

MAX1000

Authentication Flash Lab



Software and hardware requirements to complete all exercises

Software Requirements: Quartus® Prime Lite or Standard Edition version 18.0 or 18.1

Hardware Requirements: ARROW MAX1000 Board



1. Introduction

This tutorial introduces the operation of authentication flash memory through a demo. This memory provides handshake between the controller and the memory to ensure enhanced security of the data transmitted between the two devices.

Lab Notes:

Many of the names that the lab asks you to choose for files, components, and other objects in this exercise must be spelled exactly as directed. This nomenclature is necessary because the pre-written software application includes variables that use the names of the hardware peripherals. Naming the components differently can cause errors.

2. Getting Started

The first objective is to ensure that you have all the necessary hardware items and software installed so that the lab can be completed successfully. Below is a list of items required to complete this lab:

- MAX1000 Board (10M08SAU169C8G)
- USB Cable
- Lab files: Authentication_Flash_lab_template: Template files are required to complete the lab. It includes the archived project and all the C code and headers file for the Nios II soft processor.
- Quartus Prime 18.0 Lite was used for this lab. Previous/newer versions should work (If no Quartus Prime is installed, refer to MAX1000 User Guide for instructions)
- Installed Arrow USB Drivers (If not, refer to MAX1000 User Guide for instructions)
- Personal computer or laptop running 64-bit Linux / Windows 7 or later with at least an Intel i3 core (or equivalent), 4GB RAM and 12 GB of free hard disk space
- A desire to learn!

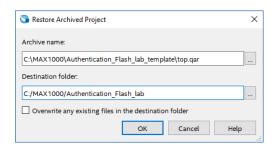


3. Project with MAX1000

3.1 FPGA Configuration

3.1.1 Restore archived project

- 3.1.1.1 If not already open, from the Start menu or the Desktop, open the Quartus Prime 18.0 Lite software.
- 3.1.1.2 Select **Project** → **Restore Archived Project...**
- 3.1.1.3 Add archive project by clicking on the button for archive name and browse into the lab files folder where you will locate the provided design files and add:
 - top.qar
- 3.1.1.4 Enter a directory in which you will store your Quartus project files for this design, for example, C:/MAX1000/Authentication_Flash_lab.



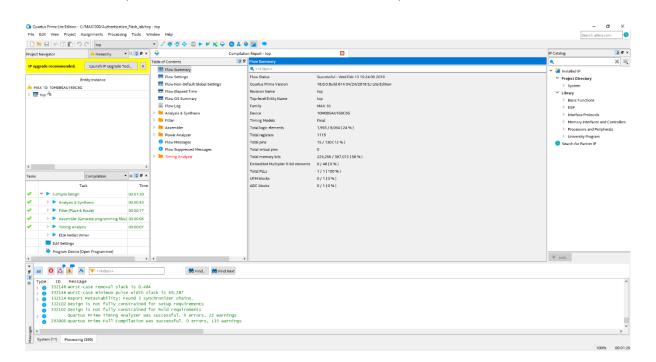
3.1.1.5 Click **OK**.



3.1.2 Compiling the Design

3.1.2.1 Start Compilation by clicking on ▶ button on the toolbars, or **Processing** → **Start Compilation**.

The 100% in the lower right corner or a green checkmark next to the Compile Design in the Compilation task window indicates that the compilation was successful.



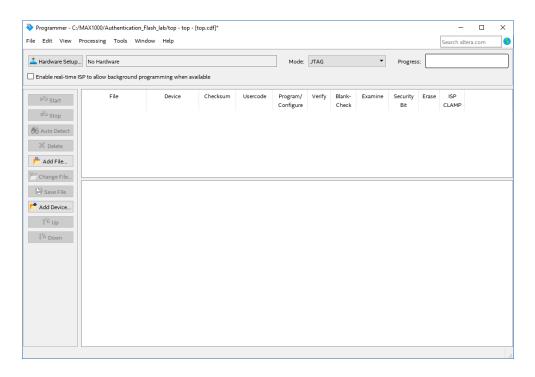
3.1.3 Configuration

3.1.3.1 Connect your MAX1000 board to your PC using an USB cable. Since the Arrow USB Blaster should be already installed, the Window's Device Manager should display the following entries are highlighted in red (port number may differ depending on your PC):

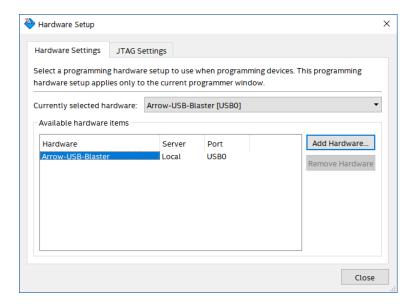




3.1.3.2 Open the Quartus Prime Programmer from **Tools** → **Programmer** or double click on Program Device (Open Programmer) from the Task window.



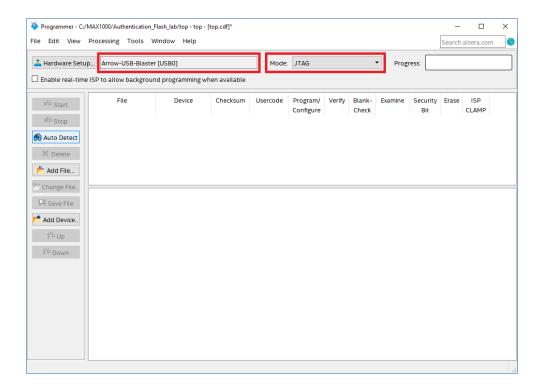
3.1.3.3 Click **Hardware Setup...** and double click **Arrow-USB-Blaster** entry in the Hardware Setup tab. The Currently selected hardware should now show Arrow-USB-Blaster [USB0] (depending on your PC, the USB port number may variant).



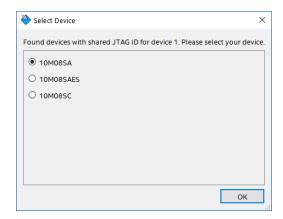
3.1.3.4 Click Close.



3.1.3.5 Make sure the hardware setup is Arrow-USB-Blaster [USB0] and the mode is JTAG. Click **Auto Detect**.



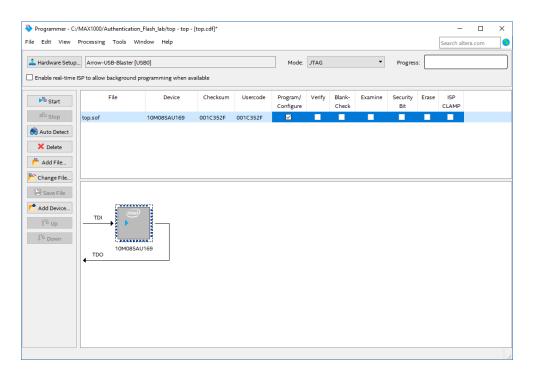
- 3.1.3.6 If the configuration has been added by default, you can skip the following steps and continue with the 3.1.3.11 point.
- 3.1.3.7 Select **10M08SA** device and click **OK** in the pop-up window.



- 3.1.3.8 Click **Change File...** or double click <none> to choose the programming file.
- 3.1.3.9 Navigate to the ct_directory>\ and select the top.sof file.
- 3.1.3.10 Click Open.



3.1.3.11 Make sure the Programmer shows the correct file and the correct part in the JTAG chain and check the Program/Configure checkbox.



3.1.3.12 Click **Start** to program the board. When the configuration is complete, the Progress bar should show 100% (Successful).

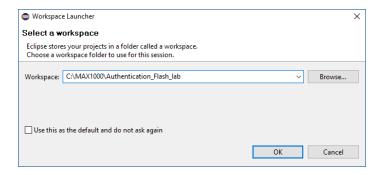




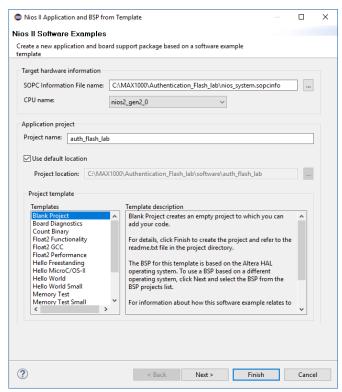
3.2 Software implementation

3.2.1 Create a new software project

- 3.2.1.1 From the main Quartus Prime window, start STB from **Tools** → **Nios II Software Build Tools for Eclipse**.
- 3.2.1.2 The Eclipse Workspace Launcher will open. Click **Browse...** and choose the directory of your project. In this case it was C:\MAX1000\Authentication_Flash_lab.



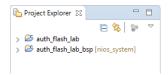
- 3.2.1.3 Click **OK** and the Eclipse will open.
- 3.2.1.4 Select File → New → Nios II Application and BSP from Template.
- 3.2.1.5 Click to select the **nios_system.sopcinfo** from your project directory and name the project **auth_flash_lab**. Select **Blank Project** from the Templates.



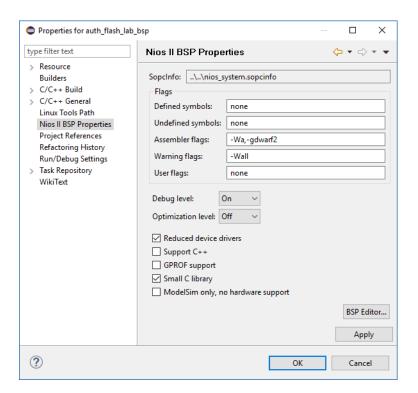


3.2.1.6 Click Finish.

3.2.1.7 Eclipse will create two directories in the workspace, one for the application project and one for the BSP.



- 3.2.1.8 Right click on the auth_flash_lab_bsp project and select **Properties** from the pop-up menu.
- 3.2.1.9 In the Properties window select the **Nios II BSP Properties tab**. It may take a moment to load the settings.
- 3.2.1.10 To keep the software footprint small so fits our device, enable **Reduced device drivers** and **Small C library** options. As there is no C++ code, uncheck the Support C++ option.



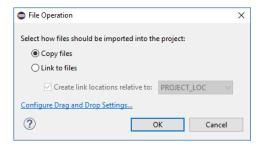
3.2.1.11 Click **Apply**, and then **OK**.



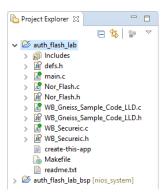
3.2.2 Add source code to the project

Note: The source files have been provided for you in this lab. All that needs to be done is to copy it to your workspace.

- 3.2.2.1 From Windows Explorer, navigate to the lab files folder where you locate the provided design files.
- 3.2.2.2 Select all files in **source** folder and drag it into the auth_flash_lab directory in Eclipse. Select the **Copy files** option in the pop-up and click **OK**.

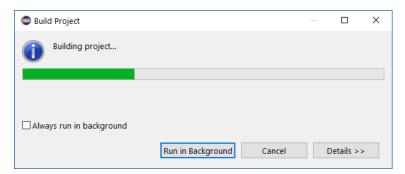


You should now see the new files appear under the auth_flash_lab project in the Project Explorer.



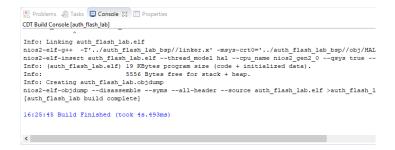
3.2.3 Build the software

3.2.3.1 Right click on the auth_flash_lab_bsp project and select **Build Project** from the pop-up menu.



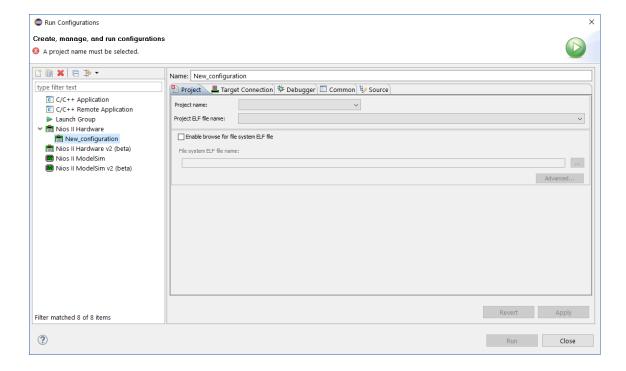


3.2.3.2 Repeat the previous step for the auth_flash_lab application project.



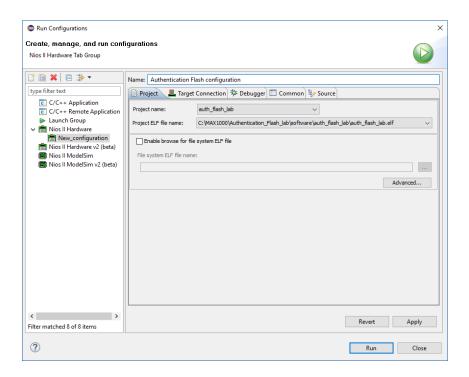
3.2.4 Run the application

3.2.4.1 Select auth_flash_lab and go to Run → Run Configurations... and double click to Nios II Hardware to add a new configuration.

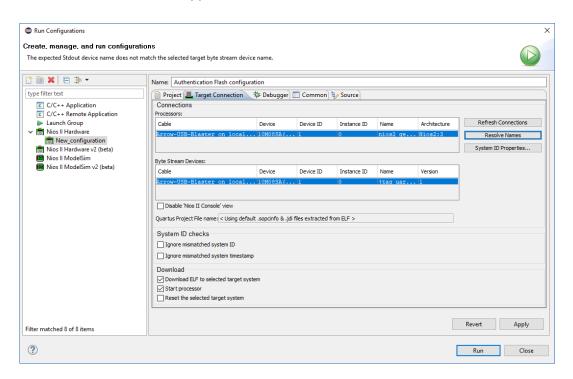




3.2.4.2 Rename it to **Authentication Flash configuration** and on the Project tab select **auth flash lab** from the drop-down menu for the Project name.



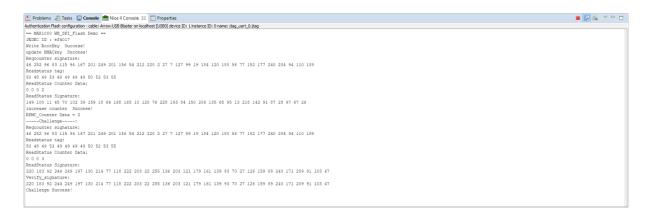
3.2.4.3 Click on the **Target Connection** tab and click **Refresh Connections** button. The configured MAX1000 board should appear.



3.2.4.4 Click Apply and Run.



3.2.4.5 After a few second, the Nios II Console should open at the bottom of the Eclipse.



After this message, the software downloaded to MAX1000 and start to test the external flash memory.

3.2.4.6 Stop the program running by clicking on led button on the top right corner of Nios II Console window.

CONGRATULATIONS! YOU HAVE SUCCESSFULLY COMPLETED THE AUTHENTICATION FLASH LAB!



5 Revision History

Version	Change Log	Date of Change
V1.0	Initial Version	15/11/2017
V1.1	 Remove Arrow MAX1000 USB Driver installation Remove Nios II EDS installation Correction / clarity changes Formal changes 	13/02/2019



6 Legal Disclaimer

ARROW ELECTRONICS

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