Project Design

HARDWARE

Memory Map |

P - peripheral select (11 SRAM 01 Ethernet 10 Keyboard) A - address

Address and video memory will be allocated as needed.

Ethernet core registers: 0000-001F SRAM buffer : 4000-7FFF

Block Diagram

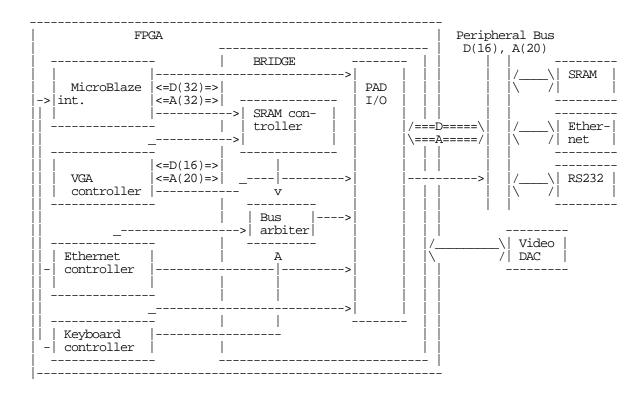
The SRAM controller arbitrates access to the off-chip SRAM between the processor and the VGA controller.

The Bus arbiter decides who gets to use the external bus at any time. According to the memory map, it finds out which bus slave an address is intended for, and enables the corres

The PAD I/O component translates the internal signals so that they can be put on the external bus.

The VGA controller reads from the frame buffer and displays ascii characters on the screen.

The keyboard controller reads data from the serial port. If time does not permit, we will just leave the input to come from a serial connection to a PC.



Most of the registers will be used to access the data stored in the buffer ring.

SOFTWARE

We will be writing the IP/UDP stack in C (driver using any 2000 register level compatible instruction set). Since we are transmitting typed text, speed should not be an issue, so we probably will not need to optimize much in hardware. The chat client will be also C.