EARTH PEOPLE TECHNOLOGY, Inc

USB-CPLD DEVELOPMENT SYSTEM FOR THE ARDUINO MEGA
User Manual

The EPT MegaMax development system provides an innovative method of developing and debugging programmable logic code. It also provides a high speed data transfer mechanism between an Arduino board and a host PC. The MegaMax development system provides a convenient, user-friendly work flow by connecting seamlessly with Intel's Quartus Prime software. The user will develop the code in the Quartus Prime environment on a Windows Personal Computer. The programmable logic code is loaded into the CPLD using only the Quartus Prime Programmer tool and a standard USB cable. The Active Host SDK provides a highly configurable communications interface between Arduino and host. It connects transparently with the Active Transfer Library in the CPLD code. This Active Host/Active Transfer combination eliminates the complexity of designing a USB communication system. No scheduling USB transfers, USB driver interface or inf file changes are needed. The EPT USB-CPLD development system is a unique combination of hardware and software.

http://www.earthpeopletechnology.com/

Table of Contents

1 Introduction and General Description 4
1.1 Test Driving the Active Host Test Application 4
1.2 MegaMax ..... **Error! Bookmark not defined.**
1.2.1 Serial USB Communications 13
1.2.2 Inputs and Outputs 13
1.2.3 JTAG 14
1.3 Active Host EndTerms 15
1.4 Active Transfer EndTerms 15
2 EPT Drivers 16
2.1 USB Driver 16
2.2 JTAG DLL Insert to Quartus Prime Lite 19
2.2.1 Installing Quartus 19
2.2.2 Downloading Quartus 20
2.2.3 Quartus Installer 25
2.2.4 Adding the EPT_Blaster to Quartus Prime 32
2.3 Active Host Application DLL 33
3 Active Transfer Library 39
3.1 EPT Active Transfer System Overview 39
3.2 Active Transfer Library 40
3.2.1 Active Trigger EndTerm 42
3.2.2 Active Transfer EndTerm 45
3.2.3 Active Block EndTerm 47
3.3 Timing Diagram for Active Transfer Methods 50
3.3.1 Active Trigger EndTerm Timing 50
3.3.2 Active Transfer EndTerm Timing 50
3.3.3 Active Block EndTerm Timing 51
4 Compiling, Synthesizing, and Programming CPLD 52
4.1 Setting up the Project and Compiling 52
4.1.1 Selecting Pins and Synthesizing 58
4.1.2 Programming the CPLD 65
5 Active Host Application 71
5.1 Trigger EndTerm 71
5.2 Transfer(Byte) EndTerm 72
5.3 Block EndTerm 72
5.4 Active Host DLL 72
5.4.1 Active Host Open Device 73
5.4.2 Active Host Triggers 76
5.4.3 Active Host Byte Transfers 78
5.4.4 Active Host Block Transfers 80
6 Assembling, Building, and Executing a .NET Project on the PC 82
6.1 Creating a Project 83

6.1.1 Setting up the C# Express Environment for x64 bit 87
6.2 Assembling Files into the Project.....93
6.2.1 Changing Project Name 93
6.2.2 Add Files to Project.....95
6.2.3 Adding Controls to the Project.....97
6.2.4 Adding the DLL's to the Project.....101
6.2.5 Building the Project 102
6.2.6 Testing the Project.....103
6.3 Designing a Simple Data Collection Sampler..**Error! Bookmark not defined.**
6.3.1 The Arduino Microcontroller Board.....**Error! Bookmark not defined.**
6.3.2 Create Data Generator.....**Error! Bookmark not defined.**
6.3.3 Select I/O's for Fast Throughput on Arduino .....**Error! Bookmark not defined.**
6.3.4 Coding the Arduino Data Sampler.....**Error! Bookmark not defined.**
6.3.5 Building Arduino Project .....**Error! Bookmark not defined.**
6.3.6 Programming the Arduino.....**Error! Bookmark not defined.**
6.3.7 CPLD Active Transfer Coding and Initiation .....**Error! Bookmark not defined.**
6.3.8 CPLD: Define the User Design.....**Error! Bookmark not defined.**
6.3.9 CPLD: Compile/Synthesize the Project....**Error! Bookmark not defined.**
6.3.10 CPLD: Program the CPLD.....**Error! Bookmark not defined.**
6.3.11 PC: Design the Project .....**Error! Bookmark not defined.**
6.3.12 PC: Coding the Project.....**Error! Bookmark not defined.**
6.3.13 PC: Compiling the Active Host Application.....**Error! Bookmark not defined.**
6.3.14 Connecting the Project Together.....**Error! Bookmark not defined.**
6.3.15 Testing the Project.....**Error! Bookmark not defined.**

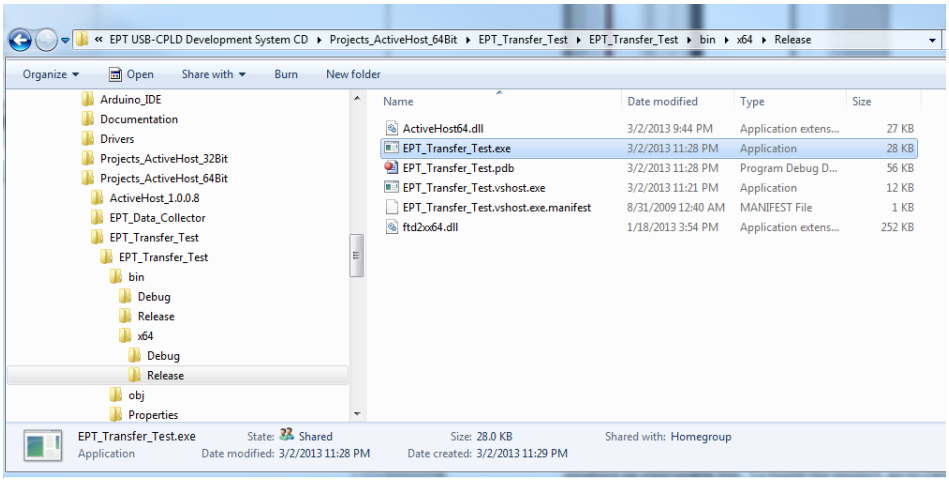
1 Introduction and General Description

The Earth People Technology USB-CPLD development system hardware consists of a High Speed (480 Mb/s) USB to Serial bus chip and a CPLD. The USB interface provides both JTAG programming of the CPLD and a High Speed transfer path. The software consists of the Active Host SDK for the PC. The firmware includes the Active Transfer Library which is used in the CPLD to provide advanced functions for control and data transfer to/from the MegaMax.

The EPT USB-CPLD Development System allows users to write HDL code (either Verilog or VHDL) that will implement any digital logic circuit. The user's HDL code is compiled and synthesized and packaged into a programming file. The programming file is programmed into the CPLD using the JTAG channel of the USB to Serial chip, the FT2232H.The Active Host SDK contains a dll which maintains device connection, polling, writes and includes a unique receive mechanism that automatically transfers data from MegaMax when data is ready. It also alerts the user code when the dll has stored the transfer and the data is available to the software GUI (graphical user interface). Users do not need to interface with the USB Host Driver or any Windows drivers. They need only to include the Active Host dll in their projects. The Active Transfer Libraries must be included in the CPLD project to take advantage of the configurability of the Active Host SDK. All of the drivers, libraries, and project source code are available at www.earthpeopletechnology.com .

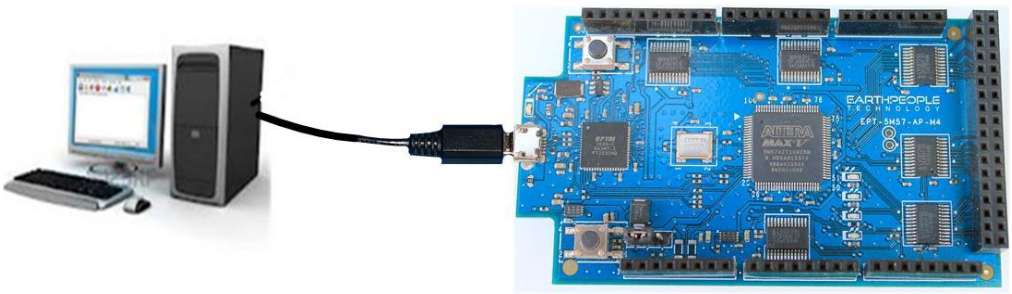
1.1 Test Driving the Active Host Test Application

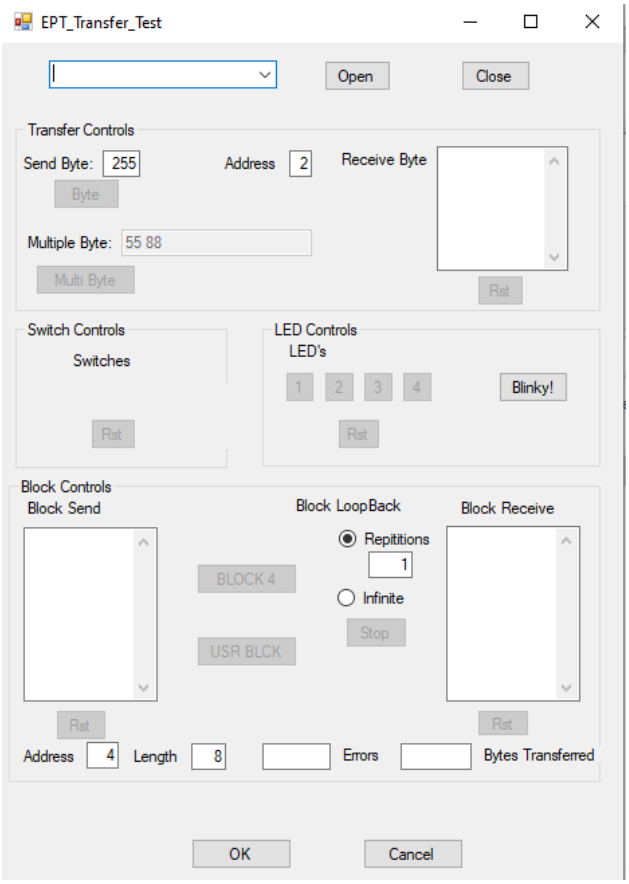
The MegaMax board comes pre-loaded with the EPT_Transfer_Test HDL project in the CPLD. This project allows the user to test out the functions of the Active Host API and the board hardware.



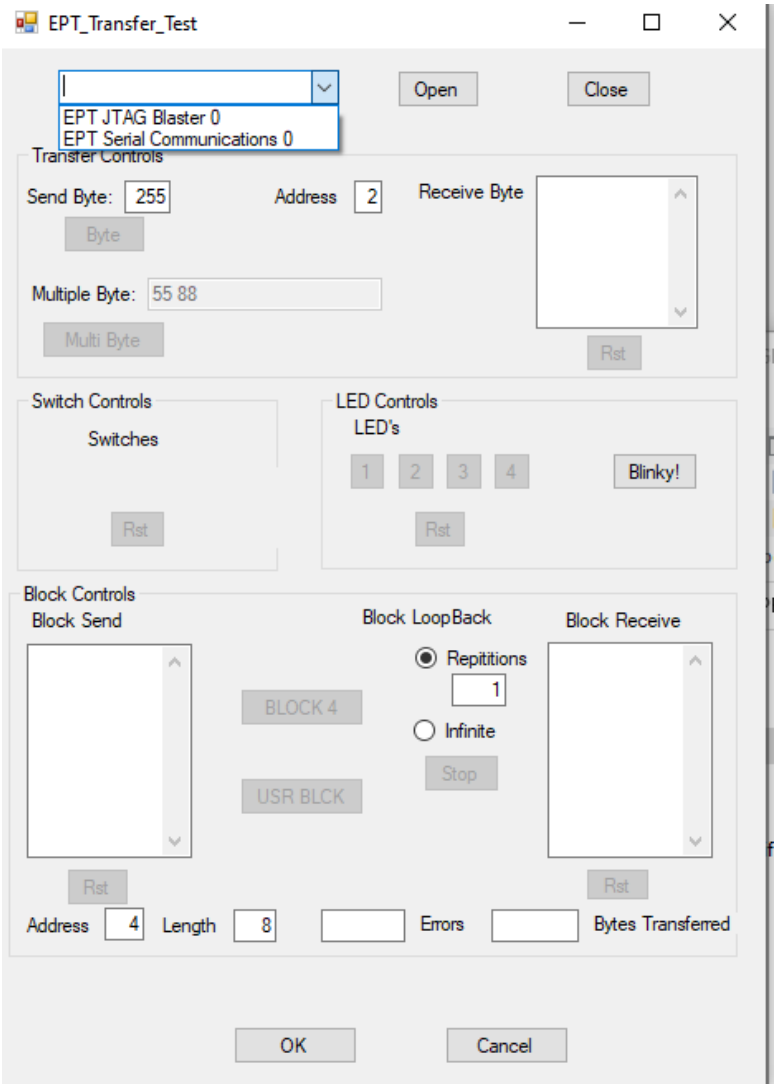
To test drive the application, connect the MegaMax to the Windows PC using Type A to Micro B USB cable. Load the driver for the board. See the section EPT Drivers for instructions on loading the MegaMax driver. If the USB driver fails to load, the Windows OS will indicate that no driver was loaded for the device.

Next, open a Windows Explorer browser. Browse to the Projects_ActiveHost_xxBit\EPT_Transfer_Test\EPT_Transfer_Test\bin\X64\Release\ folder on the MEGA_USB_CPLD_PROJECT_DVD. The application should load with a Windows form.



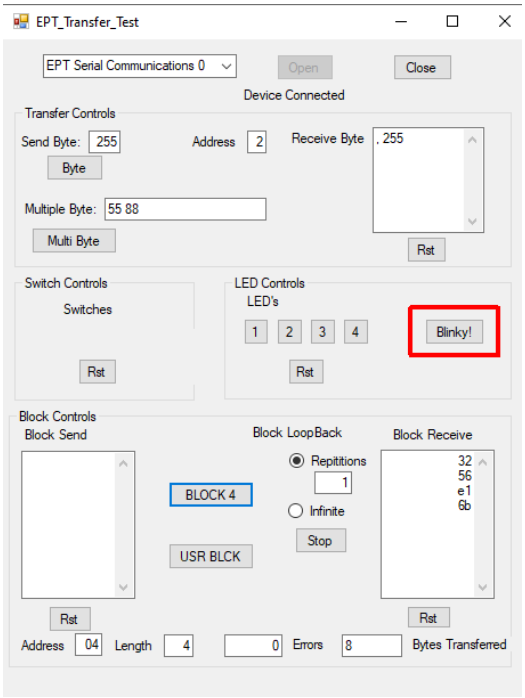


With the application loaded, select the EPT Serial Communications x board from the dropdown combo box and click on the “Open” button.

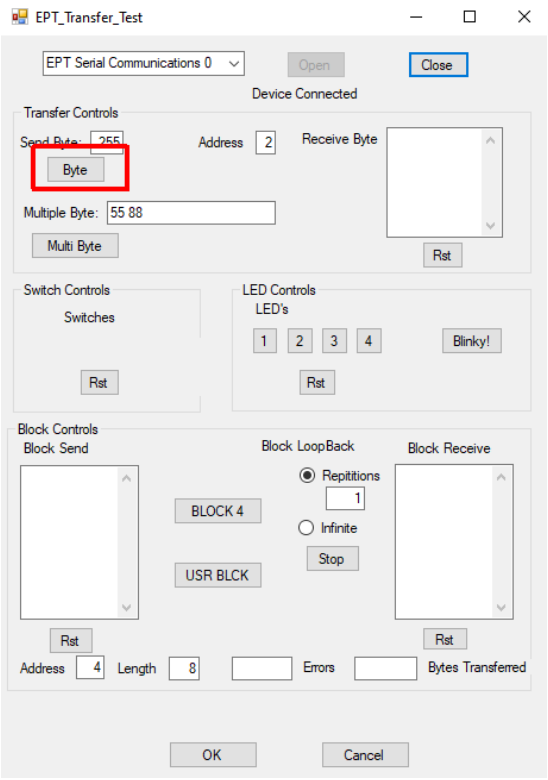


Leave the Address set at 2 for the Transfer Controls Group. And, leave the Address set at 4 for the Block Controls Group.

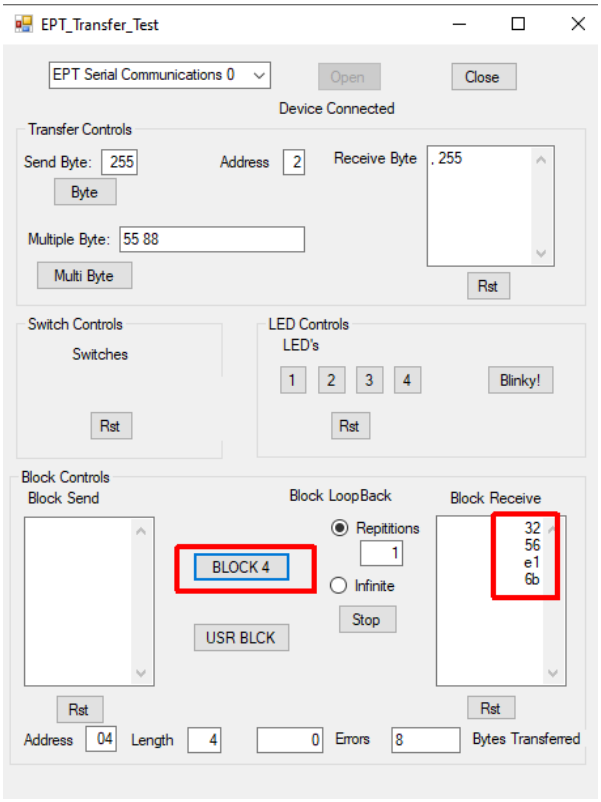
Click on one of the LED buttons in the middle of the window. The corresponding LED on the MegaMax board should light up. Clink on the Blinky button for a light show.



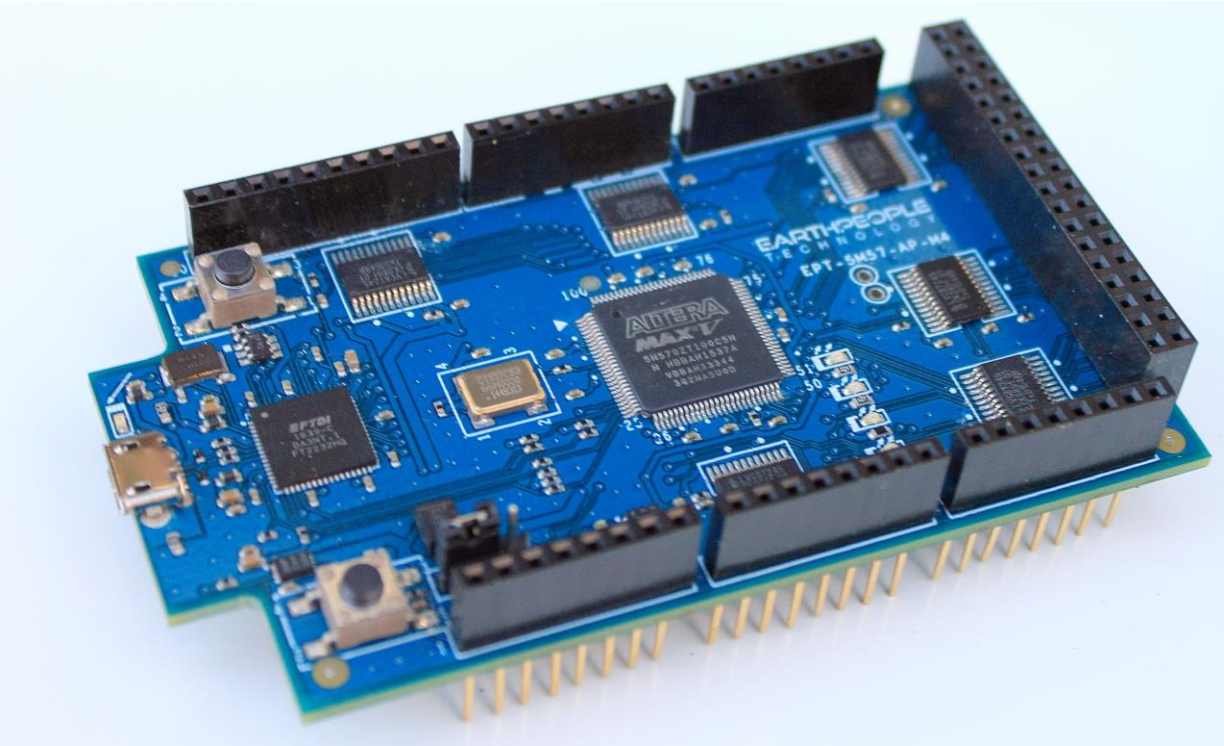
To exercise the Single Byte Transfer EndTerm, click the “Byte” button in the Transfer Controls group. Type in several numbers separated by a space and less 256 into the Multiple Byte textbox. Then hit the Multi Byte button. The numbers appear in the Receive Byte textbox.



To exercise the Block Transfer EndTerm, click the “BLOCK4” or “USR BLOCK” button in the Block Controls group. A pre-selected group of numbers appear in the Block Receive textbox.



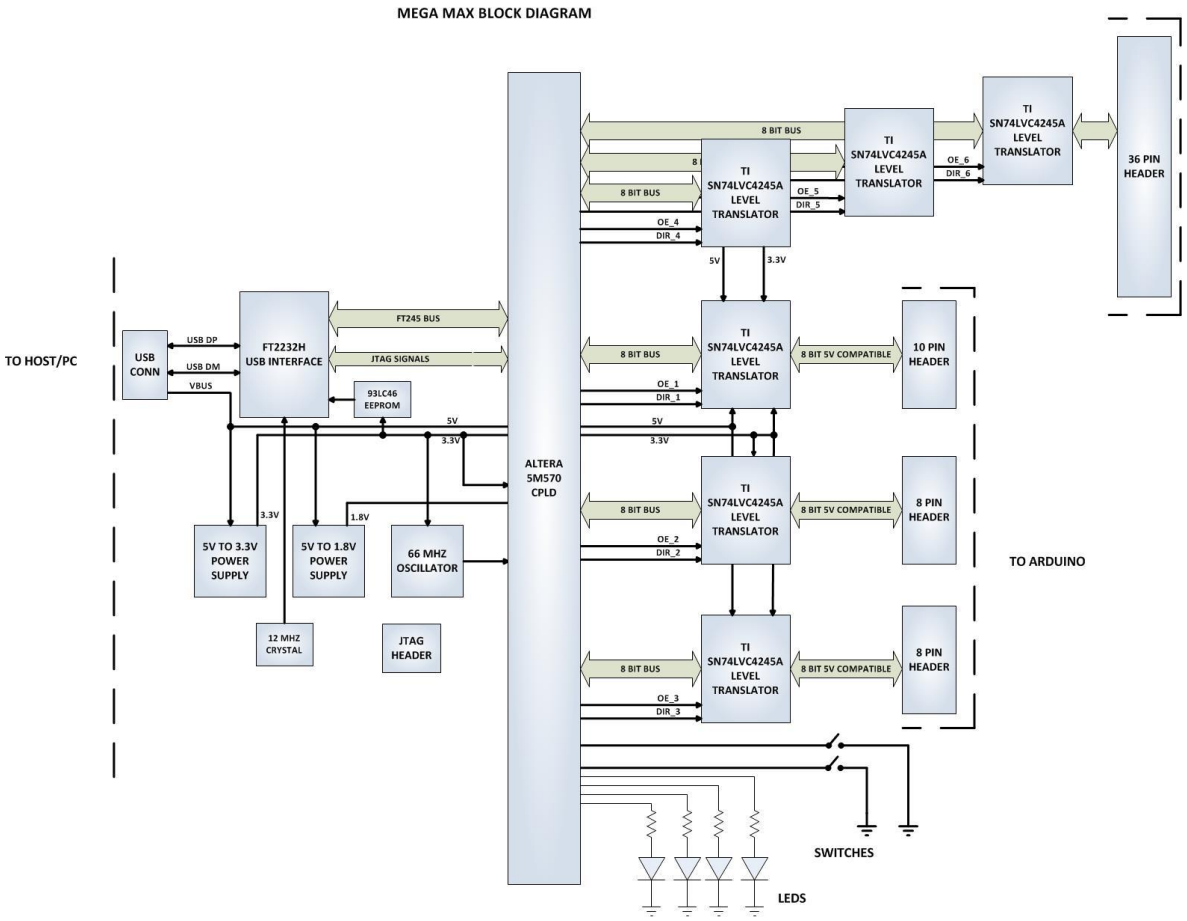
Press the PCB switches on the MegaMax to view the Switch Controls in action.

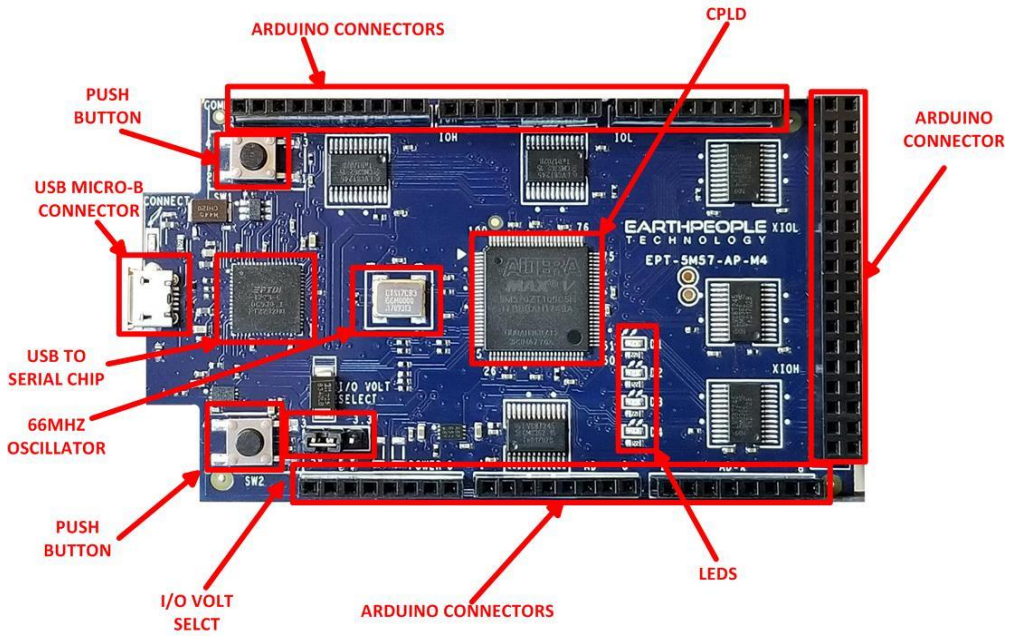


1.2 MegaMax

The MegaMax board is equipped with an Altera EPM570 CPLD; which is programmed using the Quartus Prime Lite software. The CPLD has 570 Logic Elements which is equivalent to 440 Macrocells. An on board 66 MHz oscillator is used by the EPT Active Transfer Library to provide data transfer rates of up to 0.1 Mega Bytes per second. Twenty Four I/O's from the CPLD are attached to three 8 bit transceivers to provide 5 Volt compatible I/O's. These 74LVC245 bidirectional voltage translator/bus transceivers are controlled by one enable and direction bit per transceiver. This means the direction of the individual bits of each transceiver cannot be selected; the direction is selected for all eight bits per transceiver. There are four green LED's and two Push Buttons that are controllable by the user code. The hardware features are as follows.

- Intel 5M570 in the TQFP 100 pin package
- FT2232H USB to Serial Interface chip
- 66 MHz oscillator for driving USB data transfers and users code
- Five 74LVC245 bidirectional voltage translator/bus transceiver
- 32 user Input/Outputs
- Four Green LED's accessible by the user
- Two PCB switches accessible by the user
- All connectors to stack into the Arduino 2560 Mega


MEGA MAX BLOCK DIAGRAM
TO HOST/PC
USB CONN
USB DP
USB DM
VBUS
FT2232H USB INTERFACE
FT245 BUS
JTAG SIGNALS
93LC46 EEPROM
5V
3.3V
1.8V
5V TO 3.3V POWER SUPPLY
5V TO 1.8V POWER SUPPLY
66 MHZ OSCILLATOR
12 MHZ CRYSTAL
JTAG HEADER
ALTERA 5M570 CPLD
8 BIT BUS
TI SN74LVC4245A LEVEL TRANSLATOR
OE_4
DIR_4
OE_5
DIR_5
OE_6
DIR_6
OE_1
DIR_1
OE_2
DIR_2
OE_3
DIR_3
36 PIN HEADER
8 BIT 5V COMPATIBLE
10 PIN HEADER
8 PIN HEADER
TO ARDUINO
SWITCHES
LEDS



1.2.1 Serial USB Communications

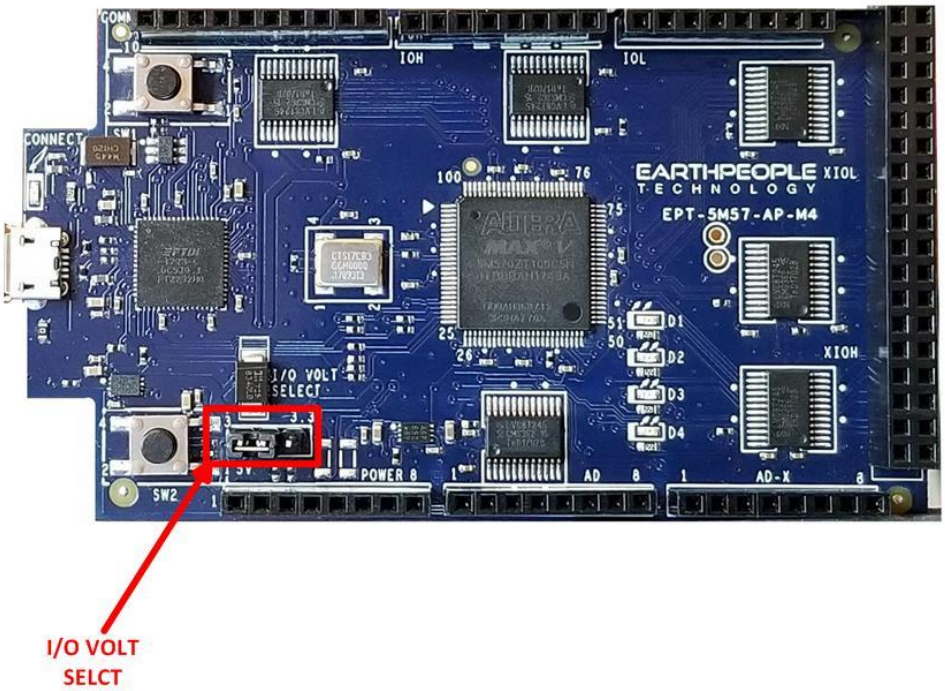
The MegaMax USB-CPLD Development system connects an FT2232H Dual High Speed USB (480 Mbits/sec) chip to the CPLD. The CPLD uses a dedicated channel on the FT2232H for high speed transfers to the PC. Using the EPT Active Transfer Library, sustained speeds of 0.1 Mbytes/sec can be achieved. The transfers are bi-directional.

The FT2232H chip provides a means of data conversion from USB to serial/ parallel data and serial/parallel to USB for data being sent from the CPLD to the PC. Channel A is configured as a JTAG bus and Channel B is configured as a single COM Port. CPLD Programming commands are transmitted via the JTAG bus (channel A). Channel B has one dual port 4Kbyte FIFO for transmission from Host PC to the CPLD, it also has one dual port 4Kbyte FIFO for receiving data from the CPLD to the Host PC. The FT2232H chip provides its own 12 MHz clock and +3.3V and +1.8V power supplies. The +3.3V power supply output is used by the MegaMax for all of its +3.3V power budget.

1.2.2 Inputs and Outputs

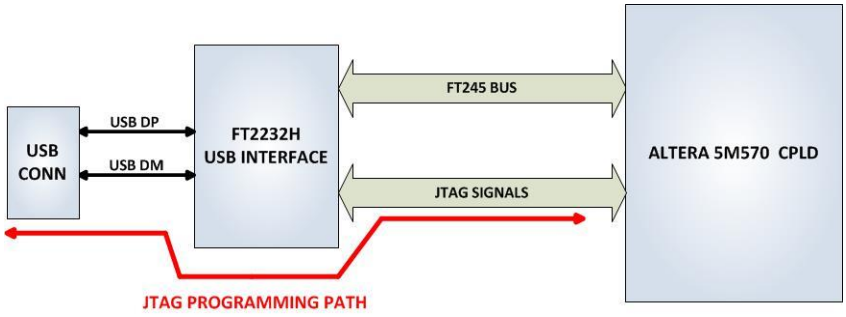
There are 32 Inputs/Outputs which are selectable between +3.3V and +5 Volt. JMP1 is used to select which voltage the 24 Inputs/Outputs are set to. The I/O's are organized as three 8 bit directional ports. Each port must be defined as input or output. This means that all 8 bits of a port will point in the same direction, depending on the direction bit of the transceiver. The direction bit can be changed at any time, so that a port can change

from input to output in minimum setup time of 6 nanoseconds. Each port also has an enable pin. This enable pin will enable or disable the bits of the port. If the port is disabled, the bits will “float”.



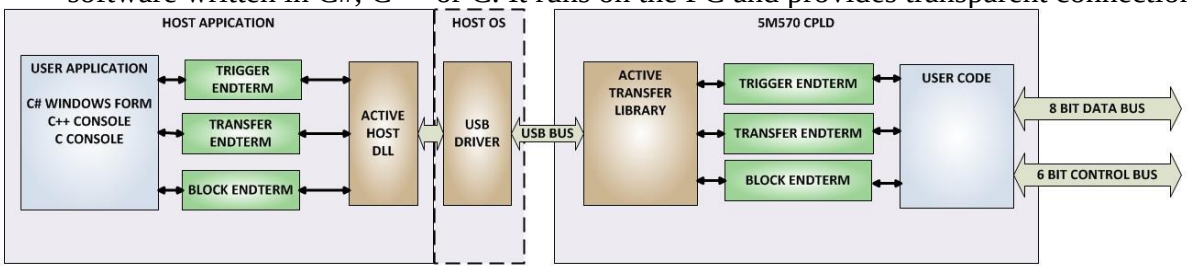
1.2.3 JTAG

The MegaMax uses the second channel of the FT2232H chip as a dedicated CPLD programming port. The CPLD must be programmed via JTAG signals and the FT2232H has built in JTAG signals. The CPLD can be programmed directly from Quartus Prime Lite by using the “jtag_hw_mbftdi_blaster.dll”. Just click on the Programmer button and select the EPT-Blaster.



1.3 Active Host EndTerms

The Active Host SDK is provided as a dll which easily interfaces to application software written in C#, C++ or C. It runs on the PC and provides transparent connection



from PC application code through the USB driver to the user CPLD code. The user code connects to "Endterms" in the Active Host dll. These Host "Endterms" have complementary HDL "Endterms" in the Active Transfer Library. Users have seamless bi-directional communications at their disposal in the form of:

- Trigger Endterm
- Transfer Endterm
- Block Endterm

User code writes to the Endterms as function calls. Just include the address of the individual module (there are eight individually addressable modules of each Endterm). Immediately after writing to the selected Endterm, the value is received at the HDL Endterm in the CPLD.

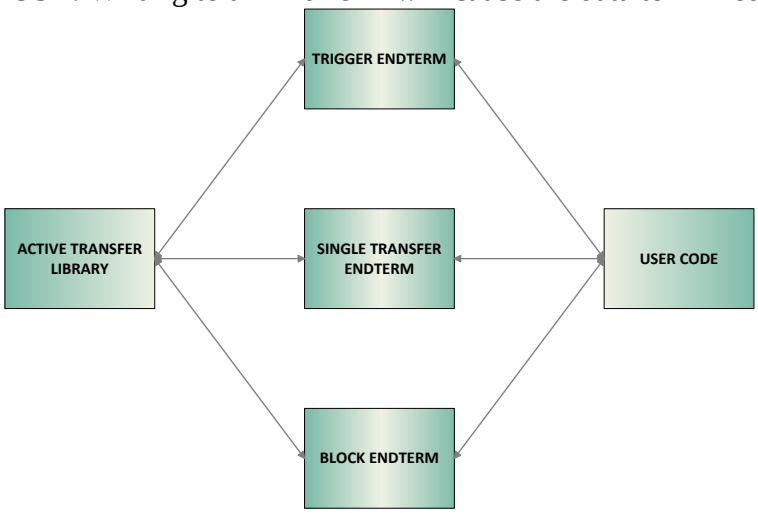
Receiving data from the CPLD is made simple by Active Host. Active Host transfers data from the CPLD as soon as it is available. It stores the transferred data into circular buffer. When the transfer is complete, Active Host invokes a callback function which is registered in the users application. This callback function provides a mechanism to transparently receive data from the CPLD. The user application does not need to schedule a read from the USB or call any blocking threads.

1.4 Active Transfer EndTerms

The Active Transfer Library is a portfolio of HDL modules that provides an easy to use yet powerful USB transfer mechanism. The user HDL code communicates with EndTerms in the form of modules. These EndTerm modules are commensurate with the Active Host EndTerms. There are three types of EndTerms in the Active Transfer Library:

- Trigger Endterm
- Transfer Endterm
- Block Endterm

They each have a simple interface that the user HDL code can use to send or receive data across the USB. Writing to an EndTerm will cause the data to immediately arrive



at the commensurate EndTerm in the Active Host/user application. The transfer through the USB is transparent. User HDL code doesn't need to set up Endpoints or respond to Host initiated data requests. The whole process is easy yet powerful.

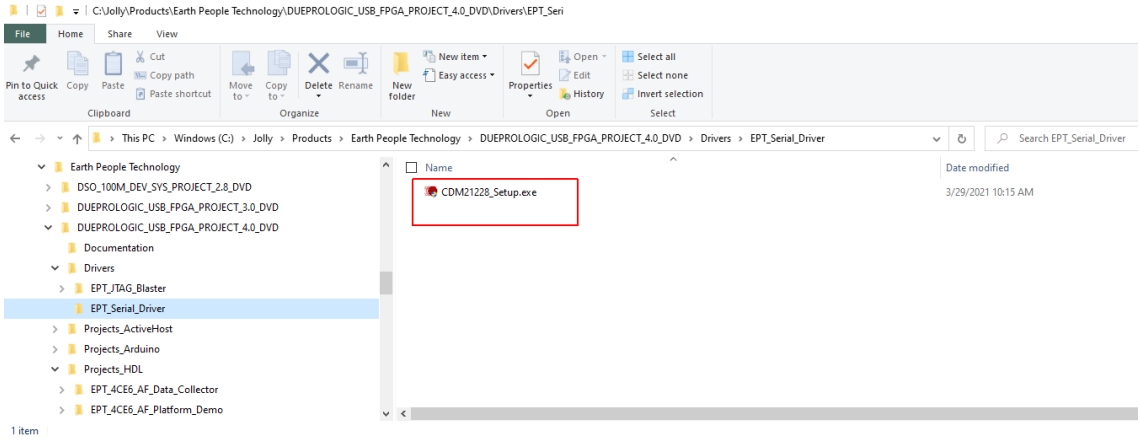
2 EPT Drivers

The MegaMax Development system requires drivers for any interaction between PC and the board. The communication between the two consists of programming the CPLD and data transfer. In both cases, the USB Driver is required. This will allow Windows to recognize the USB Chip and setup a pathway for Windows to communicate with the USB hardware.

2.1 USB Driver

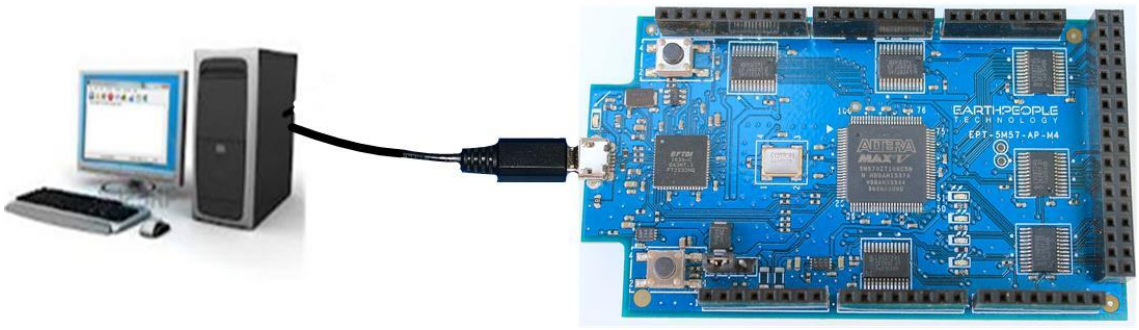
The MegaMax uses an FTDI FT2232H USB to Serial chip. This chip provides the USB interface to the PC and the serial/FIFO interface to the CPLD. The FT2232H requires the use of the EPT USB driver. To install the driver onto your PC, use the CDM212xxx Folder. The installation of the FTDI 2.12.28 driver is easily accomplished by double clicking the CDM21228_Setup.exe.

Locate the CDM212xxx folder in the Drivers folder of the MegaMax Development System CD using Windows Explorer.



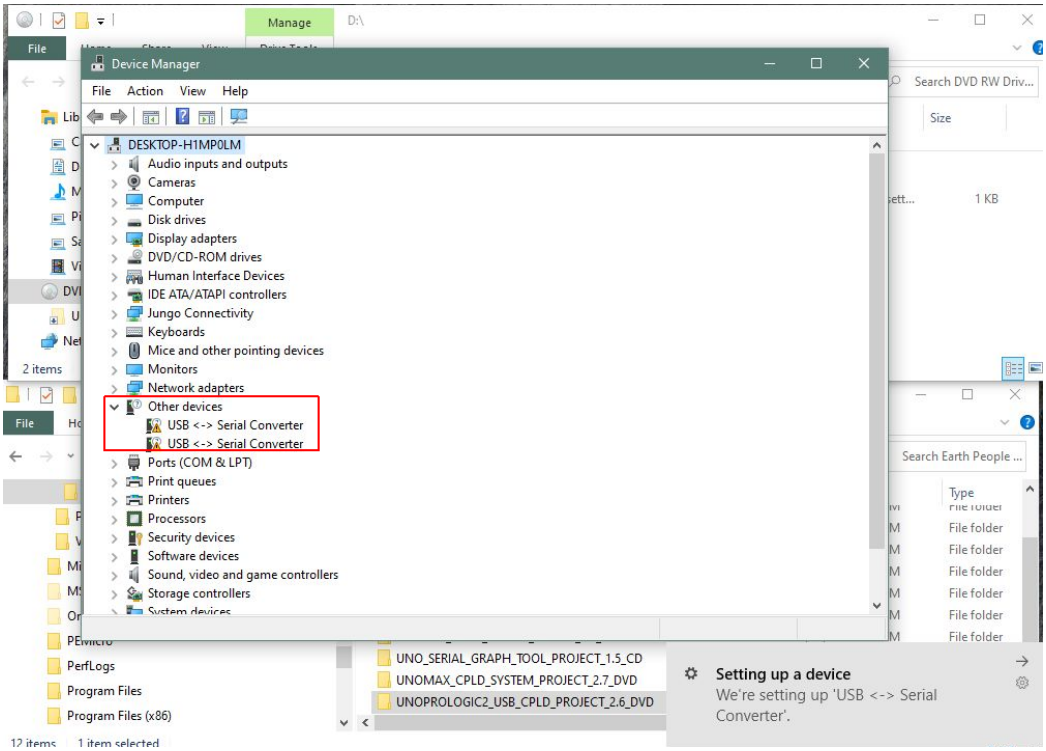
Double click on the *.exe file and select the default settings when the software tool queries the user.

Plug in the MegaMax device into an available USB port.

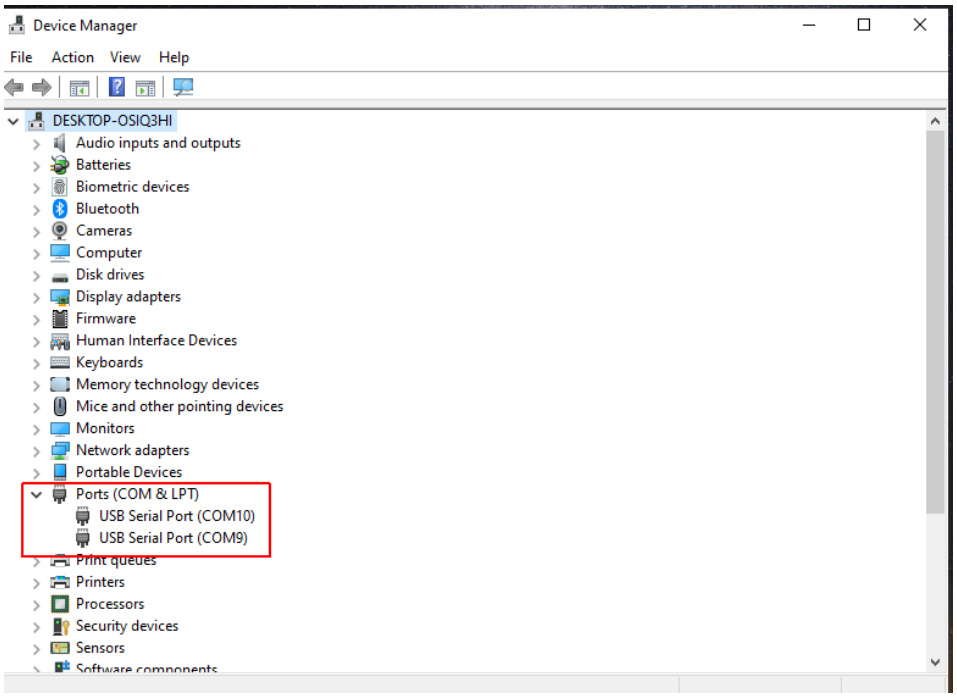


Windows will attempt to locate a driver for the USB device. When it does not find one, it will report a error, “Device driver software was not successfully installed”. Ignore this error.

If Windows cannot load a driver for the DPL, a notification window will inform the user that the driver load has failed for the device.



If the driver is successfully installed, Windows will inform the user. The user can check Device Manager to ensure the correct driver was installed for the MegaMax. The MegaMax will show up as two COM Ports under the “Ports (COM &LPT)” under the Device Manager.



When this is complete, the drivers are installed and the MegaMax can be used for programming and USB data transfers.

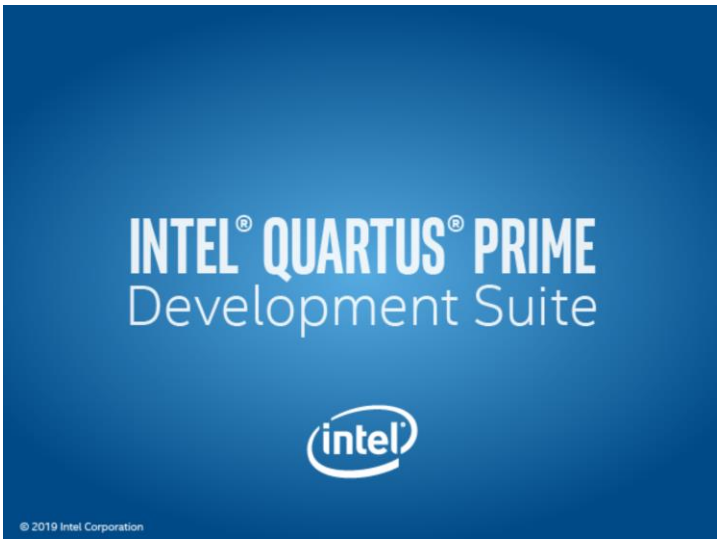
2.2 JTAG DLL Insert to Quartus Prime Lite

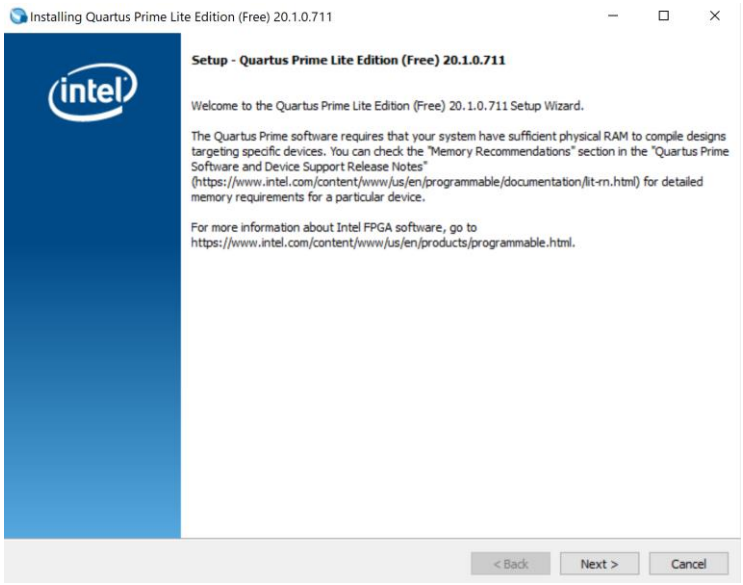
The JTAG DLL Insert to Quartus Prime Lite allows the Programmer Tool under Quartus to recognize the MegaMax. The MegaMax can then be selected and perform programming of the CPLD. The file, jtag_hw_mbftdi_blaster.dll must be placed into the folder that hosts the jtag_server for Quartus.

2.2.1 Installing Quartus

You can download the Quartus Prime Lite by following the directions in the Section Downloading Quartus.

If you don't need to download Quartus, double click on the QuartusLiteSetup-xxx.xxx.xxx-windows .exe (the xxx is the build number of the file, it is subject to change). The Quartus Prime Lite Edition will start the installation process.





When the install shield window pops up click “Yes” or if needed, enter the administrator password for the users PC. Click “Ok”

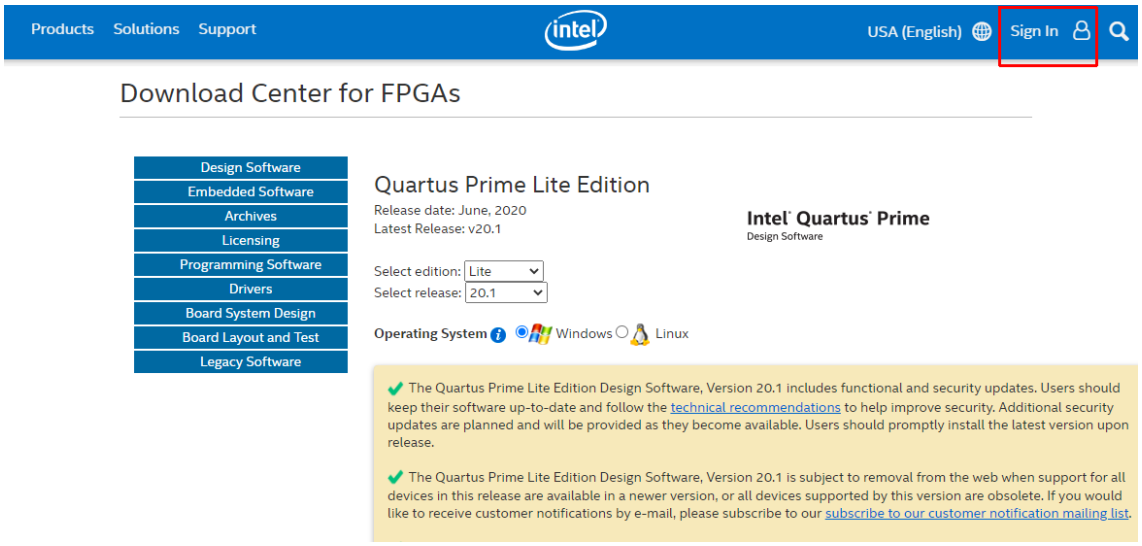
Next, skip the “Download Quartus” section. Go down to the “Quartus Installer” section to complete the Quartus installation.

2.2.2 Downloading Quartus

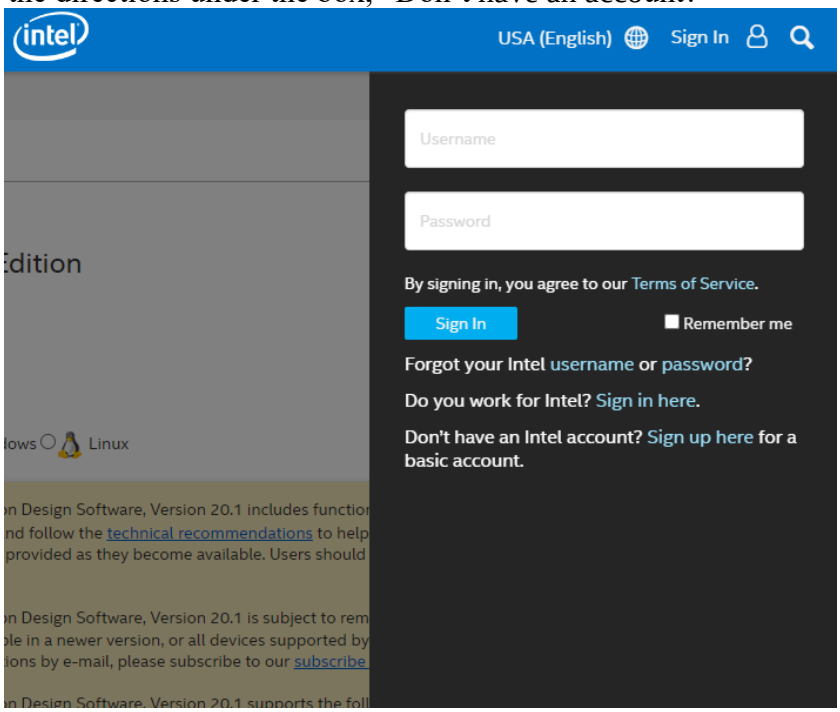
The first thing to do in order build a project in Quartus is to download and install the application. You can find the latest version of Quartus at:

Intel FPGA Quartus Prime Lite

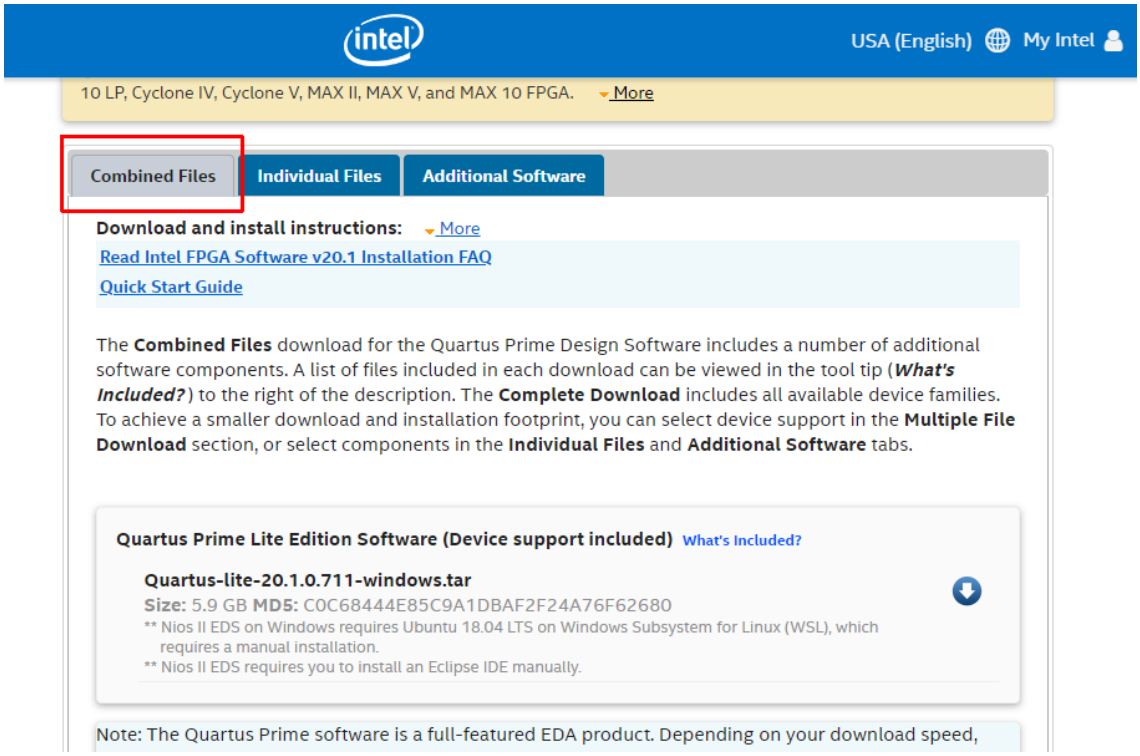
You will first need to apply for an account with Intel. Then use your login and password to access the download site. Click on the Download Windows Version.



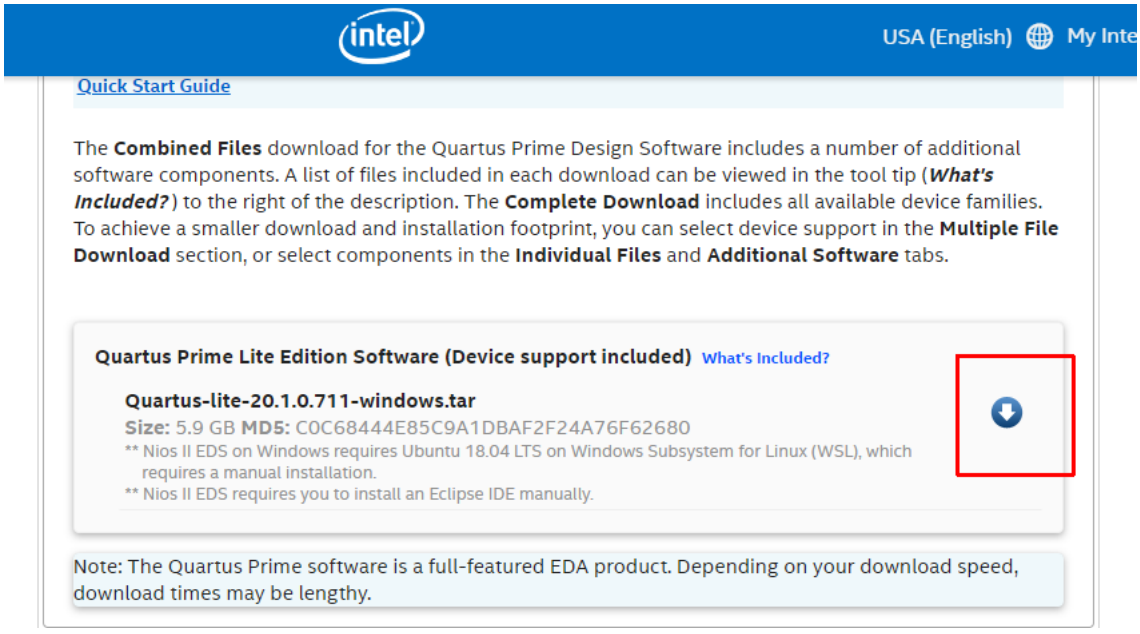
The next page will require you to sign into your "myAltera" account. If you do not have one, follow the directions under the box, "Don't have an account?"



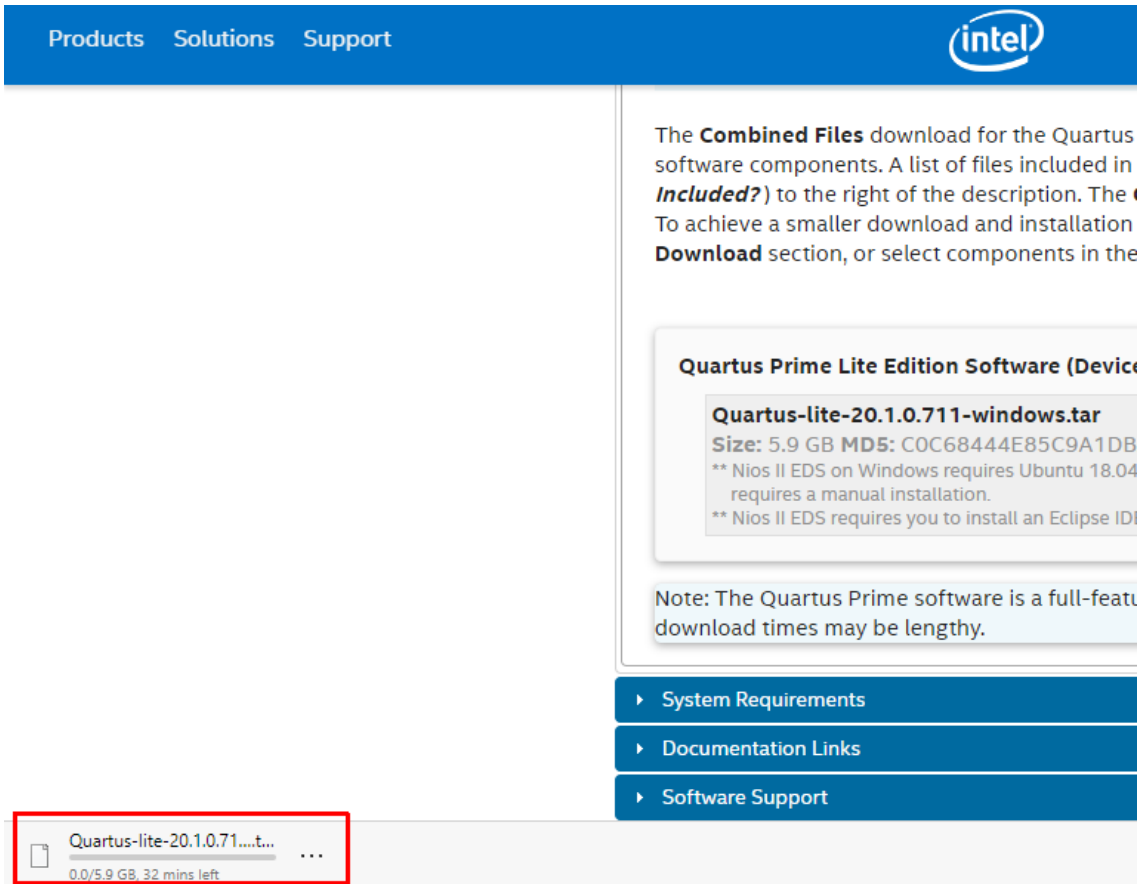
Once you have created your myAltera account, enter the User Name and Password. The next window will ask you to allow pop ups so that the file download can proceed.



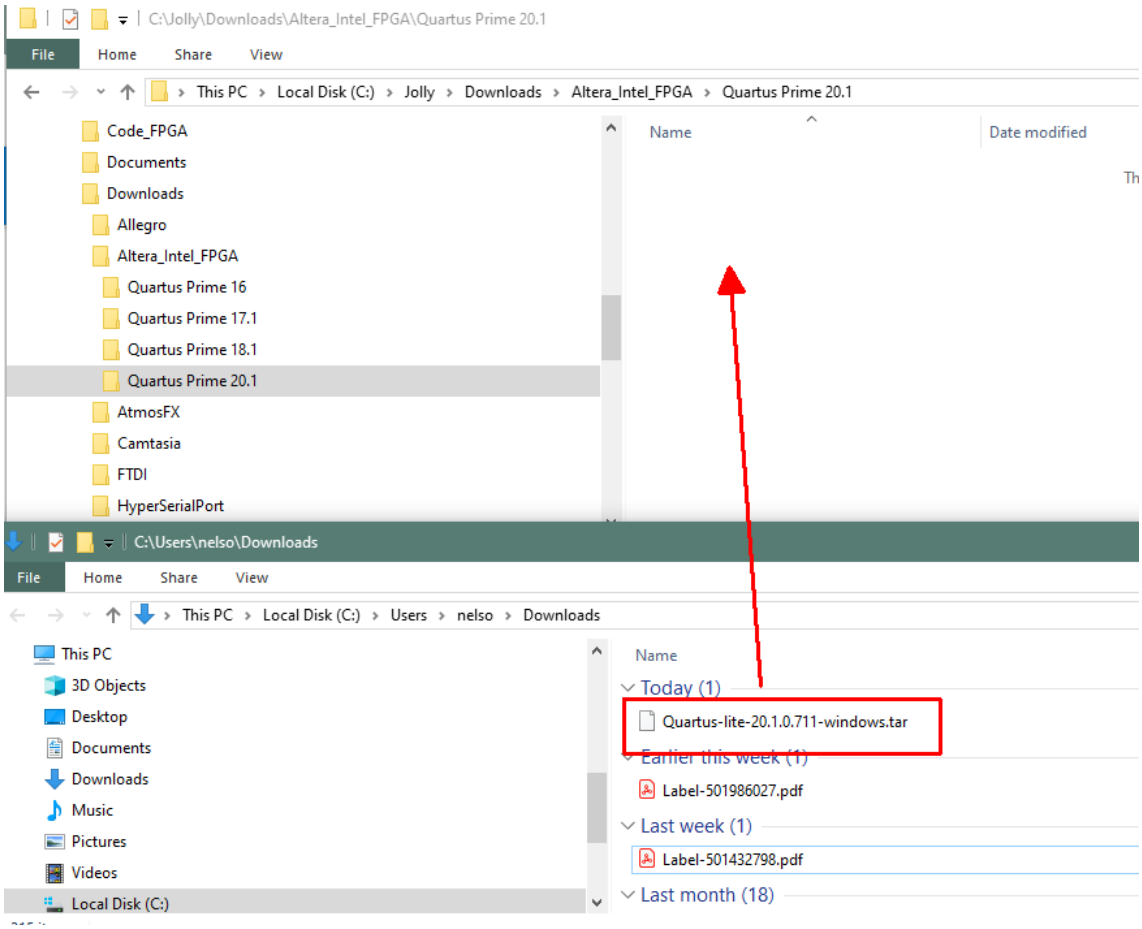
Click on the download icon.



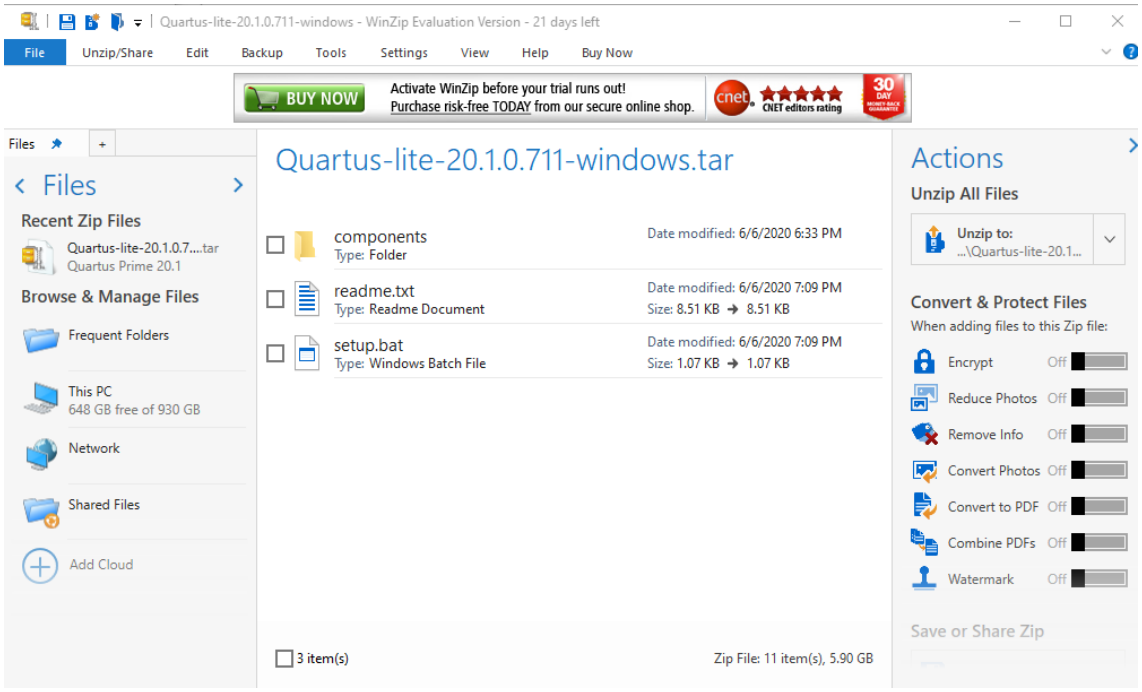
This will start the download.



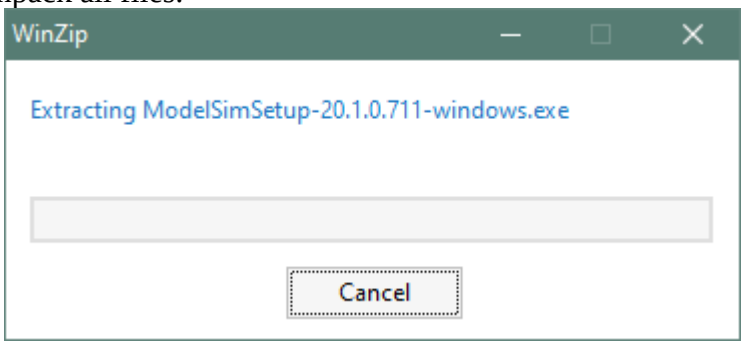
The file is 5.9 GB, so this could take a couple of hours depending on your internet connection. When download is complete, store the *.tar file in a directory on your PC.



Use a tool such as WinZip to Extract the *.tar file.

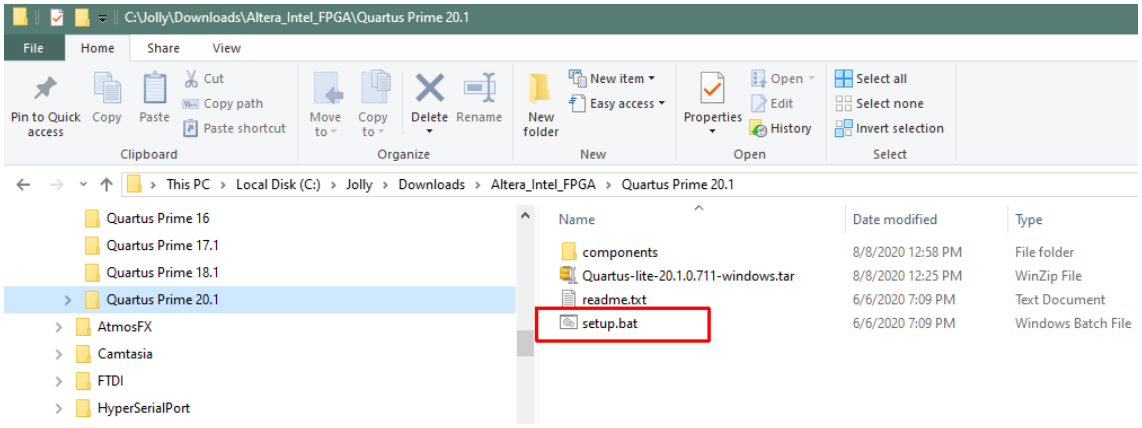


The tool will unpack all files.

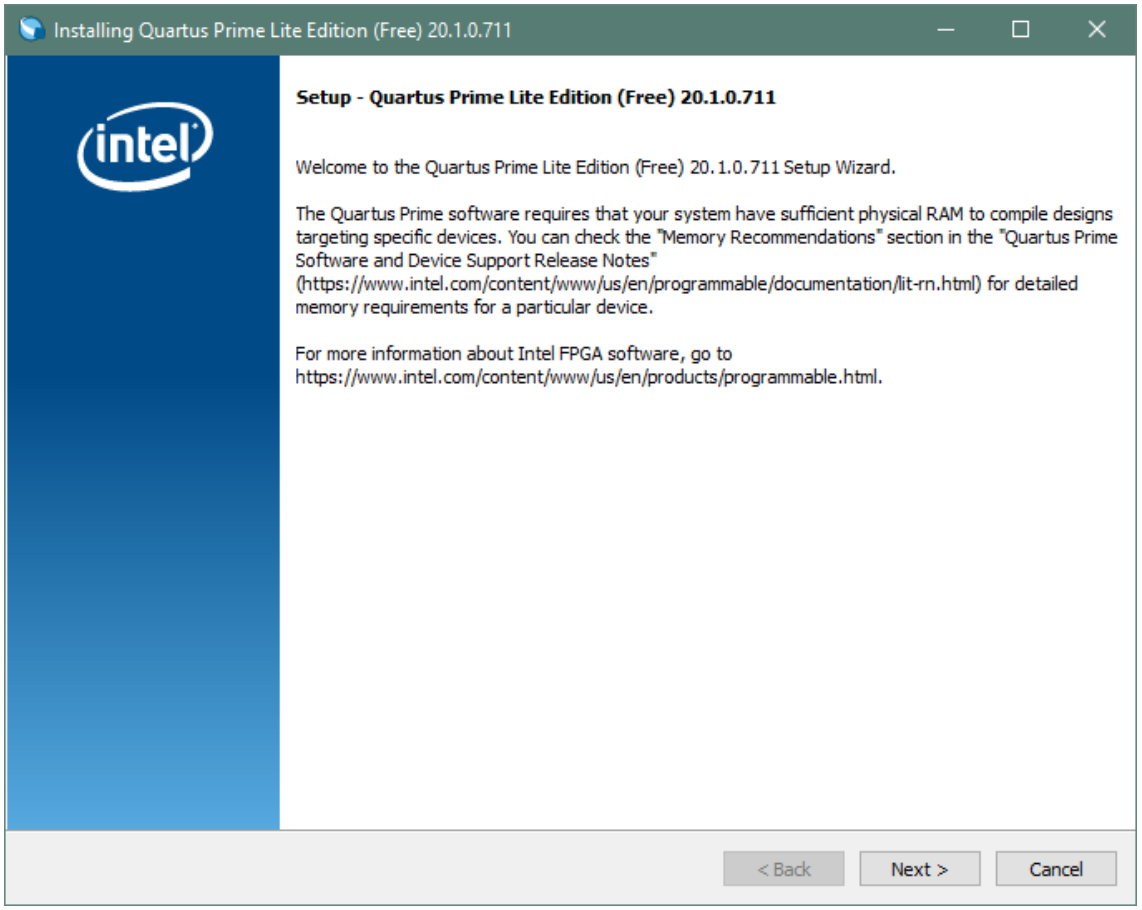


2.2.3 Quartus Installer

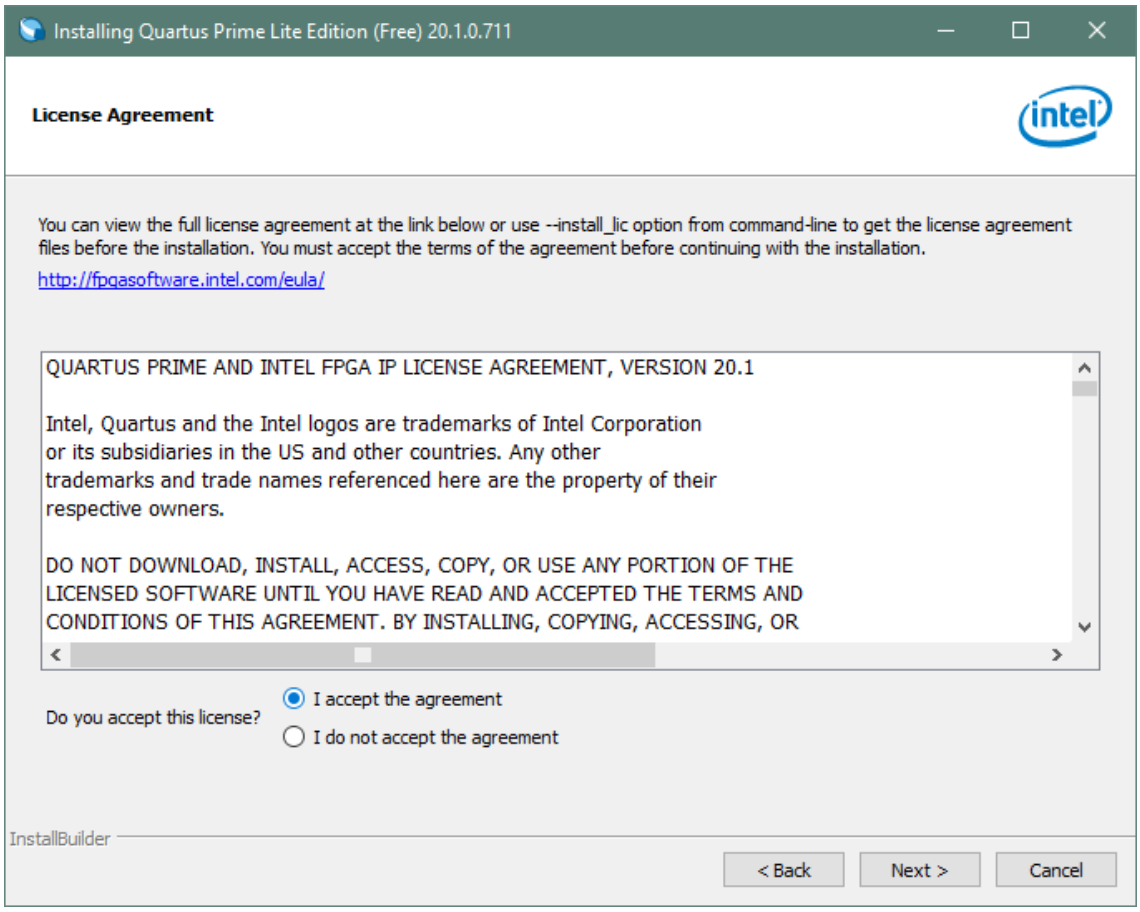
When the unpacking finishes from the previous section, double click the setup.bat file in the download folder.



Click “Next” on the Introduction Window.

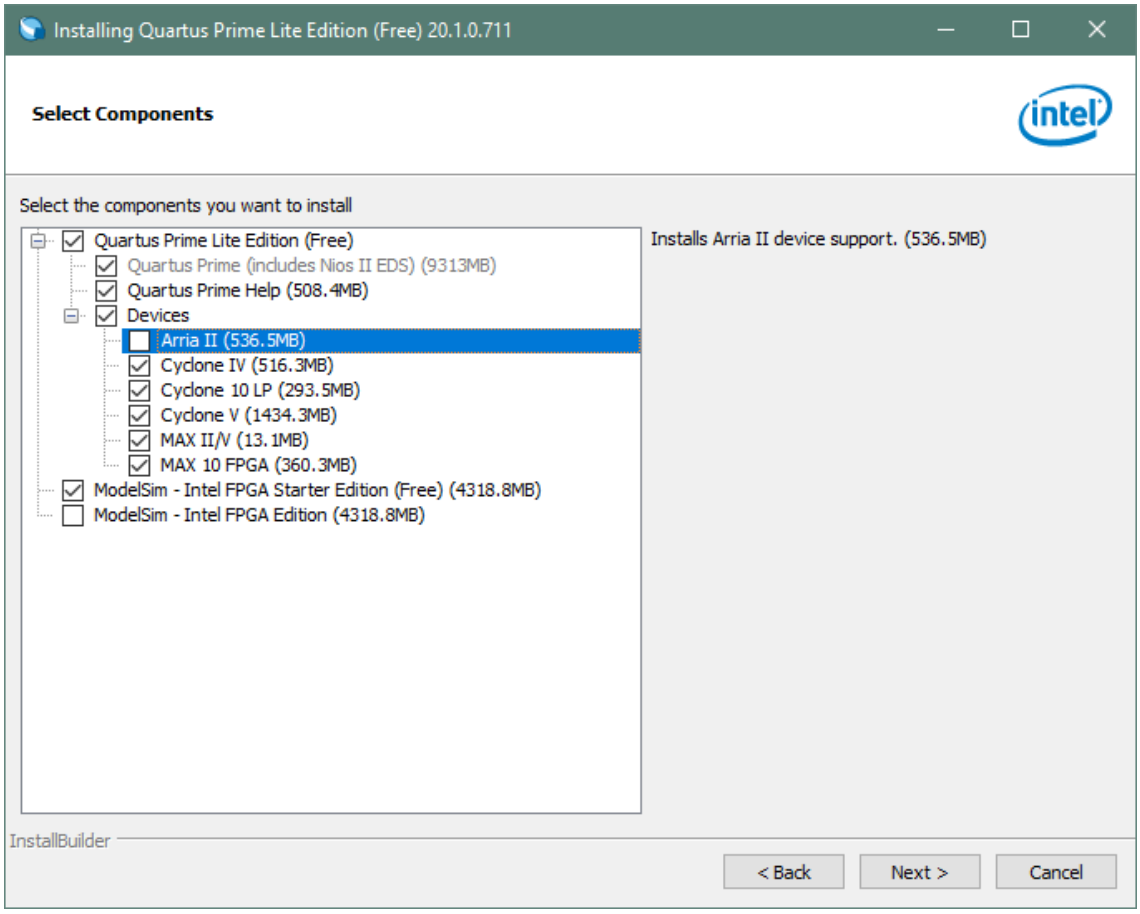


Click the checkbox to agree to the license terms. Then click “Next”.

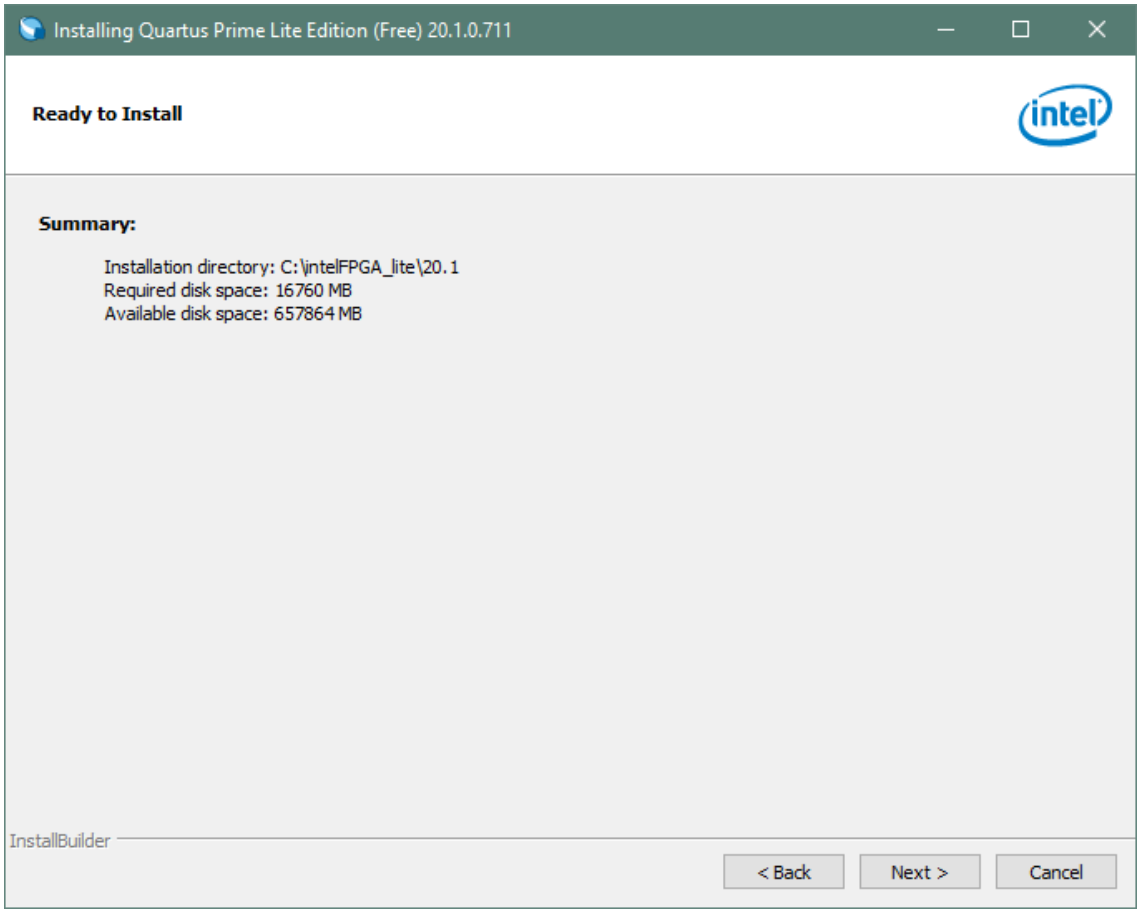


Click “Next” and accept the defaults.

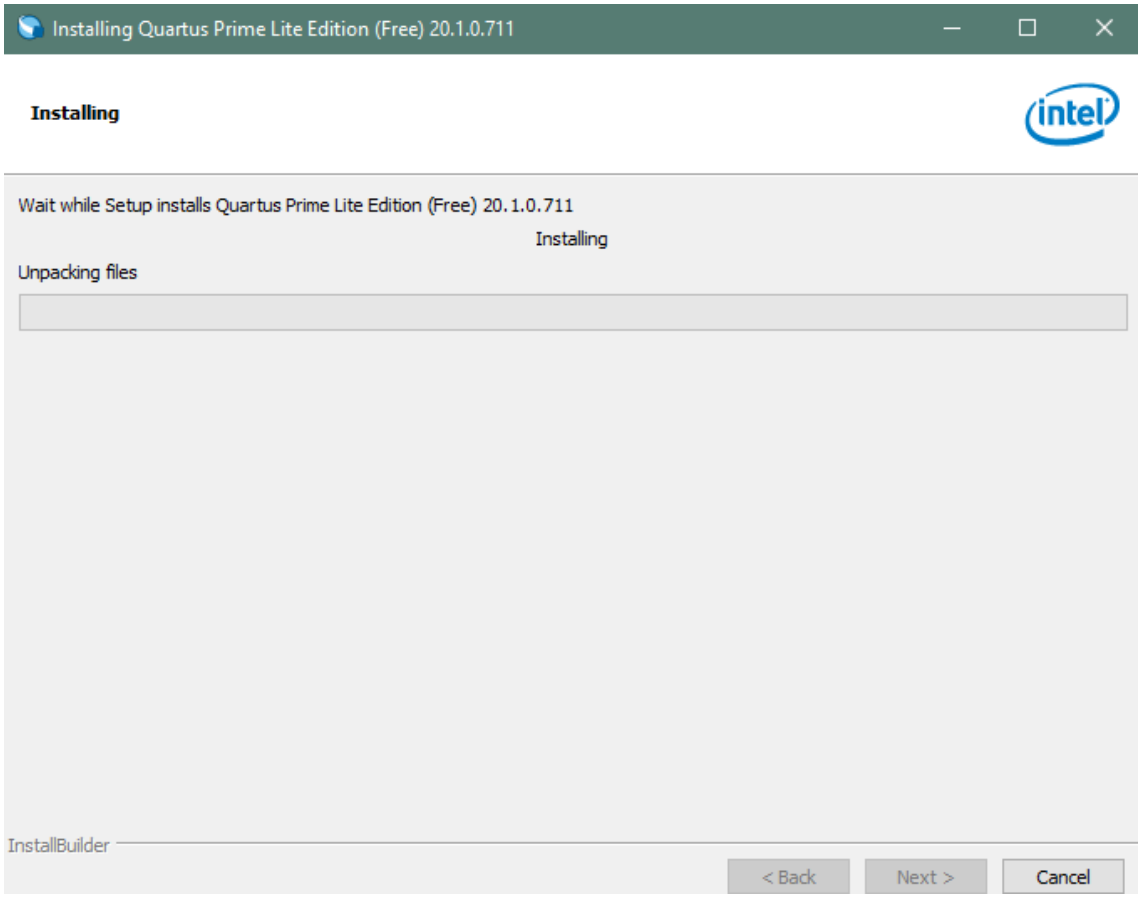
At the Select Products Window, de-select the Quartus Prime Supbscription Edition by clicking on its check box so that the box is not checked. Then click on the check box by the Quartus Prime Lite Edition (Free).



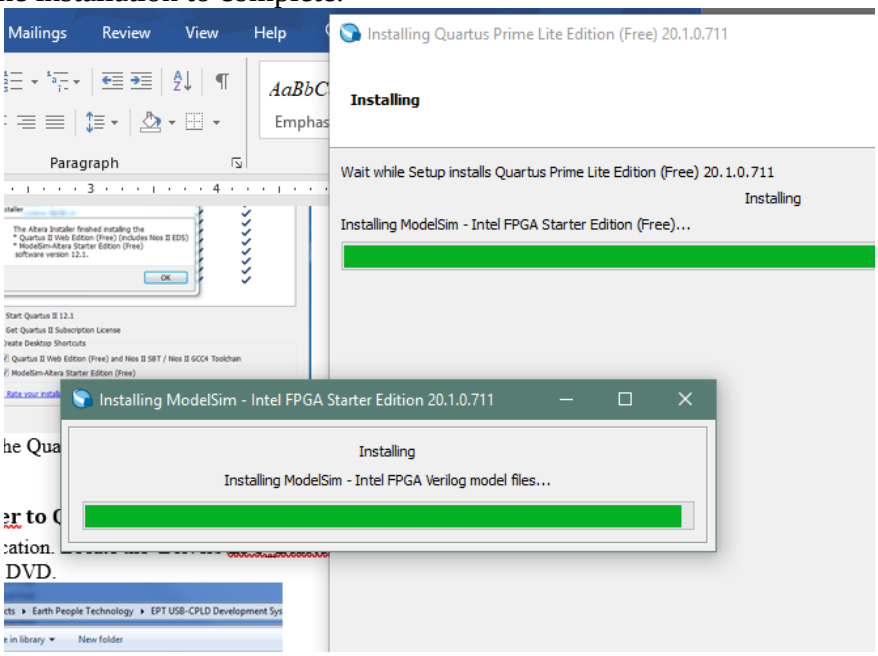
Click “Next” to accept the defaults

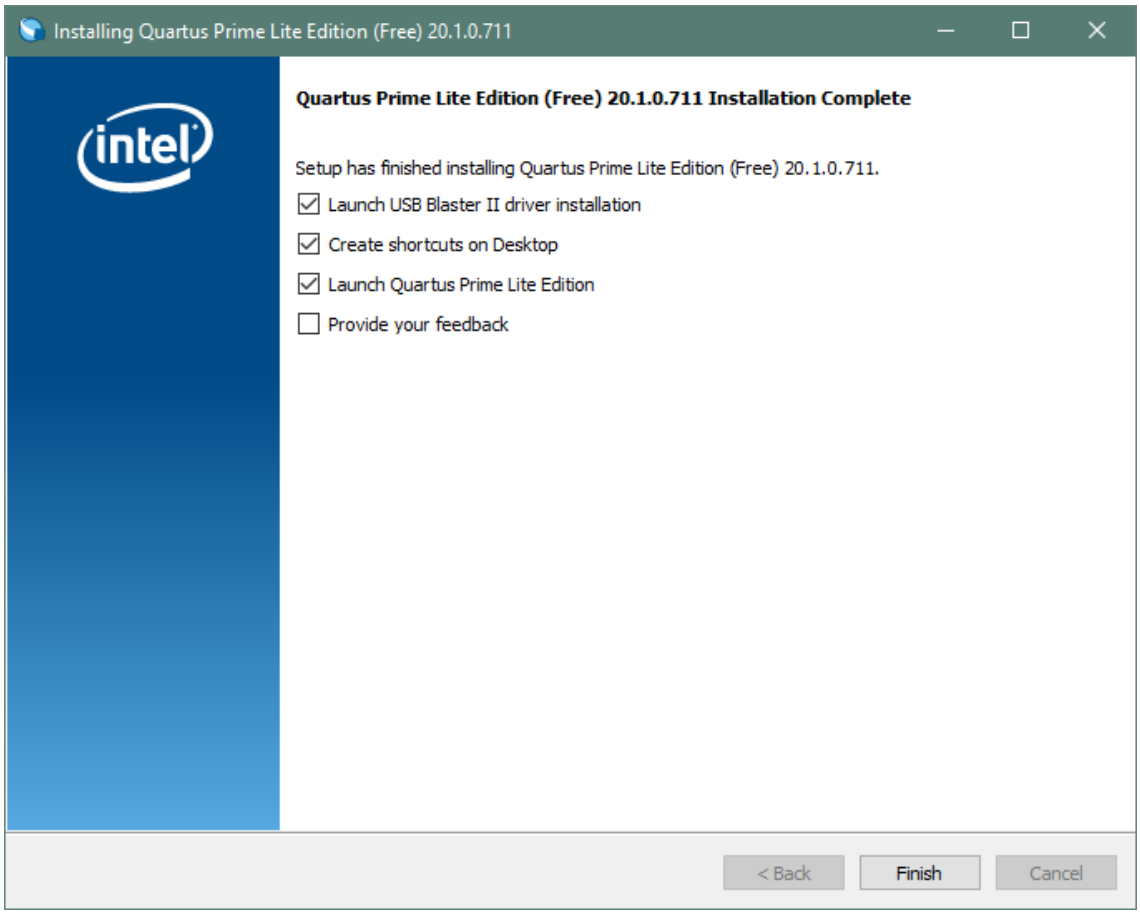


Click “Next” to accept the defaults

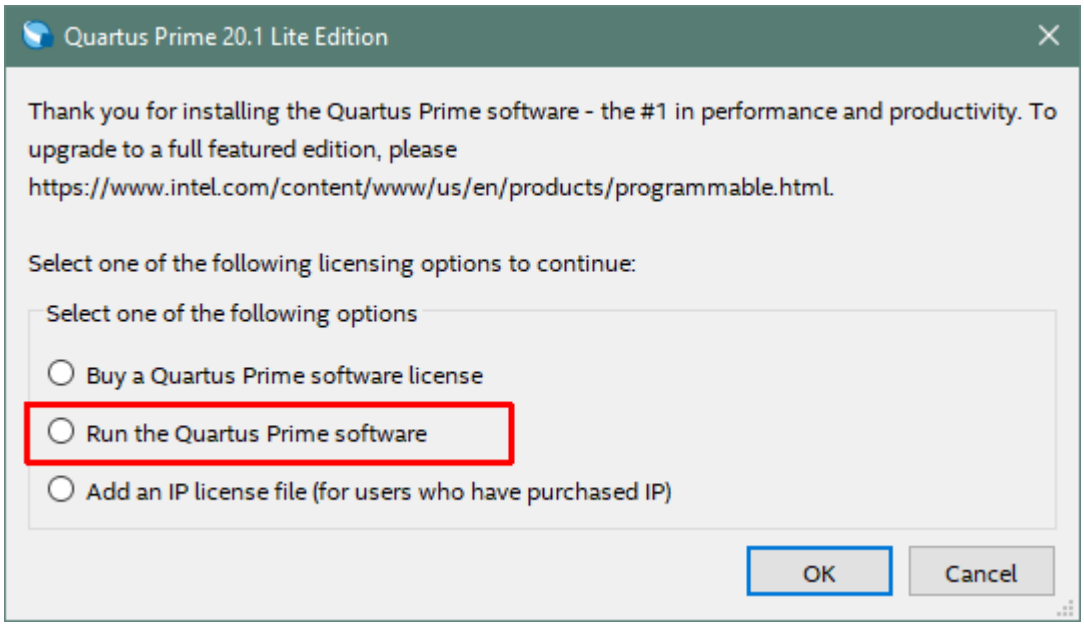


Wait for the installation to complete.



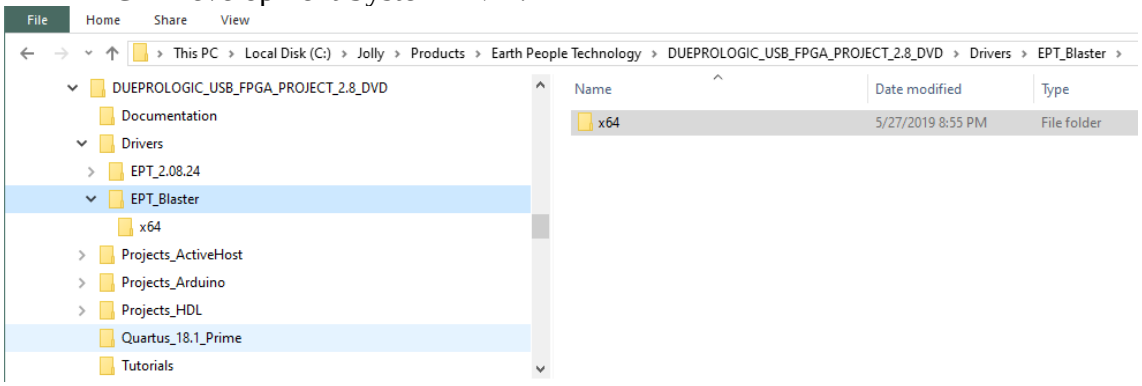


Click “Ok”, then click “Finish”. The Quartus Prime is now installed and ready to be used.



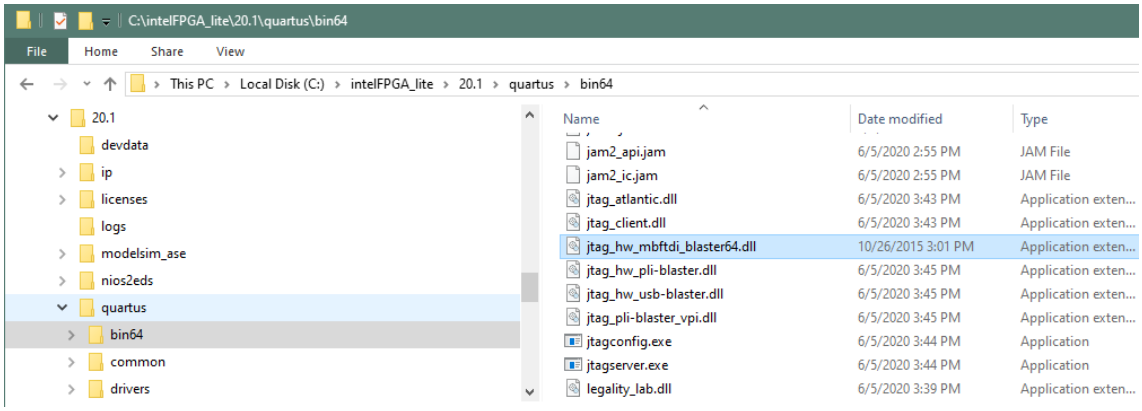
2.2.4 Adding the EPT_Blaster to Quartus Prime

Close out the Quartus Prime application. Locate the \Drivers\EPT_Blaster folder on the EPT FPGA Development System DVD.



Follow these directions:

1. Open the C:\..\MegaMax_USB_CPLD_PROJECT_x.x_DVD\Drivers\EPT_Blaster\x64 folder.
2. Select the file “jtag_hw_mbftdi_blaster.dll” and copy it.
3. Browse over to C:\intelFPGA_lite\xx.x\quartus\bin64.
4. Right click in the folder and select Paste
5. Click Ok.
6. Open the Quartus Prime application.



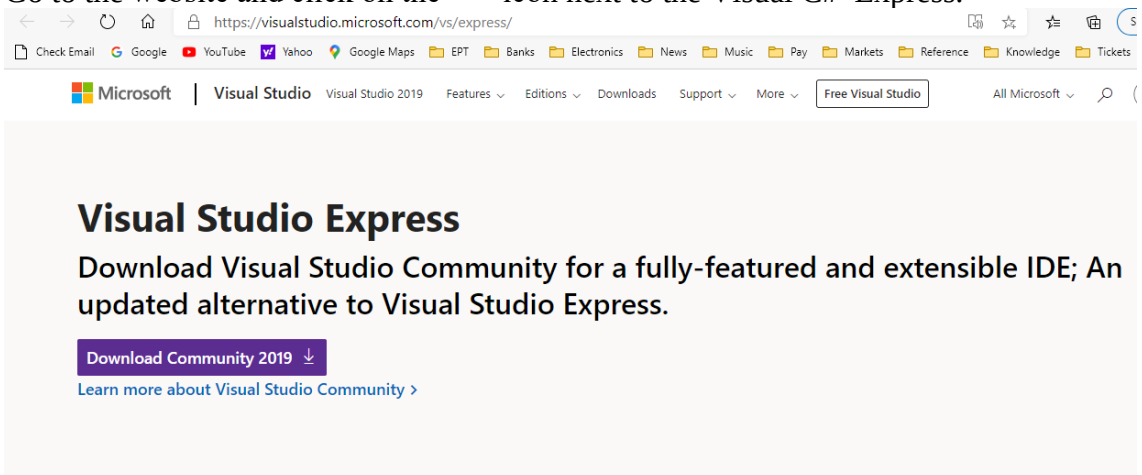
The DLL is installed and the JTAG server should recognize it. Go to the section "Programming the FPGA" of this manual for testing of the programming. If the driver is not found in the Programmer Tool->Hardware Setup box, see the JTAG DLL Insert to Quartus Prime Troubleshooting Guide.

2.3 Active Host Application DLL

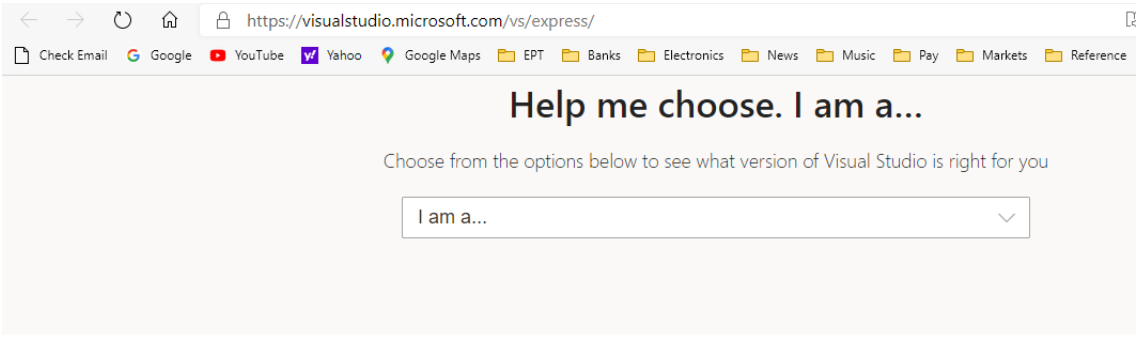
Download the latest version of Microsoft Visual C# Express environment from Microsoft. It's a free download.

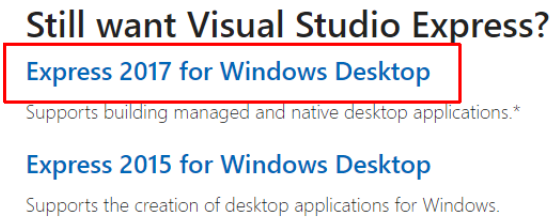
https://visualstudio.microsoft.com/vs/express/

Go to the website and click on the "+" icon next to the Visual C# Express.

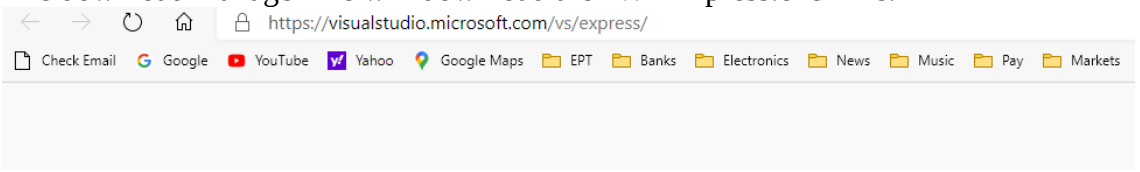


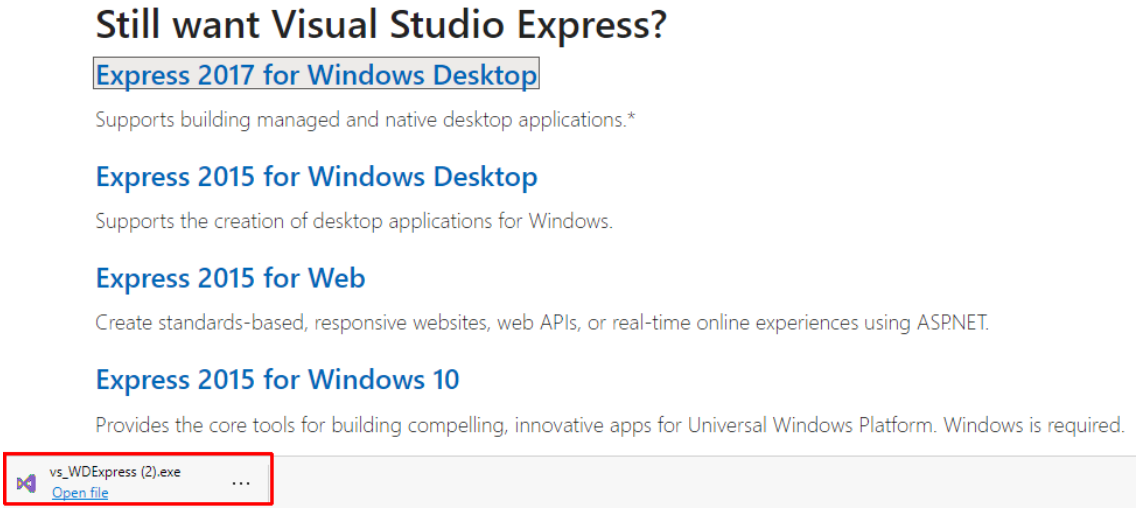
Click on the "Express 20xx for Windows Desktop" hypertext.



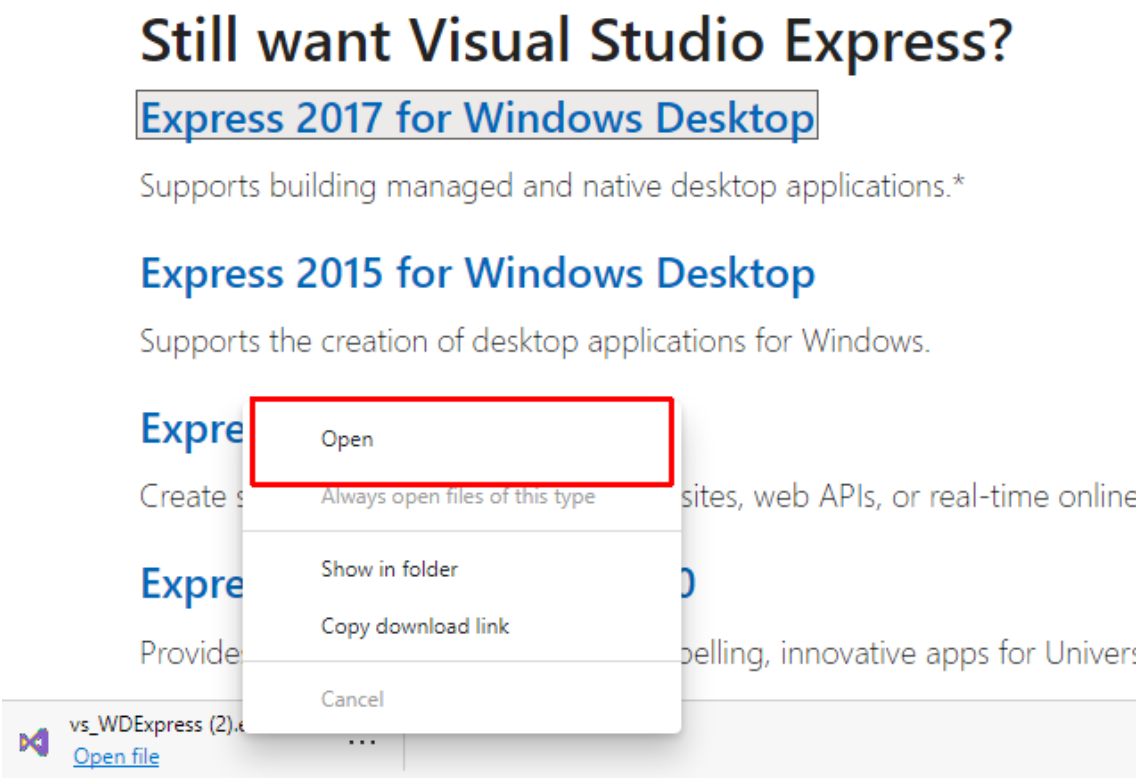


The download manager file will download the “WDExpress.exe” file.

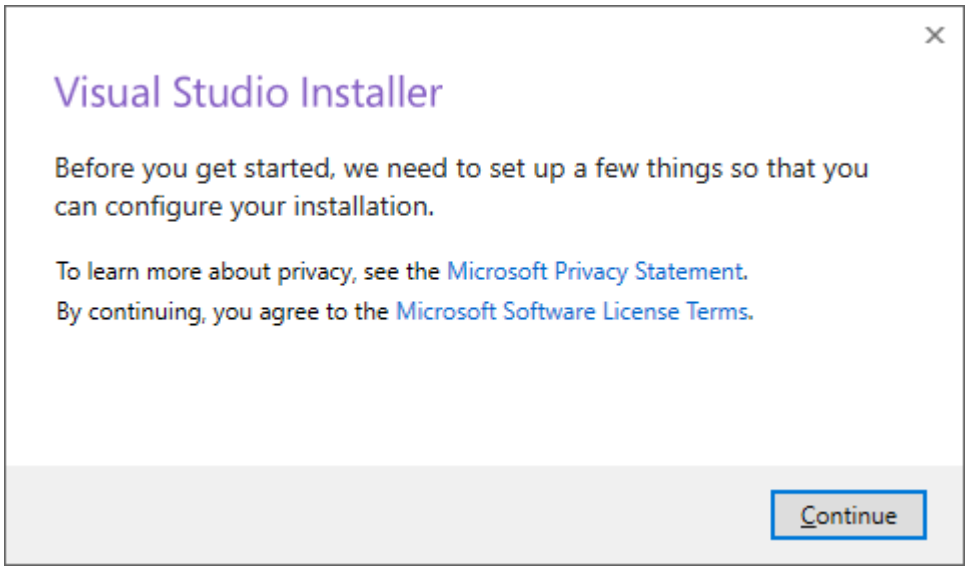




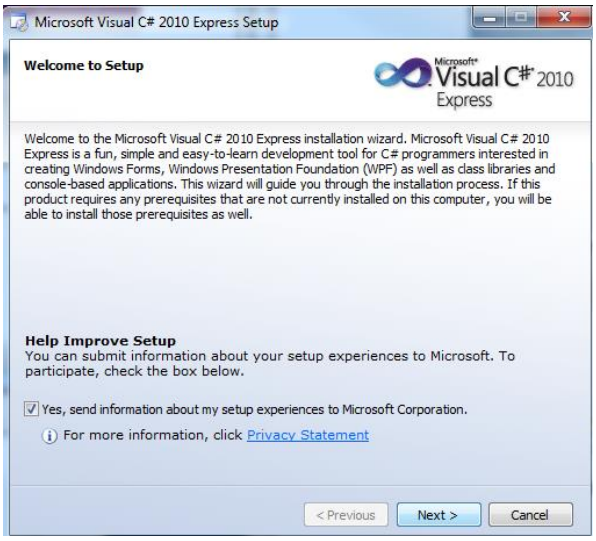
Right click on the WDExpress.exe.



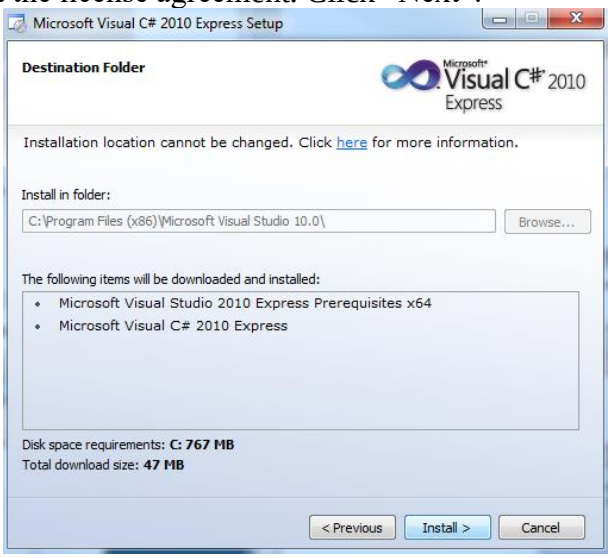
Click the “Continue” button.



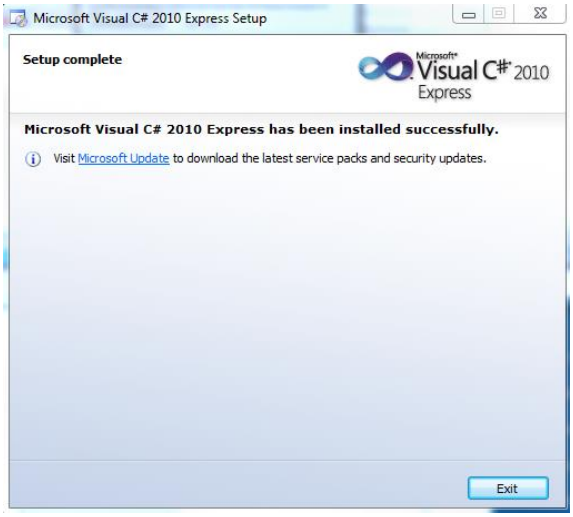
Next, follow the on screen windows and accept the default answers.



Click “Next”, accept the license agreement. Click “Next”.

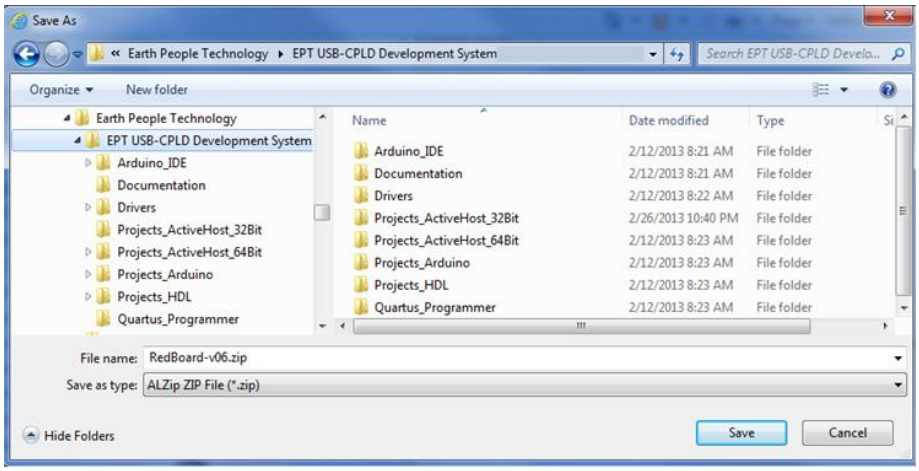


Visual C# 2010 Express will install. This may take up to twenty minutes depending on your internet connection.

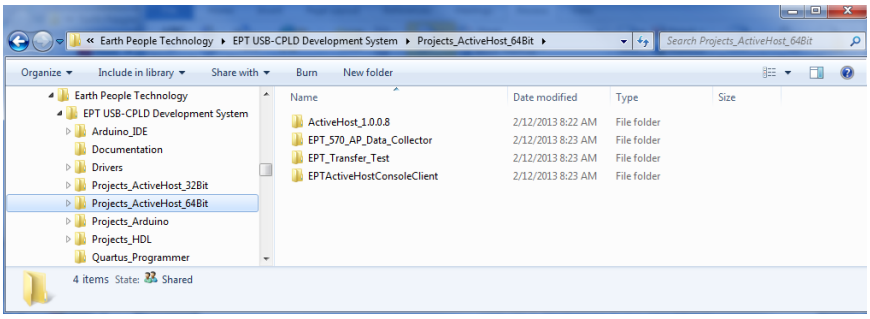


The installed successfully window will be displayed when Visual C# Express is ready to use.

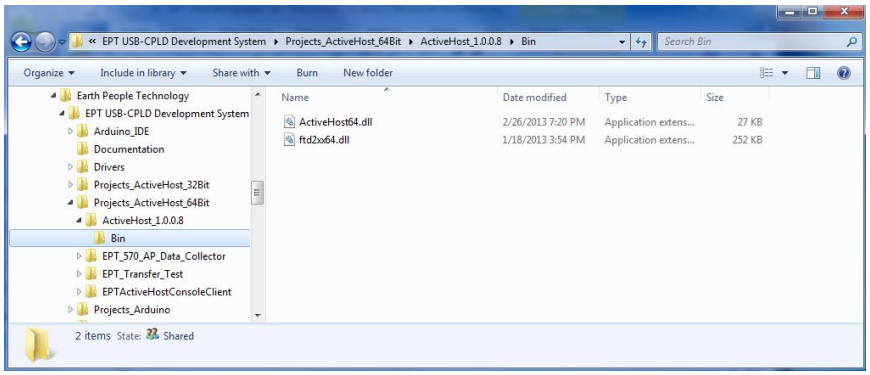
To use the Active Host Application Software, the Active Host DLL and the ftd2xx DLL must be included in the Microsoft Visual project. The Active Host Application Software will allow the user to create a custom applications on the PC using the EndTerms to perform Triggers and Data Transfer to/from the MegaMax. The methods and parameters of the Active Host DLL are explained in the Active Host Application section. Locate the \Projects_ActiveHost_64Bit and \Projects_ActiveHost_32Bit folders on the MegaMax Development System CD.



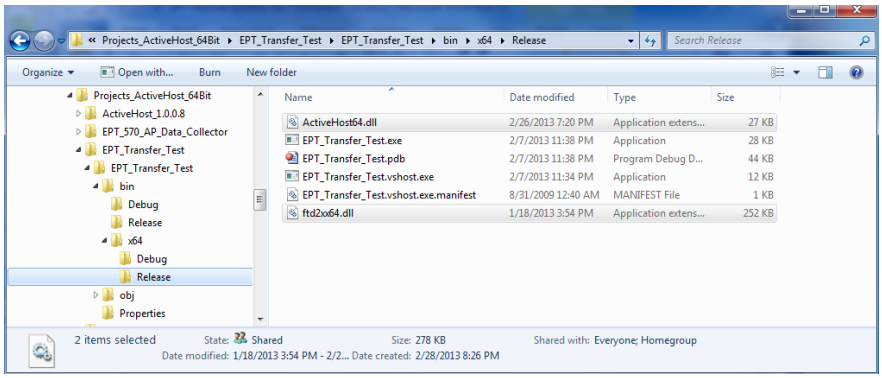
Locate the Projects_ActiveHost_64Bit in the MegaMax Development System using Windows Explorer.



Locate the Projects_ActiveHost_64Bit \ActiveHost_1.0.0.8\Bin folder and copy the ActiveHost64.dll and the ftd2xx64.dll.

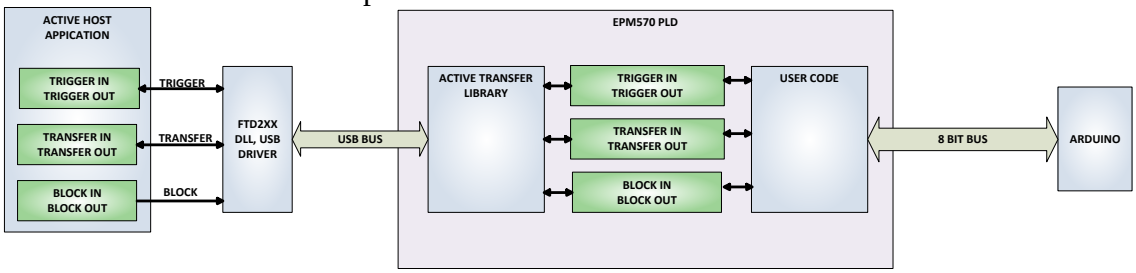


Save the DLL's in the bin\x64\Release folder of the user project under the Microsoft C# Express project. See the Active Host Application section of the MegaMax Development System User Manuals for instructions on how to add the dll to the Microsoft C# Express project.



3 Active Transfer Library

The Active Transfer Library is an HDL library designed to transfer data to and from the MegaMax via High Speed (480 MB/s) USB. It is a set of pre-compiled HDL files that the user will add to their project before building it. The description of what the library does and how to use its components are described in this manual.



3.1 EPT Active Transfer System Overview

The Active Transfer System components consist of the following:

- active_serial_library.v
- ft_245_state_machine.v
- endpoint_registers.vqm
- active_trigger.v
- active_transfer.v
- active_block.v

The Active_Serial_Library provides the communication to the USB hardware. While separate Input and Output buses provide bi-directional communications with the plug in modules. See Figure 6 for an overview of the EPT Active_Transfer system.

Figure 6 EPT Active Transfer Library Overview

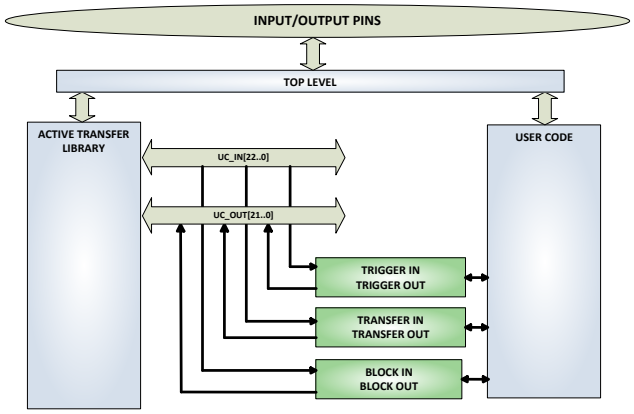
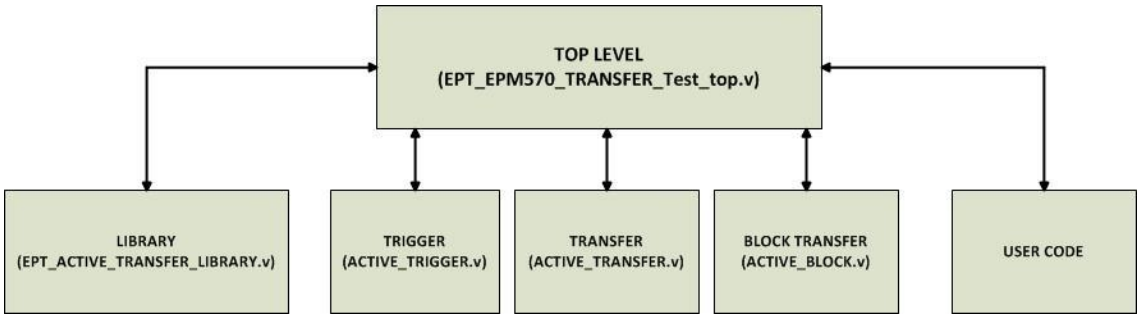


Figure 6 shows how the modules of the EPT Active Transfer Library attach to the overall user project. The EPT Active_Transfer_Library.vqm, Active_Trigger.v,

Active_Transfer.v and Active_Block.v modules are instantiated in the top level of the user project. The User_Code.v module is also instantiated in the top level. The Active_Transfer modules communicate with the User_Code through module parameters. Each module is a bi-directional component that facilitates data transfer from PC to CPLD. The user code can send a transfer to the Host, and the Host can send a transfer to the user code. This provides significant control for both data transfers and signaling from the user code to PC. The Triggers are used to send momentary signals that can turn on (or off) functions in user code or PC. The Active Transfer is used to send a single byte. And the Active Block is used to send a block of data. The Active_Transfer and Active_Block modules have addressing built into them. This means the user can declare up to 8 individual instantiations of Active_Transfer or Active_Block, and send/receive data to each module separately.

3.2 Active Transfer Library

The Active Transfer Library contains the command, control, and data transfer mechanism that allows users to quickly build powerful communication schemes in the CPLD. Coupled with the Active Host application on the PC, this tools allows users to focus on creating programmable logic applications and not have to become distracted by USB Host drivers and timing issues. The Active Transfer Library is pre-compiled file that the user will include in the project files.



```
1  //#############################################################################
2  //#
3  //# Copyright   Earth People Technology Inc. 2012
4  //#
5  //#
6  //# File Name:  EPT_FT2232_Transfer_Test_top.v
7  //#
8  //# Revision History:
9  //#         DATE        VERSION     DETAILS
10 //#         07/5/12     A           Created         RJJ
11 //#
12 //#
13 //#
14 //#############################################################################
15 `ifdef SIM
16    `include "../src/define.v"
17    `include "../Testbench/tb_define.v"
18 `endif
19
20 `timescale 1ns/1ps
21
22
23
24 //*****************************************************************************
25 //* Module Declaration
26 //*****************************************************************************
27
28 module ept_EPM570_Transfer_Test_top (
29
30
31    input  wire [1:0]          aa,
32    input  wire [1:0]          bc_in,
```

•
•
•

```
687
688    //-------------------------------------------------
689    // Instantiate the EPT Library
690    //-------------------------------------------------
691
692     active_transfer_library         EPT_LIBRARY_TOP_INST
693     (
694     .aa                          (aa),
695     .bc_in                       (bc_in),
696     .bc_out                      (bc_out),
697     .bd_inout                    (bd_inout),
698
699     .UC_IN                       (UC_IN),
700     .UC_OUT                      (UC_OUT),
701
702     .TEST_SIGNAL_1               (data_byte_ready),
703     .STATE_OUT                   (ft_245_state_machine),
704     .TEST_BUS                    (register_decode),
705     .ENDPOINT_STATE_OUT          (endpoint_registers_state),
706     .ENDPOINT_TEST_BUS           (endpoint_write_to_host)
707     );
708
709    //-------------------------------------------------
710    // Instantiate the EPT Modules
711    //-------------------------------------------------
712  wire [22*3-1:0]  uc_out_m;
713  eptWireOR # (.N(3)) wireOR (UC_OUT, uc_out_m);
714      active_trigger              ACTIVE_TRIGGER_INST
715     (
716      .uc_clk                     (CLK_66),
```

The interface from the library to the user code is two uni directional buses, UC_IN[22:0] and UC_OUT[20:0]. The UC_IN[22:0] bus is an output bus (from the library, input bus to the Active Modules) that is used channel data, address, length and control information to the Active Modules. The UC_OUT[21:0] bus is an input bus (to the library, output bus from the Active Modules) that is used to communicate data, address, length, and control information to the Active Modules.

The control bus UART_IN and UART_OUT are used to channel data, and control signals to the USB interface chip. These signals are connected directly to input and output pins of the CPLD.

3.2.1 Active Trigger EndTerm

The Active Trigger has eight individual self resetting, active high, signals. These signals are used to send a momentary turn on/off command to Host/User code. The Active Trigger is not addressable so the module will be instantiated only once in the top level.

```
743   wire [22*3-1:0]  uc_out_m;
744   eptWireOR # (.N(3)) wireOR (UC_OUT, uc_out_m);
745       active_trigger              ACTIVE_TRIGGER_INST
746       (
747        .uc_clk                    (CLK_66),
748        .uc_reset                  (RST),
749        .uc_in                     (UC_IN),
750        .uc_out                    (uc_out_m[ 0*22 +: 22 ]),
751
752        .trigger_to_host           (trigger_to_host),
753        .trigger_to_device         (trigger_in_byte)
754
755       );
```

To send a trigger, decide which bit (or multiple bits) of the eight bits you want to send the trigger on. Then, set that bit (or bits) high. The Active Transfer Library will send a high on that trigger bit for one clock cycle (66 MHz), then reset itself to zero. The bit can stay high on the user code and does not need to be reset to zero. However, if the user sends another trigger using the trigger byte, then any bit that is set high will cause a trigger to occur on the Host side.

```
277     //-------------------------------------------------
278     // Detect Trigger Out to Host
279     //-------------------------------------------------
280   always @(TRIGGER_OUT or trigger_in_reset or reset)
281   begin
282       if(!reset)
283           trigger_to_host = 8'h0;
284       else if (trigger_in_reset)
285           trigger_to_host = 8'h0;
286       else if (TRIGGER_OUT > 8'h0)
287           trigger_to_host = TRIGGER_OUT;
288   end
289
290     //-------------------------------------------------
291     // Reset Trigger Out to Host
292     //-------------------------------------------------
293   always @(posedge CLK_66 or negedge reset)
294   begin
295       if(!reset)
296       begin
297           trigger_in_reset <= 0;
298       end
299       else
300       begin
301           if (trigger_to_host > 0)
302               trigger_in_reset <= 1'b1;
303           else
304               trigger_in_reset <= 0;
305       end
306    end
```

So, care should be used if the user code uses byte masks to send triggers. It is best to set only the trigger bits needed for a given time when sending triggers.

The user code must be setup to receive triggers from the Host. This can be done by using an asynchronous always block. Whenever a change occurs on a particular trigger bit (or bits), a conditional branch can detect if the trigger bit is for that block of code. Then, execute some code based on that trigger.

```
308     //-----------------------------------------------
309     // Detect Trigger In
310     //-----------------------------------------------
311   always @(trigger_in_byte or trigger_in_reset or reset)
312   begin
313       if(!reset)
314       begin
315           trigger_in_detect = 1'b0;
316       end
317       else if (trigger_in_reset)
318       begin
319           trigger_in_detect = 1'b0;
320       end
321       else if (trigger_in_byte > 8'h0)
322       begin
323           trigger_in_detect = 1'b1;
324       end
325   end
326
327     //-----------------------------------------------
328     // Store the value of Trigger In
329     //-----------------------------------------------
330   always @(posedge CLK_66 or negedge reset)
331   begin
332       if(!reset)
333       begin
334           trigger_in_store <= 8'h0f;
335           trigger_in_reg <= 1'b0;
336           trigger_in_reset <= 1'b0;
337       end
338       else if (trigger_in_detect & !trigger_in_reg)
339       begin
340           if(trigger_in_byte != 0)
341           trigger_in_store[7:0] <= trigger_in_byte[7:0];
342           trigger_in_reg <= 1'b1;
343       end
344       else if (trigger_in_reg)
345       begin
346               trigger_in_reg <= 1'b0;
347               trigger_in_reset <= 1'b1;
348       end
349       else if (!trigger_in_detect)
350       begin
351           trigger_in_reg <= 1'b0;
352           trigger_in_reset <= 1'b0;
353       end
354   end
```

3.2.2 Active Transfer EndTerm

The Active Transfer module is used to send or receive a byte to/from the Host. This is useful when the user's microcontroller needs to send a byte from a measurement to the Host for display or processing. The Active Transfer module is addressable, so up to eight individual modules can be instantiated and separately addressed.

```
757     active_transfer             ACTIVE_TRANSFER_INST
758     (
759      .uc_clk                    (CLK_66),
760      .uc_reset                  (reset),
761      .uc_in                     (UC_IN),
762      .uc_out                    (uc_out_m[ 1*22 +: 22 ]),
763
764      .start_transfer            (transfer_out_reg),
765      .transfer_received         (transfer_in_received),
766
767      .uc_addr                   (3'h2),
768
769      .transfer_to_host          (transfer_out_byte),
770      .transfer_to_device        (transfer_in_byte)
771     );
772
```

To send a byte to the Host, select the appropriate address that corresponds to an address on Host side. Place the byte in the "transfer_to_host" parameter, then strobe the "start_transfer" bit. Setting the "start_transfer" bit to high will send one byte from the "transfer_to_host" byte to the Host on the next clock high signal (66 MHz). The "start_transfer" bit can stay high for the duration of the operation of the device, the Active Transfer module will not send another byte. In order to send another byte, the user must cycle the "start_transfer" bit to low for a minimum of one clock cycle (66 MHz). After the "start_transfer" bit has been cycled low, the rising edge of the bit will cause the byte on the "transfer_to_host" parameter to transfer to the host.

```
181  //-----------------------------------------------
182   // Transfer byte to Device
183   //-----------------------------------------------
184   always @(TRANSFER_OUT_EN or reset)
185   begin
186       if(!reset)
187       begin
188           transfer_out_detect = 1'b0;
189       end
190       else
191       begin
192           if(transfer_to_device_reset)
193               transfer_out_detect = 1'b0;
194           else if(TRANSFER_OUT_EN)
195           begin
196               transfer_out_byte = TRANSFER_OUT_BYTE;
197               transfer_out_detect = 1'b1;
198           end
199       end
200   end
201
202   //-----------------------------------------------
203   // Reset transfer_to_device_reset
204   //-----------------------------------------------
205    always @(posedge CLK_66 or negedge reset)
206    begin
207        if (!reset)
208        begin
209            transfer_to_device_reset <= 1'b0;
210        end
211        else
212        begin
213            if(transfer_out_detect)
214               transfer_to_device_reset <= 1'b1;
215            else
216               transfer_to_device_reset <= 1'b0;
217        end
218    end
```

To receive a byte, the Active Host will send a byte using it's dll. The user code must monitor the transfer_received port. The transfer_received port will assert high for one clock cycle (66 MHz) when a byte is ready for reading on the transfer_to_device port. User code should use an asynchronous always block to detect when the

transfer_received port is asserted. Upon assertion, the user code should read the byte from the transfer_to_device port into a local register.

```
220   //-----------------------------------------------
221   // Transfer to Host
222   //-----------------------------------------------
223    always @(posedge CLK_66 or negedge reset)
224    begin
225        if (!reset)
226        begin
227            transfer_out <= 1'b0;
228            transfer_out_reg <= 1'b0;
229            transfer_out_byte <= 8'h0;
230        end
231        else
232        begin
233            if(start_transfer_byte & !transfer_out)
234            begin
235                transfer_out_byte <= TRANSFER_HOST_BYTE;
236                transfer_out_reg <= 1'b1;
237                transfer_out <= 1'b1;
238            end
239            else if(start_transfer_byte & transfer_out)
240            begin
241                transfer_out_reg <= 1'b0;
242                transfer_out <= 1'b1;
243            end
244            else if(!start_transfer_byte & transfer_out)
245            begin
246                transfer_out_reg <= 1'b0;
247                transfer_out <= 1'b0;
248            end
249        end
250    end
```

3.2.3 Active Block EndTerm

The Active Block module is designed to transfer blocks of data between Host and User Code and vice versa. This allows buffers of data to be transferred with a minimal amount of code. The Active Block module is addressable, so up to eight individual modules can be instantiated and separately addressed. The length of the block to be transferred must also be specified in the uc_length port.

```
811     active_block                BLOCK_TRANSFER_INST
812     (
813      .uc_clk                    (CLK_66),
814      .uc_reset                  (RST),
815      .uc_in                     (UC_IN),
816      .uc_out                    (uc_out_m[ 2*22 +: 22 ]),
817
818      .start_transfer            (block_out_reg),
819      .transfer_received         (block_in_rcv),
820
821      .transfer_ready            (block_byte_ready),
822
823      .uc_addr                   (3'h4),
824      .uc_length                 (BLOCK_COUNT_8),
825
826      .transfer_to_host          (block_out_byte),
827      .transfer_to_device        (block_in_data),
828
829     .STATE_OUT                   (block_state_out),
830     .TEST_BUS                    (block_out_test_bus)
831
832     );
```

To send a block, it's best to have buffer filled in a previous transaction, Then assert the start_transfer bit. This method is opposed to collecting and processing data bytes after the start_transfer bit has been asserted and data is being sent to the Host.

Once the buffer to send is filled with the requisite amount of data, the address and buffer length should be written to the uc_addr and uc_length ports. Set the start_transfer bit high, the user code should monitor the transfer_ready port. At the rising edge of the transfer_ready port, the byte at transfer_to_host port is transferred to the USB chip. Once this occurs, the user code should copy the next byte in the buffer to transfer_to_host port. On the next rising edge of transfer-ready, the byte at transfer_to_host will be transferred to theUSB chip. This process continues until the number of bytes desicribed by the uc_length have been transferred into the USB chip.

```
542     //-----------------------------------------------
543     // Registers to start Block Transfer Out
544     //-----------------------------------------------
545   always @(posedge CLK_66 or negedge RST)
546   begin
547     if(!RST)
548     begin
549             block_out_reg <= 1'b0;
550           start_block_transfer_reg <= 1'b0;
551     end
552     else
553     begin
554         if(start_block_transfer & !start_block_transfer_reg)
555             start_block_transfer_reg <= 1'b1;
556         else if(start_block_transfer_reg & !block_out_reg)
557         begin
558             block_out_reg <= 1'b1;
559         end
560         else if(block_out_counter >= BLOCK_COUNT_8)
561         begin
562             block_out_reg <= 1'b0;
563             start_block_transfer_reg <= 1'b0;
564         end
565     end
566   end
567
568     //-----------------------------------------------
569     // Data for Block Transfer Out
570     //-----------------------------------------------
571   always @(posedge CLK_66 or negedge RST)
572   begin
573     if(!RST)
574     begin
575         block_out_counter <= 0;
576     end
577     else
578     begin
579           if(block_byte_ready)
580           begin
581               block_out_counter <= block_out_counter + 1'd1;
582           end
583           else if(block_out_counter >= BLOCK_COUNT_8 )
584           begin
585               block_out_counter <= 0;
586           end
587     end
588   end
```

To receive a buffer from the Host, the user code should monitor the transfer_received port for assertion. When the bit is asserted, the next rising edge of transfer_ready will indicate that the byte at transfer_to_device is ready for the user code to read.

[Add code snippet showing Active Block Module bytes received by the user code]

3.3 Timing Diagram for Active Transfer Methods

The Active Transfer Library uses the 66 MHz clock to organize the transfers to Host and transfer to Device. The timing of the transfers depends on this clock and the specifications of the USB chip. Users should use the timing diagrams to ensure proper operation of user code in data transfer.

3.3.1 Active Trigger EndTerm Timing

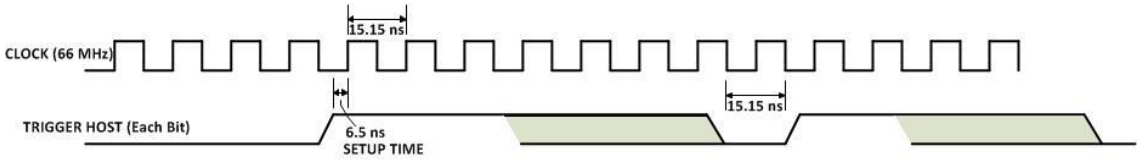


Figure xx Active Trigger to Host Timing

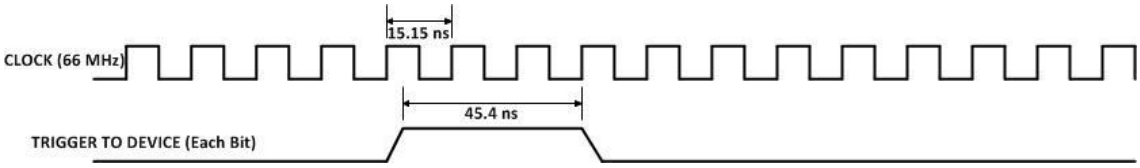


Figure xx Active Trigger to Device Timing

3.3.2 Active Transfer EndTerm Timing

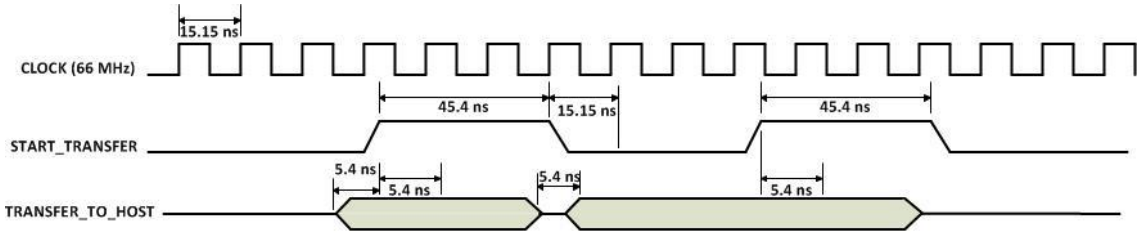


Figure xx Active Transfer To Host Timing

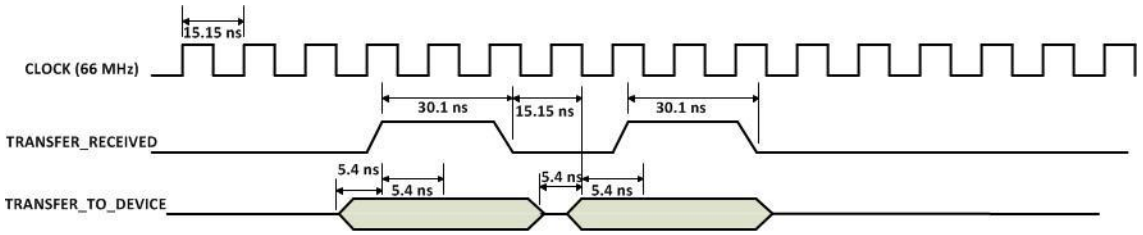


Figure xx Active Transfer To Device Timing

3.3.3 Active Block EndTerm Timing

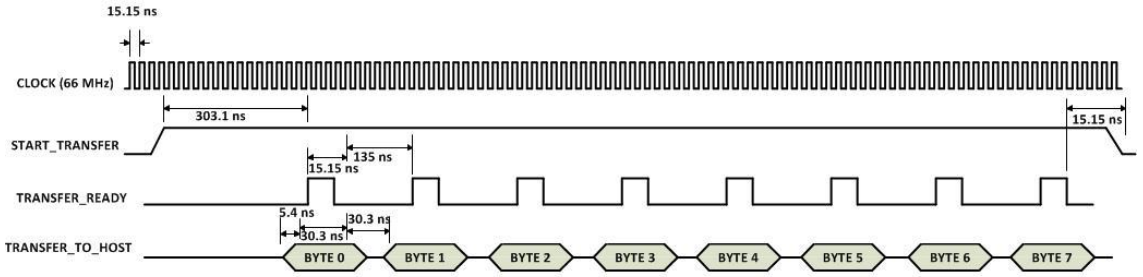


Figure xx Active Block To Host Timing

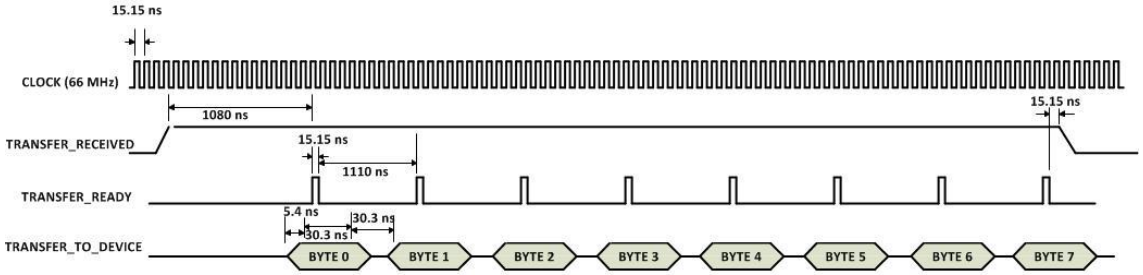
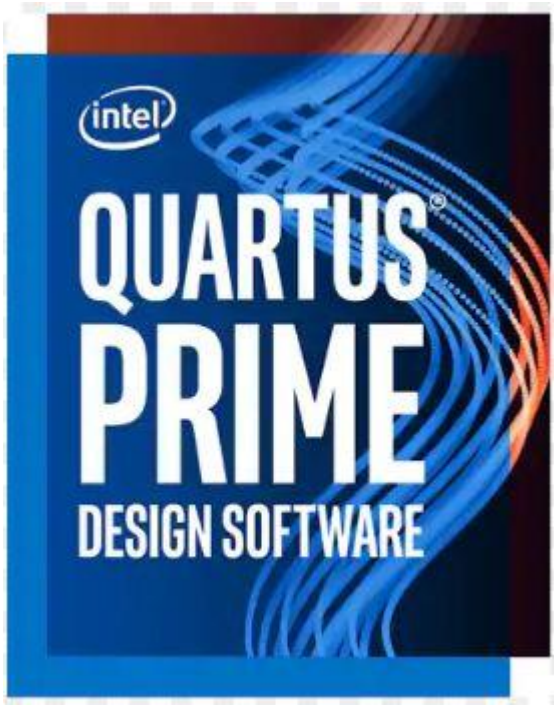


Figure xx Active Block To Device Timing

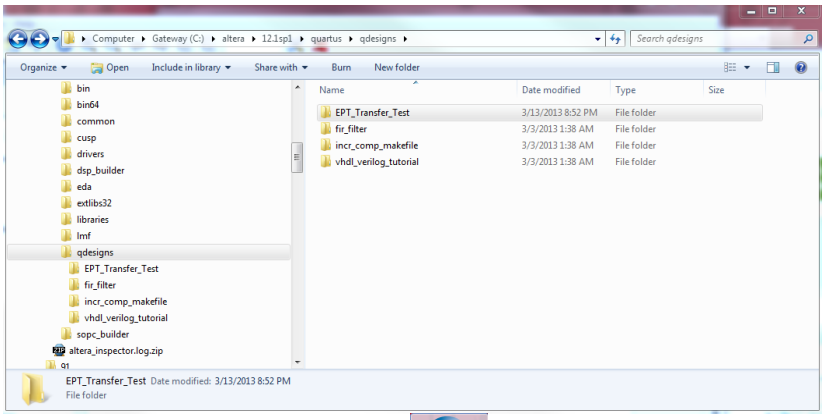
4 Compiling, Synthesizing, and Programming CPLD



The CPLD on the MegaMax can be programmed with the Active Transfer Library and custom HDL code created by the user. Programming the CPLD requires the use of the Quartus Prime software and a standard USB cable. There are no extra parts to buy, just plug in the USB cable. Once the user HDL code is written according to the syntax rules of the language (Verilog and VHDL) it can be compiled and synthesized using the Quartus Prime software. This manual will not focus on HDL coding or proper coding techniques, instead it will use the example code to compile, synthesize and program the CPLD.

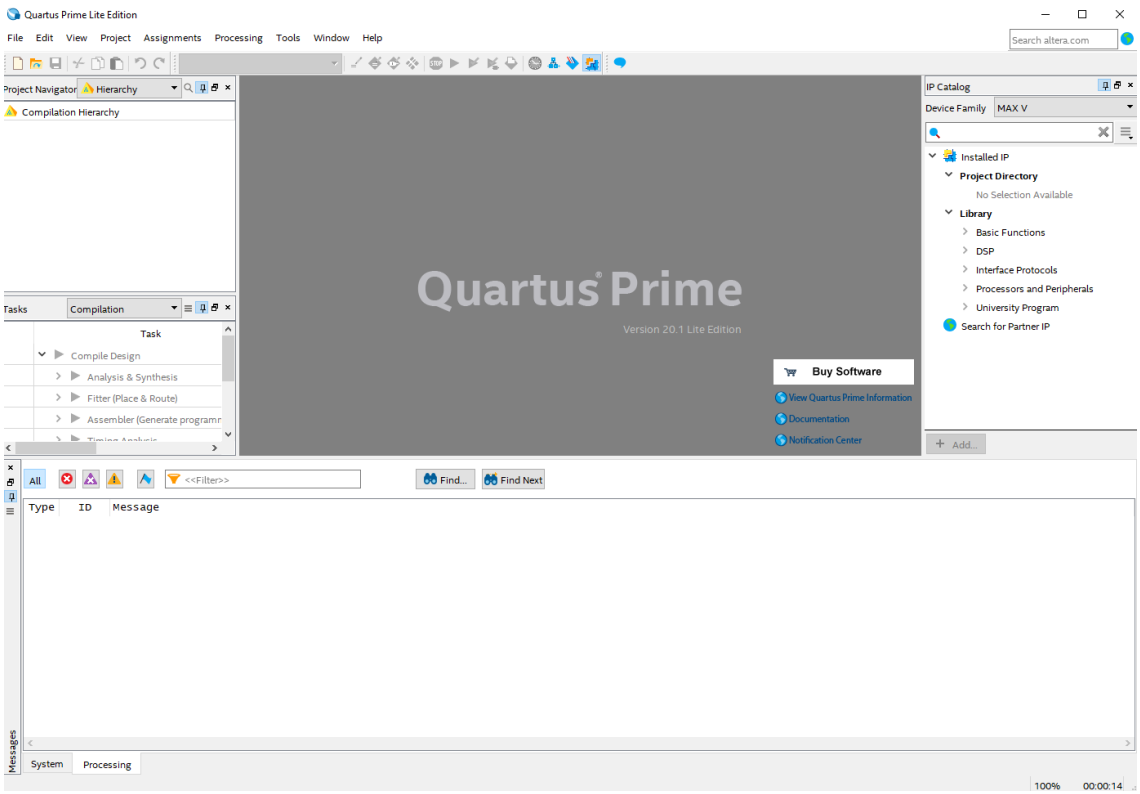
4.1 Setting up the Project and Compiling

Once the HDL code (Verilog or VHDL) is written and verified using a simulator, a project can be created using Quartus Prime. Writing the HDL code and simulating it will be covered in later sections. Bring up Quartus Prime, then use Windows Explorer to browse to C:\intelFPGA_lite\xxx.x\quartus\qdesignscreate create a new directory called: “EPT_Transfer_Test”.

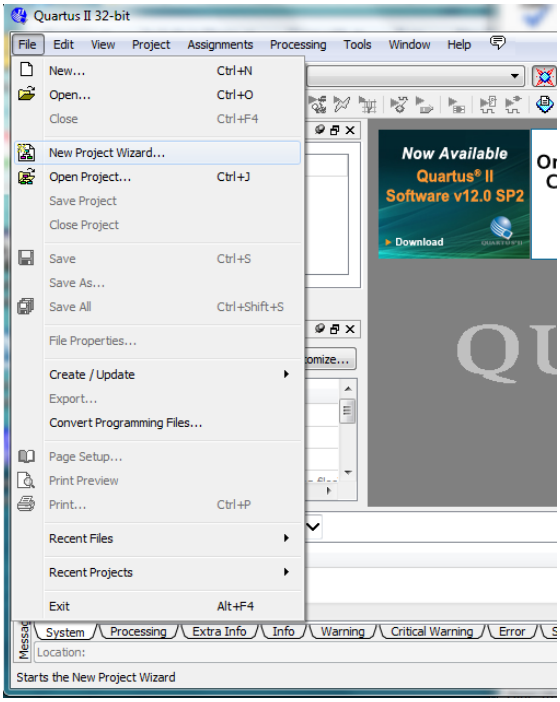


Open Quartus Prime by clicking on the icon 

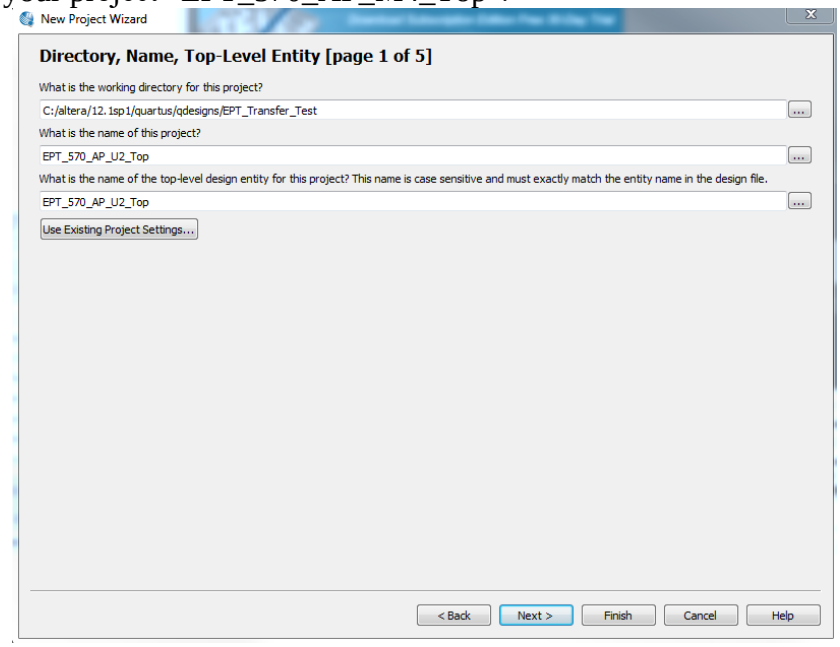
.



Under Quartus, Select File->New Project Wizard. The Wizard will walk you through setting up files and directories for your project.

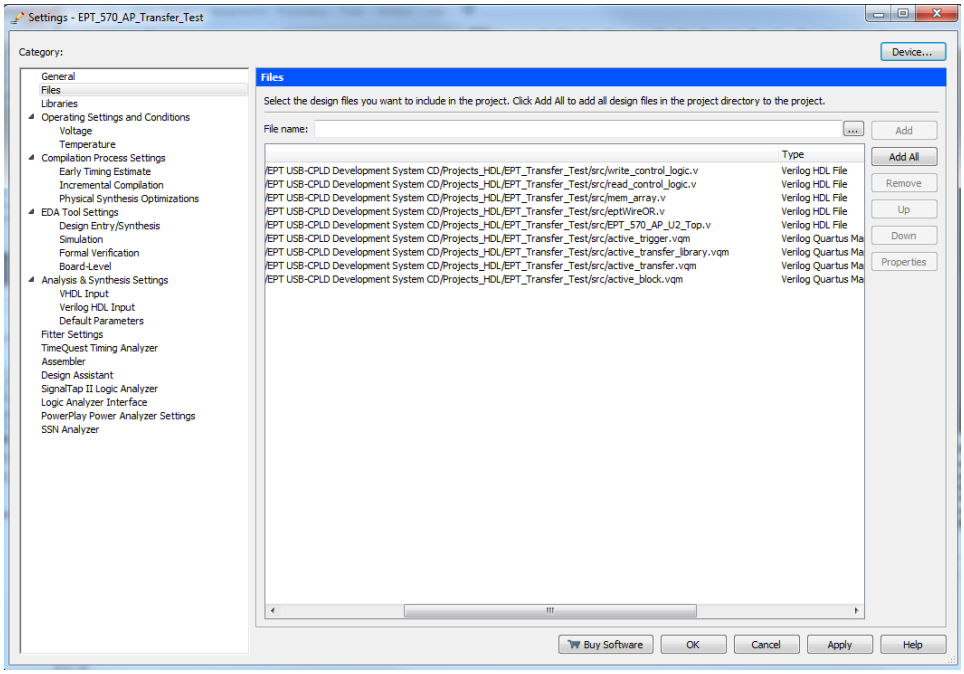


At the Top-Level Entity page, browse to the C:\intelFPGA_lite\xxx.x\quartus\qdesignscreate directory to store your project. Type in a name for your project “EPT_570_AP_M4_Top”.

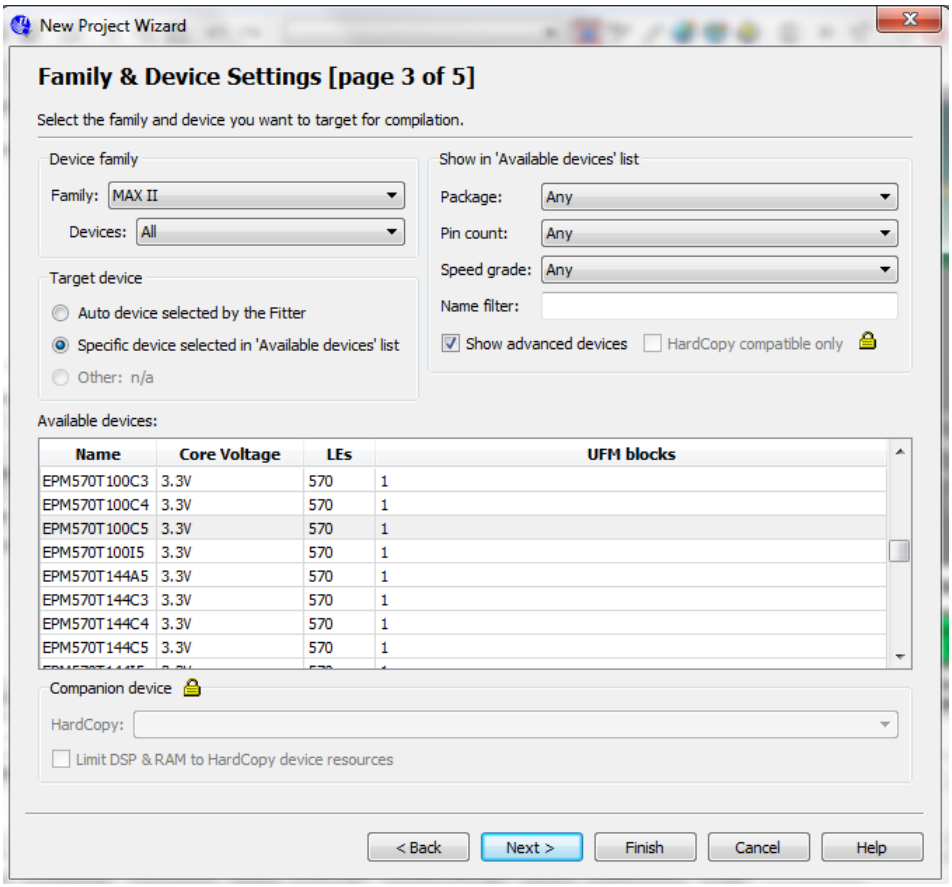


Select Next. At the Add Files window: Browse to the \Projects_HDL\EPT_Transfer_Test \src folder of the MegaMax Development System DVD. Copy the files from the \src directory.

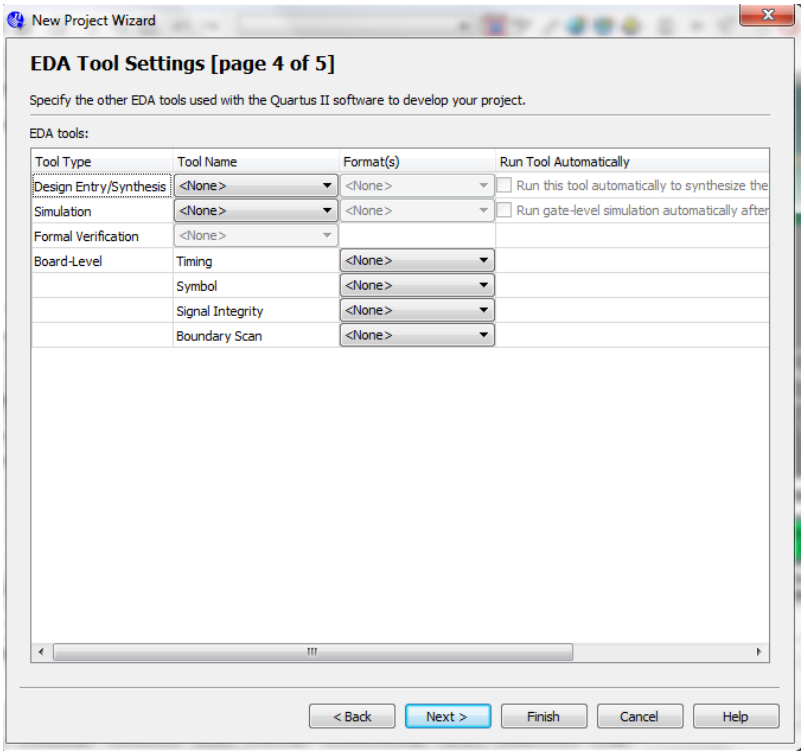
- Active_block.v
- Active_transfer.v
- Active_trigger.v
- Active_Serial_library.v
- eptWireOr.v
- mem_array.v
- read_control_logic.v
- write_control_logic.v
- EPT_570_AP_M4_Top.v



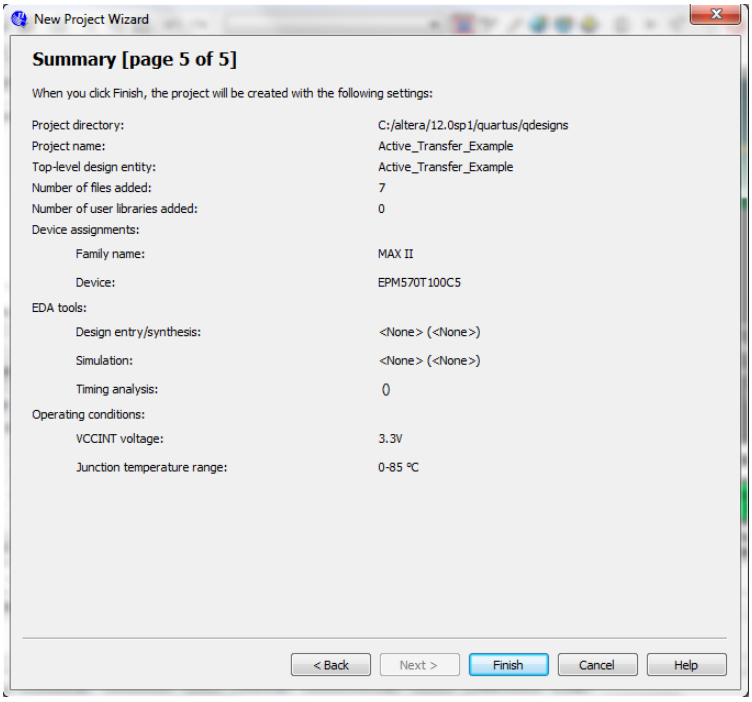
Select Next, at the Device Family group, select MAX V for Family. In the Available Devices group, browse down to 5M570ZT100C5 for Name.



Select Next, leave defaults for the EDA Tool Settings.



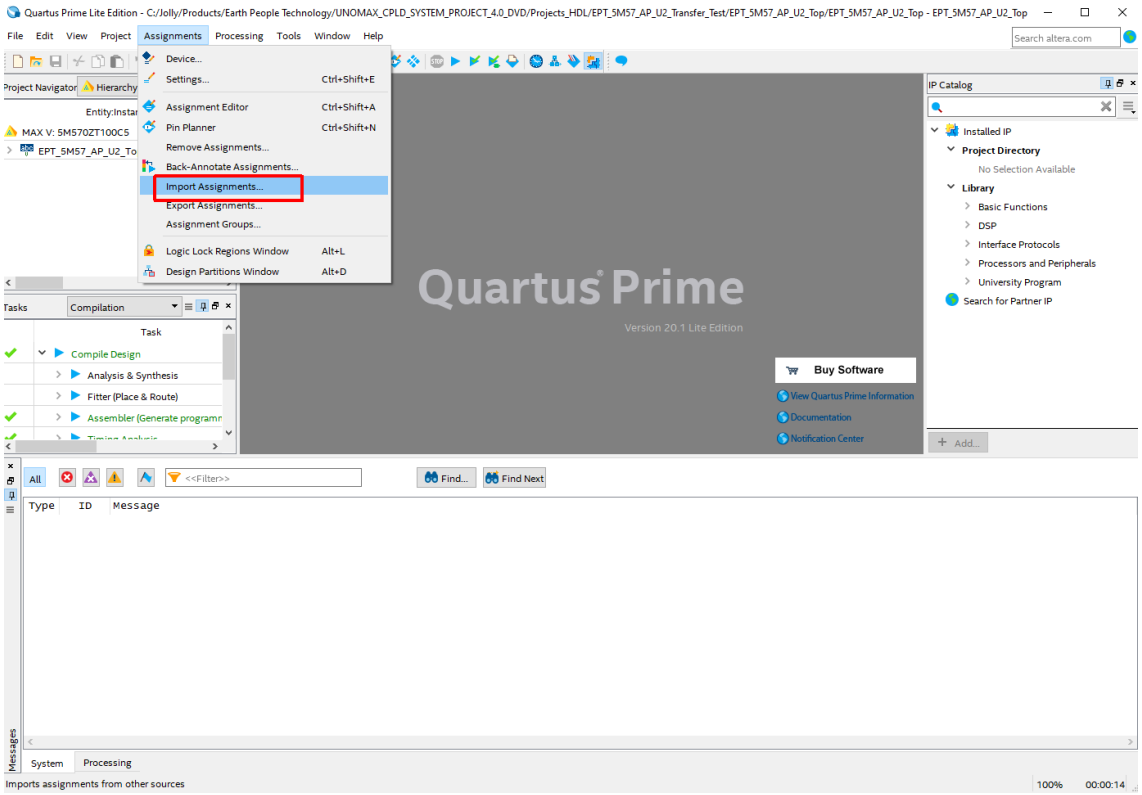
Select Next, then select Finish. You are done with the project level selections.



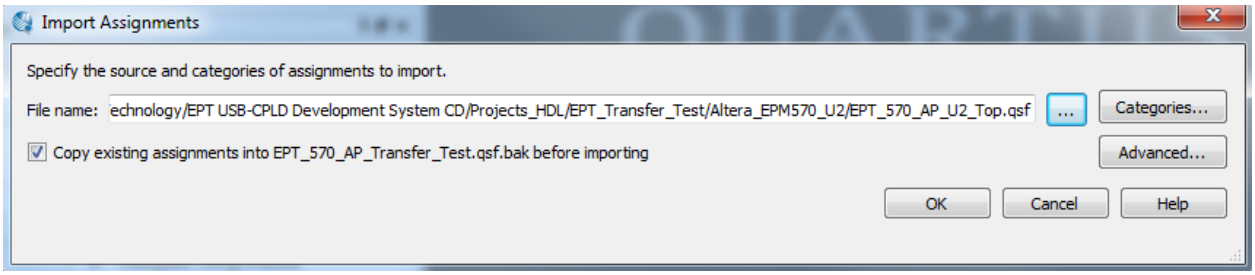
Next, we will select the pins and synthesize the project.

4.1.1 Selecting Pins and Synthesizing

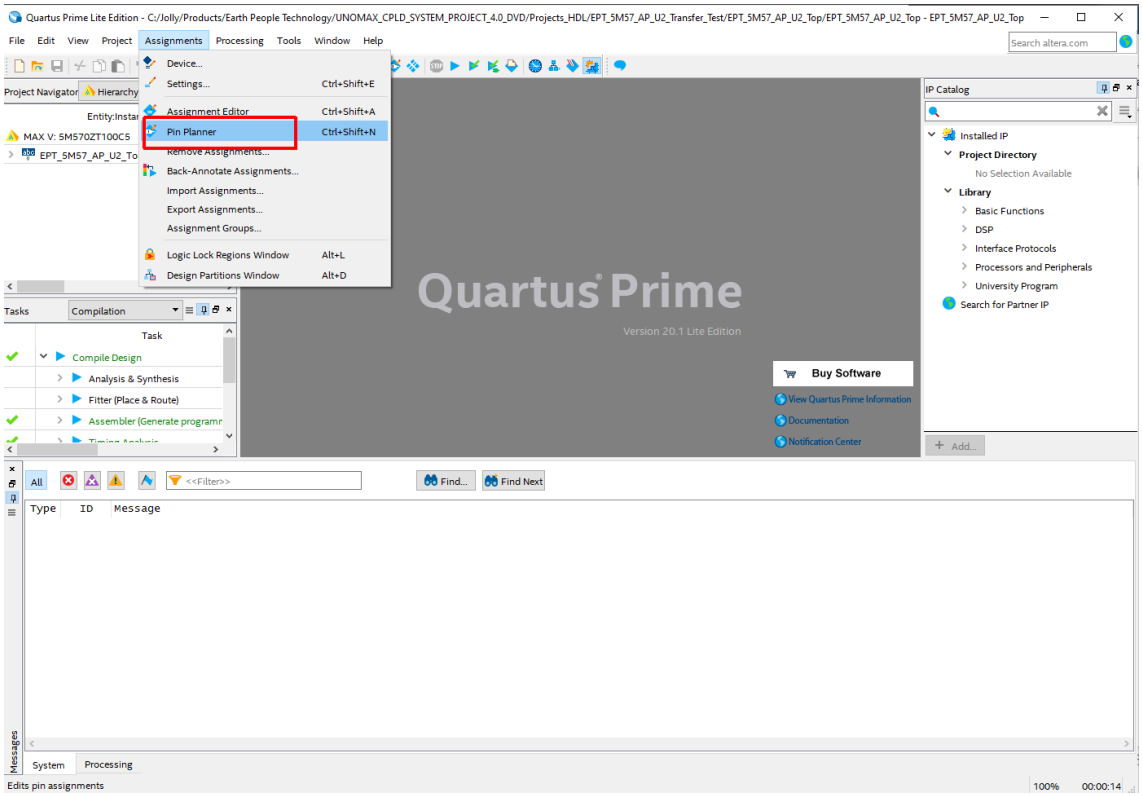
With the project created, we need to assign pins to the project. The signals defined in the top level file (in this case: EPT_570_AP_M4_Top.v) will connect directly to pins on the CPLD. The Pin Planner Tool from Quartus Prime will add the pins and check to verify that our pin selections do not violate any restrictions of the device. In the case of this example we will import pin assignments that created at an earlier time. Under Assignments, Select Import Assignments.



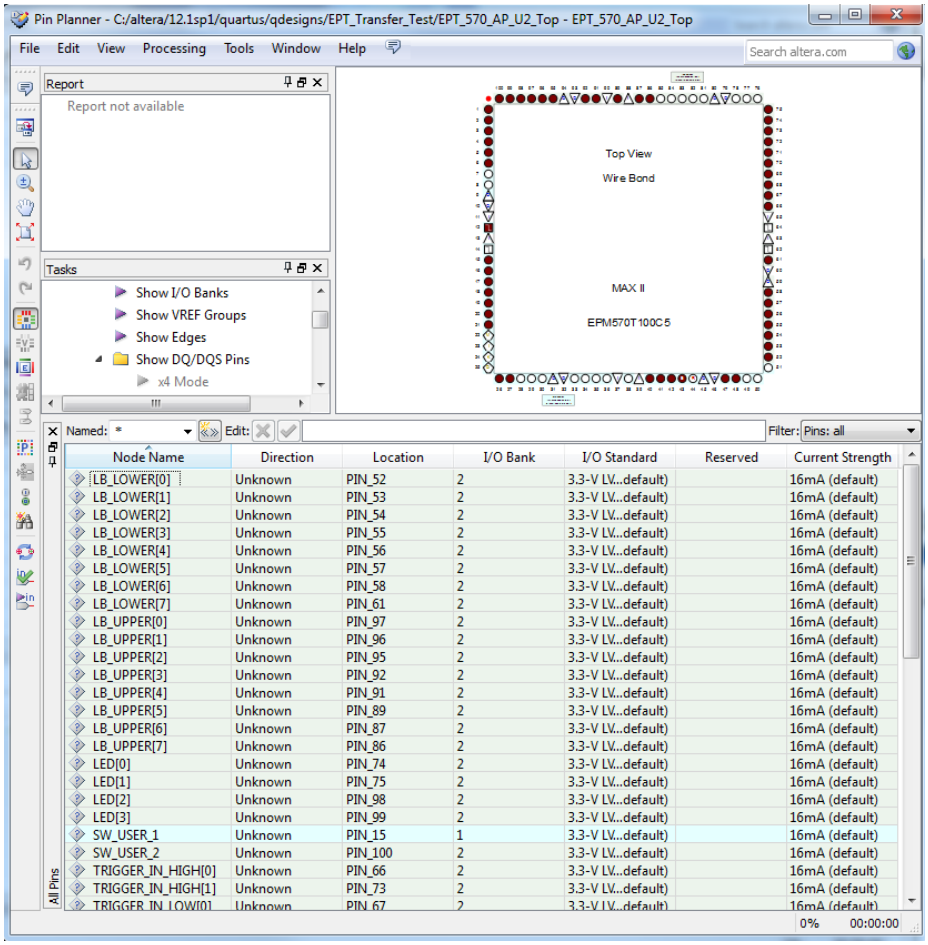
At the Import Assignment dialog box, Browse to the \Projects_HDL\EPT_Transfer_Test \ EPT_MegaMax_TOP folder of the MegaMax Development System DVD. Select the "EPT_570_AP_M4_Top.qsf" file.



Click Ok. Under Assignments, Select Pin Planner. Verify the pins have been imported correctly.



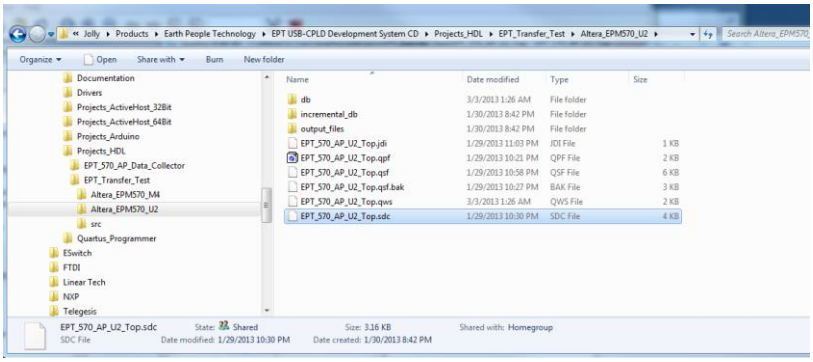
The pin locations should not need to be changed for EPT USB CPLD Development System. However, if you need to change any pin location, just click on the “location” column for the particular node you wish to change. Then, select the new pin location from the drop down box.



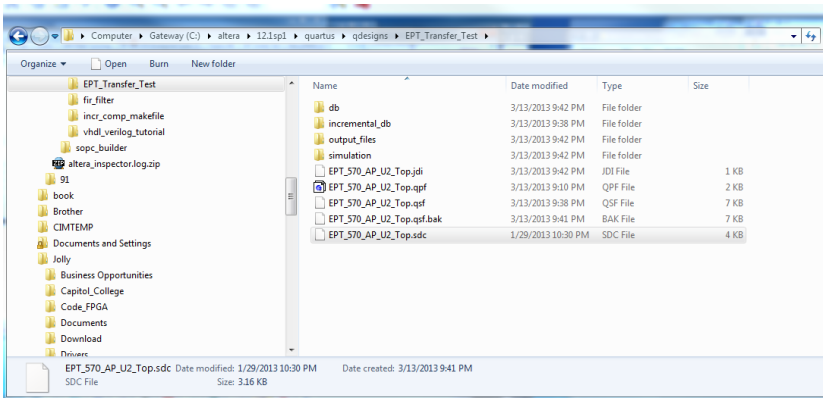
Exit the Pin Planner. Next, we need to add the Synopsys Design Constraint file. This file contains timing constraints which forces the built in tool called TimeQuest Timing Analyzer to analyze the path of the synthesized HDL code with setup and hold times of the internal registers. It takes note of any path that may be too long to appropriately meet the timing qualifications. For more information on TimeQuest Timing Analyzer, see

https://ftp.intel.com/Public/Pub/fpgaup/pub/Teaching_Materials/current/Tutorials/VHDL/Timequest.pdf

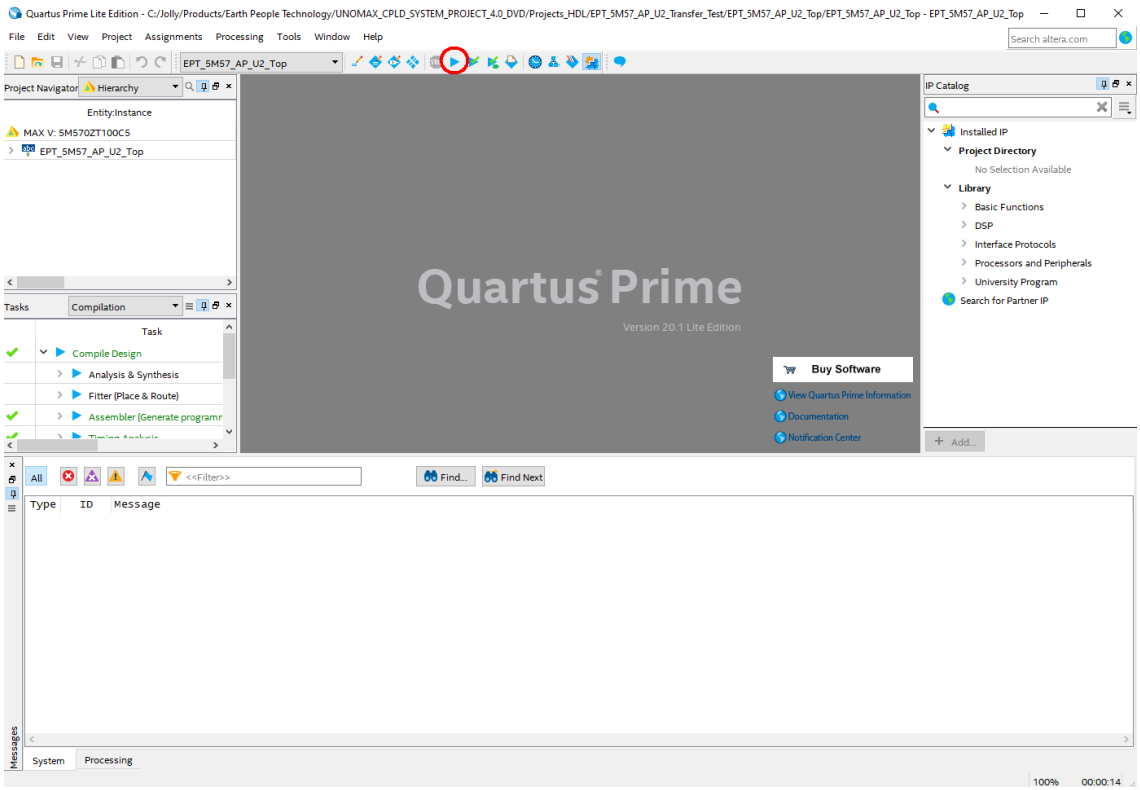
Browse to the \Projects_HDL\EPT_Transfer_Test \ EPT_MegaMax_TOP folder of the MegaMax Development System DVD. Select the “EPT_570_AP_M4_Top.sdc” file.



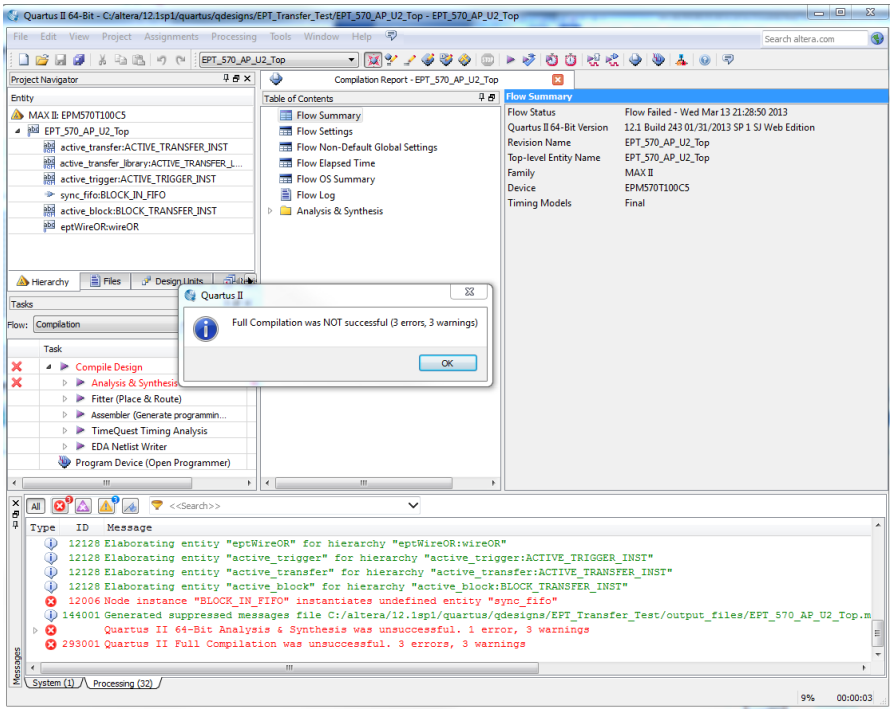
Copy the file and browse to C:\intelFPGA_lite\xxx.x\quartus\qdesignscreate \EPT_Transfer_Test directory. Paste the file.



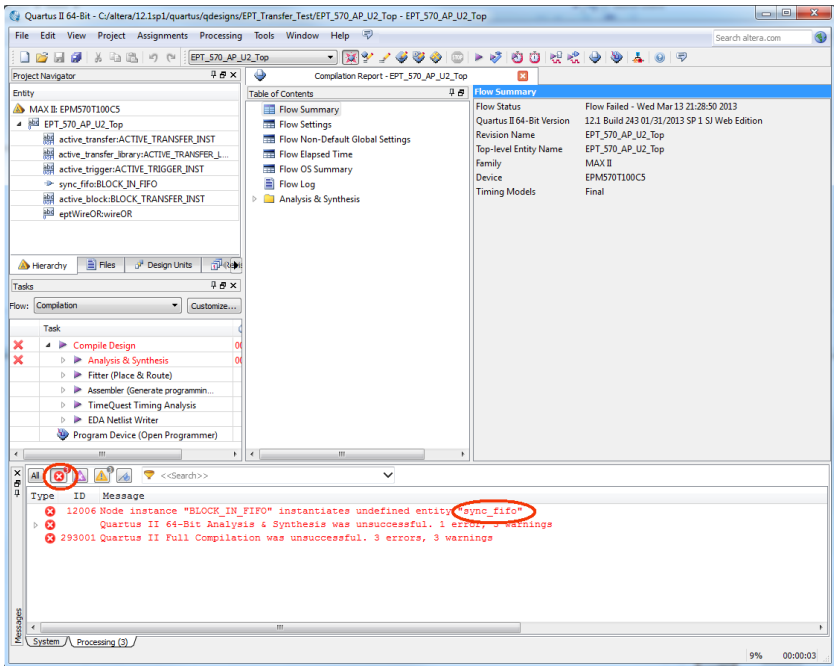
Select the Start Compilation button.



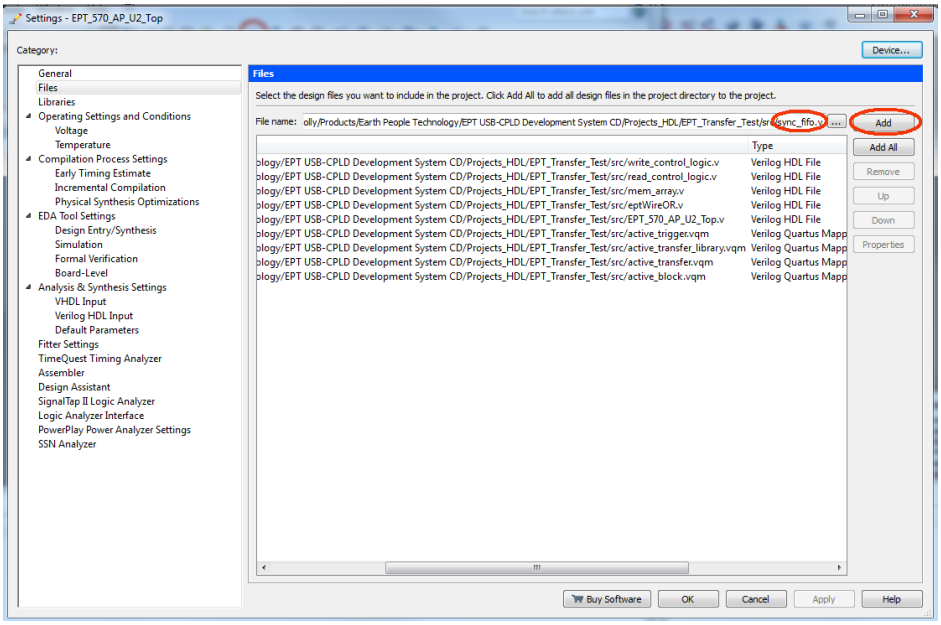
If you forget to include a file or some other error you should expect to see a screen similar to this:



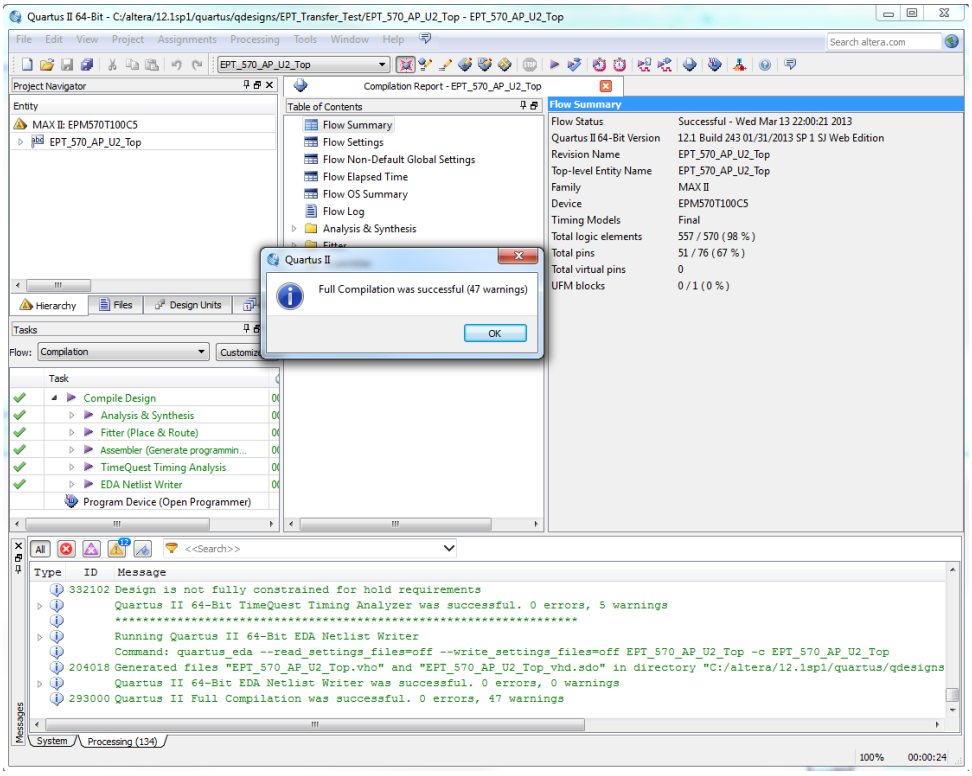
Click Ok, the select the “Error” tab to see the error.



The error in this case is the missing file “sync_fifo”. Click on the Assignment menu, then select Settings, then select Files. Add the “sync_fifo.v” file from the database.



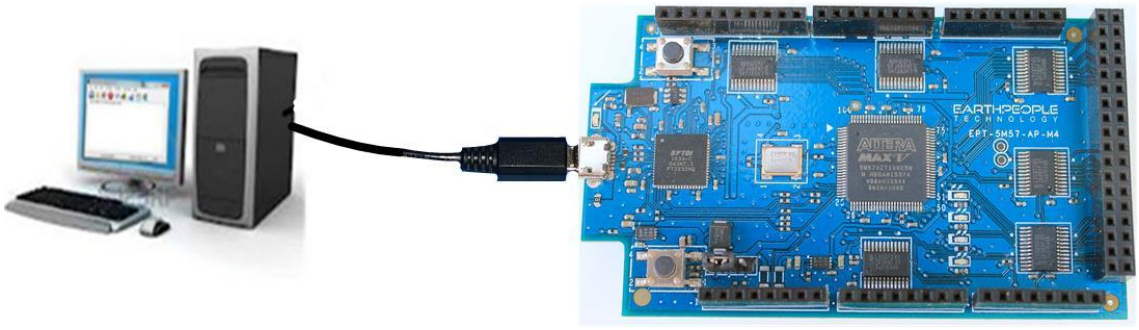
Click Ok then re-run the Compile process. After successful completion, the screen should look like the following:



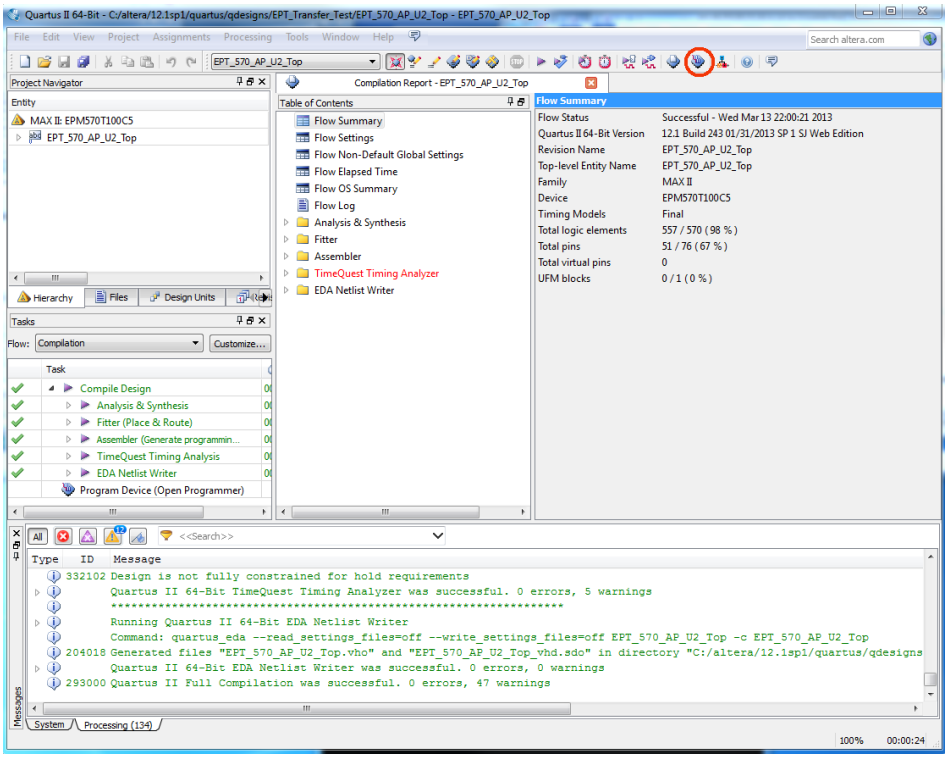
At this point the project has been successfully compiled, synthesized and a programming file has been produce. See the next section on how to program the CPLD.

4.1.2 Programming the CPLD

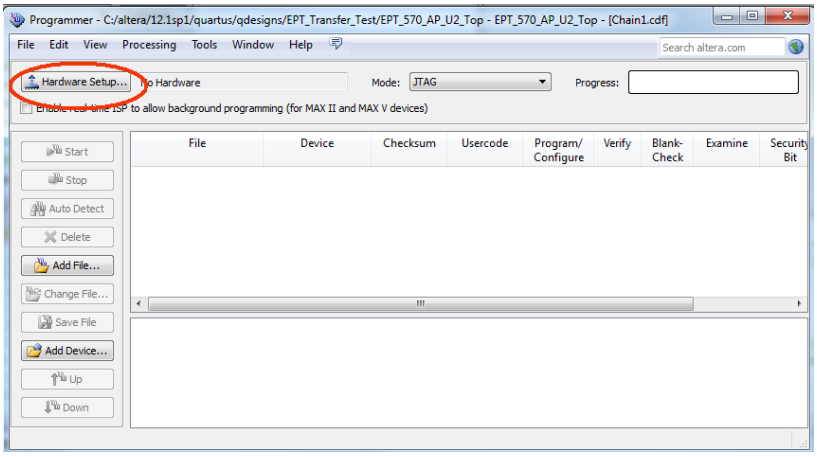
Programming the CPLD is quick and easy. All that is required is a standard USB cable with a Mini Type B connector on one end and the EPT_Blaster Driver DLL. Connect the MegaMax to the PC, open up Quartus Prime, open the programmer tool, and click the Start button. To program the CPLD, follow the steps to install the USB Driver and the JTAG Driver Insert for Quartus Prime.



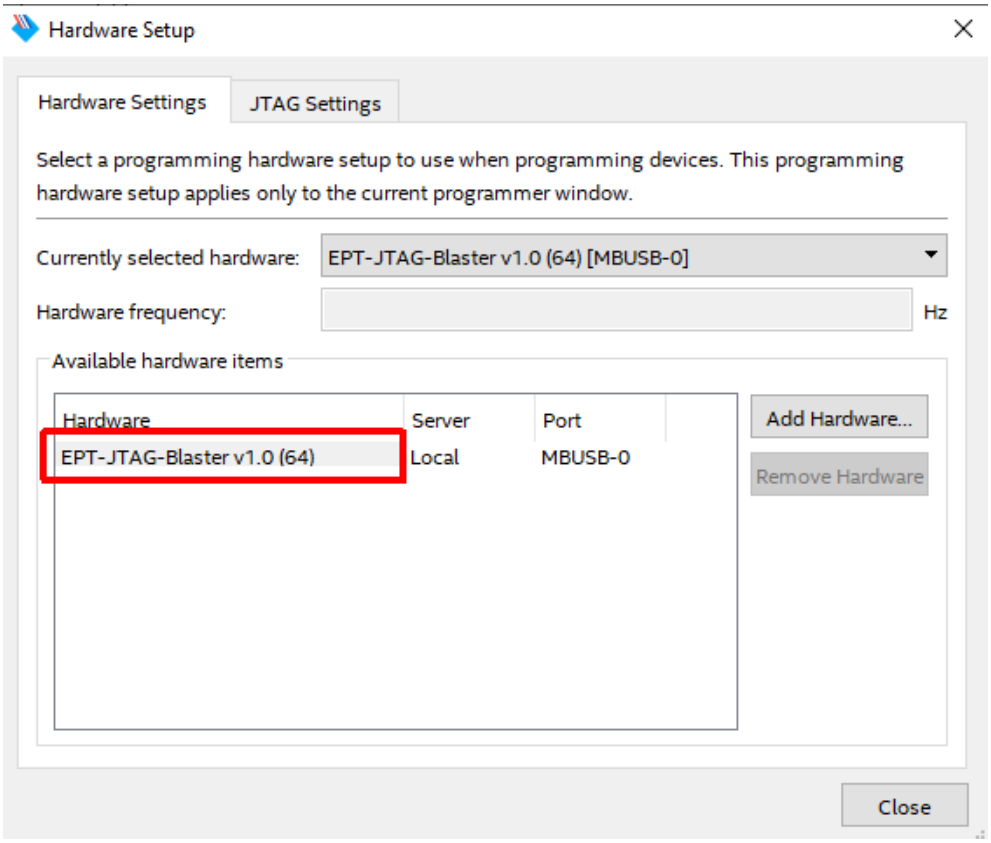
If the project created in the previous sections is not open, open it. Click on the Programmer button.



The Programmer Window will open up with the programming file selected. Click on the Hardware Setup button in the upper left corner.

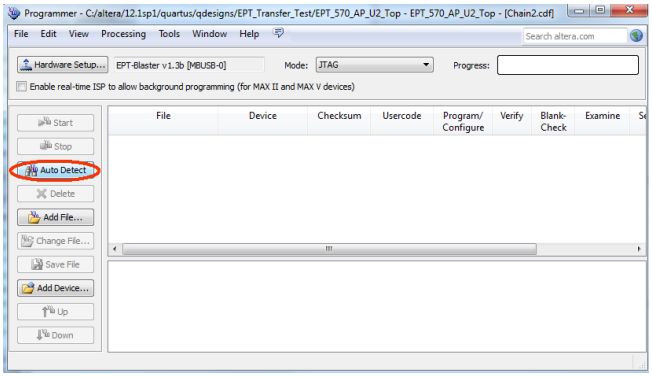


The Hardware Setup Window will open. In the “Available hardware items”, double click on “EPT-Blaster v1.0”.

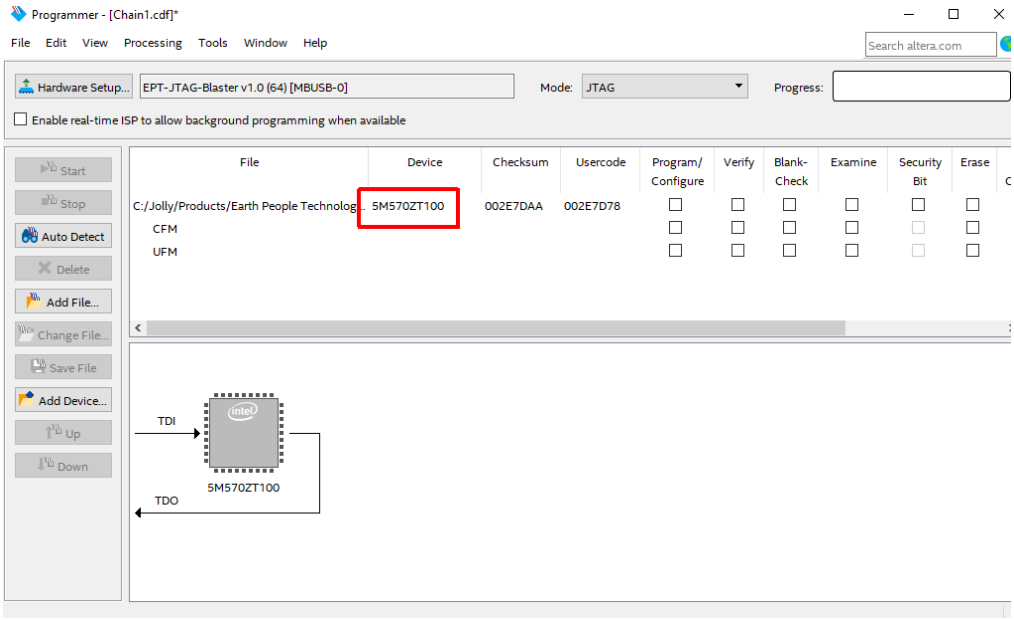


If you successfully double clicked, the “Currently selected hardware:” dropdown box will show the “EPT-Blaster v1.0b”.

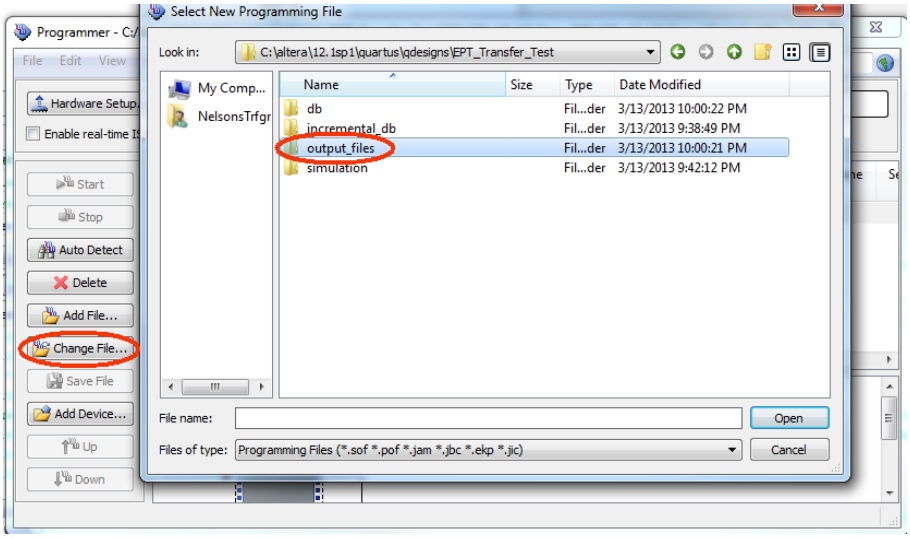
Click on the Auto-Detect button. This will verify that the EPT-Blaster driver can connect with the MegaMax device.



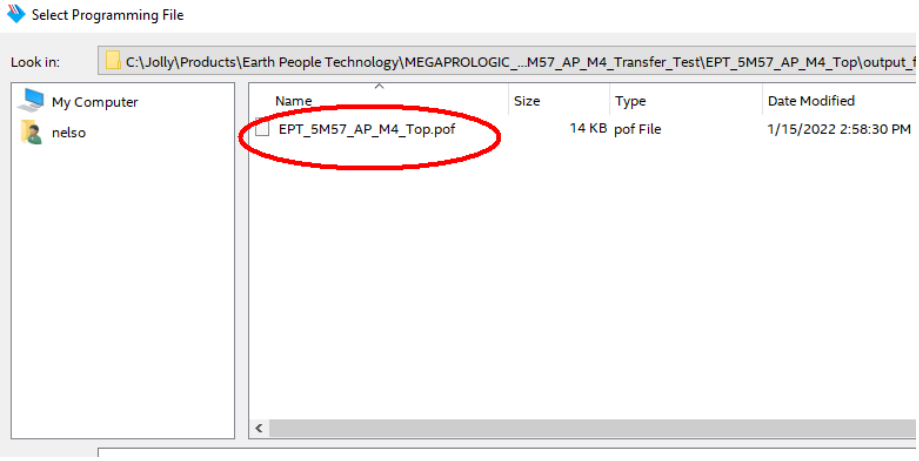
Select the 5M570 under “Device”.



Click on the “Change File” button and browse to the output_files folder.

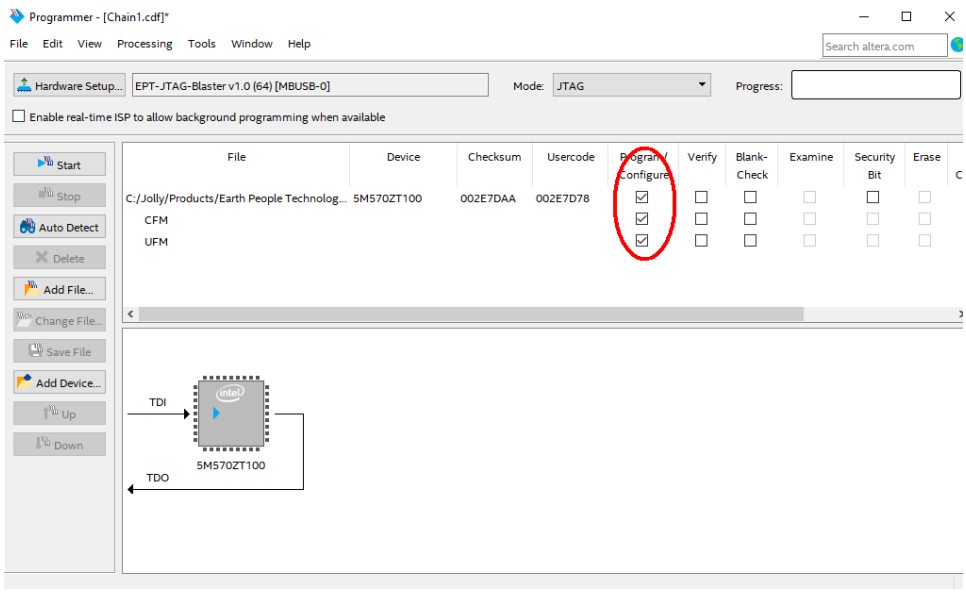


Click on the EPT_5M57_AP_M4_Top.pof file to select it.

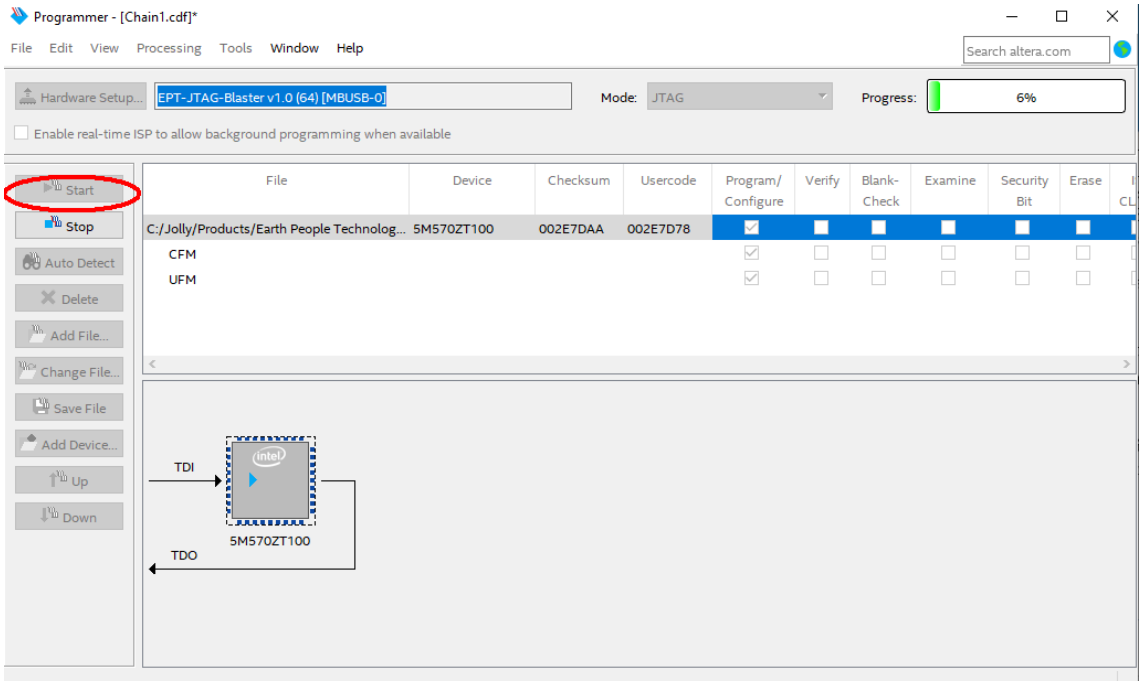


Click the Open button in the lower right corner.

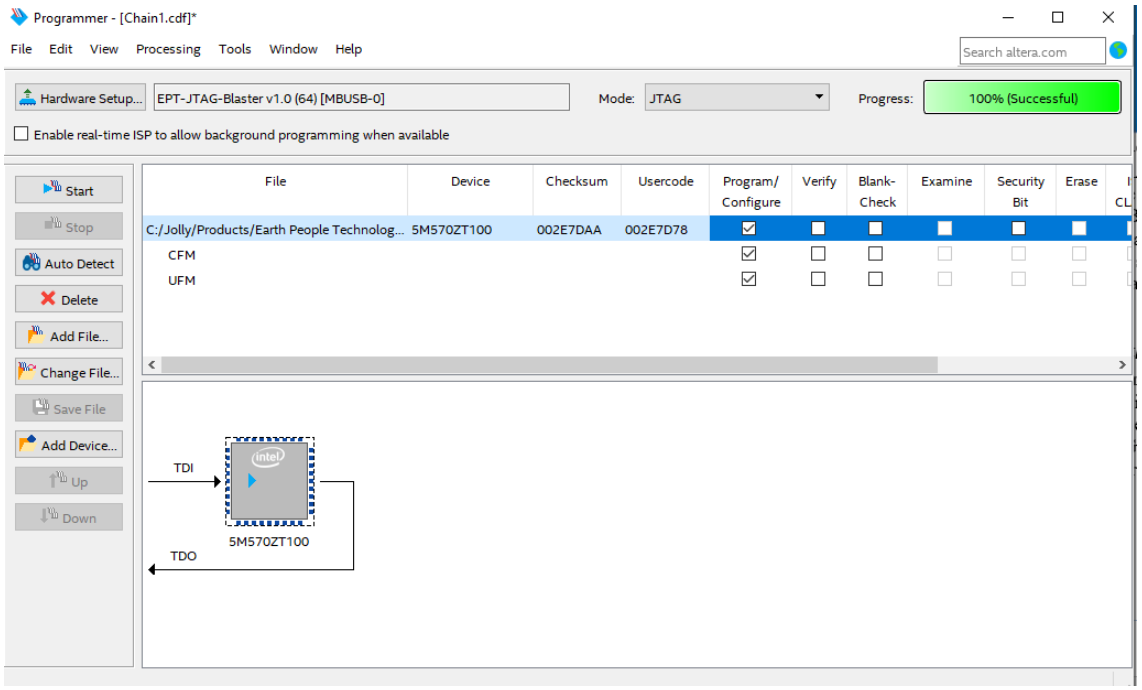
Next, selet the checkbox under the “Program/Configure” of the Programmer Tool. The checkboxes for the CFM and UFM will be selected automatically.



Click on the Start button to to start programming the CPLD. The Progress bar will indicate the progress of programming.



When the programming is complete, the Progress bar will indicate success.



At this point, the MegaMax is programmed and ready for use. To test that the CPLD is properly programmed, bring up the Active Host Test Tool. Click on one of the LED's

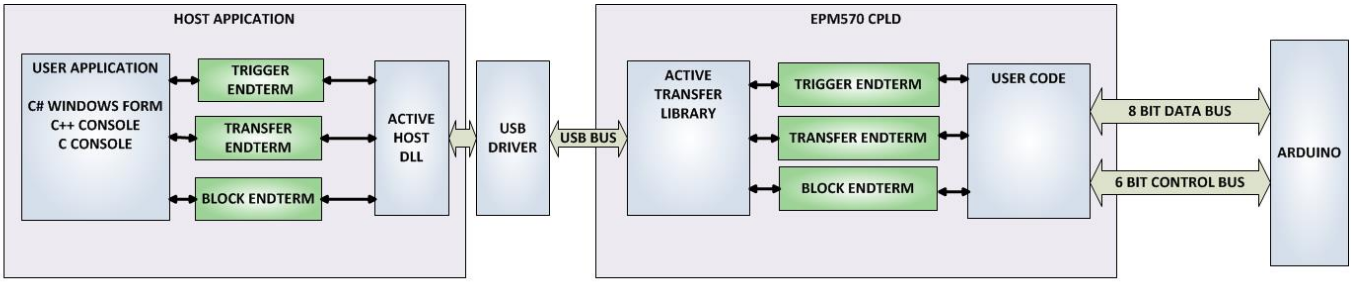
and verify that the LED selected lights up. Press one of the switches on the board and ensure that the switch is captured on the Active Host Test Tool. Now you are ready to connect to the Arduino Uno and write some code to transfer data between microcontroller and PC.

5 Active Host Application

The Active Host SDK is provided as a dll which easily interfaces to application software written in C#, C++ or C. It runs on the PC and provides transparent connection from PC application code through the USB driver to the user CPLD code. The user code connects to "Endterms" in the Active Host dll. These host "Endterms" have complementary HDL "Endterms" in the Active Transfer Library. Users have seamless bi-directional communications at their disposal in the form of:

- Trigger Endterm
- Transfer Endterm
- Block Endterm

User code writes to the Endterms as function calls. Just include the address of the individual module (there are eight individually addressable modules of each Endterm). Immediately after writing to the selected Endterm, the value is received at the HDL Endterm in the CPLD. The Trigger Endterms are used as "switches". The user code can set a Trigger bit in the CPLD and cause an event to occur. The Transfer Endterm sends one byte to the CPLD. The Block Endterm sends a block of bytes. By using one of the Active Host Endterms, the user can create a dynamic, bi-directional, and configurable data transfer design.



5.1 Trigger EndTerm

The Trigger EndTerm is a software component that provides a direct path from the users application to the commensurate Trigger EndTerm in the CPLD. The Trigger has eight bits and is intended to be used to provide a switch at the opposite EndTerm. They are fast acting and are not stored or buffered by memory. When the user code sets a Trigger, it is immediately passed through to the opposite EndTerm via the USB driver.

When receiving Trigger, the user application is required to respond to a callback from the Active Host dll.

5.2 Transfer(Byte) EndTerm

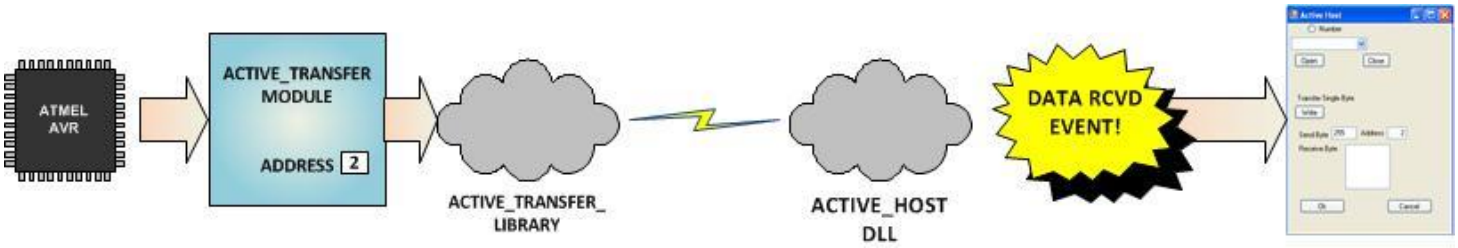
The Transfer EndTerm is a software component that provides a direct path from the users application to the commensurate Transfer EndTerm in the CPLD. It is used to transfer a byte to and from the CPLD. Eight separate Transfer EndTerm modules can be instantiated in the CPLD. Each module is addressed by the user application. Sending a byte is easy, just use the function call with the address and byte value. The byte is immediately sent to the corresponding EndTerm in the CPLD. Receiving a byte is just as easy, a callback function is registered at initialization. When the CPLD transmits a byte using its EndTerm, the callback function is called in the user application. The user code must store this byte in order to use it. The incoming Transfers are stored in a circular buffer in memory. This allows the user code to fetch the transfers with out losing bytes.

5.3 Block EndTerm

The Block EndTerm is a software component that provides a direct path from the users application to the commensurate Block EndTerm in the CPLD. The Block EndTerm is used to transfer a complete block to the CPLD. Block size is limited to 1 to 256 bytes. Eight separate Block EndTerm modules can be instantiated in the CPLD. Each module is addressed by the user application. Sending a block is easy, just use the function call with the address, block length, byte array. The block is buffered into a circular buffer in memory then transmitted via the USB bus to the Block EndTerm in the CPLD. Receiving a block is just as easy, a callback function is registered at initialization. When the CPLD transmits a block using its EndTerm, the callback function is called in the user application. The incoming Transfers are stored in a circular buffer in memory. This allows the user code to fetch the transfers with out losing bytes.

5.4 Active Host DLL

The Active_Host DLL is designed to transfer data from the CPLD when it becomes available. The data will be stored into local memory of the PC, and an event will be triggered to inform the user code that data is available from the addressed module of the CPLD. This method of automatically moving data from the user code Endterm in the CPLD makes the data transfer transparent.



The data seamlessly appears in Host PC memory from the Arduino. The user code will direct the data to a control such as a textbox on a Windows Form. The transparent receive transfer path is made possible by a Callback mechanism in the Active Host dll. The dll calls a registered callback function in the user code. The user code callback can be designed to generate any number of events to handle the received data.

The user application will access the CPLD by use of functions contained in the Active Host dll. The functions to access the CPLD are:

- EPT_AH_SendTrigger ()
- EPT_AH_SendByte ()
- EPT_AH_SendBlock ()
- EPT_AH_SendTransferControlByte()

5.4.1 Active Host Open Device

To use the library functions for data transfer and triggering, an Earth People Technology device must be opened. The first function called when the Windows Form loads up is the <project_name>_Load(). This function is called automatically upon the completion of the Windows Form, so there is no need to do anything to call it. Once this function is called, it in turn calls the ListDevices(). Use the function List Devices() to detect all EPT devices connected to the PC.

```
private void EPT_Transfer_Test_Load(object sender, System.EventArgs e)
{
    //String buffer
    String PortText = "";

    //Index registers
    int Index = 0, EPTgroupNumber = 0;

    // Call the List Devices function
    List<string> names = ComPortNames("0403", "6010");

    // Get a list of serial port names.
    string[] ports;
    ports = SerialPort.GetPortNames();


    if (names.Count > 0)
    {
        foreach (String port in ports)
        {
            //Compare port name with the found VID/PID
            //combinations. Add them to Matching port list
            //and comboDevList
            if (names.Contains(port))
            {
                MatchingComPortList[Index] = port;

                if (Index == 0)
                {
                    PortText = "EPT JTAG Blaster " + EPTgroupNumber;
                    Index++;
                }
                else
                {
                    PortText = "EPT Serial Communications " + EPTgroupNumber++;
                    Index++;
                }
                cmbDevList.Items.Add(PortText);
            }
        }
    }
    else
        MessageBox.Show("No EPT Devices found!");


    //SetButtonEnables_Close();

}
```

The ListDevices() function calls the

```
ports = SerialPort.GetPortNames();
```

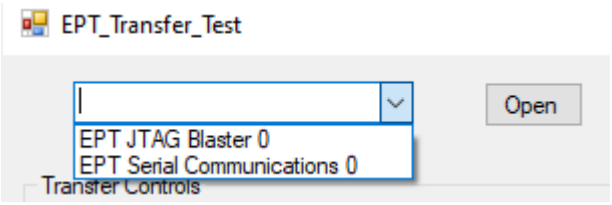
to determine the Serial devices attached to the PC. Next,

```
if (names.Contains(port))
```

is called inside a for loop to return the ASCII name of each Serial device attached to the PC. It will automatically populate the combo box, cmbDevList with all the EPT devices it finds.

```
cmbDevList.Items.Add(PortText);
```

The user will select the device from the drop down combo box. This can be seen when the Windows Form is opened and the cmbDevList combo box is populated with all the devices. The selected device will be stored as an index number in the variable device_index.



In order to select the device, the user will click on the “Open” button which calls the

```
OpenSerialPort1()
```

function. The device_index is passed into the function. If the function is successful, the device name is displayed in the label, labelDeviceCnt. Next, the Open button is grayed out and the Close button is made active.

```
1 reference
public bool OpenSerialPort1()
{
    try
    {
        //Set the serial port parameters
        serialPort_AH.PortName = PortName;
        serialPort_AH.BaudRate = Convert.ToInt32(BaudRate);
        serialPort_AH.Parity = (Parity)Enum.Parse(typeof(Parity), vParity);
        serialPort_AH.DataBits = Convert.ToInt16(DataBits);
        serialPort_AH.StopBits = (StopBits)Enum.Parse(typeof(StopBits), StopBits);
        serialPort_AH.Handshake = (Handshake)Enum.Parse(typeof(Handshake), pHandshake);

        if (!serialPort_AH.IsOpen)
        {
            serialPort_AH.Open();
            btnOpenDevice.Enabled = false;
            btnCloseDevice.Enabled = true;
            //textBox1.ReadOnly = false;
            return true;
        }
    }
    catch (Exception ex)
    {
        MessageBox.Show(ex.Message);
    }
    return false;
}


''
```

5.4.2 Active Host Triggers

The user application can send a trigger to the CPLD by using the EPT_AH_SendTrigger() function. First, open the EPT device to be used with OpenSerialPort1 (). Call the function with the bit or bits to assert high on the trigger byte as the parameter. Then execute the function, the trigger bit or bits will momentarily assert high in the user code on the CPLD.

```
private void btnTrigger1_Click(object sender, EventArgs e)
{
    EPT_AH_SendTrigger((char) 1);
}
```

To detect a trigger from the CPLD, the user application must subscribe to the event created when the incoming trigger has arrived at the Read Callback function. The Read Callback must store the incoming trigger in a local variable. A switch statement is used to decode which event should be called to handle the incoming received data.

- TRIGGER_IN
- TRANSFER_IN
- BLOCK_IN

```
2 references
public void EPT_AH_Receive(byte[] receiveBytes)
{
    uint c, a, p, l, index;
    //Compare first byte to the incoming message code
    string s = String.Empty;
    foreach (byte b in receiveBytes)
    {
        s += String.Format("{0:x2}", (int)System.Convert.ToUInt32(b.ToString()));
        s += "\r\n";
    }
    //tbBlockRcv.AppendText(s);
    //this.Invoke(new MethodInvoker(delegate () { textBox1.AppendText(s); }));


    //Write the command into the EPTReceiveDevice
    c = (uint)receiveBytes[0];
    c = c & 0xf8;

    //Write the address into EPTReceiveDevice
    a = (uint)receiveBytes[0];
    a = a & 0x07;
    EPTReceiveDevice.Address = a;
    //Display Address to text box
    string r = String.Empty;
    r += String.Format("EPTReceiveDevice Address= {0:x2}", EPTReceiveDevice.Address);
    r += "\r\n";
    //this.Invoke(new MethodInvoker(delegate () { textBox1.AppendText(r); }));

    switch (c)
    {
        case 0xc8:
            //this.Invoke(new MethodInvoker(delegate () { textBox1.AppendText("Trigger Recieved\r\n"); }));
            EPTReceiveDevice.Command = TRIGGER_IN_COMMAND;
            break;
        case 0xd0:
            //this.Invoke(new MethodInvoker(delegate () { textBox1.AppendText("Transfer Byte Recieved\r\n"); }));
            EPTReceiveDevice.Command = TRANSFER_IN_COMMAND;
            break;
        case 0xe0:
            //this.Invoke(new MethodInvoker(delegate () { textBox1.AppendText("Block Recieved\r\n"); }));
            EPTReceiveDevice.Command = BLOCK_IN_COMMAND;
```

```
private void EPTParseReceive(object sender, System.EventArgs e)
{
    switch (EPTReceiveData.Command)
    {
        case TRIGGER_OUT_COMMAND:
            TriggerOutReceive();
            break;
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        case BLOCK_OUT_COMMAND:
            BLockOutReceive();
            break;
        default:
            break;
    }
}
```

The event handler function for the TRIGGER_IN's uses a switch statement to determine which trigger was asserted and what to do with it.

```
public void Receive_Trigger_In(object sender, EventArgs e)
{
    switch (ept_data.Payload)
    {
        case 0x01:
            lLableSwitch1.Text = "Switch 1\n Pressed";
            break;
        case 0x02:
            lLableSwitch2.Text = "Switch 2\n Pressed";
            break;
        case 0x04:
            lLableSwitch1.Text = "";
            lLableSwitch2.Text = "";
            break;
    }
}
```

The receive callback method is complex, however, Earth People Technology has created several projects which implement callbacks. Any part of these sample projects can copied and pasted into a user's project.

5.4.3 Active Host Byte Transfers

The Active Host Byte Transfer EndTerm is designed to send/receive one byte to/from the EPT Device. To send a byte to the Device, the appropriate address must be selected for the Transfer module in the CPLD. Up to eight modules can be instantiated in the user code on the CPLD. Each module has its own address.

```
private void btnWriteByte_Click(object sender, EventArgs e)
{
    int ibyte, address_to_device;
    ibyte = Convert.ToInt32(tbNumBytes.Text);
    address_to_device = Convert.ToInt32(tbAddress.Text);
    EPT_AH_SendByte(address_to_device, (char)ibyte);
}
```

Use the function EPT_AH_SendByte() to send a byte the selected module. First, open the EPT device to be used with OpenSerialPort1(). Then add the address of the transfer module as the first parameter of the EPT_AH_SendByte() function. Enter the byte to be transferred in the second parameter. Then execute the function, the byte will appear in the ports of the Active Transfer module in the user code on the CPLD.

To transfer data from the CPLD Device, a polling technique is used. This polling technique is because the Bulk Transfer USB is a Host initiated bus. The Device will not transfer any bytes until the Host commands it to. If the Device has data to send to the Host in an asynchronous manner (meaning the Host did not command the Device to send data), the Host must periodically check the Device for data in it's transmit FIFO. If data exists, the Host will command the Device to send it's data. The received data is

then stored into local memory and register bits are set that will indicate data has been received from a particular address.

To receive a byte transfer from the Active host dll, user code must subscribe to the event created when the incoming byte transfer has arrived at the Read Callback function. The Read Callback must store the incoming transfer payload and module address in a local memory block. A switch statement is used to decode which event should be called to handle the incoming received data. The event handler function will check for any bytes read for that address.

```
private void EPTParseReceive(object sender, System.EventArgs e)
{
    switch (EPTReceiveData.Command)
    {
        case TRIGGER_OUT_COMMAND:
            TriggerOutReceive();
            break;
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        case BLOCK_OUT_COMMAND:
            BLockOutReceive();
            break;
        default:
            break;
    }
}
```

The EventHandler function EPTParseReceive() is called by the Read Callback function. The EPTParseReceive() function will examine the command of the incoming byte transfer and determine which receive function to call.

```
public void TransferOutReceive()
{
    string WriteRcvChar = "";
    WriteRcvChar = String.Format("{0}", (int)EPTReceiveData.Payload);
    tbDataBytes.AppendText(WriteRcvChar + ' ');
    tbAddress.Text = String.Format("{0:x2}", (uint)System.Convert.ToUInt32(EPTReceiveData.Address.ToString()
}
```

For our example project, the TransferOutReceive() function writes the Transfer byte received to a text block. The receive callback method is complex, however, Earth People Technology has created several projects which implement callbacks. Any part of these sample projects can copied and pasted into a user's project.

5.4.4 Active Host Block Transfers

The Active Host Block Transfer is designed to transfer blocks of data between Host and CPLD and vice versa through the Block EndTerm. This allows buffers of data to be transferred with a minimal amount of code. The Active Host Block module (in the User Code) is addressable, so up to eight individual modules can be instantiated and separately addressed. The length of the block to be transferred must also be specified. The Block EndTerm is limited to 1 to 256 bytes.

To send a block, first, open the EPT device to be used with EPT_AH_OpenDeviceByIndex(). Next, use the EPT_AH_SendBlock() function to send the block. Add the address of the transfer module as the first parameter. Next, place the pointer to the buffer in the second parameter of EPT_AH_SendBlock(). Add the length of the buffer as the third parameter. Then execute the function, the entire buffer will be transferred to the USB chip. The data is available at the port of the Active Block module in the user code on the CPLD.

```
public unsafe void BlockCompare(object data)
{
    int BlockAddress = (int)data;
    byte[] cBuf = new Byte[device[BlockAddress].Length];

    if ((device[BlockAddress].Repititions > 0) &
        !device[BlockAddress].TransferPending & !BlockTransferStop)
    {
        device[BlockAddress].TransferPending = true;
        Buffer.BlockCopy(block_8_in_payload, 0, cBuf, 0,
            device[BlockAddress].Length);
        fixed (byte* pBuf = cBuf)
        {
          EPT_AH_SendBlock(device[BlockAddress].Address,
                           (void*)pBuf, (uint)device[BlockAddress].Length);
        }
        Thread.Sleep(1);
        EPT_AH_SendTransferControlByte((char)2, (char)2);
        Thread.Sleep(1);
        EPT_AH_SendTrigger((char)128);
        Thread.Sleep(1);
        EPT_AH_SendTransferControlByte((char)2, (char)0);

        if (BlockTransferInfinite)
            device[BlockAddress].Repititions = 1;
        else
            device[BlockAddress].Repititions--;
    }
}
```

To receive a block transfer from the CPLD Device, a polling technique is used by the Active Host dll. This is because the Bulk Transfer USB is a Host initiated bus. The

Device will not transfer any bytes until the Host commands it to. If the Device has data to send to the Host in an asynchronous manner (meaning the Host did not command the Device to send data), the Host must periodically check the Device for data in its transmit FIFO. If data exists, the Host will command the Device to send its data. The received data is then stored into local memory and register bits are set that will indicate data has been received from a particular address. The receive callback function is then called from the Active Host dll. This function start a thread to do something with the block data.

To receive a byte transfer from the callback function, user code must subscribe to the event created when the incoming byte transfer has arrived at the Read Callback function. The Read Callback must store the incoming transfer payload and module address in a local memory block. A switch statement is used to decode which event should be called to handle the incoming received data. The event handler function will check for any bytes read for that address.

```
private void EPTParseReceive(object sender, System.EventArgs e)
{
    switch (EPTReceiveData.Command)
    {
        case TRIGGER_OUT_COMMAND:
            TriggerOutReceive();
            break;
        case TRANSFER_OUT_COMMAND:
            TransferOutReceive();
            break;
        case BLOCK_OUT_COMMAND:
            BLockOutReceive();
            break;
        default:
            break;
    }
}
```

The EventHandler function EPTParseReceive() is called by the Read Callback function. The EPTParseReceive() function will examine the command of the incoming byte transfer and determine which receive function to call.

```
public void Receive_Block_In(object sender, EventArgs e)
{
    device[ept_data.Address].TransferPending = false;
    Thread.Sleep(5);
    if (device[ept_data.Address].ContinuosCountTest == false)
    {
        Thread t = new Thread(new ParameterizedThreadStart(BlockCompare));
        t.Start(ept_data.Address);
    }
    if (device[ept_data.Address].Repititions == 0)
    {
        Thread u = new Thread(new ParameterizedThreadStart(Display_Block_In));
        u.Start(BlockCount);
    }
    else if (BlockTransferInfinite | device[ept_data.Address].ContinuosCountTest)
    {
        if ((BlockCount % 100) == 0)
        {
            Thread u = new Thread(new ParameterizedThreadStart(Display_Block_In));
            u.Start(BlockCount);
        }
    }
}
```

For our example project, the Receive_Block_In() function writes the Transfer block received to a text block.

6 Assembling, Building, and Executing a .NET Project on the PC

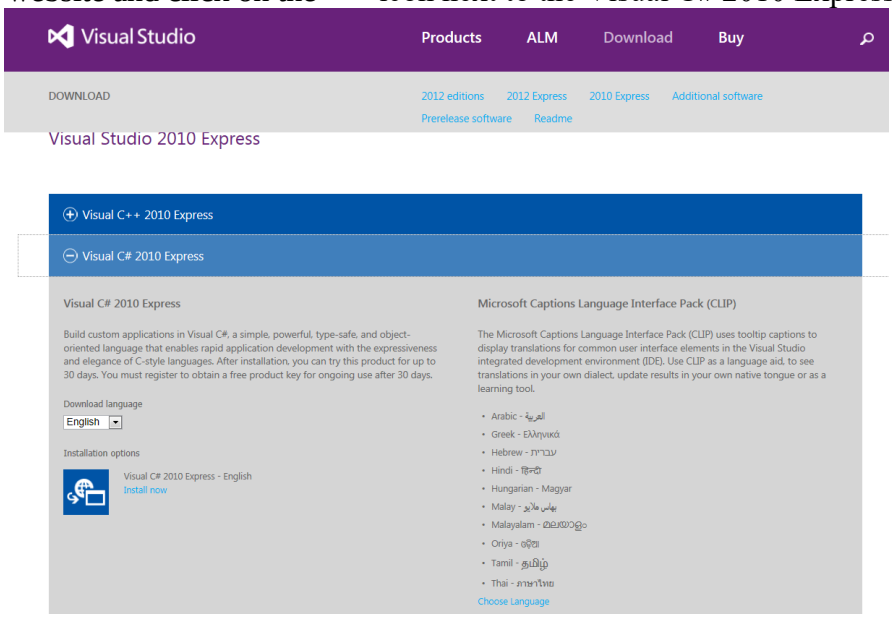
The Active Host Application DLL is used to build a custom standalone executable on the PC that can perform Triggers and Transfer data to/from the MegaMax. A standalone project can be range from a simple program to display and send data from the user to/from the Arduino MEGA. Or it can more complex to include receiving data, processing it, and start or end a process on the Arduino. This section will outline the procedures to take an example project and Assemble it, Build it, and Execute it.
This guide will focus on writing a Windows Forms application using the C# language for the Microsoft Visual Studio with .NET Framework. This is due to the idea that beginners can write effective Windows applications with the C# .NET Framework. They can focus on a subset of the language which is very similar to the C language. Anything that deviates from the subset of the C language, presented as in the Arduino implication (such as events and controls), will be explained as the explanation progresses. Any language can be used with the Active Host Application DLL.

6.1 Creating a Project

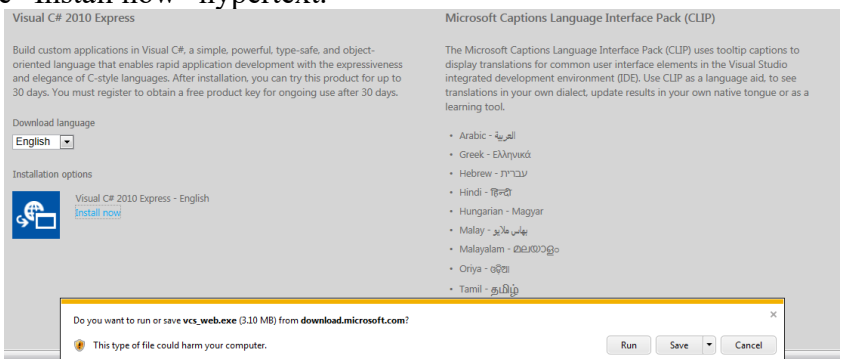
Download the latest version of Microsoft Visual C# 2010 Express environment from Microsoft. It's a free download.

http://www.microsoft.com/visualstudio/eng/downloads#d-2010-express

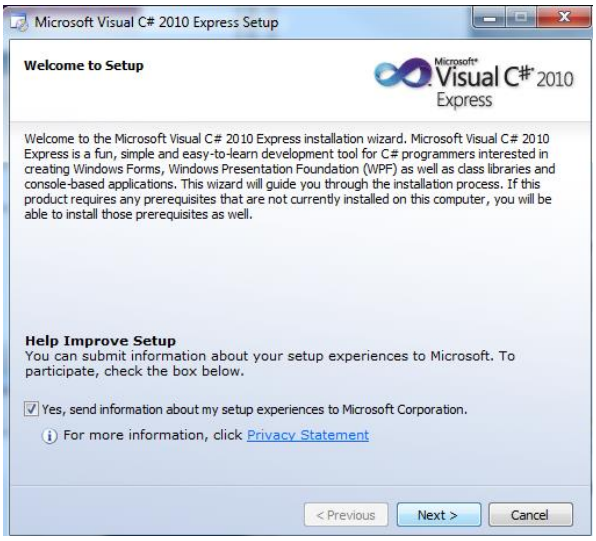
Go to the website and click on the "+" icon next to the Visual C# 2010 Express.



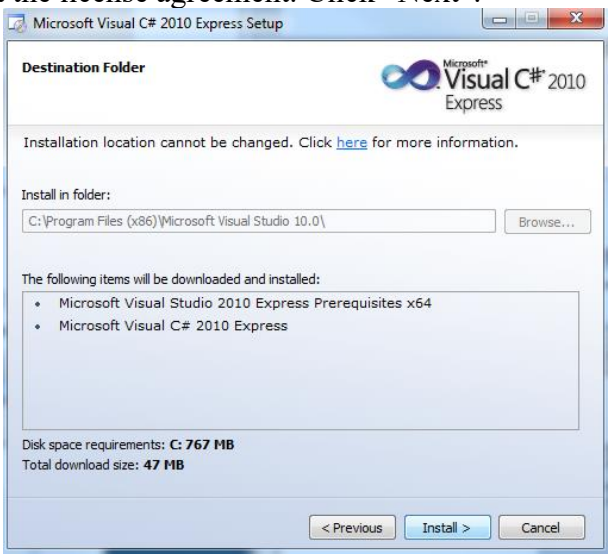
Click on the "Install now" hypertext.



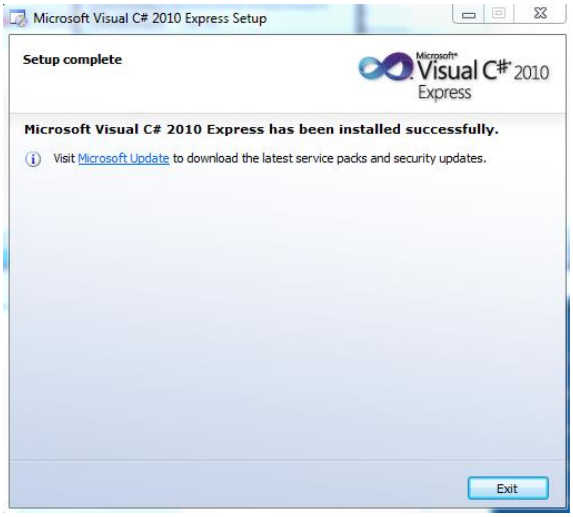
Click the "Run" button.



Click “Next”, accept the license agreement. Click “Next”.

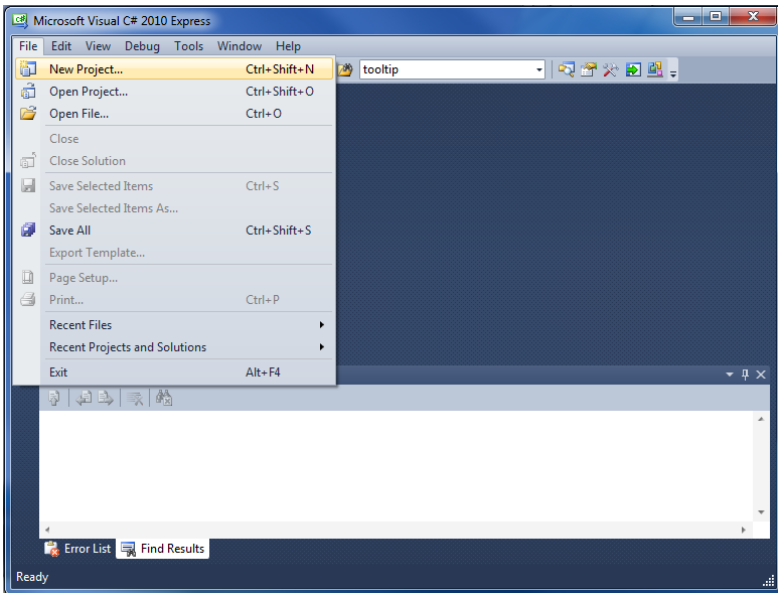


Visual C# 2010 Express will install. This may take up to twenty minutes depending on your internet connection.

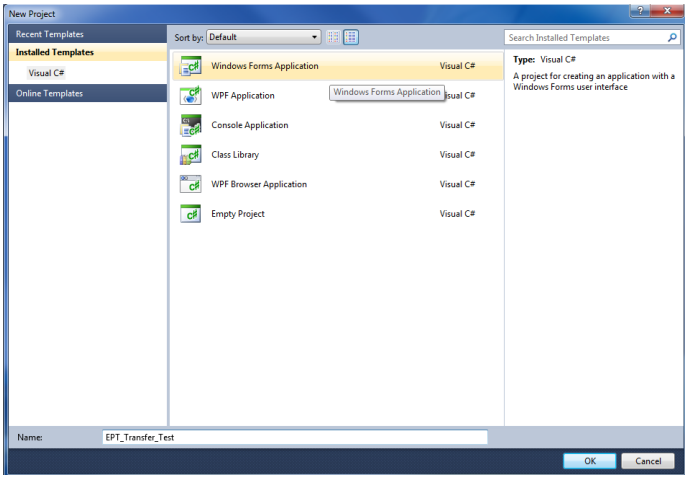


The installed successfully window will be displayed when Visual C# Express is ready to use.

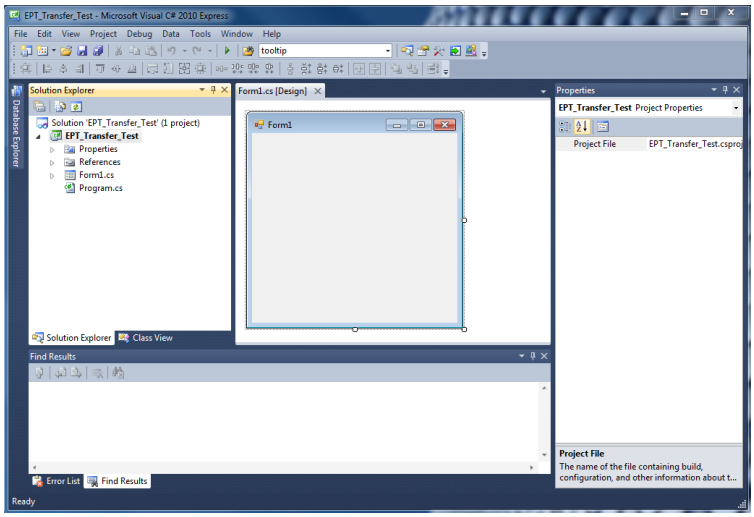
Once the application is installed, open it up. Click on File->New Project.



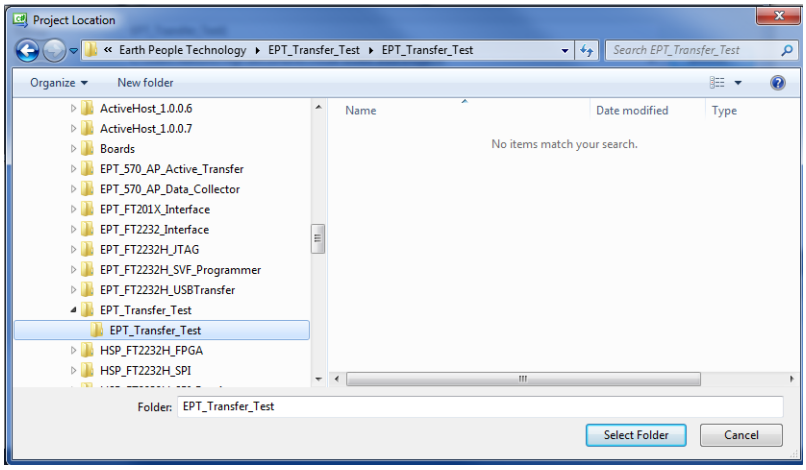
At the New Project window, select the Windows Forms Application. Then, at the Name: box, type in EPT_Transfer_Test



The project creation is complete.



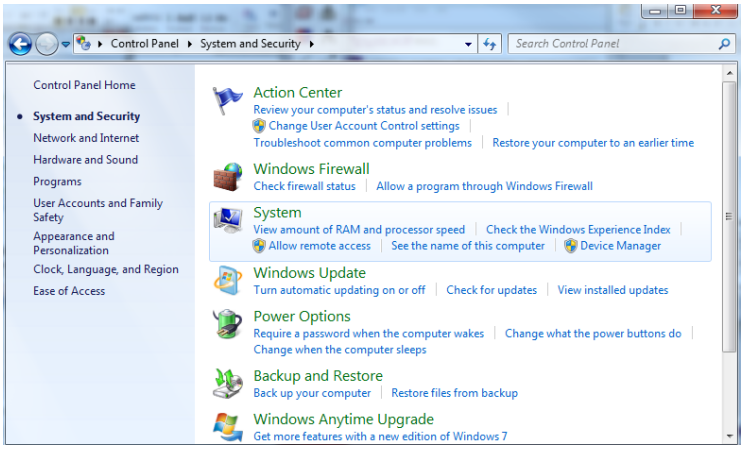
Save the project, go to File->Save as, browse to a folder to create EPT_Transfer_Test folder. The default location is c:\Users\<Users Name>\documents\visual studio 2010\Projects.



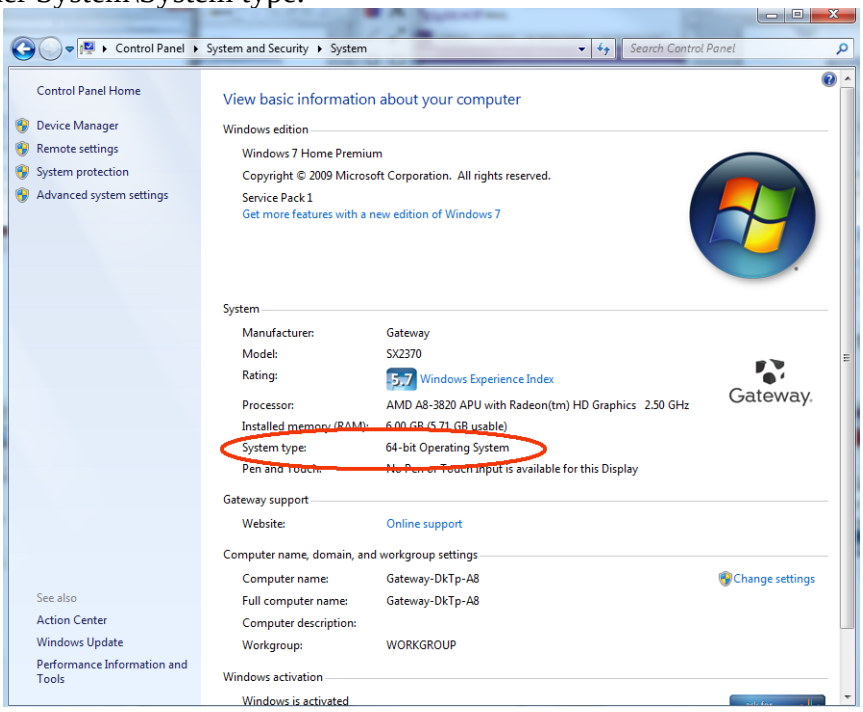
6.1.1 Setting up the C# Express Environment for x64 bit

The project environment must be set up correctly in order to produce an application that runs correctly on the target platform. If your system supports 64 bit operation, perform the following steps. Otherwise if your system is 32 bit skip to the Section, Assembling Files into the Project. Visual C# Express defaults to 32 bit operation. If you are unsure if your system supports, you can check it by going to Start->Control Panel->System and Security->System

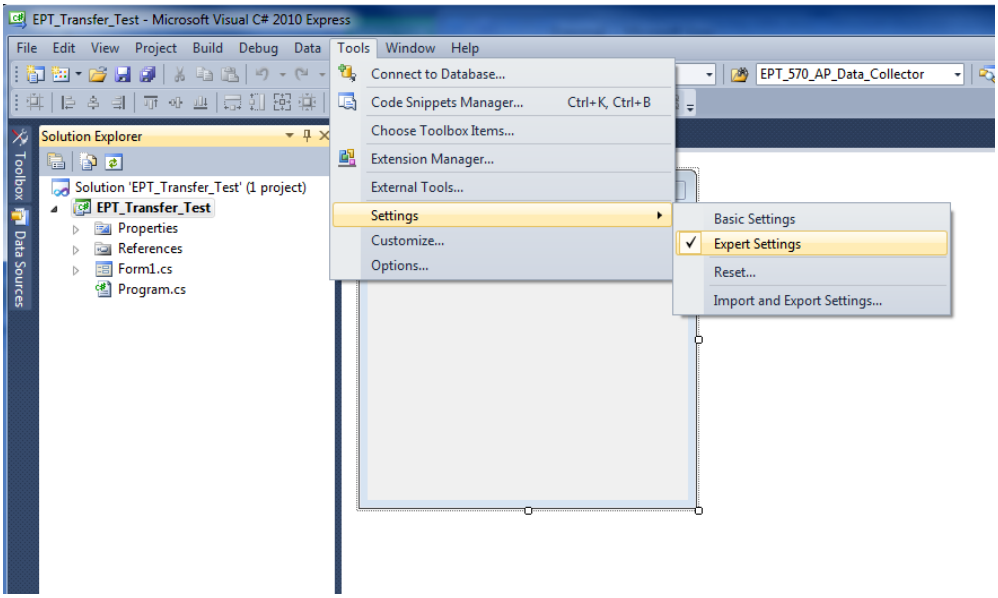
Click on System.



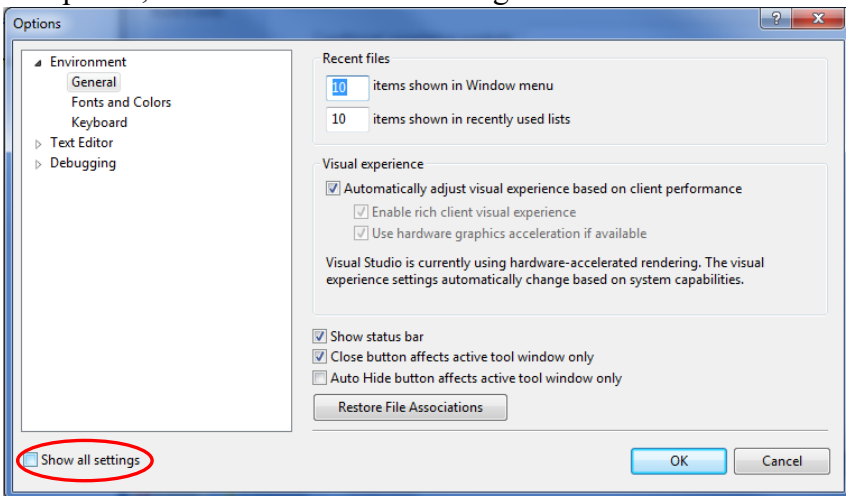
Check under System\System type:



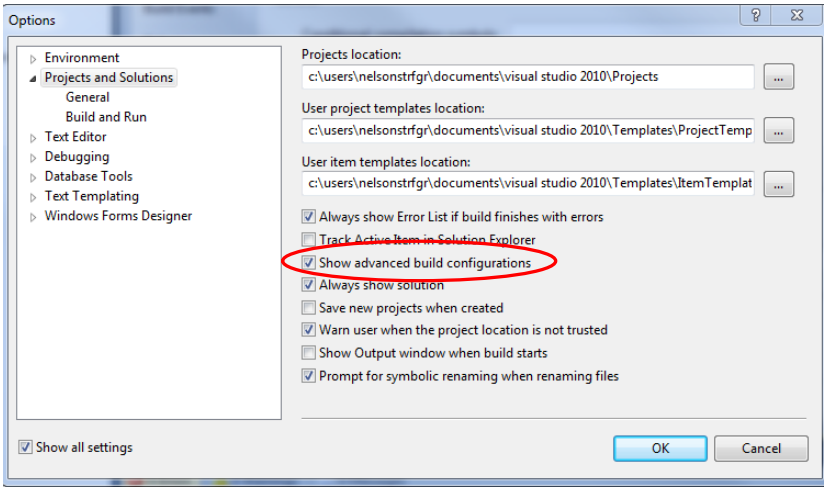
First, we need tell C# Express to produce 64 bit code if we are running on a x64 platform. Go to Tools->Settings and select Expert Settings



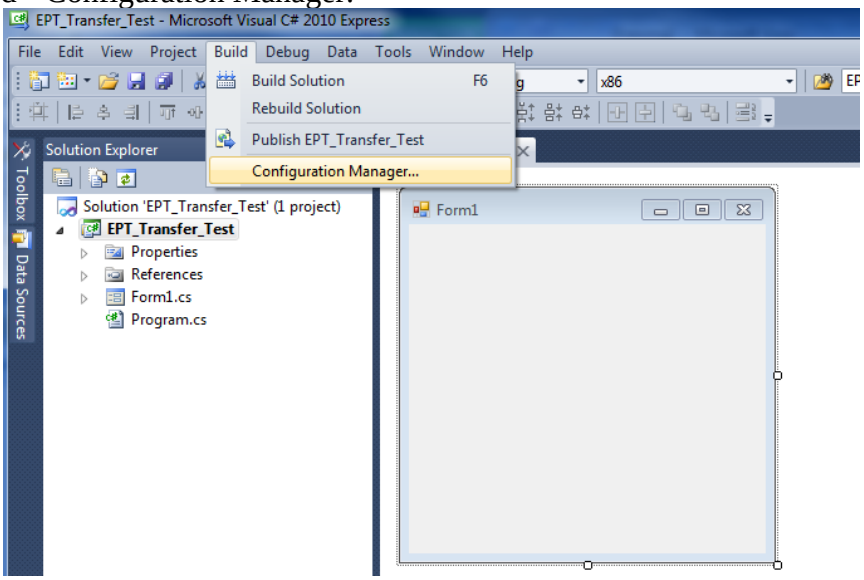
Go to Tools->Options, locate the “Show all settings” check box. Check the box.



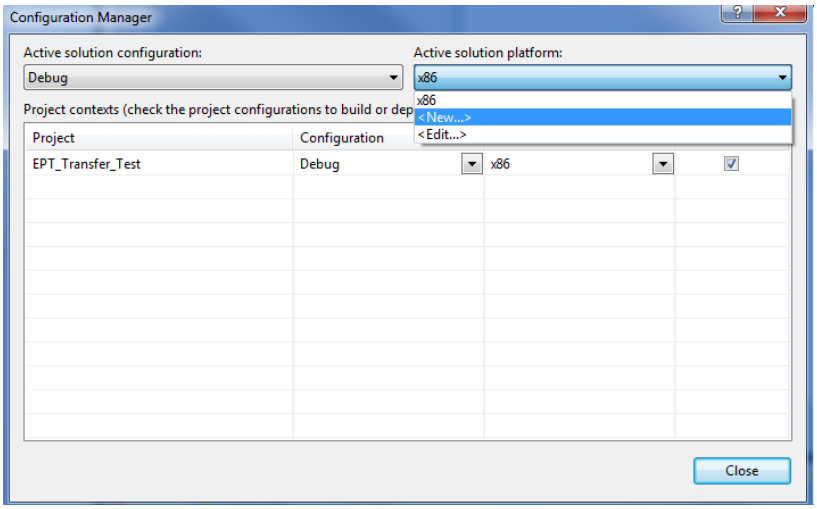
In the window on the left, go to “Projects and Solutions”. Locate the “Show advanced build configurations” check box. Check the box.



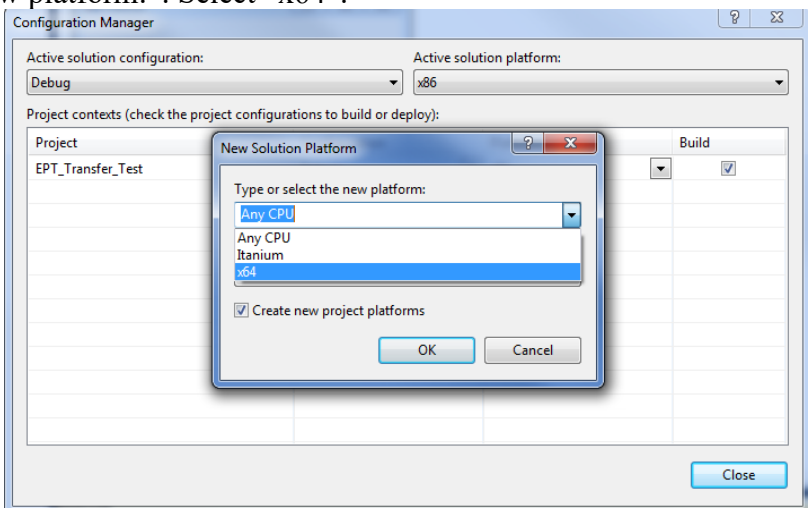
Go to Build->Configuration Manager.



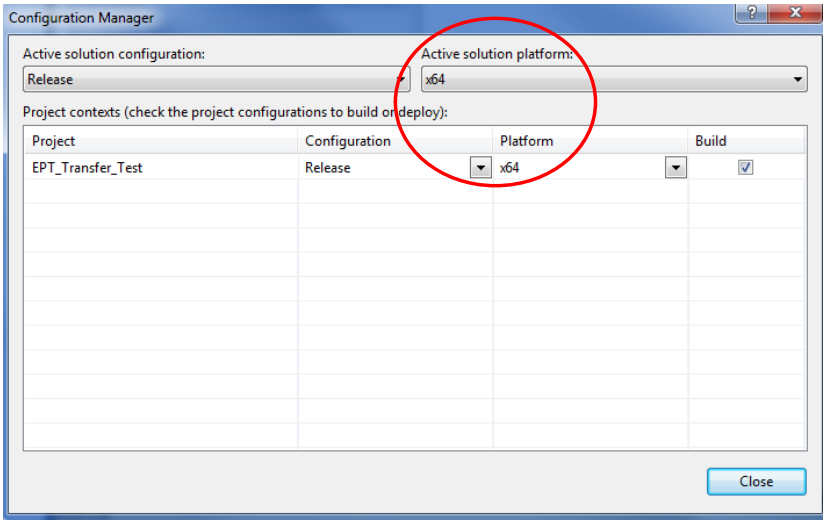
In the Configuration Manager window, locate the “Active solution platform:” label, select “New” from the drop down box.



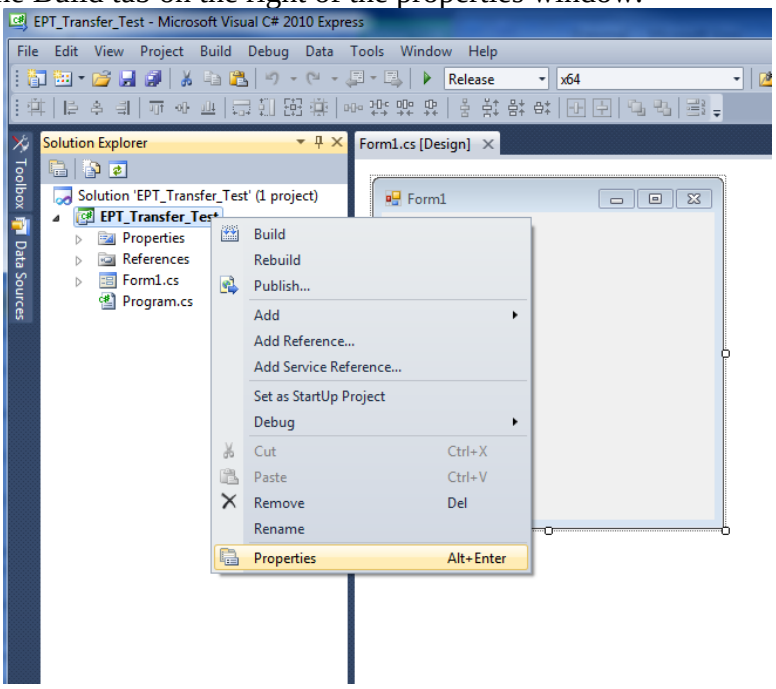
In the New Solution Platform window, click on the drop down box under “Type or select the new platform:”. Select “x64”.



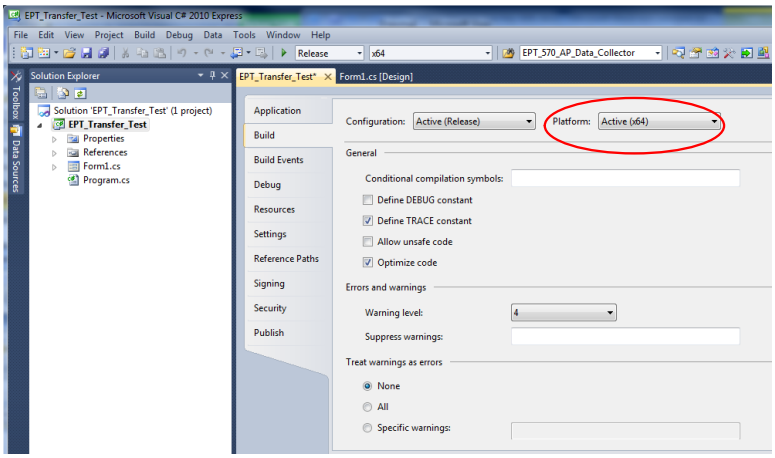
Click the Ok button. Verify that the “Active Solution Platform” and the “Platform” tab are both showing “x64”.



Also, select “Release” under “Active solution configuration”. Click Close. Then, using the Solution Explorer, you can right click on the project, select Properties and click on the Build tab on the right of the properties window.



Verify that the “Platform:” label has “Active (x64)” selected from the drop down box.

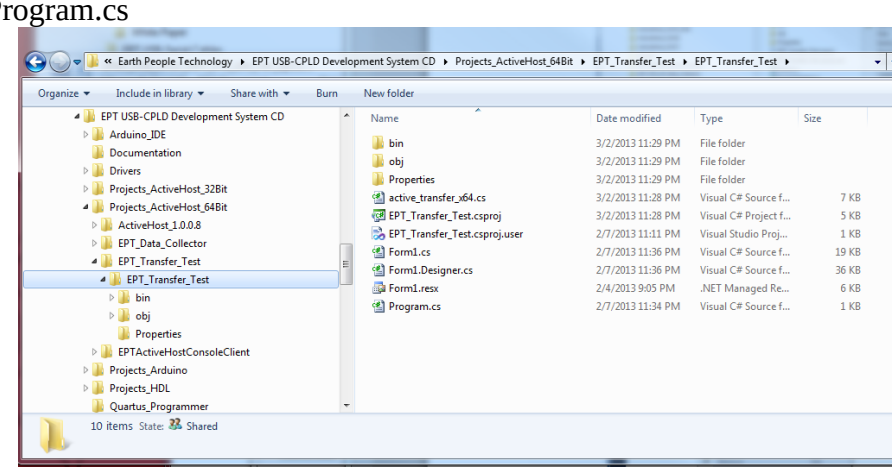


Click on the Save All button on the tool bar. The project environment is now setup and ready for the project files. Close the Project.

6.2 Assembling Files into the Project

Locate the EPT USB-CPLD Development System CD installed on your PC. Browse to the EPT_Transfer_Test folder where the Project files reside (choose either the 32 bit or 64 bit version, depending on whether your OS is 32 or 64 bit), copy the*.cs files, and install them in the top level folder of your EPT_Transfer_Test project. These files are:

- Active_transfer_xxx.cs
- Form1.cs
- Form1.Designer.cs
- Program.cs

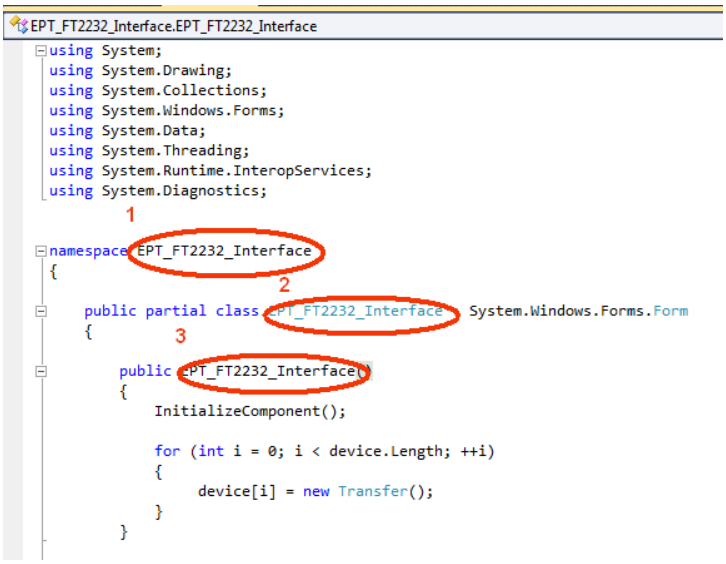


6.2.1 Changing Project Name

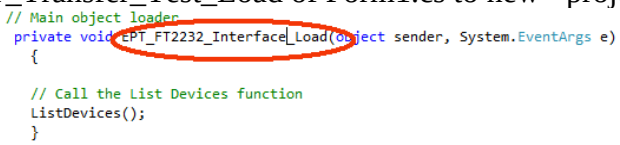
NOTE

If you named your project something other than EPT_Transfer_Test, you will have to make changes to the *.cs files above. This is because Visual C# Express links the project files and program files together. These chages can be made by modifying the following:

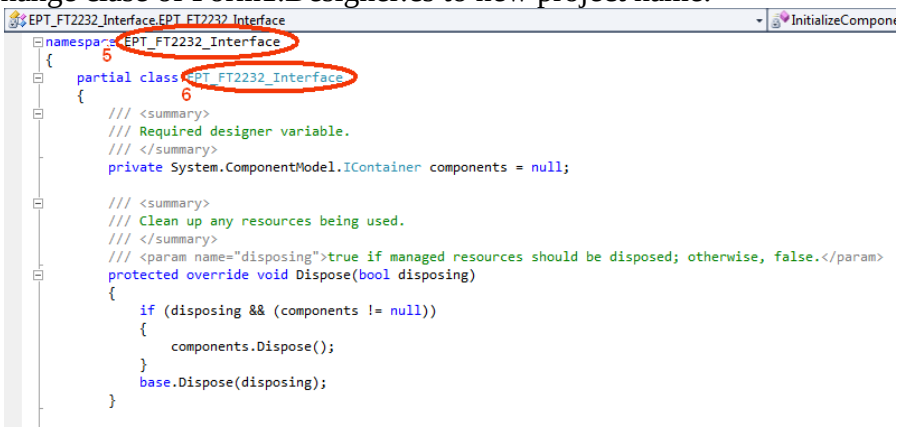
1. Change namespace of Form1.cs to new project name.
2. Change class of Form1.cs to new project name.
3. Change constructor of Form1.cs to new project name.



4. Change EPT_Transfer_Test_Load of Form1.cs to new <project name>_Load



5. Change namespace of Form1.Designer.cs to new project name.
6. Change clase of Form1.Designer.cs to new project name.



7. Change the this.Name and this.Text in Form1Designer.cs to new project name.
8. Change this.Load in Form1Designer.cs to include new project name.

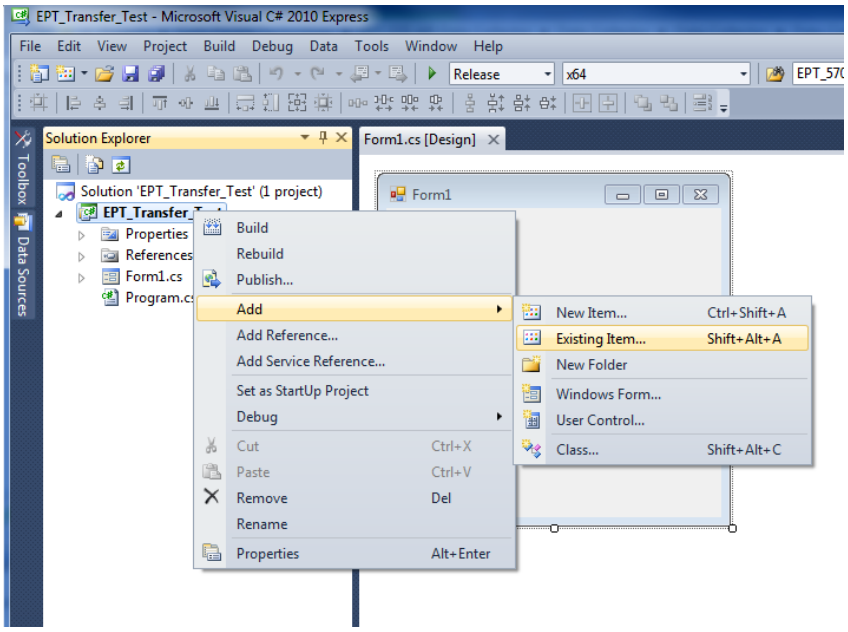
```
this.Controls.Add(this.btnTrigger3);
this.Controls.Add(this.btnTrigger2);
this.Controls.Add(this.btnTrigger1);
this.Controls.Add(this.btnCloseDevice);
this.Controls.Add(this.btnOpenDevice);
this.Controls.Add(this.cmbDevList);
this.Controls.Add(this.LEDBox);
this.Controls.Add(this.gbTriggerOut);
this.Controls.Add(this.gbTransferControl);
this.Controls.Add(this.groupBox1);
this.Name = "EPT_FT2232_Interface";
this.Text = "EPT_FT2232_Interface";
this.Load += new System.EventHandler(this.EPT_FT2232_Interface_Load);
this.LEDBox.ResumeLayout(false);
this.LEDBox.PerformLayout();
this.gbTriggerOut.ResumeLayout(false);
this.gbTransferControl.ResumeLayout(false);
this.gbTransferControl.PerformLayout();
this.groupBox1.ResumeLayout(false);
this.groupBox1.PerformLayout();
this.ResumeLayout(false);
this.PerformLayout();
```

9. Change namespace in Program.cs to new project name
10. Change Application.Run() in Program .cs to new projectname.

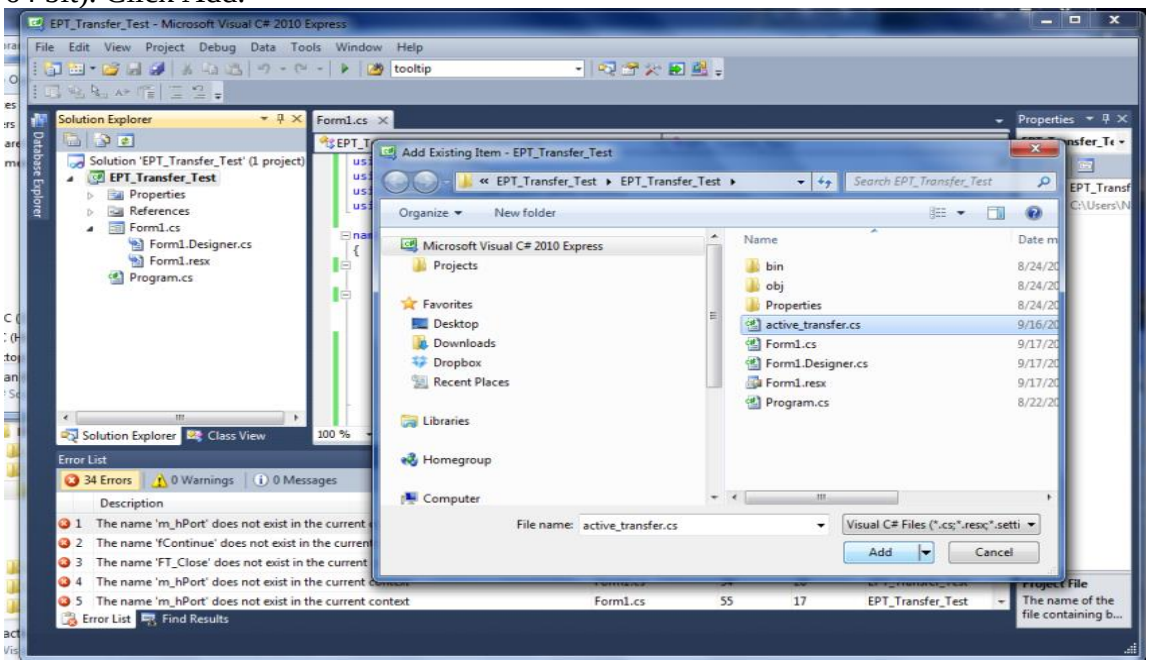
```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Windows.Forms;

namespace EPT_FT2232_Interface
{
    static class Program
    {
        /// <summary>
        /// The main entry point for the application.
        /// </summary>
        [STAThread]
        static void Main()
        {
            Application.EnableVisualStyles();
            Application.SetCompatibleTextRenderingDefault(false);
            Application.Run(new EPT_FT2232_Interface());
        }
    }
}
```

6.2.2 Add Files to Project

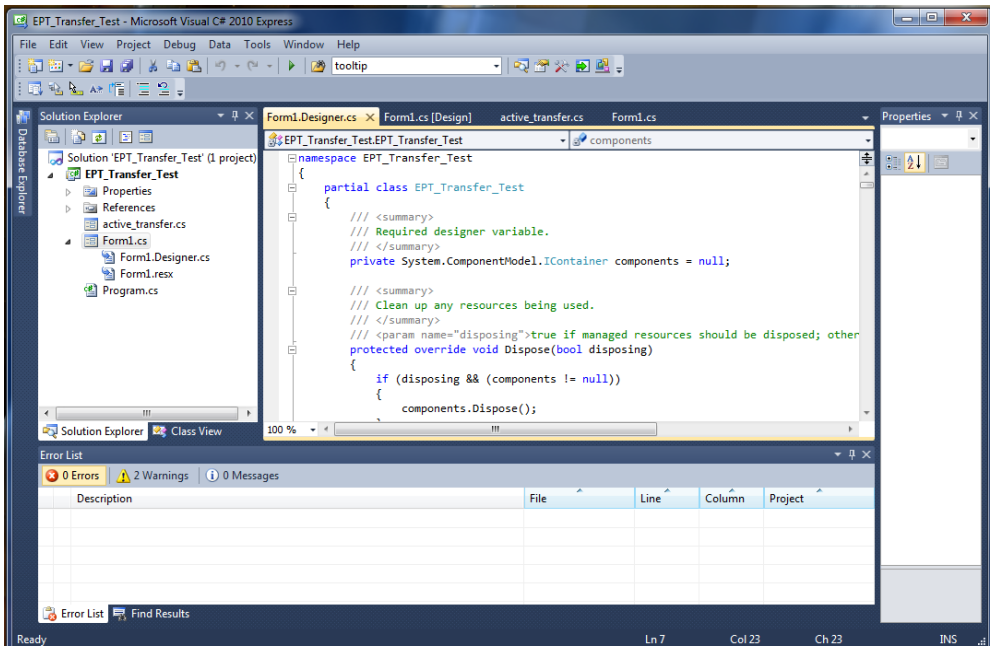
Open the EPT_Transfer_Test project. Right click on the project in the Solutions Explorer. Select Add->Existing Item.



Browse to the EPT_Transfer_Test project folder and select the active_transfer_xx.cs file (choose either the 32 bit or 64 bit version, depending on whether your OS is 32 or 64 bit). Click Add.



In the C# Express Solution Explorer, you should be able to browse the files by clicking on them. There should be no errors noted in the Error List box.

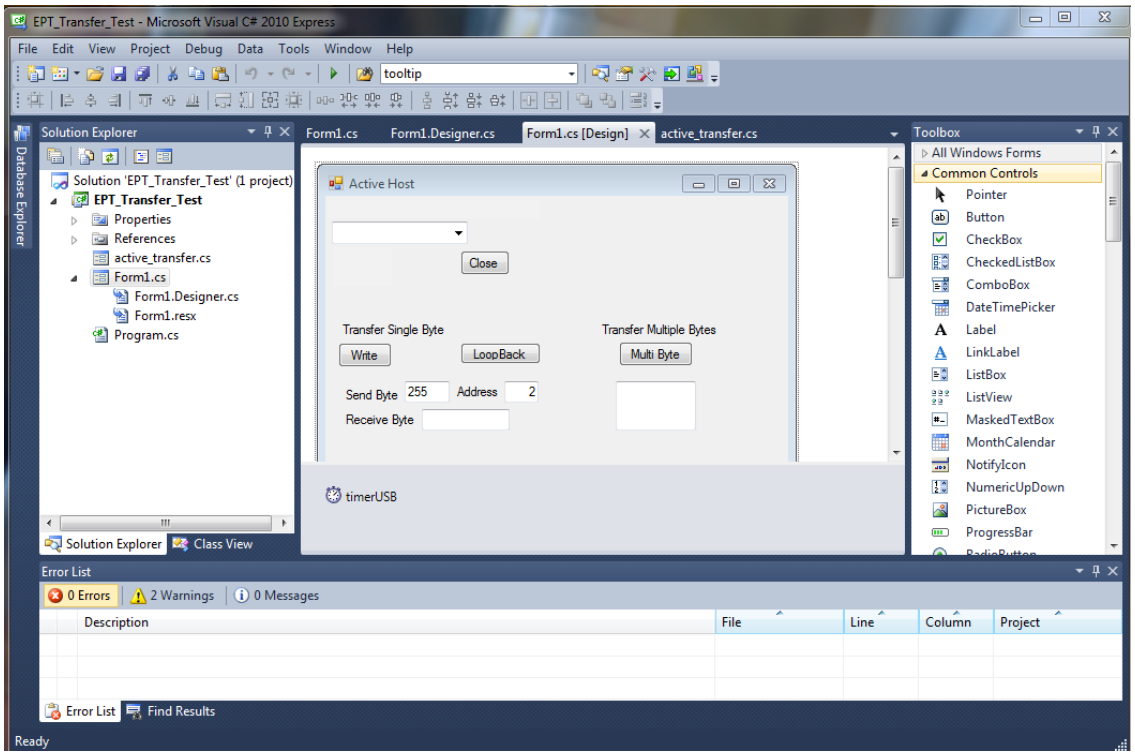


6.2.3 Adding Controls to the Project

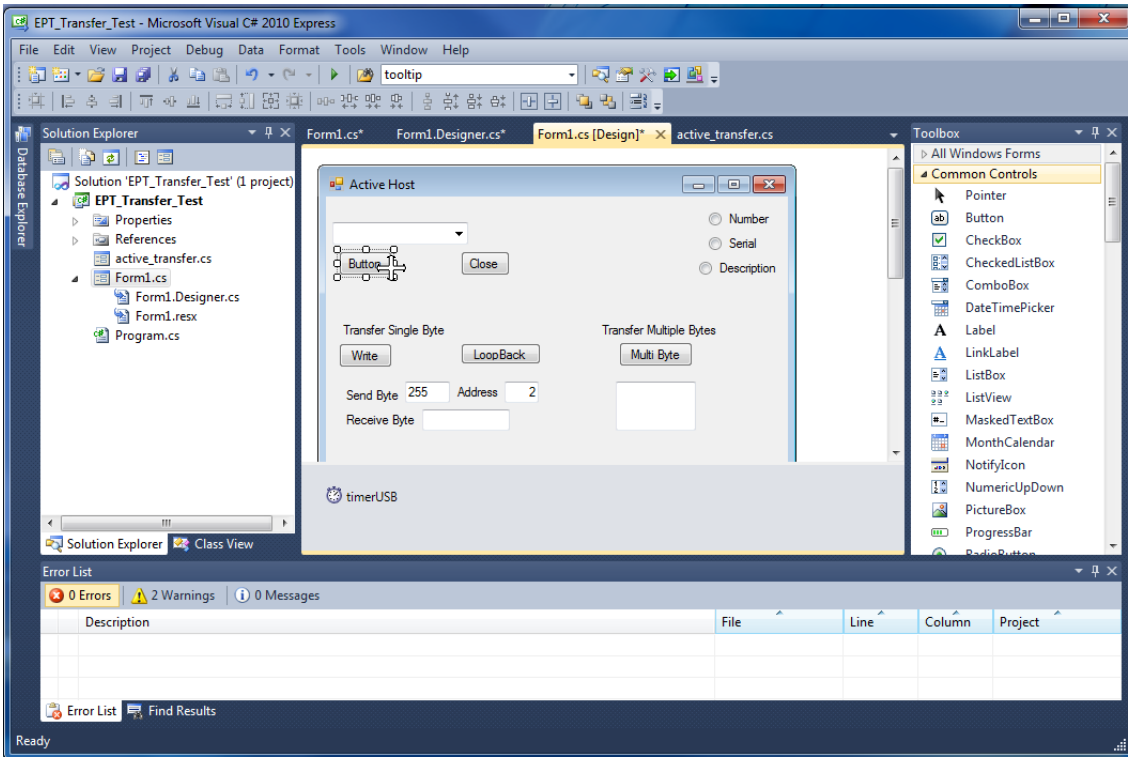
Although, the C# language is very similar to C Code, there are a few major differences. The first is C# .NET environment is event based. A second is C# utilizes classes. This guide will keep the details of these items hidden to keep things simple. However, a brief introduction to events and classes will allow the beginner to create effective programs.

Event based programming means the software responds to events created by the user, a timer event, external events such as serial communication into PC, internal events such as the OS, or other events. The events we are concerned with for our example program are user events and the timer event. The user events occur when the user clicks on a button on the Windows Form or selects a radio button. We will add a button to our example program to show how the button adds an event to the Windows Form and a function that gets executed when the event occurs.

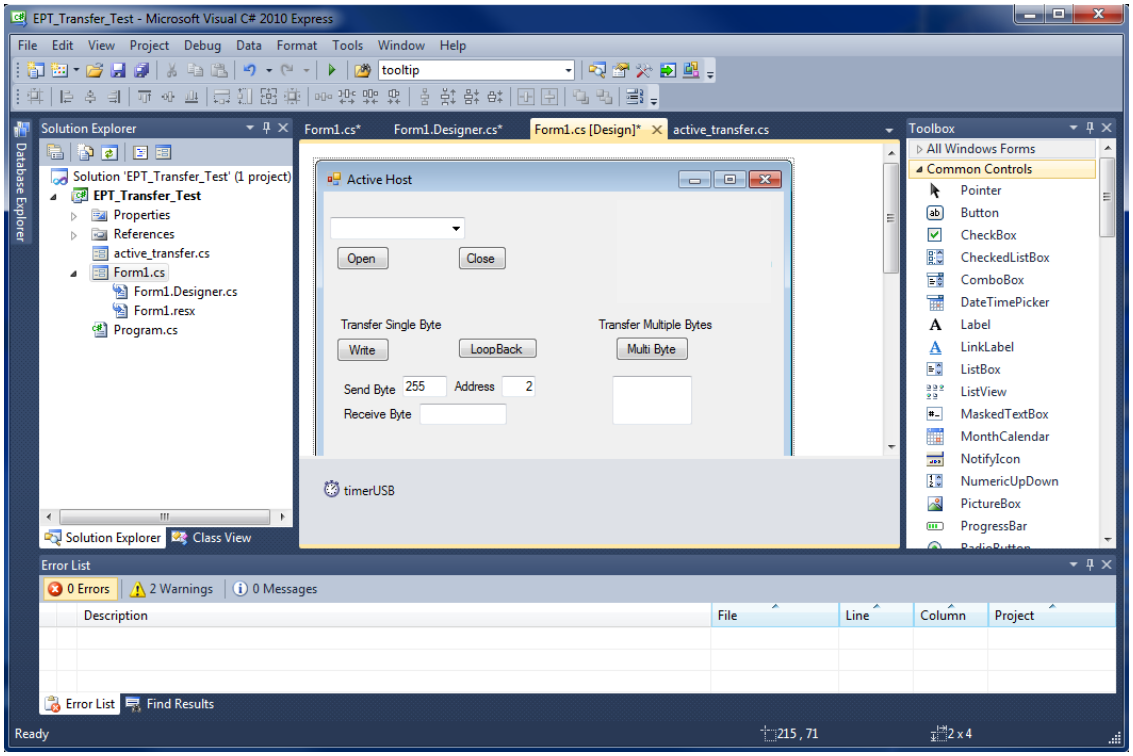
The easiest way to add a button to a form is to double click the Form1.cs in the Solution Explorer. Click on the  button to launch the Toolbox.



Locate the button on the Toolbox, grab and drag the button onto the Form1.cs [Design] and drop it near the top.



Go to the Properties box and locate the (Name) cell. Change the name to "btnOpenDevice". Locate the Text cell, and change the name to Open.



Double click on the Open button. The C# Explorer will automatically switch to the Form1.cs code view. The callback function will be inserted with the name of the button along with "_click" appended to it. The parameter list includes (object sender, System.EventArgs e). These two additions are required for the callback function to initiate when the "click" event occurs.

Private void btnOpenDevice_click(object sender, System.EventArgs e)

There is one more addition to the project files. Double click on the Form1.Designer.cs file in the Solution Explorer. Locate the following section of code.

```
//
// btnOpenDevice
//
this.btnOpenDevice.Location = new System.Drawing.Point(240, 13);
this.btnOpenDevice.Name = "btnOpenDevice";
this.btnOpenDevice.Size = new System.Drawing.Size(50, 23);
this.btnOpenDevice.TabIndex = 2;
this.btnOpenDevice.Text = "Open";
this.btnOpenDevice.UseVisualStyleBackColor = true;
this.btnOpenDevice.Click += new System.EventHandler(this.btnOpenDevice_Click);
```

This code sets up the button, size, placement, and text. It also declares the "System.EventHandler()". This statement sets the click method (which is a member of

the button class) of the btnOpenDevice button to call the EventHandler – btnOpenDevice_Click. This is where the magic of the button click event happens.

```
private void btnOpenDevice_Click(object sender, EventArgs e)
{
    //Open the Device
    OpenDevice();
}

private void btnCloseDevice_Click(object sender, EventArgs e)
{
if (EPT_AH_CloseDeviceByIndex(device_index) != 0)
   {
   btnBlkCompare8.Enabled = false;
   btnBlkCompare16.Enabled = false;
   btnTrigger1.Enabled = false;
   btnTrigger2.Enabled = false;
   btnTrigger3.Enabled = false;
   btnTrigger4.Enabled = false;
   btnLEDReset.Enabled = false;
   }
btnOpenDevice.Enabled = true;
btnCloseDevice.Enabled = false;
}
```

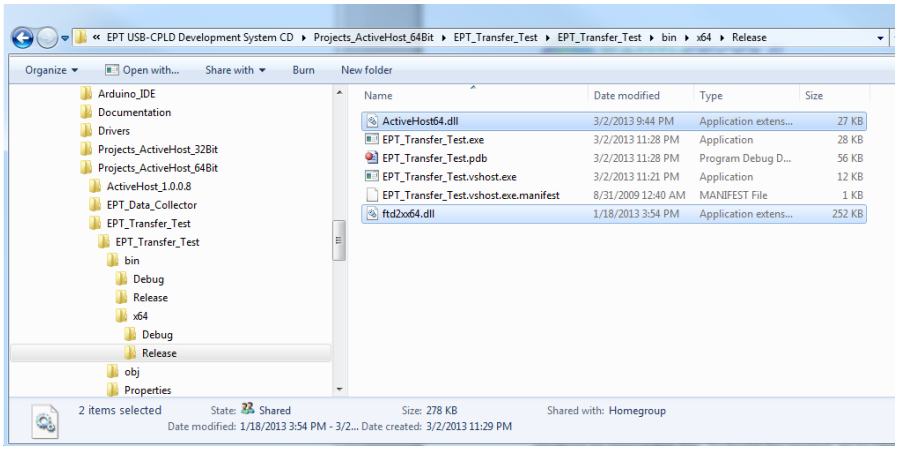
When btnOpenDevice_Click is called, it calls the function “OpenDevice()”. This function is defined in the dll and will connect to the device selected in the combo box. This is a quick view of how to create, add files, and add controls to a C# project. The user is encouraged to spend some time reviewing the online tutorial at http://www.homeandlearn.co.uk/csharp/csharp.html to become intimately familiar with Visual C# .NET programming. In the meantime, follow the examples from the Earth People Technology to perform some simple reads and writes to the EPT USB-CPLD Development System.

6.2.4 Adding the DLL’s to the Project

Locate the EPT USB-CPLD Development System CD installed on your PC. Browse to the Projects_ActiveHost Open the Bin folder, copy the following files:

- ActiveHostXX.dll
- ftd2xxXX.dll

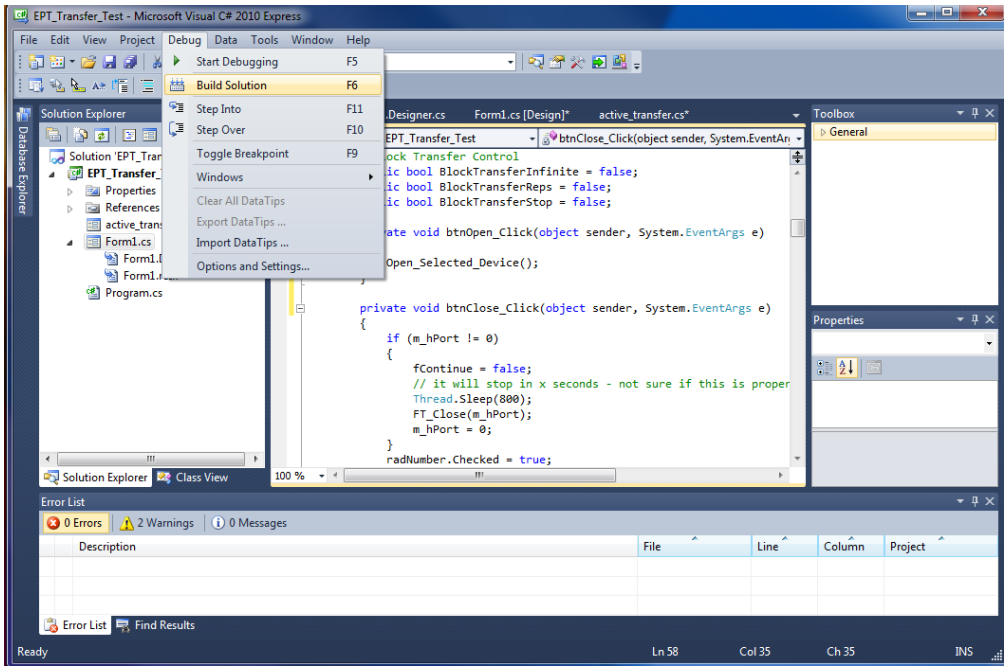
and install them in the bin\x64\x64 folder of your EPT_Transfer_Test project.



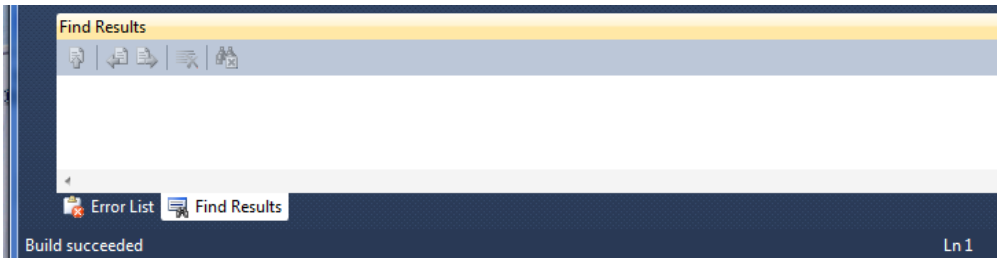
Save the project.

6.2.5 Building the Project

Building the EPT_Transfer_Test project will compile the code in the project and produce an executable file. To build the project, go to Debug->Build Solution.

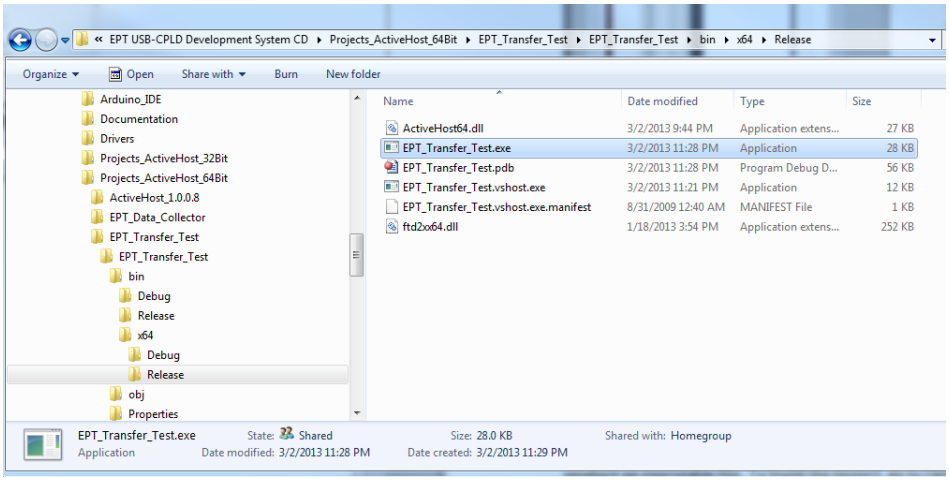


The C# Express compiler will start the building process. If there are no errors with code syntax, function usage, or linking, then the environment responds with “Build Succeeded”.

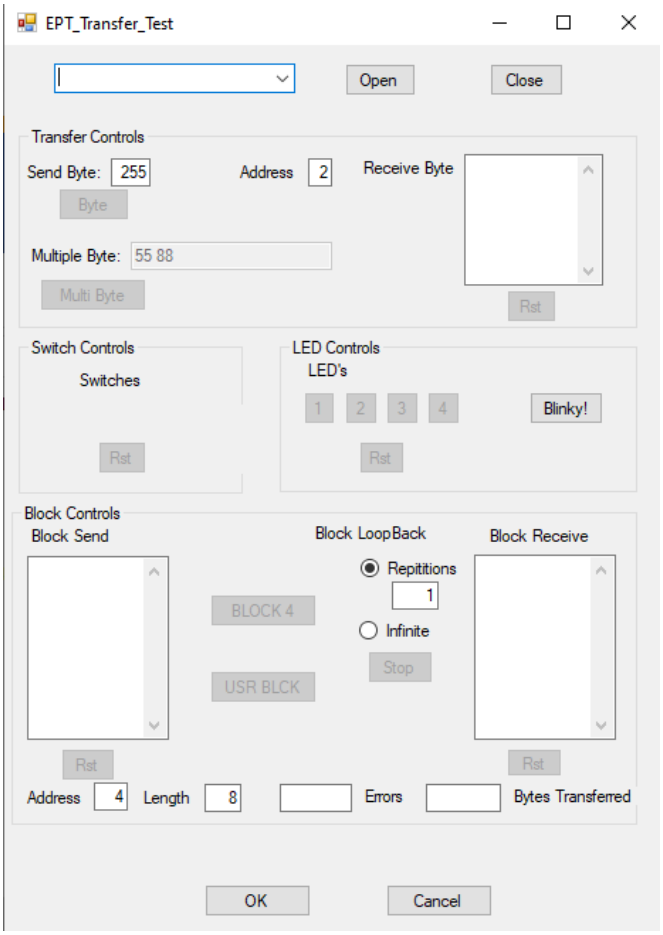


6.2.6 Testing the Project

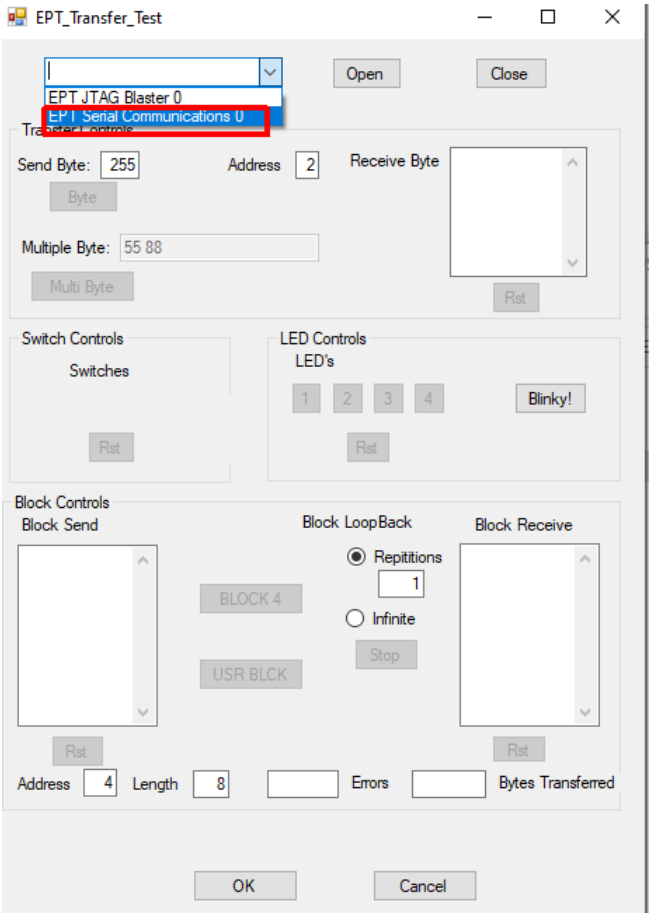
Once the project has been successfully built, it produces an *.exe file. The file will be saved in the Release or Debug folders.



The EPT_Transfer_Text.exe file can now be tested using the MegaMax board. To test the file, connect the MegaMax to the Windows PC using Type A to Type Micro B USB cable. Make sure the driver for the board loads. If the USB driver fails to load, the Windows OS will indicate that no driver was loaded for the device. Go to the folder where the EPT_Transfer_Test.exe file resides, and double click on the file. The application should load with a Windows form.

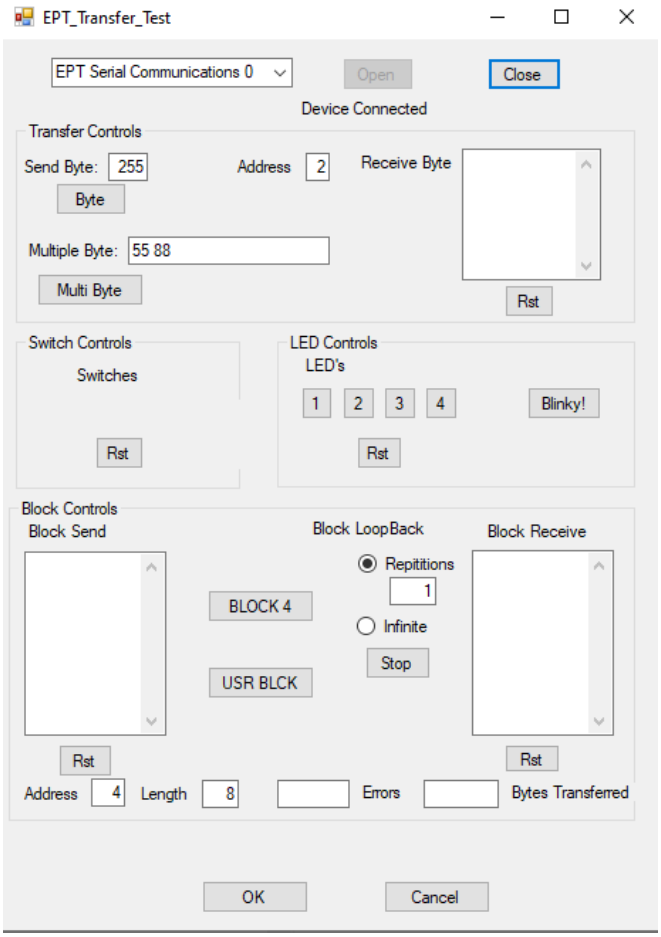


With the application loaded, select the USB-CPLD board from the dropdown combo box and click on the “Open” button.

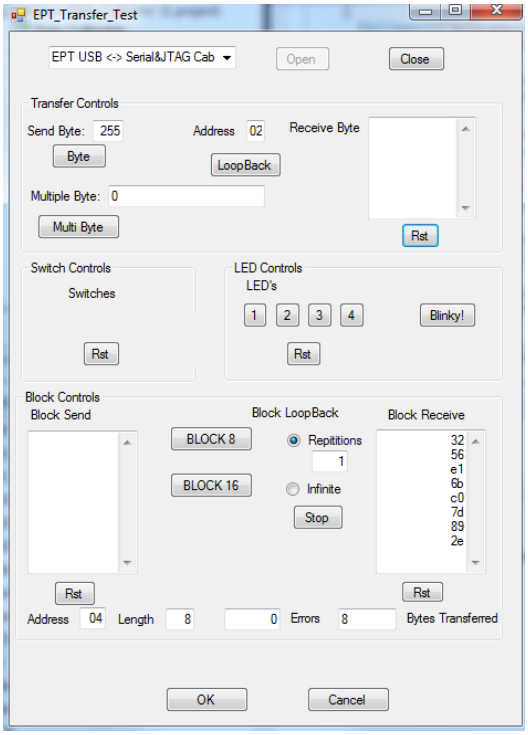


Click on one of the LED buttons in the middle of the window. The corresponding LED on the MegaMax-U2 board should light up.

To exercise the Single Byte Transfer EndTerm, click the “LoopBack” button in the Transfer Controls group. Type in several numbers separated by a space and less 256 into the Multiple Byte textbox. Then hit the Multi Byte button. The numbers appear in the Receive Byte textbox.



To exercise the Block Transfer EndTerm, click the “Block4” or “USR Block” button in the Block Controls group. A pre-selected group of numbers appear in the Block Receive textbox.



Press the PCB switches on the MegaMax to view the Switch Controls in action.

APPENDIX I

List of Abbreviations and Acronyms

EPT	Earth People Technology
FIFO	First In – First Out
FTDI	Future Technology Device International
HSP	Hyper Serial Port
I2C	Inter-Integrated Circuit
JTAG	Joint Test Action Group
PC	Personal Computer
CPLD	Complex Programmable Logic Device
USB	Universal Serial Bus

APPENDIX II

Details of the Altera EPM570 CPLD