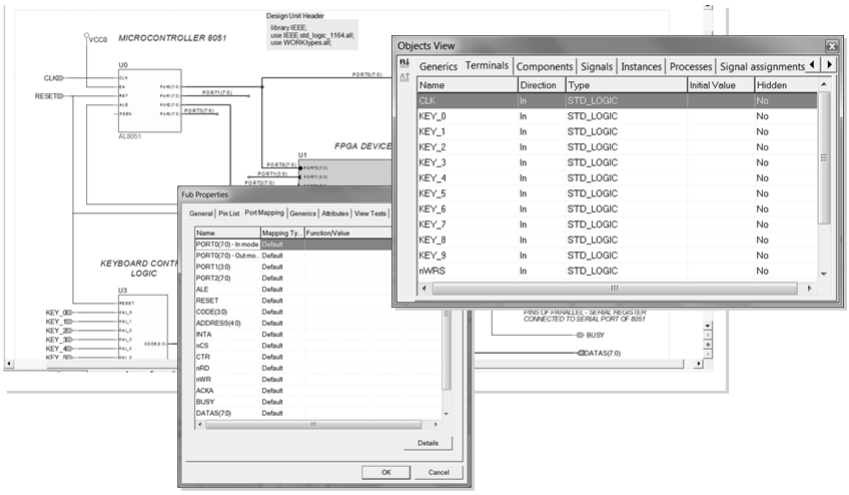
Objects View



The **Objects View** dock-able window can be opened using

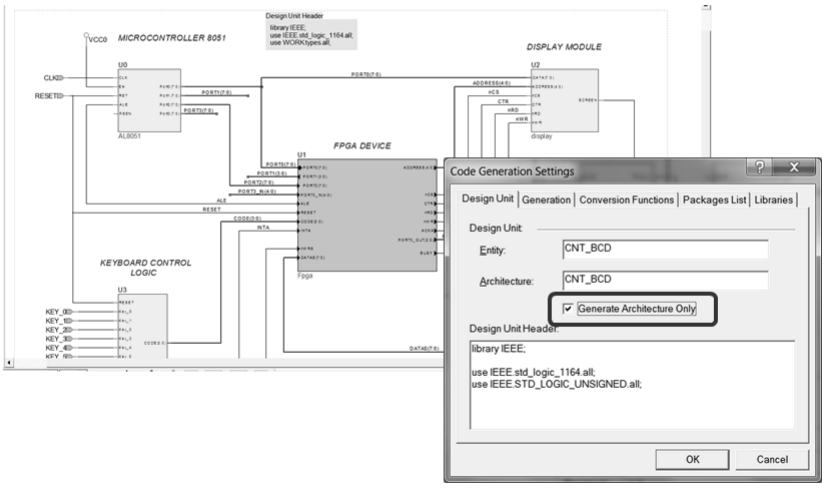
View→Objects or by clicking  , the object view allows you to view, sort and change properties of all objects defined in a block diagram e.g. terminals, signals, generics, parameters, statements.

The objects listed within this window can be put in a user-defined order by using drag and drop.

They can also be sorted in ascending or descending order or with the default settings.

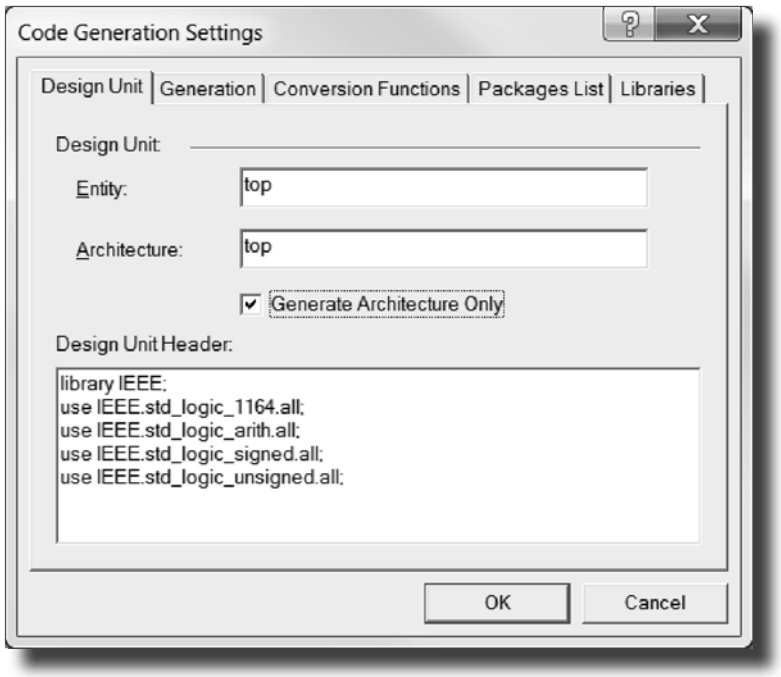
The final order applied by the user is used while generating HDL code. Additionally, the **Objects View** window allows the user to follow signals/net and processes specified on block diagrams.

Multiple Architectures Support



The Block Diagram Editor allows the user to generate VHDL code that contains an architecture body only.

In this way different implementations (several architectures) for the same entity can be created and used, this is very useful in the early design stages were there may be a certain amount of 'What If' analysis being made, before committing to a defined architecture for the design.

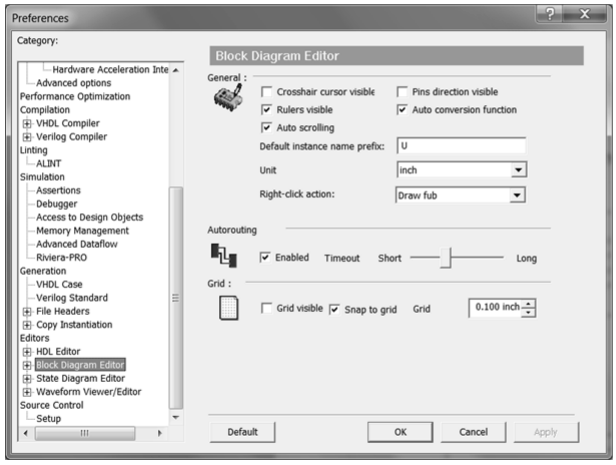


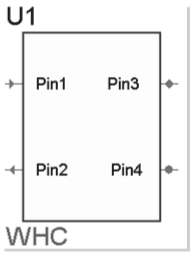
Access the required code generations settings from the menu using **Diagram→Code Generation Settings** **Design Unit** Tab and check the **Generate Architecture Only** check box.

It is also possible to access the **Design Unit Header** information from the **Design Unit** tab of the **Code Generation Settings**, this allows the setting of the library and use statements when using the BDE to generate VHDL code.

Figure 16: BDE Code Generation Settings

Visible Port Direction





The purpose of this feature is to make the port direction visible on a block diagram.

This makes the analysis of a block diagram easier especially when it contains a large number of complex symbols that have different types of ports located on the left and right side of the symbol. This option is accessed from the **Tools→Preferences→Editors→Block Diagram Editor**