

VciMultiTty Functional Description

This VCI target is a TTY terminal controller. This hardware component controls independant terminals. The number of emulated terminals is defined by the arguments in the constructor (one name per terminal). Name list **MUST** be terminated by NULL.

Each terminal is acting both as a character display, and a keyboard interface. For each terminal, a specific IRQ is activated when a character entered at the keyboard is available in a buffer. IRQ is kept low as long as the buffer is not empty.

This hardware component cheks for segmentation violation, and can be used as a default target.

This component uses a TtyWrapper per terminal in order to abstract different simulator's ttys.

Memory region layout

The terminal index i is defined by the ADDRESS[12:4] bits.

Each TTY controller contains 3 memory mapped registers:

- TTY_WRITE: ADDRESS[3:0] = 0x0

This 8 bits pseudo-register is write only. Any write request will interpret the 8 LSB bits of the WDATA field as an ASCII character, and this character will be displayed on the addressed terminal.

- TTY_STATUS: ADDRESS[3:0] = 0x4

This Boolean status register is read-only. A read request returns the zero value if there is no pending character. It returns a non zero value if there is a pending character in the keyboard buffer.

- TTY_READ: ADDRESS[3:0] = 0x8

This 8 bits register contains one single ASCII character. This register is read-only. A read request returns the ACSII character in the 8 LSB bits of the RDATA field, and reset the status register

Component usage

For extensibility issues, you should access your terminal using globally-defined offsets.

You should include file source:trunk/soclib/include/soclib/tty.h from your software, it defines TTY_WRITE, TTY_STATUS, TTY_READ and TTY_SPAN.

A putc/getc implementation could be:

```
#include "soclib/tty.h"

static const volatile void* tty_address = 0xc0000000;

static inline void putc(const size_t term_no, const char x)
{
    volatile int *tty = ((int*)tty_address) + term_no*TTY_SPAN;
```

```

        tty[TTY_WRITE] = x;
    }

    static inline char getc(const size_t term_no)
    {
        volatile int *tty = ((int*)tty_address) + term_no*TTY_SPAN;
        return tty[TTY_READ];
    }

```

(add -I/path/to/soclib/include to your compilation command-line)

Component definition

Available in source:trunk/soclib/desc/soclib/vci_multi_tty.sd

Usage

VciMultiTty has no other parameter than VCI ones, it may be used like others, see [SoclibCc/VciParameters](#)

```
Use( 'vci_multi_tty', **vci_parameters )
```

VciMultiTty CABA Implementation

The caba implementation is in

- source:trunk/soclib/systemc/include/caba/target/vci_multi_tty.h
- source:trunk/soclib/systemc/src/caba/target/vci_multi_tty.cc

Template parameters:

- The VCI parameters

Constructor parameters

```

VciMultiTty(
    sc_module_name name,    // Instance name
    const soclib::common::IntTab &index,    // Target index
    const soclib::common::MappingTable &mt,    // Mapping Table
    const char *first_tty_name,    // TTY names (as many names as terminals)
    ...);

```

Example instantiation:

```
VciMultiTty tty("tty_comp", IntTab(2,3), mapping_table, "term0", "term1", "term2", NULL);
```

Ports

- sc_in<bool> **p_resetn** : Global system reset
- sc_in<bool> **p_clk** : Global system clock
- soclib::common::VciTarget<vci_param> **p_vci** : The VCI port
- sc_out<bool> **p_irq[]** : Interrupt ports array.