

Project Report: Awesome Guitar Game

CSEE4840 Embedded System Design

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I Overview

This game is inspired by the game Guitar Hero video game series . We use Guitar

Hero controller for PlayStation 2 to serve as the "dummy guitar", it has 5 colored buttons which correspond to the notes that are displayed on the screen. When the user starts the game he/she hears the music. The screen displays a stream of notes. If the user presses the correct button at the correct instant his score is increased. To make the user more involved, the display will reflect that the note has been correctly played.

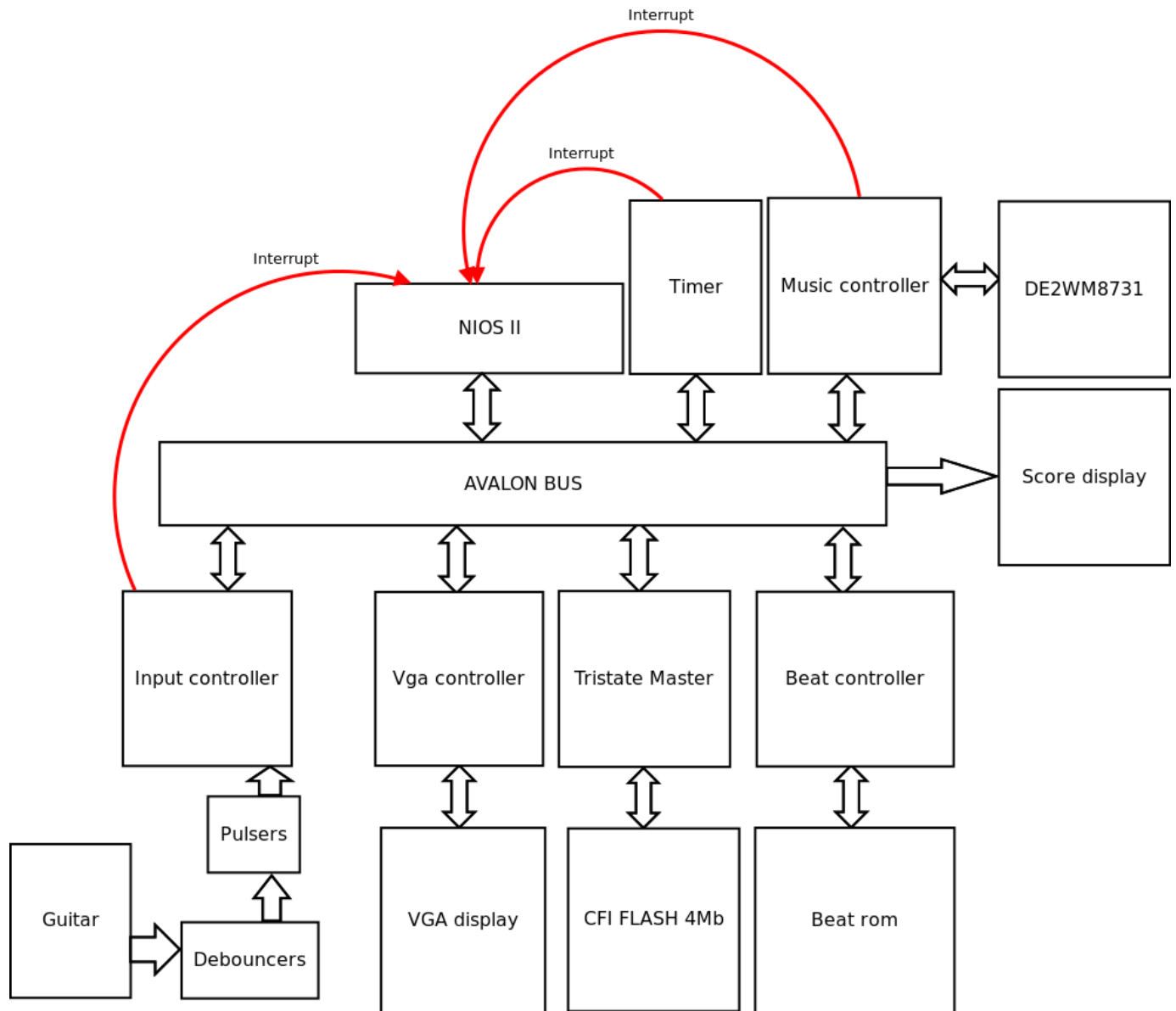
To implement the game, the project involves both hardware setup and software programming. The hardware is developed in VHDL and the software for the microcontroller is written in the C programming language. We have rebuilt the circuitry of the PS2 Guitar controller to make it work with the FPGA. We connect the Guitar to a mini intermediary circuitry which is in turn connected to the GPIOs on the FPGA via a ribbon cable.

The game starts with the press of any note of the guitar. The music plays and the notes stream on the five strings on the screen. The user is required to press the corresponding color note on the Guitar as he sees on the screen. A track of the score is kept and is displayed on the upper right corner of the screen. The score varies between one to five depending on the performance of the user. The precise score displaying the exact number of correct keys pressed is displayed on the hex display on the board.

I Design and implementation

II.1 Architecture

Here is the global architecture of our project:

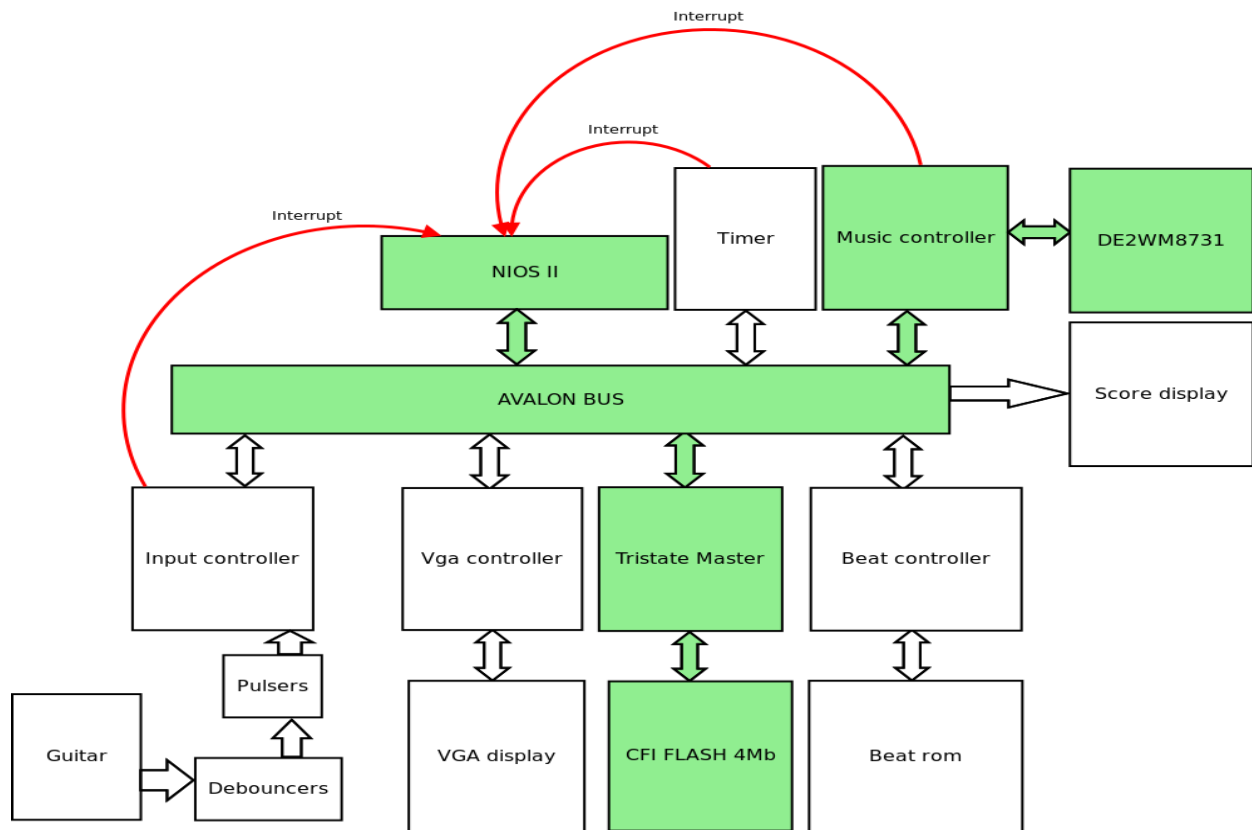


We will follow the previous diagram and explore it through three aspects of our project, introducing the components in a logical order:

- How we play the music
- How we get the user input
- How we deal with the falling beats of the song

II.2 How we play the music

The schema below highlight the components at stakes while playing a music



II.2.1 The flash memory

Introduction

We have faced the necessity to store an entire sound track on the board. We have considered several storage solutions: the SDRAM, the flash memory and the SDRAM.

We have decided to finally use the flash since :

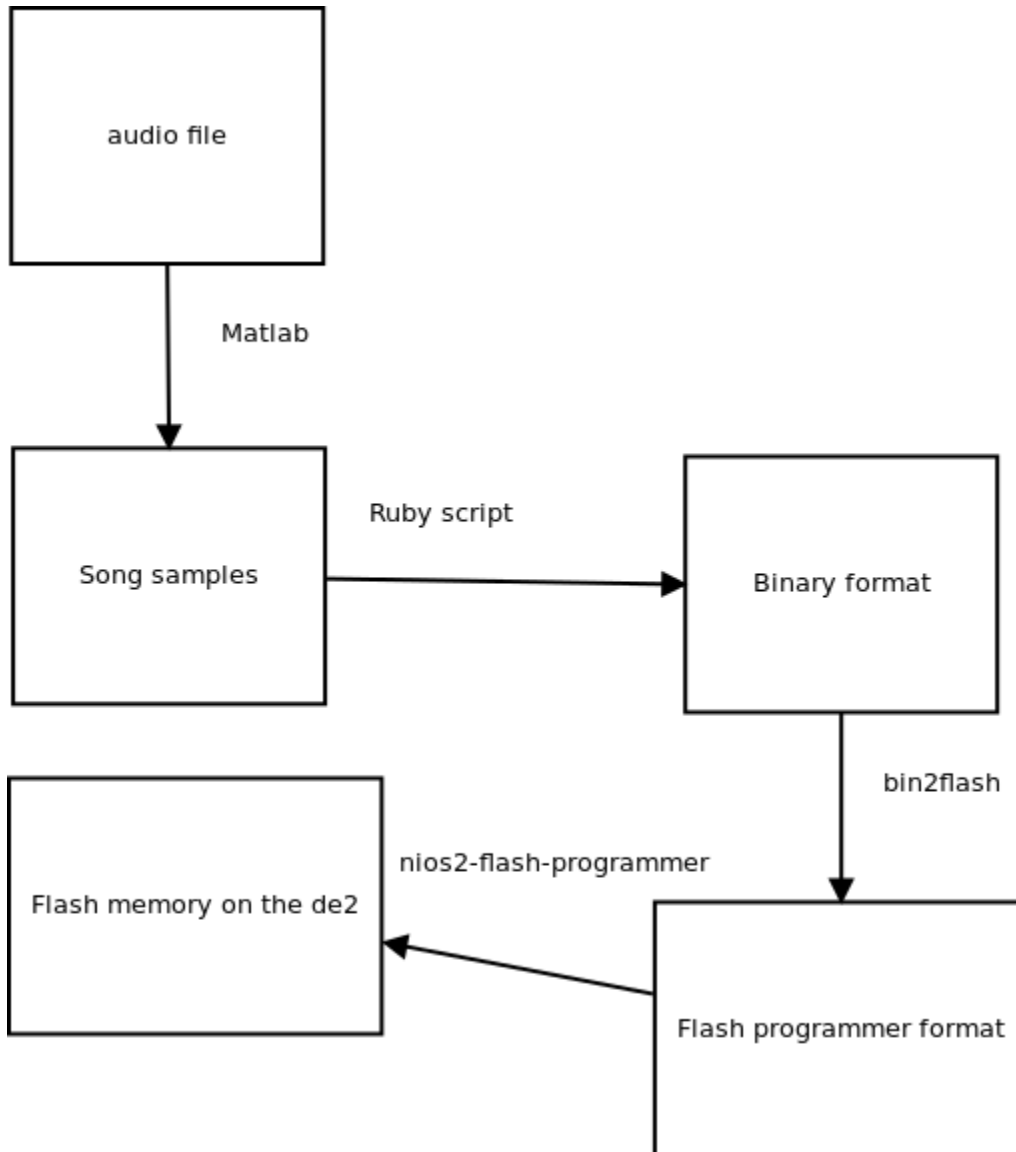
- it is very easy to transfer data to it
- the memory is not volatile (we don't have to reload the song every time we want to test a new design)
- we haven't had to write much code to make it work and relied a lot on the builtin components

Architecture

We have followed the guidelines of this [guide](#) to use the flash and the flash-programmer tool with the nios processor. So we have a tristate master component that makes the bridge between the avalon bus and the flash. We have found the right "timing parameters of the flash" on an internet website and we have forgotten to note its name. Please note: we have communicated those timing information to other groups willing to use flash as they have been quite difficult to find.

Usage and conversion

To transfer the data to the flash we have used two command line tools: bin2flash and nios2-flash-programmer and a ruby script to do the conversion to binary format.



From Matlab we have a song in the following format:

Rhapsd.txt

```
100 114 120 119 122 131 134 110 96 120 123 119 127 117 126 122 125 120 127
```

134 139 147 128 113 12 ...

All these numbers are on 8 bits and represents the samples of the song played at 16khz.
We use the following Ruby script to transfer it in binary format:

toBinForFlash.rb

```
inf, out = File.open("Rhapsd.txt"), File.open("song.bin","wb")
# Integer#pack("C") gets the binary representation (unsigned 8 bit int)
# of the number
inf.read.split(" ").each {|sample| out.write([Integer(sample)].pack('C'))}
inf.close ; out.close
```

And then we call bin2flash to convert the binary song into the a file that the flash programmer can send over to the flash:

```
bin2flash --input=song.bin --output=song.flash --location=0
```

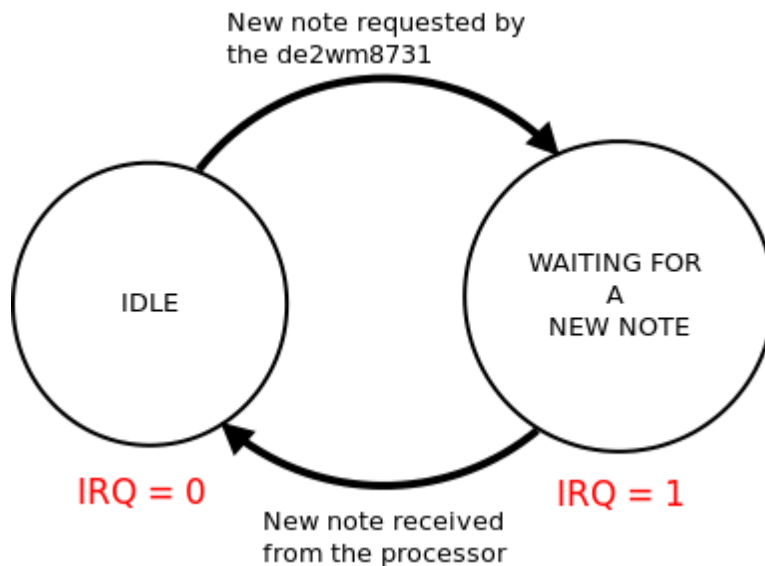
Here we put location=0 since the location is relative to the start of the flash memory. The last step is to transfer the music to the flash memory. After having transferred a design with a nios and a flash controller properly configured, we can put the song in the flash memory. Assuming that the flash memory starts at the address 0x400000 we use

```
nios2-flash-programmer -b 0x400000 --program song.flash
```

Once the music is put in the flash, we can retrieve it sample by sample and play it by using the music controller. That is the subject of the following part.

II.2.2 The music controller

To play sound tracks on the board, we have decided to reuse the components used in the lab 3 wrapping them in an avalon module to enable the processor to send new notes when required. We have the following final state machine for the avalon component:



The de2wm8731 has been changed a little to adopt new sampling rates. We have tried 8khz and 16khz (which are both acceptable in terms of memory dimensioning) but we are finally using 16khz, 8 bits per sample.

II.2.3 Synchronizing everything

On the software we make the flash memory and the music controller work together and play the music.

The design of our project code is explained below:

The software part (the program that runs on the NIOS II) is made of three parts:

- A set of callbacks for interruptions
- An initialization phase where we mostly trigger the interruption and initialize values
- An infinite loop that executes various operations

To play the music we have:

- Registered a callback for the interruptions of the music controller
- Written a callback that sends a new note to the music controller when it requested it
- Put some code in the infinite loop to constantly have the next note ready when requested by the music controller

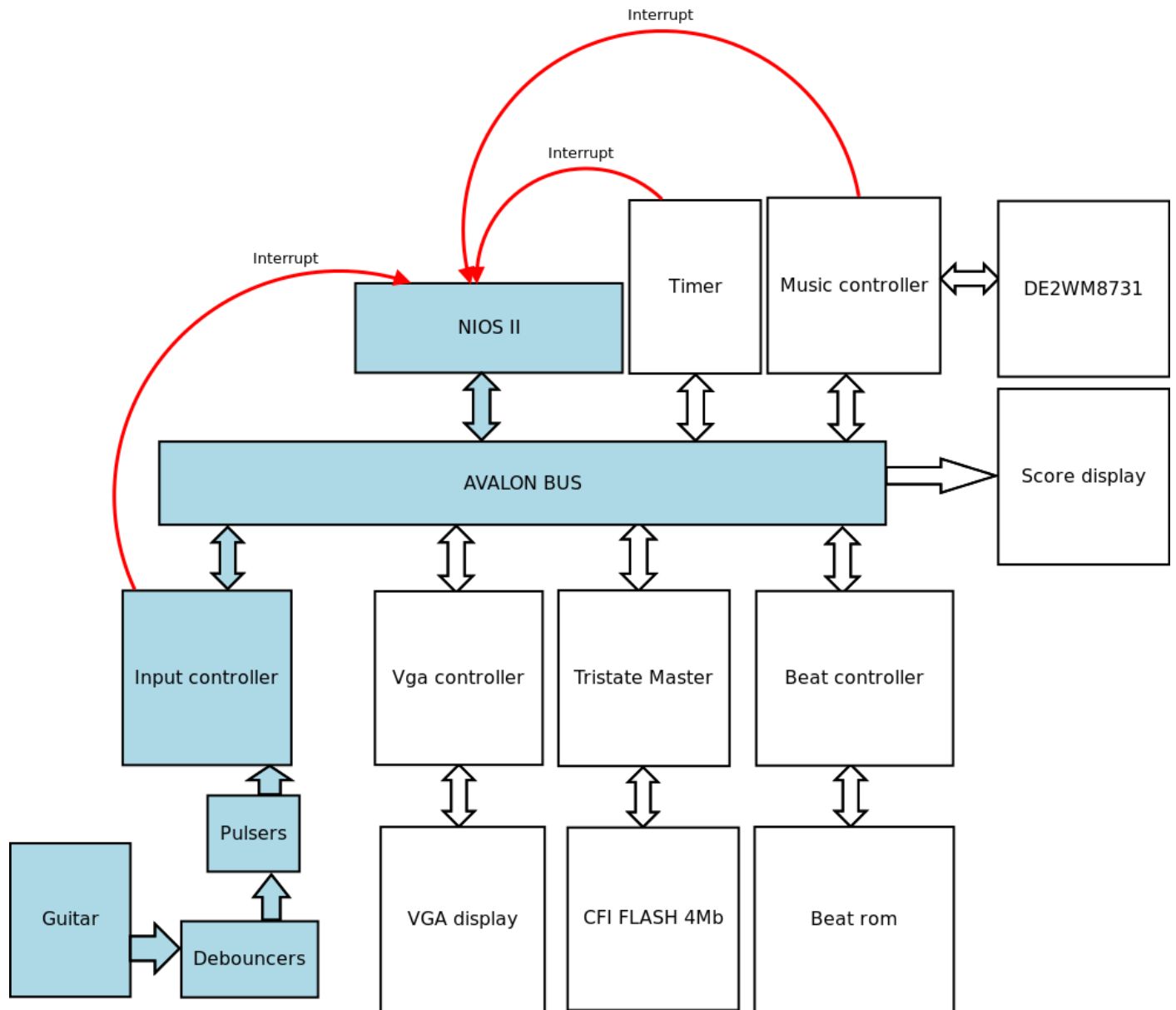
The pseudo code looks like this

```
// The callback
callback(){
    increase the address to fetch the new sample;
    should_fetch_new_sample = 1;
    WRITENOTE(bufferedsample); //prepared in the infinite loop
}
...
//Inside the main loop
for(;;){
    ...
    if(should_fetch_new_sample == 1){
        next_sample = READNEWNOTE(notes_address);
        should_fetch_new_sample = 0;
    }
    ...
}
```

II.3 How we get the user input

To get the user input. We have customized a PS2 guitar controller, connected the buttons to wires and drive those wires through an ethernet cable to an intermediary board that we have designed. From this intermediary board, the information goes into the fpga using a ribbon cable. There we debounce and pulse the signal and notify the processor with an interruption when a key is pressed.

Here is a diagram summarizing all the components involved in the process:



II.3.1 The input controller

Introduction

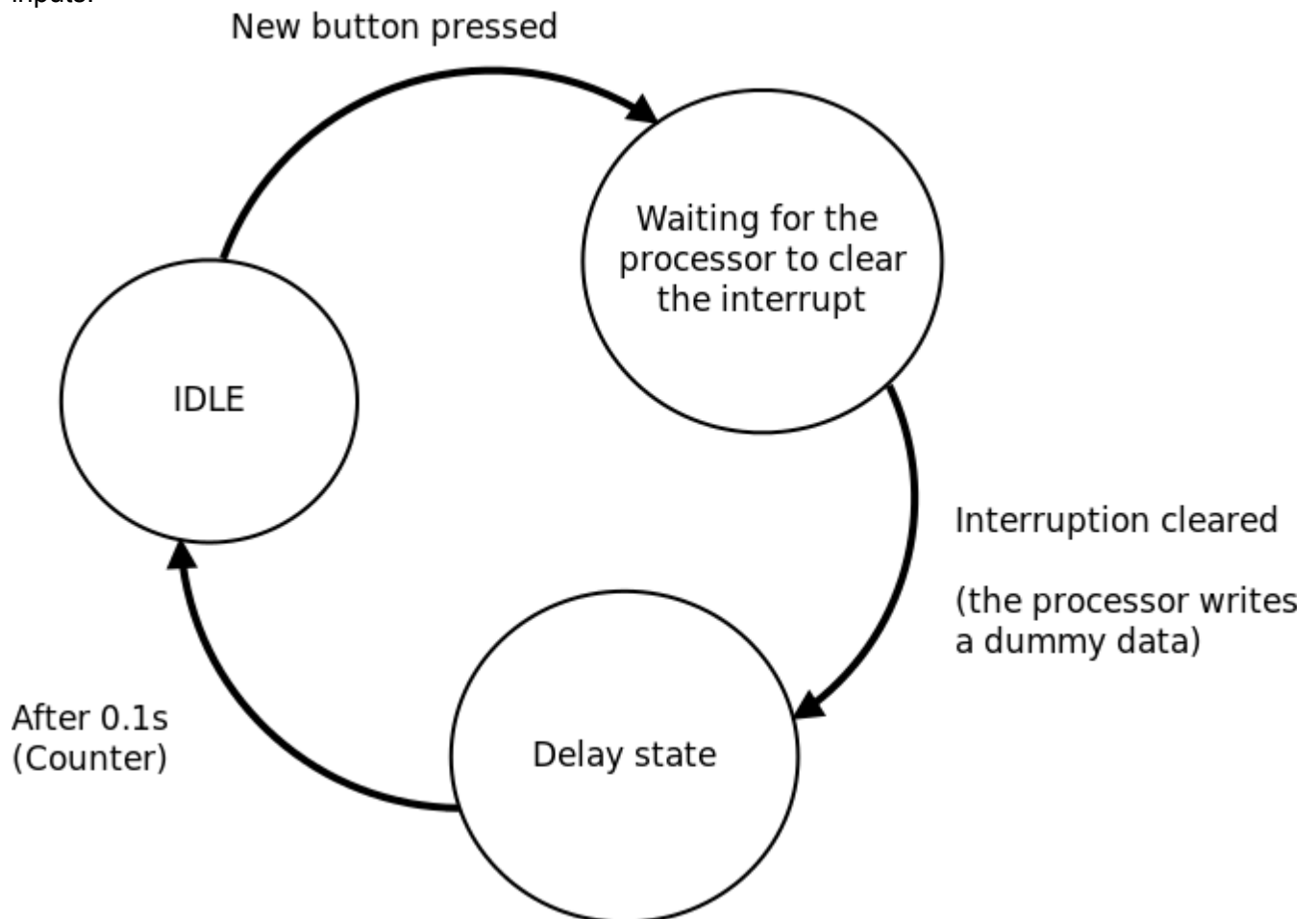
We use the input controller to handle the key inputs on the guitar and interrupt the processor when a key is pressed.

The guitar buttons are connected to GPIOs, the corresponding signals are debounced and pulsed. Pulsed mean that the transition of the signal from 0 to 1 results in a pulse that lasts during one clock cycle. We have redesigned several times the debouncer part to obtain satisfactory result, we ended up using a design found on the internet that worked very well.

Architecture

The architecture of this module has been very hierarchical: each button's signal goes through its

own debouncer and its pulser. Then if a button is detected as pressed, an interruption is sent to the processor and the button number is made available to the processor. Then the module waits a little and is again available to new buttons inputs:



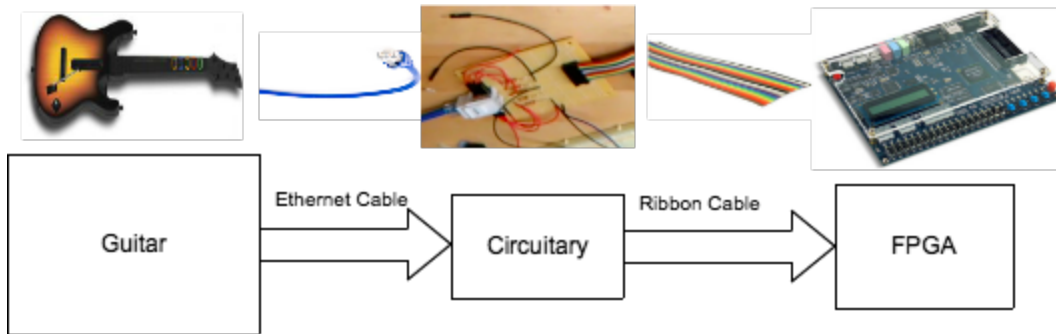
II.2.2 The Guitar

Introduction

In order to make the game more natural and engrossing, instead of taking the user input through the keyboard we use a guitar with 5 different color buttons. Whenever a user sees a new note on the screen, he/she needs to press the corresponding color button of the guitar in order to fetch more points.

We thank professor for his suggestions to get a Playstation guitar and re-do its circuitry instead of building the whole guitar ourselves.

Architecture



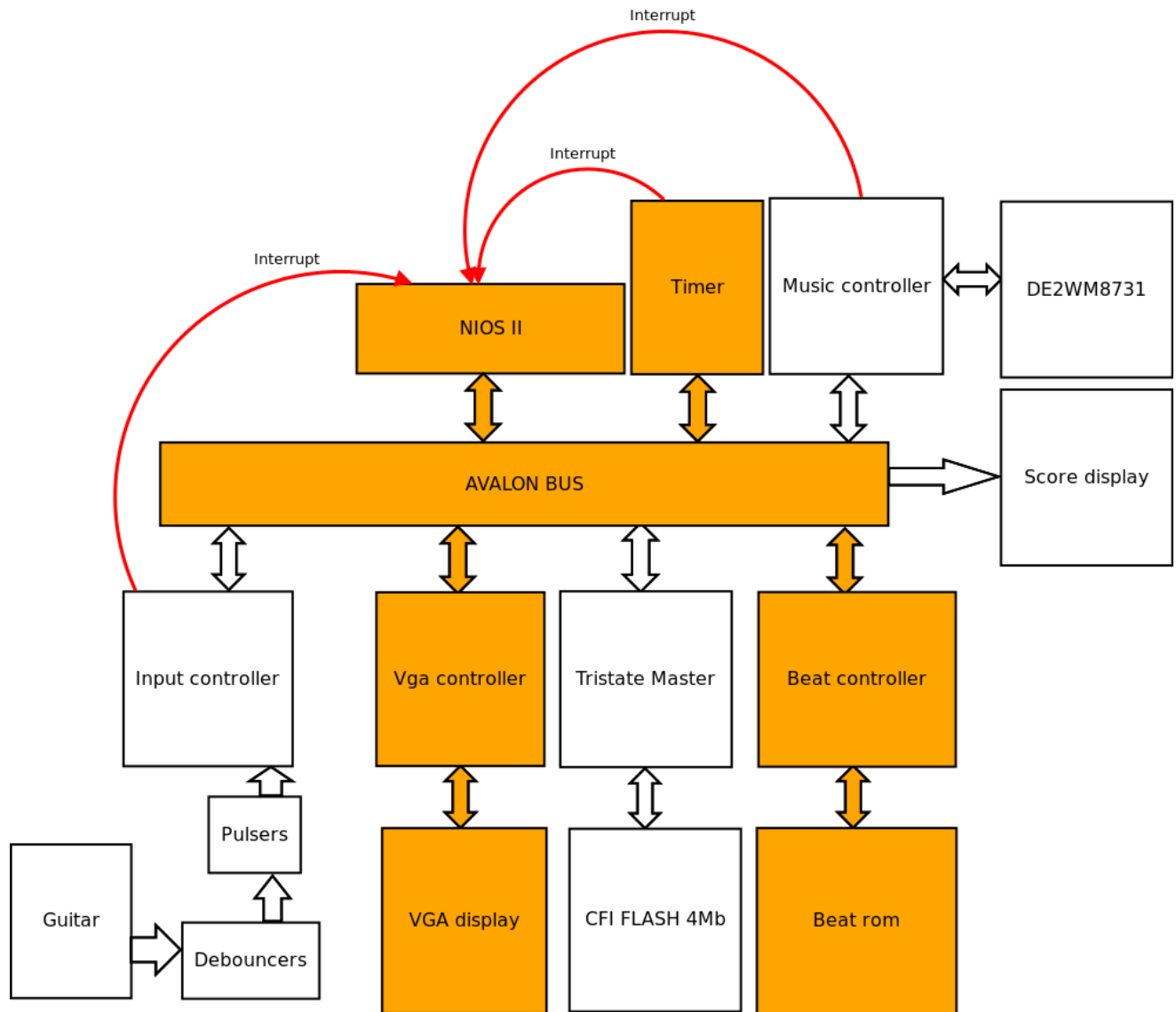
II.3 How we dealt with the beats falling

The handling of the beats of the song is the most complex aspect of our project.

After having extracted the beats from the song, we quantify them to store them at the precision of 0.01s. We display the beats falling synchronized with the song being played.

To do so we ask a recurrent timer to interrupt the processor. When interrupted, the processor makes all the beats on the screen falling by 2 pixels and also take care of new beats on the top of the screen. The processor maps the VGA internal memory with a circular buffer to efficiently deal with the problem of finding the note matched by a user input.

Here is a diagram that highlights all the component at stakes in this aspect of the project:



II.3.1 The beat controller

Introduction

In order to build a game which was more natural and engrossing, we wanted to have a relevant timing for displaying the notes on the screen. Instead of displaying the notes randomly, we wanted to match their timings with the music. We used the beat tracking algorithm to compute the specific instants at which we could display a note on the screen.

Extraction

The timestamps of the beats of the song are extracted. These timestamps reflect exactly when

we need to display a new note on the screen. For beat extraction we have used the beat tracking algorithm from LABROSA (<http://labrosa.ee.columbia.edu/>). The beats are extracted on Matlab and a text file is generated for the time stamps of the beats. The beats are stored at a resolution of 10^{-2} second.

The beats time stamps :

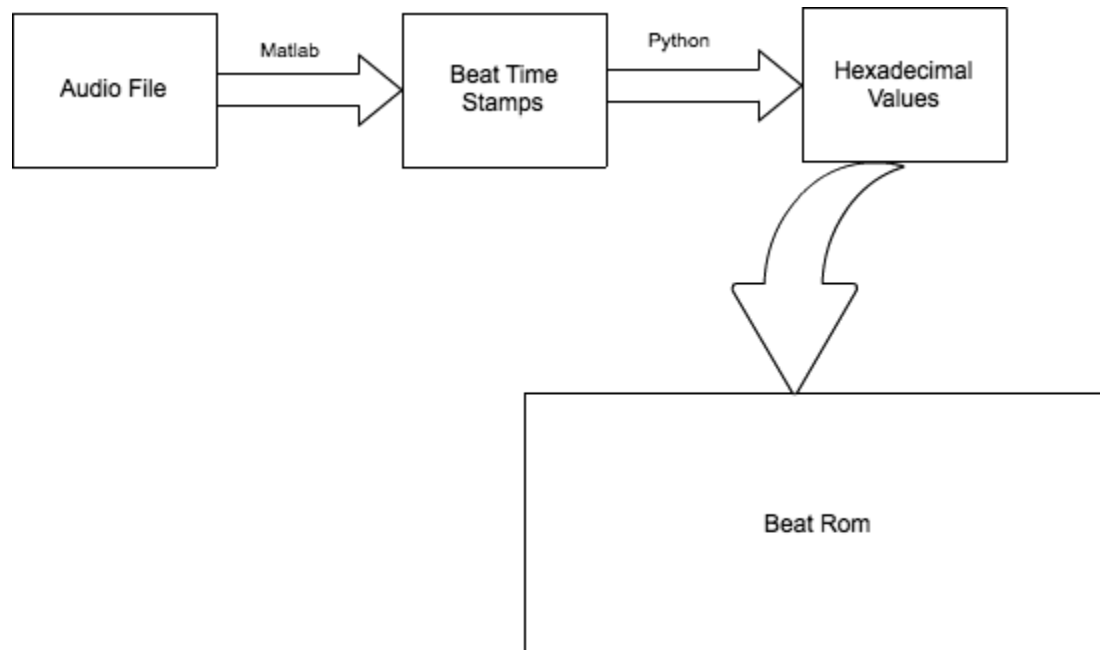
RhapsodyBeats.txt

4 5 9 12 15 18 21 25 28 31 34 37 41 44 47 50 53 56 60 63 66 69 72 75 78 82 85 88 91 . . .

Architecture

Once the time stamps are extracted using Matlab they are stored at a resolution of 10^{-2} seconds. These values are then converted into hexadecimal and are then stored in the RAM using the Beat Ram component.

The Beat Ram Component is instantiated in the Beat Controller.



The Beat Controller is an Avalon component. It communicates with the processor, sending it the beat time stamp whenever a request is sent by the processor. The beat controller does not drive the communication and neither send interruptions.

II.3.2 The VGA controller

Introduction

The display is one of the essential parts of the game since it is through the audio and display that the information is sent to the user. At a particular instant, the screen displays a number of notes aligned on five different vertical axis. These notes inform the user as to when and what note he needs to press on the guitar.

Architecture

The sprites consist of 5 different color buttons that are displayed on the different vertical axis. The images of suitable color buttons are downloaded from the internet and then passed to a Python script which extracts the hex value corresponding to every pixel. The sprite size we are using is 32 pixels by 32 pixels. We have used five sprites for the project.

The Sprites are stored in the ROM of the FPGA. We used a single array for the storing the sprites and by using a calculated offset values we are able to read pixels of the separate Sprites individually.

The software writes on the RAM the information of where it needs to display a note. The 16 cells of the RAM are constantly read in the module VGA controller. The data for all these cells is sent to another component which returns an enable bit, the exact Sprite number and the corresponding cell indexes of the sprite from where the pixel value needs to be read.

The data corresponding to the values for which enable=1 is read from the ROM through another component.

This data read is then mapped to the Red, Green and Blue channels of the screen.

We have computed the sprites for the FPGA using the following Python script. It allows us to transform a 32x32 image (jpg, png or gif) into a VHDL array ready for integration in the system

```
//TODO Integrate this in the global system
//TODO correct the script to actually output the right format
from PIL import Image
import sys
print "("
im = Image.open(sys.argv[1])
a = im.load()
for x in range(32):
    for y in range(32):
        if (a[x,y][3]>10):
            R,G,B,transp = a[x,y][0],a[x,y][1],a[x,y][2],0
        else:
            R,G,B,transp= 0,0,0,1
        outpixel = (transp << 30)+(R<<2)+(G<<12)+(B<<22)
```



```

outpixel = hex(outpixel)
padlength = (10-len(outpixel))
outpixel = "x\\""+"0"*padlength+outpixel[2:]+\\"",
if (y == 31):
    print outpixel[:-1]+"),\n("
else:
    print outpixel

```

II.3.3 The timer

Introduction

We use one central timer to synchronize the behavior of the system.

Its role is to interrupt the processor to:

- enable it to move the notes one step down
- possibly introduce a new note on the screen

We have decided to trigger the timer's interruption every 0.01 s.

Usage and design choice

We initially decided to rely on our own timer. It was working but we then realized that there is a built in timer provided by Altera in SOPC. We are using it in the final version of our project.

We have used its [datasheet](#) to understand how to use it and we run it in **continuous mode** to avoid introducing errors that would be cumulative and detrimental to the quality of the game.

II.4 Computation and display of the score

We compute the score using the following algorithm:

- When the user presses a key:

if there is a note (**corresponding to this key**)

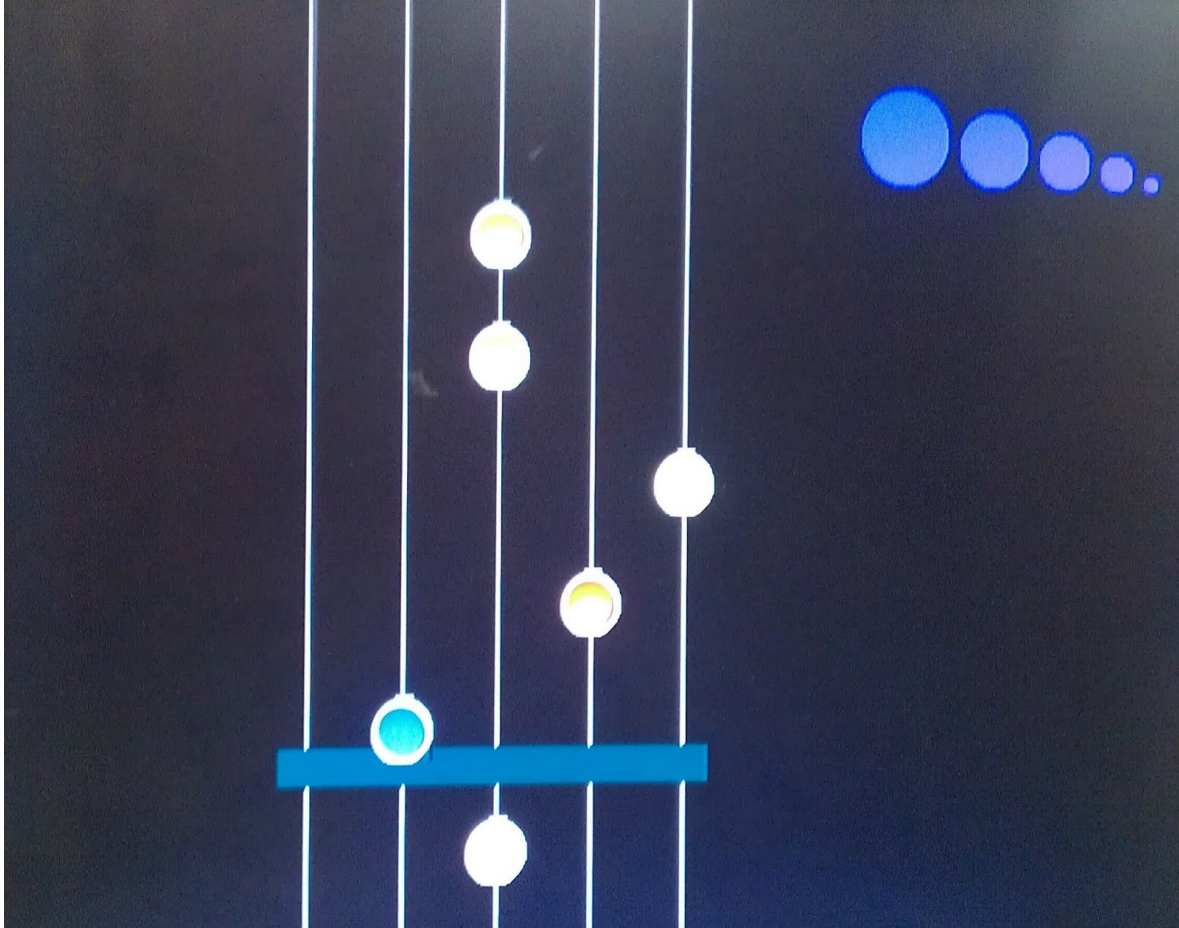
and (**closer than a given distance threshold to the bar of the guitar**),

then **the note is counted and removed, the score is increased**

- Otherwise the note is not counted

This is actually the secondary score, it is displayed on the hex displayed (details provided below)

Another score is computed and represented by purple balls, here is how it works:



To get the number of balls we use this formula:

$5 * (\text{number of beats touched so far}) / (\text{total number of beats that made it} + 1)$.

The plus one is to make things easier and avoid division by zero.

This number will be 5 (balls) in case of a perfect score and 0 in case of a very bad user.

It is an intuitive way to visualize the score that the user can see in real time unlike a number.

By the way, we only start start the computation after 15 seconds to get a relevant number of balls so that the score won't fluctuate too quickly which may disorient the user.

II.4.1 Hex display

Introduction

Its role is to display the score of the ongoing game.

Architecture

Its architecture is kept simple. It contains one single 16 bits register writable by the NIOS. This register is displayed on the four rightmost hex displays of the board using four hex decoders.

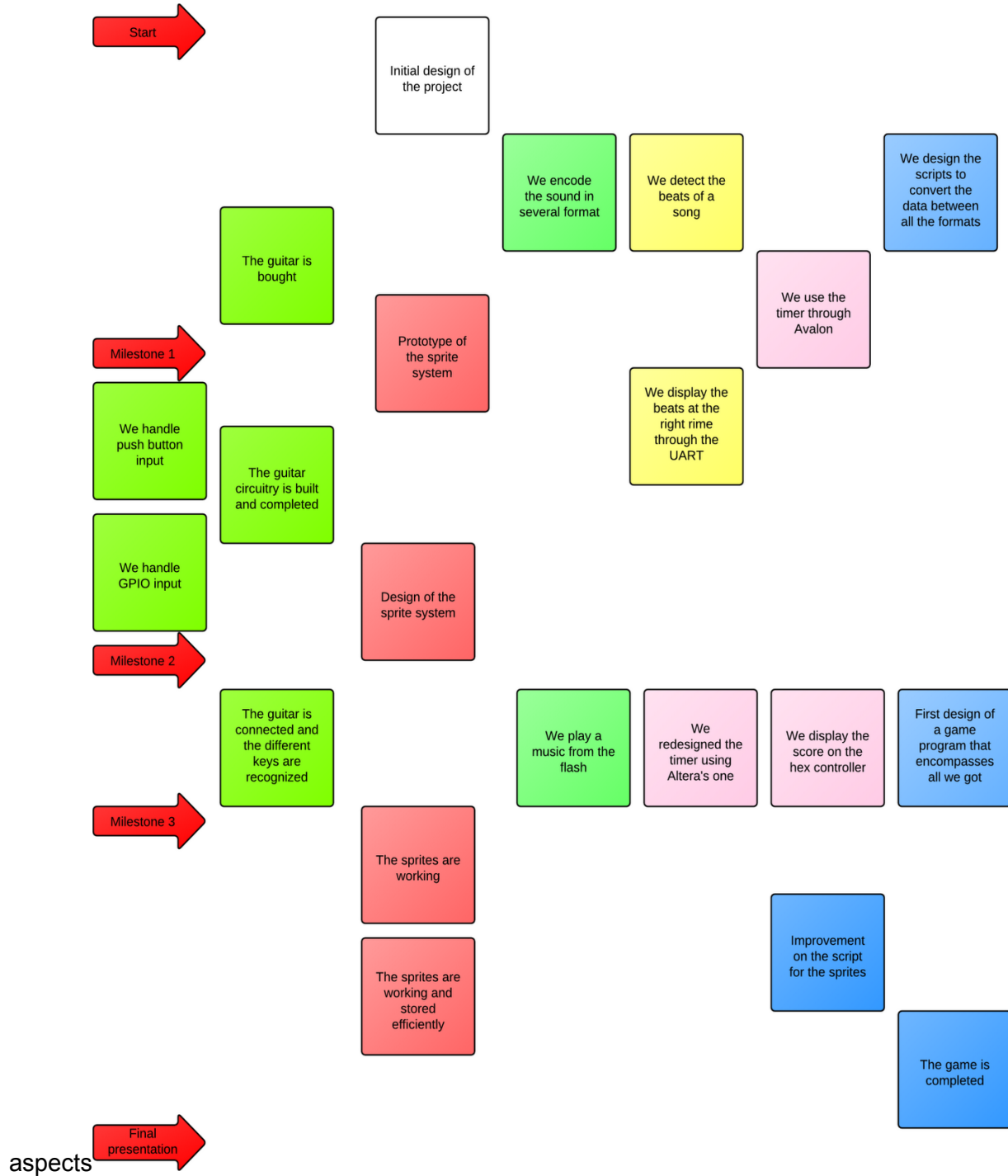
II.5 Making all work together, results

To make the project working, we have basically taken the four aspects we have just described and put them together.

We have achieved our objective and have a fully functional Guitar Hero clone on a FPGA.

II.6 Project Timeline

Here is the actual timeline of our project, different colors indicates its different



III Lesson learnt and role repartition

III.1 Lessons learnt

- Never leave an if statement incomplete i.e. always include an else case for cases that don't satisfy the if condition.
- Make sure not lot of data is not stored in the registers but in the memory of the board.
- Have a clear picture of whatever you plan to implement before starting coding for it.
- Divide well your project.
- Be prepared for the worst case scenario, have a backup plan for all your plans.
- Be friendly and peaceful

By the way, we are willing to make a tutorial on how to use the flash memory with the nios that could be posted on the website.

III.2 Role repartition

Avijit:

- Done most of the construction of the guitar
- Done the sprites and vga controller
- beats rom and avalon,
- Done the beat tracking algorithm,
- extracted the samples of the songs

Laurent:

- Music controller and adapted the lab3 module
- Input controller and modules inside
- Score controller
- Timers
- Software
- All the scripts to change format between data
- Took part in the construction of the guitar

Listings

1	FPGA/beatController.vhd	24
2	FPGA/beatRom.vhd	25
3	FPGA/counter.vhd	27
4	FPGA/de2wm8731audio.vhd	28
5	FPGA/DebounceCounter.vhd	32
6	FPGA/debouncer.vhd	33
7	FPGA/guitartop.vhd	34
8	FPGA/hexdecoder.vhd	38
9	FPGA/InputController.vhd	39
10	FPGA/musicController.vhd	43
11	FPGA/pulser.vhd	46
12	FPGA/rom123.vhd	47
13	FPGA/rombut1.vhd	63
14	FPGA/scoreController.vhd	66
15	FPGA/spritecontroller.vhd	68
16	FPGA/timer.vhd	79
17	FPGA/software/MusicPlays/helloworld.c	83
18	Scripts/conversion/beats.py	89
19	Scripts/conversion/sprites.py	89
20	Scripts/conversion/toBinForFlashLight.rb	89
21	Scripts/matlab/wholescript.m	89

Listing 1: FPGA/beatController.vhd

```
1 — This file is part of The Awesome Guitar Game.
2 —
3 — The Awesome Guitar Game is a free software: you can redistribute it and/or modify
4 — it under the terms of the GNU General Public License as published by
5 — the Free Software Foundation, either version 3 of the License, or
6 — (at your option) any later version.
7 —
8 — The Awesome Guitar Game is distributed in the hope that it will be useful,
9 — but WITHOUT ANY WARRANTY; without even the implied warranty of
10 — MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
11 — GNU General Public License for more details.
12 —
13 — You should have received a copy of the GNU General Public License
14 — along with The Awesome Guitar Game. If not, see <http://www.gnu.org/licenses/>.
15 —
```

```

16 ---
17 #####
18 --- The awesome guitar game (A clone of Guitar Hero for FPGA #
19 #####
20 --- EMBEDDED SYSTEM PROJECT
21 --- Columbia University Spring 2012
22 ---
23 --- Avijit Singh Wasu --- asw2156@columbia.edu
24 --- Laurent Charignon --- lc2817@columbia.edu
25 ---
26 --- Licensed under the GPL license
27 --- Have a look at the license file in the root of
28 --- the project to have more details about the license
29 ---
30 #####
31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34
35 entity beatController is
36
37     port (
38         clk          : in  std_logic;
39         reset_n      : in  std_logic;
40         read         : in  std_logic;
41         write        : in  std_logic;
42         chipselect   : in  std_logic;
43         address      : in  unsigned(9 downto 0);
44         readdata     : out unsigned(15 downto 0);
45         writedata    : in  unsigned(15 downto 0)
46     );
47 end beatController;
48
49
50
51 architecture rtl of beatController is
52
53
54     signal re: std_logic;
55     signal read_in : unsigned (15 downto 0);
56     signal write_out : unsigned (15 downto 0);
57     component beatRom is
58     port
59     (
60     clk          : in std_logic;
61     en : in std_logic;
62     address : in unsigned(9 downto 0);
63     data : out unsigned(15 downto 0)
64     );
65     end component beatRom;
66     begin
67         re <= '1' when chipselect = '1' and read = '1' else '0' ;
68         C0: beatRom port map(clk , re , address , readdata);
69     end rtl;

```

Listing 2: FPGA/beatRom.vhd

```

1 --- This file is part of The Awesome Guitar Game.
2 ---
3 --- The Awesome Guitar Game is a free software: you can redistribute it and/or modify
4 --- it under the terms of the GNU General Public License as published by
5 --- the Free Software Foundation, either version 3 of the License, or
6 --- (at your option) any later version.
7 ---
8 --- The Awesome Guitar Game is distributed in the hope that it will be useful,
9 --- but WITHOUT ANY WARRANTY; without even the implied warranty of
10 --- MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
11 --- GNU General Public License for more details.
12 ---
13 --- You should have received a copy of the GNU General Public License
14 --- along with The Awesome Guitar Game. If not, see <http://www.gnu.org/licenses/>.
15 ---
16 ---
17 ---#####
18 --- The awesome guitar game (A clone of Guitar Hero for FPGA #
19 ---#####
20 --- EMBEDDED SYSTEM PROJECT
21 --- Columbia University Spring 2012
22 ---
23 --- Avijit Singh Wasu --- asw2156@columbia.edu
24 --- Laurent Charignon --- lc2817@columbia.edu
25 ---
26 --- Licensed under the GPL license
27 --- Have a look at the license file in the root of
28 --- the project to have more details about the license
29 ---
30 ---#####
31 ---16x8bit ram
32 ---TODO check that the ram is inferred
33 library ieee;
34 use ieee.std_logic_1164.all;
35 use ieee.numeric_std.all;
36
37 entity beatRom is
38 port
39 (
40 clk : in std_logic;
41 en : in std_logic;
42 address : in unsigned(9 downto 0);
43 data : out unsigned(15 downto 0)
44 );
45 end beatRom;
46
47 architecture rtl of beatRom is
48
49 type concrete_rom is array (0 to 2 ** 10 -1) of unsigned (15 downto 0);
50 constant ROM : concrete_rom :=(x"00b4",x"00c8",x"00f0",x"0116",x"0141",x"016a",x"0193",x"01bb",x"
01e3",x"020a",x"0232",x"025a",x"0281",x"02a8",x"02d1",x"02fa",x"0321",x"0348",x"0370",x"039a",
x"03c1",x"03eb",x"0414",x"043a",x"0463",x"048a",x"04b3",x"04da",x"0503",x"052b",x"0553",x"057a
",x"05a2",x"05ca",x"05f2",x"061a",x"0642",x"066a",x"0692",x"06ba",x"06e2",x"0709",x"0731",x"
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",x"0b17",x"0b40",x"0b68",x"0b8f",x"0bb6",x"0bde",x"0c06",x"0c2f",x"0c56",x"0c7e",x"0ca6",x"0
cce",x"0cf6",x"0d1e",x"0d45",x"0d70",x"0d98",x"0dc0",x"0de4",x"0e0c",x"0e34",x"0e5c",x"0e85",x
"0eac",x"0ed4",x"0efb",x"0f24",x"0f4b",x"0f71",x"0f98",x"0fc2",x"0feb",x"1014",x"103c",x"1064"

```



```
,x"108b",x"10b3",x"10db",x"1103",x"112b",x"1153",x"117b",x"11a2",x"11cb",x"11f2",x"121a",x"
1243",x"126c",x"1292",x"12bb",x"12e2",x"130a",x"1332",x"135a",x"1382",x"13aa",x"13d1",x"13f9",
x"1421",x"144a",x"1471",x"1499",x"14c2",x"14e8",x"1510",x"153a",x"1560",x"1588",x"15b0",x"15d9
",x"15ff",x"1628",x"164f",x"1677",x"169f",x"16c7",x"16ee",x"1717",x"173f",x"1768",x"178f",x"17
b9",x"17df",x"1808",x"182e",x"1856",x"187e",x"18a6",x"18cd",x"18f6",x"191d",x"1945",x"196d",x"
1995",x"19bd",x"19e6",x"1a0d",x"1a36",x"1a5e",x"1a85",x"1aad",x"1ad4",x"1afc",x"1b23",x"1b4c",
x"1b73",x"1b9c",x"1bc4",x"1bec",x"1c14",x"1c3b",x"1c64",x"1c8c",x"1cb3",x"1cdb",x"1d03",x"1d2b
",x"1d53",x"1d78",x"1d9c",x"1dbf",x"1de2",x"1e0a",x"1e32",x"1e5b",x"1e81",x"1ea",x"1ed4",x"1
f01",x"1f31",x"1f5a",x"1f83",x"1faa",x"1fd1",x"1ff9",x"2022",x"204a",x"2071",x"2099",x"20c1",x
"20e9",x"2111",x"2139",x"2160",x"2188",x"21b0",x"21d9",x"2200",x"2228",x"2250",x"2279",x"22a2"
,x"22ca",x"22f2",x"2318",x"2340",x"2366",x"238b",x"23b4",x"23e0",x"2407",x"2430",x"2458",x"
2480",x"24a8",x"24d0",x"24f7",x"251e",x"2546",x"256e",x"2596",x"25bd",x"25e2",x"260c",x"2635",
x"265d",x"2685",x"26ac",x"26d4",x"26fd",x"2725",x"274d",x"2775",x"279d",x"27c4",x"27ed",x"2814
",x"283c",x"2864",x"288d",x"28b4",x"28dd",x"2904",x"292d",x"2955",x"297c",x"29a3",x"29ca",x"29
f3",x"2a1c",x"2a43",x"2a6b",x"2a91",x"2ab9",x"2ae2",x"2b0b",x"2b32",x"2b5c",x"2b82",x"2ba9",x"
2bd0",x"2bfa",x"2c20",x"2c4a",x"2c72",x"2c9b",x"2cc1",x"2cea",x"2d10",x"2d38",x"2d61",x"2d8a",
x"2db0",x"2dd9",x"2e00",x"2e29",x"2e50",x"2e78",x"2ea0",x"2ec8",x"2ef0",x"2f18",x"2f40",x"2f68
",x"2f8f",x"2fb7",x"2fde",x"3007",x"3030",x"3058",x"307e",x"30a5",x"30cd",x"30f5",x"311d",x"
3144",x"316c",x"3194",x"31bb",x"31e4",x"320d",x"3235",x"325d",x"3286",x"32ae",x"32d7",x"32fd",
x"3323",x"334c",x"3373",x"339c",x"33c4",x"33ec",x"3416",x"343c",x"3463",x"348c",x"34b4",x"34dc
",x"3504",x"352d",x"3554",x"357c",x"35a2",x"35ca",x"35f1",x"361b",x"3645",x"366a",x"3692",x"36
ba",x"36e2",x"370a",x"3733",x"375a",x"3782",x"37ab",x"37d3",x"37f9",x"3820",x"3847",x"386e",x"
3896",x"38c0",x"38e9",x"3912",x"393a",x"3963",x"398a",x"39b1",x"39db",x"3a02",x"3a2a",x"3a52",
x"3a79",x"3aa2",x"3aca",x"3af2",x"3b1c",x"3b48",x"3b6c",x"3b91",x"3bb8",x"3be0",x"3c08",x"3c31
",x"3c59",x"3c80",x"3ca8",x"3cd0",x"3cf8",x"3d1f",x"3d49",x"3d70",x"3d96",x"3dbe",x"3de5",x"3
e0e",x"3e36",x"3e5e",x"3e86",x"3eae",x"3ed6",x"3efe",x"3f26",x"3f4e",x"3f76",x"3f9f",x"3fc7",x
"3fee",x"4015",x"403d",x"4065",x"408d",x"40b4",x"40dc",x"4104",x"412c",x"4154",x"417d",x"41a5"
,x"41cc",x"41f3",x"421b",x"4242",x"426b",x"4293",x"42bb",x"42e3",x"430b",x"4333",x"435a",x"
4381",x"43aa",x"43d2",x"43f9",x"4422",x"444a",x"4472",x"449a",x"44c2",x"44ea",x"4512",x"4539",
x"4562",x"458a",x"45b1",x"45d8",x"4601",x"4629",x"4654",x"467b",x"46a1",x"46c9",x"46f0",x"4718
",x"4740",x"4768",x"4791",x"47ba",x"47e1",x"4808",x"482f",x"4857",x"487e",x"48a7",x"48d0",x"48
f8",x"4920",x"4947",x"496e",x"4996",x"49be",x"49e6",x"4a0c",x"4a35",x"4a5d",x"4a84",x"4aac",x"
4ad5",x"4afd",x"4b23",x"4b49",x"4b71",x"4b98",x"4bc0",x"4be6",x"4c0d",x"4c33",x"4c5d",x"4c82",
x"4cad",x"4cd7",others=>x"0000");
```

```
51 begin
52
53 process (clk)
54 begin
55 if (rising_edge(clk)) then
56 if (en = '1') then
57 data <= ROM(to_integer(address));
58 end if;
59 end if;
60 end process;
61
62
63 end rtl;
```

Listing 3: FPGA/counter.vhd

```
1 library ieee;
2
3 use ieee.std_logic_1164.all;
4 use ieee.numeric_std.all;
5
6 entity counter is
7
```

```

8 port
9 (
10 --Synchronous reset
11 reset : in std_logic;
12 clk: in std_logic;
13 do: out unsigned(31 downto 0);
14 di : in unsigned (31 downto 0)
15 );
16
17 end counter;
18
19
20 architecture ar1 of counter is
21 signal value : unsigned(31 downto 0);
22 begin
23 process(clk)
24     begin
25         if(rising_edge(clk)) then
26             if( reset='1' )
27                 then
28                     value <= di;
29                 else
30                     value <= value -1;
31                 end if;
32             end if;
33         end process;
34         do <= value; --copy value to the output
35 end ar1;

```

Listing 4: FPGA/de2wm8731audio.vhd

```

1 -- This file is part of The Awesome Guitar Game.
2 --
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5 --   the Free Software Foundation, either version 3 of the License, or
6 --   (at your option) any later version.
7 --
8 --   The Awesome Guitar Game is distributed in the hope that it will be useful,
9 --   but WITHOUT ANY WARRANTY; without even the implied warranty of
10 --  MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
11 --  GNU General Public License for more details.
12 --
13 --  You should have received a copy of the GNU General Public License
14 --  along with The Awesome Guitar Game. If not, see <http://www.gnu.org/licenses/>.
15 --
16 --
17 #####
18 -- The awesome guitar game (A clone of Guitar Hero for FPGA #
19 #####
20 -- EMBEDDED SYSTEM PROJECT
21 -- Columbia Unviersity Spring 2012
22 --
23 -- Avijit Singh Wasu -- asw2156@columbia.edu
24 -- Laurent Charignon -- lc2817@columbia.edu
25 --
26 -- Licensed under the GPL license

```

```

27 -- Have a look at the license file in the root of
28 -- the project to have more details about the license
29 --
30 #####
31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34
35 entity de2_wm8731_audio is
36 port (
37     clk : in std_logic;          -- Audio CODEC Chip Clock AUD_XCK (18.43 MHz)
38     reset_n : in std_logic;
39     test_mode : in std_logic;    -- Audio CODEC controller test mode
40     audio_request : out std_logic; -- Audio controller request new data
41     data : in unsigned(15 downto 0);
42
43     -- Audio interface signals
44     AUD_ADCLRCK : out std_logic; -- Audio CODEC ADC LR Clock
45     AUD_ADCDATA : in std_logic;  -- Audio CODEC ADC Data
46     AUD_DACLCK  : out std_logic; -- Audio CODEC DAC LR Clock
47     AUD_DACDAT  : out std_logic; -- Audio CODEC DAC Data
48     AUD_BCLK    : inout std_logic -- Audio CODEC Bit-Stream Clock
49 );
50 end de2_wm8731_audio;
51
52 architecture rtl of de2_wm8731_audio is
53
54     signal lrck : std_logic;
55     signal bclk : std_logic;
56     signal xck  : std_logic;
57
58     signal lrck_divider : unsigned(15 downto 0);
59     signal bclk_divider : unsigned(3  downto 0);
60
61     signal set_bclk : std_logic;
62     signal set_lrck : std_logic;
63     signal clr_bclk : std_logic;
64     signal lrck_lat : std_logic;
65
66     signal shift_out : unsigned(15 downto 0);
67
68     signal sin_out : unsigned(15 downto 0);
69     signal sin_counter : unsigned(5  downto 0);
70
71 begin
72
73
74
75
76 process (clk)
77 begin
78     if rising_edge(clk) then
79         if reset_n = '0' then
80             lrck_divider <= (others => '0');
81
82             elsif lrck_divider = X"30c" then
83
84                 lrck_divider <= X"0000";

```

```

85     else
86
87         lrck_divider <= lrck_divider + 1;
88     end if;
89 end if;
90 end process;
91
92 process (clk)
93 begin
94     if rising_edge(clk) then
95         if reset_n = '0' then
96             bclk_divider <= (others => '0');
97         elsif bclk_divider = X"B" or set_lrck = '1' then
98             bclk_divider <= X"0";
99         else
100             bclk_divider <= bclk_divider + 1;
101         end if;
102     end if;
103 end process;
104
105 set_lrck <= '1' when lrck_divider = X"30c" else '0';
106
107 process (clk)
108 begin
109     if rising_edge(clk) then
110         if reset_n = '0' then
111             lrck <= '0';
112         elsif set_lrck = '1' then
113             lrck <= not lrck;
114         end if;
115     end if;
116 end process;
117
118 -- BCLK divider
119 set_bclk <= '1' when bclk_divider(3 downto 0) = "0101" else '0';
120 clr_bclk <= '1' when bclk_divider(3 downto 0) = "1011" else '0';
121
122 process (clk)
123 begin
124     if rising_edge(clk) then
125         if reset_n = '0' then
126             bclk <= '0';
127         elsif set_lrck = '1' or clr_bclk = '1' then
128             bclk <= '0';
129         elsif set_bclk = '1' then
130             bclk <= '1';
131         end if;
132     end if;
133 end process;
134
135 -- Audio data shift output
136 process (clk)
137 begin
138     if rising_edge(clk) then
139         if reset_n = '0' then
140             shift_out <= (others => '0');
141         elsif set_lrck = '1' then
142             if test_mode = '1' then

```

```

143         shift_out <= sin_out;
144     else
145         shift_out <= data;
146     end if;
147     elsif clr_bclk = '1' then
148         shift_out <= shift_out (14 downto 0) & '0';
149     end if;
150 end if;
151 end process;
152
153 -- Audio outputs
154
155 AUD_ADCLRCK <= lrck;
156 AUD_DACLCK <= lrck;
157 AUD_DACDAT <= shift_out(15);
158 AUD_BCLK <= bclk;
159
160 -- Self test with Sin wave
161
162 process(clk)
163 begin
164     if rising_edge(clk) then
165         if reset_n = '0' then
166             sin_counter <= (others => '0');
167         elsif lrck_lat = '1' and lrck = '0' then
168             if sin_counter = "101111" then
169                 sin_counter <= "000000";
170             else
171                 sin_counter <= sin_counter + 1;
172             end if;
173         end if;
174     end if;
175 end process;
176
177 process(clk)
178 begin
179     if rising_edge(clk) then
180         lrck_lat <= lrck;
181     end if;
182 end process;
183
184 process (clk)
185 begin
186     if rising_edge(clk) then
187         if lrck_lat = '1' and lrck = '0' then
188             audio_request <= '1';
189         else
190             audio_request <= '0';
191         end if;
192     end if;
193 end process;
194
195
196
197
198
199 with sin_counter select sin_out <=
200     X"0000" when "000000",

```

```

201     X"10b4" when "000001" ,
202     X"2120" when "000010" ,
203     X"30fb" when "000011" ,
204     X"3fff" when "000100" ,
205     X"4deb" when "000101" ,
206     X"5a81" when "000110" ,
207     X"658b" when "000111" ,
208     X"6ed9" when "001000" ,
209     X"7640" when "001001" ,
210     X"7ba2" when "001010" ,
211     X"7ee6" when "001011" ,
212     X"7fff" when "001100" ,
213     X"7ee6" when "001101" ,
214     X"7ba2" when "001110" ,
215     X"7640" when "001111" ,
216     X"6ed9" when "010000" ,
217     X"658b" when "010001" ,
218     X"5a81" when "010010" ,
219     X"4deb" when "010011" ,
220     X"3fff" when "010100" ,
221     X"30fb" when "010101" ,
222     X"2120" when "010110" ,
223     X"10b4" when "010111" ,
224     X"0000" when "011000" ,
225     X"ef4b" when "011001" ,
226     X"dee0" when "011010" ,
227     X"cf05" when "011011" ,
228     X"c001" when "011100" ,
229     X"b215" when "011101" ,
230     X"a57e" when "011110" ,
231     X"9a74" when "011111" ,
232     X"9127" when "100000" ,
233     X"89bf" when "100001" ,
234     X"845d" when "100010" ,
235     X"8119" when "100011" ,
236     X"8000" when "100100" ,
237     X"8119" when "100101" ,
238     X"845d" when "100110" ,
239     X"89bf" when "100111" ,
240     X"9127" when "101000" ,
241     X"9a74" when "101001" ,
242     X"a57e" when "101010" ,
243     X"b215" when "101011" ,
244     X"c000" when "101100" ,
245     X"cf05" when "101101" ,
246     X"dee0" when "101110" ,
247     X"ef4b" when "101111" ,
248     X"0000" when others;
249
250 end architecture ;

```

Listing 5: FPGA/DebounceCounter.vhd

```

1 --19 bit counter9
2 --19 bits since it needs to count to 20 ms
3 -- 20 ms = 500 000 * tclock *2
4 -- and 2**19 = 524 288

```

```

5
6
7
8 library ieee;
9 use ieee.std_logic_1164.all;
10 use ieee.numeric_std.all;
11
12 entity DebounceCounter is
13
14 port
15 (
16   --Synchronous reset
17   reset : in std_logic;
18   clk: in std_logic;
19   do: out unsigned(19 downto 0)
20 );
21 );
22
23 end DebounceCounter;
24 architecture ar1 of DebounceCounter is
25 signal value : unsigned(19 downto 0);
26 begin
27 process(clk)
28 begin
29 if(rising_edge(clk)) then
30 if( reset='1' )
31 then
32 value <= (others => '0');
33 else
34 value <= value + 1;
35 end if;
36 end if;
37 end process;
38 do <= value; --copy value to the output
39 end ar1;

```

Listing 6: FPGA/debouncer.vhd

```

1 library IEEE;
2 use IEEE.STD_LOGIC_1164.ALL;
3 -- Slight modification of
4 --http://www.deathbylogic.com/2011/03/vhdl-debounce/
5
6 entity Debouncer is
7   Port (
8     CLK : in  STD_LOGIC;
9     x : in  STD_LOGIC;
10    DBx : out STD_LOGIC;
11    reset : in STD_LOGIC
12  );
13 end Debouncer;
14
15 architecture Behavioral of Debouncer is
16   type State_Type is (S0, S1);
17   signal State : State_Type := S0;
18
19   signal DPB, SPB : STD_LOGIC;

```

```

20 signal DReg : STD_LOGIC_VECTOR (7 downto 0);
21 begin
22   process (CLK, x)
23     variable SDC : integer;
24     constant Delay : integer := 50000;
25   begin
26     if CLK'Event and CLK = '1' then
27       -- Double latch input signal
28       DPB <= SPB;
29       SPB <= x;
30
31       case State is
32         when S0 =>
33           DReg <= DReg(6 downto 0) & DPB;
34
35           SDC := Delay;
36
37           State <= S1;
38         when S1 =>
39           SDC := SDC - 1;
40
41           if SDC = 0 then
42             State <= S0;
43           end if;
44         when others =>
45           State <= S0;
46       end case;
47
48       if DReg = X"FF" then
49         DBx <= '1';
50       elsif DReg = X"00" then
51         DBx <= '0';
52       end if;
53     end if;
54   end process;
55 end Behavioral;

```

Listing 7: FPGA/guitartop.vhd

```

1 -- This file is part of The Awesome Guitar Game.
2 --
3 --   The Awesome Guitar Game is a free software: you can redistribute it and/or modify
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5 --   the Free Software Foundation, either version 3 of the License, or
6 --   (at your option) any later version.
7 --
8 --   The Awesome Guitar Game is distributed in the hope that it will be useful,
9 --   but WITHOUT ANY WARRANTY; without even the implied warranty of
10 --  MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
11 --  GNU General Public License for more details.
12 --
13 --  You should have received a copy of the GNU General Public License
14 --  along with The Awesome Guitar Game. If not, see <http://www.gnu.org/licenses/>.
15 --
16 --
17 #####
18 -- The awesome guitar game (A clone of Guitar Hero for FPGA #

```



```

19 -----
20 -- EMBEDDED SYSTEM PROJECT
21 -- Columbia University Spring 2012
22 --
23 -- Avijit Singh Wasu -- asw2156@columbia.edu
24 -- Laurent Charignon -- lc2817@columbia.edu
25 --
26 -- Licensed under the GPL license
27 -- Have a look at the license file in the root of
28 -- the project to have more details about the license
29 --
30 -----
31 --
32 -- DE2 top-level module
33 --
34 -- Stephen A. Edwards, Columbia University, sedwards@cs.columbia.edu
35 --
36 -- From an original by Terasic Technology, Inc.
37 -- (DE2_TOP.v, part of the DE2 system board CD supplied by Altera)
38 --
39 --
40 library ieee;
41 use ieee.std_logic_1164.all;
42 use ieee.numeric_std.all;
43
44 entity guitar_top is
45
46     port (
47         signal CLOCK_50 : in std_logic;
48         HEX0, HEX1, HEX2, HEX3, HEX4, HEX5, HEX6, HEX7 -- 7-segment displays
49             : out std_logic_vector(6 downto 0); -- (active low)
50         SRAM_DQ : inout std_logic_vector(15 downto 0);
51         SRAM_ADDR : out std_logic_vector(17 downto 0);
52         KEY : in std_logic_vector(3 downto 0);
53
54         SRAM_UB_N,
55         SRAM_LB_N,
56         SRAM_WE_N,
57         SRAM_CE_N,
58         SRAM_OE_N : out std_logic ;
59         -- FLASH
60         FL_DQ : inout std_logic_vector(7 downto 0); -- Data bus
61         FL_ADDR : out std_logic_vector(21 downto 0); -- Address bus
62         FL_WE_N, -- Write Enable
63         FL_RST_N, -- Reset
64         FL_OE_N, -- Output Enable
65         FL_CE_N : out std_logic; -- Chip Enable
66         -- AUDIO
67         AUD_ADCLRCK : out std_logic; -- Audio CODEC ADC LR Clock
68         AUD_ADCDAT : in std_logic; -- Audio CODEC ADC Data
69         AUD_DACLK : out std_logic; -- Audio CODEC DAC LR Clock
70         AUD_DACDAT : out std_logic; -- Audio CODEC DAC Data
71         AUD_BCLK : inout std_logic ; -- Audio CODEC Bit-Stream Clock
72         AUD_XCK : out std_logic;
73         -- I2C
74         iCLK : in std_logic;
75         iRST_N : in std_logic;
76         i2C_SCLK : out std_logic;

```

```

77     I2C_SDAT : inout std_logic;
78 -- VGA output
79
80     VGA_CLK,           -- Clock
81     VGA_HS,           -- H_SYNC
82     VGA_VS,           -- V_SYNC
83     VGA_BLANK,        -- BLANK
84     VGA_SYNC : out std_logic;  -- SYNC
85     VGA_R,            -- Red[9:0]
86     VGA_G,            -- Green[9:0]
87     VGA_B : out std_logic_vector(9 downto 0);  -- Blue[9:0]
88
89 --GPIOs
90     GPIO_0,           -- GPIO Connection 0
91     GPIO_1 : inout std_logic_vector(35 downto 0) -- GPIO Connection 1
92     );
93
94 end guitar_top;
95
96
97 architecture datapath of guitar_top is
98
99     signal reset_n :std_logic;
100    signal new_res:std_logic;
101    signal audio_clock : unsigned(1 downto 0) := "00";
102    signal counter : unsigned(15 downto 0);
103
104 --entity
105     component de2_i2c_av_config is
106     port (
107         iCLK : in std_logic;
108         iRST_N : in std_logic;
109         I2C_SCLK : out std_logic;
110         I2C_SDAT : inout std_logic
111     );
112     end component;
113 begin
114
115     process (CLOCK_50)
116     begin
117         if rising_edge(CLOCK_50) then
118             if counter = x"ffff" then
119                 reset_n <= '1';
120             else
121                 reset_n <= '0';
122                 counter <= counter + 1;
123             end if;
124         end if;
125     end process;
126
127
128     process (CLOCK_50)
129     begin
130         if rising_edge(CLOCK_50) then
131             audio_clock <= audio_clock + "1";
132         end if;
133     end process;
134

```

```

135
136
137 i2c : de2_i2c_av_config port map (
138     iCLK      => CLOCK_50,
139     iRST_n    => '1',
140     i2C_SCLK => i2C_SCLK,
141     i2C_SDAT => i2C_SDAT
142 );
143
144
145
146 nios : entity work.nios_system port map (
147     clk                => CLOCK_50,
148     reset_n           => reset_n ,
149     SRAM_ADDR_from_the_sram    => SRAM_ADDR,
150     SRAM_CE_N_from_the_sram    => SRAM_CE_N,
151     SRAM_DQ_to_and_from_the_sram => SRAM_DQ,
152     SRAM_LB_N_from_the_sram    => SRAM_LB_N,
153     SRAM_OE_N_from_the_sram    => SRAM_OE_N,
154     SRAM_UB_N_from_the_sram    => SRAM_UB_N,
155     SRAM_WE_N_from_the_sram    => SRAM_WE_N,
156     data_to_and_from_the_cfi_flash => FL_DQ,
157     address_to_the_cfi_flash    => FL_ADDR,
158     write_n_to_the_cfi_flash    => FL_WE_N,
159     read_n_to_the_cfi_flash     => FL_OE_N,
160     select_n_to_the_cfi_flash   => FL_CE_N,
161     AUD_ADCDATA_to_the_musicController_inst => AUD_ADCDATA,
162     AUD_ADCLRCK_from_the_musicController_inst => AUD_ADCLRCK ,
163     AUD_BCLK_to_and_from_the_musicController_inst => AUD_BCLK,
164     AUD_DACDATA_from_the_musicController_inst => AUD_DACDATA,
165     AUD_DACLCK_from_the_musicController_inst => AUD_DACLCK,
166     AUX_XCK_from_the_musicController_inst => AUD_XCK,
167     SWITCH_1_to_the_InputController_inst => GPIO_0(1) ,
168     SWITCH_2_to_the_InputController_inst => GPIO_0(3) ,
169     SWITCH_3_to_the_InputController_inst => GPIO_0(5) ,
170     SWITCH_4_to_the_InputController_inst => GPIO_0(7) ,
171     SWITCH_5_to_the_InputController_inst => GPIO_0(9) ,
172     HEX_0_from_the_scoreController_inst => HEX0,
173     HEX_1_from_the_scoreController_inst => HEX1,
174     HEX_2_from_the_scoreController_inst => HEX2,
175     HEX_3_from_the_scoreController_inst => HEX3,
176     VGA_CLK_from_the_vga                => VGA_CLK,
177     VGA_HS_from_the_vga                 => VGA_HS,
178     VGA_VS_from_the_vga                 => VGA_VS,
179     VGA_BLANK_from_the_vga              => VGA_BLANK,
180     VGA_SYNC_from_the_vga               => VGA_SYNC,
181     VGA_R_from_the_vga                  => VGA_R,
182     VGA_G_from_the_vga                  => VGA_G,
183     VGA_B_from_the_vga                  => VGA_B
184 );
185 );
186
187 -- Todo multiplex the inputs
188
189
190 FL_RST_N <= reset_n ;
191
192

```

193 end datapath;

Listing 8: FPGA/hexdecoder.vhd

```
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29 —
30 —#####
31 —Hex Decoder
32 —
33 library ieee;
34 use ieee.std_logic_1164.all;
35 use ieee.numeric_std.all;
36
37 entity hex_decoder is
38
39     port
40     (
41         di: in unsigned(3 downto 0);
42         do: out std_logic_vector(6 downto 0)
43     );
44
45 end hex_decoder;
46
47
48 —Inspired by Stephen A. Edwards' slides
49 architecture ar1 of hex_decoder is
50     begin
51         with di select do <=
52             with di select do <=
```

```

54 "1000000" when x"0",
55 "1111001" when x"1",
56 "0100100" when x"2",
57 "0110000" when x"3",
58 "0011001" when x"4",
59 "0010010" when x"5",
60 "0000010" when x"6",
61 "1111000" when x"7",
62 "0000000" when x"8",
63 "0010000" when x"9",
64 "0001000" when x"A",
65 "0000011" when x"B",
66 "1000110" when x"C",
67 "0100001" when x"D",
68 "0000110" when x"E",
69 "0001110" when x"F",
70 "XXXXXXX" when others;
71
72 end ar1;

```

Listing 9: FPGA/InputController.vhd

```

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29 —
30 —#####
31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34
35 entity InputController is

```

```

36
37 port (
38   --Avalon
39   clk      : in  std_logic;
40   reset_n  : in  std_logic;
41   read     : in  std_logic;
42   write    : in  std_logic;
43   chipselect : in  std_logic;
44   address  : in  unsigned(9 downto 0);
45   readdata : out unsigned(15 downto 0);
46   writedata : in  unsigned(15 downto 0);
47   inter    : out std_logic;
48   --To switches
49   SWITCH_1 : in  std_logic;
50   SWITCH_2 : in  std_logic;
51   SWITCH_3 : in  std_logic;
52   SWITCH_4 : in  std_logic;
53   SWITCH_5 : in  std_logic;
54 );
55 end InputController;
56
57 architecture rtl of InputController is
58
59 type states is (IDLE, PRESSED, WAITST);
60 signal state, next_state : states;
61
62 signal reset : std_logic;
63 signal counter : integer;
64 signal count_reached : std_logic;
65 signal is_pressed : std_logic;
66 signal last_pressed : unsigned (15 downto 0);
67
68 -- A bunch of signals for the button
69 -- The button clicks are first debounced and then
70 -- Pulsed
71 -- The naming follow this convention:
72 -- Initial SWITCH_1 _____
73 -- Debounced DSWITCH_1 _____
74 -- Pulsed PSWITCH_1 _____
75
76 --Switch 1
77 signal DSWITCH_1 : std_logic;
78 signal NDSWITCH_1 : std_logic;
79 signal PSWITCH_1 : std_logic;
80 --Switch 2
81 signal DSWITCH_2 : std_logic;
82 signal NDSWITCH_2 : std_logic;
83 signal PSWITCH_2 : std_logic;
84 --Switch 3
85 signal DSWITCH_3 : std_logic;
86 signal NDSWITCH_3 : std_logic;
87 signal PSWITCH_3 : std_logic;
88 --Switch 4
89 signal DSWITCH_4 : std_logic;
90 signal NDSWITCH_4 : std_logic;
91 signal PSWITCH_4 : std_logic;
92 --Switch 5
93 signal DSWITCH_5 : std_logic;

```

```

94 signal NDSWITCH_5:std_logic;
95 signal PSWITCH_5:std_logic;
96 -- Avalon helper
97 signal re:std_logic;
98 signal we:std_Logic;
99 --Debouncer
100 component debouncer is port(
101     clk      : in std_logic;
102     x       : in std_logic;
103     DBx     : out std_logic;
104     reset   : in std_logic
105 );
106 end component debouncer;
107 --Pulser
108 component pulser is port(
109     clk      : in std_logic;
110     key_in   : in std_logic;
111     key_out  : out std_logic;
112     reset   : in std_logic
113 );
114 end component pulser;
115 begin
116
117 readdata<=last_pressed;
118 process(clk)
119 begin
120     if(rising_edge(clk)) then
121         if( reset_n='0' )
122             then
123                 last_pressed <= "0000000000000000";
124             else
125                 if PSWITCH_1='1' then
126                     last_pressed <= "0000000000000001";
127                 elsif PSWITCH_2='1' then
128                     last_pressed <= "0000000000000010";
129                 elsif PSWITCH_3='1' then
130                     last_pressed <= "0000000000000100";
131                 elsif PSWITCH_4='1' then
132                     last_pressed <= "0000000000001000";
133                 elsif PSWITCH_5='1' then
134                     last_pressed <= "000000000010000";
135                 else last_pressed <= last_pressed;
136             end if;
137
138
139         end if;
140
141
142     end if ;
143 end process;
144
145
146
147
148
149 --Reset
150 reset <= not reset_n;

```

```

152 --Write enable
153 we <= '1' when chipselect = '1' and write='1' else '0';
154 --Read enable
155 re <= '1' when chipselect = '1' and read='1' else '0';
156 count_reached <= '1' when (counter > 5000000) else '0';
157
158
159
160
161
162 is_pressed <= '1' when PSWITCH_1 = '1' or PSWITCH_2 = '1' or PSWITCH_1 = '1' or PSWITCH_2 = '1' or
    PSWITCH_3 = '1' or PSWITCH_4 = '1' or PSWITCH_5 = '1' else '0';
163
164 --Debounce
165 D1: debouncer port map(clk,SWITCH_1,DSWITCH_1,reset);
166 D2: debouncer port map(clk,SWITCH_2,DSWITCH_2,reset);
167 D3: debouncer port map(clk,SWITCH_3,DSWITCH_3,reset);
168 D4: debouncer port map(clk,SWITCH_4,DSWITCH_4,reset);
169 D5: debouncer port map(clk,SWITCH_5,DSWITCH_5,reset);
170 --Pulsers
171 P1: pulser port map(clk,NDSWITCH_1,PSWITCH_1,reset);
172 P2: pulser port map(clk,NDSWITCH_2,PSWITCH_2,reset);
173 P3: pulser port map(clk,NDSWITCH_3,PSWITCH_3,reset);
174 P4: pulser port map(clk,NDSWITCH_4,PSWITCH_4,reset);
175 P5: pulser port map(clk,NDSWITCH_5,PSWITCH_5,reset);
176
177
178 NDSWITCH_1<= not DSWITCH_1;
179 NDSWITCH_2<= not DSWITCH_2;
180 NDSWITCH_3<= not DSWITCH_3;
181 NDSWITCH_4<= not DSWITCH_4;
182 NDSWITCH_5<= not DSWITCH_5;
183
184
185
186
187
188
189 --FSM Standard next_state => state
190 process(clk)
191 begin
192     if(rising_edge(clk)) then
193         if( reset_n='0' )
194             then
195                 state <= IDLE;
196             else
197                 state <= next_state;
198                 if (state = PRESSED) then
199                     counter <=0;
200                 else counter <=counter +1;
201             end if;
202         end if;
203     end if;
204 end if;
205 end process;
206
207
208

```



```

209
210 --Combinational process
211 process (state, is_pressed, we, count_reached)
212 begin
213     --By default reset the interruption signal
214     inter <= '0';
215     next_state <= state;
216
217 case state is
218
219 --Waiting for a button click
220 when IDLE =>
221     inter <= '0';
222     if ( is_pressed = '1')
223     then
224         next_state <= PRESSED;
225     end if;
226
227
228
229 --A button has been pressed
230 --Stay into this state until the interruption has been cleared
231 when PRESSED =>
232     inter <= '1';
233     if (we= '1')
234     then
235         next_state <= WAITST;
236     end if;
237
238 when WAITST =>
239     inter <= '0';
240     if (count_reached = '1')
241     then
242         next_state <= IDLE;
243     end if;
244
245
246 end case;
247
248 end process;
249
250
251 end rtl;

```

Listing 10: FPGA/musicController.vhd

```

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```

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29 ---
30 #####
31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34
35 entity musicController is
36 port (
37     --- Avalon:
38     clk      : in  std_logic;
39     reset_n  : in  std_logic;
40     read     : in  std_logic;
41     write    : in  std_logic;
42     chipselect : in  std_logic;
43     address  : in  unsigned(1 downto 0);
44     readdata : out unsigned(7 downto 0);
45     writedata : in  unsigned(7 downto 0);
46     --- connection to the component inside:
47     irq      : OUT STD_LOGIC;
48     AUD_ADCLRCK : out std_logic; --- Audio CODEC ADC LR Clock
49     AUD_ADCDAT  : in  std_logic; --- Audio CODEC ADC Data
50     AUD_DACLCK  : out std_logic; --- Audio CODEC DAC LR Clock
51     AUD_DACDAT  : out std_logic; --- Audio CODEC DAC Data
52     AUD_BCLK    : inout std_logic; --- Audio CODEC Bit-Stream Clock
53     AUX_XCK     : out std_logic --- Audio CODEC Bit-Stream Clock
54 );
55 end musicController;
56 architecture ar of musicController is
57
58
59 ---FSM
60 type states is (IDLE, WAITING);
61 signal state, next_state : states;
62 ---Audio Interface
63 signal audio_clock : unsigned(1 downto 0) := "00";
64 signal indata : unsigned (7 downto 0) ;
65 signal data_to_music : unsigned (15 downto 0);
66 signal we, inter : std_logic;
67 signal audio_request : std_logic;
68
69 component de2_wm8731_audio is port(

```

```

70     clk : in std_logic;          -- Audio CODEC Chip Clock AUD_XCK (18.43 MHz)
71     reset_n : in std_logic;
72     test_mode : in std_logic;   -- Audio CODEC controller test mode
73     audio_request : out std_logic; -- Audio controller request new data
74     data : in unsigned(15 downto 0);
75
76     -- Audio interface signals
77     AUD_ADCLRCK : out std_logic; -- Audio CODEC ADC LR Clock
78     AUD_ADCDAT : in std_logic;   -- Audio CODEC ADC Data
79     AUD_DACLCK : out std_logic;  -- Audio CODEC DAC LR Clock
80     AUD_DACDAT : out std_logic;  -- Audio CODEC DAC Data
81     AUD_BCLK : inout std_logic -- Audio CODEC Bit-Stream Clock
82
83
84 );
85 end component de2_wm8731_audio;
86 begin
87 we <= '1' when chipselect = '1' and write = '1' else '0' ;
88 data_to_music <= indata & x"00"; -- Since the audio is on 16 bits, we pad the data with 0s
89
90 V1: de2_wm8731_audio port map (
91     clk => audio_clock(1),
92     reset_n => '1',
93     test_mode => '0', -- Don't output a sine wave
94     audio_request => audio_request,
95     data => data_to_music,
96
97     -- Audio interface signals
98     AUD_ADCLRCK => AUD_ADCLRCK,
99     AUD_ADCDAT => AUD_ADCDAT,
100    AUD_DACLCK => AUD_DACLCK,
101    AUD_DACDAT => AUD_DACDAT,
102    AUD_BCLK => AUD_BCLK
103 );
104
105
106
107
108 --Audio clock generation
109 process (clk)
110 begin
111     if rising_edge(clk) then
112         audio_clock <= audio_clock + "1";
113     end if;
114 end process;
115
116 AUX_XCK<=audio_clock(1);
117
118
119 --FSM next state
120 process (clk)
121 begin
122     if (rising_edge(clk)) then
123         if ( reset_n='0' )
124             then
125                 state <= IDLE;
126             else
127                 state <= next_state;

```

```

128     end if;
129   end if;
130 end process;
131
132
133 --Combinational process
134 process (state,we,audio_request)
135 begin
136   --By default reset the interuption signal
137   irq <= '0';
138   next_state <= state;
139
140   case state is
141
142     --Waiting for a note request
143     when IDLE =>
144       indata <= indata;
145       irq <= '0';
146       if (audio_request = '1') then
147         next_state <= WAITING;
148       end if;
149
150     --A button has been pressed
151     when WAITING =>
152       irq <= '1';
153       if (we='1')
154         then
155           indata <= writedata;
156           next_state <= IDLE;
157         end if;
158       end case;
159   end process;
160 end process;
161
162
163
164 end architecture;

```

Listing 11: FPGA/pulser.vhd

```

1 --Pulser generator
2 --When the input signal switches to 1
3 --it generates a pulse
4
5 library ieee;
6 use ieee.std_logic_1164.all;
7 use ieee.numeric_std.all;
8
9
10
11 entity pulser is
12
13   port
14   (
15     clk      : in std_logic;
16     key_in   : in std_logic;
17     key_out  : out std_logic;

```

```

18     reset : in std_logic
19
20 );
21
22 end pulser ;
23
24
25 architecture A1 of pulser is
26 type states is (ZERO, ONE_PULSE, ONE_STANDBY);
27 signal state, next_state : states;
28 begin
29
30     --FSM Standard next_state => state
31     process(clk)
32     begin
33         if(rising_edge(clk)) then
34             if( reset='1' )
35                 then
36                     state <= ZERO;
37                 else
38                     state <= next_state;
39                 end if;
40             end if;
41         end process;
42
43
44     --Computation of the next state
45     process (state, key_in)
46     begin
47         next_state <= state;
48         case state is
49             --State ZERO
50             --Signal generated 0
51             when ZERO =>
52                 key_out <= '0';
53                 if (key_in = '1')
54                     then
55                         next_state <= ONE_PULSE;
56                     end if;
57
58             --State ONE_PULSE
59             --Signal generated 1
60             when ONE_PULSE =>
61                 key_out <= '1';
62                 next_state <= ONE_STANDBY;
63             --State ONE_STANDBY
64             --Signal generated: -
65             when ONE_STANDBY =>
66                 key_out <= '0';
67                 if (key_in = '0')
68                     then
69                         next_state <= ZERO;
70                 end if;
71             end case;
72         end process;
73 end A1;

```

Listing 12: FPGA/rom123.vhd

```

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30 —#####
31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34 entity rom123 is
35 port (
36   Clk : in std_logic;
37   en : in std_logic; — Read enable
38   addrx : in integer;
39   addry: in integer;
40   printspritenum: in integer;
41   data : out unsigned(31 downto 0)
42 );
43 end rom123;
44
45 architecture imp of rom123 is
46 signal index: integer;
47
48
49 type rom_type is array (8192 downto 0) of unsigned( 31 downto 0); —Rom used to store
   the sprites
50 —type Matrix_type is array (31 downto 0) of rom_type;
51 constant ROM1 : rom_type :=
52 (x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"
   40000000", x"40000000", x"40000000", x"40000000", x"358d535c", x"358d635c", x"358d735c", x"358
   d635c", x"354d5358", x"348d234c", x"334cd338", x"318c6320", x"2f8be300", x"40000000", x"
   40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"

```

40000000", x"40000000", x"40000000", x"40000000",
53 x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"
40000000", x"40000000", x"378de378", x"37ce0380", x"394e5398", x"3bcee3bc", x"3dcf73dc", x"3
ecfb3ec", x"3f0fc3f0", x"3ecfb3ec", x"3dcf83e0", x"3bcef3bc", x"380e1384", x"33ccf340", x"2
fcfb300", x"2ccb42d4", x"40000000", x"40000000", x"40000000", x"40000000", x"
40000000", x"40000000", x"40000000", x"40000000",
54 x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"384
e1388", x"38ce3390", x"3b4ee3b8", x"3f8fe3f8", x"3fcff3fc", x"3c4ef3cc", x"360d5374", x"314
c2324", x"2ecb92fc", x"2f8bb304", x"330ca340", x"38ce0398", x"3e0f63e8", x"3fcff3fc", x"3
c8f23c8", x"340d1344", x"2dcb72e4", x"2a4a92b0", x"40000000", x"40000000", x"40000000", x"
40000000", x"40000000", x"40000000", x"40000000",
55 x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"38ce338c", x"3
a8ea3a8", x"3f4fe3f8", x"3f0fb3f4", x"328c733c", x"2308b230", x"17862148", x"110500bc", x"0
dc4d084", x"0cc4d06c", x"0d04f070", x"0f051094", x"13c5c0ec", x"1cc781a4", x"2a0a82a8", x"38
ce039c", x"3fcff3fc", x"3b4ed3b8", x"2fcfb300", x"2a0a82a8", x"40000000", x"40000000", x"
40000000", x"40000000", x"40000000", x"40000000",
56 x"40000000", x"40000000", x"40000000", x"40000000", x"40000000", x"390e4394", x"3c0f03c0", x"3
fcff3fc", x"354d3364", x"1e8791e4", x"0f44909c", x"09850048", x"0806d08c", x"080830e8", x"
0888f120", x"08c93134", x"08c8f120", x"084840f0", x"07c720a0", x"07c5c048", x"0ac4e040", x"15
c64110", x"298a629c", x"3c0ee3cc", x"3fcff3fc", x"320c8324", x"294a529c", x"40000000", x"
40000000", x"40000000", x"40000000", x"40000000",
57 x"40000000", x"40000000", x"40000000", x"40000000", x"390e4394", x"3ccf33cc", x"3fcff3fc", x"2
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194 x"364d9368",x"3f8fe3f8",x"2ecb02d4",x"0d8bc2e0",x"0d8d332c",x"0bcd2328",x"0ccd232c",x"0bcd2328",x"0bcd2328",x"0bcd2328",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a8c32f0",x"0d0b92d0",x"1848d184",x"3f8f73f4",x"360d8364",x"1f87f204",

195 x"35cd7360",x"3fcff3fc",x"2cca92b4",x"0acc8300",x"0d8d332c",x"0ccd232c",x"0ccd232c",x"0ccd232c",x"0bcd2328",x"0bcd2328",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a8c32f0",x"0a4c22e8",x"1588e178",x"3e4f33dc",x"378de378",x"2008120c",

196 x"350d5354",x"3f8fe3f8",x"2d4ae2c8",x"0b8cc314",x"0ccd232c",x"0ccd232c",x"0ccd232c",x"0ccd232c",x"0bcd2328",x"0bcd2328",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a8c32f0",x"0acbf2e0",x"16094190",x"3ecf53e8",x"374dd378",x"1f87f204",

197 x"344d1348",x"3ecfb3ec",x"304b72f4",x"0ecc32f8",x"0ccd232c",x"0bcd2328",x"0bcd2328",x"0bcd2328",x"0bcd2328",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a4c22e8",x"0d0b92d0",x"1a09e1d0",x"3fcfd3fc",x"354d5358",x"1d8771e4",

198 x"32ccb330",x"3d0f43d4",x"360cc348",x"148b02cc",x"0bcd2328",x"0bcd2328",x"0bcd2328",x"0bcd2328",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a4c22e8",x"0f8a92ac",x"218ae23c",x"3fcff3fc",x"310c5314",x"1a86b1b8",

199 x"30cc4314",x"39ce73a0",x"3c4e73b0",x"1a49a2b0",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a4c22e8",x"1248f274",x"2d8ca2e8",x"3fcff3fc",x"2acac2b4",x"1785f188",

200 x"2d8b62dc",x"358d6358",x"3fcfd3f8",x"240962bc",x"0b0cf31c",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b4d0320",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a4c22e8",x"1448122c",x"3aceb3ac",x"3ecfa3ec",x"2348e240",x"0cc360f0",

201 x"40000000",x"314c5318",x"3dcf73dc",x"354c9340",x"140b42d8",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b8d1324",x"0b4d0320",x"0b4d0320",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acca308",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a8c32f0",x"0f0ac2b0",x"224b224c",x"3fcff3fc",x"34cd3350",x"1c4711d0",x"40000000",

202 x"40000000",x"2e0b82e8",x"364da368",x"3f4f93ec",x"224982c0",x"0b0cf31c",x"0b8d1324",x"0b4d0320",x"0b4d0320",x"0b4d0320",x"0b4d0320",x"0b4d0320",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0a4c22e8",x"14884258",x"398e839c",x"3fcff3fc",x"2749e280",x"1685c178",x"40000000",

203 x"40000000",x"40000000",x"2f4be2fc",x"3ccf43d0",x"390d8378",x"198a92c8",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0acca308",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0"

```

    ,x"0a4c22e8",x"1149f298",x"2c0c92dc",x"3fcff3fc",x"350d4350",x"1b8701c8",x"40000000",x"
    40000000";
204 x"40000000",x"40000000",x"2b8af2c0",x"320c8324",x"3fcff3fc",x"320bd32c",x"130bc2e8",x"0b0cf31c",x"
    0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",
    x"0b0cb310",x"0b0cb310",x"0acc8300",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",
    x"0e4b22c0",x"23cae284",x"3fcff3fc",x"3e0f83e0",x"2248a230",x"1645a174",x"40000000",x"
    40000000";
205 x"40000000",x"40000000",x"40000000",x"2b4ae2bc",x"34cd334c",x"3fcff3fc",x"2f8b431c",x"12cbe2f0",x"
    0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cf31c",x"0b0cb310",x"0b0cb310",
    x"0b0cb310",x"0acc8300",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c52f4",x"0a8c32f0",x"0e4b42c8",
    x"248a52a8",x"3fcfb3fc",x"3fcff3fc",x"284a2290",x"18061190",x"40000000",x"40000000",x"
    40000000";
206 x"40000000",x"40000000",x"40000000",x"40000000",x"2acac2b4",x"354d6358",x"3fcff3fc",x"344c5348",x"
    1a0b02d8",x"0b0cf31c",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",x"0b0cb310",
    x"0acc8300",x"0acc8300",x"0a8c72fc",x"0a8c52f4",x"0a8c32f0",x"0a4c22e8",x"12ca82b8",x"2bcbe2f0",
    x"3fcfe3fc",x"3fcff3fc",x"2b0ad2b8",x"194671a4",x"40000000",x"40000000",x"40000000",x"
    40000000";
207 x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"294a629c",x"330cc334",x"3fcff3fc",x"
    3d0e93bc",x"28cad2f8",x"134c12f8",x"0b0cb310",x"0b0cb310",x"0acc8300",x"0acc8300",x"0a8c72fc",
    x"0a8c72fc",x"0a8c52f4",x"0a8c32f0",x"0a8c32f0",x"0ecbb2e0",x"2289f2c4",x"38ce7394",x"3fcff3fc",
    x"3ecfb3ec",x"288a3294",x"19c681ac",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000";
208 x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"2749d27c",x"2d8b72e0",x"
    3b4ee3b8",x"3fcff3fc",x"3d0e93bc",x"2e4b9320",x"21cb02e8",x"164bc2f0",x"0dcca310",x"0b4ce318",
    x"0d4c9308",x"140ba2e4",x"1e8a92d0",x"2b0b2300",x"39ce93a0",x"3fcff3fc",x"3fcff3fc",x"36cdc370",
    x"22c8c238",x"18863198",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000";
209 x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"24893254",x"
    27c9f284",x"2fcbf300",x"3a8ea3a8",x"3fcff3fc",x"3fcff3fc",x"3fcf83f4",x"3e4f03d4",x"3d4ee3c8",
    x"3e0f13d4",x"3f8f93f4",x"3fcff3fc",x"3fcff3fc",x"3f8fe3f8",x"370dc374",x"288a2290",x"1cc741d8",
    x"1685c178",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000";
210 x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000",x"2288a230",x"25896260",x"2a8ab2b0",x"304c230c",x"354d5358",x"384e1384",x"39ce639c",
    x"398e5398",x"374dd378",x"334cd338",x"2ccb42d4",x"25094258",x"1d4761e4",x"17860188",x"40000000",
    x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000";
211 x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000",x"40000000",x"40000000",x"1c4731d4",x"1e87b1f8",x"20883214",x"21486220",x"20883214",
    x"1fc80208",x"1f07d1fc",x"1c8731d4",x"18c6419c",x"1384f148",x"40000000",x"40000000",x"40000000",
    x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"40000000",x"
    40000000",others=>x"00000000");
212
213
214
215 begin
216
217 process (Clk)
218 begin
219
220 index<=addrx*32+addy+(8192-(printsprit en umber -1)*1024);
221
222
223 if rising_edge(Clk) then
224 if en = '1' then
225 data <= ROM1(index);
226 end if;
227 end if;

```

```

228 end process;
229
230
231
232 end imp;

```

Listing 13: FPGA/rombut1.vhd

```

1 — This file is part of The Awesome Guitar Game.
2 —
3 — The Awesome Guitar Game is a free software: you can redistribute it and/or modify
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15 —
16 —
17 —#####
18 — The awesome guitar game (A clone of Guitar Hero for FPGA #
19 —#####
20 — EMBEDDED SYSTEM PROJECT
21 — Columbia University Spring 2012
22 —
23 — Avijit Singh Wasu — asw2156@columbia.edu
24 — Laurent Charignon — lc2817@columbia.edu
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28 — the project to have more details about the license
29 —
30 —#####
31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34
35 entity rombut is
36
37     port (
38         clk , en : in std_logic;
39         data : out unsigned (24 downto 0);
40         addr: in unsigned (9 downto 0)
41     );
42 end rombut;
43
44
45
46 architecture ar of rombut is
47
48
49     type rom_type is array (1023 downto 0) of unsigned(27 downto 0);

```

```

50 constant ROM : rom_type :=(x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"
1000000",x"1000000",x"1eae7e8",x"1ffffff",x"1000000",x"1000000",x"1f0d9d6",x"0dadce5",x"0
cbd0d5",x"0c7cacd",x"0c7cbd0",x"0cfd1d3",x"0d0d0cd",x"1574a26",x"1000000",x"1000000",x"1ffffff
",x"13e444c",x"1000000",x"1000000",x"11a1c23",x"1000000",x"1000000",x"1000000",x"1000000",x"
1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1f8f9f9",x"
1000000",x"1000000",x"1000000",x"0f8ffff",x"0eeffff",x"0e2f7fa",x"0dcedf1",x"0d7e6e9",x"0
c9d7de",x"0afbdc7",x"095a2af",x"08e99a5",x"08e99a3",x"08d99a1",x"0758288",x"1000000",x"1000000
",x"1000000",x"1ffffff",x"1000000",x"11a1c23",x"1000000",x"1000000",x"1000000",x"1000000",x"
1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"0
ffffff",x"0f9f8f8",x"0e9e6e5",x"0dcbbc8",x"0d4afaf",x"0cfa3a4",x"0c9aca9",x"0cbc3c1",x"0dadada
",x"0e5e7e7",x"0c9d1d8",x"08894a1",x"0778592",x"0838e9b",x"0768090",x"04e5b67",x"1000000",x"
1000000",x"132393a",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"1000000",x"
1000000",x"1000000",x"1d5fef9",x"1000000",x"1000000",x"0ffffff",x"0edebe9",x"0f4a4a8",x"0
ee747a",x"0ff2b30",x"0ff3025",x"0ff2923",x"0ff211b",x"0ff1d11",x"0fe1800",x"0f20000",x"0c3595c
",x"0c3bbb9",x"0f5f5f5",x"0c3cbd0",x"077828f",x"0737e8b",x"0697783",x"04f5e66",x"0000000",x"
1000000",x"1000000",x"115171f",x"11a1c23",x"1000000",x"1000000",x"1000000",x"1000000",x"
1000000",x"1fe0635",x"1000000",x"0f3f1f1",x"0f19b9b",x"0f9575f",x"0ff3e39",x"0ff3833",x"0
ff2d37",x"0ff2732",x"0ff212c",x"0ff1b26",x"0ff131f",x"0ff0f1b",x"0ff070d",x"0fa0c00",x"0ea2100
",x"0bd3f42",x"0d4d1d0",x"0e1e2e3",x"0818c97",x"0747d88",x"0666f78",x"04f555c",x"0121317",x"
1000000",x"1000000",x"11a1c23",x"1000000",x"1000000",x"1000000",x"1ee3858",x"1000000",x"
1000000",x"0dcd8d8",x"0fb777a",x"0ff4343",x"0ff3d46",x"0ff3741",x"0ff2f39",x"0ff2732",x"0
ff1f2a",x"0ff1b26",x"0ff1722",x"0ff131f",x"0ff0d19",x"0ff0713",x"0fe000c",x"0fa000c",x"0f20000
",x"0d60f00",x"0acaaac",x"0cfd0d1",x"0848e9a",x"0707982",x"05e656d",x"042454c",x"0000000",x"
1000000",x"1000000",x"11a1c23",x"1000000",x"1ff0000",x"1000000",x"1000000",x"0c0b6b4",x"0
fd6168",x"0ff4545",x"0ff3f48",x"0ff3741",x"0ff2b35",x"0ff212c",x"0ff1b26",x"0ff131f",x"0ff111d
",x"0ff0f1b",x"0ff0d19",x"0ff0b17",x"0ff0713",x"0ff030f",x"0fa000c",x"0f2000b",x"0ec0000",x"0
d02200",x"0938386",x"0adaeaf",x"0828e99",x"06f767f",x"05a5c62",x"0353338",x"0000000",x"1000000
",x"1000000",x"1000000",x"1e3553c",x"1000000",x"1a0ffff",x"0ff5357",x"0ff4750",x"0ff414a",x"0
ff353f",x"0ff2933",x"0ff1b26",x"0ff131f",x"0ff0f1b",x"0ff0b17",x"0ff0915",x"0ff0915",x"0ff0915
",x"0ff0713",x"0ff0713",x"0ff030f",x"0fe000c",x"0f6000c",x"0ec000b",x"0e6000b",x"0ce1800",x"
0957573",x"0999c9c",x"07e8994",x"075757a",x"0545153",x"0222227",x"1000000",x"1000000",x"1181
b23",x"1f1093c",x"1000000",x"0f15c55",x"0ff4b54",x"0ff434c",x"0ff3741",x"0ff2933",x"0ff1b26",x"
0ff111d",x"0ff0b17",x"0ff0915",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0
ff0713",x"0ff0713",x"0ff030f",x"0fa000c",x"0f0000b",x"0e4000b",x"0de000a",x"0cc0a00",x"095847f
",x"0838f94",x"07d8289",x"07a7574",x"03d3b3e",x"003060d",x"1000000",x"1181a20",x"1000000",x"09
d8a83",x"0ff4b50",x"0ff4750",x"0ff3b45",x"0ff2b35",x"0ff1b26",x"0ff0f1b",x"0ff0b17",x"0ff0713
",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0
ff0511",x"0fe000c",x"0f6000c",x"0e6000b",x"0de000a",x"0d20000",x"0b63924",x"0878787",x"07d878f
",x"0948b85",x"06b6160",x"01c1c20",x"1000000",x"1000000",x"1000000",x"0fb504f",x"0ff4952",x"0
ff414a",x"0ff333d",x"0ff1f2a",x"0ff131f",x"0ff0b17",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713
",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff030f",x"0
fa000c",x"0ec000b",x"0de000a",x"0d4000a",x"0cc0500",x"09e6e68",x"078818a",x"0958f8a",x"0988a7c
",x"02f2d2e",x"0070b11",x"1000000",x"0946a7e",x"0ff494e",x"0ff454e",x"0ff3b45",x"0ff2b35",x"0
ff1722",x"0ff0b17",x"0ff0915",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713
",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0511",x"0fe000c",x"0f0000b",x"0
e2000b",x"0d6000a",x"0ca0005",x"0b2442e",x"07f8080",x"0908b89",x"0b2a08a",x"0534d47",x"00f1014
",x"1000000",x"09e7a70",x"0ff4750",x"0ff414a",x"0ff333d",x"0ff232e",x"0ff111d",x"0ff0915",x"0
ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713
",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff010d",x"0f2000b",x"0e4000b",x"0d6000a",x"0
cc000e",x"0c5200f",x"07c7879",x"0828385",x"0b2a290",x"0756c5c",x"0111014",x"0283143",x"0cc675a
",x"0ff434c",x"0ff3d46",x"0ff2f39",x"0ff1d28",x"0ff0d19",x"0ff0713",x"0ff0713",x"0ff0713",x"0
ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713
",x"0ff0713",x"0ff0713",x"0ff030f",x"0f6000c",x"0e6000b",x"0d8000a",x"0ce000f",x"0ca0a00",x"
086716c",x"070777b",x"0a3958b",x"086796b",x"018181b",x"01d2125",x"0f44f48",x"0ff414a",x"0
ff3943",x"0ff2b35",x"0ff1924",x"0ff0b17",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713
",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0ff0713",x"0
ff0713",x"0ff0511",x"0f8000c",x"0e8000b",x"0d8000a",x"0ce000a",x"0ca0500",x"095685f",x"0666b6d
",x"08d847f",x"087776c",x"0222022",x"0171b1b",x"0fc4149",x"0ff3f48",x"0ff3741",x"0ff2732",x"0

```



```

e8e97" ,x"074838e" ,x"0687580" ,x"0606b76" ,x"0575f6a" ,x"0494e58" ,x"0393b41" ,x"027282c" ,x"0121418"
,x"000030a" ,x"1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"11a1c23" ,x"1000000" ,x"1000000" ,x"
1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"11a1b23" ,x"
1000000" ,x"1000000" ,x"109070a" ,x"1000000" ,x"1000000" ,x"1000000" ,x"0000000" ,x"02c323d" ,x"
0313640" ,x"02e333c" ,x"02b2f37" ,x"02a2d35" ,x"022232b" ,x"0131418" ,x"000030e" ,x"10a1c5f" ,x"
1000000" ,x"1000000" ,x"1161921" ,x"11a1c23" ,x"1000000" ,x"1000000" ,x"1000000" ,x"1000000" ,x"
1000000" ,x"1000000");
51
52
53
54 begin
55
56
57
58
59
60 process (Clk)
61 begin
62 if rising_edge(Clk) then
63 if en = '1' then data <= ROM(TO_INTEGER(addr))(24 downto 0 ); end if;
64 end if;
65 end process;
66
67 end ar;

```

Listing 14: FPGA/scoreController.vhd

```

1 — This file is part of The Awesome Guitar Game.
2 —
3 — The Awesome Guitar Game is a free software: you can redistribute it and/or modify
4 — it under the terms of the GNU General Public License as published by
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15 —
16 —
17 —#####
18 — The awesome guitar game (A clone of Guitar Hero for FPGA #
19 —#####
20 — EMBEDDED SYSTEM PROJECT
21 — Columbia University Spring 2012
22 —
23 — Avijit Singh Wasu — asw2156@columbia.edu
24 — Laurent Charignon — lc2817@columbia.edu
25 —
26 — Licensed under the GPL license
27 — Have a look at the license file in the root of
28 — the project to have more details about the license
29 —
30 —#####

```



```

31 library ieee;
32 use ieee.std_logic_1164.all;
33 use ieee.numeric_std.all;
34 —This component is in charge of displaying the score
35 —On the 4 rightmost HEX displays
36
37 entity scoreController is
38
39     port (
40         —Avalon
41         clk          : in  std_logic;
42         reset_n      : in  std_logic;
43         read         : in  std_logic;
44         write        : in  std_logic;
45         chipselect   : in  std_logic;
46         address      : in  unsigned(15 downto 0);
47         readdata     : out unsigned(15 downto 0);
48         writedata    : in  unsigned(15 downto 0);
49         —To HEX DISPLAY
50         HEX_0        : out std_logic_vector(6 downto 0);
51         HEX_1        : out std_logic_vector(6 downto 0);
52         HEX_2        : out std_logic_vector(6 downto 0);
53         HEX_3        : out std_logic_vector(6 downto 0)
54     );
55 end scoreController;
56
57 architecture ar of scoreController is
58
59     component hex_decoder is port(
60         di          : in  unsigned(3 downto 0);
61         do          : out std_logic_vector( 6 downto 0 )
62     );
63     end component hex_decoder;
64     signal we:std_logic;
65     signal in_val: unsigned (15 downto 0) ;
66     signal d0: unsigned (3 downto 0);
67     signal d1: unsigned (3 downto 0);
68     signal d2: unsigned (3 downto 0);
69     signal d3: unsigned (3 downto 0);
70     begin
71     H0: hex_decoder port map(d0,HEX_0);
72     H1: hex_decoder port map(d1,HEX_1);
73     H2: hex_decoder port map(d2,HEX_2);
74     H3: hex_decoder port map(d3,HEX_3);
75     we <= '1' when chipselect = '1' and write='1' else '0';
76     —in_val <= writedata when we = '1' else in_val;
77     d0 <= in_val(3 downto 0);
78     d1 <= in_val(7 downto 4);
79     d2 <= in_val(11 downto 8);
80     d3 <= in_val(15 downto 12);
81
82
83
84
85     process( clk )
86     begin
87     if(rising_edge(clk)) then
88         in_val <= in_val;

```

```

89   if( reset_n='0' )
90   then
91       in_val <= x"0000";
92   else
93       if (we = '1') then
94           in_val <= writedata ;
95       end if;
96   end if ;
97 end if ;
98 end process ;
99
100 end ar ;

```

Listing 15: FPGA/spritecontroller.vhd

```

1  library ieee;
2  use ieee.std_logic_1164.all;
3  use ieee.numeric_std.all;
4
5  entity sprite_controller is
6
7      port (
8          VGA_CLK,           -- Clock
9          VGA_HS,           -- H_SYNC
10         VGA_VS,           -- V_SYNC
11         VGA_BLANK,        -- BLANK
12         VGA_SYNC : out std_logic; -- SYNC
13         VGA_R,            -- Red[9:0]
14         VGA_G,            -- Green[9:0]
15         VGA_B : out unsigned(9 downto 0); -- Blue[9:0]
16         clk_in      : in  std_logic;
17         reset_n     : in  std_logic;
18         read        : in  std_logic;
19         write       : in  std_logic;
20         chipselect  : in  std_logic;
21         address     : in  unsigned(8 downto 0);
22         readdata    : out unsigned(15 downto 0);
23         writedata   : in  unsigned(15 downto 0)
24     );
25
26 end sprite_controller;
27
28 architecture rtl of sprite_controller is
29
30
31     constant HTOTAL      : integer := 800;
32     constant HSYNC      : integer := 96;
33     constant HBACK_PORCH : integer := 48;
34     constant HACTIVE     : integer := 640;
35     constant HFRONT_PORCH : integer := 16;
36
37     constant VTOTAL      : integer := 525;
38     constant VSYNC      : integer := 2;
39     constant VBACK_PORCH : integer := 33;
40     constant VACTIVE     : integer := 480;
41     constant VFRONT_PORCH : integer := 10;
42

```

```

43 signal clk25: std_logic := '0';
44 signal clkslow: std_logic := '0';
45
46 signal EndOfLine, EndOfField : std_logic;
47 signal data_received : unsigned (11 downto 0);
48 signal internal_read : unsigned (11 downto 0);
49 signal Hcount : unsigned(9 downto 0); -- Horizontal position (0-800)
50 signal Vcount : unsigned(9 downto 0); -- Vertical position (0-524)
51
52 signal vga_hblank, vga_hsync,
53 vga_vsync : std_logic; -- Sync. signals
54 signal vga_vblank:std_logic;
55 signal reset:std_logic;
56
57 --signal spritno:integer:=0;
58 --signal x:integer;
59 --signal yc,xc:integer;
60 --signal delay:unsigned(31 downto 0);--it has to store values upto 640*480
61
62
63 signal xcoordinate:integer:=0;
64 signal ycoordinate:integer:=0;
65 -----RAM-----
66 type ram_type is array(15 downto 0) of unsigned(14 downto 0); --max of 16 beats can be displayed
        on the screen..X-3 bits,Y-10 bits,correct/wrong-1bit,print or not--Since the X represents the
        sprite no we need to have a value to indicate whether we need to print the sprite or print
        nothin there
67 --type Matrix1_type is array(14 downto 0) of ram_type;
68 signal RAM : ram_type:=("11111111111111",others=>"00000000000000");
69 --type ram_data is array(15 downto 0) of unsigned (14 downto 0);
70 signal ram_address:unsigned(3 downto 0);
71 type xbutton_type is array(15 downto 0) of integer;
72 type ybutton_type is array(15 downto 0) of integer;
73 type ritwrong_type is array(15 downto 0) of std_logic;
74 type pixeloutxy_type is array(15 downto 0) of integer;
75 type spritno_type is array (15 downto 0) of integer;
76 type enable_type is array(15 downto 0) of std_logic;
77 type display_type is array(15 downto 0) of std_logic;
78
79 signal xbutton:xbutton_type;
80 signal ybutton:ybutton_type;
81 signal ritwrong:ritwrong_type ;
82 signal enable:enable_type;
83 signal display:display_type;
84 signal pixelx:pixeloutxy_type;
85 signal pixely:pixeloutxy_type;
86 signal spritno:spritno_type;
87 signal printspritepixelx:integer:=0;
88 signal printspritepixely:integer:=0;
89 signal printsprite:integer:=0;
90
91 signal temp0,temp1,temp2,temp3:unsigned (13 downto 0);
92 signal Xbutton0:integer:=0;
93 signal Ybutton0:integer:=0;
94 signal displayoutsum:unsigned(27 downto 0);
95 signal readfromrom1:unsigned (31 downto 0);
96 signal readfromrom2:unsigned (31 downto 0);

```

```

97 signal readfromrom3:unsigned (31 downto 0);
98 signal readfromrom4:unsigned (31 downto 0);
99 signal readfromrom5:unsigned (31 downto 0);
100 signal temp :unsigned(31 downto 0);
101
102
103
104 signal rom_data:unsigned(31 downto 0);
105 signal score:integer:=0;
106 component buttondisplay is
107 port(Xcoordinate:in integer;
108 Ycoordinate:in integer;
109 Xbutton: in integer;
110 Ybutton: in integer;
111 display:in std_logic;
112 ritwrong:in std_logic;
113 pixeloutx: out integer;--The pixel that need to be displayed
114 pixelouty: out integer;
115 spritno:out integer;
116 enable:out std_logic);
117
118 end component;
119
120
121
122 component rom123 is
123 port (
124 Clk : in std_logic;
125 en : in std_logic; -- Read enable
126 addrx : in integer;
127 addry: in integer;
128 printspritenumbe:in integer;
129 data : out unsigned(31 downto 0)
130 );
131 end component;
132
133
134 begin
135
136 tryrom1:rom123 port map(Clk =>clk_in ,en=>'1',addrx=>printspritepixelx , addry=>printspritepixely ,
137 printspritenumbe=>printsprite , data=>readfromrom1 );
138 tryrom2:rom123 port map(Clk =>clk_in ,en=>'1',addrx=>printspritepixelx , addry=>printspritepixely ,
139 printspritenumbe=>printsprite , data=>readfromrom2 );
140 tryrom3:rom123 port map(Clk =>clk_in ,en=>'1',addrx=>printspritepixelx , addry=>printspritepixely ,
141 printspritenumbe=>printsprite , data=>readfromrom3 );
142 tryrom4:rom123 port map(Clk =>clk_in ,en=>'1',addrx=>printspritepixelx , addry=>printspritepixely ,
143 printspritenumbe=>printsprite , data=>readfromrom4 );
144 tryrom5:rom123 port map(Clk =>clk_in ,en=>'1',addrx=>printspritepixelx , addry=>printspritepixely ,
145 printspritenumbe=>printsprite , data=>readfromrom5 );
146
147
148 try1:buttondisplay port map(Xcoordinate=>Xcoordinate , Ycoordinate=>Ycoordinate , Xbutton=>Xbutton(0) ,
149 Ybutton=>Ybutton(0) , display=>display (0) , ritwrong=>ritwrong (0) , pixeloutx=>pixelx (0) , pixelouty=>
150 pixely (0) , spritno=>spritno (0) , enable=>enable(0) );
151 try2:buttondisplay port map(Xcoordinate=>Xcoordinate , Ycoordinate=>Ycoordinate , Xbutton=>Xbutton(1) ,
152 Ybutton=>Ybutton(1) , display=>display (1) , ritwrong=>ritwrong (1) , pixeloutx=>pixelx (1) , pixelouty=>
153 pixely (1) , spritno=>spritno (1) , enable=>enable(1) );
154 try3:buttondisplay port map(Xcoordinate=>Xcoordinate , Ycoordinate=>Ycoordinate , Xbutton=>Xbutton(2) ,
155 Ybutton=>Ybutton(2) , display=>display (2) , ritwrong=>ritwrong (2) , pixeloutx=>pixelx (2) , pixelouty=>
156 pixely (2) , spritno=>spritno (2) , enable=>enable(2) );

```

```

Ybutton=>Ybutton(2), display=>display(2), ritwrong=>ritwrong(2), pixeloutx=>pixelx(2), pixelouty=>
pixelx(2), spritno=>spritno(2), enable=>enable(2));
146 try4: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(3),
Ybutton=>Ybutton(3), display=>display(3), ritwrong=>ritwrong(3), pixeloutx=>pixelx(3), pixelouty=>
pixelx(3), spritno=>spritno(3), enable=>enable(3));
147 try5: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(4),
Ybutton=>Ybutton(4), display=>display(4), ritwrong=>ritwrong(4), pixeloutx=>pixelx(4), pixelouty=>
pixelx(4), spritno=>spritno(4), enable=>enable(4));
148 try6: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(5),
Ybutton=>Ybutton(5), display=>display(5), ritwrong=>ritwrong(5), pixeloutx=>pixelx(5), pixelouty=>
pixelx(5), spritno=>spritno(5), enable=>enable(5));
149 try7: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(6),
Ybutton=>Ybutton(6), display=>display(6), ritwrong=>ritwrong(6), pixeloutx=>pixelx(6), pixelouty=>
pixelx(6), spritno=>spritno(6), enable=>enable(6));
150 try8: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(7),
Ybutton=>Ybutton(7), display=>display(7), ritwrong=>ritwrong(7), pixeloutx=>pixelx(7), pixelouty=>
pixelx(7), spritno=>spritno(7), enable=>enable(7));
151 try9: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(8),
Ybutton=>Ybutton(8), display=>display(8), ritwrong=>ritwrong(8), pixeloutx=>pixelx(8), pixelouty=>
pixelx(8), spritno=>spritno(8), enable=>enable(8));
152 try10: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton(9),
Ybutton=>Ybutton(9), display=>display(9), ritwrong=>ritwrong(9), pixeloutx=>pixelx(9), pixelouty
=>pixelx(9), spritno=>spritno(9), enable=>enable(9));
153 try11: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton
(10), Ybutton=>Ybutton(10), display=>display(10), ritwrong=>ritwrong(10), pixeloutx=>pixelx(10),
pixelouty=>pixelx(10), spritno=>spritno(10), enable=>enable(10));
154 try12: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton
(11), Ybutton=>Ybutton(11), display=>display(11), ritwrong=>ritwrong(11), pixeloutx=>pixelx(11),
pixelouty=>pixelx(11), spritno=>spritno(11), enable=>enable(11));
155 try13: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton
(12), Ybutton=>Ybutton(12), display=>display(12), ritwrong=>ritwrong(12), pixeloutx=>pixelx(12),
pixelouty=>pixelx(12), spritno=>spritno(12), enable=>enable(12));
156 try14: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton
(13), Ybutton=>Ybutton(13), display=>display(13), ritwrong=>ritwrong(13), pixeloutx=>pixelx(13),
pixelouty=>pixelx(13), spritno=>spritno(13), enable=>enable(13));
157 try15: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton
(14), Ybutton=>Ybutton(14), display=>display(14), ritwrong=>ritwrong(14), pixeloutx=>pixelx(14),
pixelouty=>pixelx(14), spritno=>spritno(14), enable=>enable(14));
158 try16: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton
(15), Ybutton=>Ybutton(15), display=>display(15), ritwrong=>ritwrong(15), pixeloutx=>pixelx(15),
pixelouty=>pixelx(15), spritno=>spritno(15), enable=>enable(15));
159
160 —try4: buttondisplay port map(Xcoordinate=>Xcoordinate, Ycoordinate=>Ycoordinate, Xbutton=>Xbutton3,
Ybutton=>Ybutton3, pixelout=>displayout3);
161
162
163
164 —displayoutsum<=>displayout(0)+displayout(1)+displayout(2)+displayout(3)+displayout(4)+displayout
(5)+displayout(6)+displayout(7)+displayout(8)+displayout(9)+displayout(10)+displayout(11)+
displayout(12)+displayout(13)+displayout(14)+displayout(15);
165
166
167
168
169 printsprite <=> spritno(0) when enable(0) = '1' else
170 spritno(1) when enable(1) = '1' else
171 spritno(2) when enable(2) = '1' else

```

```

172 spritno(3) when enable(3) = '1' else
173 spritno(4) when enable(4) = '1' else
174 spritno(5) when enable(5) = '1' else
175 spritno(6) when enable(6) = '1' else
176 spritno(7) when enable(7) = '1' else
177 spritno(8) when enable(8) = '1' else
178 spritno(9) when enable(9) = '1' else
179 spritno(10) when enable(10) = '1' else
180 spritno(11) when enable(11) = '1' else
181 spritno(12) when enable(12) = '1' else
182 spritno(13) when enable(13) = '1' else
183 spritno(14) when enable(14) = '1' else
184 spritno(15) when enable(15) = '1' else
185 0;
186
187 printspritepixelx <= pixelx(0) when enable(0) = '1' else
188 pixelx(1) when enable(1) = '1' else
189 pixelx(2) when enable(2) = '1' else
190 pixelx(3) when enable(3) = '1' else
191 pixelx(4) when enable(4) = '1' else
192 pixelx(5) when enable(5) = '1' else
193 pixelx(6) when enable(6) = '1' else
194 pixelx(7) when enable(7) = '1' else
195 pixelx(8) when enable(8) = '1' else
196 pixelx(9) when enable(9) = '1' else
197 pixelx(10) when enable(10) = '1' else
198 pixelx(11) when enable(11) = '1' else
199 pixelx(12) when enable(12) = '1' else
200 pixelx(13) when enable(13) = '1' else
201 pixelx(14) when enable(14) = '1' else
202 pixelx(15) when enable(15) = '1' else
203 0;
204
205 printspritepixely <= pixely(0) when enable(0) = '1' else
206 pixely(1) when enable(1) = '1' else
207 pixely(2) when enable(2) = '1' else
208 pixely(3) when enable(3) = '1' else
209 pixely(4) when enable(4) = '1' else
210 pixely(5) when enable(5) = '1' else
211 pixely(6) when enable(6) = '1' else
212 pixely(7) when enable(7) = '1' else
213 pixely(8) when enable(8) = '1' else
214 pixely(9) when enable(9) = '1' else
215 pixely(10) when enable(10) = '1' else
216 pixely(11) when enable(11) = '1' else
217 pixely(12) when enable(12) = '1' else
218 pixely(13) when enable(13) = '1' else
219 pixely(14) when enable(14) = '1' else
220 pixely(15) when enable(15) = '1' else
221 0;
222
223
224
225
226
227
228
229 — Horizontal and vertical counters

```

```

230 HCounter : process (clk25)
231 begin
232     if rising_edge(clk25) then
233         if reset = '1' then
234             Hcount <= (others => '0');
235         elsif EndOfLine = '1' then
236             Hcount <= (others => '0');
237         else
238             Hcount <= Hcount + 1;
239         end if;
240     end if;
241
242 end process HCounter;
243
244 EndOfLine <= '1' when Hcount = HTOTAL - 1 else '0';
245
246 VCounter: process (clk25)
247 begin
248     if rising_edge(clk25) then
249         if reset = '1' then
250             Vcount <= (others => '0');
251         elsif EndOfLine = '1' then
252             if EndOfField = '1' then
253                 Vcount <= (others => '0');
254             else
255                 Vcount <= Vcount + 1;
256             end if;
257         end if;
258     end if;
259 end process VCounter;
260
261 EndOfField <= '1' when Vcount = VTOTAL - 1 else '0';
262
263
264
265 ----- Registered video signals going to the video DAC
266
267
268
269 ----- State machines to generate HSYNC, VSYNC, HBLANK, and VBLANK
270
271 HSyncGen : process (clk25)
272 begin
273     if rising_edge(clk25) then
274         if reset = '1' or EndOfLine = '1' then
275             vga_hsync <= '1';
276         elsif Hcount = HSYNC - 1 then
277             vga_hsync <= '0';
278         end if;
279     end if;
280 end process HSyncGen;
281
282 HBlankGen : process (clk25)
283 begin
284     if rising_edge(clk25) then
285         if reset = '1' then

```

```

286     vga_hblank <= '1';
287     elsif Hcount = HSYNC + HBACK_PORCH then
288         vga_hblank <= '0';
289     elsif Hcount = HSYNC + HBACK_PORCH + HACTIVE then
290         vga_hblank <= '1';
291     end if;
292 end if;
293 end process HBlankGen;
294
295 VSyncGen : process (clk25)
296 begin
297     if rising_edge(clk25) then
298         if reset = '1' then
299             vga_vsync <= '1';
300         elsif EndOfLine = '1' then
301             if EndOfField = '1' then
302                 vga_vsync <= '1';
303             elsif Vcount = VSYNC - 1 then
304                 vga_vsync <= '0';
305             end if;
306         end if;
307     end if;
308 end process VSyncGen;
309
310 VBlankGen : process (clk25)
311 begin
312     if rising_edge(clk25) then
313         if reset = '1' then
314             vga_vblank <= '1';
315         elsif EndOfLine = '1' then
316             if Vcount = VSYNC + VBACK_PORCH - 1 then
317                 vga_vblank <= '0';
318             elsif Vcount = VSYNC + VBACK_PORCH + VACTIVE - 1 then
319                 vga_vblank <= '1';
320             end if;
321         end if;
322     end if;
323 end process VBlankGen;
324
325
326 —
327
328 —————
329 Xcoordinate<=(to_integer(Hcount)-HSYNC - HBACK_PORCH);
330 Ycoordinate<=(to_integer(Vcount)-VSYNC - VBACK_PORCH);
331
332
333 —————EXTRACTING DATA FROM RAM
334
335 reset <= not reset_n;
336 ram_address<= address(3 downto 0);--ram_address is 6 bits
337
338 process (clk_in)      —————Process for reading/writing data from the RAM based on chipselect and
339     reset_n
340 begin
341     if rising_edge(clk_in) then

```



```

341     if reset_n = '0' then
342         readdata <= (others => '0');
343     else
344         if chipselect = '1' then
345             if read = '1' then
346                 --readdata <= "00" & RAM(to_integer(ram_address));
347                 --readdata <= "0001011111111111" ;
348             readdata <= "0" & RAM(to_integer(ram_address));
349             --readdata <=rom_data(15 downto 0);
350             temp<=X"0ff3fc00";
351             --readdata <= "0000000000000000" & display(6);
352             --readdata <= "00000000" & (ram_data(7 downto 0));
353             elsif write = '1' then
354                 RAM(to_integer(ram_address)) <= writedata(15 downto 0);
355
356
357             end if;
358         else
359
360
361     end if;
362
363
364 end if;
365 end if;
366 end process;
367
368
369 --Xbutton(0)<=to_integer(RAM(0)(2 downto 0));
370 --Ybutton(0)<=to_integer(RAM(0)(12 downto 3));
371 --display(0)<=(RAM(0)(13));
372 --ritwrong(0)<=(RAM(0)(14));
373
374 Xbutton(1)<=to_integer(RAM(1)(2 downto 0));
375 Ybutton(1)<=to_integer(RAM(1)(12 downto 3));
376 display(1)<=(RAM(1)(13));
377 ritwrong(1)<=(RAM(1)(14));
378
379 Xbutton(2)<=to_integer(RAM(2)(2 downto 0));
380 Ybutton(2)<=to_integer(RAM(2)(12 downto 3));
381 display(2)<=(RAM(2)(13));
382 ritwrong(2)<=(RAM(2)(14));
383
384 Xbutton(3)<=to_integer(RAM(3)(2 downto 0));
385 Ybutton(3)<=to_integer(RAM(3)(12 downto 3));
386 display(3)<=(RAM(3)(13));
387 ritwrong(3)<=(RAM(3)(14));
388
389 Xbutton(4)<=to_integer(RAM(4)(2 downto 0));
390 Ybutton(4)<=to_integer(RAM(4)(12 downto 3));
391 display(4)<=(RAM(4)(13));
392 ritwrong(4)<=(RAM(4)(14));
393
394
395 Xbutton(5)<=to_integer(RAM(5)(2 downto 0));
396 Ybutton(5)<=to_integer(RAM(5)(12 downto 3));
397 display(5)<=(RAM(5)(13));
398 ritwrong(5)<=(RAM(5)(14));

```

```

399
400
401 Xbutton(6)<=to_integer(RAM(6)(2 downto 0));
402 Ybutton(6)<=to_integer(RAM(6)(12 downto 3));
403 display(6)<=(RAM(6)(13));
404 ritwrong(6)<=(RAM(6)(14));
405
406
407 Xbutton(7)<=to_integer(RAM(7)(2 downto 0));
408 Ybutton(7)<=to_integer(RAM(7)(12 downto 3));
409 display(7)<=(RAM(7)(13));
410 ritwrong(7)<=(RAM(7)(14));
411
412
413 Xbutton(8)<=to_integer(RAM(8)(2 downto 0));
414 Ybutton(8)<=to_integer(RAM(8)(12 downto 3));
415 display(8)<=(RAM(8)(13));
416 ritwrong(8)<=(RAM(8)(14));
417
418 Xbutton(9)<=to_integer(RAM(9)(2 downto 0));
419 Ybutton(9)<=to_integer(RAM(9)(12 downto 3));
420 display(9)<=(RAM(9)(13));
421 ritwrong(9)<=(RAM(9)(14));
422
423 Xbutton(10)<=to_integer(RAM(10)(2 downto 0));
424 Ybutton(10)<=to_integer(RAM(10)(12 downto 3));
425 display(10)<=(RAM(10)(13));
426 ritwrong(10)<=(RAM(10)(14));
427
428 Xbutton(11)<=to_integer(RAM(11)(2 downto 0));
429 Ybutton(11)<=to_integer(RAM(11)(12 downto 3));
430 display(11)<=(RAM(11)(13));
431 ritwrong(11)<=(RAM(11)(14));
432
433 Xbutton(12)<=to_integer(RAM(12)(2 downto 0));
434 Ybutton(12)<=to_integer(RAM(12)(12 downto 3));
435 display(12)<=(RAM(12)(13));
436 ritwrong(12)<=(RAM(12)(14));
437
438 Xbutton(13)<=to_integer(RAM(13)(2 downto 0));
439 Ybutton(13)<=to_integer(RAM(13)(12 downto 3));
440 display(13)<=(RAM(13)(13));
441 ritwrong(13)<=(RAM(13)(14));
442
443 Xbutton(14)<=to_integer(RAM(14)(2 downto 0));
444 Ybutton(14)<=to_integer(RAM(14)(12 downto 3));
445 display(14)<=(RAM(14)(13));
446 ritwrong(14)<=(RAM(14)(14));
447
448 Xbutton(15)<=to_integer(RAM(15)(2 downto 0));
449 Ybutton(15)<=to_integer(RAM(15)(12 downto 3));
450 display(15)<=(RAM(15)(13));
451 ritwrong(15)<=(RAM(15)(14));
452
453 score<=to_integer(RAM(0));
454
455
456

```



```

502 else if (printsprite=0 and Xcoordinate=156)or (printsprite=0 and Xcoordinate=156+50) or (
      printsprite=0 and Xcoordinate=156+100) or (printsprite=0 and Xcoordinate=156+150) or (
      printsprite=0 and Xcoordinate=156+200) then —displaying the white lines
503 rom_data<=X"ffffff";
504
505 else if (printsprite=0) then
506 rom_data<=X"0000000";
507
508 else if (printsprite=1) then
509 rom_data <= readfromrom1;
510
511 else if (printsprite=2) then
512 —rom_data <= Ma2(printspritepixelx)(printspritepixely);
513 rom_data <= readfromrom1;
514
515 else if (printsprite=3) then
516 —rom_data <= Ma2(printspritepixelx)(printspritepixely);
517 rom_data <= readfromrom1;
518
519 else if (printsprite=4) then
520 —rom_data <= Ma1(printspritepixelx)(printspritepixely);
521 rom_data <= readfromrom2;
522
523 else if (printsprite=5) then
524 —rom_data <= Ma1(printspritepixelx)(printspritepixely);
525 rom_data <= readfromrom3;
526
527 else if (printsprite=6) then
528 —rom_data <= Ma1(printspritepixelx)(printspritepixely);
529 rom_data <= readfromrom4;
530 else if (printsprite=7) then
531 —rom_data <= Ma1(printspritepixelx)(printspritepixely);
532 rom_data <= readfromrom5;
533
534 else rom_data<=X"0000000";
535
536 end if;
537 end if;
538 end if;
539 end if;
540 end if;
541 end if;
542 end if;
543 end if;
544 end if;
545 end if;
546 end if;
547 end if;
548 end if;
549 end if;
550 end if;
551 end if;
552 end if;
553 end if;
554 end if;
555 end process;
556 —
557 —readdata <= x"0" & internal_read (11 downto 0);

```

```

558 ---data_received <= writedata (11 downto 0);
559
560
561
562
563 VideoOut: process (clk25, reset)
564 begin
565   if reset = '1' then
566
567     VGA_R <= "0000000000" ;
568     VGA_G <= "0000000000" ;--& rom_data(17 downto 9);
569     VGA_B <= "0000000000";-- & rom_data(26 downto 18);--"1111111111";
570
571
572
573   else if clk25'event and clk25 = '1' then
574     if vga_hblank='0' and vga_vblank='0' then
575       if (printsprite>0 and Xcoordinate>140 and Xcoordinate<370 and Ycoordinate>380 and Ycoordinate
576         <400 and rom_data(29 downto 0)=0)then
577         VGA_G <=temp (19 downto 10);
578         VGA_R <= temp(9 downto 0);
579         VGA_B <= temp(29 downto 20);--"1111111111";
580       else
581         VGA_G <= rom_data(19 downto 10);
582         VGA_R <= rom_data(9 downto 0);
583         VGA_B <= rom_data(29 downto 20);--"1111111111";
584       end if;
585
586     else
587       VGA_R <= "0000000000";
588       VGA_G <= "0000000000";
589       VGA_B <= "0000000000";
590     end if;
591   end if;
592 end process VideoOut;
593
594
595 VGA_CLK <= clk25;
596 VGA_HS <= not vga_hsync;
597 VGA_VS <= not vga_vsync;
598 VGA_SYNC <= '0';
599 VGA_BLANK <= not (vga_hsync or vga_vsync);
600
601 end rtl;
602 ---

```

Listing 16: FPGA/timer.vhd

```

1 ---Legal Notice: (C)2007 Altera Corporation. All rights reserved. Your
2 ---use of Altera Corporation's design tools, logic functions and other
3 ---software and tools, and its AMPP partner logic functions, and any
4 ---output files any of the foregoing (including device programming or
5 ---simulation files), and any associated documentation or information are
6 ---expressly subject to the terms and conditions of the Altera Program
7 ---License Subscription Agreement or other applicable license agreement,
8 ---including, without limitation, that your use is for the sole purpose

```

```

 9 --of programming logic devices manufactured by Altera and sold by Altera
10 --or its authorized distributors. Please refer to the applicable
11 --agreement for further details.
12
13
14 -- turn off superfluous VHDL processor warnings
15 -- altera message_level Level1
16 -- altera message_off 10034 10035 10036 10037 10230 10240 10030
17
18 library altera;
19 use altera.altera_europa_support_lib.all;
20
21 library ieee;
22 use ieee.std_logic_1164.all;
23 use ieee.std_logic_arith.all;
24 use ieee.std_logic_unsigned.all;
25
26 entity timer is
27     port (
28         -- inputs:
29         signal address : IN STD_LOGIC_VECTOR (2 DOWNTO 0);
30         signal chipselect : IN STD_LOGIC;
31         signal clk : IN STD_LOGIC;
32         signal reset_n : IN STD_LOGIC;
33         signal write_n : IN STD_LOGIC;
34         signal writedata : IN STD_LOGIC_VECTOR (15 DOWNTO 0);
35
36         -- outputs:
37         signal irq : OUT STD_LOGIC;
38         signal readdata : OUT STD_LOGIC_VECTOR (15 DOWNTO 0)
39     );
40 end entity timer;
41
42
43 architecture europa of timer is
44     signal clk_en : STD_LOGIC;
45     signal control_continuous : STD_LOGIC;
46     signal control_interrupt_enable : STD_LOGIC;
47     signal control_register : STD_LOGIC_VECTOR (3 DOWNTO 0);
48     signal control_wr_strobe : STD_LOGIC;
49     signal counter_is_running : STD_LOGIC;
50     signal counter_is_zero : STD_LOGIC;
51     signal counter_load_value : STD_LOGIC_VECTOR (18 DOWNTO 0);
52     signal delayed_unxcounter_is_zeroux0 : STD_LOGIC;
53     signal do_start_counter : STD_LOGIC;
54     signal do_stop_counter : STD_LOGIC;
55     signal force_reload : STD_LOGIC;
56     signal internal_counter : STD_LOGIC_VECTOR (18 DOWNTO 0);
57     signal period_h_wr_strobe : STD_LOGIC;
58     signal period_l_wr_strobe : STD_LOGIC;
59     signal read_mux_out : STD_LOGIC_VECTOR (15 DOWNTO 0);
60     signal start_strobe : STD_LOGIC;
61     signal status_wr_strobe : STD_LOGIC;
62     signal stop_strobe : STD_LOGIC;
63     signal timeout_event : STD_LOGIC;
64     signal timeout_occurred : STD_LOGIC;
65
66 begin

```



```

121     delayed_unxcounter_is_zeroux0 <= std_logic('0');
122     elsif clk'event and clk = '1' then
123         if std_logic'(clk_en) = '1' then
124             delayed_unxcounter_is_zeroux0 <= counter_is_zero;
125         end if;
126     end if;
127
128 end process;
129
130 timeout_event <= (counter_is_zero) AND NOT (delayed_unxcounter_is_zeroux0);
131 process (clk, reset_n)
132 begin
133     if reset_n = '0' then
134         timeout_occurred <= std_logic('0');
135     elsif clk'event and clk = '1' then
136         if std_logic'(clk_en) = '1' then
137             if std_logic'(status_wr_strobe) = '1' then
138                 timeout_occurred <= std_logic('0');
139             elsif std_logic'(timeout_event) = '1' then
140                 timeout_occurred <= Vector_To_Std_Logic(-SIGNED(std_logic_vector'
141                     ("00000000000000000000000000000001")));
142             end if;
143         end if;
144     end if;
145 end process;
146
147 irq <= timeout_occurred AND control_interrupt_enable;
148 --s1, which is an e_avalon_slave
149 read_mux_out <= ((A_REP(to_std_logic((((std_logic_vector'("0000000000000000000000000000") & (
150     address))) = std_logic_vector'("00000000000000000000000000000001")))), 16) AND (
151     std_logic_vector'("000000000000") & (control_register))) OR ((A_REP(to_std_logic((((
152     std_logic_vector'("00000000000000000000000000000000") & (address)) = std_logic_vector'("
153     00000000000000000000000000000000")))), 16) AND (std_logic_vector'("0000000000000000") & (
154     Std_Logic_Vector'(A_ToStdLogicVector(counter_is_running) & A_ToStdLogicVector(
155     timeout_occurred))))));
156 process (clk, reset_n)
157 begin
158     if reset_n = '0' then
159         readdata <= std_logic_vector'("0000000000000000");
160     elsif clk'event and clk = '1' then
161         if std_logic'(clk_en) = '1' then
162             readdata <= read_mux_out;
163         end if;
164     end if;
165 end process;
166
167 period_l_wr_strobe <= (chipselect AND NOT write_n) AND to_std_logic((((std_logic_vector'("
168     00000000000000000000000000000000") & (address)) = std_logic_vector'
169     ("00000000000000000000000000000010"))));
170 period_h_wr_strobe <= (chipselect AND NOT write_n) AND to_std_logic((((std_logic_vector'("
171     00000000000000000000000000000000") & (address)) = std_logic_vector'
172     ("00000000000000000000000000000011"))));
173 control_wr_strobe <= (chipselect AND NOT write_n) AND to_std_logic((((std_logic_vector'("
174     00000000000000000000000000000000") & (address)) = std_logic_vector'
175     ("00000000000000000000000000000001"))));
176 process (clk, reset_n)

```



```

166 begin
167     if reset_n = '0' then
168         control_register <= std_logic_vector("0000");
169     elsif clk'event and clk = '1' then
170         if std_logic'(control_wr_strobe) = '1' then
171             control_register <= writedata(3 DOWNTO 0);
172         end if;
173     end if;
174
175 end process;
176
177 stop_strobe <= writedata(3) AND control_wr_strobe;
178 start_strobe <= writedata(2) AND control_wr_strobe;
179 control_continuous <= control_register(1);
180 control_interrupt_enable <= control_register(0);
181 status_wr_strobe <= (chipselct AND NOT write_n) AND to_std_logic((((std_logic_vector'
    ("00000000000000000000000000000000") & (address)) = std_logic_vector'("
    00000000000000000000000000000000"))));
182
183 end europa;

```

Listing 17: FPGA/software/MusicPlays/helloworld.c

```

1 // This file is part of The Awesome Guitar Game.
2 //
3 // The Awesome Guitar Game is a free software: you can redistribute it and/or modify
4 // it under the terms of the GNU General Public License as published by
5 // the Free Software Foundation, either version 3 of the License, or
6 // (at your option) any later version.
7 //
8 // The Awesome Guitar Game is distributed in the hope that it will be useful,
9 // but WITHOUT ANY WARRANTY; without even the implied warranty of
10 // MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
11 // GNU General Public License for more details.
12 //
13 // You should have received a copy of the GNU General Public License
14 // along with The Awesome Guitar Game. If not, see <http://www.gnu.org/licenses/>.
15 //
16 //
17 //#####
18 // The awesome guitar game (A clone of Guitar Hero for FPGA #
19 //#####
20 // EMBEDDED SYSTEM PROJECT
21 // Columbia University Spring 2012
22 //
23 // Avijit Singh Wasu — asw2156@columbia.edu
24 // Laurent Charignon — lc2817@columbia.edu
25 //
26 // Licensed under the GPL license
27 // Have a look at the license file in the root of
28 // the project to have more details about the license
29 //
30 //#####
31
32 #include <stdio.h>
33 #include <system.h>
34 #include <math.h>

```

```

35 #include <io.h>
36 #include <sys/alt_irq.h>
37
38
39 /*****
40 ** DEFINES
41 *****/
42 #define REPRBREAT(beat) ((beat.color)+(beat.Y) << 3);
43 #define READNEWNOTE(address) IORD_8DIRECT(CFI_FLASH_BASE, address);
44 #define READNEWBEAT(current_note) IORD_16DIRECT(BEATCONTROLLER_INST_BASE, current_note*2)
45 #define WRITENOTE(note) IOWR_8DIRECT(MUSICCONTROLLER_INST_BASE, 0, (note-127)&0xFF);
46 #define WRITEBEAT(v) IOWR_16DIRECT(VGA_BASE, v*2, (beats[v]));
47 #define NUMCELL 16
48 #define PACE 2
49 #define MAX_Y 480
50
51 /*****
52 * STRUCTS
53 *****/
54 //A beat
55 typedef struct beat {
56     unsigned char color; // Color between 2 and 6 for notes
57     int Y; // Y value of the note
58 } beat ;
59
60 /*****
61 ** ISR CALLBACKS
62 *****/
63 // We have tree types of callbacks
64 static void note_isr ( void* context , alt_u32 id);
65 static void input_isr ( void* context , alt_u32 id);
66 static void timer_isr ( void* context , alt_u32 id);
67
68 /*****
69 **GENERAL PROTOTYPES
70 *****/
71 void init_sys();
72 void vga_reset(); //TODO determine if it is needed
73 inline int get_rand_1_6();
74
75 /*****
76 ** GLOBAL VARIABLES
77 *****/
78 volatile int current_beat_number = 0; //Current note: 40, TODO: compute it instead
79 volatile int next_beat = 0;
80 volatile long time = 0; //Start time for the beats, it has to be the
81 volatile int UP = 0; //time it takes to cross the screen
82 volatile int NEWBEAT = 0 ;
83 volatile long notes_address = 0;
84 volatile int next_sample = 0;
85 volatile int numballs = 5;
86 volatile int numpressed = 2 ;
87 volatile int totalballs = 0 ;
88 volatile int scoretrigger = 0;
89
90
91 #define threshold 100
92 //TODO CONSTANT

```

```

93
94 int rbase          = 480;//TOBEDEFINED
95 int hbase          = 380-threshold;
96 volatile int score          = 0;
97 volatile int string = 0;
98 volatile int should_fetch_new_sample = 1;
99
100 /*****
101 ** IMPLEMENTATION
102 *****/
103 // Sends the new notes to the music controller
104 // @trigger: 16 000 times per second
105 static void note_isr ( void* context , alt_u32 id){
106     static int count =0 ;
107     // This whole thing plays one note every two interrupts
108     count ++;
109     if (count == 1){
110         notes_address +=2;count = 0;
111     }
112 }
113 // Write the note thus cleaning the exception
114 should_fetch_new_sample = 1;
115 WRITENOTE(next_sample);
116
117 return;
118 }
119
120 // Keeps track of user's input
121 // @trigger: when a key is pressed
122 static void input_isr ( void* context , alt_u32 id){
123     int col = IORD_16DIRECT( INPUTCONTROLLER_INST_BASE, 0);
124     if (numpressed > 0)
125         numpressed --;
126     switch(col){
127     case 1:
128         string = 2;
129         break;
130     case 2:
131         string = 3;
132         break;
133     case 4:
134         string = 4;
135         break;
136     case 8:
137         string = 5;
138         break;
139     case 16:
140         string = 6;
141         break;
142     default:
143         break;
144     }
145
146     IOWR_8DIRECT( INPUTCONTROLLER_INST_BASE, 0, 0);
147
148
149
150 //TODO implement the score computation

```

```

151  /* HOW TO USE THE HEX DISPLAY
152     if ((current_note&0x2) == 2)
153         IOWR_16DIRECT(SCORECONTROLLER_INST_BASE,0,0xdead);
154     else
155         IOWR_16DIRECT(SCORECONTROLLER_INST_BASE,0,0xbeef);
156
157  */
158  return;
159  }
160
161
162  // Synchronize the timing of the whole system, keeps track of the elapsed time
163  // @trigger: 100 times per second
164  static void timer_isr ( void* context , alt_u32 id){
165      time ++;
166      //printf("%d NEXT %d beat_number %d\n",time,next_beat,current_beat_number);
167
168      //UP = 1 means enable a function in the main loop to move
169      //the beats down one step
170      UP = 1;
171      if(scoretrigger == 0 && time > 1500)
172          scoretrigger = 1;
173
174      //If a new beat shows up
175      if (next_beat == time){
176          current_beat_number++;
177          NEWBEAT = 1;
178      }
179
180      //Clear the exception
181      IOWR_16DIRECT( TIMER_BASE, 0, 0);
182      return;
183  }
184
185
186
187  inline int get_rand_1_6(){
188      int shifter=0 ;
189      do{
190          shifter = (rand()&0x7);
191      } while (shifter == 7 || (shifter < 1) );
192
193      return shifter;
194  }
195
196  int main()
197  {
198      if(380+threshold > 480)
199          rbase = 480;
200      else
201          rbase = 380+threshold;
202
203
204
205      int i = 0;
206      int beats[NUMCELL];
207      for ( i = 0 ; i<NUMCELL ; i++){
208          IOWR_16DIRECT(VGA_BASE,i*2,0);

```

```

209  beats[i] = 0;
210 }
211
212
213
214
215 alt_irq_register(INPUTCONTROLLER_INST_IRQ, (void*)0, input_isr);
216 while(numpressed > 0);
217
218
219 //TODO MOVE
220 IOWR_16DIRECT(TIMER_BASE, 2, 0x7);
221 alt_irq_register(TIMER_IRQ, (void*)0, timer_isr);
222 alt_irq_register(MUSICCONTROLLER_INST_IRQ, (void*)0, note_isr);
223
224 //printf("%d %d %d\n",READNEWBEAT(0),READNEWBEAT(1),READNEWBEAT(2));
225 //the cursors of the ARRAY
226 int low = 1;
227 int high = 1;
228 int v = 0;
229 int should_fetch_new_beat = 1;
230 int u ;
231 int pos = 0 ;
232 //the array that stores the notes
233
234 for(;;){
235     IOWR_16DIRECT(SCORECONTROLLER_INST_BASE,0 ,score);
236     IOWR_16DIRECT(VGA_BASE,0 ,numballs);
237     if(string > 0){
238
239         u = low;
240         printf("TREATING %d %d\n",low ,high);
241         //printf("DEALING with strings %d \n",string);
242         while (u !=high){
243             pos = (beats[u]>>3) ;
244             printf("color: %d %d %d %d\n" ,(beats[u]&0x7) , (beats[u]>>3),hbase ,rbase);
245             if( ((beats[u]&0x7) == string) && (hbase<pos) && (rbase>pos) ){
246                 beats[u]= 0 ;
247                 if (u == low){
248                     low ++;
249                     if ( low == NUMCELL)
250                         low = 1;
251                 }
252                 printf("gotcha !\n");
253                 score ++;
254                 if(scoretrigger ==1)
255                     numballs = ((5*score)/totalballs+1);
256
257                 break;
258             }
259             //Optimization ...
260             /* if((beats[u]>>3)<hbase){
261                 printf("too late !\n");
262                 break;
263             }*/
264
265             u++;
266             if (u == NUMCELL)

```

```

267         u = 1;
268     }
269     string = 0;
270 }
271
272
273
274
275 if(should_fetch_new_beat == 1){
276
277     next_beat      = READNEWBEAT(current_beat_number);
278     should_fetch_new_beat =0 ;
279 }
280
281 if(should_fetch_new_sample == 1){
282     next_sample = READNEWNOTE(notes_address);
283     should_fetch_new_sample = 0;
284 }
285
286
287 if(UP){
288     // 1) Process new beats
289     if(NEWBEAT){
290         // printf("at %d = %d \n",v,beats[v]);
291         beats[high] = get_rand_1_6();
292         high++;
293         should_fetch_new_beat =1 ;
294
295         if (high == NUMCELL)    high= 1 ;
296     }
297     v      = low;
298     //2) Move the beats one step below
299     // printf("at %d = %d \n",v,beats[v]);
300     while (v != high){
301         beats[v]+= (PACE<<3);
302         //
303         if (beats[v] >= 3846){ //MAX_Y){
304             beats[v] = 0;
305             low++;
306             totalballs++;
307             if(scoretrigger ==1)
308                 numballs = ((5*score)/totalballs+1);
309         }
310         WRITEBEAT(v);
311
312         v++;
313
314         if(v == NUMCELL)
315             v = 1;
316
317     }
318
319
320     //3) Check if boundaries are reached
321     if (high == NUMCELL)    high = 1 ;
322     if (low == NUMCELL)    low = 1 ;
323
324     //4) Reset the flags

```

```

325     UP         = 0;
326     NEWBEAT   = 0;
327
328     }
329 }
330
331 }
332 return 0;
333 }

```

Listing 18: Scripts/conversion/beats.py

```

1 import sys
2 f = open(sys.argv[1])
3 a = f.readlines()[0].strip().split(" ")
4 print a
5 f.close()

```

Listing 19: Scripts/conversion/sprites.py

```

1 from PIL import Image
2 import sys
3 print "("
4 im = Image.open(sys.argv[1])
5 a = im.load()
6 for x in range(32):
7     for y in range(32):
8         if (a[x,y][3]>10):
9             R,G,B,transp = a[x,y][0], a[x,y][1], a[x,y][2], 0
10            else:
11                R,G,B,transp= 0,0,0,1
12                outpixel = (transp << 30)+(R<<2)+(G<<12)+(B<<22)
13                outpixel = hex(outpixel)
14                padlength = (10-len(outpixel))
15                outpixel = "x\\"+"0"*padlength+outpixel[2:]+\n"
16            if (y == 31):
17                print outpixel[:-1]+\n\n"
18            else:
19                print outpixel

```

Listing 20: Scripts/conversion/toBinForFlashLight.rb

```

1 inf, out = File.open("new1.txt"), File.open("song.bin","wb")
2 #Integer#pack('C') gets the binary representation (signed 8 bit int) of the number
3 inf.read.split(" ").each {|sample| out.write([Integer(sample)].pack('c'))}
4 inf.close ; out.close

```

Listing 21: Scripts/matlab/wholescript.m

```

1 clear s;
2 clear sr;
3 clear array;
4 clear fp;
5 clear data;

```

```

6 fp=fopen('mew2.txt','w')
7 [s sr]=audioread('music12.wav');
8 s=s-min(s);
9 array=0:1/2^8*max(s):max(s)
10 for i=1:length(s)
11     for j=1:length(array)-1
12         if (s(i)>array(j) & s(i)<array(j+1))
13             data(i)=j;
14         end
15     end
16 end
17 for i=1:length(data)
18     fprintf(fp,'%d ',data(i));
19 end
20 clear s;
21 [s sr]=audioread('music12.wav');
22 b=beat(s,sr);
23 clear fp2;
24 fp2=fopen('beatsmew.txt','w');
25 for i=1:length(b)
26     fprintf(fp2,'%d ',b(i));
27 end

```
