

- Mentor Tools tutorial
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- Creating and Compiling the VHDL Model.

# Introduction To Mentor Graphics

- Mentor Graphics **BOLD browser** allows to access manuals.
- **Design Architect** is used for schematic capture.
- **QuicksimII** is used for simulating digital logic and microcomputer circuits.
- To add the package type: **'addpkg'** at the prompt.
  - Note the number to the left of the Mentor tools, and enter it.

# Connecting To Mentor Tools at PSU

- For the first time to add package to your account :  
Type **'addpkg'** command at the Unix prompt.
- When the list appears find Mentor and note the number besides it.
- Enter the number and press return key.

# Invoking The Design Manager

- **Design Manager** allows to access all the available tools from one integrated environment.
- After logging in, type the following :
- ‘ `setenv MGC_WC/u/your_user_name`’ at the prompt and press return.
- After this type ‘`dmgr`’ which will invoke Design Manager.

# Invoking Design Architect

- After you invoke Design Manager:
  - the central portion of the window shows the entry for each file in your home directory,
  - the left side shows icon for the Mentor Graphics tools.
- Using scroll bar find icon for **Design Architect** and left click it.

# Opening A Sheet And Setting Grid Spacing

- To open a **Sheet** click on **Open Sheet** icon from **Session\_palette** of the Design Architect, which appears at the right corner.
- Enter the **component name** which corresponds to the filename in the open sheet form.
- A window will appear with grid of dots and plus signs.
  - The default setting is 0.25 inches mark off the dots and plus sign.

# Opening The Sheet And Setting Grid Spacing.

- With the default setting the plus sign mark off and dots mark off are 0.25 inches.
- You can change the setting by putting the **cursor** on **Setup** entry along the Design Architect window and clicking on page entry, and writing the new setting in the page form's Pin Space box.
- To change the grid spacing click on **Grid entry** of Setup entry and repeat the procedure.

# Opening The Sheet And Setting The Grid Spacing

- Click on **Open Sheet** icon from **Session\_palette** section of **Architect window** which appears at the right hand corner.
- On the open sheet form, **type the name of the component**, and click O.K.
- After which a **window appears** which has dots and plus sign.



# Adding A Border And Title

- To add a Rectangular border → Edit entry  
Edit Command → Add command → Rectangular Box.
- Repeat the same procedure to add the Title box.
- To have a center line of the title box → Edit  
Edit Command → Add Command → Line.
- To put some text in the title block → Edit  
Edit Command → Add Command → Text.

# Adding Text

- To add some text in the title box: → Edit  
Edit Commands → Add Comment → Text Command.
- The default height for the text is small, to change it:  
→ Edit → Edit Command  
Change Attributes → Text → Height Command

# Getting And Placing The Library Component

- **Drawing the schematic**, we use the component from two libraries which are accessed through the Libraries entry at the top of the Design Architect window.
- For Logic devices we use the models from **Logic Modeling Corporation**.
- For **Vcc**, **ground**, **portin** and **portout** connectors we use Mentor Graphics **misc\_lib**.


# Library Component

- **Logic Modeling Corporation** Components : Libraries entry → LMC SmartModels
- Clicking will list major LMC component sublibraries, in the right side of the window.
  - Choose the appropriate logic entry.
- To go back to the previous menu from the current one of the logic entry, put the cursor in a blank section of the window containing the list, with the help of right key pop up the palette & go back.

# Library Component

- Palette menu doesn't have a default scroll bar.
- To add one, pop up the **Palette menu** and choose **Show Scroll bars**.
- Gates are chosen from the library according to the need. Portin, portouts, Vcc components are added from Mentor misc Library.
  - To get this library: Libraries Menu ➔ MGC\_Digital Library
- The list will appear at the right hand corner. Choose misc\_lib entry.

# Drawing Nets (Wires)

- To draw wires : Add Menu → Wire.
- When the menu disappears the cursor changes to 
- Move the cursor where to connect the wires.
- Press Esc key/cancel when done otherwise you will be in the net drawing mode.
- To exit from the net editor press the cancel button at the bottom of the schematic window.
- To make a back up of the sheet,use File → Save

# Checking And Quitting The Sheet

- Before plotting the schematic check the sheet by Sheet → With Default.
- If report shows no errors ,close the report.If it shows some then correct them.
- Save your sheet and then for quitting the Design Architect Menu → Quit.
- This will close the Design Architect window but “orphan” command will be left,to close it,move the cursor into the window,hold Control key & press C.use same for Design Manager.

# Setting Up The Design Viewpoint

- Mentor Graphics define the **Design Viewpoint** as a set of rules used to establish the configuration of your design.
- Steps to create the proper design viewpoint reference for the QuickSimII simulator & the Logic Modeling Corp. models.
- Design Manager → Design Viewpoint Editor (DVE) → Double click
- When window appear → OPEN VPT on right & click.



# Starting QuickSim And Setting Up window

- For starting : Design Manager Tools → QuickSim
- In the top box of the window type filename. Timing Mode Delay → Detail of Delay → Visible
- Read the contents of the small Model Message window after QuickSim window appears.
  - it should just contain a short message identifying Logic Modeling Corporation.
- Choose QuickSim from blank region of the window and then open → sheet

# Starting QuickSim

- Add a window which displays logic analyzer type traces of your stimulus signals and the resulting output signal(S)
- To start QuickSim → Add → Traces → choose specified.
- Add traces form appears .
  - click on Named signals and then write names.
- In **Trace window** note that the signal names along the left side and time scale along the bottom .
  - Very similar to the timing display of a logic analyzer.

# Starting QuickSim

- Helpful to have the input and output signals displayed in a list format as well as in the waveform format.
- To produce list: → QuickSim  
Add → List menu → choose specified.
- When form appear click → Named signals → Fill the signal names.

# Creating Input Stimulus Signals For Verifying The Logic

- To thoroughly test the logic of the circuit you need to apply each of the possible combinations to the inputs and check if the output is correct.
- The most common way to generate input stimulus signals in QuickSim is with Forced commands.
  - you can force a single value on a signal line or force sequence of values(multiple) on a signal line or force a repetitive signal called a “clock” on a signal line.

# Running A Simulation And Viewing The Results

- To run the simulation pop up QuickSim  
Run → Simulation Menu → Choose Until Time.
- Write a time in the Until Time box form for one complete input waveform.
- Input and Output waveforms should appear in the trace window and a truth table type display should appear in the list window.
- To Change the view & the scale of the trace. Popup QuickSim → View menu → Zoom out/in.

# Running the Simulation

- Study the the waveform to determine the glitch and scroll the display so that you can see the input signal transition which causes the glitch.
- Activate the list window which shows an entry for each time where an input or output signal changes.
- Use the list entry to find the maximum propagation delay for the circuit.

# Adding Probes To Circuit And Running The Simulation.

- To see the trace of the signal on a particular line when run the simulation from 0 time, we can add probe to the output of the gate. For this choose QuickSim → Add menu → Probe.
- To add a trace for the probe: QuickSim → Add menu → Trace → Choose Specified.
- To delete the trace: QuickSim → Delete.

# Creating And Compiling The VHDL Model

- We use Mentor Tools to create schematics for circuit designs containing parts from the Logic Modeling Inc. libraries and simulate those designs.
- For the cases where a commercial model is not available for a particular device, we can use VHDL.
- The VHDL model can be simulated directly or included in a design containing commercial models and simulated along with these.



# Creating And Compiling The VHDL Model

- To start with the VHDL here are the steps:
  - Set the environment variables and bring up dmgr.
  - Invoke Design Architect.
  - Type the VHDL code.
  - After you finished with the code, compile it with compile option from the menu.
  - While compiling if the error comes, locate the errors ,by putting the cursor on the error message in the compiler window and click to select .

# Generating A Schematic Symbol For A VHDL Model

- Open the Design Architect session palette and choose OPEN SYMBOL.
- In the form type 'andor' as the component Name.
  - Symbol which represents your VHDL design will appear in the Symbol Editor window.
- Pop up : Setup → Grid → Report → Color → Choose Grid.
  - Enter 1 in the Grids per Pin box & 10 in the Major Multiple box.
- To get some space around the symbol zoom out.

# Generating A Schematic Symbol

- To give the name to the symbol: **→ Add menu Properties.**
- When form appears type MODEL in the new property Name box, and 'andor' in the Property Value box.
- Pop up : check menu **→ defaults.**
- Pop up : File menu **→ Save → Default registration.**
  - Again check, and close the symbol editor window.