HOME PROJECT 1

ADVICE ON:
Pin Assignment for UP2 Board – MAX7000S Chip

Because each project is going to be different, and your input variables will be different from your neighbor's, you must create your own pin assignment file. Carefully follow the suggestions below and refer to the previous pin assignment file. Remember that variable names in your pin assignment file must match the variables used in your design.

Input Pins

By now, you know there are 16 input switches in total (whether you use 4 4-bit inputs, or 2 8-bit inputs is up to you). The pins available for these inputs (from left to right on the board) are as follows:

PIN_33
PIN_34
PIN_35
PIN_36
PIN_37
PIN_39
PIN_40
PIN_41
PIN_44
PIN_45
PIN_46
PIN_48
PIN_49
PIN_50
PIN_51
PIN_52

Note: To assign a pin to a single bit in a vector named A, use the form:

A[0], PIN_33.

A push button can be used as a clock for your counter as follows:

PIN_54

Output Pins

Depending on your design, you may use either one 7-seg LED display, or both.

The outputs for the *left* 7-segment LED display (or most significant digit – MSG) are as follows:

MSD_a, PIN_58
MSD_b, PIN_60
MSD_c, PIN_61
MSD_d, PIN_63
MSD_e, PIN_64
MSD_f, PIN_65
MSD_g, PIN_67

NOTE: MSD_a is a variable name. You may have used a different name. Use this convention in the future to determine which 7-segment LED you are using.

The outputs for the *right* 7-segment LED display (or least significant digit – LSG) are as follows:

LSD_a, PIN_69
LSD_b, PIN_70
LSD_c, PIN_73
LSD_d, PIN_74
LSD_e, PIN_76
LSD_f, PIN_75
LSD_g, PIN_77

REMEMBER: VARIABLE NAMES IN YOUR PIN ASSIGNMENT MUST MATCH VARIABLE NAMES IN YOUR DESIGN.

Save your pin assignment file as either *.csv or *.txt