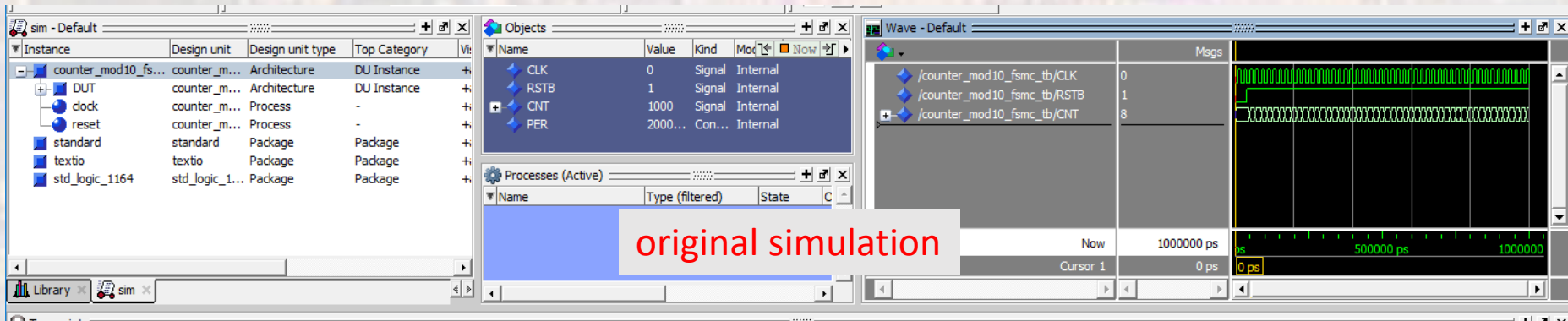
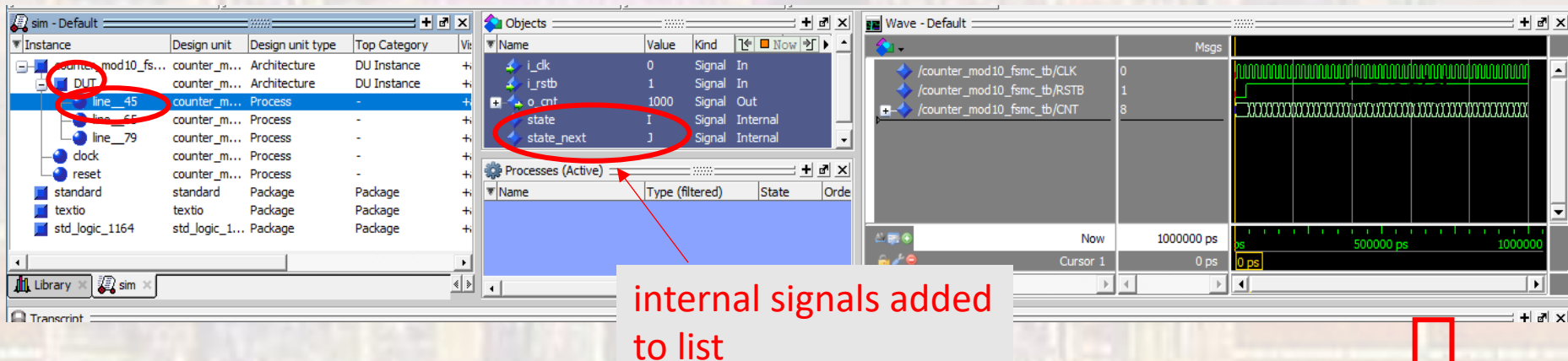


ModelSim Tips – adding states to sim

- Adding internal signals (States) to the simulation

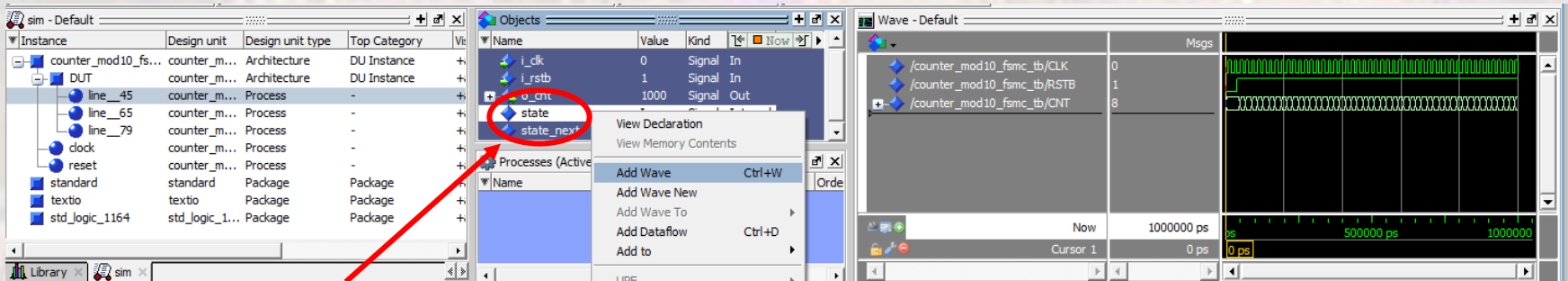


expand the DUT, select any line

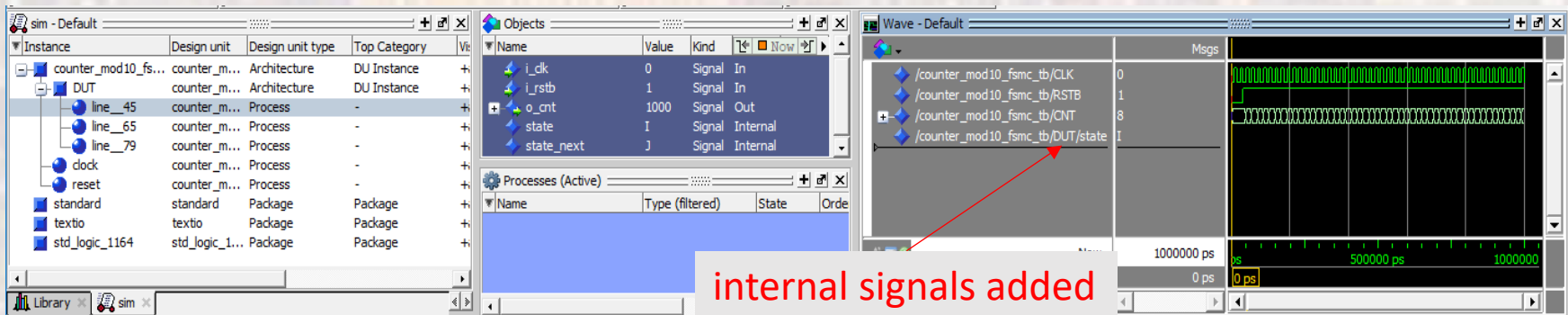


ModelSim Tips – adding states to sim

- Adding internal signals (states) to the simulation



right click on the signal you want to add and select **Add Wave**



internal signals added to wave list



ModelSim Tips – adding states to sim

- Adding internal signals (states) to the simulation

simulate -> restart

click OK

Simulate -> Runtime Options... -> Default Run

set the default run to the desired simulation time, e.g. 3000 ns

Simulate -> Run -> Run 100

hitting Run 100 will run the simulation again with the new signal added

The screenshot displays the ModelSim interface. On the left, the Instance tree shows a design unit 'counter_mod10_fs...' containing a 'DUT' instance and several internal signals like 'line_45', 'line_65', 'line_79', 'clock', 'reset', 'standard', 'textio', and 'std_logic_1164'. The Objects window in the center lists internal signals: CLK (Value: 1, Kind: Signal, Internal), RSTB (Value: 1, Kind: Signal, Internal), CNT (Value: 0001, Kind: Signal, Internal), and PER (Value: 2000..., Kind: Con..., Internal). The Wave window on the right shows a timing diagram with a green clock signal and a new signal added, indicated by a red arrow. The new signal is labeled 'A' and shows a sequence of states: A, B, C, D, E, F, G, H, I, J, A.

new signal added to new simulation showing the State