Arm® Cortex®-M0 DesignStart™ Eval FPGA

Revision: r2p0

User Guide

Arm® Cortex®-M0 DesignStart™ Eval FPGA User Guide

Release Information

The following changes have been made to this book.

Change History

Date	Issue	Confidentiality	Change
25 September 2017	A	Non-Confidential	First release for r2p0

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Confidentiality Status

Product Status

The information in this document is Final, which is for a developed product.

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Contents

Arm® Cortex®-M0 DesignStart™ Eval FPGA User Guide

Preface

About this book

This book describes how to use the FPGA platform in the Arm Versatile™ Express Cortex®-M Prototyping System to evaluate a design developed using Cortex-M0 DesignStart Eval.

Product revision status

The r*n*p*n* identifier indicates the revision status of the product described in this book, where:

r*n*	Identifies the major revision of the product.
p*n*	Identifies the minor revision or modification status of the product.

Intended audience

This book is written for hardware engineers, software engineers, system integrators, and system designers, who might not have previous experience of Arm products, but want to run a complete example of a working system.

Using this book

This book is organized into the following chapters:

Chapter 1 Introduction

This chapter introduces Cortex-M0 DesignStart Eval and gives an overview of the FPGA Evaluation Flow, its directory structure, and prerequisites.

Chapter 2 Overview

This chapter describes the design and layout of the FPGA and its peripherals

Chapter 3 Clocks

This chapter describes the FPGA clocks.

Chapter 4 Interrupt assignments

This chapter describes the Cortex-M0 interrupts.

Chapter 5 Serial Communications Controller

This chapter describes the *Serial Communications Controller* (SCC) operation.

Chapter 6 FPGA build flow

This chapter describes how to run synthesis and build the FPGA.

Chapter 7 Utilization of default system

This chapter gives details of the resource utilization of the FPGA.

Glossary

The Arm Glossary is a list of terms used in Arm documentation, together with definitions for those terms. The Arm Glossary does not contain terms that are industry standard unless the Arm meaning differs from the generally accepted meaning.

See Arm Glossary.

Conventions

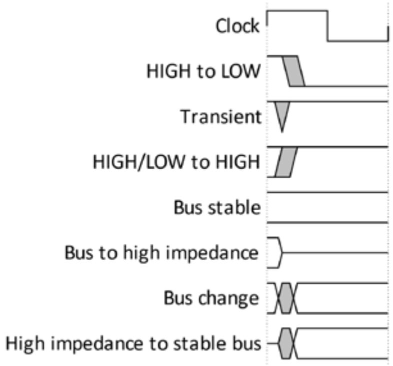
The following typographical conventions are used:

`monospace`	Denotes text that you can enter at the keyboard, such as commands, file and program names, and source code.
`monospace`	Denotes a permitted abbreviation for a command or option. You can enter the underlined text instead of the full command or option name.
`monospace italic`	Denotes arguments to commands and functions where the argument is to be replaced by a specific value.
`monospace bold`	Denotes language keywords when used outside example code.
italic	Highlights important notes, introduces special terminology, denotes internal cross-references, and citations.
bold	highlights interface elements, such as menu names. Denotes signal names. Also used for emphasis in descriptive lists, where appropriate.
<and>	Encloses replaceable terms for assembler syntax where they appear in code or code fragments. For example: `MRC p15, 0 <Rd>, <CRn>, <CRm>, <Opcode_2>.`
SMALL CAPITALS	Used in body text for a few terms that have specific technical meanings, that are defined in the Arm glossary. For example, IMPLEMENTATION DEFINED, IMPLEMENTATION SPECIFIC, UNKNOWN, and UNPREDICTABLE.

Timing diagrams

The figure named Key to timing diagram conventions explains the components used in timing diagrams. Variations, when they occur, have clear labels. You must not assume any timing information that is not explicit in the diagrams.

Shaded bus and signal areas are undefined, so the bus or signal can assume any value within the shaded area at that time. The actual level is unimportant and does not affect normal operation.



Key to timing diagram conventions

Timing diagrams sometimes show single-bit signals as HIGH and LOW at the same time and they look similar to the bus change shown in Key to timing diagram conventions. If a timing diagram shows a single-bit signal in this way then its value does not affect the accompanying description.

Signals

The signal conventions are:

Signal level	The level of an asserted signal depends on whether the signal is active-HIGH or active-LOW. Asserted means: • HIGH for active-HIGH signals. • LOW for active-LOW signals.
Lower-case n	At the start or end of a signal name denotes an active-LOW signal.

Additional reading

This section lists publications by Arm and third parties.

See Infocentre http://infocenter.arm.com for access to Arm documentation.

Arm publications

This book contains information that is specific to this product. See the following documents for other relevant information:

- *Arm® Cortex®-M0 DesignStart™ Eval User Guide* (DUI 0926).
- *Arm® Armv6-M Architecture Reference Manual* (DDI 0419).
- *Arm® Cortex®-M0 Devices Generic User Guide* (DUI 0479)
- *Arm® Cortex®-M0 System Design Kit Technical Reference Manual* (DDI 0479).
- *Arm® PrimeCell Synchronous Serial Port (PL022) Technical Reference Manual* (DDI0194).
- *Keil® MCBSTM32C Evaluation Board Display Board Schematic*.
- *Arm® Versatile™ Express Cortex®-M Prototyping System (V2M-MPS2and V2M-MPS2+) Technical Reference Manual* (100112).
- *Application Note AN502 Adapter for Arduino for the Cortex®-M Prototyping System (MPS2 and MPS2+)* (DAI 0502).
- *Arm® AMBA®3 AHB-Lite Protocol (v1.0) Specification* (IHI 0033).

Terms and abbreviations

Volatile (storage class qualifier)

In C and C++ this is the volatile storage class qualifier. In other languages the syntax and semantics might vary slightly if the concept is supported at all. The intent is to cover all storage locations that might be used for inter-processor communication variables that can be used for lock-free programming.

CMSDK	Cortex®-M System Design Kit.
SMM	Soft Macro Model. An SMM is an FPGA implementation of an Arm processor, which is built with Arm development tools
ZBT	Zero Bus Turnaround. A ZBT RAM is an implementation of a DDR RAM, which supports back to back read and write cycles, or zero turnaround.
PSRAM	Pseudo-SRAM. An implementation of a DDR RAM, which has an SRAM interface, with all refresh and similar operations kept internal to the device.
AMBA	Advanced Microcontroller Bus Architectures

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If you have any comments and suggestions about this product, contact your supplier and give:

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- Details of the release you are using.
- Details of the platform you are using, such as the hardware platform, operating system type and version.
- A small standalone sample of code that reproduces the problem.
- A clear explanation of what you expected to happen, and what actually happened.
- The commands you used, including any command-line options.
- Sample output illustrating the problem.
- The version string of the tools, including the version number and build numbers.

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- The number, 101125_0200_00_en.
- If viewing online, the topic names to which your comments apply.
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- A concise explanation of your comments.

Arm also welcomes general suggestions for additions and improvements.

Arm periodically provides updates and corrections to its documentation on the Arm Information Center, together with knowledge articles and Frequently Asked Questions (FAQs).

1. Introduction

This chapter introduces Cortex-M0 DesignStart Eval and gives an overview of the FPGA Evaluation Flow, its directory structure, and prerequisites. It explains the simulation views available and any prerequisites that are required to build an FPGA bitfile.

This chapter includes the following topics:

- Cortex-M0 DesignStart Eval.
- Decryption key.
- Prerequisites.

1.1 Cortex-M0 DesignStart Eval

The Cortex-M0 DesignStart Eval package is aimed at developers who are new to Arm or have limited soft IP system design experience. It provides developers an easy way to simulate SoC designs based on the Cortex-M0 processor. It allows a system designer to design and test on a simulator and then proceed with hardware prototyping using an FPGA.

The package includes the following:

- An Arm Cortex-M0 processor from DesignStart.
- An example system-level design for the Arm Cortex-M0 processor.
- An FPGA system design for the Arm Cortex-M0 processor, suitable for the Arm Cortex-M Prototyping System (MPS2+).
- Reusable AMBA components for system-level development.
- Peripheral support for the Arm Adaptor for Arduino Shield.

The Cortex-M0 processor from DesignStart:

- Is a fixed configuration of the Cortex-M0 processor, enabling low-cost easy access to Cortex-M0 processor technology by offering a subset of the full product.
- Is delivered as a preconfigured and obfuscated, but synthesizable, Verilog version of the full Cortex-M0 processor.

In addition to the simulation views of the Cortex-M DesignStart Eval systems, you can purchase the Arm® Versatile™ Express Cortex®-M Prototyping System, MPS2+. The MPS2+ platform is a small FPGA development board that allows you to prototype on hardware where software debug tools can be used. Combining these approaches allows for rapid development and verification. To purchase the prototyping system, go to the Arm website http://www.arm.com/mps.

Cortex-M0 DesignStart Eval is built using the *Cortex-M System Design Kit* (CMSDK). This a product to help silicon and FPGA designers to create Cortex-M-based systems. It contains ready-to-use example systems for Cortex-M processors and a range of AMBA® bus fabric components for Cortex-M system development.

This document describes the usage and operation of Cortex-M0 DesignStart Eval on the MPS2+ FPGA prototyping system. For details regarding the Cortex-M0 DesignStart Eval RTL, and the fixed processor configuration, see the *Arm® Cortex®-M0 DesignStart™ Eval User Guide*.

You can download Cortex-M0 DesignStart Eval by registering at http://designstart.arm.com.

If your design requires more processing capability, or a more complicated system design, you can also use Cortex-M3 DesignStart Eval. This is based on the SSE-050 subsystem, and also supports the MPS2+ FPGA prototyping system. It is possible, for example to combine the deliverables from both evaluation platforms to use the Cortex-M0 processor with the more advanced SSE-050 subsystem to develop a system which includes an additional AHB bus master.

1.2 Decryption key

Arm supplies the MPS2+ platform with a decryption key programmed into the FPGA. This key is required to enable loading of the prebuilt images, which are encrypted.

Note
A battery supplies power to the key storage area of the FPGA. Any keys stored in the FPGA are lost when battery power is lost. If battery power is lost, you must return the board to Arm for reprogramming of the key.

The encryption key is not required for any images you build yourself using Cortex-M0 DesignStart Eval. You must not redistribute any bitfiles which you generate.

1.3 Prerequisites

Rebuilding the FPGA requires the Intel Quartus Prime tool. Any edition, including the free Lite Edition can be used.

2. FPGA platform overview

The *Soft Macro Model* (SMM) is based on the *Cortex-M System Design Kit* (CMSDK). Extra peripherals required by the FPGA are placed to extend the memory map. This results in the FPGA SMM sharing some common structure with the basic CMSDK system which is also included in the Cortex-M0 DesignStart Eval package. The FPGA SMM for Cortex-M0 DesignStart Eval is similar to the other Cortex-M SMM designs which are available for the MPS2+ system.

Compared with the Cortex-M3 DesignStart Eval SMM, there are some changes to the memory map because Cortex-M3 DesignStart Eval uses a different base subsystem designed for expansion.

The following topics describe the components that are connected to this SMM.

- Memory map.
- Block RAM for booting up.
- External ZBT Synchronous SRAM (SSRAM1).
- External ZBT Synchronous SRAM (SSRAM2 & SSRAM3).
- External PSRAM.
- CMSDK APB subsystem.
- AHB GPIO.
- Serial Peripheral Interface (SPI).
- Color LCD parallel interface.
- Shield I^{2}C interfaces.
- Shield UARTS.
- Ethernet.
- VGA.
- Audio I^{2}S.
- Audio Configuration.
- FPGA system control and I/O.

2.1 System overview

The following figure shows the block diagram of the FPGA, indicating the Cortex-M0 processor from DesignStart, the CMSDK system, and the interfaces to the MPS2+ platform peripherals.

Note

This block diagram shows the functional hierarchy of the FPGA. The physical hierarchy is shown in the *Arm® Cortex®-M0 DesignStart™ Eval User Guide*.

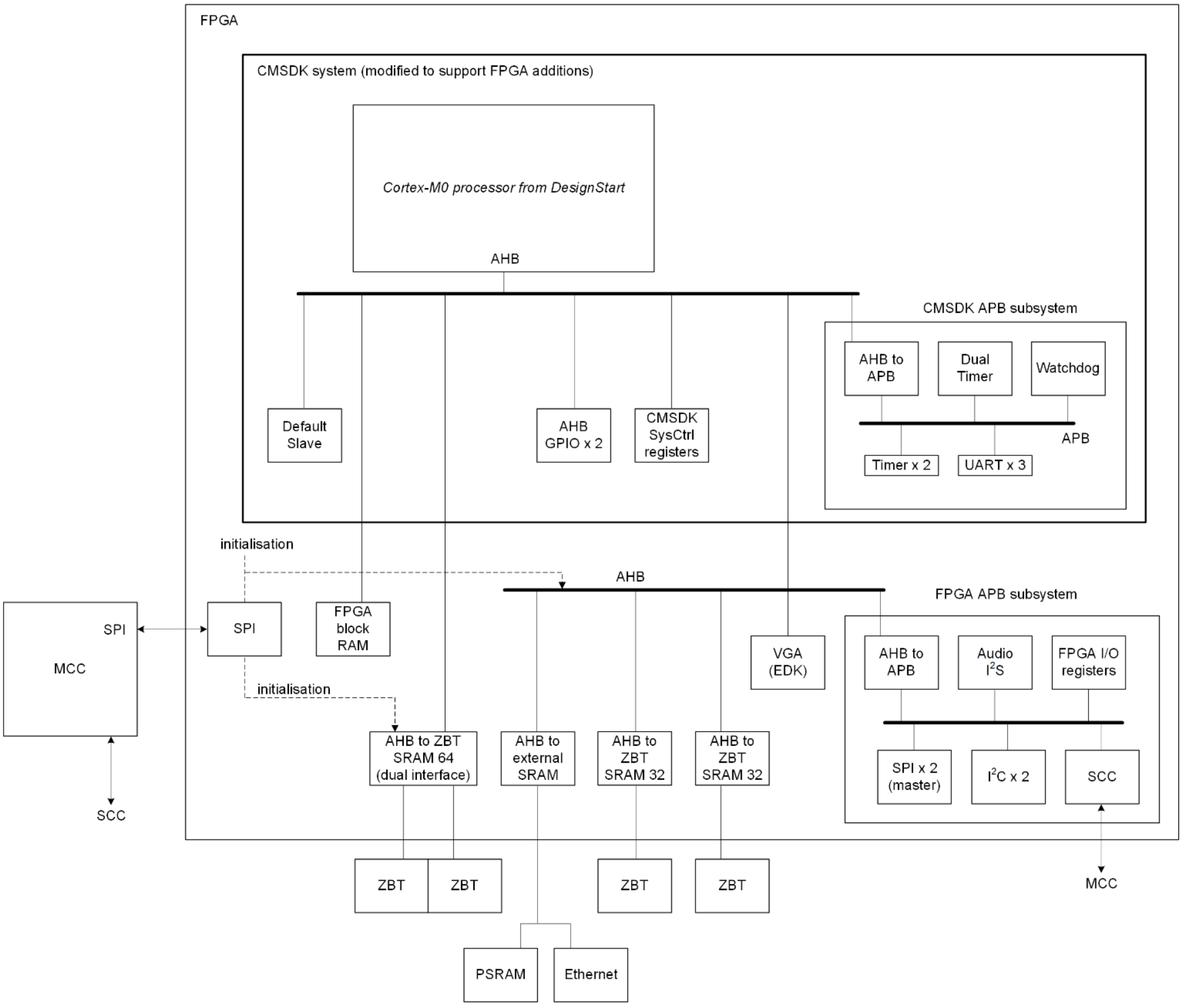

Figure 2-1 System overview

2.2 Memory map

The following table shows the memory map:

Start Address	End Address	Description	Comment
`0x41100000`	`0x4110FFFF`	VGA Image (512x128) (AHB)	Not present in cortex_m0_mcu
`0x41000000`	`0x4100FFFF`	VGA Console (AHB)	Not present in cortex_m0_mcu
`0x40200000`	`0x402FFFFF`	Ethernet (Through `ahb_to_extmem16`. Offset `0x0` to `0x0FE` for *Control and Status Registers* (CSRs), `0x100` to `0x1FE` for FIFO)	Not present in cortex_m0_mcu
`0x40030000`	`0x401FFFFF`	RESERVED	-
`0x4002F000`	`0x4002FFFF`	SCC register (see Serial Communication Controller (SCC) chapter)	Not present in cortex_m0_mcu
`0x40029000`	`0x4002EFFF`	RESERVED	-
`0x40028000`	`0x40028FFF`	FPGA System Control & I/O, APB	Not present in cortex_m0_mcu
`0x40025000`	`0x40027FFF`	RESERVED	-
`0x40024000`	`0x40024FFF`	Audio I^{2}S, APB	Not present in cortex_m0_mcu
`0x40023000`	`0x40023FFF`	SBCon (Audio Configuration), APB	Not present in cortex_m0_mcu
`0x40022000`	`0x40022FFF`	SBCon (Touch for LCD module), APB	Not present in cortex_m0_mcu
`0x40021000`	`0x40021FFF`	PL022 (SPI for LCD module), APB	Not present in cortex_m0_mcu
`0x40020000`	`0x40020FFF`	PL022 (SPI), APB	Not present in cortex_m0_mcu
`0x4001F000`	`0x4001FFFF`	CMSDK system controller	Identical to cortex_m0_mcu
`0x40014000`	`0x4001EFFF`	Reserved for extra GPIO / other AHB peripherals	Unused
`0x40013000`	`0x40013FFF`	CMSDK AHB GPIO #3	Not present in cortex_m0_mcu
`0x40012000`	`0x40012FFF`	CMSDK AHB GPIO #2	Not present in cortex_m0_mcu
`0x40011000`	`0x40011FFF`	CMSDK AHB GPIO #1	Identical to cortex_m0_mcu
`0x40010000`	`0x40010FFF`	CMSDK AHB GPIO #0	Identical to cortex_m0_mcu
`0x40000000`	`0x4000FFFF`	CMSDK APB subsystem	Identical to cortex_m0_mcu
`0x21000000`	`0x21FFFFFF`	PSRAM (16MB)	Not present in cortex_m0_mcu
`0x20800000`	`0x20FFFFFF`	RESERVED	-
`0x20000000`	`0x207FFFFF`	ZBTSRAM 2 & 3 (2x 32-bit). Reserved 8MB, 4MB available. The two SRAM blocks are interleaved.	Only 64KB SRAM in cortex_m0_mcu
`0x01010000`	`0x1FFFFFFF`	RESERVED	-
`0x01000000`	`0x0100FFFF`	Block RAM (boot time) – reserved 64KB, 16K implemented. Memory wrapped through region.	-

Start Address	End Address	Description	Comment
`0x00800000`	`0x00FFFFFF`	RESERVED	-
`0x00400000`	`0x007FFFFF`	ZBTSRAM 1 (64-bit). Wrapped (only 4MB ZBTSRAM fitted)	Not present in cortex_m0_mcu
`0x00004000`	`0x003FFFFF`	ZBTSRAM 1 (64-bit)	Flash memory in cortex_m0_mcu example system is 64KB. This is increased to 4MB in this SMM.
`0x00000000`	`0x00003FFF`	CODE region. When zbt_boot_ctrl = 0, ZBTSRAM 1 is mapped to this region, otherwise, Remap_ctrl = 0 maps Block RAM and Remap_ctrl = 1 maps ZBTSRAM 1.	Block RAM or ZBTSRAM remap[1]

Table 2-1 Detailed system memory map

Many parts of the memory map have the same programmer's view as a standard CMSDK system (cortex_m0_mcu).

2.3 Block RAM for booting up

The SMM implements 16KB of FPGA internal block RAM as 32-bit AHB SRAM with a boot-code to enable the system to start in a defined state. You can then add extra functions.

By default, the microcontroller using a **zbt_boot_ctrl** signal overrides the boot option.

2.4 External ZBT Synchronous SRAM (SSRAM1)

This section describes the *Zero Bus Turnaround* (ZBT) SRAM in the CODE region.

This interface consists of two external 32-bit ZBT SSRAMs in parallel, forming a 64-bit ZBT SSRAM. 8MB of memory space is allocated, but only 4MB is available (each ZBT SSRAM is 2MB).

By default, the first 64KB is aliased to the FPGA internal block RAM. You can turn off the aliasing by clearing the REMAP register in the CMSDK system controller.

```
CMSDK_SYSCON->REMAP = 0;
```

By default, the SMM design overwrites this alias with an extra boot control so that it boots from ZBT SRAM.

You can also turn off the default ZBT SRAM boot control by changing the TOTALSYSCONS variable in the board.txt file to 0.

```
TOTALSYSCONS: 1  -> TOTALSYSCONS: 0
```

This memory space connects through AHB.

---

[1] The microcontroller on the MPS2+ platform controls the **zbt_boot_ctrl** signal. The **zbt_boot_ctrl** signal overrides the boot option to enable the ZBT RAM to be used.

2.5 External ZBT Synchronous SRAM (SSRAM2 & SSRAM3)

The ZBT SSRAM in SRAM region is set up as two external ZBT SSRAMs, connected to two independent ZBT interfaces. In the 8MB memory region, 4MB of ZBT are available.

The address of the ZBT SSRAM is interleaved as shown in the following table.

Upper 32-bit ZBT SSRAM3	Lower 32-bit ZBT SSRAM2
`0x207FFFFC` (wrap round to `0x203FFFFC`)	`0x207FFFF8` (alias to `0x203FFFF8`)
…	…
`0x20400004` (wrap round to `0x20000004`)	`0x20200000` (alias to `0x20000000`)
`0x203FFFFC`	`0x203FFFF8`
…	…
`0x2000000C`	`0x20000008`
`0x20000004`	`0x20000000`

Table 2-2 32-bit ZBT Memory Map

This memory space connects through AHB

2.6 External PSRAM

A 16MB 16-bit PSRAM area is available and the memory map allocates the address range `0x21000000 - 0x21FFFFFF`. This PSRAM space enables large test programs to be used in the SRAM region of the Cortex-M0 memory space.

Note
Running code from SRAM region is slower than from CODE region because the internal bus structure is not optimized for running programs from this region.

2.7 CMSDK APB subsystem

The SMM uses APB subsystem in CMSDK.

Address	Item	Notes
`0x4000F000-0x4000FFFF`	APB expansion port 15	Not used. Reserved for micro DMA controller configuration port
`0x4000E000-0x4000EFFF`	APB expansion port 14	Not used
`0x4000D000-0x4000DFFF`	APB expansion port 13	Not used
`0x4000C000-0x4000CFFF`	APB expansion port 12	Not used
`0x4000B000-0x4000BFFF`	APB test slave	For validation of AHB to APB bridge
`0x4000A000-0x4000AFFF`	APB expansion port 10	Not used

Address	Item	Notes
`0x40009000-0x40009FFF`	UART4	-
`0x40008000-0x40008FFF`	Watchdog	-
`0x40007000-0x40007FFF`	UART3	-
`0x40006000-0x40006FFF`	UART2	-
`0x40005000-0x40005FFF`	UART1	-
`0x40004000-0x40004FFF`	UART0	Used for Stdout redirect
`0x40003000-0x40003FFF`	APB expansion port 3	Not used
`0x40002000-0x40002FFF`	Dual timer	-
`0x40001000-0x40001FFF`	Timer1	-
`0x40000000-0x40000FFF`	Timer0	-

Table 2-3 APB Memory Map

2.8 AHB GPIO

The SMM uses CMSDK AHB GPIO #0 and #1, and also adds GPIO #2 and #3. See the *Arm® Cortex®-M0 System Design Kit Technical Reference Manual* for details. Where the GPIO pin is shared with a peripheral I/O, the default state at reset has the pin defined as a GPIO, the alternate function registers in the GPIO are used to enable the peripheral connections.

2.9 Serial Peripheral Interface (SPI)

The SMM implements five PL022 SPI modules:

- General-purpose SPI module that connects to the general-purpose SPI connector, J21. An adaptor is available from Arm which allows you to use this interface to connect a micro-SD card.
- Color LCD module control.
- SPI ports for each shield connector on the Adaptor for Arduino Shield.
- SPI port to interface to the ADC on the Adaptor for Arduino Shield.

2.10 Color LCD parallel interface

The color LCD module has two interfaces:

- SPI for LCD module that is used for sending image data to the LCD.
- I^{2}C to transfer data input from the touch screen.

These interfaces are connected to a STMicroelectronics STMPE811QTR Port Expander with Advanced Touch Screen Controller on the KEIL MCBSTM32C display board. This display board contains an Ampire AM-240320LG 2.4” Touch Panel. See the *Keil® MCBSTM32C Evaluation Board Display Board Schematic* for more details.

Self-test that is provided with the MPS2 includes example code for both of these interfaces.

2.11 Shield I^{2}C interfaces

There are two additional I^{2}C interfaces for the Adaptor for Arduino Shield. These use the SBCon peripheral.

2.12 Shield UARTS

There are three additional UART interfaces for the Adaptor for Arduino Shield. These use the CMSDK UART.

2.13 Ethernet

The SMM design connects SMSC LAN9220 through AHB to external memory block. The SMM self-test code includes example code for a simple loopback operation.

2.14 VGA

The following table shows the memory map for controlling a screen using the VGA interface

Address	Description
`0x41000000 - 0x4100FFFF`	Writes to the current location of the cursor.
`0x41100000 - 0x4110FFFF`	512x128 image area at the top right of the screen. `0x41100000` is the top left of the area and `0x4110FFFF` is the bottom right. HADDR[16:2] = YYYYYYYXXXXXXXX, where X and Y are the horizontal and vertical pixel offset respectively

Table 2-4 VGA Memory Map

For the image data, each pixel requires one 32-bit word, therefore, a total of 256KB are needed. The values in the data buffer are packed as 4 bits per-channel in the format `0x00000RGB`.

The pixel in the top left-hand corner of the display occupies address `0x41100000` with each successive row using an offset of `0x00000400` from the previous row. For example: the Left Most Pixel (LMP) of the second row is at `0x41100400`and the LMP of the third row is at `0x41100800`.

2.15 Audio I^{2}S

A simple FIFO interface generates and receives I^{2}S audio.

Address	Name	Information
`0x40024000`	CONTROL	Control Register [31:18]: Reserved [17]: Audio codec reset control (output pin) [16]: FIFO reset [15]: Reserved [14:12]: RX Buffer IRQ Water Level - Default 2 (IRQ triggers when more less two word space available) [11]: Reserved [10: 8]: TX Buffer IRQ Water Level - Default 2 (IRQ triggers when more than two word space available) [7: 4]: Reserved [3]: RX Interrupt Enable

Address	Name	Information
		[2]: RX Enable [1]: TX Interrupt Enable [0]: TX Enable
`0x40024004`	STATUS	Status register [31:6]: Reserved [5]: RX Buffer Full [4]: RX Buffer Empty [3]: TX Buffer Full [2]: TX Buffer Empty [1]: RX Buffer Alert (Depends on Water level) [0]: TX Buffer Alert (Depends on Water level)
`0x40024008`	ERROR	Error status register [31:2]: Reserved [1]: RX overrun - write 1 to clear [0]: TX overrun or underrun - write 1 to clear
`0x4002400C`	DIVIDE	Divide ratio register (for Left or Right clock) [31:10]: Reserved [9:0] LRDIV (Left/Right) Default = 0x80 12.288MHz / 48KHz / 2 (L+R) = 128
`0x40024010`	TXBUF	Transmit Buffer FIFO Data Register (WO) [31:16]: Left Channel [15:0]: Right Channel
`0x40024014`	RXBUF	Receive Buffer FIFO Data Register (RO) [31:16] Left Channel [15: 0] Right Channel
`0x40024018 – 0x400242FC`	RESERVED	-
`0x40024300`	ITCR	Integration Test Control Register [31:1]: Reserved [0]: ITCR
`0x40024304`	ITIP1	Integration Test Input Register 1 [31:1]: Reserved [0]: SDIN
`0x40024308`	ITOP1	Integration Test Output Register 1 [31:4]: Reserved [3]: IRQOUT

Address	Name	Information
		[2]: LRCK [1]: SCLK [0]: SDOUT

Table 2-5 Audio I²S Memory Map

2.16 Audio Configuration

The SMM implements a simple SBCon interface that is based on I^{2}C.

2.17 FPGA system control and I/O

The SMM implements an FPGA system control block.

Address	Name	Information
`0x40028000`	LED0	LED connections [31:2]: Reserved [1:0]: LED
`0x40028004`	RESERVED	-
`0x40028008`	BUTTON	Buttons [31:2]: Reserved [1:0]: Buttons
`0x4002800C`	RESERVED	-
`0x40028010`	CLK1HZ	1Hz up counter
`0x40028014`	CLK100HZ	100Hz up counter
`0x40028018`	COUNTER	Cycle Up Counter Increments when 32-bit prescale counter reach zero.
`0x4002801C`	PRESCALE	Bit [31:0] – reload value for prescale counter.
`0x40028020`	PSCNTR	32-bit prescale counter – current value of the pre-scaler counter. The Cycle Up Counter increment when the prescale down counter reach 0. The pre-scaler counter is reloaded with PRESCALE after reaching 0.
`0x40028024`	RESERVED	-
`0x4002804C`	MISC	Miscellaneous control [31:7]: Reserved [6]: CLCD_BL_CTRL [5]: CLCD_RD [4]: CLCD_RS [3]: CLCD_RESET [2]: RESERVED [1]: SPI_nSS [0]: CLCD_CS

Table 2-6 System Control and I/O Memory Map

3. Clocks

The following table shows the Source Clocks for the system.

Name	Frequency
OSCCLK[0]	50MHz
OSCCLK[1]	24.576MHz
OSCCLK[2]	25MHz
CFGCLK	0.5MHz
CS_TCK	Determined by debugger
SPICFGCLK	7.5MHz

Table 3-1 Source Clocks

The following table shows the Derived Clocks for the system.

Name	Frequency	Division Factor	Multiplication Factor	Derived From
SYSCLK	25MHz	2	1	OSCCLK[0]
DBGCLK	25MHz	2	1	OSCCLK[0]
SPICLCD	25MHz	2	1	OSCCLK[0]
SPICON	25MHz	2	1	OSCCLK[0]
I2CCLCD	25MHz	2	1	OSCCLK[0]
I2CAUD	25MHz	2	1	OSCCLK[0]
AUDMCLK	12.29MHz	2	1	OSCCLK[1]
AUDSCLK	3.07MHz	8	1	OSCCLK[1]

Table 3-2 Derived Clocks

4. Interrupt assignments

The SMM uses the following interrupt assignments. These interrupt assignments are different from the default CMSDK assignments due to the increased number of peripherals:

Number	**Interrupt source**
NMI	Watchdog
0	UART 0 receive interrupt
1	UART 0 transmit interrupt
2	UART 1 receive interrupt
3	UART 1 transmit interrupt
4	UART 2 receive interrupt
5	UART 2 transmit interrupt
6	UART 3 Rx, GPIO 0, GPIO 2 combined interrupt
7	UART 3 Tx, GPIO 0, GPIO 2 combined interrupt
8	Timer 0
9	Timer 1
10	Dual Timer
11	SPI combined interrupt
12	UART overflow (0, 1, 2, 3 & 4)
13	Ethernet
14	Audio I^{2}S
15	Touch Screen
16	UART 4 Rx, GPIO0 bit0 combined
17	UART 4 Tx, GPIO0 bit1 combined
18-31	GPIO0 bit 2 to bit 15 individual interrupts

Table 4-1 Interrupt Assignments

5. Serial Communication Controller (SCC)

The SMM implements communication between the microcontroller and the FPGA system through an SCC interface.

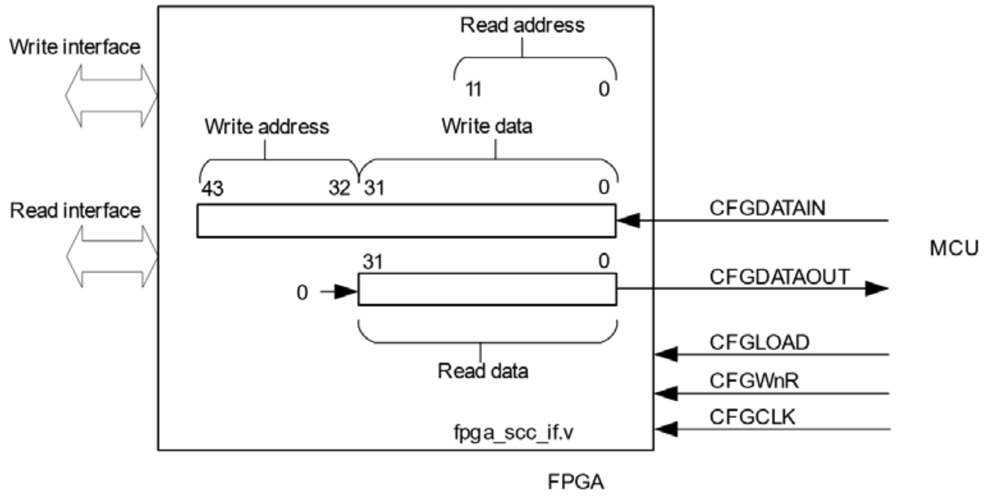

Figure 5-1 Diagram of the SCC Interface

The read-addresses and write-addresses of the SCC interface do not use bits [1:0]. All address words are word-aligned.

Address	Name	Information
0x000	CFG_REG0	[31:1]: Reserved [0]: 1 = REMAP Block RAM to ZBT
0x004	CFG_REG1	[31:8]: Reserved [7:0]: MCC LEDs: 0 = OFF, 1 = ON
0x008	CFG_REG2	Reserved
0x00C	CFG_REG3	[31:8]: Reserved [7:0]: MCC switches: 0 = OFF, 1 = ON
0x010	CFG_REG4	[31:4]: Reserved [3:0]: Board Revision
0x014	CFG_REG5	Reserved
0x018	CFG_REG6	Reserved
0x01C	CFG_REG7	Reserved
0x020 – 0x09C	RESERVED	-
0x0A0	SYS_CFGDATA_RTN	32-bit data [R/W]
0x0A4	SYS_CFGDATA_OUT	32-bit data [R/W]

Address	Name	Information
`0x0A8`	SYS_CFGCTRL	[31]: Start (generates interrupt on write to this bit) [30]: R/W access [29:26]: Reserved [25:20]: Function value [19:12]: Reserved [11:0]: Device (value of 0/1/2 for supported clocks)
`0x0AC`	SYS_CFGSTAT	[31:2]: Reserved [1]: Error [0]: Complete
`0x0AD – 0x0FC`	RESERVED	-
`0x100`	SCC_DLL	DLL lock register [31:24]: DLL LOCK MASK[7:0] - These bits indicate that the DLL lock is masked. [23:16]: DLL LOCK MASK[7:0] - These bits indicate whether the DLLs are locked or unlocked. [15:1]: Reserved [0]: This bit indicates whether all enabled DLLs are locked.
`0x104 – 0xFF4`	RESERVED	-
`0xFF8`	SCC_AID	SCC AID register is read only [31:24]: FPGA build number [23:20]: MPS2+ target board revision (C = 2) [19:8]: Reserved [7:0]: number of SCC configuration registers
`0xFFC`	SCC_ID	SCC ID register is read only [31:24]: Implementer ID: 0x41 = Arm [23:20]: Application note IP variant number[2] [19:16]: IP Architecture: 0x4 =AHB [11:4]: Primary part number: 387 = AN387 [3:0]: Application note IP revision number[2]

Table 5-1 SCC Register memory map

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[2] The variant and revision numbers relate to the rXpY number. For example, for r1p0 processors the 1 would be the variant number and the 0 would be the revision number.

6. FPGA Build Guide

This section describes the steps that are required to build an FPGA bitfile from the supplied source code.

This section contains the following subsections:

- Build Flow.
- Creating a user bit file.
- Loading a new bit file onto the MPS2+ platform.

6.1 Build Flow

Cortex-M0 DesignStart Eval includes a prebuilt FPGA image file that is based on an example system. However, if your design is different from the example system, then you are able to build your own FPGA image file.

To run the build flow, use the Intel Quartus software, version 16.1 onwards.

You can use the Lite Edition of Quartus Prime, which does not require a license.

The build flow involves two stages, which are creating a new user bit file, and loading the bit file onto the MPS2+ platform.

6.2 Creating a user bit file

To create a user bit file, follow these steps:

1. Open the Intel Quartus software.
    a. Select **File** > **Open Project** and navigate to the project file:

    ```
    RevC/SMM_MODS/synthesis/SMM_MODS_AN387.qpf
    ```

    b. Select **Processing** > **Start Compilation** to compile the design. This compiles the standard design and creates various report files in the `output_files` folder. After the compilation is completed, an SOF file, titled `SMM_MODS_AN387.sof`, is created in the `output_files` folder.

2. Open a terminal window (Linux) or a command prompt (Microsoft Windows).

3. Navigate to the following directory:

    ```
    RevC/SMM_MODS/synthesis/
    ```

4. Execute the following command:

    ```
    make convert
    ```

    This converts the SOF file to an RBF file, titled `an387_v5.rbf`, in the current directory.

Note

To allow for a degree of traceability between different user bit files, the final digit can be used as a version number. The *Motherboard Configuration Controller* (MCC) for the MPS2+ platform only supports a format of 8:3 characters for the filename, so only one digit is possible as the suffix. To change this digit when generating the RBF file, modify the REV variable in the header of the makefile with any text editor. If you provide an RBF file that uses a long file name, the MPS2+ platform will not boot.

6.3 Loading a new bit file onto the MPS2+ platform

To load a new user bitfile onto the MPS2+ platform, execute the following instructions:

1. Power the board with the supplied power supply.

2. Connect a USB lead to your computer and the USB-B port (labeled USB) on the board. The computer recognizes a new USB device called **V2M_MPS2**.

3. Access the V2M_MPS2 device and copy the `an387_v5.rbf` file to the folder:

   `MB\HBI0263C\AN387`

4. Check which image is programmed into the FPGA. In the USB device, the `board.txt` file allows you to select which hardware image is programmed into the FPGA. This affects which project to run. The board file is located in the directory:

   `MB\HBI0263C\board.txt`

   - The image to be loaded is selected with the line starting with `APPFILE`:. A selection of images has been preloaded onto the USB device. All but one has been commented out with a ';' character:
   - To select an image, remove the comment ';' in front of the appropriate line and ensure that all other `APPFILE`: references are preceded by the comment character. For the default Cortex-M0 DesignStart Eval FPGA image, you should use:

     ```
     APPFILE: AN387\an387_v5.txt ; - Cortex-M0 DesignStart
     ```

5. Specify the bitfile to use in the `APPFILE` referenced in step (4):

   - Modify the `an387_v5.txt` file located in the `MB\HBI0263C\AN387`. Use the following line to specify which bitfile to load:

     ```
     F0FILE: an387_v5.rbf ;FPGA0 Filename
     ```

   Note
   Arm supplies an encrypted prebuilt bit file (.rbe) with the MPS2+ platform. If you are rebuilding the bit file, the file produced is not encrypted (.rbf). Therefore, if you are not using the prebuilt FPGA image and you are modifying an387_v5.txt, it is necessary to change the file extension from .rbe to .rbf as shown above.

6. When these steps have been completed, save and close both files. Eject the `V2M_MPS2` volume using Windows Explorer.

7. Press the `Power ON` button on the MPS2+ board, the bitfile loads and the board is ready to use.

Note
To confirm the files loaded correctly, check the `log.txt` file in the root directory of **V2M_MPS2**. This details which files were loaded at boot- up. After the bitfile name, you should see the following:

```
FPGA config: PASSED
OSCCLK config: PASSED
Writing SCC 0x00000010 with board revision C
Writing SCC 0x00000000 with 0x00000001
```

The software image which is loaded is also controlled by the `an387_v5.txt` file.

7. Utilization of default system

The FPGA on the MPS2+ platform is an Altera Cyclone V 5CEBA9F31C8.

The following table shows the resources of the FPGA:

Resources	Value
LUTs	113 560
DFFs	454 240
Memory	3.9Mbit
DSP	342
PLLs	7

Table 7-1 FPGA resources

The following table shows the Cortex-M0 DesignStart Eval code utilization of FPGA resources:

Resources	Value
LUTs	10%
DFFs	2%
Memory	8%
DSP	<1%
PLLs	29%

Table 7-2 Code utilization FPGA resources

Appendix A. Revisions

This appendix describes the technical changes between released issues of this book.

Table A-1 Issue A

Change	Location	Affects
First release for r2p0	-	-