



ARTEKIT
electronic artists

Forza 4 ASCII Game

Demo for the AK-MACHX02-7000





Contents

About this document	3
Revision history	3
Contact information.....	3
Regarding this document.....	3
Copyright information.....	3
Forza 4 ASCII Game.....	4
General description.....	4
AK-MACHX02-7000 Main components	5
Demo contents.....	6
Project description	6
Demo usage description	6
Step 1: program the SPI Flash with executable SW	6
Step 1.1: programming the FPGA	7
Step 2 Configure the UART.....	9
Step 3: Play the game	10

About this document

Revision history

The table below displays the revision history for the chapters in this manual.

Chapter	Date	Revision	Changes made
All	August 2013	1.0	First publication

Contact information

For the latest news, upgrades and information about Artekit products, visit the Artekit web site at


<http://www.artekit.eu>

For technical support on this product, visit the support page at <http://www.artekit.eu/contact> or use the Artekit forum.

For additional information about Artekit products, consult the sources below.

Information type	Resource
Technical support	support@artekit.eu
Literature	www.artekit.eu
Sales	sales@artekit.eu
Products forum	http://www.artekit.eu/forums/

Regarding this document

	Prepared:	Document name:	
	Ferrari Fabrizio	UART Connect 4 demo guide	
	Approved:	Date:	Revision:
	Ferrari Fabrizio	05/08/2013	Preliminary

Copyright information

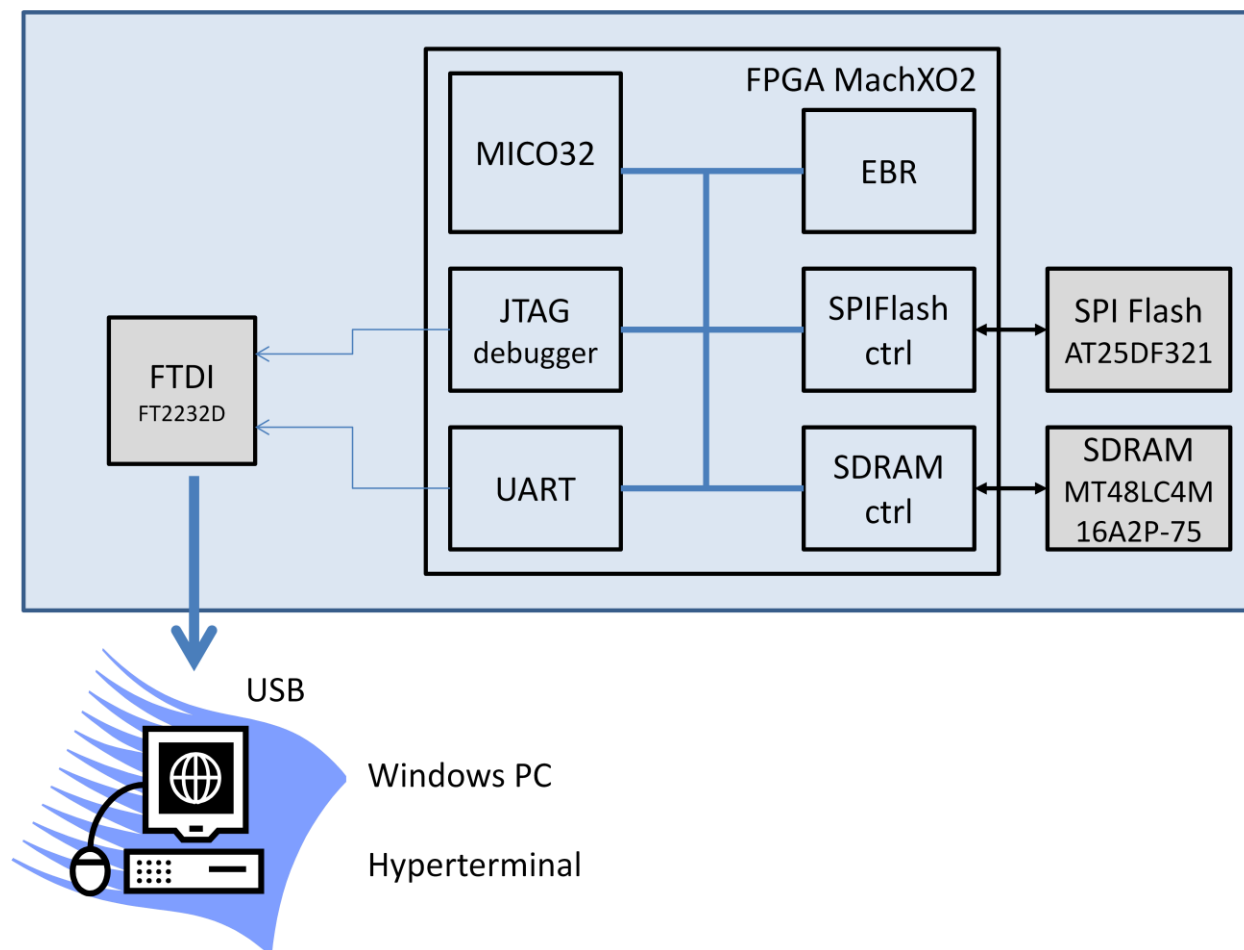
This document is copyright © 2013 Artekit Italy. All rights reserved. Any person may view, copy, print and distribute this document or any portion of this document for informational purposes only as long as the copyright notice remains included.

Forza 4 ASCII Game

General description

This document describes the “Forza 4” Mico32 demo.

The demo shows a MICO32 ANSI C application running on a low cost Flash based Lattice MachXO2 FPGA.



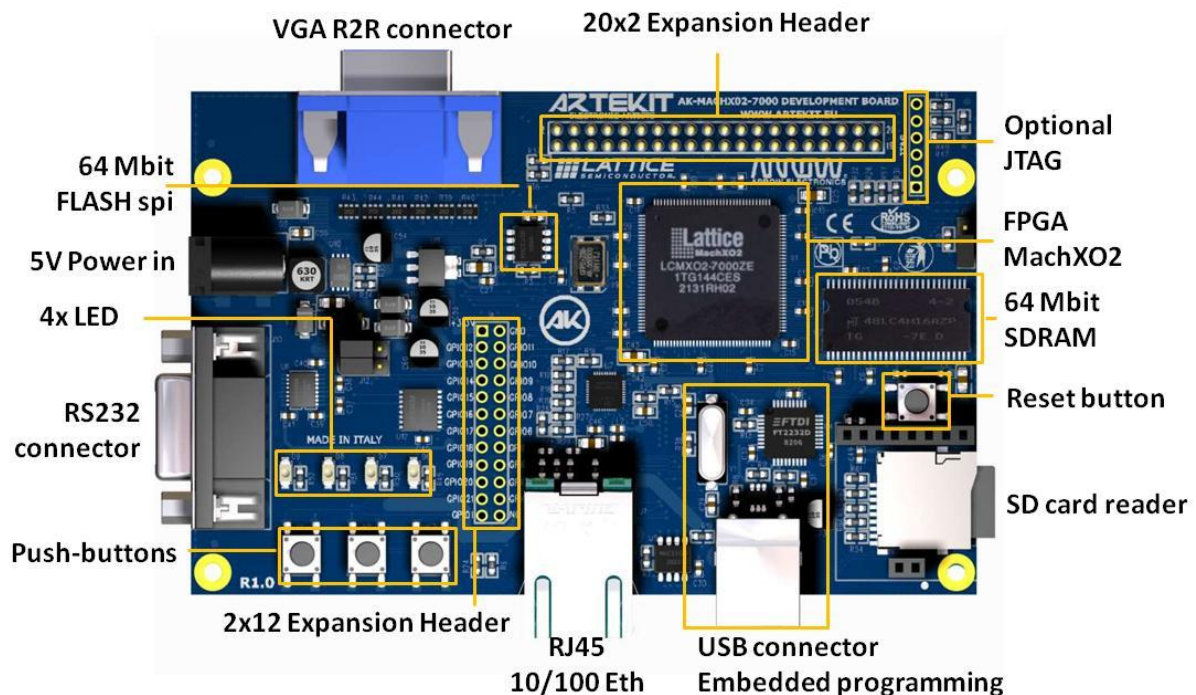
In order to run/modify this demo you need the Artekit board only. Programming tool is embedded on the Artekit board and Diamond software can be downloaded for free from Lattice web site.

The demo is the well know “connect4” game running through UART Serial Interface:

http://en.wikipedia.org/wiki/Connect_Four

Using onboard switch it is possible to switch the UART on the Edge RS232 connector or to USB FTDI UART.

ARTEKIT MACHX02-7000 Evaluation Board



The AK-MACHX02-7000 development board is a full-featured hardware platform to evaluate the Lattice MachX02 PLD Line. The complete schematics of the board are provided and can be download from the Artekit website.

AK-MACHX02-7000 Main components

The AK-MACHX02-7000 Development board features the following components:

- Lattice MACHX02-7000 PLD
- 10/100 Mb Ethernet adapter with link/speed LEDs
- 32Mb (4MB) serial data flash
- 64Mb (8MB) DRAM
- 1 RS232 (TX/RX only)
- VGA output using R2R method
- 2 x expansion connector
- 4 user LED
- 4 user KEY
- Lattice JTAG programmer/debug cable on board
- 25 MHz clock oscillator
- Powered from USB cable or external 5V DC power supply

Demo contents

The database is based on Diamond version 2.2.

Database contents

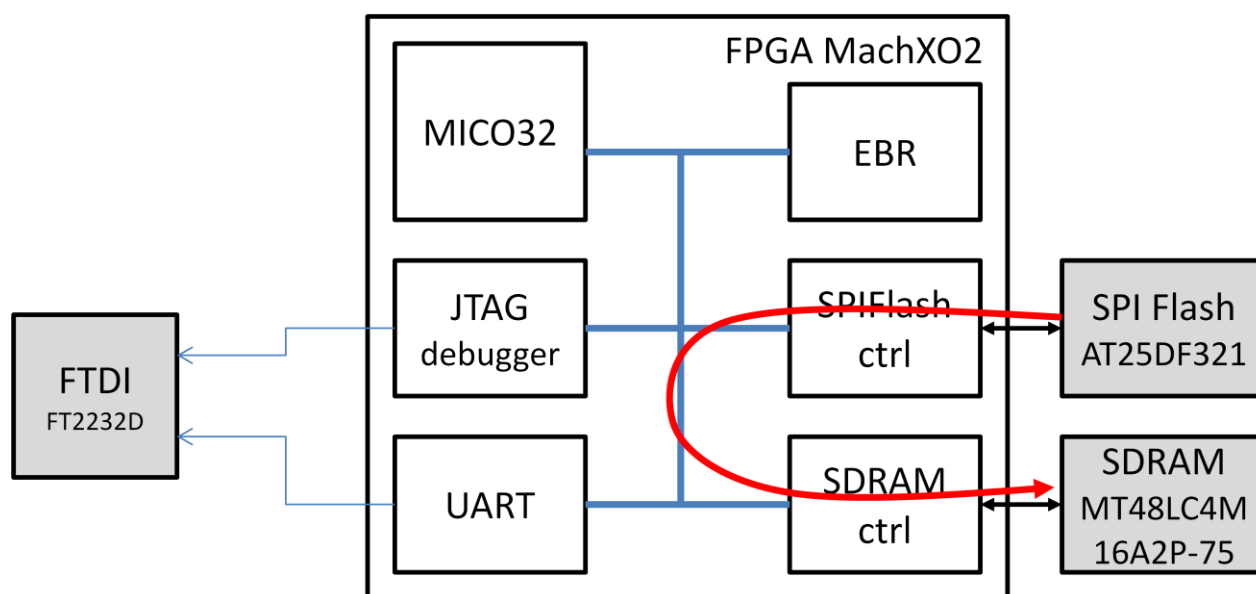
/diamond	Contains the diamond database
/msb/platform_rev0	Contains all Eclipse MICO32 MSB Platform database
/software	Contains all Eclipse MICO32 MSB Software database
/goild	Contains a copy of the bug free SDRAM controller
/simulation	empty
/doc	empty
Workspace	eclipse workspace

It is possible to place database everywhere on the disk and import projects into Diamond and eclipse. Better to place database in C:\work\project\artekit_demos\forza4_rev0.

Project description

The demo shows:

- [1] The ability of the MICO32 to boot from External low cost external SPI Flash Memory, prepend a code relocator to exe file (coping to SDRAM the execution file) and then to change the environment to run in SDRAM
- [2] the ability to manage a simple program using printf and stdin/out/err to UART
- [3] the ability to debug using eclipse features



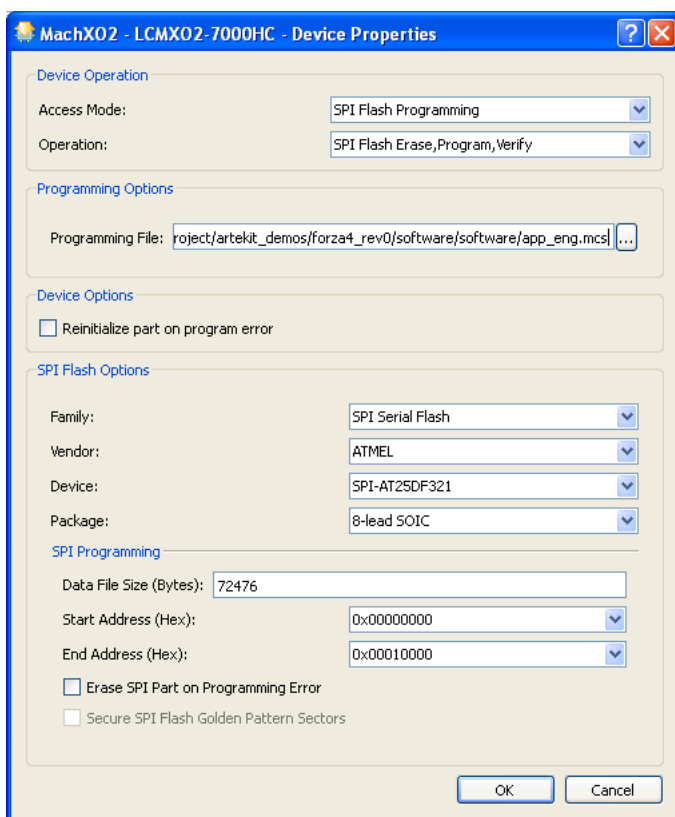
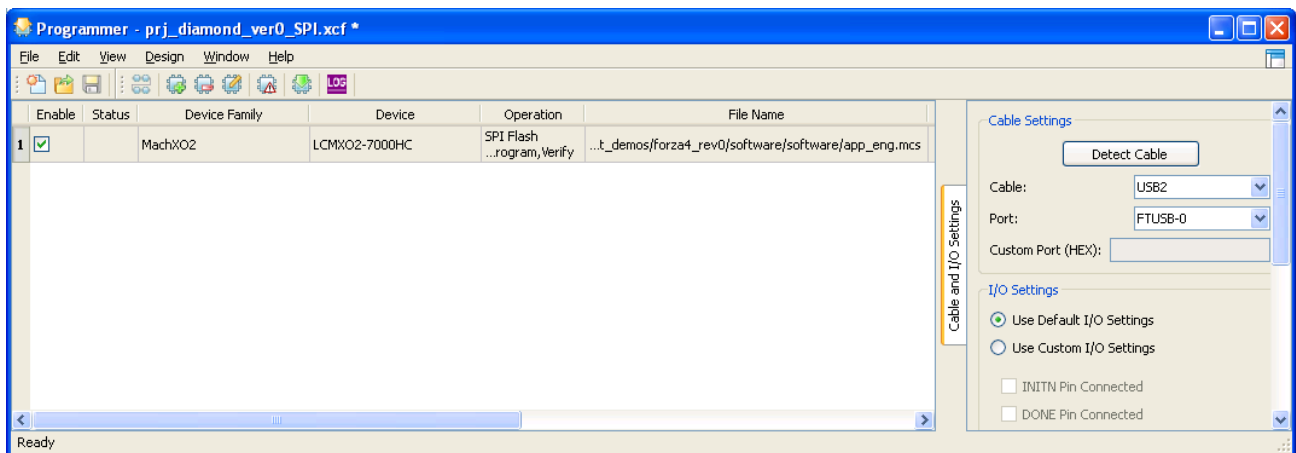
The platform has an internal EBR. It is possible to run the application into the EBR.

Demo usage description

Step 1: program the SPI Flash with executable SW

Using the Diamond programmer, program the external SPI Flash with
C:\work\project\artekit_demos\forza4_rev0\software\software\app_eng.mcs

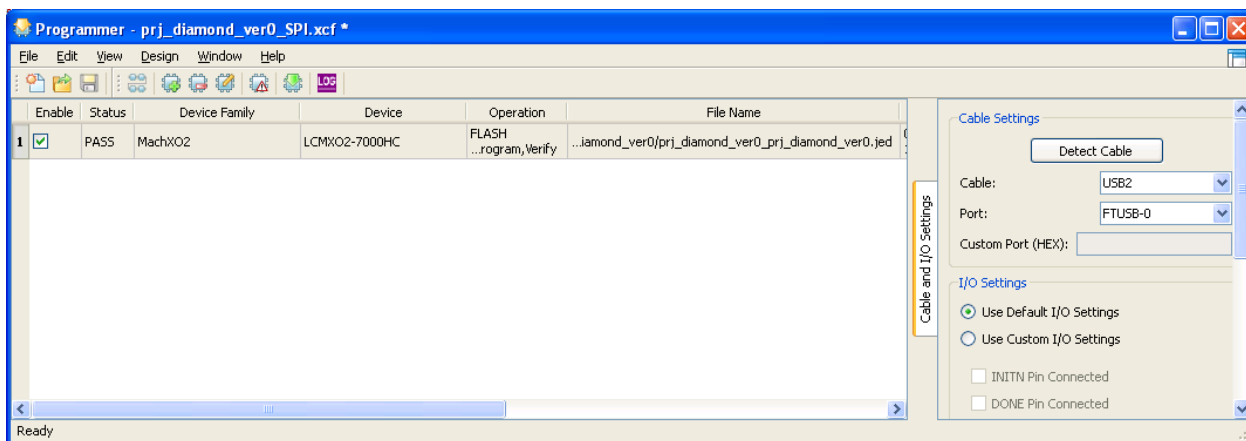
Following figures show how to configure the Diamond Programmer.
Remember to connect the USB cable.



Press 'program' and in 11 seconds the Flash is programmed through JTAG

Step 1.1: programming the FPGA

Using Diamond Programmer program now the FPGA with
C:\work\project\artekit_demos\forza4_rev0\diamond\prj_diamond_ver0\prj_diamond_ver0_prj_diamond_ver0.j
ed

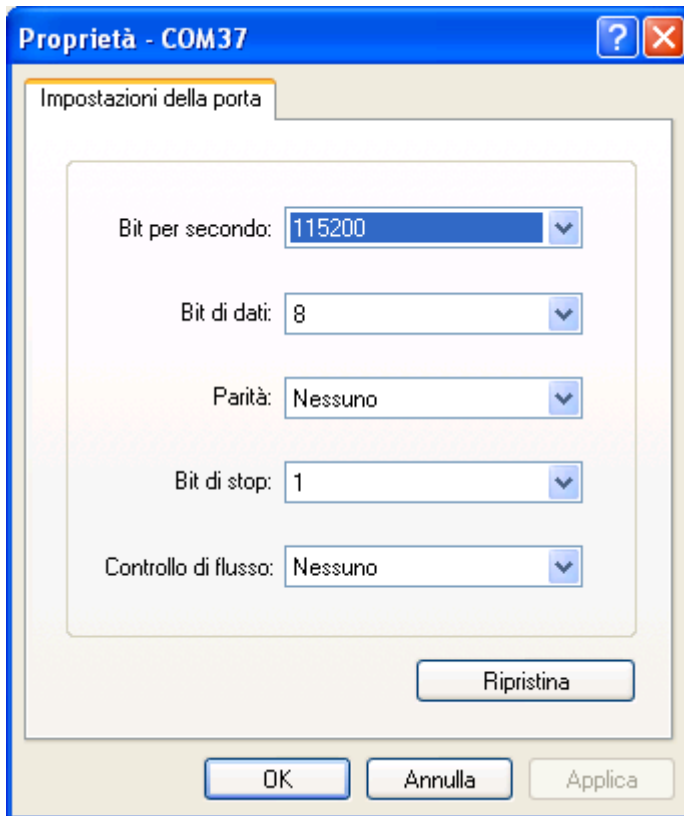


And press 'program'.

The Board is now configured with FPGA internal MICO32 Platform and on the Flash the elf SW with code relocator.

Step 2 Configure the UART

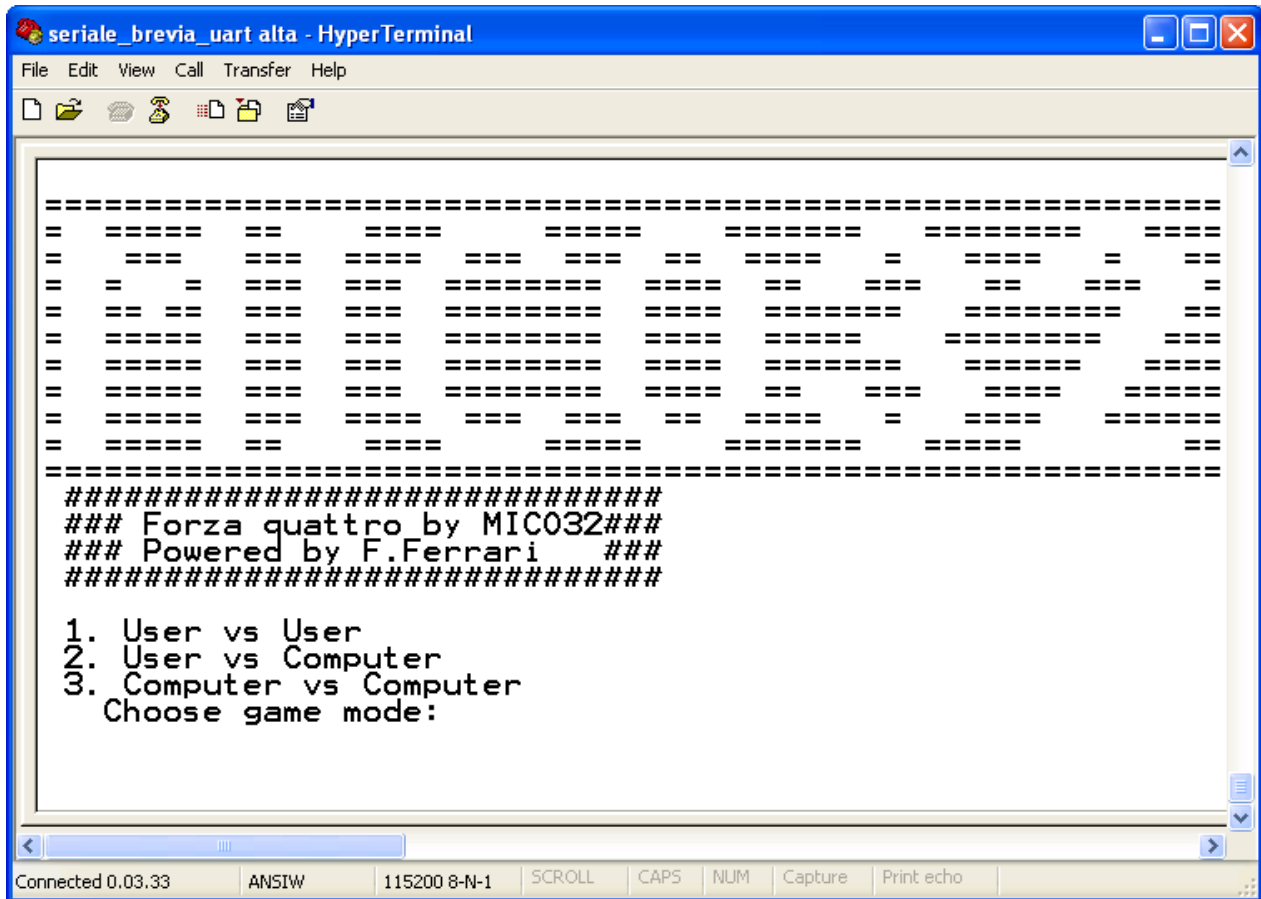
You can use RS232 cable or use the USB UART with the same cable you used to program the board. First you have to identify the COM number of the USB or RS232 connector COM. Open a Hyper Terminal and configure as in the figure.



Now press connect and reset the board (K4 button, near the micro SD card slot).

Step 3: Play the game

The initial Hyper terminal screen is like the following:



```
seriale_brevia_uart alta - HyperTerminal
File Edit View Call Transfer Help

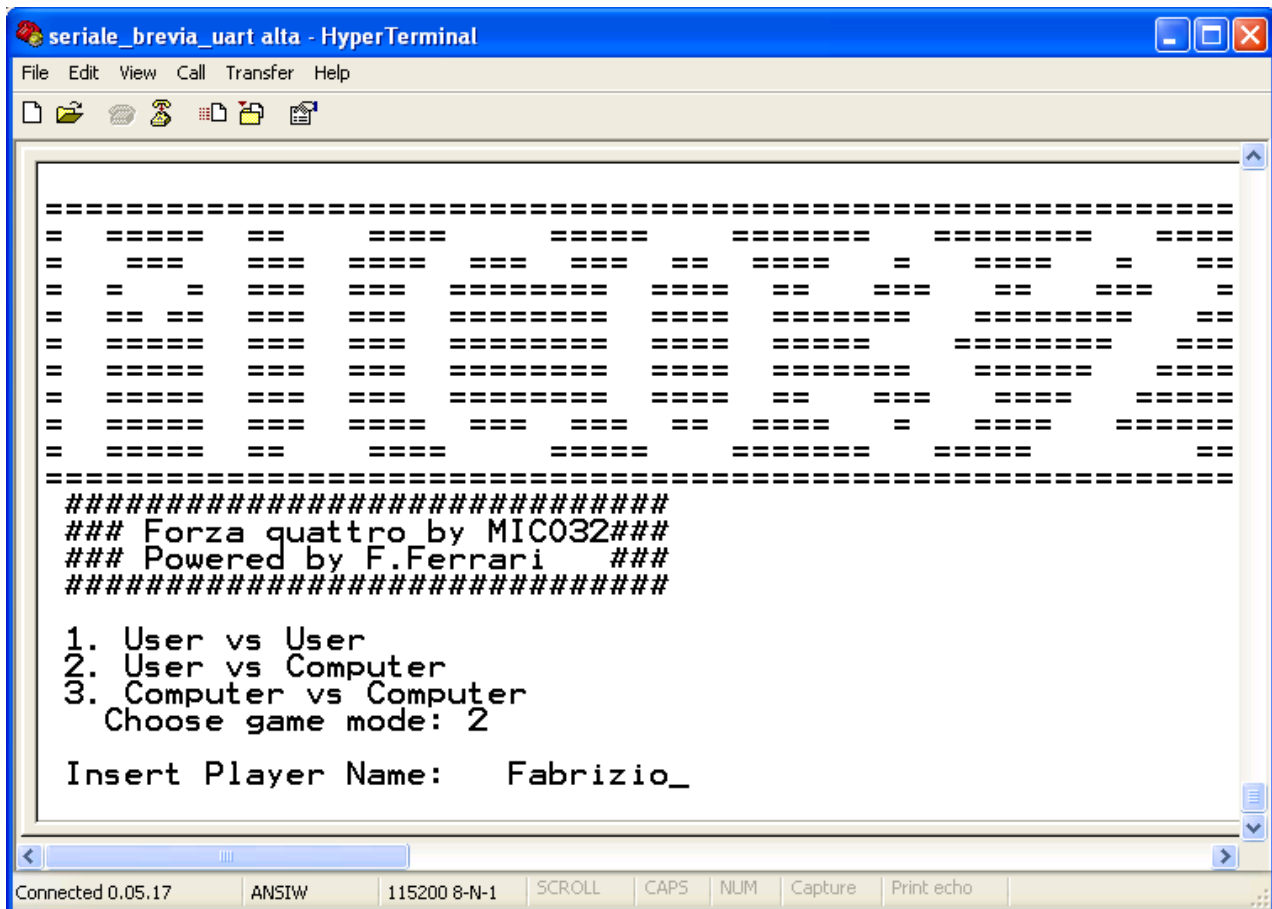
=====
=  =====  =  =====  =====  =====  =====  =====
=  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =
=  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =  =
=  =====  =  =====  =====  =====  =====  =====  =====
=  =====  =  =====  =====  =====  =====  =====  =====
=  =====  =  =====  =====  =====  =====  =====  =====
=====

#####
### Forza quattro by MIC032###
### Powered by F.Ferrari ###
#####

1. User vs User
2. User vs Computer
3. Computer vs Computer
Choose game mode:

Connected 0.03.33  ANSIW  115200 8-N-1  SCROLL  CAPS  NUM  Capture  Print echo
```

Make your choice and insert Player name.



```
=====  
=  =====  =  =====  =====  =====  =====  =====  =====  
=  ===  ===  =====  ===  ===  ===  ===  =====  =  =====  =  ===  
=  =  =  ===  ===  =====  =====  =====  =====  =====  =====  
=  =====  ===  =====  =====  =====  =====  =====  =====  
=  =====  ===  =====  =====  =====  =====  =====  =====  
=  =====  ===  =====  =====  =====  =====  =====  =====  
=  =====  =  =====  =====  =====  =====  =====  =====  
=====
```

```
#####  
### Forza quattro by MIC032###  
### Powered by F.Ferrari ###  
#####  
  
1. User vs User  
2. User vs Computer  
3. Computer vs Computer  
  Choose game mode: 2  
  
Insert Player Name:  Fabrizio_
```

Connected 0.05.17 ANSIW 115200 8-N-1 SCROLL CAPS NUM Capture Print echo



And now you can Play:

