.

### 1.6.1. SLD JTAG Bridge Index

The SLD JTAG Bridge Index uniquely identifies instances of the SLD JTAG Bridge present in a design. You can find information regarding the Bridge Index in the synthesis report.

The Intel Quartus Prime software supports multiple instances of the SLD JTAG Bridge in designs. The Compiler assigns an index number to distinguish each instance. The bridge index for the root partition is always None.

When configuring the Signal Tap logic analyzer for the root partition, set the **Bridge Index** value to None in the JTAG Chain Configuration window.
Bridge Index Information in the Compilation Report

Following design synthesis, the Compilation Report lists the index numbers for the SLD JTAG Bridge Agents in the design. Open the Synthesis ➤ In-System Debugging ➤ JTAG Bridge Instance Agent Information report for details about how the bridge indexes are enumerated. The reports shows the hierarchy path and the associated index.

In the synthesis report (<base revision>.syn.rpt), this information appears in the table JTAG Bridge Agent Instance Information.
1.6.2. Instantiating the SLD JTAG Bridge Agent

To generate and instantiate the SLD JTAG Bridge Agent Intel FPGA IP:

1. On the IP Catalog (Tools > IP Catalog), type SLD JTAG Bridge Agent.

2. Double click SLD JTAG Bridge Agent Intel FPGA IP.

3. In the Create IP Variant dialog box, type a file name, and then click Create.

The IP Parameter Editor Pro window shows the IP parameters. In most cases, you do not need to change the default values.
4. Click **Generate HDL**.
5. When the generation completes successfully, click **Close**.
6. If you want an instantiation template, click **Generate ➤ Show Instantiation Template** in the **IP Parameter Editor Pro**.

### 1.6.3. Instantiating the SLD JTAG Bridge Host

To generate and instantiate the SLD JTAG Bridge Host Intel FPGA IP:

1. On the IP Catalog (**Tools ➤ IP Catalog**), type SLD JTAG Bridge Host.

### Figure 10. Find in IP Catalog

2. Double click **SLD JTAG Bridge Host Intel FPGA IP**.
3. In the **Create IP Variant** dialog box, type a file name, and then click **Create**.
The **IP Parameter Editor Pro** window shows the IP parameters. In most cases, you do not need to change the default values.

**Figure 12. SLD JTAG Bridge Host Intel FPGA IP Parameters**

4. Click **Generate HDL**.
5. When the generation completes successfully, click **Close**.
6. If you want an instantiation template, click **Generate ➤ Show Instantiation Template** in the **IP Parameter Editor Pro**.

### 1.7. Partial Reconfiguration Design Debugging

The following Intel FPGA IP cores support system-level debugging in the static region of a PR design:

- In-System Memory Content Editor
- In-System Sources and Probes Editor
- Virtual JTAG
- Nios II JTAG Debug Module
- Signal Tap Logic Analyzer

In addition, the Signal Tap logic analyzer allows you to debug the static or partial reconfiguration (PR) regions of the design. If you only want to debug the static region, you can use the In-System Sources and Probes Editor, In-System Memory Content Editor, or System Console with the JTAG Avalon Master Bridge.

**Related Information**

*Debugging Partial Reconfiguration Designs with Signal Tap* on page 83

#### 1.7.1. Debug Fabric for Partial Reconfiguration Designs

You must prepare the design for PR debug during the early planning stage, to ensure that you can debug the static as well as PR region.

On designs with Partial Reconfiguration, the Compiler generates centralized debug managers—or hubs—for each region (static and PR) that contains system level debug agents. Each hub handles the debug agents in its partition. In the design hierarchy, the hub corresponding to the static region is `auto_fab_0`.

To connect the hubs on parent and child partitions, you must instantiate one SLD JTAG Bridge for each PR region that you want to debug.

**Related Information**

- *PR Design Setup for Signal Tap Debug* on page 83
1.7.1.1. Generation of PR Debug Infrastructure

During compilation, the synthesis engine performs the following functions:

- Generates a main JTAG hub in the static region.
- If the static region contains Signal Tap instances, connects those instances to the main JTAG hub.
- Detects bridge agent and bridge host instances.
- Connects the SLD JTAG bridge agent instances to the main JTAG hub.
- For each bridge host instance in a PR region that contains a Signal Tap instance:
  — Generates a PR JTAG hub in the PR region.
  — Connects all Signal Tap instances in the PR region to the PR JTAG hub.
  — Detects instance of the SLD JTAG bridge host.
  — Connects the PR JTAG hub to the JTAG bridge host.

1.8. System Debugging Tools Overview Revision History

The following revision history applies to this chapter:

<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2020.09.28</td>
<td>20.3</td>
<td>• Revised &quot;System Debugging Tools Comparison&quot; to reflect replacement of Transceiver Toolkit with the available debugging toolkits. • Revised &quot;Debugging Ecosystem&quot; to reflect replacement of Transceiver Toolkit with the available debugging toolkits.</td>
</tr>
<tr>
<td>2019.09.30</td>
<td>19.3</td>
<td>• Clarified meaning of PR and static regions in &quot;Partial Reconfiguration Design Debugging&quot; topic. • Removed references to Application Notes 693.</td>
</tr>
<tr>
<td>2018.09.24</td>
<td>18.1</td>
<td>• Added figures about SLD JTAG Bridge. • Added information about block-based design.</td>
</tr>
<tr>
<td>2018.05.07</td>
<td>18.0</td>
<td>• Moved here information about debug fabric on PR designs from the Design Debugging with the Signal Tap Logic Analyzer chapter.</td>
</tr>
<tr>
<td>2017.05.08</td>
<td>17.0</td>
<td>• Combined Altera JTAG Interface and Required Arbitration Logic topics into a new updated topic named System-Level Debugging Infrastructure. • Added topic: Debug the Partial Reconfiguration Design with System Level Debugging Tools.</td>
</tr>
<tr>
<td>2016.10.31</td>
<td>16.1</td>
<td>• Implemented Intel rebranding.</td>
</tr>
<tr>
<td>2015.11.02</td>
<td>15.1</td>
<td>Changed instances of Quartus II to Intel Quartus Prime.</td>
</tr>
<tr>
<td>June 2014</td>
<td>14.0</td>
<td>Added information that System Console supports the Tk toolkit.</td>
</tr>
<tr>
<td>November 2013</td>
<td>13.1</td>
<td>Dita conversion. Added link to Remote Debugging over TCP/IP for Altera SoC Application Note.</td>
</tr>
<tr>
<td>June 2012</td>
<td>12.0</td>
<td>Maintenance release.</td>
</tr>
<tr>
<td>December 2010</td>
<td>10.0</td>
<td>Maintenance release. Changed to new document template.</td>
</tr>
<tr>
<td>July 2010</td>
<td>10.0</td>
<td>Initial release</td>
</tr>
</tbody>
</table>

20
2. Design Debugging with the Signal Tap Logic Analyzer

2.1. Signal Tap Logic Analyzer Introduction

The Signal Tap logic analyzer, available in the Intel Quartus Prime software, captures and displays the real-time signal behavior in an Intel FPGA design. Use the Signal Tap logic analyzer to probe and debug the behavior of internal signals during normal device operation, without requiring extra I/O pins or external lab equipment.

By default, the Signal Tap logic analyzer captures data continuously from the signals you specify while the logic analyzer is running. To capture and store only specific signal data, you specify conditions that trigger the start or stop of data capture. A trigger activates when the trigger conditions are met, stopping analysis and displaying the data. You can save the captured data in device memory for later analysis, and filter data that is not relevant.

**Signal Tap Logic Analyzer Instance**

You enable the logic analyzer functionality by defining one or more instances of the Signal Tap logic analyzer in your project. You can define the properties of the Signal Tap instance in the Signal Tap logic analyzer GUI, or by HDL instantiation of the Signal Tap Logic Analyzer Intel FPGA IP. After design compilation, you configure the target device with your design (including any Signal Tap instances), which enables data capture and communication with the Signal Tap logic analyzer GUI over a JTAG connection.

Figure 13.  Signal Tap Logic Analyzer Block Diagram
Signal Tap Logic Analyzer GUI

The Signal Tap logic analyzer GUI helps you to rapidly define and modify Signal Tap signal configuration and JTAG connection settings, displays the captured signals during analysis, starts and stops analysis, and displays and records signal data. When you configure a Signal Tap instance in the logic analyzer GUI, Signal Tap preserves the instance settings in a Signal Tap Logic Analyzer file (.stp) for reuse.

Figure 14. Signal Tap Logic Analyzer GUI

Signal Tap Logic Analyzer Feature Support

The Signal Tap logic analyzer supports a high number of channels, a large sample depth, fast clock speeds, and other features described in the Key Signal Tap Logic Analyzer Features table.

Table 4. Key Signal Tap Logic Analyzer Features

<table>
<thead>
<tr>
<th>Feature</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multiple logic analyzers in a single device, or in multiple devices in a single chain</td>
<td>Capture data from multiple clock domains and from multiple devices at the same time.</td>
</tr>
<tr>
<td>Up to 10 trigger conditions for each analyzer instance</td>
<td>Send complex data capture commands to the logic analyzer for greater accuracy and problem isolation.</td>
</tr>
</tbody>
</table>
### Feature vs. Benefit

<table>
<thead>
<tr>
<th>Feature</th>
<th>Benefit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power-up trigger</td>
<td>Capture signal data for triggers that occur after device programming, but before manually starting the logic analyzer.</td>
</tr>
<tr>
<td>Custom trigger HDL object</td>
<td>Define a custom trigger in Verilog HDL or VHDL and tap specific instances of modules across the design hierarchy, without manual routing of all the necessary connections.</td>
</tr>
<tr>
<td>State-based triggering flow</td>
<td>Organize triggering conditions to precisely define data capture.</td>
</tr>
<tr>
<td>Flexible buffer acquisition modes</td>
<td>Precise control of data written into the acquisition buffer. Discard data samples that are not relevant to the debugging of your design.</td>
</tr>
<tr>
<td>MATLAB* integration with MEX function</td>
<td>Collect Signal Tap capture data into a MATLAB integer matrix.</td>
</tr>
<tr>
<td>Up to 4,096 channels per logic analyzer instance</td>
<td>Samples many signals and wide bus structures.</td>
</tr>
<tr>
<td>Up to 128K samples per instance</td>
<td>Captures a large sample set for each channel.</td>
</tr>
<tr>
<td>Fast clock frequencies</td>
<td>Synchronous sampling of data nodes using the same clock tree driving the logic under test.</td>
</tr>
<tr>
<td>Resource usage estimator</td>
<td>Provides an estimate of logic and memory device resources that the Signal Tap logic analyzer configurations use.</td>
</tr>
<tr>
<td>Compatible with other debugging utilities</td>
<td>Use the Signal Tap logic analyzer in tandem with any JTAG-based on-chip debugging tool, such as an In-System Memory Content editor, to change signal values in real-time.</td>
</tr>
</tbody>
</table>
• Double-precision floating-point format IEEE754 Double (64-bit). |

#### 2.1.1. Signal Tap Hardware and Software Requirements

All editions of the Intel Quartus Prime design software include the Signal Tap logic analyzer GUI and Signal Tap Logic Analyzer Intel FPGA IP. The Signal Tap logic analyzer is also available as a stand-alone application.

During data acquisition, the memory blocks in the FPGA device store the captured data, and then transfer the data to the Signal Tap logic analyzer over a JTAG communication cable, such as Intel FPGA Ethernet Cable or Intel FPGA Download Cable.

The Signal Tap logic analyzer requires the following hardware and software to perform logic analysis:

- The Signal Tap logic analyzer included with the Intel Quartus Prime software, or the Signal Tap logic analyzer standalone software and standalone Programmer software.
- An Intel FPGA download or communications cable.
- An Intel development kit, or your own design board with a JTAG connection to the device under test.

Related Information
Running the Stand-Alone Version of Signal Tap on page 98
2.2. Signal Tap Debugging Flow

To use the Signal Tap logic analyzer to debug your design, you compile your design that includes one or more Signal Tap instances that you define, configure the target device, and then run the logic analyzer to capture and analyze signal data.

Figure 15. Signal Tap Debugging Flow

The following steps describe the Signal Tap debugging flow in detail:
- **Step 1**: Add the Signal Tap Logic Analyzer to the Project on page 25
- **Step 2**: Configure the Signal Tap Logic Analyzer on page 30
- **Step 3**: Compile the Design and Signal Tap Instances on page 68
- **Step 4**: Program the Target Hardware on page 70
- **Step 5**: Run the Signal Tap Logic Analyzer on page 71
- **Step 6**: Analyze Signal Tap Captured Data on page 75
2.3. Step 1: Add the Signal Tap Logic Analyzer to the Project

To debug a design using the Signal Tap logic analyzer, you must first define one or more Signal Tap instances and add them to your project. You then compile the Signal Tap instances, along with your design. You can define a Signal Tap instance in the Signal Tap logic analyzer GUI or by HDL instantiation.

To help you get started quickly, the Signal Tap logic analyzer GUI includes preconfigured templates for various trigger conditions and applications. You can then modify the settings the template applies and adjust trigger conditions in the Signal Tap logic analyzer GUI.

Alternatively, you can define a Signal Tap instance by parameterizing an instance of the Signal Tap Logic Analyzer Intel FPGA IP, and then instantiating the Signal Tap entity or module in an HDL design file.

If you want to monitor multiple clock domains simultaneously, you can add additional instances of the logic analyzer to your design, limited only by the available resources in your device.

2.3.1. Creating a Signal Tap Instance with the Signal Tap GUI

When you define one or more Signal Tap instances in the GUI, Signal Tap stores the trigger and signal configuration settings in a Signal Tap Logic Analyzer File (.stp). You can open a .stp to reload that Signal Tap configuration.

1. Open a project and run Analysis & Synthesis on the Compilation Dashboard.
2. To create a Signal Tap instance with the Signal Tap logic analyzer GUI, perform one of the following:
   • Click Tools ➤ Signal Tap Logic Analyzer.
   • Click File ➤ New ➤ Signal Tap Logic Analyzer File.

Figure 16. Signal Tap file Templates

3. Select a Signal Tap file template. The Preview describes the setup and Signal Configuration the template applies. Refer to Signal Tap File Templates on page 95.
4. Click **Create**. The Signal Tap logic analyzer GUI opens with the template options preset for the Signal Tap instance.

5. Under **Signal Configuration**, specify the acquisition **Clock** and optionally modify other settings, as Step 2: Configure the Signal Tap Logic Analyzer on page 30 describes.

6. When you save or close the Signal Tap instance, click **Yes** when prompted to add the Signal Tap instance to the project.

### 2.3.1.1. Disabling or Enabling Signal Tap Instances

You can disable and enable Signal Tap instances in the **Instance Manager** pane. This setting determines whether the logic analyzer includes the instance the next time you compile the design. If you enable or disable instances, you must recompile the design to implement the changes.

![Enable and Disable Signal Tap Instances in Instance Manager](image)

**Figure 17. Enable and Disable Signal Tap Instances in Instance Manager**

### 2.3.2. Creating a Signal Tap Instance by HDL Instantiation

You can create a Signal Tap Instance by HDL instantiation, rather than using the Signal Tap logic analyzer GUI. When you use HDL instantiation, you first parameterize and instantiate the Signal Tap Logic Analyzer Intel FPGA IP in your RTL. Next, you compile the design and IP, and run a Signal Tap analysis using the generated `.stp` file. Follow these steps to create a Signal Tap instance by HDL instantiation:

![Signal Tap Logic Analyzer Intel FPGA IP](image)

**Figure 18. Signal Tap Logic Analyzer Intel FPGA IP**
1. From the Intel Quartus Prime IP Catalog (View ➤ IP Catalog), locate and double-click the Signal Tap Logic Analyzer Intel FPGA IP.

2. In the New IP Variant dialog box, specify the File Name for your Signal Tap instance, and then click Create. The IP parameter editor displays the available parameter settings for the Signal Tap instance.

3. In the parameter editor, specify the Data, Segmented Acquisition, Storage Qualifier, Trigger, and Pipelining parameters, as Signal Tap Intel FPGA IP Parameters on page 28 describes.

4. Click Generate HDL. The parameter editor generates the HDL implementation of the Signal Tap instance according your specifications.

5. To instantiate the Signal Tap instance in your RTL, click Generate ➤ Show Instantiation Template in the parameter editor. Copy the Instantiation Template contents into your RTL.

Figure 19. IP Parameter Editor

![IP Parameter Editor](image)

Figure 20. Signal Tap Logic Analyzer Intel FPGA IP Instantiation Template

```
Example HDL
```
```
6. Run at least the Analysis & Synthesis stage of the Compiler to synthesize the RTL
(including Signal Tap instance) by clicking Processing ➤ Start ➤ Start Analysis
& Synthesis. Alternatively, you can run full compilation and the Assembler at this
point if ready.

7. When the Compiler completes, click Create/Update ➤ Create Signal Tap File
from Design Instance to create a .stp file for analysis in the Signal Tap logic
analyzer GUI.

Figure 21. Create Signal Tap File from Design Instances Dialog Box

Note: If your project contains partial reconfiguration partitions, the PR partitions
display in a tree view. Select a partition from the view, and click Create
Signal Tap file. The resulting .stp file that generates contains all HDL
instances in the corresponding PR partition. The resulting .stp file does not
include the instances in any nested partial reconfiguration partition.

8. To analyze the Signal Tap instance, click File ➤ Open and select the .stp file.
The Signal Tap instance opens in the Signal Tap logic analyzer GUI for analysis. All
the fields are read-only, except runtime-configurable trigger conditions.

9. Modify any runtime-configurable trigger conditions, as Runtime Reconfigurable
Options on page 72 describes.

2.3.2.1. Signal Tap Intel FPGA IP Parameters

The Signal Tap Intel FPGA IP has the following parameters:

Table 5. Signal Tap Intel FPGA IP Parameters

<table>
<thead>
<tr>
<th>Parameter Groups</th>
<th>Parameter Descriptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>• Data Input Port Width—from 1 to 4096. Default is 1.</td>
</tr>
<tr>
<td></td>
<td>• Sample Depth—number of samples to collect from 0-128K. Default is 128.</td>
</tr>
<tr>
<td></td>
<td>• RAM type—memory type for sample collection and storage. The Auto (default), M20K/M10K/M9K, MLAB/LUTRAM, and M144K options are available.</td>
</tr>
</tbody>
</table>
| Segmented Acquisition     | Specifies options for organizing the captured data buffer: continued...
<table>
<thead>
<tr>
<th>Parameter Groups</th>
<th>Parameter Descriptions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Segmented</td>
<td>the memory space is split into separate buffers. Each buffer acts as a separate FIFO with its own set of trigger conditions, and behaves as a non-segmented buffer. Only a single buffer is active during an acquisition. Default is off.</td>
</tr>
<tr>
<td>Number of Segments</td>
<td>specifies the number of segments in each memory space. Default is 2.</td>
</tr>
<tr>
<td>Samples per Segments</td>
<td>the number of samples Signal Tap captures per segment. Default is 64.</td>
</tr>
</tbody>
</table>

**Storage Qualifier**

Specifies the Continuous or Input Port method, and whether to Record data discontinuities.

**Trigger**

- Trigger Input Port Width—from 1 to 4096. Default is 1.
- Trigger Conditions—number of trigger conditions or levels you are implementing 1-10. Default is 1.
- Trigger In—enables and creates a port for the Trigger In.
- Trigger Out—enables and creates a port for the Trigger Out.

**Pipelining**

The Pipeline Factor specifies the levels of pipelining added for potential $f_{\text{MAX}}$ improvement from 0 to 5. Default is 0.
2.4. Step 2: Configure the Signal Tap Logic Analyzer

You must configure the Signal Tap logic analyzer before you can capture and analyze data. You can configure instances of the Signal Tap logic analyzer by specifying options in the Signal Tap **Signal Configuration** pane.

When you use the available Signal Tap templates to create a new Signal Tap instance, the template specifies many of the initial option values automatically.

**Figure 22. Signal Tap Logic Analyzer Signal Configuration Pane**

Basic configuration of the Signal Tap logic analyzer includes specifying values for the following options:

- Specifying the Clock, Sample Depth, and RAM Type on page 31
- Specifying the Buffer Acquisition Mode on page 32
- Adding Signals to the Signal Tap Logic Analyzer on page 34
- Defining Trigger Conditions on page 37
- Specifying Pipeline Settings on page 60
- Filtering Relevant Samples on page 61
- Managing Multiple Signal Tap Configurations on page 81

**Related Information**

Prevent Changes Requiring Recompilation on page 69
2.4.1. Specifying the Clock, Sample Depth, and RAM Type

You must specify options for the acquisition clock, sample depth, and data storage on the **Signal Configuration** pane before using Signal Tap.

*Note:* The Signal Tap file templates automatically specify appropriate initial values for some of these options.

![Clock, Sample Depth, and Data Storage Options](image)

**Figure 23. Clock, Sample Depth, and Data Storage Options**

### Specifying the Acquisition Clock

Signal Tap samples data on each positive (rising) edge of the acquisition clock. Therefore Signal Tap requires a clock signal from your design to control the logic analyzer data acquisition. For best data acquisition, specify a global, non-gated clock that is synchronous to the signals under test. Refer to the Timing Analysis section of the Compilation Report for the maximum frequency of the logic analyzer clock.

- To specify the acquisition clock signal, enter a signal name from your design for the **Clock** setting in **Single Configuration**.

*Note:* Consider the following when specifying the acquisition clock:

- If you do not assign an acquisition clock, Signal Tap automatically creates clock pin `auto_stp_external_clk`. You must then make a pin assignment to this signal, and ensure that a clock signal in your design drives the acquisition clock.
- Using a transceiver recovered clock as the acquisition clock can cause incorrect or unexpected behavior, particularly when the transceiver recovered clock is the acquisition clock with the power-up trigger feature.
- Specifying a gated acquisition clock can result in unexpected data that does not accurately reflect the behavior of your design.
- Signal Tap does not support sampling on the negative (falling) clock edge.
Specifying Sample Depth

The sample depth determines the number of samples the logic analyzer captures and stores in the data buffer, for each signal. In cases with limited device memory resources, you can reduce the sample depth to reduce resource usage.

- To specify the sample depth, select the number of samples from the Sample depth list under Single Configuration. Available sample depth range is from 0 to 128K.

Specifying the RAM Type

You can specify the RAM type and buffer acquisition mode for storage of Signal Tap logic analyzer acquisition data. When you allocate the Signal Tap logic analyzer buffer to a particular RAM block, the entire RAM block becomes a dedicated resource for the logic analyzer.

- To specify the RAM type, select a Ram type under Single Configuration. Available settings are Auto, MLAB, or M20K RAM.

Use RAM selection to preserve a specific memory block for your design, and allocate another portion of memory for Signal Tap data acquisition. For example, if your design has an application that requires a large block of memory resources, such as a large instruction or data cache, use MLAB blocks for data acquisition and leave M20k blocks for your design.

Related Information

- Adding Nios II Processor Signals with a Plug-In on page 36

2.4.2. Specifying the Buffer Acquisition Mode

You can specify how Signal Tap organizes the data capture buffer to potentially reduce the amount of memory that Signal Tap requires for data acquisition.

The Signal Tap logic analyzer supports either a non-segmented (or circular) buffer and a segmented buffer.

- **Non-segmented buffer**—the Signal Tap logic analyzer treats the entire memory space as a single FIFO, continuously filling the buffer until the logic analyzer reaches the trigger conditions that you specify.

- **Segmented buffer**—the memory space is split into separate buffers. Each buffer acts as a separate FIFO with its own set of trigger conditions, and behaves as a non-segmented buffer. Only a single buffer is active during an acquisition. The Signal Tap logic analyzer advances to the next segment after the trigger condition or conditions for the active segment has been reached.

When using a non-segmented buffer, you can use the storage qualification feature to determine which samples are written into the acquisition buffer. Both the segmented buffers and the non-segmented buffer with the storage qualification feature help you maximize the use of the available memory space.
Figure 24. **Buffer Type Comparison in the Signal Tap Logic Analyzer**

The figure illustrates the differences between the two buffer types.

(a) Circular Buffer

Newly Captured Data

<table>
<thead>
<tr>
<th>Segment</th>
<th>Trigger Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

(b) Segmented Buffer

<table>
<thead>
<tr>
<th>Segment</th>
<th>Trigger Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 ... 0</td>
</tr>
<tr>
<td>1</td>
<td>0 ... 1</td>
</tr>
<tr>
<td>1</td>
<td>1 ... 0</td>
</tr>
<tr>
<td>1</td>
<td>0 ... 1</td>
</tr>
<tr>
<td>1</td>
<td>1 ... 0</td>
</tr>
<tr>
<td>1</td>
<td>0 ... 1</td>
</tr>
</tbody>
</table>

Both non-segmented and segmented buffers can use a preset trigger position (Pre-Trigger, Center Trigger, Post-Trigger). Alternatively, you can define a custom trigger position using the **State-Based Triggering** tab, as **Specify Trigger Position** on page 46 describes.

2.4.2.1. **Non-Segmented Buffer**

The non-segmented buffer is the default buffer type in the Signal Tap logic analyzer. At runtime, the logic analyzer stores data in the buffer until the buffer fills up. From that point on, new data overwrites the oldest data, until a specific trigger event occurs. The amount of data the buffer captures after the trigger event depends on the **Trigger position** setting:

- To capture most data before the trigger occurs, select **Post trigger position** from the list.
- To capture most data after the trigger, select **Pre trigger position**.
- To center the trigger position in the data, select **Center trigger position**.

Alternatively, use the custom State-based triggering flow to define a custom trigger position within the capture buffer.

2.4.2.2. **Segmented Buffer**

In a segmented buffer, the acquisition memory is split into segments of even size, and you define a set of trigger conditions for each segment. Each segment acts as a non-segmented buffer. A segmented buffer allows you to debug systems that contain relatively infrequent recurring events.

If you want to have separate trigger conditions for each of the segmented buffers, you must use the state-based trigger flow. The figure shows an example of a segmented buffer system.
Figure 25. System that Generates Recurring Events

In the following example, to ensure that the correct data is written to the SRAM controller, monitor the RDATA port whenever the address H’0F0F0F0F is sent into the RADDR port.

With the buffer acquisition feature allows you to monitor multiple read transactions from the SRAM device without running the Signal Tap logic analyzer again. You can split the memory to capture the same event multiple times, without wasting allocated memory. The buffer captures as many cycles as the number of segments you define under the Data settings in the Signal Configuration pane.

To enable and configure buffer acquisition, select Segmented in the Signal Tap logic analyzer Editor and determine the number of segments to use. In the example in the figure, selecting 64-sample segments allows you to capture 64 read cycles.

Related Information
Viewing Capture Data Using Segmented Buffers on page 75

2.4.3. Adding Signals to the Signal Tap Logic Analyzer

Add the signals that you want to monitor to the node list in the Signal Tap logic analyzer. Select signals in the node list to define triggers for the signal.

To add one or more signals to Signal Tap for monitoring:

1. In the Signal Tap logic analyzer, Click Edit ➤ Add Nodes. The Node Finder appears, allowing you to find and add the signals in your design. The following Filter options are available for finding the nodes you want:
   - **Signal Tap: pre-synthesis**—finds signal names present after design elaboration, but before any synthesis optimizations are done. This set of signals must reflect your Register Transfer Level (RTL) signals.
   - **Signal Tap: post-fitting**—finds signal names present after physical synthesis optimizations and place-and-route.

2. In the Node Finder, select one or more nodes that you want to add, and then click the Copy all to Selected Nodes list button.

3. Click Insert. The nodes are added to the Setup tab signal list in the Signal Tap logic analyzer GUI.

4. Specify how the logic analyzer uses the signal by enabling or disabling the Data Enable, Trigger Enable, or Storage Enable option for the signal:
- **Trigger Enable**—disabling prevents a signal from triggering the analysis, while still showing the signal’s captured data.
- **Data Enable**—disabling prevent capture of data, while still allowing the signal to trigger.

Figure 26. **Signal List Options**

<table>
<thead>
<tr>
<th>Node Type</th>
<th>Alias</th>
<th>Name</th>
<th>Data Enable</th>
<th>Trigger Enable</th>
<th>Storage Enable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master Interface</td>
<td>a</td>
<td>a_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Command</td>
<td>b</td>
<td>b_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>Command Signals</td>
<td>c</td>
<td>c_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>master</td>
<td>d</td>
<td>d_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>user</td>
<td>e</td>
<td>e_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>user_address</td>
<td>f</td>
<td>f_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>user_write</td>
<td>g</td>
<td>g_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>user_write_data</td>
<td>h</td>
<td>h_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
<tr>
<td>user_byteenable</td>
<td>i</td>
<td>i_entity</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
</tr>
</tbody>
</table>

There is no limit to the number of signals available for monitoring in the Signal Tap window waveform display. However, the number of channels available is directly proportional to the number of logic elements (LEs) or adaptive logic modules (ALMs) in the device. Therefore, there is a physical restriction on the number of channels that are available for monitoring. Signals shown in blue text are post-fit node names. Signals shown in black text are pre-synthesis node names.

After successful Analysis and Elaboration, invalid signals appear in red. Unless you are certain that these signals are valid, remove them from the .stp file for correct operation. The Signal Tap Status Indicator also indicates if an invalid node name exists in the .stp file.

You can monitor signals only if a routing resource (row or column interconnects) exists to route the connection to the Signal Tap instance. For example, you cannot monitor signals that exist in the I/O element (IOE), because there are no direct routing resources from the signal in an IOE to a core logic element. For input pins, you can monitor the signal that is driving a logic array block (LAB) from an IOE, or, for output pins, you can monitor the signal from the LAB that is driving an IOE.

**Note:** The Intel Quartus Prime Pro Edition software uses only the instance name, and not the entity name, in the form of:

```
a|b|c  
not a_entity:a|b_entity:b|c_entity:c  
```

### 2.4.3.1. Adding Pre-Synthesis Signals

When you add pre-synthesis signals to Signal Tap for monitoring, make all connections to the Signal Tap logic analyzer before synthesis. The Compiler allocates logic and routing resources to make the connection as if you changed your design files. For signals driving to and from IOEs, pre-synthesis signal names coincide with the pin’s signal names.
2.4.3.2. Adding Post-Fit Signals

When you add post-fit signals to Signal Tap for monitoring, you are connecting to actual atoms in the post-fit netlist. You can only monitor signals that exist in the post-fit netlist, and existing routing resources must be available.

In the case of post-fit output signals, monitor the COMBOUT or REGOUT signal that drives the IOE block. For post-fit input signals, signals driving into the core logic coincide with the pin's signal name.

Note: Because NOT-gate push back applies to any register that you monitor, the signal from the atom may be inverted. You can verify the inversion by locating to the signal with the Locate Node ➤ Locate in Resource Property Editor or the Locate Node ➤ Locate in Technology Map Viewer commands. You can also view post-fit node names in the Resource Property Editor.

Related Information

2.4.3.3. Adding Nios II Processor Signals with a Plug-In

You can use a plug-in to automatically add relevant signals for the Nios II processor for monitoring, rather than adding the signals manually with the Node Finder. The plug-in provides preset mnemonic tables for trigger creation and viewing, as well as the ability to disassemble code in captured data.

The Nios II plug-in creates one mnemonic table in the Setup tab and two tables in the Data tab:

- **Nios II Instruction** (Setup tab)—capture all the required signals for triggering on a selected instruction address.

- **Nios II Instance Address** (Data tab)—display address of executed instructions in hexadecimal format or as a programming symbol name if defined in an optional Executable and Linking Format (.elf) file.

- **Nios II Disassembly** (Data tab)—display disassembled code from the corresponding address.

To add Nios II IP signals to the logic analyzer using a plug-in, perform the following steps after running Analysis and Elaboration on your design:

1. In the Signal Tap logic analyzer, right-click the node list, and then click Add Nodes with Plug-In ➤ Nios II.

2. Select the IP that contains the signals you want to monitor with the plug-in, and click OK.

   — If all the signals in the plug-in are available, a dialog box might appear, depending on the plug-in, where you can specify options for the plug-in.

3. With the Nios II plug-in, you can optionally select an .elf containing program symbols from your Nios II Integrated Development Environment (IDE) software design. Specify options for the selected plug-in, and click OK.
2.4.3.4. Signals Unavailable for Signal Tap Debugging

Some post-fit signals in your design are unavailable for Signal Tap debugging. The Node Finder’s **Signal Tap: post-fitting** filter does not return nodes that are unavailable for Signal Tap debugging.

The following signal types are unavailable for Signal Tap debugging:

- **Post-fit output pins**—You cannot monitor a post-fit output or bidirectional pin directly. To make an output signal visible, monitor the register or buffer that drives the output pin.

- **Carry chain signals**—You cannot monitor the carry out (cout0 or cout1) signal of a logic element. Due to architectural restrictions, the carry out signal can only feed the carry in of another LE.

- **JTAG signals**—You cannot monitor the JTAG control (TCK, TDI, TDO, or TMS) signals.

- **LVDS**—You cannot monitor the data output from a serializer/deserializer (SERDES) block.

- **DQ, DQS signals**—You cannot directly monitor the DQ or DQS signals in a DDR or DDRII design.

2.4.4. Defining Trigger Conditions

By default, the Signal Tap logic analyzer captures data continuously from the signals you specify while the logic analyzer is running. To capture and store only specific signal data, you can specify conditions that trigger the start or stop of data capture. A trigger activates—that is, the logic analyzer stops and displays the data—when the signals you specify reach the trigger conditions that you define.

The Signal Tap logic analyzer allows you to define trigger conditions that range from very simple, such as the rising edge of a single signal, to very complex, involving groups of signals, extra logic, and multiple conditions. Additionally, you can specify Power-Up Triggers to capture data from trigger events occurring immediately after the device enters user-mode after configuration.

2.4.4.1. Basic Trigger Conditions

If you select the **Basic AND** or **Basic OR** trigger type, you must specify the trigger pattern for each signal that you add.

To specify the trigger pattern, right-click the **Trigger Conditions** column and click **Don’t Care**, **Low**, **High**, **Falling Edge**, **Rising Edge**, or **Either Edge**.

For buses, type a pattern in binary, or right-click and select **Insert Value** to enter the pattern in other number formats. Note that you can enter X to specify a set of “don’t care” values in either your hexadecimal or your binary string. For signals in the .stp file that have an associated mnemonic table, you can right-click and select an entry from the table to specify pre-defined conditions for the trigger.

When you add signals through plug-ins, you can create basic triggers using predefined mnemonic table entries. For example, with the Nios II plug-in, if you specify an .elf file from your Nios II IDE design, you can type the name of a function from your Nios II code. The logic analyzer triggers when the Nios II instruction address matches the address of the code function name that you specify.
Data capture stops and the logic analyzer stores the data in the buffer when the logical AND of all the signals for a given trigger condition evaluates to TRUE.

2.4.4.2. Nested Trigger Conditions

When you specify a set of signals as a nested group (group of groups) with the Basic OR trigger type, the logic analyzer generates an advanced trigger condition. This condition sorts signals within groups to minimize the need to recompile your design. If you always retain the parent-child relationship of nodes, the advanced trigger condition does not change. You can modify the sibling relationships of nodes, without requiring recompilation.

The evaluation precedence of a nested trigger condition starts at the bottom-level with the leaf-groups. The logic analyzer uses the resulting logic value to compute the parent group's logic value. If you manually set the value of a group, the logic value of the group's members doesn't influence the result of the group trigger.

To create a nested trigger condition:
1. Select Basic OR under Trigger Conditions.
2. In the Setup tab, select several nodes. Include groups in your selection.
3. Right-click the Setup tab and select Group.
4. Select the nested group and right-click to set a group trigger condition that applies the reduction AND, OR, NAND, NOR, XOR, XNOR, or logical TRUE or FALSE.

Note: You can only select OR and AND group trigger conditions for bottom-level groups (groups with no groups as children).

Figure 27. Applying Trigger Condition to Nested Group

2.4.4.3. Comparison Trigger Conditions

The Comparison trigger allows you to compare multiple grouped bits of a bus to an expected integer value by specifying simple comparison conditions on the bus node. The Comparison trigger preserves all the trigger conditions that the Basic OR trigger includes. You can use the Comparison trigger in combination with other triggers. You can also switch between Basic OR trigger and Comparison trigger at run-time, without the need for recompilation.

Signal Tap logic analyzer supports the following types of Comparison trigger conditions:
- **Single-value comparison**—compares a bus node’s value to a numeric value that you specify. Use one of these operands for comparison: >, >=, ==, <=, <. Returns 1 when the bus node matches the specified numeric value.

- **Interval check**—verifies whether a bus node’s value confines to an interval that you define. Returns 1 when the bus node’s value lies within the specified bounded interval.

Follow these rules when using the **Comparison** trigger condition:

- Apply the **Comparison** trigger only to bus nodes consisting of leaf nodes.
- Do not form sub-groups within a bus node.
- Do not enable or disable individual trigger nodes within a bus node.
- Do not specify comparison values (in case of single-value comparison) or boundary values (in case of interval check) exceeding the selected node’s bus-width.

### 2.4.4.3.1. Specifying the Comparison Trigger Conditions

Follow these steps to specify the **Comparison** trigger conditions:

1. From the **Setup** tab, select **Comparison** under **Trigger Conditions**.
2. Right-click the node in the trigger editor, and select **Compare**.
3. Select the **Comparison type** from the Compare window.
   - If you choose **Single-value comparison** as your comparison type, specify the operand and value.
   - If you choose **Interval check** as your comparison type, provide the lower and upper bound values for the interval.

**Figure 28. Selecting the Comparison Trigger Condition**

You can also specify if you want to include or exclude the boundary values.
Figure 29. Specifying the Comparison Values

- Compares the Bus Node's Value to a Specific Numeric Value
- Verifies Bus Node's Value Confines to a Specified Bounded Interval
- Specify Inclusion or Exclusion of Boundary Values

4. Click OK. The trigger editor displays the resulting comparison expression in the group node condition text box.

Figure 30. Resulting Comparison Condition in Text Box
2.4.4.4. Advanced Trigger Conditions

To capture data for a given combination of conditions, build an advanced trigger. The Signal Tap logic analyzer provides the Advanced Trigger tab, which helps you build a complex trigger expression using a GUI. Open the Advanced Trigger tab by selecting Advanced in the Trigger Conditions list.

Figure 31. Accessing the Advanced Trigger Condition Tab

To build a complex trigger condition in an expression tree, drag-and-drop operators from the Object Library pane and the Node List pane into the Advanced Trigger Configuration Editor window.

To configure the operators’ settings, double-click or right-click the operators that you placed and click Properties.

Table 6. Advanced Triggering Operators

<table>
<thead>
<tr>
<th>Category</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Signal Detection</td>
<td>Edge and Level Detector</td>
</tr>
<tr>
<td>Input Objects</td>
<td>Bit</td>
</tr>
<tr>
<td></td>
<td>Bit Value</td>
</tr>
<tr>
<td></td>
<td>Bus</td>
</tr>
</tbody>
</table>

continued...
<table>
<thead>
<tr>
<th>Category</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bus Value</td>
<td></td>
</tr>
<tr>
<td>Comparison</td>
<td>Less Than</td>
</tr>
<tr>
<td></td>
<td>Less Than or Equal To</td>
</tr>
<tr>
<td></td>
<td>Equality</td>
</tr>
<tr>
<td></td>
<td>Inequality</td>
</tr>
<tr>
<td></td>
<td>Greater Than or Equal To</td>
</tr>
<tr>
<td></td>
<td>Greater Than</td>
</tr>
<tr>
<td>Bitwise</td>
<td>Bitwise Complement</td>
</tr>
<tr>
<td></td>
<td>Bitwise AND</td>
</tr>
<tr>
<td></td>
<td>Bitwise OR</td>
</tr>
<tr>
<td></td>
<td>Bitwise XOR</td>
</tr>
<tr>
<td>Logical</td>
<td>Logical NOT</td>
</tr>
<tr>
<td></td>
<td>Logical AND</td>
</tr>
<tr>
<td></td>
<td>Logical OR</td>
</tr>
<tr>
<td></td>
<td>Logical XOR</td>
</tr>
<tr>
<td>Reduction</td>
<td>Reduction AND</td>
</tr>
<tr>
<td></td>
<td>Reduction OR</td>
</tr>
<tr>
<td></td>
<td>Reduction XOR</td>
</tr>
<tr>
<td>Shift</td>
<td>Left Shift</td>
</tr>
<tr>
<td></td>
<td>Right Shift</td>
</tr>
<tr>
<td>Custom Trigger HDL</td>
<td></td>
</tr>
</tbody>
</table>

Adding many objects to the Advanced Trigger Condition Editor can make the work space cluttered and difficult to read. To keep objects organized while you build your advanced trigger condition, use the shortcut menu and select **Arrange All Objects**. Alternatively, use the **Zoom-Out** command to fit more objects into the **Advanced Trigger Condition Editor** window.

### 2.4.4.4.1. Examples of Advanced Triggering Expressions

The following examples show how to use advanced triggering:

**Figure 33. Bus outa Is Greater Than or Equal to Bus outb**

Trigger when bus outa is greater than or equal to outb.

![Advanced Trigger Condition Editor: Level 1](image)
2.4.4.5. Custom Trigger HDL Object

The Signal Tap logic analyzer supports use of your own HDL module to define a custom trigger condition. You can use the Custom Trigger HDL object to simulate your triggering logic and ensure that the logic itself is not faulty. Additionally, you can monitor instances of modules anywhere in the hierarchy of your design, without having to manually route all the necessary connections.

The Custom Trigger HDL object appears in the Object Library pane of the Advanced Trigger editor.

Figure 36. Object Library
2.4.4.5.1. Using the Custom Trigger HDL Object

To define a custom trigger flow:
1. Select the trigger you want to edit.
2. Open the Advanced Trigger tab by selecting Advanced in the Trigger Conditions list.
3. Add to your project the HDL source file that contains the trigger module using the Project Navigator.
4. Implement the inputs and outputs that your Custom Trigger HDL module requires.
5. Drag in your Custom Trigger HDL object and connect the object’s data input bus and result output bit to the final trigger result.

Figure 37. Custom Trigger HDL Object

6. Right-click your Custom Trigger HDL object and configure the object’s properties.

Figure 38. Configure Object Properties

7. Compile your design.
8. Acquire data with Signal Tap using your custom Trigger HDL object.
Example 1. Verilog HDL Triggers

The following trigger uses configuration bitstream:

```verilog
test_trigger
module test_trigger
(input acq_clk, reset,
 input[3:0] data_in,
 input[1:0] pattern_in,
 output reg trigger_out);
always @(pattern_in) begin
    case (pattern_in)
    2'b00: trigger_out = &data_in;
    2'b01: trigger_out = |data_in;
    2'b10: trigger_out = 1'b0;
    2'b11: trigger_out = 1'b1;
endcase
endmodule
```

This trigger does not have configuration bitstream:

```verilog
test_trigger_no_bs
module test_trigger_no_bs
(input acq_clk, reset,
 input[3:0] data_in,
 output reg trigger_out);
assign trigger_out = &data_in;
endmodule
```

2.4.4.5.2. Required Inputs and Outputs of Custom Trigger HDL Module

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Input/Output</th>
<th>Required/ Optional</th>
</tr>
</thead>
<tbody>
<tr>
<td>acq_clk</td>
<td>Acquisition clock that Signal Tap uses</td>
<td>Input</td>
<td>Required</td>
</tr>
<tr>
<td>reset</td>
<td>Reset that Signal Tap uses when restarting a capture.</td>
<td>Input</td>
<td>Required</td>
</tr>
<tr>
<td>data_in</td>
<td>• Data input you connect in the Advanced Trigger editor.</td>
<td>Input</td>
<td>Required</td>
</tr>
<tr>
<td></td>
<td>• Data your module uses to trigger.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>pattern_in</td>
<td>• Module's input for the configuration bitstream property.</td>
<td>Input</td>
<td>Optional</td>
</tr>
<tr>
<td></td>
<td>• Runtime configurable property that you can set from Signal Tap GUI to</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>change the behavior of your trigger logic.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>trigger_out</td>
<td>Output signal of your module that asserts when trigger conditions met.</td>
<td>Output</td>
<td>Required</td>
</tr>
</tbody>
</table>
2.4.4.5.3. Custom Trigger HDL Module Properties

Table 8. Custom Trigger HDL Module Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Custom HDL Module Name</td>
<td>Module name of the triggering logic.</td>
</tr>
</tbody>
</table>
| Configuration Bitstream | • Allows to create trigger logic that you can configure at runtime, based upon the value of the configuration bitstream.  
  • The Signal Tap logic analyzer reads the configuration bitstream property as binary, therefore the bitstream must contain only the characters 1 and 0.  
  • The bit-width (number of 1s and 0s) must match the `pattern_in` bit width.  
  • A blank configuration bitstream implies that the module does not have a `pattern_in` input. |
| Pipeline            | Specifies the number of pipeline stages in the triggering logic.  
                      | For example, if after receiving a triggering input the LA needs three clock cycles to assert the trigger output, you can denote a pipeline value of three. |

2.4.4.6. Specify Trigger Position

You can specify the amount of data the logic analyzer acquires before and after a trigger event. Positions for Runtime and Power-Up triggers are separate.

The Signal Tap logic analyzer offers three pre-defined ratios of pre-trigger data to post-trigger data:

- **Pre**—saves signal activity that occurred after the trigger (12% pre-trigger, 88% post-trigger).
- **Center**—saves 50% pre-trigger and 50% post-trigger data.
- **Post**—saves signal activity that occurred before the trigger (88% pre-trigger, 12% post-trigger).

These pre-defined ratios apply to both non-segmented buffers and segmented buffers.

2.4.4.6.1. Post-fill Count

In a custom state-based triggering flow with the `segment_trigger` and `trigger` buffer control actions, you can use the `post-fill_count` argument to specify a custom trigger position.

- If you do not use the `post-fill_count` argument, the trigger position for the affected buffer defaults to the trigger position you specified in the Setup tab.
- In the `trigger` buffer control action (for non-segmented buffers), `post-fill_count` specifies the number of samples to capture before stopping data acquisition.
- In the `segment_trigger` buffer control action (for segmented buffer), `post-fill_count` specifies a data segment.

*Note:* In the case of `segment_trigger`, acquisition of the current buffer stops immediately if a subsequent triggering action is issued in the next state, regardless of the current buffer's post-fill count. The logic analyzer discards the remaining unfilled post-count acquisitions in the current buffer, and displays them as grayed-out samples in the data window.
When the Signal Tap data window displays the captured data, the trigger position appears as the number of post-count samples from the end of the acquisition segment or buffer.

Sample Number of Trigger Position = \(N - \text{Post-Fill Count}\)

In this case, \(N\) is the sample depth of either the acquisition segment or non-segmented buffer.

Related Information
Buffer Control Actions on page 58

2.4.4.7. Power-Up Triggers

Power-Up Triggers capture events that occur during device initialization, immediately after you power or reset the FPGA.

The typical use of Signal Tap logic analyzer is triggering events that occur during normal device operation. You start an analysis manually once the target device fully powers on and the JTAG connection for the device is available. With Signal Tap Power-Up Trigger feature, the Signal Tap logic analyzer captures data immediately after device initialization.

You can add a different Power-Up Trigger to each logic analyzer instance in the Signal Tap Instance Manager pane.

2.4.4.7.1. Enabling a Power-Up Trigger

To enable the Power-Up Trigger for Signal Tap instance:

- In the Instance Manager, right-click the Signal Tap instance and click Enable Power-Up Trigger.

Figure 39. Enabling Power-Up Trigger in Signal Tap Instance Manager

Power-Up Trigger appears as a child instance below the name of the selected instance. The node list displays the default trigger conditions.

To disable a Power-Up Trigger, right-click the instance and click Disable Power-Up Trigger.
2.4.4.7.2. Configuring Power-Up Trigger Conditions

- Any change that you make to a Power-Up Trigger conditions requires that you recompile the Signal Tap logic analyzer instance, even if a similar change to the Runtime Trigger conditions does not require a recompilation.
- You can also force trigger conditions with the In-System Sources and Probes in conjunction with the Signal Tap logic analyzer. The In-System Sources and Probes feature allows you to drive and sample values on to selected nets over the JTAG chain.

**Related Information**
Design Debugging Using In-System Sources and Probes on page 125

2.4.4.7.3. Managing Signal Tap Instances with Run-Time and Power-Up Trigger Conditions

On instances that have two types of trigger conditions, Power-Up Trigger conditions are color coded light blue, while Run-Time Trigger conditions remain white.

- To switch between the trigger conditions of the Power-Up Trigger and the Run-Time Trigger, double-click the instance name or the Power-Up Trigger name in the Instance Manager.
- To copy trigger conditions from a Run-Time Trigger to a Power-Up Trigger or vice versa, right-click the trigger name in the Instance Manager and click **Duplicate Trigger**. Alternatively, select the trigger name and click **Edit ➤ Duplicate Trigger**.

**Figure 40. Instance Manager Commands**

![Instance Manager Commands](image)

*Note:* Run-time trigger conditions allow fewer adjustments than power-up trigger conditions.

2.4.4.8. External Triggers

External trigger inputs allow you to trigger the Signal Tap logic analyzer from an external source.

The external trigger input behaves like trigger condition 0, in that the condition must evaluate to **TRUE** before the logic analyzer evaluates any other trigger conditions.
The Signal Tap logic analyzer supplies a signal to trigger external devices or other logic analyzer instances. These features allow you to synchronize external logic analysis equipment with the internal logic analyzer. Power-Up Triggers can use the external triggers feature, but they must use the same source or target signal as their associated Run-Time Trigger.

You can use external triggers to perform cross-triggering on a hard processor system (HPS):
- The processor debugger allows you to configure the HPS to obey or disregard cross-trigger request from the FPGA, and to issue or not issue cross-trigger requests to the FPGA.
- The processor debugger in combination with the Signal Tap external trigger feature allow you to develop a dynamic combination of cross-trigger behaviors.
- You can implement a system-level debugging solution for an Intel FPGA SoC by using the cross-triggering feature with the ARM Development Studio 5 (DS-5) software.

### 2.4.4.9. Trigger Condition Flow Control

The Trigger Condition Flow Control allows you to define the relationship between a set of triggering conditions. Signal Tap logic analyzer **Signal Configuration** pane offers two flow control mechanisms for organizing trigger conditions:
- **Sequential Triggering**—default triggering flow. Sequential triggering allows you to define up to 10 triggering levels that must be satisfied before the acquisition buffer finishes capturing.
- **State-Based Triggering**—gives the greatest control over your acquisition buffer. Custom-based triggering allows you to organize trigger conditions into states based on a conditional flow that you define.

You can use sequential or state based triggering with either a segmented or a non-segmented buffer.

#### 2.4.4.9.1. Sequential Triggering

When you specify a sequential trigger the Signal Tap logic analyzer sequentially evaluates each the conditions. The sequential triggering flow allows you to cascade up to 10 levels of triggering conditions.

When the last triggering condition evaluates to **TRUE**, the Signal Tap logic analyzer starts the data acquisition. For segmented buffers, every acquisition segment after the first starts on the last condition that you specified. The Simple Sequential Triggering feature allows you to specify basic triggers, comparison triggers, advanced triggers, or a mix of all three. The following figure illustrates the simple sequential triggering flow for non-segmented and segmented buffers. The acquisition buffer starts capture when all n triggering levels are satisfied, where $n \leq 10$. 
2. Design Debugging with the Signal Tap Logic Analyzer

2.4.4.9.2. Configuring the Sequential Triggering Flow

To configure Signal Tap logic analyzer for sequential triggering:

1. On Trigger Flow Control, select Sequential
2. On Trigger Conditions, select the number of trigger conditions from the drop-down list.
   The Node List pane now displays the same number of trigger condition columns.
3. Configure each trigger condition in the Node List pane.
   You can enable/disable any trigger condition from the column header.

The Signal Tap logic analyzer considers external triggers as level 0, evaluating external triggers before any other trigger condition.
2.4.4.9.3. Trigger that Skips Clock Cycles after Hitting Condition

**Trigger flow description that skips three clock cycles of samples after hitting condition 1**

**Code:**

State 1: ST1
- `start_store`
- `if ( condition1 )`
- `begin`
- `stop_store;`
- `goto ST2;`
- `end`

State 2: ST2
- `if (c1 < 3)`
- `increment c1; //skip three clock cycles; c1 initialized to 0`
- `else if (c1 == 3)`
- `begin`
- `start_store; //start_store necessary to enable writing to finish`
- `trigger;`
- `end`

The figures show the data transaction on a continuous capture and the data capture when you apply the Trigger flow description.

**Figure 43. Continuous Capture of Data Transaction**

**Figure 44. Capture of Data Transaction with Trigger Flow Description Applied**

2.4.4.9.4. Storage Qualification with Post-Fill Count Value Less than m

The data capture finishes successfully. It uses a buffer with a sample depth of 64, \( m = n = 10 \), and post-fill count = 5.
Real data acquisition of the previous scenario

Figure 45. Storage Qualification with Post-Fill Count Value Less than m (Acquisition Successfully Completes)

The combination of using counters, Boolean and relational operators in conjunction with the `start_store` and `stop_store` commands can give a clock-cycle level of resolution to controlling the samples that are written into the acquisition buffer.

Figure 46. Waveform After Forcing the Analysis to Stop

2.4.4.9.5. State-Based Triggering

With state-based triggering, a state diagram organizes the events that trigger the acquisition buffer. The states capture all actions that the acquisition buffer performs, and each state contains conditional expressions that define transition conditions.

Custom state-based triggering grants control over triggering condition arrangement. Because the logic analyzer only captures samples of interest, custom state-based triggering allows for more efficient use of the space available in the acquisition buffer.

To help you describe the relationship between triggering conditions, the state-based triggering flow provides tooltips in the GUI. Additionally, you can use the SignalTap Trigger Flow Description Language, which is based upon conditional expressions.

Each state allows you to define a set of conditional expressions. Conditional expressions are Boolean expressions that depend on a combination of triggering conditions, counters, and status flags. You configure the triggering conditions within the Setup tab. The SignalTap logic analyzer custom-based triggering flow provides counters and status flags.
Notes to figure:
1. You can define up to 20 different states.
2. The logic analyzer evaluates external trigger inputs that you define before any conditions in the custom state-based triggering flow.

Within each conditional expression you define a set of actions. Actions include triggering the acquisition buffer to stop capture, a modification to either a counter or status flag, or a state transition.

Trigger actions can apply to either a single segment of a segmented acquisition buffer or to the entire non-segmented acquisition buffer. Each trigger action provides an optional count that specifies the number of samples the buffer captures before the logic analyzer stops acquisition of the current segment. The count argument allows you to control the amount of data the buffer captures before and after a triggering event occurs.

Resource manipulation actions allow you to increment and decrement counters or set and clear status flags. The logic analyzer uses counter and status flag resources as optional inputs in conditional expressions. Counters and status flags are useful for counting the number of occurrences of certain events and for aiding in triggering flow control.

The state-based triggering flow allows you to capture a sequence of events that may not necessarily be contiguous in time. For example, a communication transaction between two devices that includes a hand shaking protocol containing a sequence of acknowledgments.

2.4.4.9.6. State-Based Triggering Flow Tab

The State-Based Trigger Flow tab is the control interface for the custom state-based triggering flow.

This tab is only available when you select State-Based on the Trigger Flow Control list. If you specify Trigger Flow Control as Sequential, the State-Based Trigger Flow tab is not visible.
The **State-Based Trigger Flow** tab contains three panes:

### 2.4.4.9.7. State Machine Pane

The **State Machine** pane contains the text entry boxes where you define the triggering flow and actions associated with each state.

- You can define the triggering flow using the Signal Tap Trigger Flow Description Language, a simple language based on "if-else" conditional statements.
- Tooltips appear when you move the mouse over the cursor, to guide command entry into the state boxes.
- The GUI provides a syntax check on your flow description in real-time and highlights any errors in the text flow.

The State Machine description text boxes default to show one text box per state. You can also have the entire flow description shown in a single text field. This option can be useful when copying and pasting a flow description from a template or an external text editor. To toggle between one window per state, or all states in one window, select the appropriate option under **State Display mode**.

**Related Information**

[Signal Tap Trigger Flow Description Language](https://www.intel.com) on page 55
2.4.4.9.8. Resources Pane

The Resources pane allows you to declare status flags and counters for your Custom Triggering Flow’s conditional expressions.

- You can increment/decrement counters or set/clear status flags within your triggering flow.
- You can specify up to 20 counters and 20 status flags.
- To initialize counter and status flags, right-click the row in the table and select Set Initial Value.
- To specify a counter width, right-click the counter in the table and select Set Width.
- To assist in debugging your trigger flow specification, the logic analyzer dynamically updates counters and flag values after acquisition starts.

The Configurable at runtime settings allow you to control which options can change at runtime without requiring a recompilation.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Destination of goto action</td>
<td>Allows you to modify the destination of the state transition at runtime.</td>
</tr>
<tr>
<td>Comparison values</td>
<td>Allows you to modify comparison values in Boolean expressions at runtime. In addition, you can modify the segment_trigger and trigger action post-fill count argument at runtime.</td>
</tr>
<tr>
<td>Comparison operators</td>
<td>Allows you to modify the operators in Boolean expressions at runtime.</td>
</tr>
<tr>
<td>Logical operators</td>
<td>Allows you to modify the logical operators in Boolean expressions at runtime.</td>
</tr>
</tbody>
</table>

**Related Information**

- Performance and Resource Considerations on page 69
- Runtime Reconfigurable Options on page 72

2.4.4.9.9. State Diagram Pane

The State Diagram pane provides a graphical overview of your triggering flow. This pane displays the number of available states and the state transitions. To adjust the number of available states, use the menu above the graphical overview.

2.4.4.9.10. Signal Tap Trigger Flow Description Language

The Trigger Flow Description Language is based on a list of conditional expressions per state to define a set of actions.

To describe the actions that the logic analyzer evaluates when a state is reached, follow this syntax:

**Syntax of Trigger Flow Description Language**

```plaintext
state <state_label>:
  <action_list>
  if (<boolean_expression>)
    <action_list>
    [else if (<boolean_expression>)
      <action_list>]
```

Non-terminals are delimited by "<>".
Optional arguments are delimited by "[]".
The priority for evaluation of conditional statements is from top to bottom.
The Trigger Flow Description Language allows multiple else if conditions.

Related Information
Custom Triggering Flow Examples on page 94

2.4.4.9.11. <state_label>
Identifies a given state. You use the state label to start describing the actions the logic analyzer evaluates once said state is reached. You can also use the state label with the goto command.

The state description header syntax is:
state <state_label>
The description of a state ends with the beginning of another state or the end of the whole trigger flow description.

2.4.4.9.12. <boolean_expression>
Collection of operators and operands that evaluate into a Boolean result. The operators can be logical or relational. Depending on the operator, the operand can reference a trigger condition, a counter and a register, or a numeric value. To group a set of operands within an expression, you use parentheses.

Table 10. Logical Operators
Logical operators accept any boolean expression as an operand.

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>!</td>
<td>NOT operator</td>
<td>! expr1</td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>AND operator</td>
<td>expr1 &amp;&amp; expr2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 11. Relational Operators
You use relational operators on counters or status flags.

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt;</td>
<td>Greater than</td>
<td>&lt;identifier&gt; &gt; &lt;numerical_value&gt;</td>
</tr>
<tr>
<td>&gt;=</td>
<td>Greater than or Equal to</td>
<td>&lt;identifier&gt; &gt;= &lt;numerical_value&gt;</td>
</tr>
<tr>
<td>==</td>
<td>Equals</td>
<td>&lt;identifier&gt; == &lt;numerical_value&gt;</td>
</tr>
<tr>
<td>!=</td>
<td>Does not equal</td>
<td>&lt;identifier&gt; != &lt;numerical_value&gt;</td>
</tr>
</tbody>
</table>

continued...
### Operator Description Syntax

<table>
<thead>
<tr>
<th>Operator</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;=</td>
<td>Less than or equal to</td>
<td><code>&lt;identifier&gt; &lt;= &lt;numerical_value&gt;</code></td>
</tr>
<tr>
<td>&lt;</td>
<td>Less than</td>
<td><code>&lt;identifier&gt; &lt; &lt;numerical_value&gt;</code></td>
</tr>
</tbody>
</table>

### Notes to table:
1. `<identifier>` indicates a counter or status flag.
2. `<numerical_value>` indicates an integer.

**Note:**
- The `<boolean_expression>` in an `if` statement can contain a single event or multiple event conditions.
- When the boolean expression evaluates `TRUE`, the logic analyzer evaluates all the commands in the `<action_list>` concurrently.

#### 2.4.4.9.13. `<action_list>`

List of actions that the logic analyzer performs within a state once a condition is satisfied.
- Each action must end with a semicolon (`;`).
- If you specify more than one action within an `if` or an `else if` clause, you must delimit the `action_list` with `begin` and `end` tokens.

Possible actions include:

**Buffer Control Actions**

Actions that control the acquisition buffer.

#### Table 12. Buffer Control Actions

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>trigger</td>
<td>Stops the acquisition for the current buffer and ends analysis. This command is required in every flow definition.</td>
<td><code>trigger &lt;post-fill_count&gt;;;</code></td>
</tr>
<tr>
<td>segment_trigger</td>
<td>Available only in segmented acquisition mode. Ends acquisition of the current segment. After evaluating this command, the Signal Tap logic analyzer starts acquiring from the next segment. If all segments are written, the logic analyzer overwrites the oldest segment with the latest sample. When a trigger action is evaluated the acquisition stops.</td>
<td><code>segment_trigger &lt;post-fill_count&gt;;;</code></td>
</tr>
<tr>
<td>start_store</td>
<td>Active only in state-based storage qualifier mode. Asserts the write_enable to the Signal Tap acquisition buffer.</td>
<td><code>start_store</code></td>
</tr>
<tr>
<td>stop_store</td>
<td>Active only in state-based storage qualifier mode. De-asserts the write_enable signal to the Signal Tap acquisition buffer.</td>
<td><code>stop_store</code></td>
</tr>
</tbody>
</table>

Both `trigger` and `segment_trigger` actions accept an optional `post-fill_count` argument.
State Transition Action

Specifies the next state in the custom state control flow. The syntax is:

goto <state_label>;

2.4.4.9.14. Resource Manipulation Action

The resources the trigger flow description uses can be either counters or status flags.

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>increment</td>
<td>Increments a counter resource by 1</td>
<td>increment &lt;counter_identifier&gt;;</td>
</tr>
<tr>
<td>decrement</td>
<td>Decrement a counter resource by 1</td>
<td>decrement &lt;counter_identifier&gt;;</td>
</tr>
<tr>
<td>reset</td>
<td>Resets counter resource to initial value</td>
<td>reset &lt;counter_identifier&gt;;</td>
</tr>
<tr>
<td>set</td>
<td>Sets a status flag to 1</td>
<td>set &lt;register_flag_identifier&gt;;</td>
</tr>
<tr>
<td>clear</td>
<td>Sets a status flag to 0</td>
<td>clear &lt;register_flag_identifier&gt;;</td>
</tr>
</tbody>
</table>

2.4.4.9.15. Buffer Control Actions

Actions that control the acquisition buffer.

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>trigger</td>
<td>Stops the acquisition for the current buffer and ends analysis. This command is required in every flow definition.</td>
<td>trigger &lt;post-fill_count&gt;;</td>
</tr>
<tr>
<td>segment_trigger</td>
<td>Available only in segmented acquisition mode. Ends acquisition of the current segment. After evaluating this command, the Signal Tap logic analyzer starts acquiring from the next segment. If all segments are written, the logic analyzer overwrites the oldest segment with the latest sample. When a trigger action is evaluated the acquisition stops.</td>
<td>segment_trigger &lt;post-fill_count&gt;;</td>
</tr>
<tr>
<td>start_store</td>
<td>Active only in state-based storage qualifier mode. Asserts the write_enable to the Signal Tap acquisition buffer.</td>
<td>start_store</td>
</tr>
<tr>
<td>stop_store</td>
<td>Active only in state-based storage qualifier mode. De-asserts the write_enable signal to the Signal Tap acquisition buffer.</td>
<td>stop_store</td>
</tr>
</tbody>
</table>

Both trigger and segment_trigger actions accept an optional post-fill_count argument.

Related Information

Post-fill Count on page 46
2.4.4.9.16. State Transition Action

Specifies the next state in the custom state control flow. The syntax is:

```
goto <state_label>;  
```

2.4.4.9.17. State-Based Storage Qualifier Feature

Selecting a state-based storage qualifier type enables the `start_store` and `stop_store` actions. When you use these actions in conjunction with the expressions of the State-based trigger flow, you get maximum flexibility to control data written into the acquisition buffer.

**Note:** You can only apply the `start_store` and `stop_store` commands to a non-segmented buffer.

The `start_store` and `stop_store` commands are similar to the start and stop conditions of the `start/stop` storage qualifier mode. If you enable storage qualification, Signal Tap logic analyzer doesn’t write data into the acquisition buffer until the `start_store` command occurs. However, in the state-based storage qualifier type you must include a trigger command as part of the trigger flow description. This trigger command is necessary to complete the acquisition and display the results on the waveform display.

2.4.4.9.18. Storage Qualification Feature for the State-Based Trigger Flow.

This trigger flow description contains three trigger conditions that occur at different times after you click **Start Analysis**:

```
State 1: ST1:
  if ( condition1 )
    start_store;
  else if ( condition2 )
    trigger value;
  else if ( condition3 )
    stop_store;
```

**Figure 49. Capture Scenario for Storage Qualification with the State-Based Trigger Flow**

![Time Scale for Data Stream at the Start of Acquisition](image-url)

- Condition 1 Occurs
- Condition 2 Occurs
- Condition 3 Occurs
- a: n Samples
- b: m Samples
- c: m Samples
- Sample
When you apply the trigger flow to the scenario in the figure:

1. The Signal Tap logic analyzer does not write into the acquisition buffer until **Condition 1** occurs (sample \(a\)).
2. When **Condition 2** occurs (sample \(b\)), the logic analyzer evaluates the trigger value command, and continues to write into the buffer to finish the acquisition.
3. The trigger flow specifies a stop_store command at sample \(c\), which occurs \(m\) samples after the trigger point.
4. If the data acquisition finishes the post-fill acquisition samples before **Condition 3** occurs, the logic analyzer finishes the acquisition and displays the contents of the waveform. In this case, the capture ends if the post-fill count value is \(< m\).
5. If the post-fill count value in the Trigger Flow description 1 is \(> m\) samples, the buffer pauses acquisition indefinitely, provided there is no recurrence of Condition 1 to trigger the logic analyzer to start capturing data again.

The Signal Tap logic analyzer continues to evaluate the stop_store and start_store commands even after evaluating the trigger. If the acquisition paused, click **Stop Analysis** to manually stop and force the acquisition to trigger. You can use counter values, flags, and the State diagram to help you perform the trigger flow. The counter values, flags, and the current state update in real-time during a data acquisition.

### 2.4.4.10. Trigger Lock Mode

Trigger lock mode restricts changes to only the configuration settings that you specify as **Configurable at runtime**. The runtime configurable settings for the **Custom Trigger Flow** tab are on by default.

**Note:** You may get some performance advantages by disabling some of the runtime configurable options.

You can restrict changes to your Signal Tap configuration to include only the options that do not require a recompilation. Trigger lock-mode allows you to make changes that reflect immediately in the device.

1. On the **Setup** tab, point to **Lock mode** and select **Allow trigger condition changes only**.

**Figure 50.** Allow Trigger Conditions Change Only

2. Modify the Trigger Flow conditions.

### 2.4.5. Specifying Pipeline Settings

The **Pipeline factor** setting indicates the number of pipeline registers that the Intel Quartus Prime software can add to boost the \(f_{\text{MAX}}\) of the Signal Tap logic analyzer.
To specify the pipeline factor from the Signal Tap GUI:

- In the **Signal Configuration** pane, specify a **pipeline factor** ranging from 0 to 5. The default value is 0.

**Note:** Setting the pipeline factor does not guarantee an increase in $f_{\text{MAX}}$, as the pipeline registers may not be in the critical paths.

Alternatively, you can specify pipeline parameters as part of HDL instantiation, as **Creating a Signal Tap Instance by HDL Instantiation** on page 26 describes.

**Note:** The Signal Tap Intel FPGA IP is not optimized for the Intel Hyperflex™ architecture.

### 2.4.6. Filtering Relevant Samples

The Storage Qualifier feature allows you to filter out individual samples not relevant to debugging your design.

The Signal Tap logic analyzer offers a snapshot in time of the data that the acquisition buffers store. By default, the Signal Tap logic analyzer writes into acquisition memory with data samples on every clock cycle. With a non-segmented buffer, there is one data window that represents a comprehensive snapshot of the data stream. Conversely, segmented buffers use several smaller sampling windows spread out over more time, with each sampling window representing a contiguous data set.

With analysis using acquisition buffers you can capture most functional errors in a chosen signal set, provided adequate trigger conditions and a generous sample depth for the acquisition. However, each data window can have a considerable amount of unnecessary data; for example, long periods of idle signals between data bursts. The default behavior in the Signal Tap logic analyzer doesn't discard the redundant sample bits.

The Storage Qualifier feature allows you to establish a condition that acts as a write enable to the buffer during each clock cycle of data acquisition, thus allowing a more efficient use of acquisition memory over a longer period of analysis.

Because you can create a discontinuity between any two samples in the buffer, the Storage Qualifier feature is equivalent to creating a custom segmented buffer in which the number and size of segment boundaries are adjustable.

**Note:** You can only use the Storage Qualifier feature with a non-segmented buffer. The IP Catalog flow only supports the Input Port mode for the Storage Qualifier feature.
Figure 51. Data Acquisition Using Different Modes of Controlling the Acquisition Buffer

(1) Non-Segmented Buffer

<table>
<thead>
<tr>
<th>Trigger</th>
<th>Acquisition Buffer</th>
<th>Data Transaction Elapsed Time</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1 0 1 1 1 1 0 0 0 1</td>
<td></td>
</tr>
</tbody>
</table>

(2) Segmented Buffer

<table>
<thead>
<tr>
<th>Trigger</th>
<th>Trigger</th>
<th>Acquisition Buffer</th>
<th>Data Transaction Elapsed Time</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>0 1 1 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 1 0 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 0 1 1</td>
<td></td>
</tr>
</tbody>
</table>

(3) Non-Segmented Buffer with Storage Qualifier

<table>
<thead>
<tr>
<th>Trigger</th>
<th>Acquisition Buffer</th>
<th>Data Transaction Elapsed Time</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1 0 1 0 0 1 1 0 1</td>
<td></td>
</tr>
</tbody>
</table>

Notes to figure:
1. Non-segmented buffers capture a fixed sample window of contiguous data.
2. Segmented buffers divide the buffer into fixed sized segments, with each segment having an equal sample depth.
3. Storage Qualifier allows you to define a custom sampling window for each segment you create with a qualifying condition, thus potentially allowing a larger time scale of coverage.

There are six storage qualifier types available under the Storage Qualifier feature:
- **Continuous** (default) Turns the Storage Qualifier off.
- **Input port**
- **Transitional**
- **Conditional**
- **Start/Stop**
- **State-based**
Upon the start of an acquisition, the Signal Tap logic analyzer examines each clock cycle and writes the data into the buffer based upon the storage qualifier type and condition. Acquisition stops when a defined set of trigger conditions occur.

The Signal Tap logic analyzer evaluates trigger conditions independently of storage qualifier conditions.

### 2.4.6.1. Input Port Mode

When using the Input port mode, the Signal Tap logic analyzer takes any signal from your design as an input. During acquisition, if the signal is high on the clock edge, the Signal Tap logic analyzer stores the data in the buffer. If the signal is low on the clock edge, the logic analyzer ignores the data sample. If you don't specify an internal node, the logic analyzer creates and connects a pin to this input port.

When creating a Signal Tap logic analyzer instance with the Signal Tap logic analyzer GUI, specify the **Storage Qualifier** signal for the **Input port** field located on the **Setup** tab. You must specify this port for your project to compile.

When creating a Signal Tap logic analyzer instance through HDL instantiation, specify the **Storage Qualifier** parameter to include in the instantiation template. You can then connect this port to a signal in your RTL. If you enable the input port storage qualifier, the port accepts a signal and predicates when signals are recorded into the acquisition buffer before or after the specified trigger condition occurs. That is, the trigger you specify is responsible for triggering and moving the logic analyzer into the post-fill state. The input port storage qualifier signal you select controls the recording of samples.

The following example compares and contrasts two waveforms of the same data, one without storage qualifier enabled (**Continuous** means always record samples, effectively no storage qualifier), and the other with **Input Port** mode. The bottom signal in the waveform, `data_out[7]`, is the input port storage qualifier signal. The continuous mode waveform shows `01h, 07h, 0Ah, 0Bh, 0Ch, 0Dh, 0Eh, 0Fh, 10h` as the sequence of `data_out[7]` bus values where the storage qualifier signal is asserted. The lower waveform for input port storage qualifier shows how this same traffic pattern of the `data_out` bus is recorded when you enable the input port storage qualifier. Values recorded are a repeating sequence of the `01h, 07h, 0Ah, 0Bh, 0Ch, 0Dh, 0Eh, 0Fh, 10h` (same as **Continuous** mode).
Figure 53. Comparing Continuous and Input Port Capture Mode in Data Acquisition of a Recurring Data Pattern

- **Continuous** Mode:

- **Input Port** Storage Qualifier:

2.4.6.2. Transitional Mode

In **Transitional** mode, the logic analyzer monitors changes in a set of signals, and writes new data in the acquisition buffer only after detecting a change. You select the signals for monitoring using the check boxes in the **Storage Qualifier** column.

Figure 54. Transitional Storage Qualifier Setup

Figure 55. Comparing Continuous and Transitional Capture Mode in Data Acquisition of a Recurring Data Pattern

- **Continuous** mode:

- **Transitional** mode:
2.4.6.3. Conditional Mode

In **Conditional** mode, the Signal Tap logic analyzer determines whether to store a sample by evaluating a combinational function of predefined signals within the node list. The Signal Tap logic analyzer writes into the buffer during the clock cycles in which the condition you specify evaluates **TRUE**.

You can select either **Basic AND**, **Basic OR**, **Comparison**, or **Advanced** storage qualifier conditions. A **Basic AND** or **Basic OR** condition matches each signal to one of the following:

- Don’t Care
- Low
- High
- Falling Edge
- Rising Edge
- Either Edge

If you specify a **Basic AND** storage qualifier condition for more than one signal, the Signal Tap logic analyzer evaluates the logical AND of the conditions.

You can specify any other combinational or relational operators with the enabled signal set for storage qualification through advanced storage conditions.

You can define storage qualification conditions similar to the manner in which you define trigger conditions.

**Figure 56. Conditional Storage Qualifier Setup**

The figure details the conditional storage qualifier setup in the `.stp` file.

Signals not enabled for storage cannot be part of the Storage Qualifier condition.
Figure 57. **Comparing Continuous and Conditional Capture Mode in Data Acquisition of a Recurring Data Pattern**

The data pattern is the same in both cases.

- **Continuous** sampling capture mode:

  ![Continuous Sampling Capture Mode](image)

- **Conditional** sampling capture mode:

  ![Conditional Sampling Capture Mode](image)

**Related Information**

- [Basic Trigger Conditions](#) on page 37
- [Comparison Trigger Conditions](#) on page 38
- [Advanced Trigger Conditions](#) on page 41

### 2.4.6.4. Start/Stop Mode

The **Start/Stop** mode uses two sets of conditions, one to start data capture and one to stop data capture. If the start condition evaluates to TRUE, Signal Tap logic analyzer stores the buffer data every clock cycle until the stop condition evaluates to TRUE, which then pauses the data capture. The logic analyzer ignores additional start signals received after the data capture starts. If both start and stop evaluate to TRUE at the same time, the logic analyzer captures a single cycle.

**Note:** You can force a trigger by pressing the **Stop** button if the buffer fails to fill to completion due to a stop condition.

**Figure 58. Start/Stop Mode Storage Qualifier Setup**

![Start/Stop Mode Storage Qualifier Setup](image)
Figure 59. Comparing Continuous and Start/Stop Acquisition Modes for a Recurring Data Pattern

- **Continuous** Mode:

<table>
<thead>
<tr>
<th>Mode</th>
<th>Name</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td>START</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>STOP</td>
</tr>
</tbody>
</table>

- **Start/Stop** Storage Qualifier:

<table>
<thead>
<tr>
<th>Mode</th>
<th>Name</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td>START</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>STOP</td>
</tr>
</tbody>
</table>

2.4.6.5. State-Based Mode

The State-based storage qualification mode is part of the State-based triggering flow. The state based triggering flow evaluates a conditional language to define how the Signal Tap logic analyzer writes data into the buffer. With the State-based trigger flow, you have command over boolean and relational operators to guide the execution flow for the target acquisition buffer.

When you enable the storage qualifier feature for the State-based flow, two additional commands become available: `start_store` and `stop_store`. These commands are similar to the Start/Stop capture conditions. Upon the start of acquisition, the Signal Tap logic analyzer doesn't write data into the buffer until a `start_store` action is performed. The `stop_store` command pauses the acquisition. If both `start_store` and `stop_store` actions occur within the same clock cycle, the logic analyzer stores a single sample into the acquisition buffer.

**Related Information**
State-Based Triggering on page 52

2.4.6.6. Showing Data Discontinuities

When you turn on **Record data discontinuities**, the Signal Tap logic analyzer marks the samples during which the acquisition paused from a storage qualifier. This marker is displayed in the waveform viewer after acquisition completes.

2.4.6.7. Disable the Storage Qualifier

You can disable the storage qualifier with the **Disable Storage Qualifier** option, and then perform a continuous capture. The **Disable Storage Qualifier** option is run-time reconfigurable. Changing the storage qualifier mode from the **Type** field requires recompilation of the project.
2.5. Step 3: Compile the Design and Signal Tap Instances

After you configure one or more Signal Tap instances and define trigger conditions, you must compile your project that includes the Signal Tap logic analyzer, prior to device configuration.

When you define a Signal Tap instance in the logic analyzer GUI or with HDL instantiation, the Signal Tap logic analyzer instance becomes part of your design for compilation.

To run full compilation of the design that includes the Signal Tap logic analyzer instance:

- Click **Processing ➤ Start Compilation**

You can employ various techniques to preserve specific signals for debugging during compilation, and to reduce overall compilation time and iterations. Refer to the following sections for more details.

Preserving Signals for Monitoring on page 68
Timing Preservation on page 68
Prevent Changes Requiring Recompilation on page 69
Performance and Resource Considerations on page 69

2.5.1. Preserving Signals for Monitoring

The Compiler optimizes the RTL signals during synthesis and place-and-route. RTL signal names may not exist in the post-fit netlist after signal optimizations. For example, the compilation process can add tildes (~) to net names that fan-out from a node, making it difficult to identify which signal nets they actually represent.

The Intel Quartus Prime software provides the `keep` and `preserve` synthesis attributes that you can use to prevent the Compiler from performing optimizations on specific signals, allowing them to persist into the post-fit netlist for Signal Tap monitoring.

The optimization attributes are:

- **keep**—prevents removal of combinational signals during optimization.
- **preserve**—prevents removal of registers during optimization.

Preserving nodes is helpful when you plan to add groups of signals for the Nios II Intel FPGA IP using a plug-in. When debugging an encrypted IP core, such as the Nios II CPU, preserving nodes is essential to ensure that signals are available for debugging.

**Note:** Specifying the `keep` or `preserve` attribute can increase device resource utilization or decrease timing performance.

2.5.2. Timing Preservation

The Intel Quartus Prime Pro Edition software supports timing preservation for post-fit taps with the Rapid Recompile feature. Rapid Recompile automatically reuses verified portions of the design during recompliations, rather than reprocessing those portions.
Note: The Signal Tap Intel FPGA IP is not optimized for the Intel Hyperflex architecture. The following techniques can help you preserve timing in designs that include the Signal Tap logic analyzer:

- Avoid adding critical path signals to the .stp file.
- Minimize the number of combinational signals you add to the .stp file, and add registers whenever possible.
- Specify an fMAX constraint for each clock in the design.

Related Information
Timing Closure and Optimization
In Intel Quartus Prime Pro Edition User Guide: Design Optimization

2.5.3. Prevent Changes Requiring Recompilation

Making some types of changes to the Signal Tap configuration require recompilation to implement. To ensure that you make no changes to the Signal Tap configuration that require recompilation, select Allow trigger condition changes only for the Lock mode.

Figure 60. Allow Trigger Conditions Change Only

Related Information
Checking Recompilation Status on page 69

2.5.3.1. Checking Recompilation Status

To verify whether a change you made to the Signal Tap configuration requires recompiling the project, check the Signal Tap status display at the top of the Instance Manager pane, as Signal Tap Status Messages on page 74 describes.

Related Information
Prevent Changes Requiring Recompilation on page 69

2.5.4. Performance and Resource Considerations

When you perform logic analysis of your design, you can see the necessary trade-off between runtime flexibility, timing performance, and resource usage. The Signal Tap logic analyzer allows you to select runtime configurable parameters to balance the need for runtime flexibility, speed, and area.

The default values of the runtime configurable parameters provide maximum flexibility, so you can complete debugging as quickly as possible; however, you can adjust these settings to determine whether there is a more appropriate configuration.
for your design. Because performance results are design-dependent, try these options in different combinations until you achieve the desired balance between functionality, performance, and utilization.

2.5.4.1. Increasing Signal Tap Logic Performance

If Signal Tap logic is part of your critical path, follow these tips to speed up the performance of the Signal Tap logic:

- **Disable runtime configurable options**—runtime flexibility features expend some device resources. If you use Advanced Triggers or State-based triggering flow, disable runtime configurable parameters to a boost in \( f_{\text{MAX}} \) of the Signal Tap logic. If you use State-based triggering flow, disable the **Goto state destination** option and performing a recompilation before disabling the other runtime configurable options. The **Goto state destination** option has the greatest impact on \( f_{\text{MAX}} \), compared to the other runtime configurable options.

- **Minimize the number of signals that have Trigger Enable selected**—By default, Signal Tap logic analyzer enables the **Trigger Enable** option for all signals that you add to the .stp file. For signals that you do not plan to use as triggers, turn this option off.

- **Turn on Physical Synthesis for register retiming**—If many (more than the number of inputs that fit in a LAB) enabled triggering signals fan-in logic to a gate-based triggering condition (basic trigger condition or a logical reduction operator in the advanced trigger tab), turn on **Perform register retiming**. This can help balance combinational logic across LABs.

2.5.4.2. Reducing Signal Tap Device Resources

If your design has resource constraints, follow these tips to reduce the logic or memory the Signal Tap logic analyzer requires:

- **Disable runtime configurable options**—disabling runtime configurability for advanced trigger conditions or runtime configurable options in the State-based triggering flow results in fewer LEs.

- **Minimize the number of segments in the acquisition buffer**—you can reduce the logic resources that the Signal Tap logic analyzer requires if you limit the segments in your sampling buffer.

- **Disable the Data Enable for signals that you use only for triggering**—by default, the Signal Tap logic analyzer enables data enable options for all signals. Turning off the data enable option for signals you use only as trigger inputs saves memory resources.

2.6. Step 4: Program the Target Hardware

After you add the Signal Tap logic analyzer instance to your project and fully compile the design, you configure the FPGA target device with your design that includes the Signal Tap logic analyzer instance. You can also program multiple devices with different designs and simultaneously debug them.

When you debug a design with the Signal Tap logic analyzer, you can program a target device directly using the supported JTAG hardware from the Signal Tap window, without using the Intel Quartus Prime Programmer.
Related Information
- Managing Multiple Signal Tap Configurations on page 81

2.6.1. Ensure Compatibility Between .stp and .sof Files

The .stp file is compatible with a .sof file if the logic analyzer instance parameters, such as the size of the capture buffer and the monitoring and triggering signals, match the programming settings for the target device. If the files are not compatible, you can still program the device, but you cannot run or control the logic analyzer from the Signal Tap logic analyzer GUI.

- To ensure programming compatibility, program the FPGA device with the he most recent .sof file.

Note: When the Signal Tap logic analyzer detects incompatibility after the analysis starts, the Intel Quartus Prime software generates a system error message containing two CRC values: the expected value and the value retrieved from the .stp instance on the device. The CRC value comes from all Signal Tap settings that affect the compilation.

2.7. Step 5: Run the Signal Tap Logic Analyzer

Debugging signals with the Signal Tap logic analyzer GUI is similar to debugging with an external logic analyzer. During normal device operation, you control the logic analyzer through the JTAG connection, specifying the start time for trigger conditions to begin capturing data.

1. You first select the Signal Tap instance, and then initialize the logic analyzer for that instance by clicking Processing ➤ Run Analysis in the Signal Tap logic analyzer GUI.

Figure 61. Starting Signal Tap Analysis

2. When a trigger event occurs, the logic analyzer stores the captured data in the FPGA device's memory buffer, and then transfers this data to the Signal Tap logic analyzer GUI over the JTAG connection. You can perform the equivalent of a force trigger instruction that allows you to view the captured data currently in the buffer without a trigger event occurring.
You can also use In-System Sources and Probes in conjunction with the Signal Tap logic analyzer to force trigger conditions. The In-System Sources and Probes feature allows you to drive and sample values on to selected signals over the JTAG chain.

### 2.7.1. Runtime Reconfigurable Options

When you use Runtime Trigger mode, you can change certain settings in the .stp without requiring recompilation of the design.

#### Table 15. Runtime Reconfigurable Features

<table>
<thead>
<tr>
<th>Runtime Reconfigurable Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Basic Trigger Conditions and Basic Storage Qualifier Conditions</td>
<td>Change without recompiling all signals that have the Trigger condition turned on to any basic trigger condition value</td>
</tr>
<tr>
<td>Comparison Trigger Conditions and Comparison Storage Qualifier Conditions</td>
<td>All the comparison operands, the comparison numeric values, and the interval bound values are runtime-configurable. You can also switch from Comparison to Basic OR trigger at runtime without recompiling.</td>
</tr>
<tr>
<td>Advanced Trigger Conditions and Advanced Storage Qualifier Conditions</td>
<td>Many operators include runtime configurable settings. For example, all comparison operators are runtime-configurable. Configurable settings appear with a white background in the block representation. This runtime reconfigurable option is turned on in the Object Properties dialog box.</td>
</tr>
<tr>
<td>Switching between a storage-qualified and a continuous acquisition</td>
<td>Within any storage-qualified mode, you can switch to continuous capture mode without recompiling the design. To enable this feature, turn on disable storage qualifier.</td>
</tr>
<tr>
<td>State-based trigger flow parameters</td>
<td>Refer to Runtime Reconfigurable Settings, State-Based Triggering Flow</td>
</tr>
</tbody>
</table>
Runtime Reconfigurable options can save time during the debugging cycle by allowing you to cover a wider possible range of events, without requiring design recompilation. You may experience a slight impact to the performance and logic utilization. You can turn off runtime re-configurability for advanced trigger conditions and the state-based trigger flow parameters, boosting performance and decreasing area utilization.

To configure the .stp file to prevent changes that normally require recompilation in the **Setup** tab, select **Allow Trigger Condition changes only** above the node list.

This example illustrates a potential use case for Runtime Reconfigurable features, by providing a storage qualified enabled State-based trigger flow description, and showing how to modify the size of a capture window at runtime without a recompile. This example gives you equivalent functionality to a segmented buffer with a single trigger condition where the segment sizes are runtime reconfigurable.

```
state ST1:
if ( condition1 && (c1 <= m) ) // each "segment" triggers on condition
   begin                     // 1
      start_store;           // m = number of total "segments"
      increment c1;
      goto ST2;
   End
else (c1 > m )           // This else condition handles the last
   begin                   // segment.
      start_store
      Trigger (n-1)
   end

state ST2:
if ( c2 >= n)              //n = number of samples to capture in each
   begin                   //segment.
      reset c2;
      stop_store;
      goto ST1;
   end
else (c2 < n)
   begin
      increment c2;
      goto ST2;
   end
```

**Note:** 

$m \times n$ must equal the sample depth to efficiently use the space in the sample buffer.

The next figure shows the segmented buffer that the trigger flow example describes.

**Figure 63.** Segmented Buffer Created with Storage Qualifier and State-Based Trigger

Total sample depth is fixed, where $m \times n$ must equal sample depth.

During runtime, you can modify the values $m$ and $n$. Changing the $m$ and $n$ values in the trigger flow description adjust the segment boundaries without recompiling.

You can add states into the trigger flow description and selectively mask out specific states and enable other ones at runtime with status flags.
This example is like the previous example with an additional state inserted. You use this extra state to specify a different trigger condition that does not use the storage qualifier feature. You insert status flags into the conditional statements to control the execution of the trigger flow.

```plaintext
state ST1 :
  if (condition2 && f1)               // additional state added for a non-
    begin                             // acquisition set f1 to enable state
      start_store;
      trigger
    end
  else if (! f1)
    goto ST2;

state ST2:
  if ( (condition1 && (c1 <= m)  && f2) // f2 status flag used to mask state.
    Set f2
    begin
      start_store;
      increment c1;
      goto ST3:
    end
  else (c1 > m)
    start_store
    Trigger (n-1)
    end
state ST3:
  if ( c2 >= n)
    begin
      reset c2;
      stop_store;
      goto ST1;
    end
  else (c2 < n)
    begin
      increment c2;
      goto ST2;
    end
```

2.7.2. Signal Tap Status Messages

The following table describes the text messages that might appear in the Signal Tap Status Indicator in the Instance Manager pane before, during, or after data acquisition. These messages allow you to monitor the state of the logic analyzer and identify the operation that the logic analyzer is performing.

Table 16. Messages in the Signal Tap Status Indicator

<table>
<thead>
<tr>
<th>Message</th>
<th>Message Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not running</td>
<td>The Signal Tap logic analyzer is not running. This message appears when there is no connection to a device, or the device is not configured.</td>
</tr>
<tr>
<td>(Power-Up Trigger) Waiting for clock (1)</td>
<td>The Signal Tap logic analyzer is performing a Runtime or Power-Up Trigger acquisition and is waiting for the clock signal to transition.</td>
</tr>
<tr>
<td>Acquiring (Power-Up) pre-trigger data (1)</td>
<td>The trigger condition is not yet evaluated. If the acquisition mode is non-segmented buffer, and the storage qualifier type is continuous, the Signal Tap logic analyzer collects a full buffer of data.</td>
</tr>
</tbody>
</table>

continued...
Trigger In conditions met

Trigger In conditions are met. The Signal Tap logic analyzer is waiting for the first trigger condition to occur. This message only appears when a Trigger In condition exists.

Waiting for (Power-up) trigger (1)

The Signal Tap logic analyzer is waiting for the trigger event to occur.

Trigger level <x> met

Trigger condition x occurred. The Signal Tap logic analyzer is waiting for condition x + 1 to occur.

Acquiring (power-up) post-trigger data (1)

The entire trigger event occurred. The Signal Tap logic analyzer is acquiring the post-trigger data. You define the amount of post-trigger data to collect (between 12%, 50%, and 88%) when you select the non-segmented buffer acquisition mode.

Offload acquired (Power-Up) data (1)

The JTAG chain is transmitting data to the Intel Quartus Prime software.

Ready to acquire

The Signal Tap logic analyzer is waiting for you to initialize the analyzer.

Note: In segmented acquisition mode, pre-trigger and post-trigger do not apply.

2.8. Step 6: Analyze Signal Tap Captured Data

The Signal Tap logic analyzer GUI allows you to examine the data that you capture manually or with a trigger. In the Data view, you can isolate the data of interest with the drag-to-zoom feature, enabled with a left-click. You can save the data for later analysis, or convert the data to other formats for sharing and further study.

- To simplify reading and interpreting the signal data you capture, set up mnemonic tables, either manually or with a plug-in.
- To speed up debugging, use the Locate feature in the Signal Tap node list to find the locations of problem nodes in other tools in the Intel Quartus Prime software.

The following topics describe viewing, saving, and exporting Signal Tap analysis captured data:

- Viewing Capture Data Using Segmented Buffers on page 75
- Viewing Data with Different Acquisition Modes on page 77
- Creating Mnemonics for Bit Patterns on page 78
- Locating a Node in the Design on page 79
- Saving Captured Signal Tap Data on page 79
- Exporting Captured Signal Tap Data on page 80
- Creating a Signal Tap List File on page 80

2.8.1. Viewing Capture Data Using Segmented Buffers

Segmented Acquisition buffers can perform captures with separate trigger conditions for each acquisition segment. These buffers allow you to capture recurring events or sequences of events that span over a long period.
Each acquisition segment acts as a non-segmented buffer, continuously capturing data after activation. When you run analyses with segmented buffers, the Signal Tap logic analyzer captures back-to-back data for each acquisition segment within the data buffer. You define the trigger flow, or the type and order in which the trigger conditions evaluate for each buffer, either in the Sequential trigger flow control or in the Custom State-based trigger flow control.

The following figure shows a segmented acquisition buffer with four segments represented as four separate non-segmented buffers.

**Figure 64. Segmented Acquisition Buffer**

When the Signal Tap logic analyzer finishes an acquisition with a segment and advances to the next segment to start a new acquisition. The data capture that appears in the waveform viewer depends on when a trigger condition occurs. The figure illustrates the data capture method. The Trigger markers—Trigger 1, Trigger 2, Trigger 3 and Trigger 4—refer to the evaluation of the `segment_trigger` and `trigger` commands in the Custom State-based trigger flow. In sequential flows, the Trigger markers refer to trigger conditions that you specify within the Setup tab.

If the Segment 1 Buffer is the active segment and Trigger 1 occurs, the Signal Tap logic analyzer starts evaluating Trigger 2 immediately. Data Acquisition for Segment 2 buffer starts when either Segment Buffer 1 finishes its post-fill count, or when Trigger 2 evaluates as `TRUE`, whichever condition occurs first. Thus, trigger conditions associated with the next buffer in the data capture sequence can preempt the post-fill count of the current active buffer. This allows the Signal Tap logic analyzer to accurately capture all the trigger conditions that occurred. Unused samples appear as a blank space in the waveform viewer.

**Figure 65. Segmented Capture with Preemption of Acquisition Segments**

The figure shows a capture using sequential flow control with the trigger condition for each segment specified as Don’t Care.

Each segment before the last captures only one sample, because the next trigger condition immediately preempts capture of the current buffer. The trigger position for all segments is specified as pre-trigger (10% of the data is before the trigger condition and 90% of the data is after the trigger position). Because the last segment starts immediately with the trigger condition, the segment contains only post-trigger data. The three empty samples in the last segment are left over from the pre-trigger samples that the Signal Tap logic analyzer allocated to the buffer.
For the sequential trigger flow, the **Trigger Position** option applies to every segment in the buffer. A custom state-based trigger flow provides maximum flexibility defining the trigger position. By adjusting the trigger position specific to the debugging requirements, you can help maximize the use of the allocated buffer space.

**Related Information**
- Segmented Buffer on page 33

### 2.8.2. Viewing Data with Different Acquisition Modes

Different acquisition modes capture different amounts of data immediately after running the Signal Tap logic analyzer and before any trigger conditions occur.

**Non-Segmented Buffers in Continuous Mode**

In configurations with non-segmented buffers running in continuous mode, the buffer must be full with sampled data before evaluating any trigger condition. Only after the buffer is full, the Signal Tap logic analyzer starts retrieving data through the JTAG connection and evaluates the trigger condition.

If you click the **Stop Analysis** button, Signal Tap prevents the buffer from dumping during the first acquisition prior to a trigger condition.

**Buffers with Storage Qualification**

For buffers using a storage qualification mode, the Signal Tap logic analyzer immediately evaluates all trigger conditions while writing samples into the acquisition memory. This evaluation is especially important when using any storage qualification on the data set. The logic analyzer may miss a trigger condition if it waits to capture a full buffer's worth of data before evaluating any trigger conditions.

If a trigger activates before the specified amount of pre-trigger data has occurred, the Signal Tap logic analyzer begins filling memory with post-trigger data, regardless of the amount of pre-trigger data you specify. For example, if you set the trigger position to 50% and set the logic analyzer to trigger on a processor reset, start the logic analyzer, and then power on the target system, the trigger activates. However, the logic analyzer memory contains only post-trigger data, and not any pre-trigger data, because the trigger event has higher precedence than the capture of pre-trigger data.

#### 2.8.2.1. Continuous Mode and a Storage Qualifier Examples

The following show the capture differences between a non-segmented buffer in continuous mode and a non-segmented buffer using a storage qualifier. The configuration of the logic analyzer waveforms is a base trigger condition, sample depth of 64 bits, and **Post trigger position**.

**Figure 66.** Signal Tap Logic Analyzer Continuous Data Capture
In the continuous data capture, Trig1 occurs several times in the data buffer before the Signal Tap logic analyzer trigger activates. The buffer must be full before the logic analyzer evaluates any trigger condition. After the trigger condition occurs, the logic analyzer continues acquisition for eight additional samples (12% of the buffer, as defined by the "post-trigger" position).

Figure 67. Signal Tap Logic Analyzer Conditional Data Capture

Note to figure:
1. Conditional capture, storage always enabled, post-fill count.
2. The Signal Tap logic analyzer capture of a recurring pattern using a non-segmented buffer in conditional mode. The configuration of the logic analyzer is a basic trigger condition "Trig1" and sample depth of 64 bits. The Trigger in condition is Don't care, so the buffer captures all samples.

In conditional capture the logic analyzer triggers immediately. As in continuous capture, the logic analyzer completes the acquisition with eight samples, or 12% of 64, the sample capacity of the acquisition buffer.

2.8.3. Creating Mnemonics for Bit Patterns

A mnemonic table allows you to assign a meaningful name to a set of bit patterns, such as a bus. To create a mnemonic table:

1. Right-click the Setup or Data tab of a Signal Tap instance, and click Mnemonic Table Setup.
2. Create a mnemonic table by entering sets of bit patterns and specifying a label to represent each pattern.
3. Assign the table to a group of signals by right-clicking the group, clicking Bus Display Format, and selecting the mnemonic table.
4. On the Setup tab, you can create basic triggers with meaningful names by right-clicking an entry in the Trigger Conditions column and selecting a label from the table you assigned to the signal group.

On the Data tab, if data captured matches a bit pattern contained in an assigned mnemonic table, the Signal Tap GUI replaces the signal group data with the appropriate label, simplifying the visual inspection of expected data patterns.

2.8.3.1. Adding Mnemonics with a Plug-In

When you use a plug-in to add signals to an .stp, mnemonic tables for the added signals are automatically created and assigned to the signals defined in the plug-in. To enable these mnemonic tables manually, right-click the name of the signal or signal group. On the Bus Display Format shortcut menu, then click the name of the mnemonic table that matches the plug-in.
As an example, the Nios II plug-in helps you to monitor signal activity for your design as the code is executed. If you set up the logic analyzer to trigger on a function name in your Nios II code based on data from an `.elf`, you can see the function name in the **Instance Address** signal group at the trigger sample, along with the corresponding disassembled code in the **Disassembly** signal group, as shown in Figure 13–52. Captured data samples around the trigger are referenced as offset addresses from the trigger function name.

**Figure 68. Data Tab when the Nios II Plug-In is Used**

2.8.4. Locating a Node in the Design

When you find the source of an error in your design using the Signal Tap logic analyzer, you can use the node locate feature to locate that signal in various Intel Quartus Prime design visualization tools, as well as in the design file. Locating the node allows you to visualize the source of the problem quickly and correct the issue.

To locate a signal from the Signal Tap logic analyzer, right-click the signal in the `.stp`, and click **Locate in ➤ <tool name>**.

You can locate a signal from the node list with the following tools:

- Assignment Editor
- Pin Planner
- Timing Closure Floorplan
- Chip Planner
- Resource Property Editor
- Technology Map Viewer
- RTL Viewer
- Design File

2.8.5. Saving Captured Signal Tap Data

When you save a data capture, the Signal Tap logic analyzer stores this data in the active `.stp` file, and the **Data Log** adds the capture as a log entry under the current configuration.

When you set Signal Tap analysis to **Auto-run mode**, the logic analyzer creates a separate entry in the **Data Log** to store the data captured each time the trigger occurs. This preservation allows you to review the captured data for each trigger event.

The default name for a log derives from the time stamp when the logic analyzer acquires the data. As a best practice, rename the data log with a more meaningful name.
The organization of logs is hierarchical; the logic analyzer groups similar logs of captured data in trigger sets.

**Related Information**

Data Log Pane on page 81

### 2.8.6. Exporting Captured Signal Tap Data

You can export captured data to the following file formats, for use with other EDA simulation tools:

- Comma Separated Values File (.csv)
- Table File (.tbl)
- Value Change Dump File (.vcd)
- Vector Waveform File (.vwf)
- Graphics format files (.jpg, .bmp)

To export the captured data from Signal Tap logic analyzer, click **File ➤ Export**, and then specify the **File Name**, **Export Format**, and **Clock Period**.

### 2.8.7. Creating a Signal Tap List File

You can generate a Signal Tap list file that contains all the data the logic analyzer captures for a trigger event, in text format.

The Signal Tap list file is especially useful when combined with a plug-in that includes instruction code disassembly. You can view the order of instruction code execution during the same time period of the trigger event.

To create a Signal Tap, click **File ➤ Create/Update ➤ Create Signal Tap List File**.

Each row of the list file corresponds to one captured sample in the buffer. Columns correspond to the value of each of the captured signals or signal groups for that sample. If you defined a mnemonic table for the captured data, a matching entry from the table replaces the numerical values in the list.

**Related Information**

Adding Nios II Processor Signals with a Plug-In on page 36
2.9. Other Signal Tap Debugging Flows

Refer to the following information about more advanced (non-standard) Signal Tap debugging flows and alternative methods.

2.9.1. Managing Multiple Signal Tap Configurations

You can debug different blocks in your design by grouping related monitoring signals. Similarly, you can use a group of signals to define multiple trigger conditions. Each combination of signals, capture settings, and trigger conditions determines a debug configuration, and one configuration can have zero or more associated data logs.

You can save each debug configuration as a different .stp file. Alternatively, you can embed multiple configurations within the same .stp file, and use the Data Log to view and manage each debug configuration.

Note: Each .stp pertains to a specific programming (.sof) file. To function correctly, the settings in the .stp file you use at runtime must match the Signal Tap specifications in the .sof file that you use to program the device.

Related Information
Ensure Compatibility Between .stp and .sof Files on page 71

2.9.1.1. Data Log Pane

The Data Log pane displays all Signal Tap configurations and data capture results that a single .stp file stores.

• To save the current configuration or capture in the Data Log—and .stp file, click Edit ➤ Save to Data Log.

• To generate a log entry after every data capture, click Edit ➤ Enable Data Log. Alternatively, check the box at the top of the Data Log pane.

The Data Log displays its contents in a tree hierarchy. The active items display a different icon.

Table 17. Data Log Items

<table>
<thead>
<tr>
<th>Item</th>
<th>Icon</th>
<th>Contains one or more</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>Instance</td>
<td><img src="image" alt="icon" /></td>
<td><img src="image" alt="icon" /></td>
<td>Signal Set</td>
</tr>
<tr>
<td>Signal Set</td>
<td><img src="image" alt="icon" /></td>
<td><img src="image" alt="icon" /></td>
<td>Trigger</td>
</tr>
<tr>
<td></td>
<td><img src="image" alt="icon" /></td>
<td><img src="image" alt="icon" /></td>
<td>The Signal Set changes whenever you add a new signal to Signal Tap. After a change in the Signal Set, you need to recompile.</td>
</tr>
<tr>
<td>Trigger</td>
<td><img src="image" alt="icon" /></td>
<td><img src="image" alt="icon" /></td>
<td>Capture Log</td>
</tr>
<tr>
<td></td>
<td><img src="image" alt="icon" /></td>
<td><img src="image" alt="icon" /></td>
<td>A trigger changes when you change any trigger condition. These changes do not require recompilation.</td>
</tr>
<tr>
<td>Capture Log</td>
<td><img src="image" alt="icon" /></td>
<td><img src="image" alt="icon" /></td>
<td></td>
</tr>
</tbody>
</table>

Send Feedback
The name on each entry displays the wall-clock time when the Signal Tap logic analyzer triggers, and the time elapsed from start acquisition to trigger activation. You can rename entries.

To switch between configurations, double-click an entry in the **Data Log**. As a result, the **Setup** tab updates to display the active signal list and trigger conditions.

**Figure 69. Simple Data Log**

In this example, the **Data Log** displays one instance with three signal set configurations.

**2.9.1.2. SOF Manager**

The SOF Manager is in the **JTAG Chain Configuration** pane.

With the SOF Manager you can attach multiple `.sof` files to a single `.stp` file. This attachment allows you to move the `.stp` file to a different location, either on the same computer or across a network, without including the attached `.sof` separately.

To attach a new `.sof` in the `.stp` file, click the **Attach SOF File** icon.

**Figure 70. SOF Manager**

As you switch between configurations in the **Data Log**, you can extract the `.sof` that is compatible with that configuration.

To download the new `.sof` to the FPGA, click the **Program Device** icon in the SOF Manager, after ensuring that the configuration of your `.stp` matches the design programmed into the target device.

**Related Information**

**Data Log Pane** on page 81
2.9.2. Debugging Partial Reconfiguration Designs with Signal Tap

You can debug a Partial Reconfiguration (PR) design with the Signal Tap logic analyzer. The Signal Tap logic analyzer supports data acquisition in the static and PR regions. You can debug multiple personas present in a PR region and multiple PR regions.

For examples on debugging PR designs targeting specific devices, refer to AN 841: Signal Tap Tutorial for Intel Stratix® 10 Partial Reconfiguration Design or AN 845: Signal Tap Tutorial for Intel Arria® 10 Partial Reconfiguration Design.

Related Information
• AN 841: Signal Tap Tutorial for Intel Stratix 10 Partial Reconfiguration Design
• AN 845: Signal Tap Tutorial for Intel Arria 10 Partial Reconfiguration Design

2.9.2.1. Signal Tap Guidelines for PR Designs

Follow these guidelines to obtain the best results when debugging PR designs with the Signal Tap logic analyzer:

• Include one .stp file per project revision.
• Tap pre-synthesis nodes only. In the Node Finder, filter by Signal Tap: pre-synthesis.
• Do not tap nodes in the default persona (the personas you use in the base revision compile). Create a new PR implementation revision that instantiates the default persona, and tap nodes in the new revision.
• Store all the tapped nodes from a PR persona in one .stp file, to enable debugging the entire persona using only one Signal Tap window.
• Do not tap across PR regions, or from a static region to a PR region in the same .stp file.
• Each Signal Tap window opens only one .stp file. Therefore, to debug more than one partition simultaneously, you must use stand-alone Signal Tap from the command-line.

2.9.2.2. PR Design Setup for Signal Tap Debug

Figure 71. Setting Up PR Design for Debug with Signal Tap
To debug a PR design you must instantiate SLD JTAG bridges when generating the base revision, and then define debug components for all PR personas. Optionally, you can specify signals to tap in the static region. After configuring all the PR personas in the design, you can continue the PR design flow.

Related Information
- Debug Fabric for Partial Reconfiguration Designs on page 19

2.9.2.2.1. Preparing the Static Region for Signal Tap Debugging

To debug the static region in your PR design:
1. Tap nodes in the static region exclusively.
2. Save the .stp file with a name that identifies the file with the static region.
3. Enable Signal Tap in your project, and include the .stp file in the base revision.

Note: Do not tap signals in the default PR personas.

2.9.2.2.2. Preparing the Base Revision for Signal Tap Debugging

In the base revision, for each PR region that you want to debug in the design:
1. Instantiate the SLD JTAG Bridge Agent Intel FPGA IP in the static region.
2. Instantiate the SLD JTAG Bridge Host Intel FPGA IP in the PR region of the default persona.

You can use the IP Catalog or Platform Designer to instantiate SLD JTAG Bridge components.

Related Information
- Instantiating the SLD JTAG Bridge Agent on page 17
- Instantiating the SLD JTAG Bridge Host on page 18

2.9.2.2.3. Preparing PR Personas for Signal Tap Debugging

Before you create revisions for personas in your design, you must instantiate debug IP components and tap signals.

For each PR persona that you want to debug:
1. Instantiate the SLD JTAG bridge host Intel FPGA IP in the PR persona.
2. Tap pre-synthesis nodes in the PR persona only.
3. Save in a new .stp file with a name that identifies the persona.
4. Use the new .stp file in the implementation revision.

If you do not want to debug a particular persona, drive the tdo output signal to 0.

2.9.2.3. Performing Data Acquisition in a PR design

After generating the .sof and .rbf files for the revisions you want to debug, you are ready to program your device and debug with the Signal Tap logic analyzer.
To perform data acquisition:

1. Program the base image into your device.
2. Partially reconfigure the device with the persona that you want to debug.
3. Open the Signal Tap logic analyzer by clicking **Tools ➤ Signal Tap logic analyzer** in the Intel Quartus Prime software.
   The logic analyzer opens and loads the .stp file set in the current active revision.
4. To debug other regions in your design, open new Signal Tap windows by opening the other region's .stp file from the Intel Quartus Prime main window. Alternatively, use the command-line:
   ```
quartus_stpw <stp_file_other_region.stp>
```
5. Debug your design with Signal Tap.

To debug another revision, you must partially reconfigure your design with the corresponding .rbf file.

### 2.9.3. Debugging Block-Based Designs with Signal Tap

The Intel Quartus Prime Pro Edition software supports verification of block-based design flows with the Signal Tap logic analyzer.

Verifying a block-based design requires planning to ensure visibility of logic inside partitions and communication with the Signal Tap logic analyzer. The preparation steps depend on whether you are reusing a core partition or a root partition.


**Related Information**

Intel Quartus Prime Pro Edition User Guide: Block-Based Design

### 2.9.3.1. Signal Tap Debugging with a Core Partition

To perform Signal Tap debugging in a core design partition that you reuse from another project, you identify the signals of interest, and then make those signals visible to a Signal Tap logic analyzer instance. The Intel Quartus Prime software supports two methods to make the reused core partition signals visible for Signal Tap monitoring: by creating partition boundary ports, or by Signal Tap HDL instantiation.
2.9.3.1.1. Partition Boundary Ports Method

Partition boundary ports expose core partition nodes to the top-level partition. Boundary ports simplify the management of hierarchical blocks by tunneling through layers of logic without making RTL changes. The partition boundary ports method includes these high-level steps:

1. In the project that exports the partition, define boundary ports for all potential Signal Tap nodes in the core partition. Define partition boundary ports with the Create Partition Boundary Ports assignment in the Assignment Editor. When you assign a bus, the assignment applies to the root name of the debug port, with each bit enumerated.

2. In the project that exports the partition, create a black box file that includes the partition boundary ports, to allows tapping these ports as pre-synthesis or post-fit nodes in another project.

3. In the project that reuses the partition, run Analysis & Synthesis on the reused partition. All valid ports with the Create Partition Boundary Ports become visible in the project. After synthesis you can verify the partition boundary ports in the Create Partition Boundary Ports report in the In-System Debugging folder under Synthesis reports.

4. Tap the partition boundary ports to connect to a Signal Tap instance in the top-level partition. You can also tap logic from the top-level partition to this Signal Tap instance. When using this method, the project requires only one Signal Tap instance to debug both the top-level and the reused core partition.

The following procedures explain these steps in more detail.

2.9.3.1.2. Debug a Core Partition through Partition Boundary Ports

To use Signal Tap to debug a design that includes a core partition exported with partition boundary ports from another project, follow these steps:
1. Add to your project the black-box file that you create in Export a Core Partition with Partition Boundary Ports on page 87.

2. To run synthesis, double-click Analysis & Synthesis on the Compilation Dashboard.

3. Define a Signal Tap instance with the Signal Tap GUI, or by instantiating a Signal Tap HDL instance in the top level root partition, as Step 1: Add the Signal Tap Logic Analyzer to the Project on page 25 describes.

4. Connect the partition boundary ports of the reused core partition to the HDL instance, or add post-synthesis or post-fit nodes to the Signal Configuration tab in the Signal Tap logic analyzer GUI.

5. To create a design partition, click Assignments ➤ Design Partitions Window. Define a partition and assign the exported partition .qdb file as the Partition Database File option.

6. Compile the design, including all partitions and the Signal Tap instance.

7. Program the Intel FPGA device with the design and Signal Tap instances.

8. Perform data acquisition with the Signal Tap logic analyzer GUI.

2.9.3.1.3. Export a Core Partition with Partition Boundary Ports

To export a core partition with partition boundary ports for reuse and Signal Tap debugging in another project, follow these steps:

1. To run synthesis, double-click Analysis & Synthesis on the Compilation Dashboard.

2. Define a design partition for reuse that contains only core logic. Click Assignments ➤ Design Partitions Window to define the partition.

3. To create partition boundary ports for the core partition, specify the Create Partition Boundary Ports assignment in the Assignment Editor for partition ports.

4. Click Project ➤ Export Design Partition. By default, the .qdb file you export includes any Signal Tap HDL instances for the partition.

5. Compile the design and Signal Tap instance.

6. Create a black box file that defines only the port and module or entity definitions, without any logic.

7. Manually copy the exported partition .qdb file and any black box file to the other project.

Optionally, you can verify signals in the root and core partitions in the Developer project with the Signal Tap logic analyzer.

2.9.3.1.4. Signal Tap HDL Instance Method

To use the Signal Tap HDL instance method you create a Signal Tap HDL instance in the reusable core partition, and then connect the signals of interest to that instance. The Compiler ensures top-level visibility of Signal Tap instances inside partitions. Since the root partition and the core partition have separated HDL instances, the Signal Tap files are also separate.

When you reuse the partition in another project, you must generate one Signal Tap file in the target project for each HDL instance present in the reused partition.
Debug a Core Partition Exported with Signal Tap HDL Instances

To use Signal Tap to debug a design that includes a core partition exported with Signal Tap HDL instances, follow these steps:

1. Add to your project the black-box file that you create in Export a Core Partition with Signal Tap HDL Instances on page 88.
2. To create a design partition, click Assignments ➤ Design Partitions Window. Define a partition and assign the exported partition .qdb file as the Partition Database File option.
3. Create a Signal Tap file for the top-level partition as Step 1: Add the Signal Tap Logic Analyzer to the Project on page 25 describes.
4. Compile the design and Signal Tap instances.
5. Generate a Signal Tap file for the reused Core Partition with the File ➤ Create/Update ➤ Create Signal Tap File from Design Instance command.
6. Program the Intel FPGA device with the design and Signal Tap instances.
7. Perform hardware verification of top-level partition with the Signal Tap instance defined in Step 3.
8. Perform hardware verification of the Reused Core Partition with the Signal Tap instance defined in Step 5.

2.9.3.1.5. Export a Core Partition with Signal Tap HDL Instances

To export a core partition with Signal Tap HDL instances for reuse and eventual Signal Tap debugging in another project, follow these steps:

1. To run synthesis, double-click Analysis & Synthesis on the Compilation Dashboard.
2. Define a design partition for reuse that contains only core logic. Click Assignments ➤ Design Partitions Window to define the partition.
3. Add a Signal Tap HDL instance to the core partition, connecting it to nodes of interest.
4. Click Project ➤ Export Design Partition. By default, the .qdb file you export includes any Signal Tap HDL instances for the partition.
5. Create a black box file that defines only the port and module or entity definitions, without any logic.
6. Manually copy the exported partition .qdb file and any black box file to the other project.

2.9.3.1.6. Debug a Core Partition Exported with Signal Tap HDL Instances

To use Signal Tap to debug a design that includes a core partition exported with Signal Tap HDL instances, follow these steps:
1. Add to your project the black-box file that you create in Export a Core Partition with Signal Tap HDL Instances on page 88.

2. To create a design partition, click Assignments ➤ Design Partitions Window. Define a partition and assign the exported partition .qdb file as the Partition Database File option.

3. Create a Signal Tap file for the top-level partition as Step 1: Add the Signal Tap Logic Analyzer to the Project on page 25 describes.

4. Compile the design and Signal Tap instances.

5. Generate a Signal Tap file for the reused Core Partition with the File ➤ Create/Update ➤ Create Signal Tap File from Design Instance command.

6. Program the Intel FPGA device with the design and Signal Tap instances.

7. Perform hardware verification of top-level partition with the Signal Tap instance defined in Step 3.

8. Perform hardware verification of the Reused Core Partition with the Signal Tap instance defined in Step 5.

### 2.9.3.2. Signal Tap Debugging with a Root Partition

In a project that reuses a root partition, you enable debugging of the root partition and the core partition independently, with separate Signal Tap instances in each partition. In the project that exports the partition, you add the Signal Tap instance to the root partition. Additionally, you extend the debug fabric into the reserved core partition with a debug bridge. This bridge allows subsequent instantiation of Signal Tap when reusing the partition in another project.

You implement the debug bridge with the SLD JTAG Bridge Agent Intel FPGA IP and SLD JTAG Bridge Host Intel FPGA IP pair for each reserved core boundary in the design. You instantiate the SLD JTAG Bridge Agent IP in the root partition, and the SLD JTAG Bridge Host IP in the core partition.

**Figure 73.** Debug Setup with Reused Root Partition

For details about the debug bridge, refer to the SLD JTAG Bridge in the System Debugging Tools Overview chapter.
2.9.3.2.1. Export the Root Partition with SLD JTAG Bridge

To export a reusable root partition with SLD JTAG Bridge that allows debugging of core partitions in another project, follow these steps.

1. Create a reserved core partition and define a Logic Lock region.
2. Generate and instantiate SLD JTAG Bridge Agent in the root partition.
   The combination of agent and host allows debugging the reserved core partition in Consumer projects.
3. Generate and instantiate the SLD JTAG Bridge Host in the reserved core partition.
4. Add a Signal Tap instance to the root partition, as Step 1: Add the Signal Tap Logic Analyzer to the Project on page 25 describes.
5. In the Signal Tap instance, specify the signals for monitoring. This action allows debugging the root partition in the Developer and Consumer projects.
6. Compile the design and Signal Tap instance.
7. Click Project ➤ Export Design Partition. By default, the .qdb file you export includes any Signal Tap HDL instances for the partition.
8. Manually copy files to the project that reuses the root partition:
   — In designs targeting the Intel Arria 10 device family, copy .qdb and .sdc files.
   — In designs targeting the Intel Stratix 10 device family copy the .qdb file.
   In designs with multiple child partitions, you must provide the hierarchy path and the associated index of the JTAG Bridge Instance Agents in the design to the Consumer.

2.9.3.2.2. Debugging an Exported Root Partition and Core Partition Simultaneously using the SLD JTAG Bridge

When you reuse an exported root partition in another project, the exported .qdb includes the Signal Tap connection to signals in the root partition, and the SLD JTAG Bridge Agent IP, which allows debugging logic in the core partition.

To perform Signal Tap debugging in a project that includes a reused root partition:

1. Add the exported .qdb (and .sdc) files to the project that reuses them.
2. From the IP Catalog, parameterize and instantiate the SLD JTAG Bridge Host Intel FPGA IP in the core partition.
3. Run the Analysis & Synthesis stage of the Compiler.
4. Create a Signal Tap instance in the core partition, as Step 1: Add the Signal Tap Logic Analyzer to the Project on page 25 describes.
5. In the Signal Tap instance, specify post-synthesis signals for monitoring.
   Note: You can only tap signals in the core partition.
6. Compile the design and Signal Tap instance.
7. Generate a Signal Tap file for the reused root partition with the quartus_stp command.
8. Program the device.
9. Perform hardware verification of the reserved core partition with the Signal Tap instance defined in Step 3.
10. Perform hardware verification of the reused root partition with the Signal Tap instance defined in Step 7.

2.9.3.3. Compiler Snapshots and Signal Tap Debugging

When you reuse a design partition exported from another project, the design partition preserves the results of a specific snapshot of the compilation. Whenever possible, it is easiest to specify the signals for monitoring in the original project that exports the partition.

Adding new signals to a Signal Tap instance in a reused partition requires the Fitter to connect and route these signals. This is only possible when:

- The reused partition contains the Synthesis snapshot—reused partitions that contain the Placed or Final snapshot do not allow adding more signals to the Signal Tap instance for monitoring, because you cannot create additional boundary ports.
- The signal that you want to tap is a post-fit signal—adding pre-synthesis Signal Tap signals is not possible, because that requires resynthesis of the partition.

Related Information
Signals Unavailable for Signal Tap Debugging on page 37

2.9.3.3.1. Add Post-Fit Nodes when Reusing a Partition Containing a Synthesis Snapshot

You can add post-fit nodes for Signal Tap debug when reusing a design partition containing the synthesis snapshot exported from another project.

To add post-fit nodes to Signal Tap for monitoring:
1. Open the project that reuses the partition, and then compile the reused partition through the Fitter stage.
2. Add a Signal Tap instance to the project that reuses the partition, as Step 1: Add the Signal Tap Logic Analyzer to the Project on page 25 describes.
3. In the Signal Tap GUI, add the post-fit Signal Tap nodes to the Signal Configuration tab.
4. Recompile the design from the Place stage by clicking Processing ➤ Start ➤ Start Fitter (Place).
   The Fitter attaches the Signal Tap nodes to the existing synthesized nodes.

2.9.4. Debugging Devices that use Configuration Bitstream Security

Some Intel FPGA device families support bitstream decryption during configuration using an on-device AES decryption engine. You can still use the Signal Tap logic analyzer to analyze functional data within the FPGA with such devices. However, JTAG configuration is not possible after programming the security key into the device.

Use an unencrypted bitstream during the prototype and debugging phases of the design, to allow programming file generation and reconfiguration of the device over the JTAG connection while debugging.
If you must use the Signal Tap logic analyzer with an encrypted bitstream, first configure the device with an encrypted configuration file using Passive Serial (PS), Fast Passive Parallel (FPP), or Active Serial (AS) configuration modes. The design must contain at least one instance of the Signal Tap logic analyzer. After configuring the FPGA with a Signal Tap instance and the design, you can open the Signal Tap logic analyzer GUI and scan the chain to acquire data with the JTAG connection.

**Related Information**


### 2.9.5. Signal Tap Data Capture with the MATLAB MEX Function

When you use MATLAB for DSP design, you can acquire data from the Signal Tap logic analyzer directly into a matrix in the MATLAB environment. To use this method, you call the MATLAB MEX function, `alt_signaltap_run`, that the Intel Quartus Prime software includes. If you use the MATLAB MEX function in a loop, you can perform as many acquisitions in the same amount of time as when using Signal Tap in the Intel Quartus Prime software environment.

*Note:* The MATLAB MEX function for Signal Tap is available in the Windows* version and Linux version of the Intel Quartus Prime software. This function is compatible with MATLAB Release 14 Original Release Version 7 and later.

To set up the Intel Quartus Prime software and the MATLAB environment to perform Signal Tap acquisitions:

1. In the Intel Quartus Prime software, create an `.stp` file.
2. In the node list in the **Data** tab of the Signal Tap logic analyzer Editor, organize the signals and groups of signals into the order in which you want them to appear in the MATLAB matrix.

   Each column of the imported matrix represents a single Signal Tap acquisition sample, while each row represents a signal or group of signals in the order you defined in the **Data** tab.

   *Note:* Signal groups that the Signal Tap logic analyzer acquires and transfers into the MATLAB MEX function have a width limit of 32 signals. To use the MATLAB MEX function with a bus or signal group that contains more than 32 signals, split the group into smaller groups that do not exceed the limit.

3. Save the `.stp` file and compile your design. Program your device and run the Signal Tap logic analyzer to ensure your trigger conditions and signal acquisition work correctly.
4. In the MATLAB environment, add the Intel Quartus Prime binary directory to your path with the following command:

   ```
   addpath <Quartus install directory>\win
   ```

   You can view the help file for the MEX function by entering the following command in MATLAB without any operators:

   ```
   alt_signaltap_run
   ```

5. Use the MATLAB MEX function to open the JTAG connection to the device and run the Signal Tap logic analyzer to acquire data. When you finish acquiring data, close the JTAG connection.
To open the JTAG connection and begin acquiring captured data directly into a MATLAB matrix called `stp`, use the following command:

```matlab
stp = alt_signaltap_run(''<stp filename>'','{'signed'|'unsigned'}','<instance names>'','<signalset name>','<trigger name>'));
```

When capturing data, you must assign a filename, for example, `<stp filename>` as a requirement of the MATLAB MEX function. The following table describes other MATLAB MEX function options:

Table 18. Signal Tap MATLAB MEX Function Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Usage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>signed</td>
<td>'signed'</td>
<td>The <code>signed</code> option turns signal group data into 32-bit two's-complement signed integers. The MSB of the group as defined in the Signal Tap Data tab is the sign bit. The <code>unsigned</code> option keeps the data as an unsigned integer. The default is <code>signed</code>.</td>
</tr>
<tr>
<td>unsigned</td>
<td>'unsigned'</td>
<td></td>
</tr>
<tr>
<td>&lt;instance name&gt;</td>
<td>'auto_signaltap_0'</td>
<td>Specify a Signal Tap instance if more than one instance is defined. The default is the first instance in the .stp, <code>auto_signaltap_0</code>.</td>
</tr>
<tr>
<td>&lt;signal set name&gt;</td>
<td>'my_signalset'</td>
<td>Specify the signal set and trigger from the Signal Tap data log if multiple configurations are present in the .stp. The default is the active signal set and trigger in the file.</td>
</tr>
<tr>
<td>&lt;trigger name&gt;</td>
<td>'my_trigger'</td>
<td></td>
</tr>
</tbody>
</table>

During data acquisition, you can enable or disable verbose mode to see the status of the logic analyzer. To enable or disable verbose mode, use the following commands:

```matlab
alt_signaltap_run('VERBOSE_ON'); -alt_signaltap_run('VERBOSE_OFF');
```

When you finish acquiring data, close the JTAG connection with the following command:

```matlab
alt_signaltap_run('END_CONNECTION');
```

For more information about the use of MATLAB MEX functions in MATLAB, refer to the MATLAB Help.

### 2.10. Signal Tap Logic Analyzer Design Examples

**Application Note 845: Signal Tap Tutorial for Intel Arria 10 Partial Reconfiguration Design** includes a design example that demonstrates Signal Tap debugging with a partial reconfiguration design. The design example has one 32-bit counter. At the board level, the design connects the clock to a 50MHz source, and connects the output to four LEDs on the FPGA. Selecting the output from the counter bits in a specific sequence causes the LEDs to blink at a specific frequency example demonstrates initiating a DMA transfer. The tutorial demonstrates how to tap signals in a PR design by extending the debug fabric to the PR regions when creating the base revision, and then defining debug components in the implementation revisions.

**Application Note 446: Debugging Nios II Systems with the Signal Tap Logic Analyzer** includes a design example with a Nios II processor, a direct memory access (DMA) controller, on-chip memory, and an interface to external SDRAM memory. After you press a button, the processor initiates a DMA transfer, which you analyze using the Signal Tap logic analyzer. In this example, the Nios II processor executes a simple C program from on-chip memory and waits for you to press a button.
2.11. Custom Triggering Flow Examples

The custom triggering flow in the Signal Tap logic analyzer GUI can organize multiple triggering conditions for precise control over the acquisition buffer. The following examples demonstrate defining a custom triggering flow. You can easily copy the examples directly into the state machine description box by specifying the All states in one window option.

Related Information
On-chip Debugging Design Examples website

2.11.1. Trigger Example 1: Custom Trigger Position

Actions to the acquisition buffer can accept an optional post-count argument. This post-count argument enables you to define a custom triggering position for each segment in the acquisition buffer.

The following example shows how to apply a trigger position to all segments in the acquisition buffer. The example describes a triggering flow for an acquisition buffer split into four segments. If each acquisition segment is 64 samples in depth, the trigger position for each buffer is at sample #34. The acquisition stops after all segments are filled once.

```plaintext
if (c1 == 3 && condition1)
    trigger 30;
else if (condition1)
    begin
        segment_trigger 30;
        increment c1;
    end
```

Each segment acts as a non-segmented buffer that continuously updates the memory contents with the signal values.

The Data tab displays the last acquisition before stopping the buffer as the last sample number in the affected segment. The trigger position in the affected segment is then defined by $N - \text{post count fill}$, where $N$ is the number of samples per segment.
2.11.2. Trigger Example 2: Trigger When \texttt{triggercond1} Occurs Ten Times between \texttt{triggercond2} and \texttt{triggercond3}

You can use a custom trigger flow to count a sequence of events before triggering the acquisition buffer, as the following example shows. This example uses three basic triggering conditions configured in the Signal Tap Setup tab.

This example triggers the acquisition buffer when condition1 occurs after condition3 and occurs ten times prior to condition3. If condition3 occurs prior to ten repetitions of condition1, the state machine transitions to a permanent wait state.

```
state ST1:
    if ( condition2 )
        begin
            reset c1;
            goto ST2;
        end
State ST2 :
    if ( condition1 )
        increment c1;
    else if (condition3 && c1 < 10)
        goto ST3;
    else if ( condition3 && c1 >= 10)
        trigger;
    ST3:
    goto ST3;
```

2.12. Signal Tap File Templates

Signal Tap file templates provide preset settings for various trigger conditions, interfaces, and state-based triggering flows. The following Signal Tap file templates are available whenever you open a new Signal Tap session or create a new .stp file.

Right-click any template in the New File from Template dialog box, and then click Set as the default selection to always open new .stp files in that template by default.
Figure 75. Settings Default Signal Tap File Template

Note: Refer to the New File from Template dialog box for complete descriptions of all templates.

Table 19. Quick Start Signal Tap File Templates

<table>
<thead>
<tr>
<th>Template</th>
<th>Summary Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>The most basic and compact setup that is suitable for many debugging needs</td>
</tr>
<tr>
<td>Default with Hidden Hierarchy and Data Log</td>
<td>The same setup as the Default template, with additional Hierarchy Display and Data Log windows for trigger condition setup.</td>
</tr>
<tr>
<td>State-Based Trigger Flow Control</td>
<td>Starts with three conditions setup to replicate the basic sequential trigger flow control.</td>
</tr>
<tr>
<td>Conditional Storage Qualifier</td>
<td>Enables the Conditional storage qualifier and Basic OR condition. This setup provides a versatile storage qualifier condition expression.</td>
</tr>
<tr>
<td>Transitional Storage Qualifier</td>
<td>Enables the Transitional storage qualifier. The Transitional storage qualifier simply detects changes in data.</td>
</tr>
<tr>
<td>Start-Stop Storage Qualifier</td>
<td>Enables the Start/Stop storage qualifier and the Basic OR condition. Provides two conditions to frame the data.</td>
</tr>
<tr>
<td>State-Based Storage Qualifier</td>
<td>Provides more sophisticated qualification conditions for use with state machine expressions. You must use the State-Based Storage Qualifier template in conjunction with the state-based trigger flow control.</td>
</tr>
<tr>
<td>Input Port Storage Qualifier</td>
<td>Enables the Input port storage qualifier to provide total control of the storage qualifier condition by supporting development of custom logic outside of the Signal Tap logic hierarchy.</td>
</tr>
<tr>
<td>Trivial Advanced Trigger Condition</td>
<td>Enables the Advanced trigger condition. The Advanced condition provides the most flexibility to express complex conditions. The Advanced trigger condition scales from a simple wire to the most complex logical expression. This template starts with the simplest condition.</td>
</tr>
<tr>
<td>Trigger Position Defined Using Sample Count</td>
<td>Supports specifying an exact number of samples to store after the trigger position, using the State-Based Trigger Flow Control template as a reference.</td>
</tr>
<tr>
<td>Cross-triggering Between STP Instances</td>
<td>Enables &quot;Cross-triggering by using the Trigger out from one instance as the Trigger in of another instance, when using multiple Signal Tap instances.</td>
</tr>
<tr>
<td>Setup for Incremental Compilation</td>
<td>Specifies a fixed input width for signal inputs. This technique allows efficient incremental compilation by reducing the amount of Signal Tap logic change, and by adding only post-fit nodes to tap.</td>
</tr>
<tr>
<td>Define Trigger Condition in RTL</td>
<td>Supports defining a custom trigger condition in the RTL language of your choice.</td>
</tr>
</tbody>
</table>
### Table 20. Standard Interface Signal Tap File Templates

<table>
<thead>
<tr>
<th>Template</th>
<th>Summary Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capture Avalon Memory Mapped Transactions</td>
<td>Allows you to use the storage qualifier feature to store only meaningful Avalon memory-mapped interface transactions.</td>
</tr>
<tr>
<td>Simple Avalon Streaming Interface Bus Performance Analysis</td>
<td>Supports recording of event time for analysis of the data packet flow in an Avalon streaming interface.</td>
</tr>
<tr>
<td>Use Counters in the State-based Flow Control to Collect Stats</td>
<td>Use counters to track of the number of packets produced (pkt_counter), number of data beats produced (pkt_beat_counter), and number of data beats consumed (stream_beat_counter).</td>
</tr>
</tbody>
</table>

### Table 21. State-Based Triggering Design Flow Examples Signal Tap File Templates

<table>
<thead>
<tr>
<th>Template</th>
<th>Setup Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger on an Event Absent for Greater Than or Equal to 5 Clock Cycles</td>
<td>Requires setup of one basic trigger condition in the <strong>Setup</strong> tab to the value that you want.</td>
</tr>
<tr>
<td>Trigger on Event Absent for Less Than 5 Clock Cycles</td>
<td>Requires setup of one basic trigger condition in the <strong>Setup</strong> tab to the value that you want.</td>
</tr>
<tr>
<td>Trigger on 5th Occurrence of a Group Value</td>
<td>Requires setup of one basic trigger condition in the <strong>Setup</strong> tab to the value that you want.</td>
</tr>
<tr>
<td>Trigger on the 5th Transition of a Group Value</td>
<td>Requires setup of an edge-sensitive trigger condition to detect all bus transitions to the desired group value. Requires edge detection for any data bus bit logically ANDed with a comparison to the desired group value. An advanced trigger condition is necessary in this case.</td>
</tr>
<tr>
<td>Trigger After Condition1 is Followed by Condition2</td>
<td>Requires setup of three basic trigger conditions in the <strong>Setup</strong> tab to the values you specify. The first two trigger conditions are set to the desired group values. The third trigger condition is set to capture some type of idle transaction across the bus between the first and second conditions.</td>
</tr>
<tr>
<td>Trigger on Condition1 Immediately Followed by Condition2</td>
<td>Requires setup of two basic trigger conditions in the <strong>Setup</strong> tab to the group values that you want.</td>
</tr>
<tr>
<td>Trigger on Condition2 Not Occurring Between Condition1 and Condition3</td>
<td>Requires setup of three basic trigger conditions in the <strong>Setup</strong> tab to the group values that you want.</td>
</tr>
<tr>
<td>Trigger on the 5th Consecutive Occurrence of Condition1</td>
<td>Requires setup of one basic trigger condition in the <strong>Setup</strong> tab to the value you want.</td>
</tr>
<tr>
<td>Trigger After a Violation of Sequence From Condition1 To Condition4</td>
<td>Requires setup of four basic trigger conditions to the sequence values that you want.</td>
</tr>
<tr>
<td>Trigger on a Sequence of Edges</td>
<td>Requires setup of three edge-sensitive basic trigger conditions for the sequence that you want.</td>
</tr>
<tr>
<td>Trigger on Condition1 Followed by Condition2 After 5 Clock Cycles</td>
<td>Requires setup of two basic trigger conditions to the group values that you want.</td>
</tr>
<tr>
<td>Trigger on Condition1 Followed by Condition2 Within 5 Samples</td>
<td>Requires setup of two basic trigger conditions to the group values that you want.</td>
</tr>
</tbody>
</table>
### Template

<table>
<thead>
<tr>
<th>Trigger on Condition1 Not Followed by Condition2 Within 5 Samples</th>
<th>Requires setup of two basic trigger conditions to the group values that you want.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger After 5 Consecutive Transitions</td>
<td>Requires setup of a trigger condition to capture any transition activity on the monitored bus. This example requires an Advanced trigger condition because the example requires an OR condition.</td>
</tr>
<tr>
<td>Trigger When Condition1 Occurs Less Than 5 Times Between Condition2 and Condition3</td>
<td>Requires setup of three edge-sensitive trigger conditions, with each trigger condition containing a comparison to the desired group value.</td>
</tr>
</tbody>
</table>

### 2.13. Running the Stand-Alone Version of Signal Tap

You can optionally install a stand-alone version of the Signal Tap logic analyzer, rather than using the Signal Tap logic analyzer integrated with the Intel Quartus Prime software.

The stand-alone version of Signal Tap is particularly useful in a lab environment that lacks a suitable workstation for a complete Intel Quartus Prime installation, or lacks a full Intel Quartus Prime software license.

The standalone version of the Signal Tap logic analyzer includes and requires use of the Intel Quartus Prime stand-alone Programmer, which is also available from the Download Center for FPGAs.

### 2.14. Signal Tap Scripting Support

The Intel Quartus Prime software supports automation of Signal Tap controls in a Tcl scripting environment, or with the `quartus_stp` executable. For detailed information about scripting command options, refer to the Intel Quartus Prime command-line and Tcl API help by typing `quartus_sh --qhelp` at the command prompt.

**Related Information**

- Tcl Scripting
  In *Intel Quartus Prime Pro Edition User Guide: Scripting*
- Command Line Scripting
  In *Intel Quartus Prime Pro Edition User Guide: Scripting*

### 2.14.1. Signal Tap Command-Line Options

You can use the following options with the `quartus_stp` executable:

<table>
<thead>
<tr>
<th>Table 22. quartus_stp Command-Line Options</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Option</strong></td>
</tr>
<tr>
<td>--stp_file &lt;stp_filename&gt;</td>
</tr>
<tr>
<td>--enable</td>
</tr>
</tbody>
</table>

**continued...**
### Option | Usage | Description
---|---|---
**--disable** | Optional | Sets the ENABLE_SIGNALTAP option to OFF in the project's .qsf file, so the Signal Tap logic analyzer does not in the next compilation. If you omit the --disable option, the Intel Quartus Prime software uses the current value of ENABLE_SIGNALTAP in the .qsf file.

### 2.14.2. Data Capture from the Command Line

The `quartus_stp` executable supports a Tcl interface that allows you to capture data without running the Intel Quartus Prime GUI.

**Note:** You cannot execute Signal Tap Tcl commands from within the Tcl console in the Intel Quartus Prime software.

To execute a Tcl script containing Signal Tap logic analyzer Tcl commands, use:

```
quartus_stp -t <Tcl file>
```

**Example 2. Continuously Capturing Data**

This excerpt shows commands you can use to continuously capture data. Once the capture meets trigger condition `e`, the Signal Tap logic analyzer starts the capture and stores the data in the data log.

```
# Open Signal Tap session
open_session -name stp1.stp

### Start acquisition of instances auto_signaltap_0 and auto_signaltap_1 at the same time

# Calling run_multiple_end starts all instances
run_multiple_start

run -instance auto_signaltap_0 -signal_set signal_set_1 -trigger \ trigger_1 -data_log log_1 -timeout 5
run -instance auto_signaltap_1 -signal_set signal_set_1 -trigger \ trigger_1 -data_log log_1 -timeout 5

run_multiple_end

# Close Signal Tap session
close_session
```

**Related Information**

::quartus::stp

In *Intel Quartus Prime Help*

### 2.15. Signal Tap File Version Compatibility

If you open a .stp file created in a previous version of the Intel Quartus Prime software in a newer version of the software, you can no longer open that .stp file in the previous version of the Intel Quartus Prime software.
If you open an Intel Quartus Prime project that includes a .stp file from a previous version of the software in a later version of the Intel Quartus Prime software, the software may require you to update the .stp configuration file before you can compile the project. Update the configuration file by simply opening the .stp in the Signal Tap logic analyzer GUI. If configuration update is required, Signal Tap confirms that you want to update the .stp to match the current version of the Intel Quartus Prime software.

**Note:** The Intel Quartus Prime Pro Edition software uses a new methodology for settings and assignments. For example, Signal Tap assignments include only the instance name, not the entity:instance name. Refer to Migrating to Intel Quartus Prime Pro Edition for more information about migrating existing Signal Tap files (.stp) to Intel Quartus Prime Pro Edition.

**Related Information**

### 2.16. Design Debugging with the Signal Tap Logic Analyzer Revision History

The following revision history applies to this chapter:

<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
</table>
| 2020.09.28       | 20.3                       | • Revised "Signal Tap Logic Analyzer Introduction" for screenshot and details about role of Signal Tap Intel FPGA IP.  
• Revised graphic and wording in "Signal Tap Hardware and Software Requirements" topic.  
• Revised wording and link to download in "Running the Stand-Alone Version of Signal Tap."  
• Updated flow diagram and added links to retitled "Signal Tap Debugging Flow" topic.  
• Retitled "Add the Signal Tap Logic Analyzer to Your Design" to "Step 1: Add the Signal Tap Logic Analyzer to the Project," and referenced new template and added links to next steps.  
• Added "Creating a Signal Tap Instance with the Signal Tap GUI" topic.  
• Added new "Signal Tap File Templates" topic.  
• Added new "Creating a Signal Tap Instance by HDL Instantiation" topic.  
• Added new "Signal Tap Intel FPGA IP Parameters" topic.  
• Retitled "Configure the Signal Tap Logic Analyzer" to "Step 2: Configure the Signal Tap Logic Analyzer," and referenced new template and added links to next steps.  
• Enhanced description in Step 5: Run the Signal Tap Logic Analyzer topic.  
• Revised "Adding Signals to the Signal Tap Logic Analyzer" to add detailed steps and screenshot.  
• Retitled and revised "Adding Nios II Processor Signals" to reflect there is only one plug-in in Intel Quartus Prime Pro Edition.  
• Revised "Disabling or Enabling Signal Tap Instances" and added screenshot.  
• Replaced outdated links to AN446 with links to AN845.  
• Revised headings and steps in "Debugging Block-Based Designs with Signal Tap" section.  
• Retitled "Debugging Imported Snapshots" to "Compiler Snapshots and Signal Tap Debugging." |

**continued...**
<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2019.06.11</td>
<td>18.1.0</td>
<td>Added more explanation to Figure 53 on page 64 about continuous and input mode.</td>
</tr>
<tr>
<td>2019.05.01</td>
<td>18.1.0</td>
<td>In Adding Signals with a Plug-In topic, removed outdated information from step 1 about turning on Create debugging nodes for IP cores.</td>
</tr>
<tr>
<td>2018.07.30</td>
<td>18.0.0</td>
<td>Updated Partial Reconfiguration sections to reflect changes in the PR flow.</td>
</tr>
<tr>
<td>2018.05.07</td>
<td>18.0.0</td>
<td>Added note stating Signal Tap IP not optimized for Stratix 10 Devices. Moved information about debug fabric on PR designs to the System Debugging Tools Overview chapter. Removed restrictions of Rapid Recompile support for Intel Stratix 10 devices.</td>
</tr>
<tr>
<td>2017.11.06</td>
<td>17.1.0</td>
<td>Added support for Incremental Routing in Intel Stratix 10 devices. Removed unsupported FSM auto detection. Clarified information about the Data Log Pane. Updated Figure: Data Log and renamed to Simple Data Log. Added Figure: Accessing the Advanced Trigger Condition Tab. Removed outdated information about command-line flow.</td>
</tr>
<tr>
<td>2017.05.08</td>
<td>17.0.0</td>
<td>Added: Open Standalone Signal Tap Logic Analyzer GUI. Added: Debugging Partial Reconfiguration Designs Using Signal Tap Logic Analyzer. Updated figures on Create Signal Tap File from Design Instance(s).</td>
</tr>
<tr>
<td>2016.10.31</td>
<td>16.1.0</td>
<td>Implemented Intel rebranding. Added: Create SignalTap II File from Design Instance(s). Removed reference to unsupported Talkback feature.</td>
</tr>
<tr>
<td>2016.05.03</td>
<td>16.0.0</td>
<td>Added: Specifying the Pipeline Factor Added: Comparison Trigger Conditions</td>
</tr>
<tr>
<td>2015.11.02</td>
<td>15.1.0</td>
<td>Changed instances of Quartus II to Intel Quartus Prime. Updated content to reflect SignalTap II support in Intel Quartus Prime Pro Edition</td>
</tr>
<tr>
<td>2015.05.04</td>
<td>15.0.0</td>
<td>Added content for Floating Point Display Format in table: SignalTap II Logic Analyzer Features and Benefits.</td>
</tr>
<tr>
<td>December 2014</td>
<td>14.1.0</td>
<td>Added MAX 10 as supported device. Removed Full Incremental Compilation setting and Post-Fit (Strict) netlist type setting information.</td>
</tr>
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<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 2014</td>
<td>14.0.0</td>
<td>• Removed outdated GUI images from &quot;Using Incremental Compilation with the SignalTap II Logic Analyzer&quot; section.</td>
</tr>
<tr>
<td>November 2013</td>
<td>13.1.0</td>
<td>Removed HardCopy material. Added section on using cross-triggering with DS-5 tool and added link to white paper 01198. Added section on remote debugging an Altera SoC and added link to application note 693. Updated support for MEX function.</td>
</tr>
<tr>
<td>May 2013</td>
<td>13.0.0</td>
<td>• Added recommendation to use the state-based flow for segmented buffers with separate trigger conditions, information about Basic OR trigger condition, and hard processor system (HPS) external triggers. • Updated &quot;Segmented Buffer&quot; on page 13–17, Conditional Mode on page 13–21, Creating Basic Trigger Conditions on page 13–16, and Using External Triggers on page 13–48.</td>
</tr>
<tr>
<td>June 2012</td>
<td>12.0.0</td>
<td>Updated Figure 13–5 on page 13–16 and &quot;Adding Signals to the SignalTap II File&quot; on page 13–10.</td>
</tr>
<tr>
<td>November 2011</td>
<td>11.0.1</td>
<td>Template update. Minor editorial updates.</td>
</tr>
<tr>
<td>May 2011</td>
<td>11.0.0</td>
<td>Updated the requirement for the standalone SignalTap II software.</td>
</tr>
<tr>
<td>December 2010</td>
<td>10.0.1</td>
<td>Changed to new document template.</td>
</tr>
<tr>
<td>July 2010</td>
<td>10.0.0</td>
<td>• Add new acquisition buffer content to the &quot;View, Analyze, and Use Captured Data&quot; section. • Added script sample for generating hexadecimal CRC values in programmed devices. • Created cross references to Quartus II Help for duplicated procedural content.</td>
</tr>
<tr>
<td>November 2009</td>
<td>9.1.0</td>
<td>No change to content.</td>
</tr>
</tbody>
</table>

continued...
<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
</table>
| March 2009       | 9.0.0                      | • Updated Table 13–1  
• Updated "Using Incremental Compilation with the SignalTap II Logic Analyzer" on page 13–45  
• Added new Figure 13–33  
• Made minor editorial updates |
| November 2008    | 8.1.0                      | Updated for the Quartus II software version 8.1 release:  
• Added new section "Using the Storage Qualifier Feature" on page 14–25  
• Added description of `start_store` and `stop_store` commands in section "Trigger Condition Flow Control" on page 14–36  
• Added new section "Runtime Reconfigurable Options" on page 14–63 |
| May 2008         | 8.0.0                      | Updated for the Quartus II software version 8.0:  
• Added "Debugging Finite State machines" on page 14-24  
• Documented various GUI usability enhancements, including improvements to the resource estimator, the bus find feature, and the dynamic display updates to the counter and flag resources in the State-based trigger flow control tab  
• Added "Capturing Data Using Segmented Buffers" on page 14–16  
• Added hyperlinks to referenced documents throughout the chapter  
• Minor editorial updates |
3. Quick Design Verification with Signal Probe

This chapter showcases a debugging technique that provides early access to internal device signals without affecting the design.

The Signal Probe feature in the Intel Quartus Prime Pro Edition software allows you to route an internal node to a top-level I/O. When you start with a fully routed design, you can select and route debugging signals to I/O pins that you previously reserve or are currently unused.

During Rapid Recompile, the Compiler reuses previous synthesis and fitting results whenever possible, and does not reprocess unchanged design blocks. When you make small design changes, using Rapid Recompile reduces timing variations and the total recompilation time.

The Intel Quartus Prime Pro Edition Signal Probe feature supports the Intel Arria 10 and Intel Stratix 10 device families.

Related Information
System Debugging Tools Overview on page 6

3.1. Debug Flow with Signal Probe and Rapid Recompile

To add verification capabilities to a design using Signal Probe routing feature:

Reserve Signal Probe Pins on page 104
Compile the Design on page 105
Assign Nodes to Signal Probe Pins on page 105
Recompile the Design on page 105
Check Connection Table in Fitter Report on page 106

3.1.1. Reserve Signal Probe Pins

You create and reserve a pin for Signal Probe with a Tcl command:

```tcl
set_global_assignment -name CREATE_SIGNALPROBE_PIN <pin_name>
```

*pin_name* Specifies the name of the Signal Probe pin.

Optionally, you can assign locations for the Signal Probe pins. If you do not assign a location, the Fitter places the pins automatically.

Note: If from the onset of the debugging process you know which internal signals you want to route, you can reserve pins and assign nodes before compilation. This early assignment removes the recompilation step from the flow.
Example 3. Tcl Command to Reserve Signal Probe Pins

```
set_global_assignment -name CREATE_SIGNALPROBE_PIN wizard
set_global_assignment -name CREATE_SIGNALPROBE_PIN probey
```

Related Information
Constraining Designs with Tcl Scripts

3.1.2. Compile the Design

Perform a full compilation of the design. You can use Intel Quartus Prime software, a command line executable, or a Tcl command.

Example 4. Tcl Command to Compile the Design

```
execute_flow -compile
```

At this point in the design flow you determine the nodes you want to debug.

Related Information
Design Compilation
In *Intel Quartus Prime Pro Edition User Guide: Compiler*

3.1.3. Assign Nodes to Signal Probe Pins

You can assign any node in the post-compilation netlist to a Signal Probe pin. In Intel Quartus Prime software, click View ➤ Node Finder, and filter by Signal Tap: post-fitting to view the nodes you can route.

You specify the node that connects to a Signal Probe pin with a Tcl command:

```
set_instance_assignment -name CONNECT_SIGNALPROBE_PIN <pin_name> -to <node_name>
```

*pin_name* Specifies the name of the Signal Probe pin that connects to the node.

*node_name* Specifies the full hierarchy path of the node you want to route.

Example 5. Tcl Commands to Connect Pins to Internal Nodes

```
# Make assignments to connect nodes of interest to pins
set_instance_assignment -name CONNECT_SIGNALPROBE_PIN wizard -to sprobe_me1
set_instance_assignment -name CONNECT_SIGNALPROBE_PIN probey -to sprobe_me2
```

3.1.4. Recompile the Design

After assigning nodes to the Signal Probe pins, run Rapid Recompile. Rapid Recompile preserves timing and reduces compilation time by reusing previous results whenever possible.

You can run Rapid Recompile from the Intel Quartus Prime software, a command line executable, or a Tcl script.
Example 6. Tcl Command to Recompile the Design

```tcl
# Run the fitter with --recompile to preserve timing
# and quickly connect the Signal Probe pins
execute_module -tool fit -args {--recompile}
```

After recompilation, you are ready to program the device and debug the design.

Related Information
Using Rapid Recompile
In Intel Quartus Prime Pro Edition User Guide: Compiler

3.1.5. Check Connection Table in Fitter Report

When you compile a design with Signal Probe pins, Intel Quartus Prime software generates a connection report table. To see this report, click Processing ➤ Compilation Report, open the Fitter ➤ In-System Debugging folder, and click Connections to Signal Probe pins.

The Status column informs whether or not the routing attempt from the nodes to the Signal Probe pins succeeded.

<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Connected</td>
<td>Routing succeeded.</td>
</tr>
<tr>
<td>Unconnected</td>
<td>Routing did not succeed. Possible reasons are:</td>
</tr>
<tr>
<td></td>
<td>• Node belongs to an IO cell or another hard IP, thus cannot be routed.</td>
</tr>
<tr>
<td></td>
<td>• Node hierarchy path does not exist in the design.</td>
</tr>
<tr>
<td></td>
<td>• Node is not Signal Tap: post-fitting.</td>
</tr>
</tbody>
</table>

Example 7. Connections to Signal Probe Pins in the Compilation Report

Alternatively, you can find the Signal Probe connection information in the Fitter report file (`<project_name>.fit.rpt`).

Example 8. Connections to Signal Probe Pins in top.fit.rpt

```tcl
+--------------------------------------------------------------------------+
++ ; Connections to Signal Probe pins                                    |
+--------------------------------------------------------------------------+
++ Signal Probe Pin Name : probey                                        |
```
## 3. Quick Design Verification with Signal Probe

### Status

<table>
<thead>
<tr>
<th>Status</th>
<th>Connected</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attempted Connection</td>
<td>sprobe_me2</td>
</tr>
<tr>
<td>Actual Connection</td>
<td>sprobe_me2</td>
</tr>
<tr>
<td>Details</td>
<td></td>
</tr>
</tbody>
</table>

**Signal Probe Pin Name**: wizard

<table>
<thead>
<tr>
<th>Status</th>
<th>Connected</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attempted Connection</td>
<td>sprobe_me1</td>
</tr>
<tr>
<td>Actual Connection</td>
<td>sprobe_me1</td>
</tr>
<tr>
<td>Details</td>
<td></td>
</tr>
</tbody>
</table>

### Related Information

- Signals Unavailable for Signal Tap Debugging on page 37
- Text-Based Report Files

### 3.2. Quick Design Verification with Signal Probe Revision History

<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2018.05.07</td>
<td>18.0.0</td>
<td>Initial release for Intel Quartus Prime Pro Edition software.</td>
</tr>
</tbody>
</table>
4. In-System Debugging Using External Logic Analyzers

4.1. About the Intel Quartus Prime Logic Analyzer Interface

The Intel Quartus Prime Logic Analyzer Interface (LAI) allows you to use an external logic analyzer and a minimal number of Intel-supported device I/O pins to examine the behavior of internal signals while your design is running at full speed on your Intel-supported device.

The LAI connects a large set of internal device signals to a small number of output pins. You can connect these output pins to an external logic analyzer for debugging purposes. In the Intel Quartus Prime LAI, the internal signals are grouped together, distributed to a user-configurable multiplexer, and then output to available I/O pins on your Intel-supported device. Instead of having a one-to-one relationship between internal signals and output pins, the Intel Quartus Prime LAI enables you to map many internal signals to a smaller number of output pins. The exact number of internal signals that you can map to an output pin varies based on the multiplexer settings in the Intel Quartus Prime LAI.

Note: The term “logic analyzer” when used in this document includes both logic analyzers and oscilloscopes equipped with digital channels, commonly referred to as mixed signal analyzers or MSOs.

The LAI does not support Hard Processor System (HPS) I/Os.

Related Information
Device Support Center

4.2. Choosing a Logic Analyzer

The Intel Quartus Prime software offers the following two general purpose on-chip debugging tools for debugging a large set of RTL signals from your design:

- The Signal Tap Logic Analyzer
- An external logic analyzer, which connects to internal signals in your Intel-supported device by using the Intel Quartus Prime LAI

Table 24. Comparing the Signal Tap Logic Analyzer with the Logic Analyzer Interface

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
<th>Recommended Logic Analyzer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sample Depth</td>
<td>You have access to a wider sample depth with an external logic analyzer. In the Signal Tap Logic Analyzer, the maximum sample depth is set to</td>
<td>LAI</td>
</tr>
</tbody>
</table>

continued...
## Feature Description

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
<th>Recommended Logic Analyzer</th>
</tr>
</thead>
<tbody>
<tr>
<td>128 Kb, which is a device constraint. However, with an external logic analyzer, there are no device constraints, providing you a wider sample depth.</td>
<td></td>
<td>LAI</td>
</tr>
<tr>
<td>Debugging Timing Issues</td>
<td>Using an external logic analyzer provides you with access to a &quot;timing&quot; mode, which enables you to debug combined streams of data.</td>
<td>LAI</td>
</tr>
<tr>
<td>Performance</td>
<td>You frequently have limited routing resources available to place and route when you use the Signal Tap Logic Analyzer with your design. An external logic analyzer adds minimal logic, which removes resource limits on place-and-route.</td>
<td>LAI</td>
</tr>
<tr>
<td>Triggering Capability</td>
<td>The Signal Tap Logic Analyzer offers triggering capabilities that are comparable to external logic analyzers.</td>
<td>LAI or Signal Tap</td>
</tr>
<tr>
<td>Use of Output Pins</td>
<td>Using the Signal Tap Logic Analyzer, no additional output pins are required. Using an external logic analyzer requires the use of additional output pins.</td>
<td>Signal Tap</td>
</tr>
<tr>
<td>Acquisition Speed</td>
<td>With the Signal Tap Logic Analyzer, you can acquire data at speeds of over 200 MHz. You can achieve the same acquisition speeds with an external logic analyzer; however, you must consider signal integrity issues.</td>
<td>Signal Tap</td>
</tr>
</tbody>
</table>

### Related Information

System Debugging Tools Overview on page 6

### 4.2.1. Required Components

To perform analysis using the LAI you need the following components:

- Intel Quartus Prime software version 15.1 or later
- The device under test
- An external logic analyzer
- An Intel FPGA communications cable
- A cable to connect the Intel-supported device to the external logic analyzer
4.3. Flow for Using the LAI

Notes to figure:
1. Configuration and control of the LAI using a computer loaded with the Intel Quartus Prime software via the JTAG port.
2. Configuration and control of the LAI using a third-party vendor logic analyzer via the JTAG port. Support varies by vendor.
4.3.1. Defining Parameters for the Logic Analyzer Interface

The Logic Analyzer Interface Editor allows you to define the parameters of the LAI.

- Click **Tools ➤ Logic Analyzer Interface Editor**.

**Figure 78. Logic Analyzer Interface Editor**

- In the **Setup View** list, select **Core Parameters**.
- Specify the parameters of the LAI instance.

**Related Information**
- LAI Core Parameters on page 114

4.3.2. Mapping the LAI File Pins to Available I/O Pins

To assign pin locations for the LAI:

1. Select **Pins** in the **Setup View** list
2. Double-click the **Location** column next to the reserved pins in the **Name** column, and select a pin from the list.

3. Right-click the selected pin and locate in the Pin Planner.

**Related Information**

**Managing Device I/O Pins**


### 4.3.3. Mapping Internal Signals to the LAI Banks

After specifying the number of banks to use in the **Core Parameters** settings page, you must assign internal signals for each bank in the LAI.

1. Click the **Setup View** arrow and select **Bank n** or **All Banks**.
2. To view all the bank connections, click **Setup View** and then select **All Banks**.
3. Before making bank assignments, right click the Node list and select **Add Nodes** to open the **Node Finder**.
4. Find the signals that you want to acquire.
5. Drag the signals from the **Node Finder** dialog box into the bank **Setup View**.
   
   When adding signals, use **Signal Tap: pre-synthesis** for non-incrementally routed instances and **Signal Tap: post-fitting** for incrementally routed instances.
   
   As you continue to make assignments in the bank **Setup View**, the schematic of the LAI in the **Logical View** pane begins to reflect the changes.
6. Continue making assignments for each bank in the **Setup View** until you add all the internal signals that you want to acquire.

**Related Information**

**Node Finder Command**

In *Intel Quartus Prime Help*

### 4.3.4. Compiling Your Intel Quartus Prime Project

After you save your `.lai` file, a dialog box prompts you to enable the Logic Analyzer Interface instance for the active project. Alternatively, you can define the `.lai` file your project uses in the **Global Project Settings** dialog box. After specifying the name of your `.lai` file, compile your project.
To verify the Logic Analyzer Interface is properly compiled with your project, open the 
Compilation Report tab and select Resource Utilization by Entity, nested under 
Partition “auto_fab_0”. The LAI IP instance appears in the Compilation Hierarchy Node 
column, nested under the internal module of auto_fab_0.

**Figure 80. LAI Instance in Compilation Report**

4.3.5. Programming Your Intel-Supported Device Using the LAI

After compilation completes, you must configure your Intel-supported device before 
using the LAI.

You can use the LAI with multiple devices in your JTAG chain. Your JTAG chain can also 
consist of devices that do not support the LAI or non-Intel, JTAG-compliant devices. To 
use the LAI in more than one Intel-supported device, create an .lai file and 
configure an .lai file for each Intel-supported device that you want to analyze.

4.4. Controlling the Active Bank During Runtime

When you have programmed your Intel-supported device, you can control which bank 
you map to the reserved .lai file output pins. To control which bank you map, in the 
schematic in the Logical View, right-click the bank and click Connect Bank.

**Figure 81. Configuring Banks**

4.4.1. Acquiring Data on Your Logic Analyzer

To acquire data on your logic analyzer, you must establish a connection between your 
device and the external logic analyzer. For more information about this process and for 
guidelines about how to establish connections between debugging headers and logic 
analyzers, refer to the documentation for your logic analyzer.
4.5. LAI Core Parameters

The table lists the LAI file core parameters:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Range Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pin Count</td>
<td>1 - 255</td>
<td>Number of pins dedicated to the LAI. You must connect the pins to a debug header on the board. Within the device, The Compiler maps each pin to a user-configurable number of internal signals.</td>
</tr>
<tr>
<td>Bank Count</td>
<td>1 - 255</td>
<td>Number of internal signals that you want to map to each pin. For example, a Bank Count of 8 implies that you connect eight internal signals to each pin.</td>
</tr>
<tr>
<td>Output/Capture Mode</td>
<td></td>
<td>Specifies the acquisition mode. The two options are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Combinational/Timing — This acquisition mode uses the external logic analyzer's internal clock to determine when to sample data. This acquisition mode requires you to manually determine the sample frequency to debug and verify the system, because the data sampling is asynchronous to the Intel-supported device. This mode is effective if you want to measure timing information such as channel-to-channel skew. For more information about the sampling frequency and the speeds at which it can run, refer to the external logic analyzer's data sheet.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Registered/State — This acquisition mode determines when to sample from a signal on the system under test. Consequently, the data samples are synchronous with the Intel-supported device. The Registered/State mode provides a functional view of the Intel-supported device while it is running. This mode is effective when you verify the functionality of the design.</td>
</tr>
<tr>
<td>Clock</td>
<td></td>
<td>Specifies the sample clock. You can use any signal in the design as a sample clock. However, for best results, use a clock with an operating frequency fast enough to sample the data that you want to acquire. Note: The Clock parameter is available only when Output/Capture Mode is set to Registered State.</td>
</tr>
<tr>
<td>Power-Up State</td>
<td></td>
<td>Specifies the power-up state of the pins designated for use with the LAI. You can select tri-stated for all pins, or selecting a particular bank that you enable.</td>
</tr>
</tbody>
</table>

Related Information
Defining Parameters for the Logic Analyzer Interface on page 111

4.6. In-System Debugging Using External Logic Analyzers Revision History

The following revision history applies to this chapter:

<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
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<tr>
<td>2018.05.07</td>
<td>18.0.0</td>
<td>• Moved list of LAI File Core Parameters from Configuring the File Core Parameters to its own topic, and added links.</td>
</tr>
<tr>
<td>2017.05.08</td>
<td>17.0.0</td>
<td>• Updated Compiling Your Intel Quartus Prime Project</td>
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<td></td>
<td></td>
<td>• Updated figure: LAI Instance in Compilation Report.</td>
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<tr>
<td>2016.10.31</td>
<td>16.1.0</td>
<td>• Implemented Intel rebranding.</td>
</tr>
<tr>
<td>2015.11.02</td>
<td>15.1.0</td>
<td>Changed instances of <em>Quartus II</em> to <em>Intel Quartus Prime</em>.</td>
</tr>
</tbody>
</table>
| June 2014        | 14.0.0                     | • Dita conversion  
                      |                       | • Added limitation about HPS I/O support |
| June 2012        | 12.0.0                     | Removed survey link |
| November 2011    | 10.1.1                     | Changed to new document template |
| December 2010    | 10.1.0                     | • Minor editorial updates  
                      |                       | • Changed to new document template |
| August 2010      | 10.0.1                     | Corrected links |
| July 2010        | 10.0.0                     | • Created links to the Intel Quartus Prime Help  
                      |                       | • Editorial updates  
                      |                       | • Removed Referenced Documents section |
| November 2009    | 9.1.0                      | • Removed references to APEX devices  
                      |                       | • Editorial updates |
| March 2009       | 9.0.0                      | • Minor editorial updates  
                      |                       | • Removed Figures 15–4, 15–5, and 15–11 from 8.1 version |
| November 2008    | 8.1.0                      | Changed to 8-1/2 x 11 page size. No change to content |
| May 2008         | 8.0.0                      | • Updated device support list on page 15–3  
                      |                       | • Added links to referenced documents throughout the chapter  
                      |                       | • Added “Referenced Documents”  
                      |                       | • Added reference to Section V. *In-System Debugging*  
                      |                       | • Minor editorial updates |
5. In-System Modification of Memory and Constants

The Intel Quartus Prime In-System Memory Content Editor (ISMCE) allows to view and update memories and constants at runtime through the JTAG interface. By testing changes to memory contents in the FPGA while the design is running, you can identify, test, and resolve issues.

The ability to read data from memories and constants can help you identify the source of problems, and the write capability allows you to bypass functional issues by writing expected data.

When you use the In-System Memory Content Editor in conjunction with the Signal Tap logic analyzer, you can view and debug your design in the hardware lab.

**Related Information**
- System Debugging Tools Overview on page 6
- Design Debugging with the Signal Tap Logic Analyzer on page 21

5.1. IP Cores Supporting ISMCE

In Intel Arria 10 and Intel Stratix 10 device families, you can use the ISMCE in RAM: 1 PORT and the ROM: 1 PORT IP Cores.

**Note:** To use the ISMCE tool with designs migrated from older devices to Intel Stratix 10 devices, replace instances of the altsyncram Intel FPGA IP with the altera_syncram Intel FPGA IP.

**Related Information**
- Intel Stratix 10 Embedded Memory IP Core References
  In Intel Stratix 10 Embedded Memory User Guide
- About Embedded Memory IP Cores
- Intel FPGA IP Cores/LPM
  In Intel Quartus Prime Help

5.2. Debug Flow with the In-System Memory Content Editor

To debug a design with the In-System Memory Content Editor:

1. Identify the memories and constants that you want to access at runtime.
2. Specify in the design the memory or constant that must be run-time modifiable.
3. Perform a full compilation.
4. Program the device.

5. **Launch the In-System Memory Content Editor.**
   The In-System Memory Content Editor retrieves all instances of run-time configurable memories and constants by scanning the JTAG chain and sending a query to the device selected in the JTAG Chain Configuration pane.

6. **Modify the values of the memories or constants, and check the results.**
   For example, if a parity bit in a memory is incorrect, you can use the In-System Memory Content Editor to write the correct parity bit values into the RAM, allowing the system to continue functioning. To check the error handling functionality of a design, you can intentionally write incorrect parity bit values into the RAM.

### 5.3. Enabling Runtime Modification of Instances in the Design

To make an instance of a memory or constant runtime-modifiable:

1. Open the instance with the Parameter Editor.
2. In the Parameter Editor, turn on **Allow In-System Memory Content Editor to capture and update content independently of the system clock.**

3. Recompile the design.

When you specify that a memory or constant is run-time modifiable, the Intel Quartus Prime software changes the default implementation to enable run-time modification without changing the functionality of your design, by:

- Converting single-port RAMs to dual-port RAMs
- Adding logic to avoid memory write collision and maintain read write coherency in device families that do not support true dual-port RAMs, such as Intel Stratix 10.

### 5.4. Programming the Device with the In-System Memory Content Editor

After compilation, you must program the design in the FPGA. You can use the JTAG Chain Configuration Pane to program the device from within the In-System Memory Content Editor.
5.5. Loading Memory Instances to the ISMCE

To view the content of reconfigurable memory instances:

1. On the Intel Quartus Prime software, click **Tools > In-System Memory Content Editor**.
2. In the **JTAG Chain Configuration** pane, click **Scan Chain**.

   The In-System Memory Content Editor sends a query to the device in the JTAG Chain Configuration pane and retrieves all instances of run-time configurable memories and constants.

   The **Instance Manager** pane lists all the instances of constants and memories that are runtime-modifiable. The **Hex Editor** pane displays the contents of each memory or constant instance. The memory contents in the **Hex Editor** pane appear as red question marks until you read the device.

**Figure 82. Hex Editor After Scanning JTAG Chain**

3. Click an instance from the **Instance manager**, and then click **Read** to load the contents of that instance.

   The Hex Editor now displays the contents of the instance.
5.6. Monitoring Locations in Memory

The ISMCE allows you to monitor information in memory regions. For example, you can determine if a counter increments, or if a given word changes. For memories connected to a NIOS processor, you can observe how the software uses key regions of memory.
• Click \( \text{F} \) to synchronize the Hex Editor to the current instance's content.

The Hex Editor displays in red content that changed with respect to the last device synchronization.

**Figure 83. Hex Editor after Manually Editing Content**

![Hex Editor after Manually Editing Content](image)

• If you want a live output of the memory contents instead of manually synchronizing, click \( \text{C} \).

Continuous read is analogous to using Signal Tap in continuous acquisition, with the memory values appearing as words in the Hex Editor instead of toggling waveforms.

**Note:** (Intel Stratix 10 only) ISMCE logic can perform Read/Write operations only when the design logic is idle. If the design logic attempts a write or an address change operation, the design logic prevails, and the ISMCE operation times out. An error message lets you know that the memory connected to the In-System Memory Content Editor instance is in use, and memory content is not updated.

**Related Information**

- Read Information from In-System Memory Commands (Processing Menu)
  In Intel Quartus Prime Help
- Stop In-System Memory Analysis Command (Processing Menu)
  In Intel Quartus Prime Help

### 5.7. Editing Memory Contents with the Hex Editor Pane

You can edit the contents of instances by typing values directly into the **Hex Editor** pane.
Black content on the **Hex Editor** pane means that the value read is the same as last synchronization.

1. Type content on the pane.
   The **Hex Editor** displays in blue changed content that has not been synchronized to the device.

**Figure 84. Hex Editor after Manually Editing Content**

2. Click **Sync** to synchronize the content to the device.

*Note:* (Intel Stratix 10 only) ISMCE logic can perform Read/Write operations only when the design logic is idle. If the design logic attempts a write or an address change operation, the design logic prevails, and the ISMCE operation times out. An error message lets you know that the memory connected to the In-System Memory Content Editor instance is in use, and reports the number of successful writes before the design logic requested access to the memory.

**Related Information**

- Custom Fill Dialog Box
  In *Intel Quartus Prime Help*
- Write Information to In-System Memory Commands (Processing Menu)
  In *Intel Quartus Prime Help*
- Go To Dialog Box
  In *Intel Quartus Prime Help*
- Select Range Dialog Box
  In *Intel Quartus Prime Help*
5.8. Importing and Exporting Memory Files

The In-System Memory Content Editor allows you to import and export data values for memories that are runtime modifiable. Importing from a data file enables you to quickly load an entire memory image. Exporting to a data file allows you to save the contents of the memory for future use.

You can import or export files in **hex** or **mif** formats.

1. To import a file, click **Edit ➤ Import Data from File...**, and then select the file to import.
   
   If the file is not compatible, unexpected data appears in the Hex Editor.

2. To export memory contents to a file, click **Edit ➤ Export Data to File...**, and then specify the name.

**Related Information**
- Import Data
  - In *Intel Quartus Prime Help*
- Export Data
  - In *Intel Quartus Prime Help*
- Hexadecimal (Intel-Format) File (.hex) Definition
  - In *Intel Quartus Prime Help*
- Memory Initialization File (.mif) Definition
  - In *Intel Quartus Prime Help*

5.9. Access Two or More Devices

If you have more than one device with in-system configurable memories or constants in a JTAG chain, you can launch multiple In-System Memory Content Editors within the Intel Quartus Prime software to access the memories and constants in each of the devices. Each window of the In-System Memory Content Editor can access the memories and constants of a single device.

5.10. Scripting Support

The Intel Quartus Prime software allows you to perform runtime modification of memories and constants in scripted flows.

You can enable memory and constant instances to be runtime modifiable from the HDL code. Additionally, the In-System Memory Content Editor supports reading and writing of memory contents via Tcl commands from the `insystem_memory_edit` package.

**Related Information**
- Tcl Scripting
- Command Line Scripting
5.10.1. The insystem_memory_edit Tcl Package

The ::quartus::insystem_memory_edit Tcl package contains the set of Tcl functions for reading and editing the contents of memory in an Intel FPGA device using the In-System Memory Content Editor. The `quartus_stp` and `quartus_stp_tcl` command line executables load this package by default.

For the most up-to-date information about the ::quartus::insystem_memory_edit, refer to the Intel Quartus Prime Help.

**Related Information**

::quartus::insystem_memory_edit
In Intel Quartus Prime Help

5.10.1.1. Getting Information about the insystem_memory_edit Package

You can also get information on the insystem_memory_edit package directly from the command line:

- For general information about the package, type:
  
  `quartus_stp --tcl_eval help -pkg insystem_memory_edit`

- For information about a command in the package, type:

  `quartus_stp --tcl_eval help -cmd <command_name>`

5.11. In-System Modification of Memory and Constants Revision History

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<table>
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<td>2018.05.07</td>
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<tr>
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<td>• Removed obsolete example.</td>
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<td></td>
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<td>• Dita conversion.</td>
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<td></td>
<td>• Removed references to megafunction and replaced with IP core.</td>
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<td>July 2010</td>
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<td></td>
<td></td>
<td>• Inserted links to Intel Quartus Prime Help</td>
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<td>• Removed Reference Documents section</td>
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<td>November 2009</td>
<td>9.1.0</td>
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<tr>
<td></td>
<td></td>
<td>• Delete references to APEX devices</td>
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<td>• Style changes</td>
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## Document Version

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<tr>
<td>November 2008</td>
<td>8.1.0</td>
<td>Changed to 8-1/2 x 11 page size. No change to content.</td>
</tr>
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</table>
| May 2008         | 8.0.0                      | • Added reference to Section V. In-System Debugging in volume 3 of the Intel Quartus Prime Handbook on page 16-1  
• Removed references to the Mercury device, as it is now considered to be a "Mature" device  
• Added links to referenced documents throughout document  
• Minor editorial updates |
6. Design Debugging Using In-System Sources and Probes

The Signal Tap Logic Analyzer and Signal Probe allow you to read or "tap" internal logic signals during run time as a way to debug your logic design.

Traditional debugging techniques often involve using an external pattern generator to exercise the logic and a logic analyzer to study the output waveforms during run time.

You can make the debugging cycle more efficient when you can drive any internal signal manually within your design, which allows you to perform the following actions:

- Force the occurrence of trigger conditions set up in the Signal Tap Logic Analyzer
- Create simple test vectors to exercise your design without using external test equipment
- Dynamically control run time control signals with the JTAG chain

The In-System Sources and Probes Editor in the Intel Quartus Prime software extends the portfolio of verification tools, and allows you to easily control any internal signal and provides you with a completely dynamic debugging environment. Coupled with either the Signal Tap Logic Analyzer or Signal Probe, the In-System Sources and Probes Editor gives you a powerful debugging environment in which to generate stimuli and solicit responses from your logic design.

The Virtual JTAG IP core and the In-System Memory Content Editor also give you the capability to drive virtual inputs into your design. The Intel Quartus Prime software offers a variety of on-chip debugging tools.

The In-System Sources and Probes Editor consists of the ALTSOURCE_PROBE IP core and an interface to control the ALTSOURCE_PROBE IP core instances during run time. Each ALTSOURCE_PROBE IP core instance provides you with source output ports and probe input ports, where source ports drive selected signals and probe ports sample selected signals. When you compile your design, the ALTSOURCE_PROBE IP core sets up a register chain to either drive or sample the selected nodes in your logic design. During run time, the In-System Sources and Probes Editor uses a JTAG connection to shift data to and from the ALTSOURCE_PROBE IP core instances. The figure shows a block diagram of the components that make up the In-System Sources and Probes Editor.
The ALTSOURCE_PROBE IP core hides the detailed transactions between the JTAG controller and the registers instrumented in your design to give you a basic building block for stimulating and probing your design. Additionally, the In-System Sources and Probes Editor provides single-cycle samples and single-cycle writes to selected logic nodes. You can use this feature to input simple virtual stimuli and to capture the current value on instrumented nodes. Because the In-System Sources and Probes Editor gives you access to logic nodes in your design, you can toggle the inputs of low-level components during the debugging process. If used in conjunction with the SignalTap Logic Analyzer, you can force trigger conditions to help isolate your problem and shorten your debugging process.

The In-System Sources and Probes Editor allows you to easily implement control signals in your design as virtual stimuli. This feature can be especially helpful for prototyping your design, such as in the following operations:

- Creating virtual push buttons
- Creating a virtual front panel to interface with your design
- Emulating external sensor data
- Monitoring and changing run time constants on the fly

The In-System Sources and Probes Editor supports Tcl commands that interface with all your ALTSOURCE_PROBE IP core instances to increase the level of automation.
Related Information
System Debugging Tools
For an overview and comparison of all the tools available in the Intel Quartus Prime software on-chip debugging tool suite

6.1. Hardware and Software Requirements

The following components are required to use the In-System Sources and Probes Editor:

- Intel Quartus Prime software
  or
- Intel Quartus Prime Lite Edition
- Download Cable (USB-Blaster™ download cable or ByteBlaster™ cable)
- Intel FPGA development kit or user design board with a JTAG connection to device under test

The In-System Sources and Probes Editor supports the following device families:

- Arria series
- Stratix series
- Cyclone® series
- MAX® series

6.2. Design Flow Using the In-System Sources and Probes Editor

The In-System Sources and Probes Editor supports an RTL flow. Signals that you want to view in the In-System Sources and Probes editor are connected to an instance of the In-System Sources and Probes IP core.

After you compile the design, you can control each instance via the In-System Sources and Probes Editor pane or via a Tcl interface.
6.2.1. Instantiating the In-System Sources and Probes IP Core

To instantiate the In-System Sources and Probes IP core in a design:

1. In the IP Catalog (Tools > IP Catalog), type In-System Sources and Probes.
2. Double-click In-System Sources and Probes to open the parameter editor.
3. Specify a name for the IP variation.
4. Specify the parameters for the IP variation.
The IP core supports up to 512 bits for each source, and design can include up to 128 instances of this IP core.

5. Click **Generate** or **Finish** to generate IP core synthesis and simulation files matching your specifications.

6. Using the generated template, instantiate the In-System Sources and Probes IP core in your design.

*Note:* The In-System Sources and Probes Editor does not support simulation. Remove the In-System Sources and Probes IP core before you create a simulation netlist.

### 6.2.2. In-System Sources and Probes IP Core Parameters

Use the template to instantiate the variation file in your design.

#### Table 26. In-System Sources and Probes IP Port Information

<table>
<thead>
<tr>
<th>Port Name</th>
<th>Required?</th>
<th>Direction</th>
<th>Comments</th>
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<tbody>
<tr>
<td><code>probe[]</code></td>
<td>No</td>
<td>Input</td>
<td>The outputs from your design.</td>
</tr>
<tr>
<td><code>source_clk</code></td>
<td>No</td>
<td>Input</td>
<td>Source Data is written synchronously to this clock. This input is required if you turn on <strong>Source Clock</strong> in the Advanced Options box in the parameter editor.</td>
</tr>
<tr>
<td><code>source_ena</code></td>
<td>No</td>
<td>Input</td>
<td>Clock enable signal for <code>source_clk</code>. This input is required if specified in the Advanced Options box in the parameter editor.</td>
</tr>
<tr>
<td><code>source[]</code></td>
<td>No</td>
<td>Output</td>
<td>Used to drive inputs to user design.</td>
</tr>
</tbody>
</table>

You can include up to 128 instances of the in-system sources and probes IP core in your design, if your device has available resources. Each instance of the IP core uses a pair of registers per signal for the width of the widest port in the IP core. Additionally, there is some fixed overhead logic to accommodate communication between the IP core instances and the JTAG controller. You can also specify an additional pair of registers per source port for synchronization.

### 6.3. Compiling the Design

When you compile your design that includes the In-System Sources and Probes IP core, the In-System Sources and Probes and SLD Hub Controller IP core are added to your compilation hierarchy automatically. These IP cores provide communication between the JTAG controller and your instrumented logic.

You can modify the number of connections to your design by editing the In-System Sources and Probes IP core. To open the design instance you want to modify in the parameter editor, double-click the instance in the Project Navigator. You can then modify the connections in the HDL source file. You must recompile your design after you make changes.

### 6.4. Running the In-System Sources and Probes Editor

The In-System Sources and Probes Editor gives you control over all ALTSOURCE_PROBE IP core instances within your design. The editor allows you to view all available run time controllable instances of the ALTSOURCE_PROBE IP core in your design, provides a push-button interface to drive all your source nodes, and provides a logging feature to store your probe and source data.
To run the In-System Sources and Probes Editor:

- On the **Tools** menu, click **In-System Sources and Probes Editor**.

### 6.4.1. In-System Sources and Probes Editor GUI

The In-System Sources and Probes Editor contains three panes:

- **JTAG Chain Configuration**—Allows you to specify programming hardware, device, and file settings that the In-System Sources and Probes Editor uses to program and acquire data from a device.

- **Instance Manager**—Displays information about the instances generated when you compile a design, and allows you to control data that the In-System Sources and Probes Editor acquires.

- **In-System Sources and Probes Editor**—Logs all data read from the selected instance and allows you to modify source data that is written to your device.

When you use the In-System Sources and Probes Editor, you do not need to open an Intel Quartus Prime software project. The In-System Sources and Probes Editor retrieves all instances of the ALTSOURCE_PROBE IP core by scanning the JTAG chain and sending a query to the device selected in the **JTAG Chain Configuration** pane.

You can also use a previously saved configuration to run the In-System Sources and Probes Editor.

Each **In-System Sources and Probes Editor** pane can access the ALTSOURCE_PROBE IP core instances in a single device. If you have more than one device containing IP core instances in a JTAG chain, you can launch multiple **In-System Sources and Probes Editor** panes to access the IP core instances in each device.

### 6.4.2. Programming Your Device With JTAG Chain Configuration

After you compile your project, you must configure your FPGA before you use the In-System Sources and Probes Editor.

To configure a device to use with the In-System Sources and Probes Editor, perform the following steps:

1. Open the In-System Sources and Probes Editor.
2. In the **JTAG Chain Configuration** pane, point to **Hardware**, and then select the hardware communications device. You may be prompted to configure your hardware; in this case, click **Setup**.
3. From the **Device** list, select the FPGA device to which you want to download the design (the device may be automatically detected). You may need to click **Scan Chain** to detect your target device.
4. In the **JTAG Chain Configuration** pane, click to browse for the SRAM Object File (**.sof**) that includes the In-System Sources and Probes instance or instances. (The **.sof** may be automatically detected).
5. Click **Program Device** to program the target device.

### 6.4.3. Instance Manager

The **Instance Manager** pane provides a list of all ALTSOURCE_PROBE instances in the design, and allows you to configure data acquisition.
The **Instance Manager** pane contains the following buttons and sub-panes:

- **Read Probe Data**—Samples the probe data in the selected instance and displays the probe data in the **In-System Sources and Probes Editor** pane.

- **Continuously Read Probe Data**—Continuously samples the probe data of the selected instance and displays the probe data in the **In-System Sources and Probes Editor** pane; you can modify the sample rate via the **Probe read interval** setting.

- **Stop Continuously Reading Probe Data**—Cancels continuous sampling of the probe of the selected instance.

- **Read Source Data**—Reads the data of the sources in the selected instances.

- **Probe Read Interval**—Displays the sample interval of all the In-System Sources and Probe instances in your design; you can modify the sample interval by clicking **Manual**.

- **Event Log**—Controls the event log that appears in the **In-System Sources and Probes Editor** pane.

- **Write Source Data**—Allows you to manually or continuously write data to the system.

Beside each entry, the **Instance Manager** pane displays the instance status. The possible instance statuses are **Not running Offloading data**, **Updating data**, and **Unexpected JTAG communication error**.

### 6.4.4. In-System Sources and Probes Editor Pane

The **In-System Sources and Probes Editor** pane allows you to view data from all sources and probes in your design.

The data is organized according to the index number of the instance. The editor provides an easy way to manage your signals, and allows you to rename signals or group them into buses. All data collected from in-system source and probe nodes is recorded in the event log and you can view the data as a timing diagram.

#### 6.4.4.1. Reading Probe Data

You can read data by selecting the ALTSOURCE_PROBE instance in the **Instance Manager** pane and clicking **Read Probe Data**.

This action produces a single sample of the probe data and updates the data column of the selected index in the **In-System Sources and Probes Editor** pane. You can save the data to an event log by turning on the **Save data to event log** option in the **Instance Manager** pane.

If you want to sample data from your probe instance continuously, in the **Instance Manager** pane, click the instance you want to read, and then click **Continuously read probe data**. While reading, the status of the active instance shows **Unloading**. You can read continuously from multiple instances.

You can access read data with the shortcut menus in the **Instance Manager** pane.
To adjust the probe read interval, in the **Instance Manager** pane, turn on the **Manual** option in the **Probe read interval** sub-pane, and specify the sample rate in the text field next to the **Manual** option. The maximum sample rate depends on your computer setup. The actual sample rate is shown in the **Current interval** box. You can adjust the event log window buffer size in the **Maximum Size** box.

### 6.4.4.2. Writing Data

To modify the source data you want to write into the ALTSOURCE_PROBE instance, click the name field of the signal you want to change. For buses of signals, you can double-click the data field and type the value you want to drive out to the ALTSOURCE_PROBE instance. The In-System Sources and Probes Editor stores the modified source data values in a temporary buffer.

Modified values that are not written out to the ALTSOURCE_PROBE instances appear in red. To update the ALTSOURCE_PROBE instance, highlight the instance in the **Instance Manager** pane and click **Write source data**. The **Write source data** function is also available via the shortcut menus in the **Instance Manager** pane.

The In-System Sources and Probes Editor provides the option to continuously update each ALTSOURCE_PROBE instance. Continuous updating allows any modifications you make to the source data buffer to also write immediately to the ALTSOURCE_PROBE instances. To continuously update the ALTSOURCE_PROBE instances, change the **Write source data** field from **Manually** to **Continuously**.

### 6.4.4.3. Organizing Data

The **In-System Sources and Probes Editor** pane allows you to group signals into buses, and also allows you to modify the display options of the data buffer.

To create a group of signals, select the node names you want to group, right-click and select **Group**. You can modify the display format in the Bus Display Format and the Bus Bit order shortcut menus.

The **In-System Sources and Probes Editor** pane allows you to rename any signal. To rename a signal, double-click the name of the signal and type the new name.

The event log contains a record of the most recent samples. The buffer size is adjustable up to 128k samples. The time stamp for each sample is logged and is displayed above the event log of the active instance as you move your pointer over the data samples.

You can save the changes that you make and the recorded data to a Sources and Probes File (.spf). To save changes, on the File menu, click **Save**. The file contains all the modifications you made to the signal groups, as well as the current data event log.

### 6.5. Tcl interface for the In-System Sources and Probes Editor

To support automation, the In-System Sources and Probes Editor supports the procedures described in this chapter in the form of Tcl commands. The Tcl package for the In-System Sources and Probes Editor is included by default when you run `quartus_stp`.
The Tcl interface for the In-System Sources and Probes Editor provides a powerful platform to help you debug your design. The Tcl interface is especially helpful for debugging designs that require toggling multiple sets of control inputs. You can combine multiple commands with a Tcl script to define a custom command set.

Table 27. In-System Sources and Probes Tcl Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>start_insystem_source_probe</td>
<td>-device_name &lt;device name&gt;</td>
<td>Opens a handle to a device with the specified hardware.</td>
</tr>
<tr>
<td></td>
<td>-hardware_name &lt;hardware name&gt;</td>
<td>Call this command before starting any transactions.</td>
</tr>
<tr>
<td>get_insystem_source_probe_instance_info</td>
<td>-device_name &lt;device name&gt;</td>
<td>Returns a list of all ALTSOURCE_PROBE instances in your design. Each record</td>
</tr>
<tr>
<td></td>
<td>-hardware_name &lt;hardware name&gt;</td>
<td>returned is in the following format: {&lt;instance Index&gt;, &lt;source width&gt;,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>&lt;probe width&gt;, &lt;instance name&gt;}</td>
</tr>
<tr>
<td>read_probe_data</td>
<td>-instance_index &lt;instance_index&gt;</td>
<td>Retrieves the current value of the probe.</td>
</tr>
<tr>
<td></td>
<td>-value_in_hex (optional)</td>
<td>A string is returned that specifies the status of each probe, with the MSB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>as the left-most bit.</td>
</tr>
<tr>
<td>read_source_data</td>
<td>-instance_index &lt;instance_index&gt;</td>
<td>Retrieves the current value of the sources.</td>
</tr>
<tr>
<td></td>
<td>-value_in_hex (optional)</td>
<td>A string is returned that specifies the status of each source, with the MSB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>as the left-most bit.</td>
</tr>
<tr>
<td>write_source_data</td>
<td>-instance_index &lt;instance_index&gt;</td>
<td>Sets the value of the sources.</td>
</tr>
<tr>
<td></td>
<td>-value &lt;value&gt;</td>
<td>A binary string is sent to the source ports, with the MSB as the left-most</td>
</tr>
<tr>
<td></td>
<td>-value_in_hex (optional)</td>
<td>bit.</td>
</tr>
<tr>
<td>end_insystem_source_probe</td>
<td>None</td>
<td>Releases the JTAG chain.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Issue this command when all transactions are finished.</td>
</tr>
</tbody>
</table>

The example shows an excerpt from a Tcl script with procedures that control the ALTSOURCE_PROBE instances of the design as shown in the figure below. The example design contains a DCFIFO with ALTSOURCE_PROBE instances to read from and write to the DCFIFO. A set of control muxes are added to the design to control the flow of data to the DCFIFO between the input pins and the ALTSOURCE_PROBE instances. A pulse generator is added to the read request and write request control lines to guarantee a single sample read or write. The ALTSOURCE_PROBE instances, when used with the script in the example below, provide visibility into the contents of the FIFO by performing single sample write and read operations and reporting the state of the full and empty status flags.

Use the Tcl script in debugging situations to either empty or preload the FIFO in your design. For example, you can use this feature to preload the FIFO to match a trigger condition you have set up within the Signal Tap logic analyzer.
Figure 87. DCFIFO Example Design Controlled by Tcl Script

### Setup USB hardware - assumes only USB Blaster is installed and an FPGA is the only device in the JTAG chain

```tcl
set usb [lindex [get_hardware_names] 0]
set device_name [lindex [get_device_names -hardware_name $usb] 0]

## write procedure : argument value is integer
proc write {value} {
    global device_name usb
    variable full
    start_insystem_source_probe -device_name $device_name -hardware_name $usb
    #read full flag
    set full [read_probe_data -instance_index 0]
    if {$full == 1} {end_insystem_source_probe
        return "Write Buffer Full"
    }
    ##toggle select line, drive value onto port, toggle enable
    ##bits 7:0 of instance 0 is S_data[7:0]; bit 8 = S_write_req;
    ##bit 9 = Source_write_sel
    ##int2bits is custom procedure that returns a bitstring from an integer
    ##argument
    write_source_data -instance_index 0 -value /[int2bits [expr 0x200 | $value]]
    write_source_data -instance_index 0 -value /[int2bits [expr 0x300 | $value]]
    ##clear transaction
    write_source_data -instance_index 0 -value 0
    end_insystem_source_probe
}

proc read {} {
    global device_name usb
    variable empty
    start_insystem_source_probe -device_name $device_name -hardware_name $usb
    #read empty flag : probe port[7:0] reads FIFO output; bit 8 reads empty_flag
    set empty [read_probe_data -instance_index 1]
    if {{[regexp {1.........} $empty]}} { end_insystem_source_probe
        return "FIFO empty"
    }
    ## toggle select line for read transaction
```
Related Information

- Tcl Scripting
- Intel Quartus Prime Settings File Manual
- Command Line Scripting

6.6. Design Example: Dynamic PLL Reconfiguration

The In-System Sources and Probes Editor can help you create a virtual front panel during the prototyping phase of your design. You can create relatively simple, high functioning designs of in a short amount of time. The following PLL reconfiguration example demonstrates how to use the In-System Sources and Probes Editor to provide a GUI to dynamically reconfigure a Stratix PLL.

Stratix PLLs allow you to dynamically update PLL coefficients during run time. Each enhanced PLL within the Stratix device contains a register chain that allows you to modify the pre-scale counters (m and n values), output divide counters, and delay counters. In addition, the ALTPLL_RECONFIG IP core provides an easy interface to access the register chain counters. The ALTPLL_RECONFIG IP core provides a cache that contains all modifiable PLL parameters. After you update all the PLL parameters in the cache, the ALTPLL_RECONFIG IP core drives the PLL register chain to update the PLL with the updated parameters. The figure shows a Stratix-enhanced PLL with reconfigurable coefficients.
The following design example uses an ALTSOURCE_PROBE instance to update the PLL parameters in the ALTPLL_RECONFIG IP core cache. The ALTPLL_RECONFIG IP core connects to an enhanced PLL in a Stratix FPGA to drive the register chain containing the PLL reconfigurable coefficients. This design example uses a Tcl/Tk script to generate a GUI where you can enter in new m and n values for the enhanced PLL. The Tcl script extracts the m and n values from the GUI, shifts the values out to the ALTSOURCE_PROBE instances to update the values in the ALTPLL_RECONFIG IP core cache, and asserts the reconfiguration signal on the ALTPLL_RECONFIG IP core. The reconfiguration signal on the ALTPLL_RECONFIG IP core starts the register chain transaction to update all PLL reconfigurable coefficients.
This design example was created using a Nios II Development Kit, Stratix Edition. The file `sourceprobe_DE_dynamic_pll.zip` contains all the necessary files for running this design example, including the following:

- **Readme.txt**—A text file that describes the files contained in the design example and provides instructions about running the Tk GUI shown in the figure below.
- **Interactive_Reconfig.qar**—The archived Intel Quartus Prime project for this design example.

**Figure 90.** Interactive PLL Reconfiguration GUI Created with Tk and In-System Sources and Probes Tcl Package

### Related Information

**On-chip Debugging Design Examples**

to download the In-System Sources and Probes Example

### 6.7. Design Debugging Using In-System Sources and Probes

**Revision History**

The following revision history applies to this chapter:

<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2019.06.11</td>
<td>18.1.0</td>
<td>Rebranded megafunction to Intel FPGA IP core</td>
</tr>
<tr>
<td>2018.05.07</td>
<td>18.0.0</td>
<td>Added details on finding the In-System Sources and Probes in the IP Catalog.</td>
</tr>
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<td>Implemented Intel rebranding.</td>
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<td>Changed instances of Quartus II to Intel Quartus Prime.</td>
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<td>Template update.</td>
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<td>Minor corrections. Changed to new document template.</td>
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<td>Minor corrections.</td>
</tr>
</tbody>
</table>
| November 2009     | 9.1.0                       | • Removed references to obsolete devices.  
                      |                      | • Style changes. |

*continued...*
<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
<tbody>
<tr>
<td>March 2009</td>
<td>9.0.0</td>
<td>No change to content.</td>
</tr>
<tr>
<td>November 2008</td>
<td>8.1.0</td>
<td>Changed to 8-1/2 x 11 page size. No change to content.</td>
</tr>
</tbody>
</table>
| May 2008         | 8.0.0                        | • Documented that this feature does not support simulation on page 17–5  
• Updated Figure 17–8 for Interactive PLL reconfiguration manager  
• Added hyperlinks to referenced documents throughout the chapter  
• Minor editorial updates |
7. Analyzing and Debugging Designs with System Console

7.1. Introduction to System Console

System Console provides visibility into your design and allows you to perform system-level debug on an FPGA at run-time. System Console performs tests on debug-enabled Intel FPGA IP. A variety of debug services provide read and write access to elements in your design. You can perform the following tasks with System Console, and the tools that System Console supports:

- Perform board bring-up with finalized or partially complete designs.
- Automate run-time verification through scripting across multiple devices.
- Debug transceiver links, memory interfaces, and Ethernet interfaces with toolkits.
- Integrate your debug IP into the debug platform.
- Perform system verification with MATLAB and Simulink.

Figure 91. System Console Tools

The System Console API supports services that access your design in operation.
Related Information

- Application Note 624: Debugging with System Console over TCP/IP
- White Paper 01208: Hardware in the Loop from the MATLAB/Simulink Environment
- System Console Online Training

7.1.1. IP Cores that Interact with System Console

System Console runs on your host computer and communicates with your running design through debug agents. Debug agents are soft-logic embedded in some IP cores that enable debug communication with the host computer.

You can instantiate debug IP cores using the Intel Quartus Prime software IP Catalog and parameter editor. Some IP cores are enabled for debug by default, while you can enable debug for other IP cores through options in the parameter editor. Some debug agents have multiple purposes.

When you include debug enabled IP cores in your design, you can access large portions of the design running on hardware for debugging purposes. Debug agents allow you to read and write to memory and alter peripheral registers from the host computer.

Services associated with debug agents in the running design can open and close as you need. System Console determines the communication protocol with the debug agent. The communication protocol determines the best board connection to use for command and data transmission.

The Programmable SRAM Object File (.sof) that the Intel Quartus Prime Assembler generates for programming provides the System Console with channel communication information. When you open System Console from the Intel Quartus Prime software GUI, with a project open that includes a .sof, System Console automatically finds and links to the device(s) it detects. When you open System Console without an open project, or with an unrelated project open, you can manually load the .sof file that you want, and then the design linking occurs automatically if the device(s) match.

Related Information

- Available System Debugging Toolkits on page 154
- WP-01170 System-Level Debugging and Monitoring of FPGA Designs

7.1.2. Services Provided through Debug Agents

By adding the appropriate debug agent to your design, System Console services can use the associated capabilities of the debug agent.
Table 28. Common Services for System Console

<table>
<thead>
<tr>
<th>Service</th>
<th>Function</th>
<th>Debug Agent Providing Service</th>
</tr>
</thead>
</table>
| master  | Access memory-mapped (Avalon-MM or AXI) slaves connected to the master interface. | • Nios II with debug  
  • JTAG to Avalon Master Bridge  
  • USB Debug Master |
| slave   | Allows the host to access a single slave without needing to know the location of the slave in the host’s memory map. Any slave that is accessible to a System Console master can provide this service. | • Nios II with debug  
  • JTAG to Avalon Master Bridge  
  • USB Debug Master  
  If an SRAM Object File (.sof) is loaded, then slaves controlled by a debug master provide the slave service. |
| processor| • Start, stop, or step the processor.  
  • Read and write processor registers. | Nios II with debug |
| JTAG UART| The JTAG UART is an Avalon-MM slave device that you can use in conjunction with System Console to send and receive byte streams. | JTAG UART |

Note: The following IP cores in the IP Catalog do not support VHDL simulation generation in the current version of the Intel Quartus Prime software:
  • JTAG Debug Link  
  • JTAG Hub Controller System  
  • USB Debug Link

Related Information
Available System Debugging Toolkits on page 154

7.1.3. System Console Debugging Flow
The System Console debugging flow includes the following steps:
1. Add debug enabled Intel FPGA IP to your design.
2. Compile the design.
3. Connect to a board and program the FPGA.
4. Start the System Console.
5. Locate and open a System Console service.
6. Perform debug operations with the service.
7. Close the service.

Related Information
• Starting System Console on page 142  
  • Launching a Toolkit in System Console on page 152  
  • System Console Services on page 156  
  • Running System Console in Command-Line Mode on page 170
7.2. Starting System Console

You can use any of the following methods to start System Console:

- To start System Console from the Intel Quartus Prime software GUI:
  
  Click **Tools ➤ System Debugging Tools ➤ System Console**.
  
  Or
  
  Click **Tools ➤ System Debugging Tools ➤ System Debugging Toolkits**.

- To start System Console from Platform Designer:
  
  Click **Tools ➤ System Console**

- To start Stand-Alone System Console:
  
  1. Navigate to the **Download Center** page, click **Additional Software**, and download and install Stand-Alone System Console.
  2. On the Windows Start menu, click **All Programs ➤ Intel FPGA <version> ➤ Programmer and Tools ➤ System Console**.

- To start System Console from a Nios II Command Shell:
  
  1. On the Windows Start menu, click **All Programs ➤ Intel ➤ Nios II EDS <version> ➤ Nios II<version> ➤ Command Shell**.
  2. Type **system-console**.
  3. Type **system-console --project_dir=<project directory>** to point to a directory that contains .qsf or .sof files.

  *Note:* Type **--help** for System Console help.

7.2.1. Customizing System Console Startup

You can customize your System Console startup environment, as follows:

- Add commands to the **system_console_rc** configuration file located at:
  
  `~/.system_console/system_console_rc.tcl`

  The file in this location is the user configuration file, which only affects the owner of the home directory.

- Specify your own design startup configuration file with the command-line argument **--rc_script=<path_to_script>**, when you launch System Console from the Nios II command shell.

- Use the **system_console_rc.tcl** file in combination with your custom **rc_script.tcl** file. In this case, the **system_console_rc.tcl** file performs System Console actions, and the **rc_script.tcl** file performs your debugging actions.

On startup, System Console automatically runs the Tcl commands in these files. The commands in the **system_console_rc.tcl** file run first, followed by the commands in the **rc_script.tcl** file.
7.3. System Console GUI

The System Console GUI consists of a main window with the following panes that allow you to interact with the design currently running on the host computer:

- **Toolkit Explorer**—displays all available toolkits and launches tools that use the System Console framework.
- **System Explorer**—displays a list of interactive instances in your design, including board connections, devices, designs, servers, and scripts.
- **Main View**—initially displays the welcome screen. All toolkits that you launch display in this view.
- **Tcl Console**—allows you to interact with your design using Tcl scripts, for example, sourcing scripts, writing procedures, and using System Console APIs.
- **Messages**—displays status, warning, and error messages related to connections and debug actions.

Figure 92. **System Console GUI**

The System Console GUI also provides the **Autosweep**, **Dashboard**, and **Eye Viewer** panes, that display as tabs in the **Main View**.

**System Console Views** on page 144
7.3.1. System Console Views

The System Console provides the following views:

- **Main View** on page 144
- **Autosweep View** on page 147
- **Dashboard View** on page 148
- **Eye Viewer** on page 149

### 7.3.1.1. Main View

The **Main View** in System Console allows you to visualize certain parameter values of the IP that the toolkit targets. These parameter values can be static values from compile-time parameterization, or dynamic values read from the hardware (like reading from CSR registers) at run-time.

The **Main View** GUI controls allow you to control or configure the IP on the hardware.

![Main View of the System Console](image)
If you are using a toolkit, you can add or remove columns from the table in the **Main View**. Right-click on the table header and select **Edit Columns** in the right-click menu. The **Select column headers** dialog box is displayed where you can choose to include more columns, as shown in the following image:

![Figure 94. Column Selection in the Main View Table](image)

### Parameters Pane

The **Main View** provides the **Parameters** pane that has two tabs, one for global parameters (those not associated with a given channel) and another for channel parameters (those associated with channels). The **Channel Parameters** tab is filled with per-channel parameter editors based on channel row selection in the **Status Table**, as Figure 100 on page 151 shows.

### Status Table Pane

The **Status Table** does not appear for toolkits that do not define channels. The **Status Table** allows you to view status information across all channels of a collection or a toolkit instance, as well as execute actions across multiple channels, as Figure 100 on page 151 shows. You can execute bulk actions spanning multiple channels by selecting desired channels, and right-clicking and exploring the **Actions** sub-menu.

You can also use the **Status Table** to select which channel to display in the **Parameters Pane** on page 145. The channels you select in the Status Table are shown in the **Parameters Pane**. You can use the **Pin** setting for a channel to display the channel, regardless of the current selection in the **Status Table**.

If you decide to develop your own toolkit, you can design the layout and GUI elements in the **Main View** using the Toolkit Tcl API. You can also define how each GUI elements interact with the hardware.
7.3.1.1.1. Link Pair View

Displaying Links With the Main View

You can use the Main View to simultaneously display and control associated TX and RX pairs:
1. Select both RX and TX channels in the Status Table.
2. Right-click to view the context-sensitive menu.
3. Navigate to the Actions menu.

Custom Groups with Links

In the Status Table, links are displayed like any other channel, with the exception that its parameter list encompasses all parameters from the associated TX and RX channels. If you create a group with a link and its associated TX and RX instance channels, the link row in the Status Table populates in all columns. Whereas, for the independent TX and RX channel rows, only parameters associated to that channel populate the Status Table.
**Configuring Link**

You have the option to configure links in the following ways:

- Through the provided status table in **Main View**.
- Through configuration options provided for the associated TX and RX channels.

Provided TX and RX channels allow you to individually manipulate each associated channel. You can manipulate multiple parameters by multi-selecting and right-clicking parameters in the status table.

### 7.3.1.2. Autosweep View

The **Autosweep** view allows you to sweep over IP parameters to find the best combination.

The System Console **Autosweep** view allows you to define your own quality metrics for a given Autosweep run.

**Figure 96. AUTOSWEEP VIEW OF THE SYSTEM CONSOLE**

By default, the **Autosweep** view launches without any connection to a toolkit instance(s) or channel pair(s). You can add parameters by clicking **Add Parameter** and selecting parameters from specific toolkit instance(s) in the **Select Parameter** dialog box. You can remove parameters by selecting them and clicking **Remove Parameter**. Alternatively, you can add your own parameters and create as many **Autosweep** views as you want, to allow sweeping over different parameters on different channels of the same instance, or different instances entirely.

To save a parameter set for future use, select the parameter set, and then click **Export Settings**. To load a collection, click **Import Settings**.
Important: Any channel of a particular instance that has parameters currently being swept over in one Autosweep view cannot have other (or the same) parameters swept over in a different Autosweep view. For example, if one Autosweep view is currently sweeping over parameters from InstA | Channel 0, and another Autosweep view has parameters from InstA | Channel 0, an error is displayed if you attempt to start the second sweep before the first has completed. This prevents you from changing more things than are expected from a given run of autosweep.

Consider the following example of the Autosweep system:

**Figure 97. An Example of the Autosweep System**

```
FPGA 0
  Autosweep parameter A: -1, 3, 8
  Autosweep parameter B: foo, bar

FPGA 1
  Autosweep parameter C: 0->2
  Autosweep parameter D: 5, 12

Communication channel X

FPGA 2
  Quality metric A: Protocol-level QoS
  Quality metric B: Eye Height
  Quality metric C: Eye Width

Communication channel Y
```

The Autosweep view allows you to sweep a complex system with parameters spread across multiple devices visible to System Console. You can select the quality metrics from instances different from than those you sweep. You can even span levels of the hardware stack from the PMA-level up to protocol-level signaling.

**Results**

The Results table is populated with one row per autosweep iteration. For every output quality metric added in the Output Metrics section, a column for that metric is added to the Results table, with new row entries added to the bottom. This format allows sorting the results by quality metric of the system under test, across many combinations of parameters, to determine which parameter settings achieve best real-world results.

The Results table allows visualizing or copying the parameter settings associated with a given case, and sorting by quality metrics. Sort the rows of the table by clicking on the column headers.

**Control**

The Control pane of the Autosweep view allows starting an autosweep run, once you define at least one input parameter and one quality metric. Starting a run, allowing all combinations to complete, and then pressing the Start button re-runs the same test case. Pressing the Stop button cancels a currently running autosweep.

### 7.3.1.3. Dashboard View

The Dashboard view allows you to visualize the changes to toolkit parameters over time.

The Dashboard provides a line chart, histogram, pie chart, bar graph, and data history. There is no limit imposed on the number of instances of the Dashboard view open at once. However, a performance penalty occurs if you update a high number of parameters at a high frequency simultaneously.
The **Add Parameter** dialog box opens when you click the **Add parameter** button. Only those parameters that declare the `allows_charting` parameter property are available for selection in the **Add Parameter** dialog box.

### 7.3.1.4. Eye Viewer

The System Console **Eye Viewer** allows you to configure, run, and render eye scans. The **Eye Viewer** allows independent control of the eye for each different transceiver instances. System Console allows you to open only one **Eye Viewer** per-instance channel pair at any given time. Therefore, there is a one-to-one mapping of a given **Eye Viewer** GUI to a given instance of the eye capture hardware on the FPGA. Click **Tools ➤ Eye Viewer** to launch the **Eye Viewer**.

**Eye Viewer Controls**

The **Eye Viewer** controls allows you to configure toolkit-specific settings for the current **Eye Viewer** scan. The parameters in the **Eye Viewer** affect the behavior and details of the eye scan run.

**Start / Stop Controls**

The **Eye Viewer** provides **Start** and **Stop** controls. The **Start** button starts the eye scanning process while the **Stop** button cancels an incomplete scan.

*Note:* The actual scanning controls, configurations, and metrics shown with the **Eye Viewer** vary by toolkit.
Eye Diagram Visualization

The eye diagram displays the transceiver eye captured from on-die instrumentation (ODI) with a color gradient. A map of bit error rate (BER) range to color represents the gradient, as shown in the legend on the left.

Figure 99. Eye Viewer (E-Tile Transceiver Native PHY Toolkit Example)

Results Table

The Results table displays results and statistics of all eye scans. While an eye scan is running, you cannot view any partial result. However, there is a progress bar showing the current progress of the eye scan underway.

When an eye scan successfully completes, a new entry appears in the Results table, and that entry automatically gains focus. When you select a given entry in the Results table, the eye diagram renders the associated eye data. You can right-click in the Results table to do the following:

- Apply the test case parameters to the device
- Delete an entry

If developing your own toolkit that includes the Eye Viewer, the BER gradient is configurable, and the eye diagram GUI supports the following features:

- A BER tool-tip for each cell
- Ability to export the map as PNG
- Zoom
7.3.2. Toolkit Explorer Pane

The **Toolkit Explorer** pane displays all available toolkits and launches tools that use the System Console framework. When you load a design that contains debug-enabled IP, the **Toolkit Explorer** displays the design instances, along with a list of channels and channel collections for debugging. To interact with a channel or a toolkit, double-click on it to launch the **Main View** tabbed window, as shown in the following image:

**Figure 100. System Console Toolkit Explorer**

![System Console Toolkit Explorer](image)

*Note:* If you close **Toolkit Explorer**, you can relaunch it by clicking **View ➤ Toolkit Explorer**.

7.3.3. System Explorer Pane

The **System Explorer** pane displays a list of interactive instances from the design loaded on a connected device. This includes the following items:

- IP instances with debugging toolkit capabilities
- IP instances with a debug endpoint
Additionally, the System Explorer also displays custom toolkit groups and links that you create. System Explorer organizes the interactive instances according to the available device connections. The System Explorer contains a Links instance, and may contain a Files instance. The Links instance shows debug agents (and other hardware) that System Console can access. The Files instance contains information about the design files loaded from the Intel Quartus Prime project for the device.

The System Explorer provides the following information:

- **Devices**—displays information about all devices connected to the System Console.
- **Scripts**—stores scripts for easy execution.
- **Connections**—displays information about the board connections visible to System Console, such as the Intel FPGA Download Cable. Multiple connections are possible.
- **Designs**—displays information about Intel Quartus Prime designs connected to System Console. Each design represents a loaded .sof file.
- Right-click on some of the instances to execute related commands.
- Instances that include a message display a message icon. Click on the instance to view the messages in the Messages pane.

### 7.4. Launching a Toolkit in System Console

System Console provides the hardware debugging infrastructure to run the Available System Debugging Toolkits on page 154. When you load a design in the Toolkit Explorer that includes debug-enabled Intel FPGA IP, the Toolkit Explorer automatically lists the toolkits that are available for the IP in the design.
To launch a toolkit in System Console, follow these steps:

1. Create an Intel Quartus Prime project that includes debug-enabled Intel FPGA IP. Refer to IP Cores that Interact with System Console on page 140.
2. On the Compilation Dashboard, double-click Assembler to generate a .sof programming file for the design.
3. Launch System Console, as Starting System Console on page 142 describes.

**Figure 102. Launching a Toolkit in System Console**

4. In the Toolkit Explorer, click Load Design, and then select the .sof file that you create in step 2. When you load the design, Toolkit Explorer displays the debug-enabled IP instances.

5. Select a debug-enabled IP instance. The Details pane displays the channels that can launch toolkits.

6. To launch a toolkit, select the toolkit under Details. For toolkits with channels, you can also multi-select, one or more channels from the Details pane. Then, click Open Toolkit. The toolkit opens in the Main View, and the Collections pane displays a collection of any channels that you select.

7. To save a collection for future use, right-click the collection, and then click Export Collection. To load a collection, right-click in the Collections pane, and then click Import Collection. By default, System Console creates a collection when you launch a toolkit.
7.4.1. Available System Debugging Toolkits

The following toolkits are available to launch from the System Console Toolkit Explorer in the current version of the Intel Quartus Prime software.

<table>
<thead>
<tr>
<th>Toolkit</th>
<th>Description</th>
<th>Toolkit Documentation</th>
</tr>
</thead>
</table>
| EMIF Calibration Debug Toolkit | Helps you to debug external memory interfaces by accessing data during memory calibration. The analysis tools can evaluate the stability of the calibrated interface and assess hardware conditions. | • External Memory Interfaces Intel Agilex™ FPGA IP User Guide  
• External Memory Interfaces Intel Stratix 10 FPGA IP User Guide |
| EMIF Traffic Generator Configuration Toolkit | Helps you to debug external memory interfaces by sending sample traffic through the external memory interface to the memory device. The generated EMIF design example includes a traffic generator block with control and status registers. | |
| EMIF Efficiency Monitor Toolkit | Helps you to debug external memory interfaces by measuring efficiency on the Avalon interface in real time. The generated EMIF design example can include the Efficiency Monitor block. | • External Memory Interfaces Intel Agilex FPGA IP User Guide  
• External Memory Interfaces Intel Stratix 10 FPGA IP User Guide |
| Ethernet Toolkit | Helps you to interact with and debug an Ethernet Intel FPGA IP interface in real time. You can verify the status of the Ethernet link, assert and deassert IP resets, verifies the IP error correction capability, | Ethernet Toolkit User Guide |
| Intel Stratix 10 FPGA P-Tile Toolkit (for PCIe) | Helps you to optimize the performance of large-size data transfers with real-time control, monitoring, and debugging of the PCI Express® links at the Physical, Data Link, and Transaction layers. | Intel FPGA P-Tile Avalon Memory Mapped IP for PCIe Express® User Guide |
| Serial Lite IV IP Toolkit | An inspection tool that monitors the status of a Serial Lite IV IP link and provides a step-by-step guide for the IP link initialization sequences. | • Serial Lite IV Intel Agilex FPGA IP Design Example User Guide  
• Serial Lite IV Intel Stratix 10 FPGA IP Design Example User Guide |
| Intel Arria 10 and Intel Cyclone 10 GX Transceiver Native PHY Toolkit | Helps you to optimize high-speed serial links in your board design by providing real-time control, monitoring, and debugging of the transceiver links running on your board. | |
| L-Tile and H-Tile Transceiver Native PHY Toolkit | | |
| E-Tile Transceiver Native PHY Toolkit | | |

The following legacy toolkits remain available by clicking Tools ➤ Legacy Toolkits in System Console:

<table>
<thead>
<tr>
<th>Legacy Toolkit</th>
<th>Description</th>
<th>Legacy Toolkit Documentation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ethernet Link Inspector - Link Monitor Toolkit</td>
<td>The Ethernet Link Inspector is an inspection tool that can continuously monitor an Ethernet link that contains an Ethernet IP. The Link Monitor toolkit performs real-time status monitoring of an Ethernet IP link. The link monitor continuously reads and</td>
<td>Ethernet Link Inspector User Guide for Intel Stratix 10 Devices</td>
</tr>
</tbody>
</table>

continued...
<table>
<thead>
<tr>
<th>Legacy Toolkit</th>
<th>Description</th>
<th>Legacy Toolkit Documentation</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>displays all of the required status registers related to the Ethernet IP link, and displays the Ethernet IP link status at various stages are valid.</td>
<td></td>
</tr>
<tr>
<td>Ethernet Link Inspector - Link Analysis Toolkit</td>
<td>The Link Analysis toolkit displays a sequence of events on an Ethernet IP link, which occur in a finite duration of time. The Link Analysis requires the Signal Tap logic analyzer to first capture and store a database (.csv) of all required signals. The Link Analysis toolkit then performs an analysis on the database to extract all the required information and displays them in a user-friendly graphical user interface (GUI).</td>
<td></td>
</tr>
<tr>
<td>S10 SDM Debug Toolkit</td>
<td>Provides access to current status of the Intel Stratix 10 device. To use these commands you must have a valid design loaded that includes the module that you intend to access</td>
<td>Intel Stratix 10 Configuration User Guide</td>
</tr>
</tbody>
</table>

**Note:** Refer to the toolkit documentation for individual toolkit launch, setup, and use information. The Transceiver Toolkit previously available in the Intel Quartus Prime software Tools menu is replaced by the Intel Arria 10 and Intel Cyclone 10 GX Transceiver Native PHY Toolkit.

**Related Information**
- External Memory Interfaces Intel Agilex FPGA IP User Guide
- External Memory Interfaces Intel Stratix 10 FPGA IP User Guide
- Ethernet Toolkit User Guide
- Intel FPGA P-Tile Avalon memory mapped IP for PCI Express* User Guide
- Ethernet Link Inspector User Guide for Intel Stratix 10 Devices
- Intel Stratix 10 Configuration User Guide
- Serial Lite IV Intel Agilex FPGA IP Design Example User Guide
- Serial Lite IV Intel Stratix 10 FPGA IP Design Example User Guide

### 7.4.2. Creating Collections from the Toolkit Explorer

You can create custom collections to view and configure members from different instances in a single **Main View**.

Perform these steps to group instances:

1. Select multiple items in the instances tree.
2. Right click to view the content-sensitive menu.
3. Select **Add to Collection ➤ New Collection**. The **Add to Collection** dialog box appears with members you select.

System Console add the collections that you create to the **Collections** pane of the **Toolkit Explorer**. You can perform one of the following actions:

- Double-click on a custom-created collection to launch the Main view containing all of the group’s members.
- Right-click on an existing collection member and select **Remove from Collection** to remove the member.
7.4.3. Filtering and Searching Interactive Instances

By default, the Toolkits list shows all toolkit instances and their respective channels linking to the System Console. This view is useful in simple cases, but can become very dense in a complex system having many debug-enabled IPs, and having potentially multiple FPGAs connected to System Console.

Figure 103. Toolkit Explorer with Filters

To limit the information display, the Filter list allows filtering the display by toolkit types currently available in the System Console. You can also create custom filters using groups, for example, "Inst A, Inst F, and Inst Z", or "E-Tile and L/H-Tile Transceivers only".

To refine the list of toolkits, use the search field in the Toolkit Explorer to filter the list further.

7.5. System Console Services

System Console services provide access to hardware modules that you instantiate in your FPGA. Services vary in the type of debug access they provide.

7.5.1. Locating Available Services

System Console uses a virtual file system to organize the available services, which is similar to the /dev location on Linux systems. Board connection, device type, and IP names are all part of a service path. Instances of services are referred to by their unique service path in the file system. To retrieve service paths for a particular service, use the command get_service_paths <service-type>.
Example 9. Locating a Service Path

```python
# We are interested in master services.
set service_type "master"

# Get all the paths as a list.
set master_service_paths [get_service_paths $service_type]

# We are interested in the first service in the list.
set master_index 0

# The path of the first master.
set master_path [lindex master_service_paths $master_index]

# Or condense the above statements into one statement:
set master_path [lindex [get_service_paths master] 0]
```

System Console commands require service paths to identify the service instance you want to access. The paths for different components can change between runs of System Console and between versions. Use the `get_service_paths` command to obtain service paths.

The string values of service paths change with different releases of the tool. Use the `marker_node_info` command to get information from the path.

System Console automatically discovers most services at startup. System Console automatically scans for all JTAG and USB-based service instances and retrieves their service paths. System Console does not automatically discover some services, such as TCP/IP. Use `add_service` to inform System Console about those services.

Example 10. Marker_node_info

```python
Use the `marker_node_info` command to get information about SLD nodes associated with the specified service.

set slave_path [get_service_paths -type altera_avalon_uart.slave slave]
array set uart_info [marker_node_info $slave_path]
echo $uart_info(full_hpath)
```

7.5.2. Opening and Closing Services

After you have a service path to a particular service instance, you can access the service for use.

The `claim_service` command directs System Console to start using a particular service instance, and with no additional arguments, claims a service instance for exclusive use.

Example 11. Opening a Service

```python
set service_type "master"
set claim_path [claim_service $service_type $master_path mylib];#Claims service.
```

You can pass additional arguments to the `claim_service` command to direct System Console to start accessing a particular portion of a service instance. For example, if you use the master service to access memory, then use `claim_service` to only access the address space between 0x0 and 0x1000. System Console then allows
other users to access other memory ranges, and denies access to the claimed memory
range. The claim_service command returns a newly created service path that you
can use to access your claimed resources.

You can access a service after you open it. When you finish accessing a service
instance, use the close_service command to direct System Console to make this
resource available to other users.

**Example 12. Closing a Service**

```
close_service master $claim_path; #Closes the service.
```

### 7.5.3. SLD Service

The SLD Service shifts values into the instruction and data registers of SLD nodes and
captures the previous value. When interacting with a SLD node, start by acquiring
exclusive access to the node on an opened service.

**Example 13. SLD Service**

```
set timeout_in_ms 1000
set lock_failed [sld_lock $sld_service_path $timeout_in_ms]
```

This code attempts to lock the selected SLD node. If it is already locked, sld_lock
waits for the specified timeout. Confirm the procedure returns non-zero before
proceeding. Set the instruction register and capture the previous one:

```
if {$lock_failed} {
    return
}
set instr 7
set delay_us 1000
set capture [sld_access_ir $sld_service_path $instr $delay_us]
```

The 1000 microsecond delay guarantees that the following SLD command executes at
least 1000 microseconds later. Data register access works the same way.

```
set data_bit_length 32
set delay_us 1000
set data_bytes [list 0xEF 0xBE 0xAD 0xDE]
set capture [sld_access_dr $sld_service_path $data_bit_length $delay_us \
    $data_bytes]
```

Shift count is specified in bits, but the data content is specified as a list of bytes. The
capture return value is also a list of bytes. Always unlock the SLD node once finished
with the SLD service.

```
sld_unlock $sld_service_path
```

**Related Information**

Virtual JTAG IP Core User Guide
7.5.3.1. SLD Commands

Table 31. SLD Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>sld_access_ir</td>
<td><code>&lt;claim-path&gt;</code> &lt;ir-value&gt; &lt;delay&gt; (in µs)</td>
<td>Shifts the instruction value into the instruction register of the specified node. Returns the previous value of the instruction. If the <code>delay</code> parameter is non-zero, then the JTAG clock is paused for this length of time after the access.</td>
</tr>
<tr>
<td>sld_access_dr</td>
<td><code>&lt;service-path&gt;</code> &lt;size_in_bits&gt; &lt;delay-in-µs&gt;, &lt;list_of_byte_values&gt;</td>
<td>Shifts the byte values into the data register of the SLD node up to the size in bits specified. If the <code>delay</code> parameter is non-zero, then the JTAG clock is paused for at least this length of time after the access. Returns the previous contents of the data register.</td>
</tr>
<tr>
<td>sld_lock</td>
<td><code>&lt;service-path&gt;</code> &lt;timeout-in-milliseconds&gt;</td>
<td>Locks the SLD chain to guarantee exclusive access. Returns 0 if successful. If the SLD chain is already locked by another user, tries for <code>&lt;timeout&gt;</code>ms before returning a Tcl error. You can use the catch command if you want to handle the error.</td>
</tr>
<tr>
<td>sld_unlock</td>
<td><code>&lt;service-path&gt;</code></td>
<td>Unlocks the SLD chain.</td>
</tr>
</tbody>
</table>

7.5.4. In-System Sources and Probes Service

The In-System Sources and Probes (ISSP) service provides scriptable access to the In-System Sources and Probes Intel FPGA IP in a similar manner to using the In-System Sources and Probes Editor in the Intel Quartus Prime software.

Example 14. ISSP Service

Before you use the ISSP service, ensure your design works in the In-System Sources and Probes Editor. In System Console, open the service for an ISSP instance:

```
set issp_index 0
set issp [lindex [get_service_paths issp] 0]
set claimed_issp [claim_service issp $issp mylib]
```

View information about this particular ISSP instance:

```
array set instance_info [issp_get_instance_info $claimed_issp]
set source_width [instance_info(source_width)]
set probe_width [instance_info(probe_width)]
```

The Intel Quartus Prime software reads probe data as a single bitstring of length equal to the probe width:

```
set all_probe_data [issp_read_probe_data $claimed_issp]
```

As an example, you can define the following procedure to extract an individual probe line's data:

```
proc get_probe_line_data {all_probe_data index} {
    set line_data [expr { ($all_probe_data >> $index) & 1 }]
    return $line_data
}
```

```
set initial_all_probe_data [issp_read_probe_data $claim_issp]
set initial_line_0 [get_probe_line_data $initial_all_probe_data 0]
set initial_line_5 [get_probe_line_data $initial_all_probe_data 5]
```
Similarly, the Intel Quartus Prime software writes source data as a single bitstring of length equal to the source width:

```tcl
set source_data 0xDEADBEEF
issp_write_source_data $claimed_issp $source_data
```

You can also retrieve the currently set source data:

```tcl
set current_source_data [issp_read_source_data $claimed_issp]
```

As an example, you can invert the data for a 32-bit wide source by doing the following:

```tcl
set current_source_data [issp_read_source_data $claimed_issp]
set inverted_source_data [expr { $current_source_data ^ 0xFFFFFFFF }]
issp_write_source_data $claimed_issp $inverted_source_data
```

### 7.5.4.1. In-System Sources and Probes Commands

**Note:** The valid values for ISSP claims include `read_only`, `normal`, and `exclusive`.

#### Table 32. In-System Sources and Probes Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>issp_get_instance_info</td>
<td>&lt;service-path&gt;</td>
<td>Returns a list of the configurations of the In-System Sources and Probes instance, including: instance_index, instance_name, source_width, probe_width</td>
</tr>
<tr>
<td>issp_read_probe_data</td>
<td>&lt;service-path&gt;</td>
<td>Retrieves the current value of the probe input. A hex string is returned representing the probe port value.</td>
</tr>
<tr>
<td>issp_read_source_data</td>
<td>&lt;service-path&gt;</td>
<td>Retrieves the current value of the source output port. A hex string is returned representing the source port value.</td>
</tr>
<tr>
<td>issp_write_source_data</td>
<td>&lt;service-path&gt; &lt;source-value&gt;</td>
<td>Sets values for the source output port. The value can be either a hex string or a decimal value supported by the System Console Tcl interpreter.</td>
</tr>
</tbody>
</table>

### 7.5.5. Monitor Service

The monitor service builds on top of the master service to allow reads of Avalon memory-mapped interface slaves at a regular interval. The service is fully software-based. The monitor service requires no extra soft-logic. This service streamlines the logic to do interval reads, and it offers better performance than exercising the master service manually for the reads.
Example 15. Monitor Service

1. Determine the master and the memory address range that you want to poll:

   set master_index 0
   set master [lindex [get_service_paths master] $master_index]
   set address 0x2000
   set bytes_to_read 100
   set read_interval_ms 100

   With the first master, read 100 bytes starting at address 0x2000 every 100 milliseconds.

2. Open the monitor service:

   set monitor [lindex [get_service_paths monitor] 0]
   set claimed_monitor [claim_service monitor $monitor mylib]

   The monitor service opens the master service automatically.

3. With the monitor service, register the address range and time interval:

   monitor_add_range $claimed_monitor $master $address $bytes_to_read
   monitor_set_interval $claimed_monitor $read_interval_ms

4. Add more ranges, defining the result at each interval:

   global monitor_data_buffer
   set monitor_data_buffer [list]

5. Gather the data and append it with a global variable:

   proc store_data {monitor master address bytes_to_read} {
     global monitor_data_buffer
     # monitor_read_data returns the range of data polled from the running design as a list
     #$ (in this example, a 100-element list).
     set data [monitor_read_data $claimed_monitor $master $address $bytes_to_read]
     # Append the list as a single element in the monitor_data_buffer global list.
     lappend monitor_data_buffer $data
   }

   Note: If this procedure takes longer than the interval period, the monitor service may have to skip the next one or more calls to the procedure. In this case, monitor_read_data returns the latest polled data.

6. Register this callback with the opened monitor service:

   set callback [list store_data $claimed_monitor $master $address $bytes_to_read]
   monitor_set_callback $claimed_monitor $callback

7. Use the callback variable to call when the monitor finishes an interval. Start monitoring:

   monitor_set_enabled $claimed_monitor 1

   Immediately, the monitor reads the specified ranges from the device and invokes the callback at the specified interval. Check the contents of monitor_data_buffer to verify this. To turn off the monitor, use 0 instead of 1 in the above command.
7.5.5.1. Monitor Commands

You can use the Monitor commands to read many Avalon memory-mapped interface slave memory locations at a regular interval.

Under normal load, the monitor service reads the data after each interval and then calls the callback. If the value you read is timing sensitive, you can use the `monitor_get_read_interval` command to read the exact time between the intervals at which the data was read.

Under heavy load, or with a callback that takes a long time to execute, the monitor service skips some callbacks. If the registers you read do not have side effects (for example, they read the total number of events since reset), skipping callbacks has no effect on your code. The `monitor_read_data` command and `monitor_get_read_interval` command are adequate for this scenario.

If the registers you read have side effects (for example, they return the number of events since the last read), you must have access to the data that was read, but for which the callback was skipped. The `monitor_read_all_data` and `monitor_get_all_read_intervals` commands provide access to this data.

Table 33. Monitoring Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>monitor_add_range</td>
<td><code>&lt;service-path&gt;</code> &lt;target-path&gt; &lt;address&gt; &lt;size&gt;</td>
<td>Adds a contiguous memory address into the monitored memory list. &lt;service path&gt; is the value returned when you opened the service. &lt;target-path&gt; argument is the name of a master service to read. The address is within the address space of this service. &lt;target-path&gt; is returned from <code>[lindex [get_service_paths master] n]</code> where n is the number of the master service. &lt;address&gt; and &lt;size&gt; are relative to the master service.</td>
</tr>
<tr>
<td>monitor_get_all_read_intervals</td>
<td><code>&lt;service-path&gt;</code> &lt;target-path&gt; &lt;address&gt; &lt;size&gt;</td>
<td>Returns a list of intervals in milliseconds between two reads within the data returned by <code>monitor_read_all_data</code>.</td>
</tr>
<tr>
<td>monitor_get_interval</td>
<td><code>&lt;service-path&gt;</code></td>
<td>Returns the current interval set which specifies the frequency of the polling action.</td>
</tr>
<tr>
<td>monitor_get_missing_event_count</td>
<td><code>&lt;service-path&gt;</code></td>
<td>Returns the number of callback events missed during the evaluation of last Tcl callback expression.</td>
</tr>
<tr>
<td>monitor_get_read_interval</td>
<td><code>&lt;service-path&gt;</code> &lt;target-path&gt; &lt;address&gt; &lt;size&gt;</td>
<td>Returns the milliseconds elapsed between last two data reads returned by <code>monitor_read_data</code>.</td>
</tr>
<tr>
<td>monitor_read_all_data</td>
<td><code>&lt;service-path&gt;</code> &lt;target-path&gt; &lt;address&gt; &lt;size&gt;</td>
<td>Returns a list of 8-bit values read from all recent values read from device since last Tcl callback. You must specify a memory range within the range in <code>monitor_add_range</code>.</td>
</tr>
</tbody>
</table>

continued...
### 7.5.6. Device Service

The device service supports device-level actions.

**Example 16. Programming**

You can use the device service with Tcl scripting to perform device programming:

```tcl
set device_index 0 ; #Device index for target
set device [lindex [get_service_paths device] $device_index]
set sof_path [file join project_path output_files project_name.sof]
device_download_sof $device $sof_path
```

To program, all you need are the device service path and the file system path to a `.sof`. Ensure that no other service (e.g. master service) is open on the target device or else the command fails. Afterwards, you may do the following to check that the design linked to the device is the same one programmed:

```tcl
device_get_design $device
```

### 7.5.6.1. Device Commands

The device commands provide access to programmable logic devices on your board. Before you use these commands, identify the path to the programmable logic device on your board using the `get_service_paths`.

#### Table 34. Device Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>device_download_sof</td>
<td>&lt;service_path&gt;</td>
<td>Loads the specified <code>.sof</code> to the device specified by the path.</td>
</tr>
<tr>
<td></td>
<td>&lt;sof-file-path&gt;</td>
<td></td>
</tr>
<tr>
<td>device_get_connections</td>
<td>&lt;service_path&gt;</td>
<td>Returns all connections which go to the device at the specified path.</td>
</tr>
<tr>
<td>device_get_design</td>
<td>&lt;device_path&gt;</td>
<td>Returns the design this device is currently linked to.</td>
</tr>
</tbody>
</table>
7.5.7. Design Service

You can use design service commands to work with Intel Quartus Prime design information.

Example 17. Load

When you open System Console from the Intel Quartus Prime software, the current project's debug information is sourced automatically if the .sof file is present. In other situations, you can load the .sof manually.

```
set sof_path [file join project_dir output_files project_name.sof]
set design [design_load $sof_path]
```

System Console is now aware of the .sof loading.

Example 18. Linking

Once a .sof loads, System Console automatically links design information to the connected device. The link persists and you can unlink or reuse the link on an equivalent device with the same .sof.

You can perform manual linking as follows:

```
set device_index 0; # Device index for our target
set device [lindex [get_service_paths device] $device_index]
design_link $design $device
```

Manually linking fails if the target device does not match the design service.

Linking fails even if the .sof programmed to the target is not the same as the design .sof.

7.5.7.1. Design Service Commands

Design service commands load and work with your design at a system level.

Table 35. Design Service Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>design_load</td>
<td>&lt;quartus-project-path&gt;, &lt;sof-file-path&gt;, or &lt;qpf-file-path&gt;</td>
<td>Loads a model of an Intel Quartus Prime design into System Console. Returns the design path. For example, if your Intel Quartus Prime Project File (.qpf) is in c:/projects/loopback, type the following command: design_load {c:\projects\loopback}</td>
</tr>
<tr>
<td>design_link</td>
<td>&lt;design-path&gt;</td>
<td>Links an Intel Quartus Prime logical design with a physical device. For example, you can link an Intel Quartus Prime design called 2c35_quartus_design to a 2c35 device. After you create this link, System Console creates the appropriate correspondences between the logical and physical submodules of the Intel Quartus Prime project.</td>
</tr>
<tr>
<td>design_extract_debug_files</td>
<td>&lt;design-path&gt; &lt;zip-file-name&gt;</td>
<td>Extracts debug files from a .sof to a zip file which can be emailed to Intel FPGA Support for analysis. You can specify a design path of {} to unlink a device and to disable auto linking for that device.</td>
</tr>
<tr>
<td>design_get_warnings</td>
<td>&lt;design-path&gt;</td>
<td>Gets the list of warnings for this design. If the design loads correctly, then an empty list returns.</td>
</tr>
</tbody>
</table>
7.5.8. Bytestream Service

The bytestream service provides access to modules that produce or consume a stream of bytes. Use the bytestream service to communicate directly to the IP core that provides bytestream interfaces, such as the JTAG UART or the Avalon Streaming JTAG interface Intel FPGA IP.

Example 19. Bytestream Service

The following code finds the bytestream service for your interface and opens it:

```tcl
set bytestream_index 0
set bytestream [lindex [get_service_paths bytestream] $bytestream_index]
set claimed_bytestream [claim_service bytestream $bytestream mylib]
```

To specify the outgoing data as a list of bytes and send it through the opened service:

```tcl
set payload [list 1 2 3 4 5 6 7 8]
bytestream_send $claimed_bytestream $payload
```

Incoming data also comes as a list of bytes:

```tcl
set incoming_data [list]
while {[llength $incoming_data] ==0} {
    set incoming_data [bytestream_receive $claimed_bytestream 8]
}
```

Close the service when done:

```tcl
close_service bytestream $claimed_bytestream
```

### 7.5.8.1. Bytestream Commands

**Table 36. Bytestream Commands**

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytestream_send</td>
<td>&lt;service-path&gt; &lt;values&gt;</td>
<td>Sends the list of bytes to the specified bytestream service. Values argument is the list of bytes to send.</td>
</tr>
<tr>
<td>bytestream_receive</td>
<td>&lt;service-path&gt; &lt;length&gt;</td>
<td>Returns a list of bytes currently available in the specified services receive queue, up to the specified limit. Length argument is the maximum number of bytes to receive.</td>
</tr>
</tbody>
</table>

7.5.9. JTAG Debug Service

The JTAG Debug service allows you to check the state of clocks and resets within your design.

The following is a JTAG Debug design flow example.

1. To identify available JTAG Debug paths:
   ```tcl
   get_service_paths jtag_debug
   ```

2. To select a JTAG Debug path:
   ```tcl
   set jtag_debug_path [lindex [get_service_paths jtag_debug] 0]
   ```
3. To claim a JTAG Debug service path:

```
set claim_jtag_path [claim_service jtag_debug$jtag_debug_path mylib]
```

4. Running the JTAG Debug service:

```
jtag_debug_reset_system $claim_jtag_path
jtag_debug_loop $claim_jtag_path [list 1 2 3 4 5]
```

### 7.5.9.1. JTAG Debug Commands

JTAG Debug commands help debug the JTAG Chain connected to a device.

**Table 37. JTAG Debug Commands**

<table>
<thead>
<tr>
<th>Command</th>
<th>Argument</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>jtag_debug_loop</td>
<td>&lt;service-path&gt;</td>
<td>Loops the specified list of bytes through a loopback of tdi and tdo of a system-level debug (SLD) node. Returns the list of byte values in the order that they were received. This command blocks until all bytes are received. Byte values have the 0x (hexadecimal) prefix and are delineated by spaces.</td>
</tr>
<tr>
<td>jtag_debug_sample_clock</td>
<td>&lt;service-path&gt;</td>
<td>Returns the clock signal of the system clock that drives the module's system interface. The clock value is sampled asynchronously; consequently, you must sample the clock several times to guarantee that it is switching.</td>
</tr>
<tr>
<td>jtag_debug_sample_reset</td>
<td>&lt;service-path&gt;</td>
<td>Returns the value of the reset_n signal of the Avalon-ST JTAG Interface core. If reset_n is low (asserted), the value is 0 and if reset_n is high (deasserted), the value is 1.</td>
</tr>
<tr>
<td>jtag_debug_sense_clock</td>
<td>&lt;service-path&gt;</td>
<td>Returns a sticky bit that monitors system clock activity. If the clock switched at least once since the last execution of this command, returns 1. Otherwise, returns 0.. The sticky bit is reset to 0 on read.</td>
</tr>
<tr>
<td>jtag_debug_reset_system</td>
<td>&lt;service-path&gt;</td>
<td>Issues a reset request to the specified service. Connectivity within your device determines which part of the system is reset.</td>
</tr>
</tbody>
</table>

### 7.6. On-Board Intel FPGA Download Cable II Support

System Console supports an On-Board Intel FPGA Download Cable II circuit via the USB Debug Master IP component. This IP core supports the master service.

### 7.7. MATLAB and Simulink* in a System Verification Flow

You can test system development in System Console using MATLAB and Simulink*, and set up a system verification flow using the Intel FPGA Hardware in the Loop (HIL) tools. In this approach, you deploy the design hardware to run in real time, and simulate the system’s surrounding components in a software environment. The HIL approach allows you to use the flexibility of software tools with the real-world accuracy and speed of hardware. You can gradually introduce more hardware components to the system verification testbench. This technique gives you more control over the integration process as you tune and validate the system. When the full system is integrated, the HIL approach allows you to provide stimuli via software to test the system under a variety of scenarios.
Advantages of HIL Approach

- Avoid long computational delays for algorithms with high processing rates
- API helps to control, debug, visualize, and verify FPGA designs all within the MATLAB environment
- FPGA results are read back by the MATLAB software for further analysis and display

Required Tools and Components

- MATLAB software
- DSP Builder for Intel FPGAs software
- Intel Quartus Prime software
- Intel FPGA

Note: The DSP Builder for Intel FPGAs installation bundle includes the System Console MATLAB API.

Figure 104. Hardware in the Loop Host-Target Setup

Related Information

Hardware in the Loop from the MATLAB Simulink Environment white paper

7.7.1. Supported MATLAB API Commands

You can perform the work from the MATLAB environment, and read and write to masters and slaves through the System Console. The supported MATLAB API commands spare you from launching the System Console software. The supported commands are:

- `SystemConsole.refreshMasters();`
- `M = SystemConsole.openMaster(1);`
- `M.write(type, byte address, data);`
- `M.read(type, byte address, number of words);`
- `M.close`
Example 20. MATLAB API Script Example

```matlab
SystemConsole.refreshMasters; %Investigate available targets
M = SystemConsole.openMaster(1); %Creates connection with FPGA target
%% User Application %%%%%%%%%%%%
....
M.write('uint32',write_address,data); %Send data to FPGA target
....
data = M.read('uint32',read_address,size); %Read data from FPGA target
....
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
M.close; %Terminates connection to FPGA target
```

7.7.2. High Level Flow

1. Install the DSP Builder for Intel FPGAs software, so you have the necessary libraries to enable this flow
2. Build the design using Simulink and the DSP Builder for Intel FPGAs libraries. DSP Builder for Intel FPGAs helps to convert the Simulink design to HDL
3. Include Avalon-MM components in the design (DSP Builder for Intel FPGAs can port non-Avalon-MM components)
4. Include Signals and Control blocks in the design
5. Separate synthesizable and non-synthesizable logic with boundary blocks.
6. Integrate the DSP system in Platform Designer
7. Program the Intel FPGA
8. Interact with the Intel FPGA through the supported MATLAB API commands.

7.8. System Console Examples and Tutorials

Intel provides examples for performing board bring-up, creating a simple dashboard, and programming a Nios II processor. The `System_Console.zip` file contains design files for the board bring-up example. The `Nios II Ethernet Standard .zip` files contain the design files for the Nios II processor example.

Note: The instructions for these examples assume that you are familiar with the Intel Quartus Prime software, Tcl commands, and Platform Designer.

**Related Information**

On-Chip Debugging Design Examples Website
Contains the design files for the example designs that you can download.

7.8.1. Nios II Processor Example

This example programs the Nios II processor on your board to run the count binary software example included in the Nios II installation. This is a simple program that uses an 8-bit variable to repeatedly count from 0x00 to 0xFF. The output of this variable is displayed on the LEDs on your board. After programming the Nios II processor, you use System Console processor commands to start and stop the processor.
To run this example, perform the following steps:

1. Download the Nios II Ethernet Standard Design Example for your board from the Intel website.
2. Create a folder to extract the design. For this example, use C:\Count_binary.
3. Unzip the Nios II Ethernet Standard Design Example into C:\Count_binary.
4. In a Nios II command shell, change to the directory of your new project.
5. Program your board. In a Nios II command shell, type the following:

   ```
   nios2-configure-sof niosii_ethernet_standard_<board_version>.sof
   ```

6. Using Nios II Software Build Tools for Eclipse, create a new Nios II Application and BSP from Template using the **Count Binary** template and targeting the Nios II Ethernet Standard Design Example.
7. To build the executable and linkable format (ELF) file (.elf) for this application, right-click the **Count Binary** project and select **Build Project**.
8. Download the .elf file to your board by right-clicking **Count Binary** project and selecting **Run As, Nios II Hardware**.
   - The LEDs on your board provide a new light show.
9. Type the following:

   ```
   system-console; #Start System Console.
   #Set the processor service path to the Nios II processor.
   set niosii_proc [lindex [get_service_paths processor] 0]
   set claimed_proc [claim_service processor $niosii_proc mylib]; #Open the service.
   processor_stop $claimed_proc; #Stop the processor.
   #The LEDs on your board freeze.
   processor_run $claimed_proc; #Start the processor.
   #The LEDs on your board resume their previous activity.
   processor_stop $claimed_proc; #Stop the processor.
   close_service processor $claimed_proc; #Close the service.
   ```
   - The **processor_step**, **processor_set_register**, and **processor_get_register** commands provide additional control over the Nios II processor.

**Related Information**

- Nios II Ethernet Standard Design Example
- Nios II Gen2 Software Developer's Handbook
7.8.1.1. Processor Commands

Table 38. Processor Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Arguments</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>processor_download_elf</td>
<td>&lt;service-path&gt;</td>
<td>Downloads the given Executable and Linking Format File (.elf) to memory using the master service associated with the processor. Sets the processor's program counter to the .elf entry point.</td>
</tr>
<tr>
<td>processor_in_debug_mode</td>
<td>&lt;service-path&gt;</td>
<td>Returns a non-zero value if the processor is in debug mode.</td>
</tr>
<tr>
<td>processor_reset</td>
<td>&lt;service-path&gt;</td>
<td>Resets the processor and places it in debug mode.</td>
</tr>
<tr>
<td>processor_run</td>
<td>&lt;service-path&gt;</td>
<td>Puts the processor into run mode.</td>
</tr>
<tr>
<td>processor_stop</td>
<td>&lt;service-path&gt;</td>
<td>Puts the processor into debug mode.</td>
</tr>
<tr>
<td>processor_step</td>
<td>&lt;service-path&gt;</td>
<td>Executes one assembly instruction.</td>
</tr>
<tr>
<td>processor_get_register_names</td>
<td>&lt;service-path&gt;</td>
<td>Returns a list with the names of all of the processor's accessible registers.</td>
</tr>
<tr>
<td>processor_get_register</td>
<td>&lt;service-path&gt; &lt;register_name&gt;</td>
<td>Returns the value of the specified register.</td>
</tr>
<tr>
<td>processor_set_register</td>
<td>&lt;service-path&gt; &lt;register_name&gt; &lt;value&gt;</td>
<td>Sets the value of the specified register.</td>
</tr>
</tbody>
</table>

Related Information

Nios II Processor Example on page 168

7.9. Running System Console in Command-Line Mode

You can run System Console in command line mode and either work interactively or run a Tcl script. System Console prints the output in the console window.

- --cli—Runs System Console in command-line mode.
- --project_dir=<project dir>—Directs System Console to the location of your hardware project. Also works in GUI mode.
- --script=<your script>.tcl—Directs System Console to run your Tcl script.
- --help—Lists all available commands. Typing --help <command name> provides the syntax and arguments of the command.

System Console provides command completion if you type the beginning letters of a command and then press the Tab key.

(1) If your system includes a Nios II/f core with a data cache, it may complicate the debugging process. If you suspect the Nios II/f core writes to memory from the data cache at nondeterministic intervals; thereby, overwriting data written by the System Console, you can disable the cache of the Nios II/f core while debugging.
7.10. Toolkit Tcl Commands

For advanced users, the following Toolkit Tcl commands allow you to define your own toolkit. You can use the following Toolkit Tcl commands to add and set the toolkit requirements and properties, and for getting accessible toolkit modules, systems, and services:

### 7.10.1. Command Summary

<table>
<thead>
<tr>
<th>Returns</th>
<th>Command</th>
<th>Arguments</th>
</tr>
</thead>
<tbody>
<tr>
<td>no return value</td>
<td>add_channel</td>
<td>&lt;channel-name&gt; &lt;channel-type&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>add_display_item</td>
<td>&lt;parent-group&gt; &lt;id&gt; &lt;type&gt; [&lt;args&gt;]</td>
</tr>
<tr>
<td>no return value</td>
<td>add_parameter</td>
<td>&lt;name&gt; &lt;type&gt; [&lt;value&gt; &lt;description&gt;]</td>
</tr>
<tr>
<td>no return value</td>
<td>add_requirement</td>
<td>&lt;req-id&gt; &lt;req-type&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>add_timed_callback</td>
<td>&lt;proc&gt; &lt;interval&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_accessible_module</td>
<td>[-hpath &lt;hpath&gt;] [-module_name &lt;module-name&gt;] [-version &lt;version&gt;] &lt;req-id&gt;</td>
</tr>
<tr>
<td>String[]</td>
<td>get_accessible_modules</td>
<td>[-hpath &lt;hpath&gt;] [-module_name &lt;module-name&gt;] [-version &lt;version&gt;] &lt;req-id&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_accessible_service</td>
<td>[-hpath &lt;hpath&gt;] [-type &lt;type&gt;] [-agent_type_name &lt;agent-type-name&gt;] &lt;req-id&gt;</td>
</tr>
<tr>
<td>String[]</td>
<td>get_accessible_services</td>
<td>[-hpath &lt;hpath&gt;] [-type &lt;type&gt;] [-agent_type_name &lt;agent-type-name&gt;] &lt;req-id&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_accessible_system</td>
<td>[-hpath &lt;hpath&gt;] [-design_id &lt;design-id&gt;] &lt;req-id&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_channel_display_group</td>
<td>&lt;channel&gt;</td>
</tr>
<tr>
<td>various</td>
<td>get_channel_property</td>
<td>&lt;channel-name&gt; &lt;property&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_display_hint</td>
<td>&lt;id&gt; &lt;display-hint&gt;</td>
</tr>
<tr>
<td>various</td>
<td>get_display_item_property</td>
<td>&lt;id&gt; &lt;display-item-property&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_eye_viewer_display_group</td>
<td>&lt;channel&gt;</td>
</tr>
<tr>
<td>various</td>
<td>get_parameter_property</td>
<td>&lt;name&gt; &lt;property&gt;</td>
</tr>
<tr>
<td>String</td>
<td>get_toolkit_property</td>
<td>&lt;prop&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>remove_timed_callback</td>
<td>&lt;proc&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>send_message</td>
<td>&lt;level&gt; &lt;message&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_channel_property</td>
<td>&lt;channel-name&gt; &lt;property&gt; &lt;property-value&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_current_progress</td>
<td>&lt;progress&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_display_hint</td>
<td>&lt;id&gt; &lt;display-hint&gt; &lt;value&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_display_item_property</td>
<td>&lt;id&gt; &lt;display-property&gt; &lt;display-property-value&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_eye_data</td>
<td>&lt;rows&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_eye_property</td>
<td>&lt;property&gt; &lt;value&gt;</td>
</tr>
<tr>
<td>no return value</td>
<td>set_parameter_property</td>
<td>&lt;name&gt; &lt;property&gt; &lt;value&gt;</td>
</tr>
</tbody>
</table>

continued...
### 7.10.1.1. add_channel

**Description**
This adds a channel to your toolkit.

**Usage**
```
add_channel <channel-name> <channel-type>
```

**ReturnType**
Nothing

**Returns**
no return value

**Arguments**
- `channel-name` The name of the channel.
- `channel-type` The data type of the channel.

**Example**
```
add_channel "Channel 0" OTHER
```

**Related Information**
- `get_channel_property` on page 179
- `set_channel_property` on page 184

### 7.10.1.2. add_display_item

**Description**
This command adds a display item to the toolkit.

**Usage**
```
add_display_item <parent-group> <id> <type> [args]
```

**ReturnType**
Nothing

**Returns**
no return value
Arguments

parent-group  Parent group of the display item

id  ID of this display item

type  Type of this display item this can be ACTION, GROUP, ICON, PARAMETER, TEXT, DIAL, or LED

args (optional)  Optional argument that will be supplied to the callback

Example

add_display_item "Timing" read_latency PARAMETER
add_display_item "Sounds" speaker_image_id ICON speaker.jpg

Related Information

• get_display_hint on page 180
• get_display_item_property on page 180
• set_display_hint on page 186
• set_display_item_property on page 186

7.10.1.3. add_parameter

Description
This command adds a new parameter to this toolkit.

Usage
add_parameter <name> <type> [<value> <description>]

ReturnType
Nothing

Returns
no return value

Arguments

name  Parameter name

value (optional)  Parameter default value

description (optional)  Parameter description
### 7.10.1.4. add_requirement

**Description**

Define a requirement of a specific type.

**Usage**

```
add_requirement <req-id> <req-type>
```

**ReturnType**

Nothing

**Returns**

no return value

**Arguments**

- **req-id**  Requirement ID which is a string of alpha-numerical characters.
- **req-type**  Requirement type

**Example**

```
add_requirement req1 SYSTEM
```

**Related Information**

- `set_requirement_property` on page 190

### 7.10.1.5. add_timed_callback

**Description**

Used to add a callback procedure that is called at a fixed timed interval (in milliseconds). Interval has an allowed range of 500 - 60000. These callbacks execute sequentially, and when added, are scheduled to execute at the next available time slot.

**Usage**

```
add_timed_callback <proc> <interval>
```

**ReturnType**

Nothing
Returns
no return value

Arguments

proc  The name of the callback tcl proc that will be called when the timed callback
      triggers.

interval  The length of time between callback triggers. This time is in milliseconds.

Example
add_timed_callback my_timed_callback 500

Related Information
remove_timed_callback on page 183

7.10.1.6. get_accessible_module

Description
Retrieve the IP targeted by the specified requirement. There is always only one such
IP. Nothing is returned if the requirement is not an IP or OPTIONAL_IP requirement. To
retrieve IP(s) that matches under a SYSTEM requirement, see
get_accessible_modules.

Usage
get_accessible_module [-hpath <hpath>] [-module_name <module-name>] [-
version <version>] <req-id>

ReturnType
String

Returns
Module path

Arguments

hpath (optional)  Full hierarchy path of the IP

module-name (optional)  Module name (a.k.a. entity name) of the IP

version (optional)  IP version

req-id  Requirement ID

Example
get_accessible_module req1
7.10.1.7. get_accessible_modules

Description
For IP/OPTIONAL_IP requirement, retrieve the only IP targeted by the specified requirement. For SYSTEM requirement, retrieve the IPs that match IPS/OPTIONAL_IPS sub-requirement.

Usage
get_accessible_modules [-hpath <hpath>] [-module_name <module-name>] [-version <version>] <req-id>

ReturnType
String[]

Returns
A list of module paths

Arguments

hpath (optional)  Full hierarchy path of the IP

module-name (optional)  Module name (a.k.a. entity name) of the IP

version (optional)  IP version

req-id  Requirement ID

Example

get_accessible_modules req1

Related Information

• get_accessible_module on page 175
• get_accessible_service on page 177
• get_accessible_services on page 177
• get_accessible_system on page 178
### 7.10.1.8. get_accessible_service

**Description**  
Retrieve the service targeted by the specified requirement. There is always only one such service. Nothing is returned if the requirement is not a SERVICE requirement. To retrieve service(s) that matches under a SYSTEM/IP/OPTIONAL_IP requirement or IPS/OPTIONAL_IPS sub-requirement, see get_accessible_services.

**Usage**  
```bash  
get_accessible_service [-hpath <hpath>] [-type <type>] [-agent_type_name <agent-type-name>] <req-id>  
```

**ReturnType**  
String

**Returns**  
Service path

**Arguments**

- `hpath (optional)` Full hierarchy path of the service
- `type (optional)` Service type (e.g. master, slave, etile)
- `agent-type-name (optional)` Debug agent type name
- `req-id` Requirement ID

**Example**  
```bash  
get_accessible_service req1  
```

**Related Information**

- [get_accessible_module](#) on page 175
- [get_accessible_modules](#) on page 176
- [get_accessible_services](#) on page 177
- [get_accessible_system](#) on page 178

### 7.10.1.9. get_accessible_services

**Description**  
For SERVICE requirement, retrieve the only service targeted by the specified requirement. For IP/OPTIONAL_IP requirement, retrieve the services that match the SERVICES/OPTIONAL_SERVICES sub-requirement. For SYSTEM requirement, retrieve the services that match the SERVICES/OPTIONAL_SERVICES sub-requirement or SERVICES/OPTIONAL_SERVICES sub-sub-requirement under the IPS/OPTIONAL_IPS sub-requirement.
Usage
get_accessibile_services [-hpath <hpath>] [-type <type>] [-agent_type_name <agent-type-name>] <req-id>

ReturnType
String[]

Returns
A list of service paths

Arguments

hpath (optional)  Full hierarchy path of the service

type (optional)  Service type(e.g. master, slave, etile)

agent-type-name (optional)  Debug agent type name

req-id  Requirement ID

Example
get_accessibile_services req1

Related Information
•  get_accessibile_module on page 175
•  get_accessibile_modules on page 176
•  get_accessibile_service on page 177
•  get_accessibile_system on page 178

7.10.1.10. get_accessibile_system

Description
Retrieve the system targeted by the specified requirement. There is always only one such system. Nothing is returned if the requirement is not a SYSTEM requirement.

Usage
get_accessibile_system [-hpath <hpath>] [-design_id <design-id>] <req-id>

ReturnType
String

Returns
System path

Arguments

hpath (optional)  Full hierarchy path of the system.
**7.10.1.11. get_channel_display_group**

**Description**
This command returns the associated display group for a given channel's display area.

**Usage**
get_channel_display_group <channel>

**Return Type**
String

**Returns**
Associated channel display group name.

**Arguments**

channel  The name of the targeted display group.

**Example**
set my_chan_display_group [ get_channel_display_group "Channel 0" ]

**7.10.1.12. get_channel_property**

**Description**
Retrieves a property of the channel.

**Usage**
get_channel_property <channel-name> <property>

**Return Type**
various

**Returns**
The channel property matching the specified channel property type.
Arguments

channel-name The name of the channel.

property The name of the channel property.

Example

get_channel_property "Channel_0" SUPPORTS_EYE

Related Information
• add_channel on page 172
• set_channel_property on page 184

7.10.1.13. get_display_hint

Description
Retrieve the value of a display hint from a specified display item.

Usage
get_display_hint <id> <display-hint>

ReturnType
String

Returns
Returns the value of the display hint.

Arguments

id ID of the display hint’s display item.

display-hint Name of the display hint.

Example

set file_loc [ get_display_hint my_disp_item FILE ]

Related Information
• add_display_item on page 172
• get_display_item_property on page 180
• set_display_hint on page 186
• set_display_item_property on page 186

7.10.1.14. get_display_item_property

Description
Retrieves a property of a display item.
Usage
get_display_item_property <id> <display-item-property>

ReturnType
various

Returns
Returns the value of the display item's property.

Arguments

id   ID of the property's display item.

display-item-property   The name of the property.

Example
set my_label [get_display_item_property my_action DISPLAY_NAME]

Related Information
• add_display_item on page 172
• get_display_hint on page 180
• set_display_hint on page 186
• set_display_item_property on page 186

7.10.1.15. get_eye_viewer_display_group

Description
This command returns the associated display group for a given channel's eye viewer display area.

Usage
get_eye_viewer_display_group <channel>

ReturnType
String

Returns
Associated eye view display group name.

Arguments

channel   The name of the targeted channel.

Example
set my_eye_display_group [get_eye_viewer_display_group "Channel 0"]
7.10.1.16. get_parameter_property

**Description**
This command returns the property value of a specific parameter.

**Usage**
get_parameter_property <name> <property>

**ReturnType**
various

**Returns**
The value of the property.

**Arguments**

name   Parameter name

property   Parameter type

**Example**
set param_default [ get_parameter_property myparam DEFAULT_VALUE ]

**Related Information**
- add_parameter on page 173
- get_parameter_value on page 182
- set_parameter_property on page 188
- set_parameter_value on page 190

7.10.1.17. get_parameter_value

**Description**
This command returns the current value of a parameter defined previously with the add_parameter command.

**Usage**
get_parameter_value <name>

**ReturnType**
String

**Returns**
The value of the parameter.

**Arguments**

name   Parameter name
Example

```bash
set myvar [ get_parameter_value myparam ]
```

Related Information

- `add_parameter` on page 173
- `get_parameter_property` on page 182
- `set_parameter_property` on page 188
- `set_parameter_value` on page 190

7.10.1.18. get_toolkit_property

Description
This command retrieves the value of a single toolkit property.

Usage
```bash
get_toolkit_property <prop>
```

ReturnType
String

Returns
Toolkit property value.

Arguments

`prop` Name of the toolkit property that will be retrieved.

Example

```bash
set tk_display_name [ get_toolkit_property DISPLAY_NAME ]
```

Related Information

`set_toolkit_property` on page 191

7.10.1.19. remove_timed_callback

Description
This command removes previously added timed callbacks. The removal of these timed callbacks removes them from being scheduled.

Usage
```bash
remove_timed_callback <proc>
```

ReturnType
Nothing

Returns
no return value
Arguments

proc   The name of the previously added Tcl callback procedure.

Example

```
add_timed_callback my_timed_callback 500
remove_timed_callback my_timed_callback
```

Related Information

add_timed_callback on page 174

7.10.1.20. send_message

Description

Send a message that will be displayed in the message window.

Usage

```
send_message <level> <message>
```

ReturnType

Nothing

Returns

no return value

Arguments

- **level**   The following message levels are supported: * ERROR: Provides an error message * WARNING: Provides a warning message * INFO: Provides an informational message * DEBUG: Provides a debug message when debug mode is enabled

- **message**   The string that will be displayed by the message window.

Example

```
send_message ERROR "The system is down!"
```

7.10.1.21. set_channel_property

Description

This command sets a channel's property.

Usage

```
set_channel_property <channel-name> <property> <property-value>
```

ReturnType

Nothing
7. Analyzing and Debugging Designs with System Console

Returns
no return value

Arguments

channel-name  The name of the channel.

property  The property of the channel that will be changed.

property-value  New value of the property.

Example

set_channel_property "Channel 0" SUPPORTS_EYE true

Related Information
- add_channel on page 172
- get_channel_property on page 179

7.10.1.22. set_current_progress

Description
This command is used to set the current progress bar value. By default, this value is set to 0 for 0%.

Usage

set_current_progress <progress>

ReturnType
Nothing

Returns
no return value

Arguments

progress  The new value of the progress bar.

Example

set_current_progress 0
set prog_max 100
for {set curr_prog 1} {$curr_prog <= $prog_max} {incr curr_prog 10} {
    after 250;
    # perform some action ...
    # update current progress after action completes
    set_current_progress $curr_prog
}
7.10.1.23. set_display_hint

**Description**
This command configures a display hint value for a specified display item.

**Usage**
```bash
set_display_hint <id> <display-hint> <value>
```

**ReturnType**
Nothing

**Returns**
no return value

**Arguments**
- **id**: ID of the display hint's display item.
- **display-hint**: Name of the display hint.
- **value**: The new display hint value.

**Example**
```bash
set_display_hint blocking_action NON_BLOCKING false
```

**Related Information**
- [add_display_item](#) on page 172
- [get_display_hint](#) on page 180
- [get_display_item_property](#) on page 180
- [set_display_item_property](#) on page 186

7.10.1.24. set_display_item_property

**Description**
Set a property of a display item

**Usage**
```bash
set_display_item_property <id> <display-property> <display-property-value>
```

**ReturnType**
Nothing

**Returns**
no return value
Arguments

id  ID of the display item that will have a property set.

display-property  The property of the display item that will be set.

display-property-value  The new value of the display item property.

Example

set_display_item_property my_action DISPLAY_NAME "Click Me"

Related Information

• add_display_item on page 172
• get_display_hint on page 180
• get_display_item_property on page 180
• set_display_hint on page 186

7.10.1.25. set_eye_data

Description
This command sets the eye data to plot in the eye viewer's heat map graph diagram.

Usage

set_eye_data <rows>

ReturnType
Nothing

Returns
no return value

Arguments

rows  Eye data expressed as a list of lists. Each inner list corresponds to a displayed row in the heat map. The number of elements inside each inner list define the number of columns in the map. The value of these elements define the color intensity of each cell in the heat map.

Example

# The following example draws a dummy eye
set eye_data_str {}
lappend eye_data_str [list 1 1 1 1 1 1 1 1 1 ]
lappend eye_data_str [list 1 0.9 0.03 0.004 0.0002 0.004 0.03 0.9 1 ]
lappend eye_data_str [list 1 0.05 0.0003 0.000004 0.00000004 0.000000002 0.00000002 0.000003 0.05 1 ]
lappend eye_data_str [list 1 0.0005 0.000003 0.00000002 0 0 0.00000002 0.00000003 0.000005 1 ]
lappend eye_data_str [list 1 0.05 0.0003 0.000004 0.00000002 0.00000002 0.00000002
0.000004 0.00003 0.9 1 ]
7.10.1.26. set_eye_property

Description
This command sets a single property that controls the eye viewer layout.

Usage
set_eye_property <property> <value>

ReturnType
Nothing

Returns
no return value

Arguments

property  The name of the eye property.

value  The new value of the property.

Example

set_eye_property x_step 2

7.10.1.27. set_parameter_property

Description
This command sets a single parameter property.

Usage
set_parameter_property <name> <property> <value>

ReturnType
Nothing

Returns
no return value

Arguments

name  Parameter name

property  Parameter property

value  Parameter value
Example

```
set_parameter_value myparam 10
```

Related Information

- add_parameter on page 173
- get_parameter_property on page 182
- get_parameter_value on page 182
- set_parameter_value on page 190

7.10.1.28. set_parameter_update_callback

Description

This command sets a tcl callback procedure for a parameter. This callback is called whenever the associated parameter value changes. The callback_proc will receive a single argument. If `<optional_argument>` is specified, the value of the argument to the callback `<optional_argument>` is used. Otherwise, the argument value will be the name of the parameter that was changed. This command allows one callback procedure to handle updates for multiple parameters.

Usage

```
set_parameter_update_callback <name> <callback> [<opt-arg>]
```

ReturnType

Nothing

Returns

no return value

Arguments

- `name`  Parameter name
- `callback`  Update callback
- `opt-arg`  (optional)  Optional Arguments

Example

```
set_parameter_update_callback p1 p1_ui_tweak
proc p1_ui_tweak {arg} {
    set p1 [get_parameter_value $arg]
    set_parameter_value p2 [ expr $p1 / 4 ]
}
set_parameter_update_callback p2 ui_tweak Context1
set_parameter_update_callback p3 ui_tweak Context2
set_parameter_update_callback p4 ui_tweak Context2
proc ui_tweak {arg} {
    if {$arg eq "Context1"} {
        set_parameter_value p1 0
    } elseif {$arg eq "Context2"} {
        ...
    }
}
```
7.10.1.29. set_parameter_value

Description
This command sets a parameters value.

Usage
set_parameter_value <name> <value>

ReturnType
Nothing

Returns
no return value

Arguments

name  Parameter name

value  Parameter value

Example

set_parameter_value myparam 10

Related Information
- add_parameter on page 173
- get_parameter_property on page 182
- get_parameter_value on page 182
- set_parameter_property on page 188

7.10.1.30. set_requirement_property

Description
Set the property of a specific requirement.

Usage
set_requirement_property <req-id> <property-name> <property-values>

ReturnType
Nothing

Returns
no return value
**Arguments**

req-id  Requirement ID

property-name  Requirement property type

property-values  Requirement property value

**Example**

```text
set_requirement_property req1 MODULE_NAME altera_xcvr_native_s10_etile
```

**Related Information**

`add_requirement` on page 174

### 7.10.1.31. `set_toolkit_property`

**Description**

This command sets one of the toolkit's properties.

**Usage**

```text
set_toolkit_property <prop> <value>
```

**ReturnType**

Nothing

**Returns**

No return value

**Arguments**

`prop`  The name of the toolkit property.

`value`  The new value of the property.

**Example**

```text
set_toolkit_property DISPLAY_NAME { My Toolkit }
```

**Related Information**

`get_toolkit_property` on page 183

### 7.10.1.32. `stop_requested`

**Description**

This command is used in defined callbacks to detect and respond to an early exit.

**Altera Internal**

This is for internal Altera use only.
Usage
stop_requested

ReturnType
boolean

Returns
No return value.

Arguments
no arguments

Example

set early_exit_status [ stop_requested ]

7.11. Analyzing and Debugging Designs with the System Console

Revision History

The following revision history applies to this chapter:

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| 2020.09.28        | 20.3                       | • Revised "Introduction to System Console" wording and block diagram.  
                      |                             | • Revised "Starting System Console" to consolidate all methods.  
                      |                             | • Revised "Toolkit Explorer Pane" to refer to launching toolkits.  
                      |                             | • Revised "Autosweep View" to account for use with or without toolkit and export and import of settings.  
                      |                             | • Added new "Launching a Toolkit in System Console" topic.  
                      |                             | • Added new "Available System Debugging Toolkits" topic.  
                      |                             | • Added new Toolkit Tcl Commands section.  
                      |                             | • Reordered some topics and updated outdated screenshots. |
| 2019.09.30        | 19.3                       | Made the following updates in the Analyzing and Debugging Designs with System Console chapter:  
                      |                             | • Updated System Console GUI and System Explorer Pane topics to describe the new framework.  
                      |                             | • Added the following new topics to describe various panes and views added to the System Console:  
                      |                             | — System Console Default Panes  
                      |                             | — Toolkit Explorer Pane  
                      |                             | — Filtering and Searching Interactive Instances  
                      |                             | — Creating Collections from the Toolkit Explorer  
                      |                             | — System Console Views  
                      |                             | — Main View  
                      |                             | — Link Pair View  
                      |                             | — Autosweep View  
                      |                             | — Dashboard View  
                      |                             | — Eye View  
                      |                             | • Removed Working with Toolkit section completely since it was now outdated due to the implementation of new System Console framework. |
| 2018.05.07        | 18.0.0                     | Removed obsolete section: Board Bring-Up with System Console Tutorial.  
<pre><code>                  |                             | continued... |
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| 2017.05.08       | 17.0.0                      | • Created topic *Convert your Dashboard Scripts to Toolkit API.*  
|                  |                             | • Removed *Registering the Service Example from Toolkit API Script Examples,* and added corresponding code snippet to *Registering a Toolkit.*  
|                  |                             | • Moved *.toolkit Description File Example* under *Creating a Toolkit Description File.*  
|                  |                             | • Renamed *Toolkit API GUI Example*.toolkit File to *.toolkit Description File Example.*  
|                  |                             | • Updated examples on Toolkit API to reflect current supported syntax. |
| 2016.10.31       | 16.1.0                      | • Implemented Intel rebranding. |
| 2015.11.02       | 15.1.0                      | • Edits to Toolkit API content and command format.  
|                  |                             | • Added Toolkit API design example.  
|                  |                             | • Added graphic to *Introduction to System Console.*  
|                  |                             | • Deprecated Dashboard.  
|                  |                             | • Changed instances of *Quartus II* to *Intel Quartus Prime.* |
| October 2015     | 15.1.0                      | • Added content for Toolkit API  
|                  |                             | — Required *.toolkit and Tcl files*  
|                  |                             | — Registering and launching the toolkit  
|                  |                             | — Toolkit discovery and matching toolkits to IP  
|                  |                             | — Toolkit API commands table |
| May 2015         | 15.0.0                      | Added information about how to download and start System Console stand-alone. |
| December 2014    | 14.1.0                      | • Added overview and procedures for using ADC Toolkit on MAX 10 devices.  
|                  |                             | • Added overview for using MATLAB/Simulink Environment with System Console for system verification. |
| June 2014        | 14.0.0                      | Updated design examples for the following: board bring-up, dashboard service, Nios II processor, design service, device service, monitor service, bytestream service, SLD service, and ISSP service. |
| November 2013    | 13.1.0                      | Re-organization of sections. Added high-level information with block diagram, workflow, SLD overview, use cases, and example Tcl scripts. |
| June 2013        | 13.0.0                      | Updated Tcl command tables. Added board bring-up design example. Removed SOPC Builder content. |
| November 2012    | 12.1.0                      | Re-organization of content. |
| August 2012      | 12.0.1                      | Moved Transceiver Toolkit commands to Transceiver Toolkit chapter. |
| June 2012        | 12.0.0                      | Maintenance release. This chapter adds new System Console features. |
| November 2011    | 11.1.0                      | Maintenance release. This chapter adds new System Console features. |
| May 2011         | 11.0.0                      | Maintenance release. This chapter adds new System Console features. |
| December 2010    | 10.1.0                      | Maintenance release. This chapter adds new commands and references for Qsys. |
| July 2010        | 10.0.0                      | Initial release. Previously released as the System Console User Guide, which is being obsoleted. This new chapter adds new commands. |

If the table does not list a software version, the user guide for the previous software version applies.

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A. Intel Quartus Prime Pro Edition User Guides

Refer to the following user guides for comprehensive information on all phases of the Intel Quartus Prime Pro Edition FPGA design flow.

Related Information

- **Intel Quartus Prime Pro Edition User Guide: Getting Started**
  Introduces the basic features, files, and design flow of the Intel Quartus Prime Pro Edition software, including managing Intel Quartus Prime Pro Edition projects and IP, initial design planning considerations, and project migration from previous software versions.

  Describes creating and optimizing systems using Platform Designer, a system integration tool that simplifies integrating customized IP cores in your project. Platform Designer automatically generates interconnect logic to connect intellectual property (IP) functions and subsystems.

  Describes best design practices for designing FPGAs with the Intel Quartus Prime Pro Edition software. HDL coding styles and synchronous design practices can significantly impact design performance. Following recommended HDL coding styles ensures that Intel Quartus Prime Pro Edition synthesis optimally implements your design in hardware.

- **Intel Quartus Prime Pro Edition User Guide: Design Compilation**
  Describes set up, running, and optimization for all stages of the Intel Quartus Prime Pro Edition Compiler. The Compiler synthesizes, places, and routes your design before generating a device programming file.

  Describes Intel Quartus Prime Pro Edition settings, tools, and techniques that you can use to achieve the highest design performance in Intel FPGAs. Techniques include optimizing the design netlist, addressing critical chains that limit retiming and timing closure, optimizing device resource usage, device floorplanning, and implementing engineering change orders (ECOs).

  Describes operation of the Intel Quartus Prime Pro Edition Programmer, which allows you to configure Intel FPGA devices, and program CPLD and configuration devices, via connection with an Intel FPGA download cable.

- **Intel Quartus Prime Pro Edition User Guide: Block-Based Design**
  Describes block-based design flows, also known as modular or hierarchical design flows. These advanced flows enable preservation of design blocks (or logic that comprises a hierarchical design instance) within a project, and reuse of design blocks in other projects.
• **Intel Quartus Prime Pro Edition User Guide: Partial Reconfiguration**
  Describes Partial Reconfiguration, an advanced design flow that allows you to reconfigure a portion of the FPGA dynamically, while the remaining FPGA design continues to function. Define multiple personas for a particular design region, without impacting operation in other areas.

• **Intel Quartus Prime Pro Edition User Guide: Third-party Simulation**
  Describes RTL- and gate-level design simulation support for third-party simulation tools by Aldec*, Cadence*, Mentor Graphics*, and Synopsys* that allow you to verify design behavior before device programming. Includes simulator support, simulation flows, and simulating Intel FPGA IP.

• **Intel Quartus Prime Pro Edition User Guide: Third-party Synthesis**
  Describes support for optional synthesis of your design in third-party synthesis tools by Mentor Graphics*, and Synopsys*. Includes design flow steps, generated file descriptions, and synthesis guidelines.

• **Intel Quartus Prime Pro Edition User Guide: Third-party Logic Equivalence Checking Tools**
  Describes support for optional logic equivalence checking (LEC) of your design in third-party LEC tools by OneSpin*.

• **Intel Quartus Prime Pro Edition User Guide: Debug Tools**
  Describes a portfolio of Intel Quartus Prime Pro Edition in-system design debugging tools for real-time verification of your design. These tools provide visibility by routing (or "tapping") signals in your design to debugging logic. These tools include System Console, Signal Tap logic analyzer, system debugging toolkits, In-System Memory Content Editor, and In-System Sources and Probes Editor.

• **Intel Quartus Prime Pro Edition User Guide: Timing Analyzer**
  Explains basic static timing analysis principals and use of the Intel Quartus Prime Pro Edition Timing Analyzer, a powerful ASIC-style timing analysis tool that validates the timing performance of all logic in your design using an industry-standard constraint, analysis, and reporting methodology.

• **Intel Quartus Prime Pro Edition User Guide: Power Analysis and Optimization**
  Describes the Intel Quartus Prime Pro Edition Power Analysis tools that allow accurate estimation of device power consumption. Estimate the power consumption of a device to develop power budgets and design power supplies, voltage regulators, heat sink, and cooling systems.

• **Intel Quartus Prime Pro Edition User Guide: Design Constraints**
  Describes timing and logic constraints that influence how the Compiler implements your design, such as pin assignments, device options, logic options, and timing constraints. Use the Interface Planner to prototype interface implementations, plan clocks, and quickly define a legal device floorplan. Use the Pin Planner to visualize, modify, and validate all I/O assignments in a graphical representation of the target device.

• **Intel Quartus Prime Pro Edition User Guide: PCB Design Tools**
  Describes support for optional third-party PCB design tools by Mentor Graphics* and Cadence*. Also includes information about signal integrity analysis and simulations with HSPICE and IBIS Models.

• **Intel Quartus Prime Pro Edition User Guide: Scripting**
  Describes use of Tcl and command line scripts to control the Intel Quartus Prime Pro Edition software and to perform a wide range of functions, such as managing projects, specifying constraints, running compilation or timing analysis, or generating reports.