

# **Vivado Design Suite User Guide**

## ***Creating and Packaging Custom IP***

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# Creating and Packaging Custom IP

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## Introduction

Using the Vivado® IP packaging flow gives you a consistent experience whether using Xilinx® IP, third-party IP, or customer-developed IP.

Figure 1-1, page 6 shows the flow in the IP packaging and usage model. With the Vivado IP packager, you, as an IP Developer, can:

- Create and package files and associated data in an IP-XACT standard format.
- Add IP to the Vivado IP Catalog.
- Deliver packaged IP to an end-user in a repository directory or in an archive (.zip) file.

After you distribute IP, an end-user can create a customization of that IP in their designs.



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**RECOMMENDED:** *Verify IP by running each IP module completely through the IP user flow before you package and distribute any files.*

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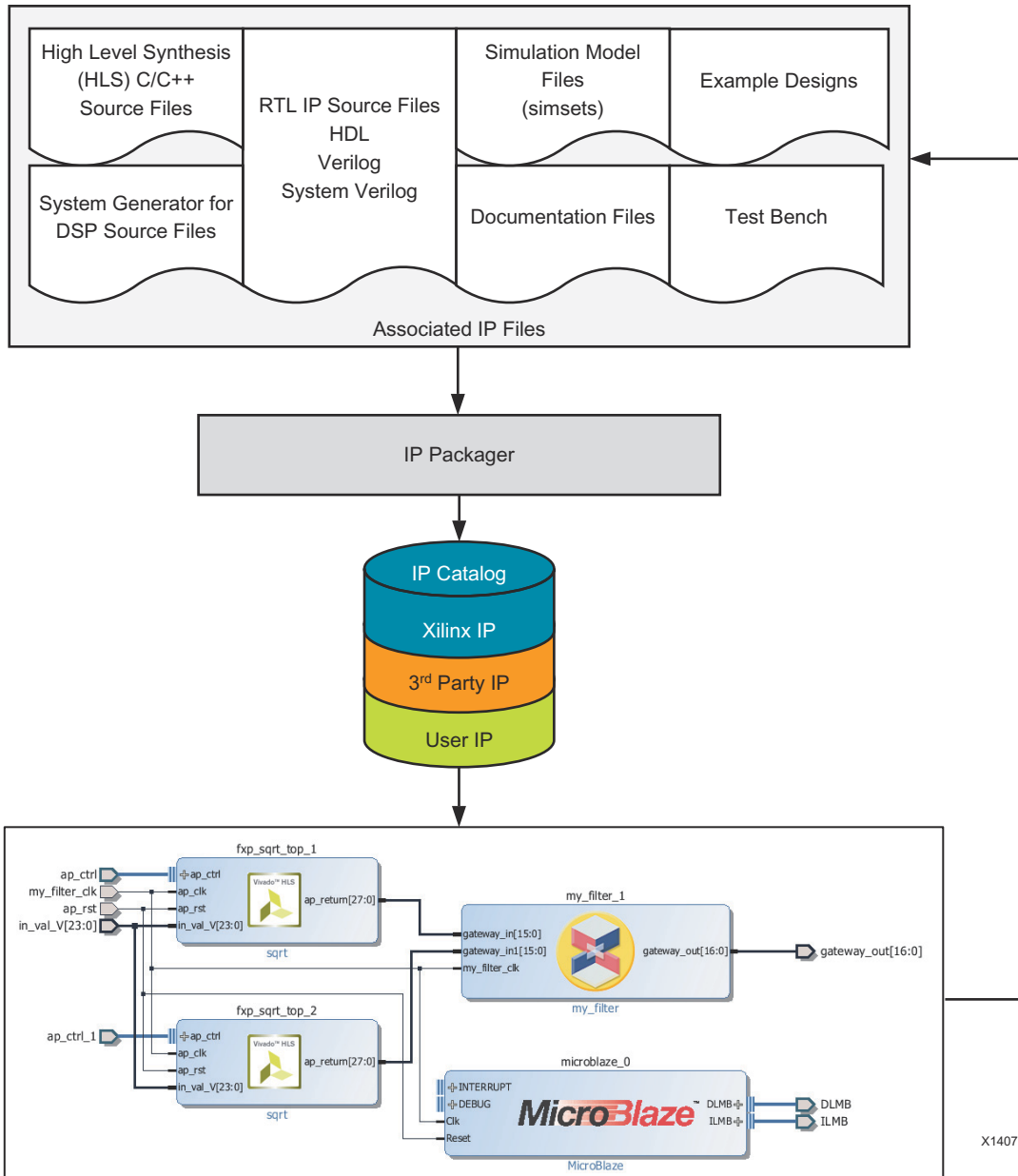


Figure 1-1: IP Packaging and Usage Flow

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## Available IP Packager Inputs

The Vivado IP packager supports the following input file groups:

- HDL synthesis
- HDL simulation
- Documentation
- HDL test bench
- Example design
- Implementation files (including constraint and structural netlist files)
- Drivers
- GUI customization

IP packager can designate as many or as few file groups as is appropriate to the IP. There is no requirement for a minimum set of file groups; however, the IP packager **IP File Groups** page presents a *typical* set of file groups, based upon the packaged project sources. When any of these file groups are empty, the final Review and Package page issues a warning about missing file content.

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## Outputs from IP Packager

The IP packager generates an XML file based on the IP-XACT standard, `component.xml`, and a XGUI customization Tcl file. These two files are generated at the location of the IP root directory. The IP-XACT component XML file identifies the IP definition information. The XGUI customization Tcl file, located in the `/XGUI` folder of the IP root directory location, displays the customization GUI of the custom IP from the IP Catalog.

The associated files of the custom IP are relative to the IP-XACT XML file. If you package the project remotely, the IP packager copies the associated IP files to the selected IP location. The files are categorized in directories based on usage (for example: `/src`, `/sim`, `/doc`).

## Using the Packager Settings

The following steps are to set Packager default behavior in a project. For more information about IP settings, see the *Vivado Design Suite User Guide: Designing with IP* (UG896) [Ref 6]

To set the Packager options:

1. From **Tools > Project Settings > IP**, click the Packager tab, shown in the following figure:

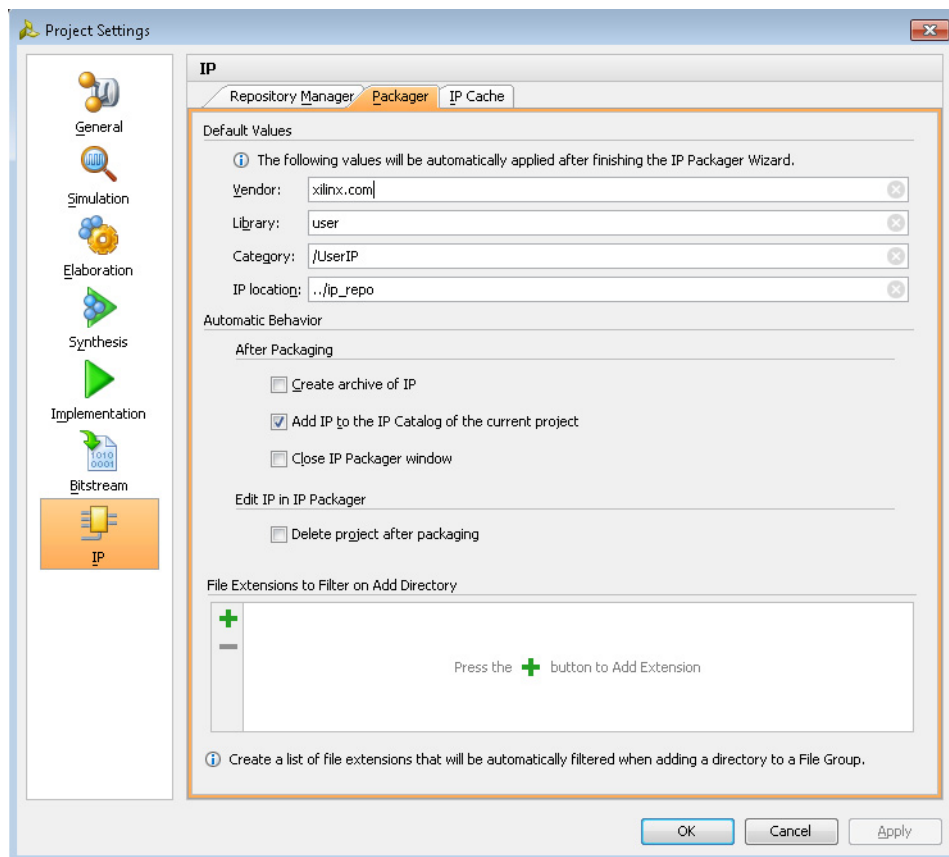


Figure 1-2: IP Project Settings—Packager Tab

2. Fill out the following information:
  - In **Default Values**, set the following options:
    - **Vendor**: Sets the vendor name to use when packaging a new IP. This is, for example, the top domain name of a company.
    - **Library**: Sets the associated library for the IP. This category, along with the Vendor are used in conjunction with the IP name to create a unique identifier.



- **Category:** Specifies the categories in the IP Catalog in which to place the IP. For example, /UserIP.
    - Note:** If necessary, you can change the default values during the IP packaging process.
  - **IP Location:** Specify the location to use for your packaged IP.
3. In **Automatic Behavior**, check or uncheck the options you want:
- **After Packaging:**
    - **Create archive of IP:** After packaging an IP, automatically create an archive (ZIP format) of the IP. For information on how to set the location of a ZIP file, see [Creating an Archive of the IP, page 70](#).
    - **Add IP to the IP Catalog of the current project:** Adds the current IP to the IP Catalog.
    - **Close IP Packager window:** Closes the Package IP window automatically when IP packaging is complete.
4. In the **Edit IP in IP Packager:**
- **Delete project after packaging:** Removes the iterative editing project after the IP is re-packaged.
5. In **File Extensions to Filter on Add Directory:** add extensions (for example .txt) to automatically filter when selecting a directory to include in a **File Group** when packaging an IP.

# IP Packaging Basics

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## Introduction

This chapter describes some of the basic use cases of creating and packaging custom IP. Some of the topics include HDL requirements, versioning, editing an existing custom IP, and using expressions

It is recommended that certain actions are taken to ensure a smooth and flexible experience when creating your custom IP. These recommendations are for working within the framework of the Vivado IDE.

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## Top-Level HDL Requirements

The IP packager supports HDL synthesis language constructs for the top-level HDL file of the IP.

Following these requirements ensures proper functionality of your custom IP.

- The IP packager currently supports Verilog and VHDL as a top-level; if you have a SystemVerilog top-level design file, create a Verilog wrapper file prior to packaging.
- All IP used within the Vivado IP Catalog support multi-language usage, which allows the end user to generate an HDL wrapper for a language different than your IP.
- To avoid conflicts, avoid using HDL language keywords within the design.
- To ensure that the custom IP simulates properly when using VHDL, set the top-level ports to be `std_logic` or `std_logic_vector`. Regardless of the top-level port type, when you synthesize the IP Out-Of-Context (OOC), the resulting IP netlist ports are converted to `std_logic` or `std_logic_vector`. The converted netlist ports could cause type mismatch issues with RTL simulation.

## Custom Functions in HDL

The Vivado IP packager requires that the IP ports are self-contained; therefore, the IP packager does not support custom functions defined in your HDL.



**RECOMMENDED:** *The recommendation for ports that require a custom function is to change your algorithm into a supported mathematical expression in either the HDL or the IP packager.*

The Vivado IP packager supports standard arithmetic and logical operators to create the desired mathematical expression. To support complex mathematical expressions, the IP packager supports XPATH functions. The following table lists the supported XPATH functions.

Table 2-1: Supported XPATH Functions

XPATH Function
number <b>max</b> (node-set)
number <b>min</b> (node-set)
number <b>sum</b> (node-set)
number <b>log</b> (base number, number)
number <b>pow</b> (number, exp number)
number <b>floor</b> (number)
number <b>ceiling</b> (number)
number <b>round</b> (number)
number <b>abs</b> (number)
boolean <b>not</b> (boolean)
boolean <b>true</b> ()
boolean <b>false</b> ()

For more information on XPATH and the supported functions, see the [W3Cx](http://www.w3c.org) website.

For example, the following Verilog code declares an output port whose width is defined from a `ceil_log2` function call on the `max_count` parameter. The function calculates the log base 2 of the input and returns the smallest integer that is *not less* than the log result.

```
output [ceil_log2(max_count)-1:0] count;
```

To convert this function into an expression that the IP packager can use, replace the custom function with XPATH functions. This change does not occur in the HDL because the custom function is still used, but the IP packager uses a different mechanism for calculating the correct value. The following XPATH expression produces the same result as the custom function as described.

```
ceiling(log(2, $max_count))-1
```

The expression contains the `XPATH log()` function which is passed the base 2, and the value of the `max_count` parameter. The output of the `log()` function is passed to the `ceiling()` function to return the smallest integer not less than the log result. Finally, one is subtracted from the final ceiling result.

For more information on setting the `XPATH` functions on ports in your custom IP, see the [Ports and Interfaces, page 52](#).

## Inferring Signals

This section describes inferring clock and reset interfaces, and gives a brief description of AXI signals.

### Inferring Clock and Reset Interfaces

The Vivado IP packager can automatically infer interfaces for clock and reset signals for your IP. This helps the use of custom IP in the IP integrator for validating clock and reset signals within the block diagram.

There is a required nomenclature to properly infer clock and reset interfaces.

The following table describes how the reset is inferred based on the naming of the signal.

If the reset signal does not contain the required nomenclature, the interface can be manually created and the properties set accordingly.

**Note:** The `[*_]` and `[_*]` are optional and the `*` matches any text.

**Table 2-2: Reset Signal Naming**

<code>[*_]reset[_*]</code>
<code>[*_]resetin</code>
<code>[*_]resetn</code>
<code>[*_]rst</code>
<code>[*_]rstin</code>
<code>[*_]aresetn</code>

To properly infer a clock interface, the clock signal needs to have a required nomenclature as well. The following table describes how the clock signals are named.

If the clock signal does not contain the required nomenclature, the interface can be manually created and the properties set accordingly.

**Table 2-3: Clock Signal Naming**

[*_]clk
[*_]clkkin
[*_]clock[_*]
[*_]aclk
[*_]aclkkin

## Inferring AXI Signals

Xilinx® has adopted the Advanced eXtensible Interface (AXI) protocol for its Intellectual Property (IP) cores, the use of the protocol in your custom IP gives the flexibility to connect with other IP in the Vivado IP Catalog. If the port signals of your custom IP adhere to the AXI naming conventions, the Vivado IP packager automatically infers the AXI interface.

The proper nomenclature to infer the AXI interface is to ensure that the port name consists of an interface name followed by the AXI signal name. Any name can be used for the interface as long as the name is consistent for each port. The following table is an example naming convention for inferring an AXI4-Stream interface with interface name `s0_axis`.

**Table 2-4: Port Naming for AXI4-Stream Interface Nomenclature**

AXI4-Stream Interface Naming
s0_axis_tdata
s0_axis_tvalid
s0_axis_tready
s0_axis_tstrb
s0_axis_tkeep
s0_axis_tlast
s0_axis_tid
s0_axis_tdest
s0_axis_tuser

For more information regarding the AXI Interface, see the *Vivado AXI Reference Guide* (UG1037) [Ref 16].

## Constraints Requirements

This section describes the following concepts:

- [Managing Out-of-Context Constraints](#)
- [Processing Constraints](#)

### Managing Out-of-Context Constraints

By default, IP are synthesized out-of-context (OOC) of the top-level design. When you use the out-of-context flow, a special OOC flow-only XDC is required for sequential logic timing during Synthesis. This XDC file provides clock definitions for clocks from the top-level, either from the user or from another IP.

When creating your custom IP, it is recommended that you include an OOC XDC file to provide these clock definitions for when synthesizing the IP standalone. For more information on the Out-of-Context flow, see the following documents:

- *Vivado Design Suite User Guide: Designing with IP* (UG896) [\[Ref 6\]](#)
- *Vivado Design Suite User Guide: Synthesis* (UG901) [\[Ref 21\]](#)

**Note:** For Xilinx delivered IP, the out-of-context XDC file has `_ooc` appended to the filename. This is not a requirement, because the `USED_IN` file property determines if it is an OOC XDC file, not the filename.

In a typical design, an IP receives some of its required constraints from the top-level design. For example, if your custom IP does not directly interface with the device boundary, it typically expects the parent design to supply the input clock definitions. The OOC XDC file generally only contains these input clock definitions. This is required so that clock definitions will exist when the IP is synthesized out-of-context of the top-level constraints. While this is not a requirement, it is not recommended to add any additional constraint types. During implementation of the entire design, the IP netlists link with the top-level netlist and the OOC XDC is not required.

There are two instances in which an IP should have its input clock definition in the IP XDC file rather than the OOC XDC file, which are:

- IP contains a clock definition connected to an input buffer
- IP contains a clock definition internal to the IP

In the out-of-context mode, Vivado synthesis does not insert I/O buffers. If your custom IP port has an instantiated input buffer, leave the input clock definition in your IP XDC file. If the input clock definition is defined on an internal element of the IP, such as a Flip-Flop or a GT, leave the input clock definition in the IP XDC file. If your use case does not fall into one of the two categories, move the clock definition to the OOC XDC file.

After the OOC XDC file is created, set the `USED_IN` property to `out_of_context`. This marks the XDC file to be processed in the out-of-context flow only.




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**IMPORTANT:** *The `USED_IN` property for an OOC XDC file should be `{synthesis implementation out_of_context}`. If it is only set to `out_of_context`, it is not used during synthesis or implementation.*

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## Processing Constraints

The Vivado IP that deliver constraints are processed either before or after the user design constraints. For more information on using constraints, see this [link](#) in the *Vivado Design Suite User Guide: Using Constraints* (UG903) [Ref 3].




---

**IMPORTANT:** *An XDC marked as `OUT_OF_CONTEXT` is processed before all other XDC files used in the IP, including those marked to have a `PROCESSING_ORDER` value of `EARLY`. The default value of `PROCESSING_ORDER` is `NORMAL`. There is also a `LATE` value.*

---

When creating your custom IP, you must determine the order in which the constraints are processed in the context of a user design. The IP packager inherits the processing order set on the constraint files in the project. Set these properties properly in your project prior to packaging the IP.

The constraints delivered for an IP only support two processing orders: `EARLY` and `LATE`. All constraints marked as the default of `NORMAL` are converted to `EARLY`.

By default, top-level user constraints have the processing order set to `NORMAL`, which comes between `EARLY` and `LATE`. This way an IP can provide output clocks that the top-level reference in an `EARLY` XDC as well as allow for the top-level constraints to override an IP constraint if needed. If an IP constraint has a dependency to a top-level constraint, such as a top-level clock object, place the constraint in an XDC marked as `LATE`. This ensures that the required object is present when the IP constraint is processed. In the case of the IP being synthesized out-of-context, the OOC XDC provides the top-level clock object.

**Note:** Xilinx IP XDC files that have their `PROCESSING_ORDER` set to `LATE` are named `<IP_NAME>_clocks.xdc`. This is not required for a custom IP.

Most constraints for an IP belong in the `EARLY` processing order. The constraints marked for `LATE` require user constraints prior to processing. This generally refers to clock dependencies.

## Editing an Existing Custom IP



**IMPORTANT:** *Updating the custom IP parameter default values will not propagate to the existing customizations of your custom IP. Each IP customization will have to be re-customized to change to the updated parameter value, if desired.*

After you create a custom IP, you can modify that IP. There are a few possible options for editing the existing custom IP:

- Edit the IP in an existing project
- Edit the IP in a new editing IP project

For more information on creating a version for your custom IP, see [Versioning your Custom IP, page 19](#).

### Editing your IP in an Existing Project

To edit you IP in an existing project:

1. From the **Flow Navigator**, select **Package IP**.

**Note:** This option only exists for projects with an associated IP-XACT `component.xml` file.

2. With the Package IP window open, add, remove, or modify the source files in the project or adjust settings in the **Packaging Steps**. For more information on each of the packaging steps, see [Chapter 4, Packaging IP](#).
3. After you complete the modifications to your custom IP, select the Review and Package step in the Package IP window and select **Re-Package IP**.



## Editing your IP in a New Editing IP Project

If you do not have the original packaging project available, or would like to edit the IP in a new project, you can open a new editing IP project from the Vivado IDE as follows:

1. Open any Vivado project with the repository for your custom IP.
2. From the **Flow Navigator**, select the **IP Catalog**.
3. Right-click the custom IP you would like to edit and select **Edit in IP Packager**.

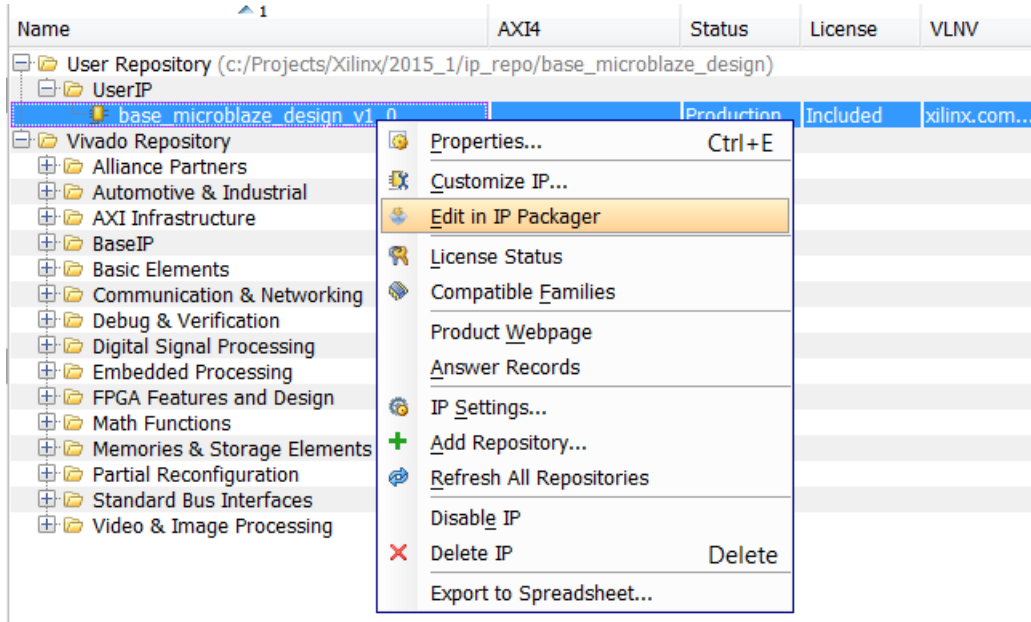


Figure 2-1: Edit in IP Packager Option

4. The Edit in IP Packager dialog box opens for you to select the name and location of the edit IP project, as shown in the following figure.

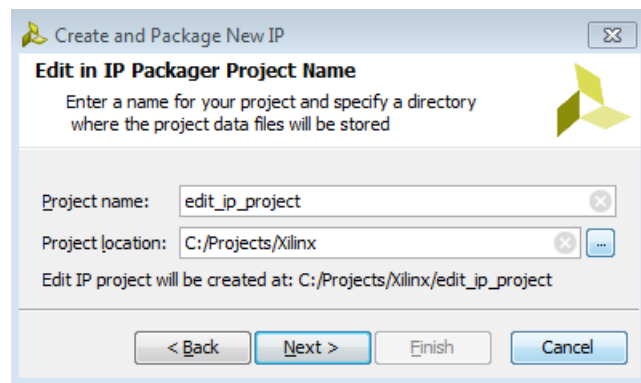


Figure 2-2: Edit in IP Packager Dialog Box

5. Click **OK**.

A new Vivado project opens that contains the contents of the custom IP. The `component.xml` from the custom IP is associated with the new edit IP project and the Package IP window becomes available.

From this project, you can add, remove, or modify the source files in the project or adjust settings in the packaging steps.

For more information on each of the packaging steps, see [Chapter 4, Packaging IP](#).



---

**IMPORTANT:** *When adding files to your custom IP through the edit IP project, ensure that you have selected the **Copy sources into IP Directory** in the **Add Sources** dialog box.*

---

6. After you complete the modifications to your custom IP, select the **Review and Package** step in the Package IP window and select **Re-Package IP**.

You are prompted if you would like to close the edit IP project.

7. Select **Yes** and, if you have previously selected the **Delete project after packaging option** in the IP Packager project settings, the edit IP project is deleted.

You can always open a new edit IP project if more edits are required.

---

## Setting an Enablement Expression

In the Vivado IP packager, you can use an expression for the following methods:

- Enabling or disabling ports or interfaces
- Enabling or disabling customization parameters
- Calculating the value of a customization parameter

The syntax that evaluates the expression can reference parameters defined through the Customization Parameters page in the Package IP window.

The variable name of the parameter in the expression window is the parameter name. The variable name is case-sensitive and requires a (\$) sigil prefix before the variable name. For example, a parameter named `BAUD_RATE` has an expression variable reference of `$BAUD_RATE`.

- To create a functioning enablement or editability expression, use the variable names with numeric and comparison operators to form a Boolean expression.
- To create a functioning dependency expression, use the variable names to form a mathematical expression to generate a value.

**Note:** See <http://wiki.tcl.tk/583> to ensure conformity with expression rules.

---

## Versioning and Revision Control

### Versioning your Custom IP

Custom IP created by the IP packager contains a field for the version. The version information is set in the Identification page of the Package IP window, see [Chapter 4, Packaging IP](#). A `<major#.minor#>` numbering scheme unifies the IP version numbers, and a revision number field distinguishes slight changes in the same version. For more information, see the Xilinx IP Versioning page available from the Xilinx website: [Vivado IP Versioning](#).

Each time the IP is re-packaged, if the version is not changed, the IP packager increments the revision number automatically.

The Vivado IP Catalog supports only a single version of a Xilinx-created IP per release; however, custom IP is not required to adhere to this behavior. A custom IP can have multiple versions available in the IP Catalog, and you can select any available version. You can also upgrade the currently used version of a custom IP to the latest available version.



---

**IMPORTANT:** *The IP packager does not automatically archive and save previous versions of custom IP. Each time the IP is re-packaged, the IP location overwrites the data with the newer version of the IP.*

---

To save a specific version of your IP prior to re-packaging, the recommended flow is to manually copy the packaged IP directory contents to a new location.

The IP Catalog can point to this new location to ensure the catalog can show both the original and updated version of the custom IP.

For more information on setting the custom IP location, see the [Using the Create and Package IP Wizard in Chapter 3](#).

## Using Revision Control

When using revision control with your custom IP definition, the recommendation is to use an external repository location for your custom IP. By default, the Create and Package IP Wizard chooses a location relative to the project source files. By selecting a location outside of the project, the custom IP is separated from the project structure. Placing the project structure into revision control is *not recommended*. For more information on setting the custom IP location, see the [Using the Create and Package IP Wizard, page 22](#).



---

**RECOMMENDED:** *When you create an external repository, place the entire custom IP directory into the revision control system to preserve all the necessary outputs from the IP packager.*

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For more information about Source Control in the Vivado Design Suite, see this [link](#) in the *UltraFast Design Methodology Guide for the Vivado Design Suite (UG949)* [Ref 22].

# Using the Creating and Package IP Wizard

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## Introduction

The Vivado® Integrated Design Environment (IDE) Create and Package IP wizard lets you create and package the following:

- IP using source files and information from a Vivado Design Suite project
- IP packager Block Diagrams
- IP from a specified directory
- A template AXI4 peripheral that includes:
  - HDL files
  - Drivers
  - A test application
  - A bus functional model (BFM) (which requires special licensing)
  - An example template

The Create and Package IP wizard can generate Xilinx-supported AXI interfaces. These are:

- **AXI4:** For memory-mapped interfaces, which allows burst of up to 256 data transfer cycles with a single address phase.
- **AXI4-Lite:** A light-weight, single transaction memory-mapped interface.
- **AXI4-Stream:** For high-speed streaming data.

For more information on the Xilinx adoption of AXI, see the Vivado *AXI Reference Guide* (UG1037) [\[Ref 16\]](#).

## Using the Create and Package IP Wizard

From an open Vivado Project, the Create and Package New IP wizard takes you step-by-step through the IP creation and packaging steps.

To run the Create and Package New IP wizard:

1. From the **Tools** menu, select **Create and Package IP**, as shown in the following figure.

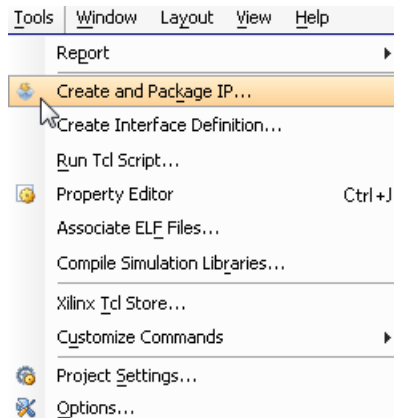


Figure 3-1: Create and Package IP Option

The first page of the Create And Package IP wizard opens, as shown in the following figure.

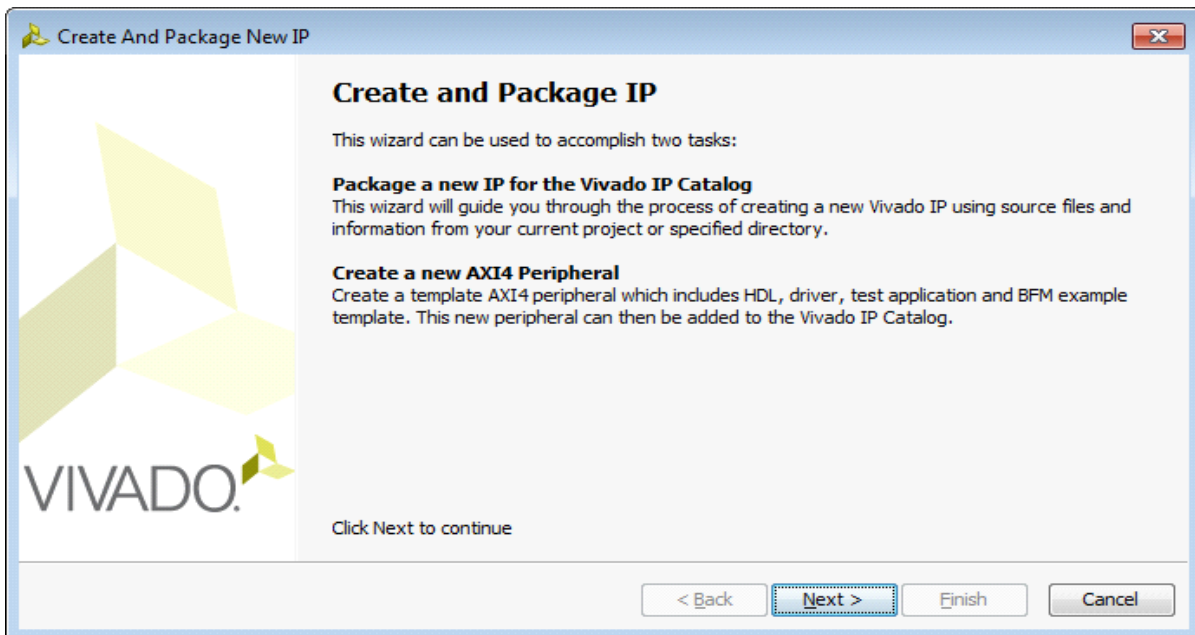


Figure 3-2: Create and Package IP Dialog Box

Use the wizard to accomplish one of these tasks:

- **Package a new IP for the Vivado IP Catalog:** Guides you through the process of creating a new Vivado IP using source files and information from your current project or specified directory.
- **Create a new AXI4 Peripheral:** Create a template AXI4 peripheral which includes HDL, driver, test application, and BFM example template.



**IMPORTANT:** You must acquire a BFM licensing file if you intend to use BFM models.

2. Click **Next**.

The Create Peripheral, Package IP, or Package a Block Design dialog box opens, as shown in the following figure.

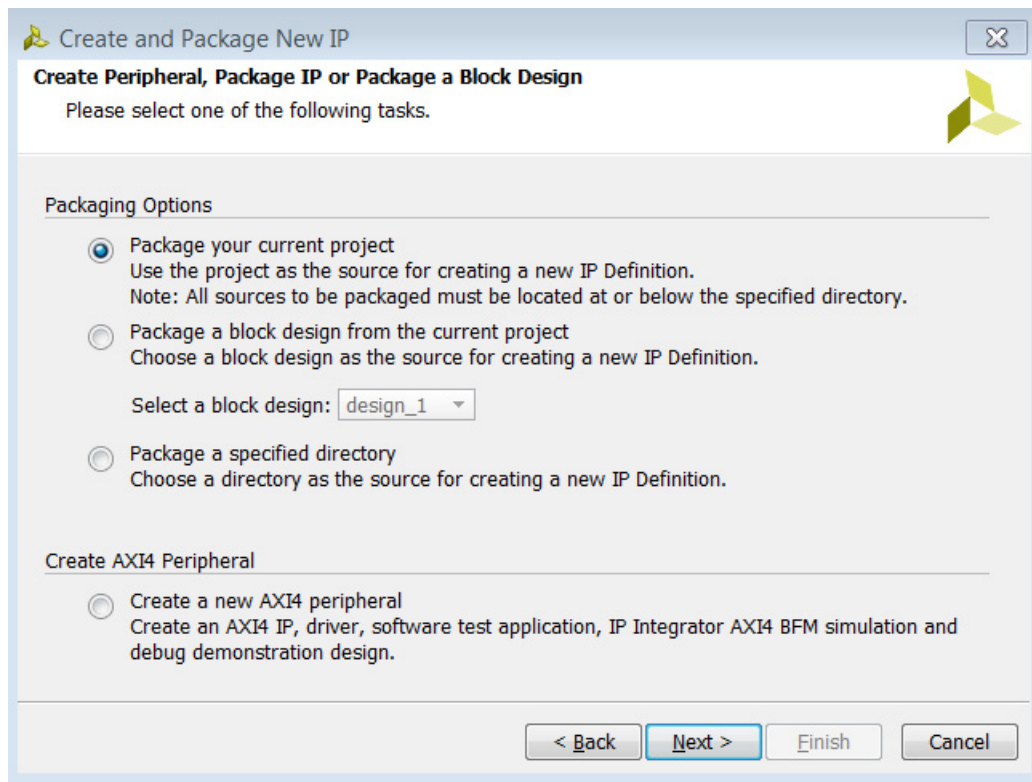


Figure 3-3: Choose Create or Package IP Dialog Box

3. Select from the options:

- **Package your current project:** See [Packaging Your Current Project](#), page 24.
- **Package a block design from the current project:** See [Packaging a Block Design](#), page 26.
- **Package a specified directory:** See [Packaging a Specified Directory](#), page 28.

- **Create a new AXI4 peripheral:** See [Creating a New AXI4 Peripheral](#), page 31.
4. Make your selection, and click **Next**.

The next dialog box option differs, based upon the **Choose Create or Package** option you selected.

## Packaging Your Current Project

The **Package Your Current Project** option lets you package the files associated with your current Vivado project. The IP packager attempts to gather the necessary information about your IP and create a basic IP package in the staging area. When you select this option, the dialog updates with the available options for packaging the current project.

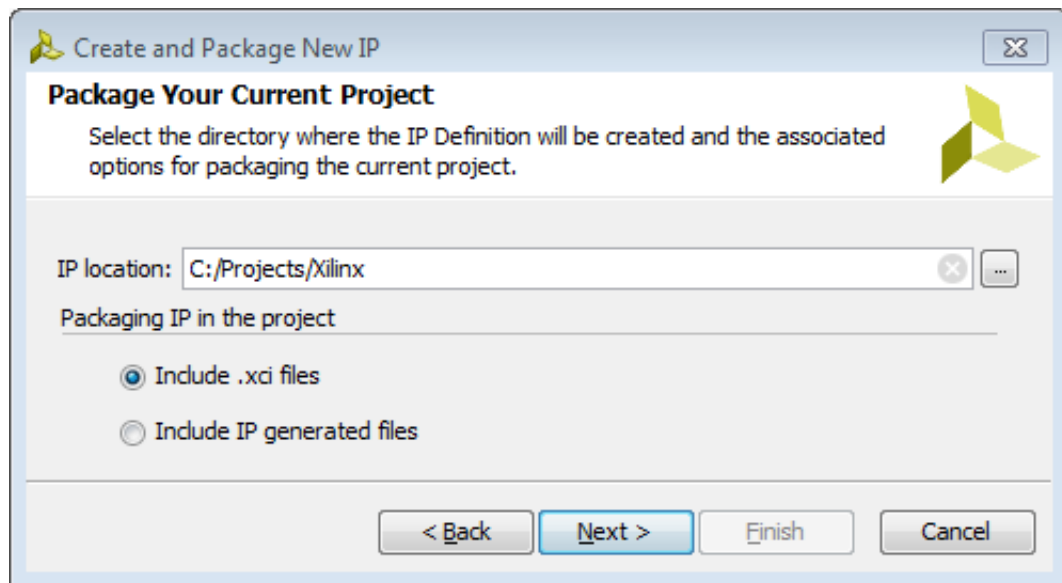


Figure 3-4: Create and Package New IP: Package Your Current Project

1. In the Package Your Current Project dialog box, (Figure 3-4), make your selections from the following options:
  - **IP Location:** The directory in which the IP Packager creates the IP Definition. The default is the project sources directory.
  - **Packaging IP in the project:** If the project you are packaging includes IP, the following options determine how the IP is included in the newly packaged IP. See [Packaging IP in the Project](#), page 25 for more information.
    - **Include .xci files:** Packages only the IP customization file. The Vivado IDE generates the IP output products with the newly created parent IP.
    - **Include IP generated files:** Packages the generated HDL and XDC sources from the IP customization.



## Selecting an IP Location

The IP packager gives the user options on how they would like to package files in the current project. Generally, the IP location is the `/sources` directory of the project.

This location, if all the files are copied into the project, is relative to all the project files. If files are stored remotely from the project source directory, the IP location is determined based upon where the majority of project files are relative.

If a location is selected outside of the hierarchical file paths of the project files, the Vivado IDE prompts you to copy the project source files into the indicated IP location directory. This process copies all the remote files to the IP location into a directory based on their category (for example, `src/`, `sim/`).

The Vivado IDE creates a new temporary editing project in the IP location for editing and modifying the newly created packaged project.

## Packaging IP in the Project

When including only the XCI files in the packaged IP, this creates an association between the parent IP and enables the packaged XCI files to be managed by the Vivado IDE.

The advantage of the Vivado IDE managing the packaged XCI is that the IP can be upgraded to the latest release by using the IP upgrade instructions as described in *Vivado Design Suite User Guide: Designing with IP* (UG896) [Ref 6].




---

**IMPORTANT:** *As only one version of Xilinx IP is delivered in each release, the parent IP can become locked if the associated XCI has a new release. This requires that you repackage the parent IP with an upgraded XCI from the latest Vivado Design Suite.*

---

In the case of including the IP generated files, all the generated HDL and XDC output products of the IP customization are packaged. This removes any reference of the original IP customization and treats the IP as project source files.

2. Click **Next**.

The New IP Creation page summarizes the information that the Create and Package IP wizard heuristically gathers about the design.

3. Click **Finish** to complete packaging and open the IP packager.
4. When this step completes, review the packaging steps shown in the Package IP window in [Chapter 4, Packaging IP](#).

## Packaging a Block Design

The **Package a block design from the current project** option lets you package the files associated with a Block Design in your current project. The IP packager attempts to gather the necessary information about your Block Design and create a basic IP package in the staging area.

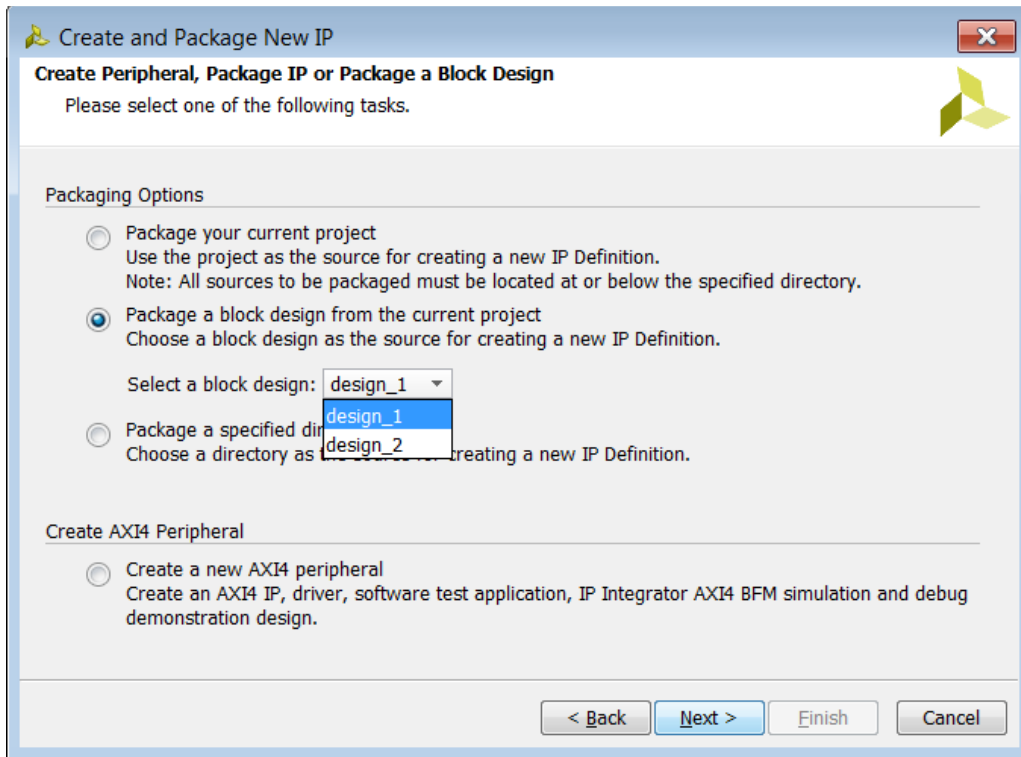


Figure 3-5: **Package a Block Design from the Current Project Selection**

1. Select the **Package a block design from the current project option**.

The drop-down menu allows the selection of the desired block design to package, as shown in [Figure 3-5](#).



**IMPORTANT:** *Ensure that your block design is open prior to packaging.*

The drop-down list shows the block designs that are available in the current project:

2. In the Packaging Your IP dialog box, shown in the following figure, make your selections from the following options:
  - **IP Location:** The directory in which the IP Packager creates the IP Definition. The default is the project sources directory. See [Selecting an IP Location, page 25](#) for more information.

- **Packaging IP in the project:** Because the Block Design includes IP, the following options determine how the IP is included in the newly packaged IP. See [Packaging IP in the Project, page 25](#) for more information.
  - **Include .xci files:** Packages only the IP customization file. The Vivado IDE generates the IP output products with the newly created parent IP.
  - **Include IP generated files:** Packages the generated HDL and XDC sources from the IP customization.

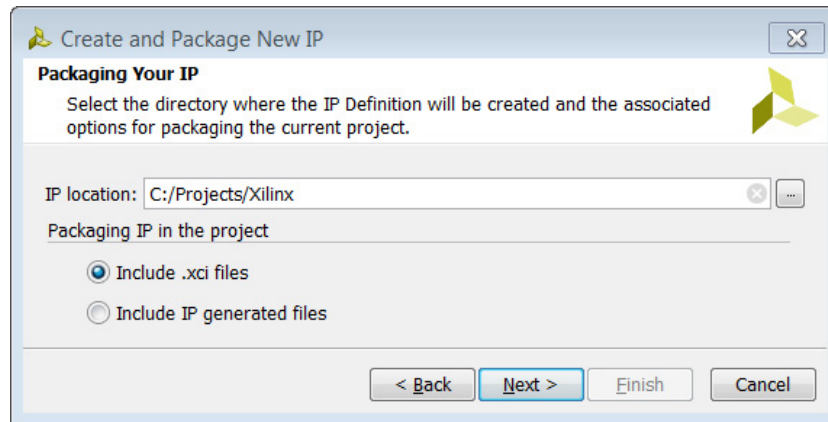


Figure 3-6: Packaging Your IP

3. Click **Next**.

The New IP Creation page summarizes the information that the Create and Package IP wizard heuristically gathers about the design.

4. Click **Finish** to complete the packaging, and open the Package IP window.

When this step completes, review the packaging steps in [Chapter 4, Packaging IP](#).

## Packaging a Specified Directory

When you package a specified directory, you can package the files in a specific directory within the file system. There are inference rules which assist in packaging the IP correctly. The following table describes the directory structure recommended for inferring an IP:

**Table 3-1: Directory Inference Recommendation**

Source Type	Directory Inference
Synthesizable Sources	src/, hdl/
Simulation Sources	sim/, simulation/
Example Sources	example/, ex/, examples
Testbenches	testbench/, tb/, test/
C Sim Models	cmodel/, c/
Documents	docs/, doc/, documents/

Using the directory structure shown in [Table 3-1](#), the IP packager attempts to populate the contents into each corresponding file group. In the synthesizable sources directory, the files are filtered by the .sv, .v\* and .xdc extensions. For all other directories, files are populated.

- If the simulation directories do not exist, the IP packager populates the synthesizable sources into the simulation file sets.
- If the directory structure of the specified directory cannot be recognized, the IP packager recursively searches for synthesizable source files, and adds files to the synthesis and simulation file groups.

1. Select the **Package a Specified Directory** option and the Package a Specified Directory dialog box opens, as shown in the following figure.

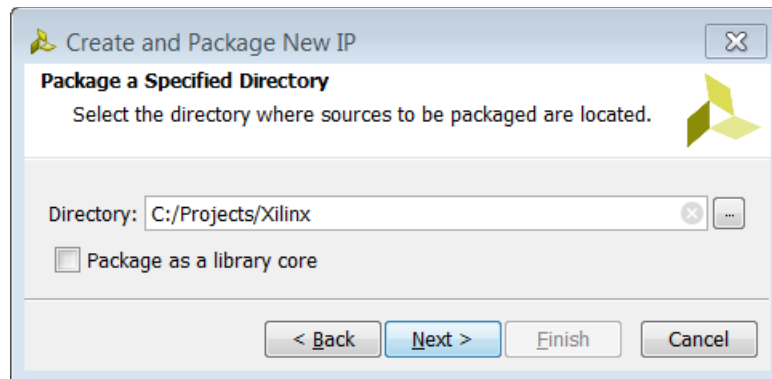


Figure 3-7: Create and Package New IP: Package a Specified Directory

2. Make your selections from the following options:
  - **Directory:** The location of the IP.
  - **Package as a library core:** The checkbox defines the IP as a library core, which is IP that is available in the IP repository, but is not visible in the IP Catalog.




---

**IMPORTANT:** Use the Packaging as a library core for IP that is not to be used as a standalone IP. This option lets you reference the IP from the IP Repository, but does not make the IP visible in the IP Catalog.

---

3. Click **Next**.
4. In the **Edit in IP Packager Project Name** dialog box, as shown in [Figure 3-8, page 30](#), set the following information:
  - **Project name:** Name of the project created with the generated IP definition.
  - **Project location:** Directory where the design sources exist and the Edit IP Packager project is located.




---

**RECOMMENDED:** Keep file path lengths under 80 characters.

---

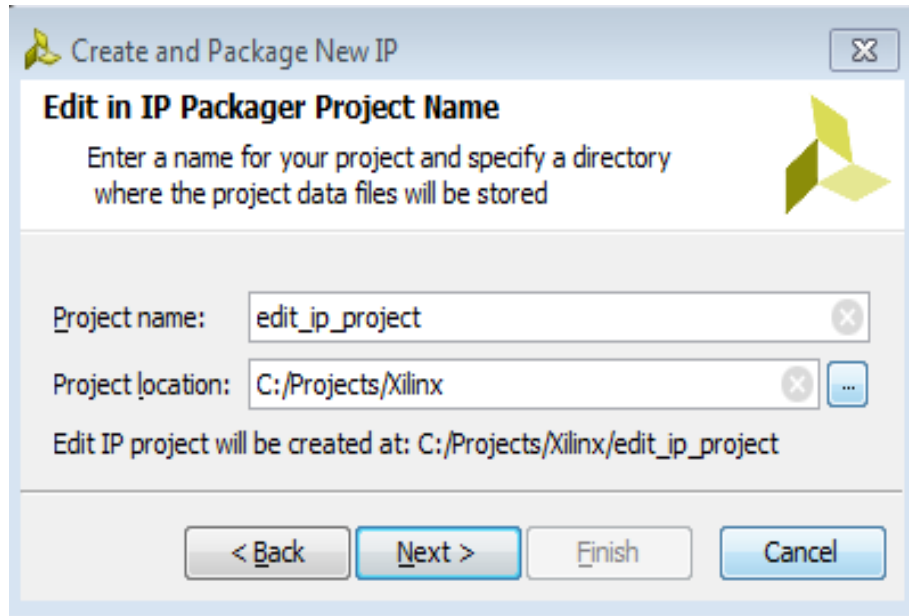


Figure 3-8: Create and Package New IP: Edit in IP Packager Project Name

5. Click **Next**.

The New IP Creation page summarizes the information that the Create and Package IP wizard heuristically gathers about the design.

6. Click **Finish** to complete packaging, and open the Edit IP Packager project. See [Chapter 4, Packaging IP](#) for more information.

## Creating a New AXI4 Peripheral

To create a new AXI4 peripheral:

1. From the Choose Create Peripheral or Package IP dialog box, select **Create a new AXI4 peripheral**, and click **Next**.
2. Enter the IP peripheral details:
  - **Name:** The name of the IP.
  - **Version:** IP version that reflects the <major#.minor#.Rev#> version scheme.
  - **Display Name:** The name of the IP that shows in the IP Catalog.

You can have different names in the **Name** and **Display Name** fields; however, the **Display Name** must be intuitive enough that any change in **Name** can reflect automatically in the **Display Name**.

  - **Description:** The IP description to share with an end-user of the IP.
  - **IP Location:** IP packager automatically adds the IP repository location.
3. Click **Next**.
4. Add interfaces to your IP, based on the functionality and the required AXI type, shown in the following figure.

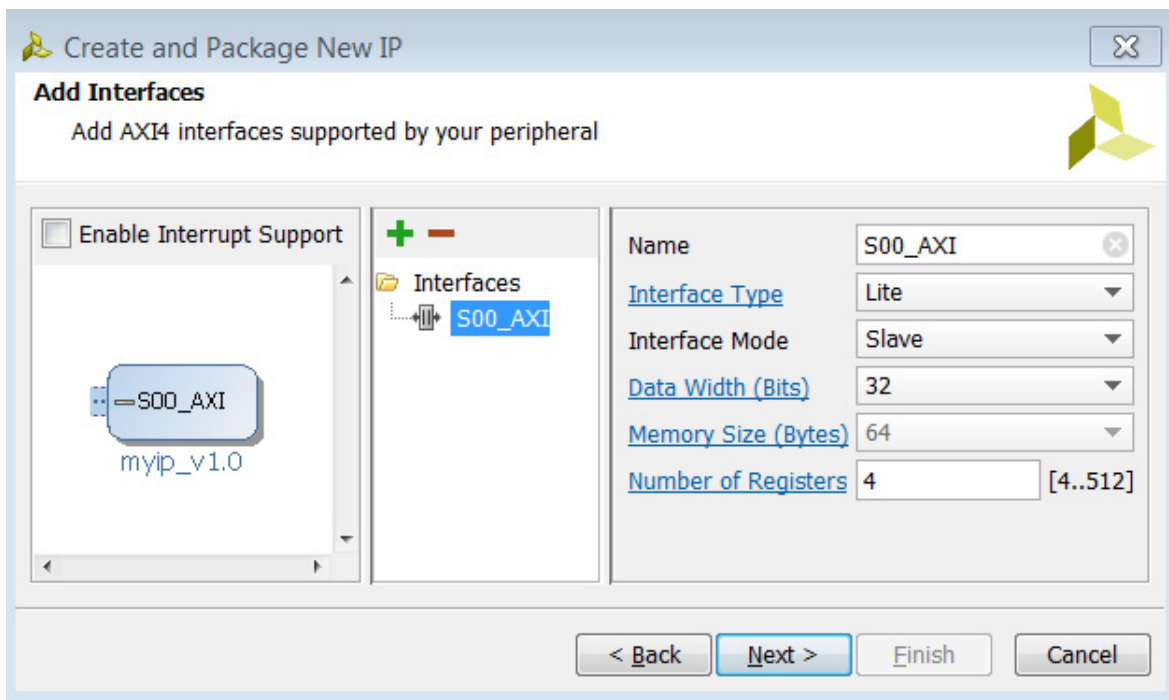




Figure 3-9: Create and Package New IP: Add Interfaces Dialog Box

- To include interrupts to be available in your IP, check the **Enable Interrupt Support** option.

Figure 3-9, page 31 shows that generated IP supports edge or level interrupt (generated locally on the counter) and those interrupts can be extended to input ports by user and IRQ output.

- Add an interface using the **Add** Button .
- Delete an interface using the **Remove** Button .

The data width and the number of registers vary, based upon the AXI4 selection type.

- Click **Next**.
- Review your selections.

The details of your IP are listed in the final wizard page, as shown in the following figure.

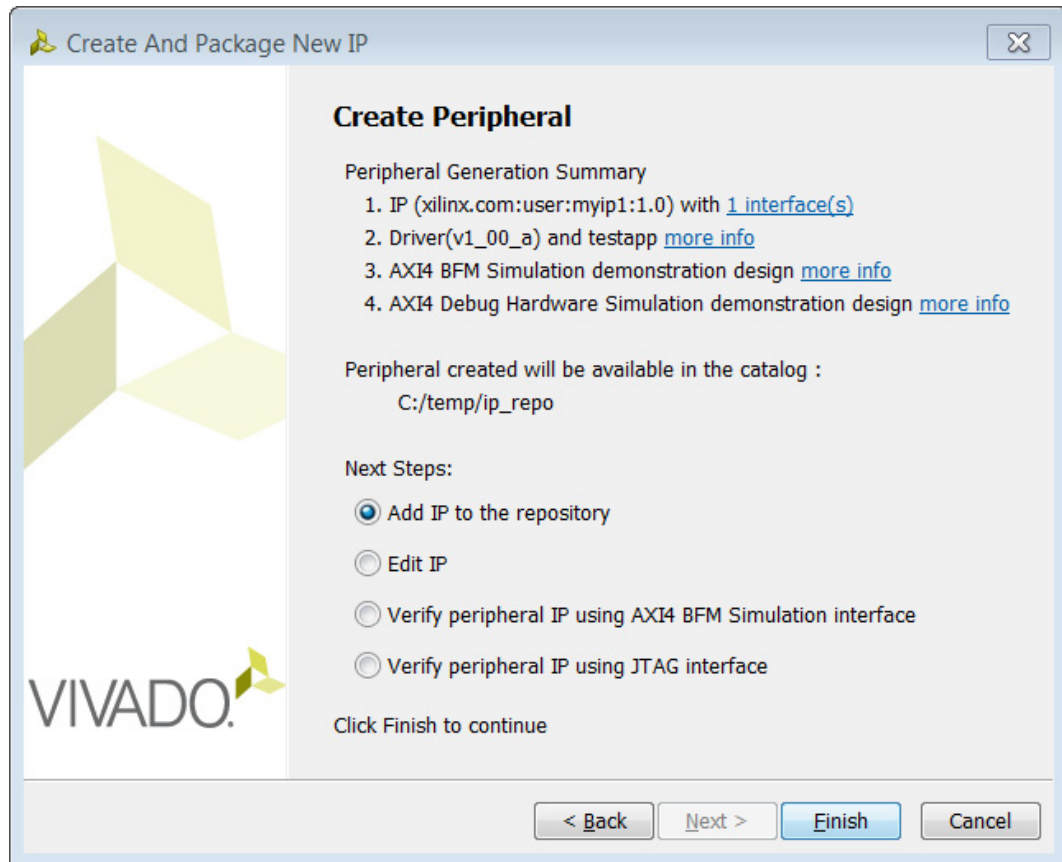


Figure 3-10: Create and Package New IP: Peripheral Summary Dialog Box

The following options are available after you generate the IP:

- **Add IP to the repository:** Lets you add IP to the IP repository.
- **Edit IP:** Lets you edit the IP.



- **Verify peripheral IP using AXI4 BFM Simulation Interface:** Lets you use an AXI4 BFM simulation interface (licensing is required to use AXI4 BFM simulation).
- **Verify peripheral IP using JTAG interface:** Creates a block design with which you can debug your IP module in hardware for a system with JTAG-to-AXI IP. See the *Vivado Design Suite User Guide: Programming and Debugging* (UG908) [Ref 18] for more information about the Vivado debug tools.

You can generate a bitstream and then validate the register writes and reads (from the sample Tcl script generated by the tool for your design) in the debug mode after the targeted device is programmed. You can do so by connecting to the board server from hardware manager, programming the board, and then sourcing the Tcl script. See the *Vivado Design Suite User Guide: Using Tcl Scripting* (UG894) [Ref 13] for more information.

After you create the peripheral, have the option to add custom logic and make the peripheral a custom IP. See *Vivado Design Suite Tutorial: Creating and Packaging Custom IP* (UG1119) [Ref 20] for a demonstration.

When this step completes, review the packaging steps shown in the Package IP window in [Chapter 4, Packaging IP](#).

# Packaging IP

---

## Introduction

This chapter describes the features for adjusting and packaging a custom IP. The Vivado® IP packager is the interface between the Vivado integrated design environment (IDE) and the IP-XACT™ component file.

In the Vivado IP packager window, the following packaging steps are available to customize the custom IP definition:

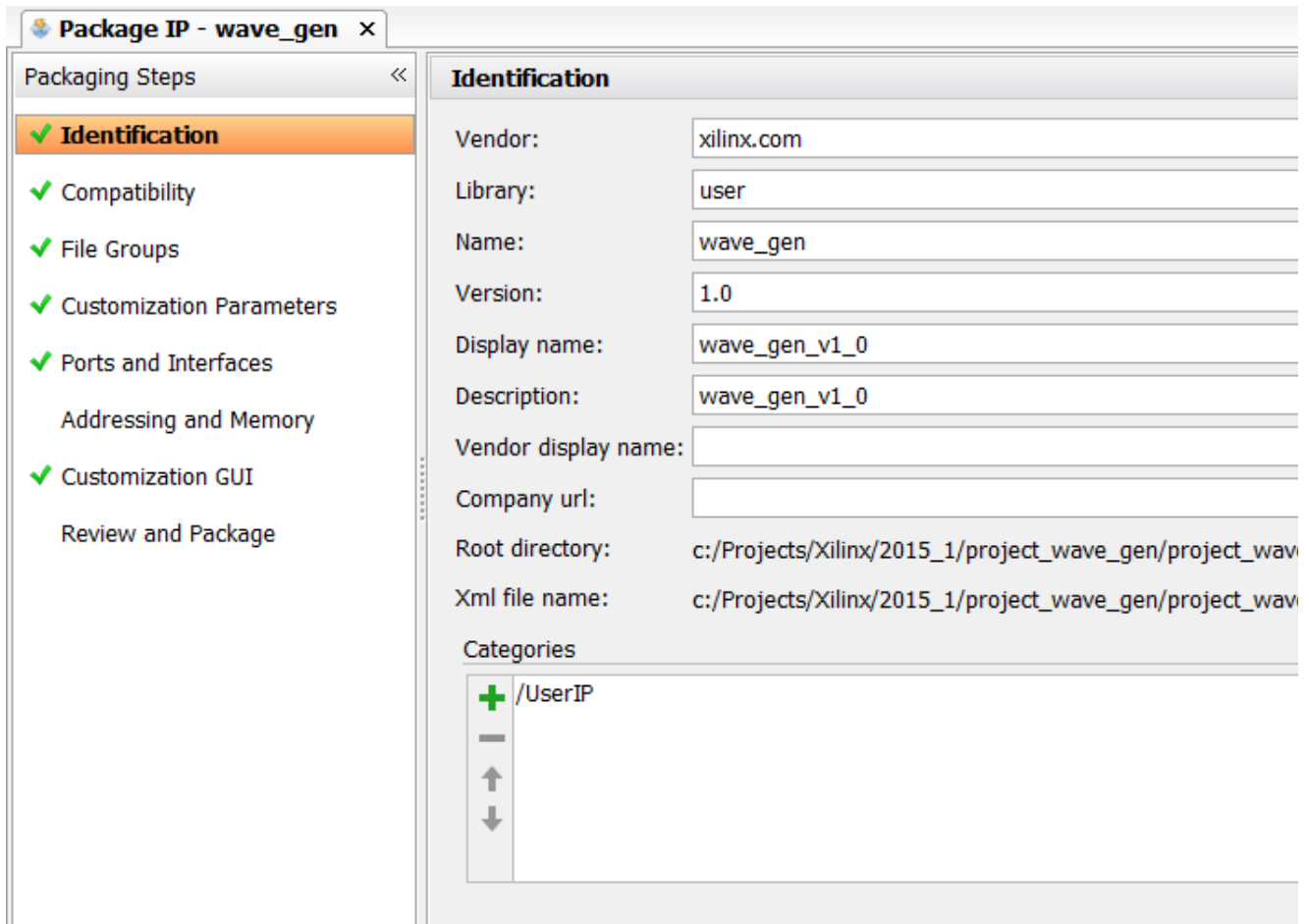
- **Identification:** The identification information for custom IP.
- **Compatibility:** The device support for custom IP.
- **File Groups:** The location and behavior of the files for custom IP.
- **Ports and Interfaces:** The list of top-level ports or interfaces of custom IP.
- **Addressing and Memory:** The address space and memory maps required for custom IP.
- **Customization Parameters:** The GUI customization layout of the custom IP.
- **Review and Package:** A summary and packaging of the custom IP.

After packaging the custom IP definition, you can use the IP within your current project or point the custom IP definition repository path to use in another Vivado project.

---

## Identification

The Identification page, ([Figure 4-1, page 35](#)), is the first section of the IP packager. The information is initially populated based on the information described in the **Project Settings > IP Settings**, see [Using the Packager Settings, page 8](#). The Vivado IP packager heuristically determines the remainder of the information during packaging.



Package IP - wave\_gen x

Packaging Steps <<

- ✓ Identification
- ✓ Compatibility
- ✓ File Groups
- ✓ Customization Parameters
- ✓ Ports and Interfaces
- Addressing and Memory
- ✓ Customization GUI
- Review and Package

### Identification

Vendor: xilinx.com

Library: user

Name: wave\_gen

Version: 1.0

Display name: wave\_gen\_v1\_0

Description: wave\_gen\_v1\_0

Vendor display name:

Company url:

Root directory: c:/Projects/Xilinx/2015\_1/project\_wave\_gen/project\_wav

Xml file name: c:/Projects/Xilinx/2015\_1/project\_wave\_gen/project\_wav

Categories

- + /UserIP
- 
- ↑
- ↓

Figure 4-1: Package IP: Identification Page

The following fields are available to describe the identification of package IP:

- **Vendor:** The vendor of the IP. This is also the identifier for the vendor that displays in the **VLNV** of the IP definition.
- **Library:** The library in which the IP belongs. This is also the identifier for the library that displays in the **VLNV** of the IP definition. See [Versioning your Custom IP, page 19](#).
- **Name:** The name of the IP. This is also the identifier for the name that displays in the **VLNV** of the IP definition.
- **Version:** The version of the IP. This is also the identifier for the version that displays in the **VLNV** of the IP definition. See [Versioning your Custom IP, page 19](#).
- **Display name:** The Vivado IP Catalog display name.
- **Description:** The Vivado IP Catalog description.
- **Vendor display name:** The Vivado IP Catalog Vendor display name.
- **Company url:** The Vivado IP Catalog display of the company URL.

- **Root Directory:** The working directory of the packaged IP. The directory controls both the location of the input and the output files.
- **XML File Name:** The name and location of the IP-XACT standard XML file.
- **Categories:** The list of category names in which the IP belongs.

The **Vendor, Library, Name**, and **Version (VLNV)** of the IP definition uniquely identifies the IP in the Vivado IP Catalog.



---

**IMPORTANT:** *Only one VLNV can exist within the IP Repository. The IP names need to be concise with words separated by underscores.*


---

Each IP within the IP Catalog have taxonomy for organization purposes, as described by the *Vivado Design Suite User Guide: Designing with IP* (UG896) [Ref 6]. These classifications are controlled by the categories set during IP packaging.

In the Categories list, each category is separated by the forward slash (/) character. Initially, Vivado defaults the custom IP to the **UserIP** category.

## Adding Categories to Your IP

To add or remove categories for your IP:

1. Press the **Add**  button in the **Categories** line of the IP Identification section to open the Choose IP Categories dialog box, as shown in [Figure 4-2, page 37](#).

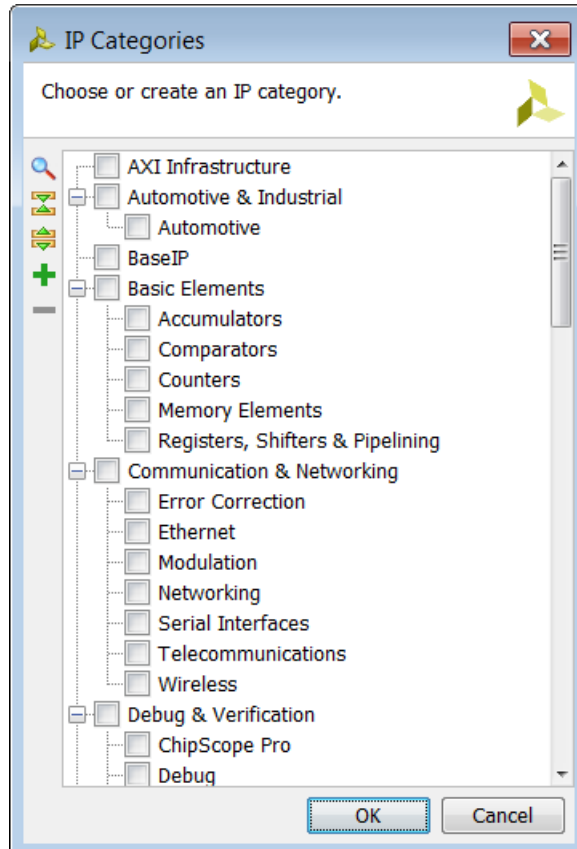



Figure 4-2: Choose IP Categories Dialog Box

2. From the list, select the categories in which to display your custom IP.

## Creating Custom IP Categories

In addition to the predefined categories listed by Xilinx, you can add your own custom IP categories to organize and differentiate your custom IP.

To add a custom IP category:

1. Press the **Add**  button to open the Add IP Category dialog box.
2. Enter the **Name** of the Category you wish to add.

Any subsequent levels described in the name should be separated by a '/'.

3. Click **OK**.

The new custom IP category is selected automatically for your IP in the IP Categories dialog box.

## Removing Categories from your IP

If an IP has multiple categories selected, you can remove the previously associated categories. However, an IP is required to have at least one category associated at all times.

To remove categories from your IP, you can select the category in the Categories section of the Identification page and press the **Remove** button.

You can additionally remove categories from the Add IP Category dialog box by deselecting the categories in the list.

**Note:** The IP packager removes any custom IP categories that are empty (not containing any IP).

## Compatibility

The IP Compatibility page, (shown in the following figure), configures the specific Xilinx parts or device families compatible with your custom IP.

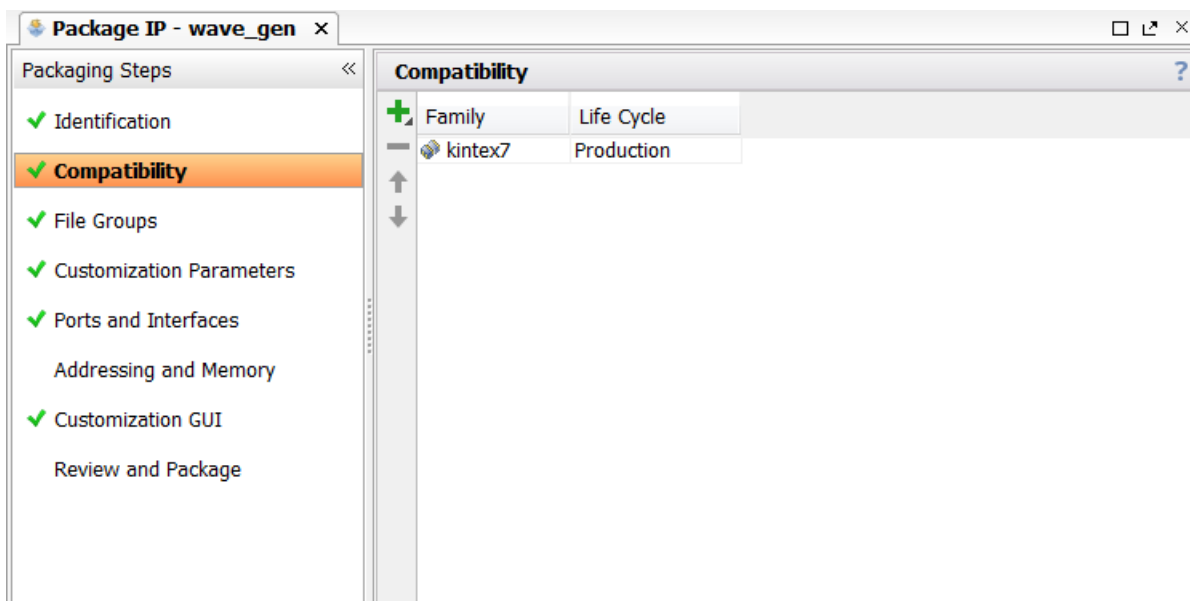


Figure 4-3: Package IP: Compatibility

The list is initially populated with the 7 series Kintex ® device family with the Life Cycle set to Production. Any Xilinx device family and/or devices supported by the Vivado IDE can be included within the family support list of the custom IP. Any device family or part that is not listed in the Compatibility list is incompatible for that IP.

The Life Cycle property informs the user of the IP compatibility with the selected IP use case. Within the Compatibility list, each device family or part added can have their own Life Cycle property.

The following choices are available to describe the Life Cycle for a given part or family.

- Beta
- Discontinued
- Hidden
- Pre-Production
- Production
- Removed
- Superseded

Setting the property to **Discontinued**, **Hidden**, **Removed**, or **Superseded** ensures that the IP does not appear in the IP Catalog for the associated device family or part.

## Adding a Xilinx Family or Part

When adding a Xilinx device family or part to set the compatibility of your custom IP, you can add the devices by:

- Adding a Family explicitly
- Adding a Family using a regular expression

Adding a family or part explicitly requires you to select the individual desired devices or parts from a tree. By adding a family using regular expressions, you can select the multiple devices through a specific syntax.


The syntax for the regular expression search is `familyName{regexp}`. For example:

```
virtex7{xc7v[hx].*}
```

This regular expression example returns all Virtex®-7 XT and Virtex®-7 HT devices.

### ***Adding a Family or Part Explicitly***

To explicitly add a family or part:

1. Select the **Add**  button in the toolbar of the Compatibility page and select **Add Family Explicitly** as shown in the following figure.

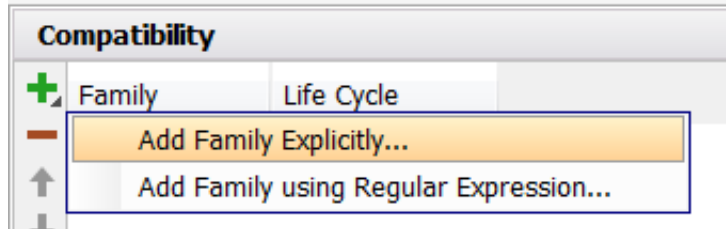



Figure 4-4: **Add Family Explicitly**

2. In the Add Family window, select the desired device family or parts.
3. Select the **Life Cycle** property from the drop-down menu. The default value is **Beta**.  
**Note:** You can adjust the Life Cycle property later, if necessary.
4. Click **OK**.

### ***Adding a Family or Part Using Regular Expressions***

1. Select the **Add**  button in the toolbar of the Compatibility page, and select **Add Family using Regular Expression**.
2. In the Add Family window, shown in the following figure, set the regular expression syntax to add the desired device family and parts.

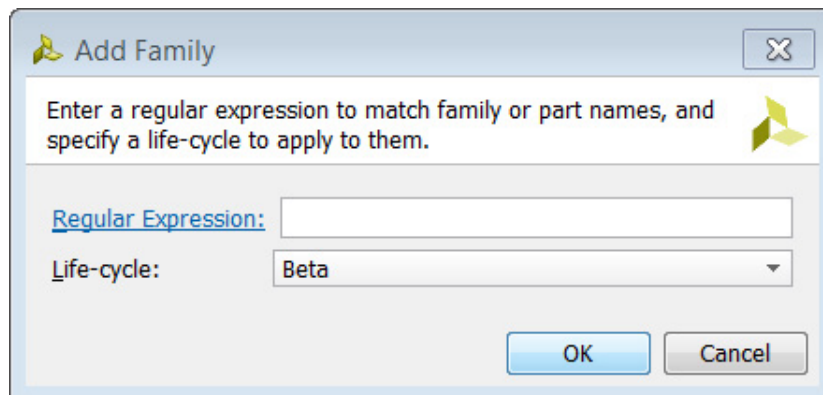


Figure 4-5: **Add Family Window for Regular Expressions**

3. Select the **Life Cycle** property from the drop-down menu. The default value is **Beta**.  
**Note:** You can change the **Life Cycle** property later, if necessary.
4. Click **OK**.



## Editing the Life Cycle Property

1. Select the Life Cycle property for the family, part, or regular expression to select a new Life Cycle property from the drop-down menu as shown in the following figure.

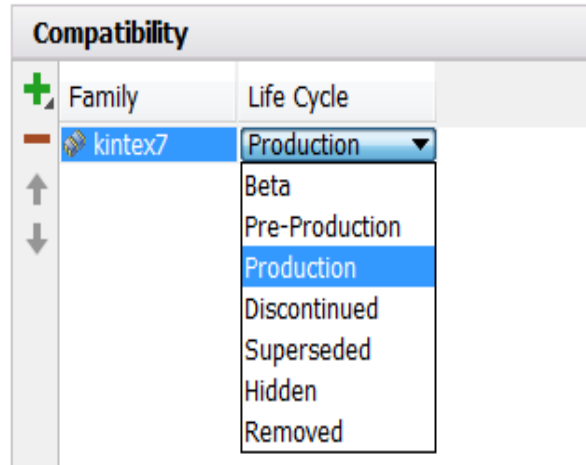


Figure 4-6: Editing the Life Cycle property

## File Groups

The File Group page, shown in the following figure, provides a listing of files of your custom IP.

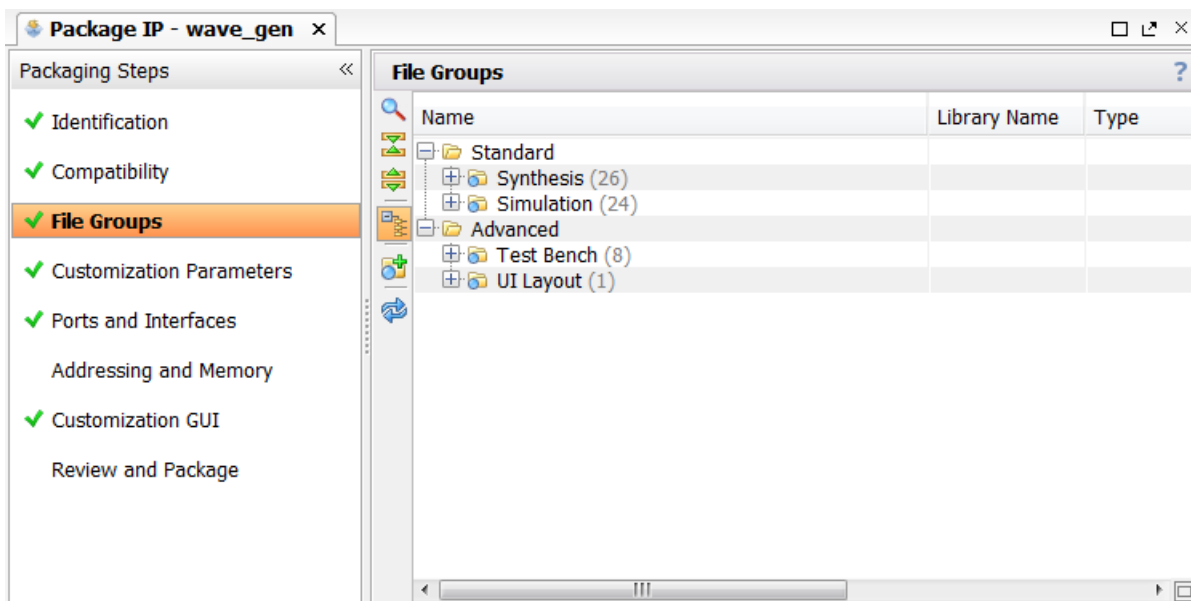


Figure 4-7: Package IP – File Groups

Group each file into specific groups that define the behavior of the file and its use. For example, synthesis uses files located in the Synthesis file group, but simulation uses files in the Simulation file group. If the files in Synthesis and Simulation file groups differ, you could have different behavior.

The files locations in the file groups are initially determined when you run the Create and Package IP wizard. The wizard determines the file groups, either by:

- Using the file sets of the project
- Heuristically determining the information from the directory structure of the IP source files.

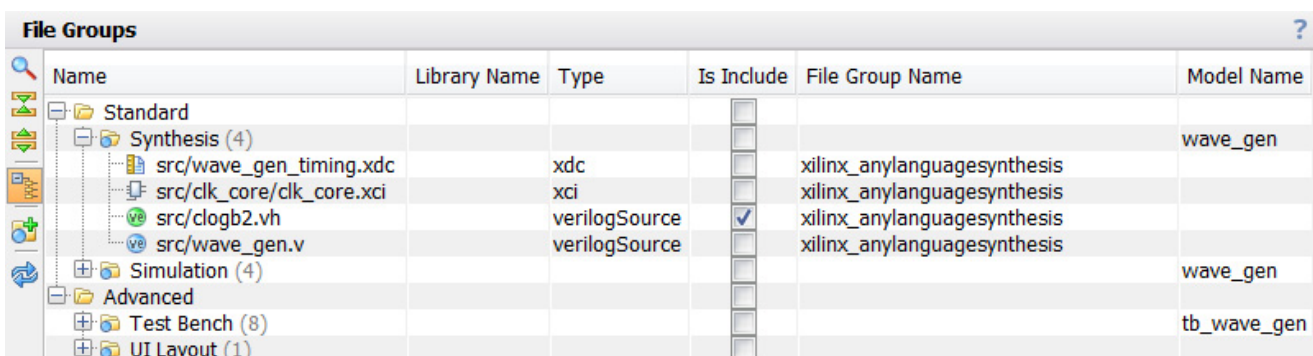
After you place the files in file groups, you can adjust each file or group based on the custom IP requirements.

Two sections exist for separating files into different file groups:

- **Standard:** [Standard File Groups, page 78](#) describes the standard file groups. For many custom IP, the Standard file group list contains the necessary groups required for packaging an IP for reuse.
- **Advanced:** [Advanced File Groups, page 79](#) describes the advanced file groups. The Advanced file group list contains additional advanced features available for your custom IP.

Different functions categorize the file groups. The groups are collapsed at the name of the file group followed by a number in parenthesis, which corresponds to the total number of files in the group. Expand the file group to expose the list of associated files within the group.

The expanded File Groups window shows an example expanded list of files for the synthesis file group as illustrated in the following figure.



Name	Library Name	Type	Is Include	File Group Name	Model Name
Standard			<input type="checkbox"/>		
Synthesis (4)			<input type="checkbox"/>		wave_gen
src/wave_gen_timing.xdc		xdc	<input type="checkbox"/>	xilinx_anylanguagesynthesis	
src/clk_core/clk_core.xci		xci	<input type="checkbox"/>	xilinx_anylanguagesynthesis	
src/clogb2.vh		verilogSource	<input checked="" type="checkbox"/>	xilinx_anylanguagesynthesis	
src/wave_gen.v		verilogSource	<input type="checkbox"/>	xilinx_anylanguagesynthesis	
Simulation (4)			<input type="checkbox"/>		wave_gen
Advanced			<input type="checkbox"/>		
Test Bench (8)			<input type="checkbox"/>		tb_wave_gen
UI Layout (1)			<input type="checkbox"/>		

Figure 4-8: File Group List Expansion

The following properties in the column list are associated with the files of the file group:

- **Name:** File name within the hierarchy tree.
- **Library Name:** Determines the library name used by Vivado synthesis or simulation.
- **Type:** Type of the file in the file group (for example; VerilogSource, XDC, or TclSource).
- **Is Include:** Mark the file as an include file (for example, a Verilog Header file).
- **File Group Name:** The file property to determine to which file group the file is associated. This property is read-only.
- **Model Name:** Top-level design name.




---

**IMPORTANT:** *The Model Name is a required property and applies directly to the file group. This value is set for any synthesis, simulation, or implementation files.*

---

### **Adding or Removing Files to File Groups**

When adding or removing files to and from your custom IP, the recommended flow is to modify the files to the Vivado project and merge the changes using the Package IP window.

For more information on how to add and remove files to your Vivado project, see Vivado *Vivado Design Suite User Guide: System-Level Design Entry* (UG895) [Ref 7].

With the Package IP window open, a merge changes banner opens that prompts you to update the contents of the file groups with the updated files in the Vivado project. Similar to the Create and Package IP wizard, the merged files is associated with the necessary file groups.




---

**IMPORTANT:** *Files added to the Vivado project should be copied into the project. Files associated with the IP should be contained in a path within the IP directory to ensure proper reuse*

---

1. From the **Flow Navigator > Package IP > Open the Package IP window**.
2. Add or remove files from your Vivado project associated with the custom IP.
3. In the File Groups page of the Package IP window, select the **Merge changes from File Groups Wizard** hyperlink in the banner, as shown in [Figure 4-9, page 44](#).

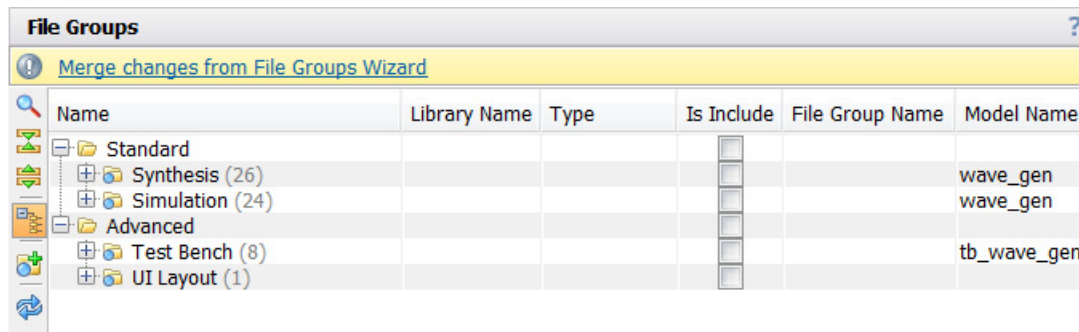


Figure 4-9: Merge Changes from File Group Wizard Hyperlink

### Manually Adding Files to File Groups

You can manually add files in the Package IP window, but this is not recommended as the wizard ensures that the files are associated to the correct file groups.

To manually add a file to a file group:

1. In the File Group window, right-click on the respective file group and select **Add Files**.
2. In the Add IP Files window, add or create the files for the file group.
3. Click **Finish**.

**Note:** The Add IP Files window only allows files to be added to one file group at a time.

### Manually Removing Files from a File Group

You can manually remove files in the Package IP window, but this is not recommended as Package IP window becomes out-of-sync with the associated Vivado project.

To manually remove a file from a file group, in the File Group window, right-click the respective file and select **Remove File**.

### Copying Files from a File Group

For files that already exist in the Package IP window, you can copy a file or file group using the **Copy To** option, which extends the list of available file groups. The list contains the file groups listed within the File Groups page as well as additional commonly used groups.

If selecting a file group, the **Copy To** option copies the child files under the file group to the specified destination group.

1. In the File Groups window, select a file or file group, right-click and select **Copy To**.
2. Select the destination file group from the list in the extension menu.

## Adding a File Group

1. In the File Groups window, right-click and select **Add File Group**.

**Note:** Alternatively, you can click the **Add File Group**  button on the toolbar.

2. In the Add File Group window shown in the following figure, select the file group to add from the list. Selecting the file group shows the description.

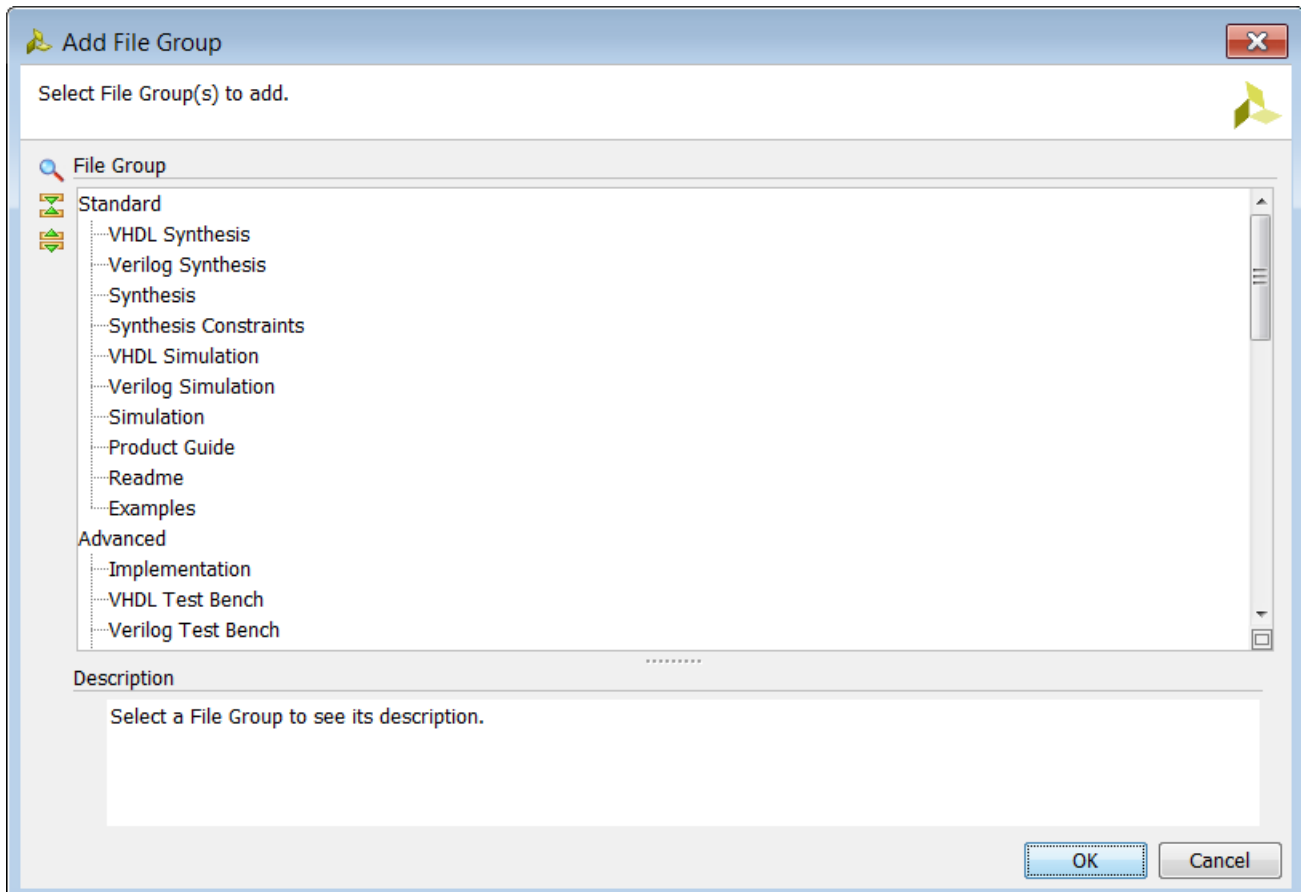


Figure 4-10: Add File Group

3. Click **OK**.

After completing the Create and Package IP wizard, the customization parameters list populates, based on the parsing of the top-level HDL source file.

## Customization Parameters

Two folders for parameters display in the Customization Parameters list:

- **Customization Parameters:** Customization Parameters shown in the IP Customization GUI.
- **Hidden Parameters:** Customization Parameters not shown in the IP Customization GUI.

By default, parameters parsed from the wizard are listed in the `/Customization Parameters` folder. These parameters display in the GUI of the custom IP during customization.

Hidden parameters are not intended for direct editing by the user. During customization of the custom IP, these parameters are not available for the user to edit. These parameters are generally dependent upon the parameters shown in the Customization GUI to determine their values.

## Importing Parameters from Top-Level HDL Files

The parameters are initially determined during the Create and Package IP wizard by parsing the top-level HDL file. When you want to update parameters from the top-level HDL source file due to a change to the HDL source after packaging, you can re-import the parameters.

1. From the Customization Parameters window, right-click and select **Import IP Parameters**.
2. Select the following options from the Import IP Parameters dialog box.
  - **Top-Level source file:** The top-level source HDL file that contains the top-level entity or module of the custom IP.
  - **Top entity name:** The name of the top-level entity or module that contains the parameters of your custom IP.
  - **Make all imported HDL parameters visible:** Sets all the imported parameters to be visible in the customization GUI.
3. Click **Finish**.

## Adding or Removing a Parameter

You can create or remove parameters for use in your custom IP. When adding parameters, you can only add parameters for use in the Customization GUI. To add a parameter to reference the top-level HDL, the source files must be modified and the parameters must be re-imported.

You can remove any parameter from the list regardless if it is referenced from the top-level HDL. If an HDL parameter is removed from the Customization Parameters list, a default value is required in your top-level HDL source.

### ***Adding a Parameter***

1. In the Customization Parameters window, right-click and select **Add Parameter**.

**Note:** Alternatively, you can click the **Add Parameter**  button on the toolbar.

2. In the Add Parameter dialog box, set the name of the new parameter.

**Note:** This parameter name is not the display name of the parameter in the Customization GUI.

3. Click **OK**.

After creating a new parameter, the Edit IP Parameter dialog box opens for parameter customization.

### ***Removing a Parameter***

Select one or more parameters in the Customization Parameters window, right-click and select **Remove Parameter**.

**Note:** Any parameter dependent on the remove parameter flags as an error.

### ***Editing a Parameter***

You can customize parameters in the Customization Parameters window for how it displays in the IP Customization GUI. You can edit the display name, data format, data range, default value, and visibility.

In the Customization Parameters window, right-click the respective parameter and select **Edit Parameter**.

The Edit IP Parameter dialog box opens with the detailed information set for the selected parameter. The Edit IP Parameter dialog box is shown in [Figure 4-11, page 48](#).

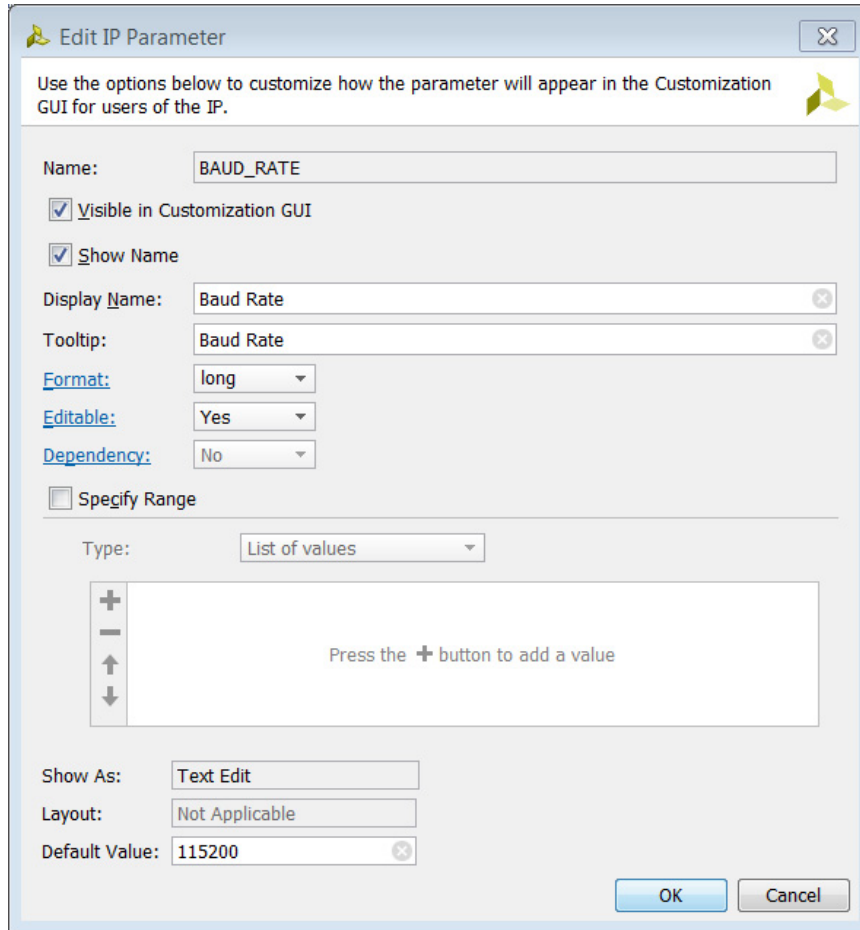


Figure 4-11: Edit IP Parameter

Many options are available to define the usage of the parameter for the custom IP. Depending upon the selections within the dialog box, certain options become unavailable.

The following options in the dialog box are associated with the display properties of the parameter.

- **Name:** This is the name of the parameter. This is a read-only property.
- **Visible in Customization GUI:** If checked, the parameter becomes visible in the Customization GUI.
- **Show Name:** If checked, the display name of the parameter lists next to the display object in the Customization GUI. If not, the display object displays without a preceding label.
- **Display Name:** This name displays in the Customization GUI for the parameter.

When the IP is customized, this is the text that displays next to the value that a user can set. This can be a simple name or a small description.



- **Tooltip:** This is the text that displays when you hover over the parameter in the Customization GUI. This can be a simple name or a small description of the parameter.

The following options are associated with the data formatting and restrictions for the parameter.

- **Format:** This defines the data format of the parameter. The data format selection determines the supported values the user can use to customize the IP. Depending upon the selection, the remaining options adjust, based on the requirements for the format.
  - **Long:** Integer input
  - **Float:** Decimal input
  - **Bool:** Boolean input
  - **BitString:** Hex input
  - **String:** String input
- **Editable:** This defines if the parameter is editable by the user, or only under certain conditions.
  - **Yes:** This selection indicates the user can edit the parameter in the Customization GUI. This is the default setting.
  - **No:** This selection indicates the user cannot edit the parameter in the Customization GUI. If displayed, the parameter is read-only during customization. The value of the parameter is determined by the default value or expression.
  - **Dependent:** This selection indicates the user can only edit the parameter in the Customization GUI under certain conditions.

If selected, a new option displays to set the expression as shown in the following figure.

The evaluated editability expression, if **true**, allows the parameter to be editable. For more information on setting an editability expression, see [Setting an Enablement Expression, page 19](#).

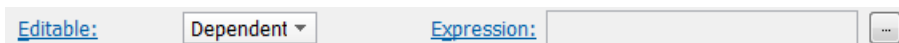


Figure 4-12: Expression Field for Editable Option

- **Dependency:** This defines how the parameter value is determined during customization.
  - **Yes:** This selection indicates the value of the parameter is dependent on another parameter.

If selected, a new option displays to set the expression to evaluate the parameter value, as shown in the following figure. The evaluated dependency expression is used as the parameter value.

For more information on setting a dependency expression, see [Setting an Enablement Expression, page 19](#).

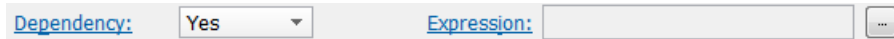


Figure 4-13: Expression Field for Dependency Option

- **No:** This selection indicates the value is not dependent on another parameter, and the value is set directly by the user or by the default value.
- o **Specify Range:** If selected, this defines the bounds by which the parameter value is set. If not selected, the value can be any value in the selected data format, and the IP Customization GUI does not ensure that the value is within the expected bounds for usage.
- **List of values:** This selection limits the value choices for the parameter in a predefined list. The list box defines the valid list of values for the parameter, as shown in the following figure.

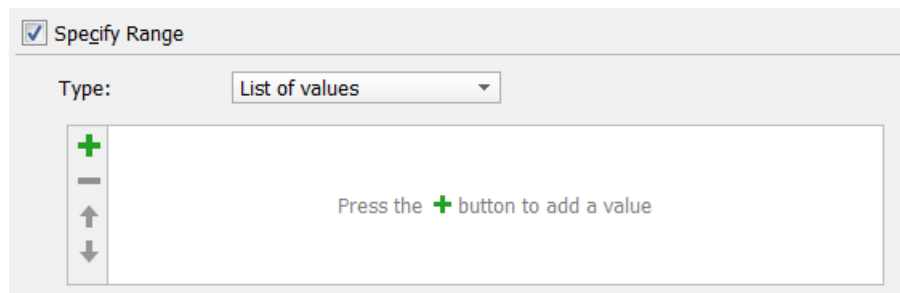






Figure 4-14: List of Values Restriction

- o To add a value to the list, select the **Add**  button on the side bar. All created elements default the text to **value**.
- o To change the element text, double-click the value in the list to enable modification. The elements in the list display in the IP Customization GUI in the same order they appear in the list.
- o To change the order of the elements:
  - Select the element and then select the **Move Up**  button to move the element up by 1.
  - Select the **Move Down**  button to move the element down by 1.
- o To remove an element, select one or more elements in the list, and then select the **Remove**  button.

- **Range of integers:** This selection limits the value of the parameter to a specific range of numeric integer values. The **Minimum** and **Maximum** range restricts the integer values to the user for the parameter, as shown in the following figure.

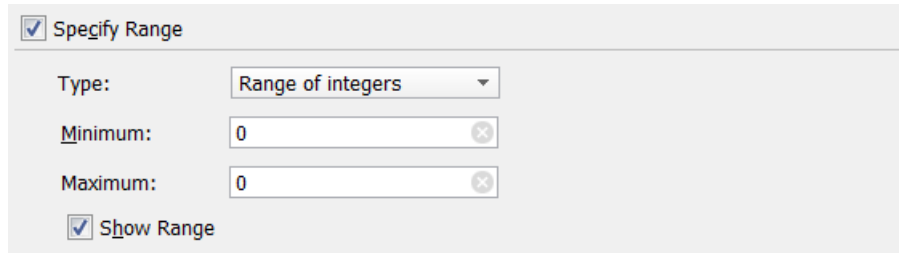


Figure 4-15: Range of Integers Restriction

A value set outside the specified range within the IP Customization GUI reports as an error.

If checked, the **Show Range** option displays the minimum and maximum range of the integer values in the Customization GUI.

- **Pairs:** This selection limits the value choices for the parameter from a predefined list similar to the list of values restriction; however, you can show the selections in the IP Customization GUI in a different format. A Key/Value pair list controls the value of the parameter.

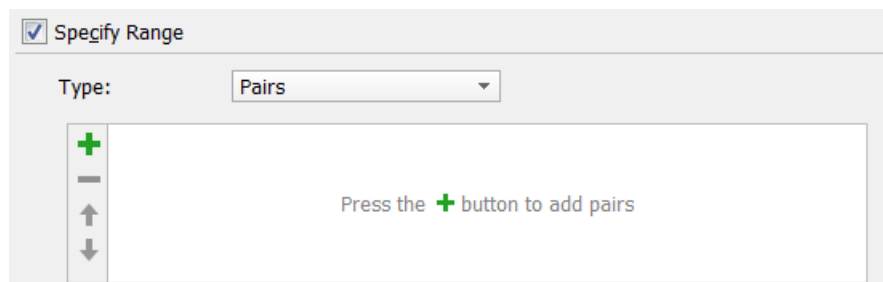






Figure 4-16: Pairs Restriction

- To add a key/value pair to the list, select the **Add** button  on the side bar. All created elements default the key to **key** and the value to **value**.
- To change the element text, double-click the element in the list to enable modification. The elements in the list display in the IP Customization GUI in the same order they appear in the list.
- To change the order of the elements:
  - Select the element and then select the **Move Up**  button to move the element up by 1.
  - Select the **Move Down**  button to move the element down by 1.
- To remove an element, select one or more elements in the list and select the **Remove**  button.

The last set of options describe the display object and the default value of the parameter.

- **Show As:** This describes the display object used for the parameter in the Customization GUI. This is a read-only property that is set depending the options defined within the dialog box.
- **Layout:** This describes the display layout of a Radio Group. The values are **Vertical** and **Horizontal**. In all other fields, **Not Applicable** is displayed.
- **Default Value:** This defines the default value for the parameter. If an IP is customized without any modification to the parameters, the parameter is set by the value defined in this option.

## Ports and Interfaces

The Ports and Interfaces page, shown in the following figure, provides a listing of ports and interfaces of the custom IP.

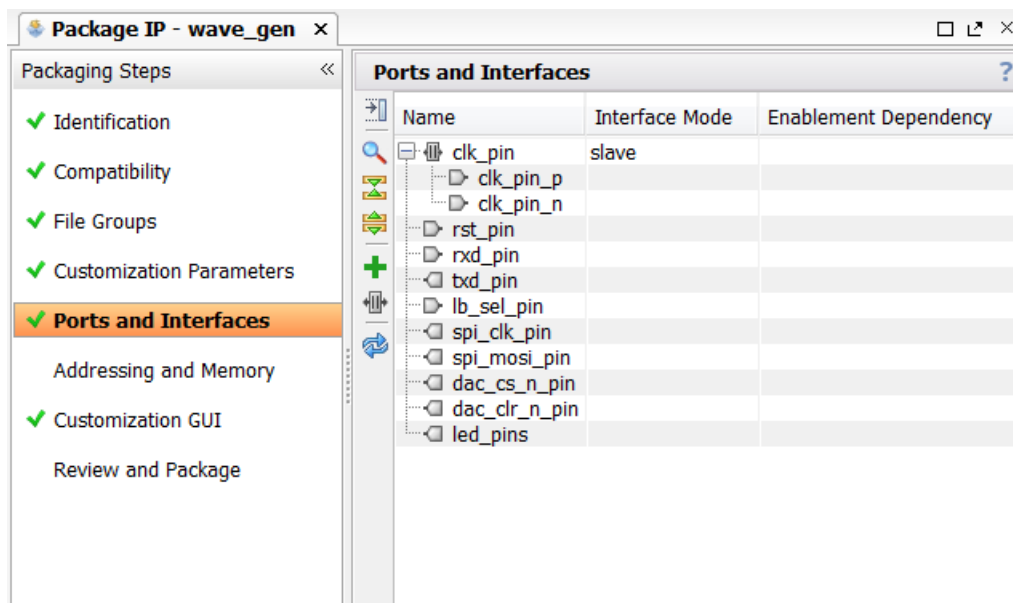


Figure 4-17: Package IP – Ports and Interfaces

After completing the Create and Package IP wizard, the ports and interfaces table populates based on the parsing of the top-level HDL source file. During the parsing of the top-level ports, if an interface can be heuristically determined, the interface is inferred automatically.

The following properties column list are associated with a port or interface:

- **Name:** The port or interface name. The direction of the port is described in the preceding icon.

- **Interface Mode:** The mode of the interface (master or slave).
- **Enablement Dependency:** The expression to determine whether the port or interface is enabled. For more information, see [Setting an Enablement Expression, page 19](#).
- **Is Declaration:** Indicates if this interface is a pre-declaration of a dynamically created interface.
- **Direction:** The direction of the port.
- **Driver Value:** The driver value of the port if disabled.
- **Size Left:** The value of the most significant bit (MSB).
- **Size Right:** The value of the least significant bit (LSB).
- **Size Left Dependency:** The dependency expression to determine the value of the most significant bit.
- **Size Right Dependency:** The dependency expression to determine the value of the least significant bit.
- **Type Name:** The port type (`std_logic` or `std_logic_vector`).

## Importing Ports from a Top-Level HDL

The ports and interfaces are determined during the Create and Package IP wizard by parsing the top-level HDL file. When you want to update ports due to a change to the HDL source after packaging, you can re-import the ports.

1. From the Ports and Interfaces window, right-click and select **Import IP Ports**.
2. In the Import Ports from HDL dialog box, select the following options:
  - **Top-Level source file:** The top-level source HDL file that contains the top-level entity or module of the custom IP.
  - **Top entity name:** The name of the top-level entity or module that contains the ports of your custom IP.
3. Click **Finish**.

## Editing a Port

You can modify the behavior for ports on your custom IP by defining restrictions on its use.

1. Select a port in the Ports and Interfaces window, right-click and select **Edit Port**.
2. In the Edit IP Port window, shown in [Figure 4-18, page 54](#), set the following options:
  - **Driver Value:** If the port is disabled during customization, this is the driver value to the port.

- **Port Presence:** This option determines if the port can be disabled.
  - The **Mandatory** option defines that the port are always available for the custom IP.
  - The **Optional** option defines that the port is disabled when the expression in the text box is **false**. For more information on setting an enablement expression, see [Setting an Enablement Expression, page 19](#).

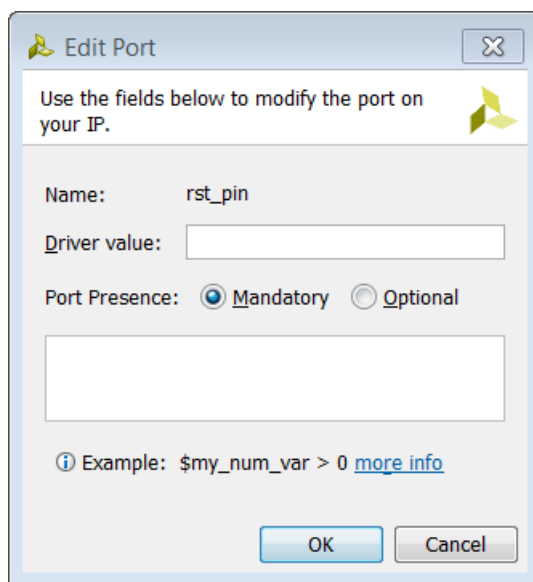


Figure 4-18: Edit IP Port

## Removing a Port

You can remove a port from the Ports and Interfaces window, but this is not recommended. Removing the port deletes the object reference to the port in the IP, but the port still exists in the HDL. The end result would be an undriven or unconnected port when the IP is customized.

To remove a port, select one or more ports in the Ports and Interfaces window, right-click and select **Remove Port**.

## Adding or Removing Bus Interfaces

Interfaces provide the ability to group signals into a common grouping to use between IP in a Vivado IP integrator design. You can add an existing interface or create a new interface for a group of ports in your custom IP to simplify connectivity within IP integrator.

### ***Adding an Existing Bus Interface***

In the Ports and Interfaces window, right-click and select **Add Bus Interface**.

**Note:** Alternatively, you can click the **Add Bus Interface** button on the sidebar.

The Edit Interface window opens for you to modify the properties related to the interface. For more information on editing an interface, see [Editing an Existing Interface, page 58](#).

### Creating a New Bus Interface

1. Select the ports in the Ports and Interfaces window, right-click and select **Create Interface Definition**.
2. In the Create Interface Definition window, shown in the [Figure 4-19, page 55](#), select the following options:
  - **Vendor:** The vendor of the Interface Definition.
  - **Library:** The library in which the Interface Definition belongs.
  - **Name:** The name of the Interface Definition.
  - **Version:** The version of the Interface Definition.
  - **Mode:** The mode of the interface instance (Master or Slave).
  - **Location:** The repository location in which to store the Interface Definition.

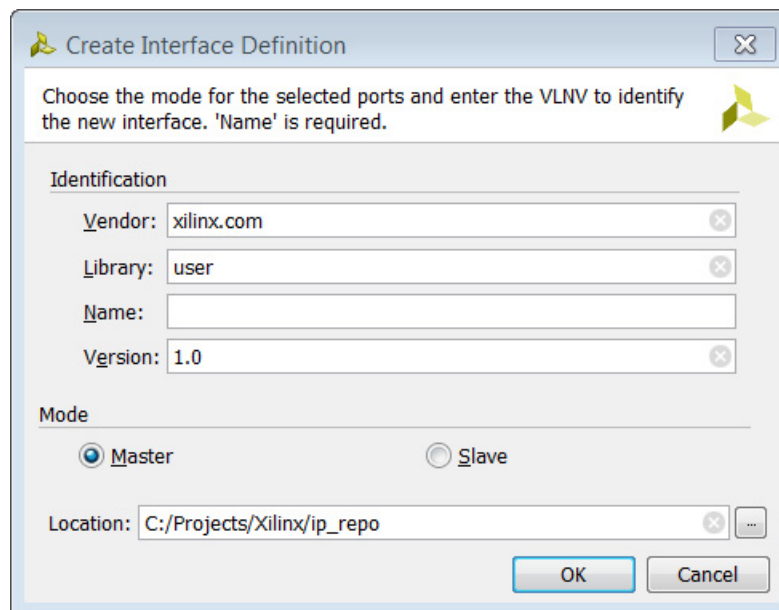


Figure 4-19: Create Interface Definition

3. Click **OK**.

For more information on creating an interface definition, see [Chapter 5, Creating New Interface Definitions](#).

## Removing a Bus Interface

To remove an interface or several interfaces, select one or more interfaces in the Ports and Interfaces window, right-click and select **Remove Interface**.

After you remove the interface, the ports previously associated return to the Ports and Interface table as unassociated ports.

## Auto Inferring an Interface

There are two options for automatically inferring an interface: bus or single-bit.

- Infer the bus interface by selecting from a full interface list
- Infer a single-bit interface from a list of single-bit signal interfaces

The port names must match exactly as specified in the interface so the auto-inference heuristics can properly match the port list to the correct interface signals.

## Auto Inferring a Bus Interface

1. Select all the ports related to the interface, right-click and select **Auto Infer Interface**.

**Note:** Alternatively, you can select the **Auto Infer Interface** button on the sidebar.

2. In the Auto Infer Interface Chooser dialog box, shown in the following figure, select the interface to infer.



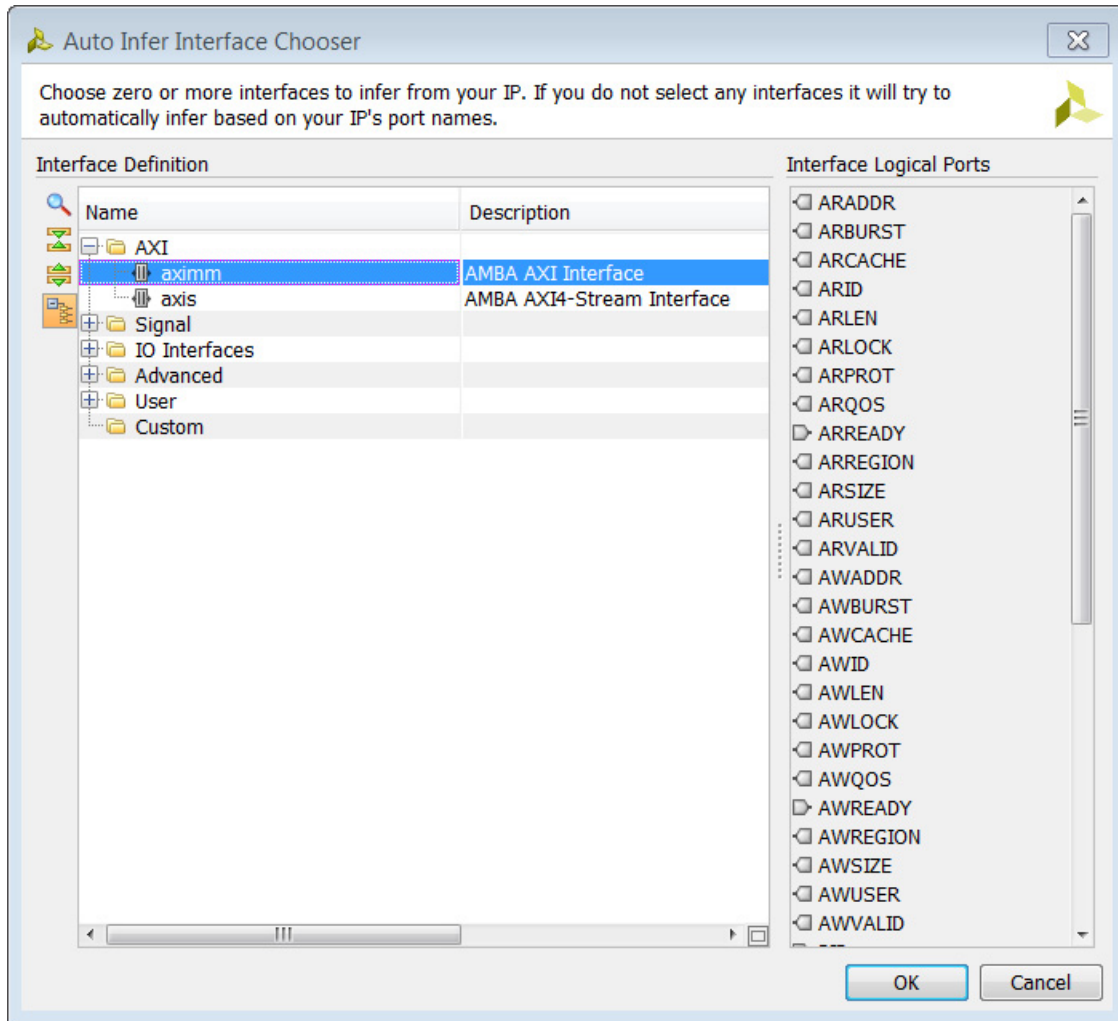


Figure 4-20: Auto Infer Interface Chooser

3. Click **OK**.



**TIP:** If the auto inference heuristics are unable to infer the interface, you must manually identify the bus interface ports through the **Add Bus Interface** option. See [Adding or Removing Bus Interfaces](#), page 54.

## Auto Inferring a Single Bit Interface

1. Select the port, right-click and select **Auto Infer Single Bit Interface**.
2. From the extended menu, select the interface you want to infer.

## Editing an Existing Interface

1. Select an interface in the Ports and Interfaces window, right-click and select **Edit Interface**.
2. In the Edit Interface dialog box, select the desired options.
3. Click **OK**.

## Editing the Interface Information

The General tab of the Edit Interface dialog box, shown in the following figure, displays the instance information for the interface. The tab defines the name, type, mode, and description information.

1. Select the General tab.

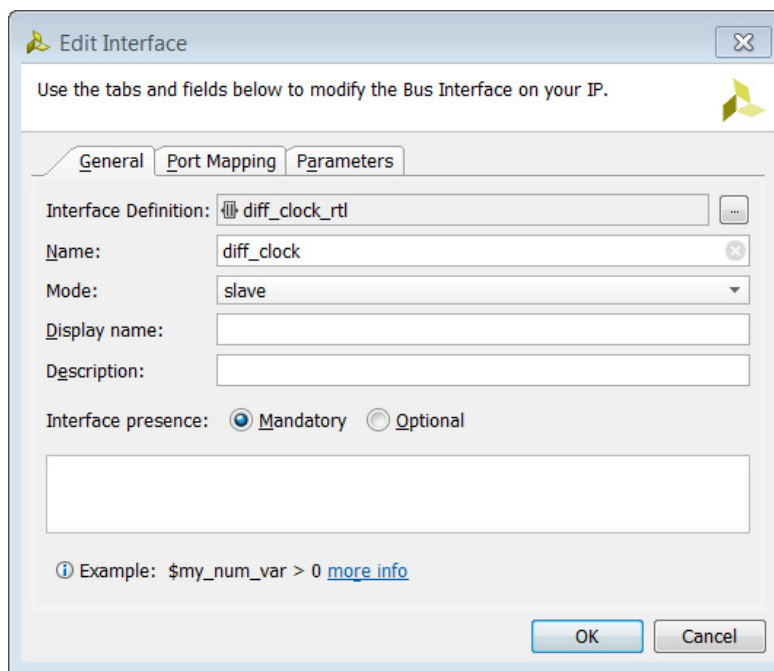


Figure 4-21: Edit Interface - General Tab

2. Select the following options:
  - **Interface Definition:** The name of the interface definition.
  - **Name:** The name of the interface instance. This is the name that displays in the Customization GUI and the IP integrator canvas.
  - **Mode:** The mode of the interface instance (Master or Slave).
  - **Display name:** The display name of the interface.
  - **Description:** The description of the interface.

- **Interface presence:** This option determines if the interface can be disabled.
  - The **Mandatory** option defines that the interface is always available for the custom IP.
  - The **Optional** option defines that the interface is disabled when the expression in the text box is `false`.

For more information on setting an enablement expression, see [Setting an Enablement Expression, page 19](#).

3. Select an additional tab, or click **OK**.

## Mapping the Interface Ports

The Port Mapping Tab, see [Figure 4-22, page 60](#), displays the mapping of the interface ports to the ports of the custom IP. The ports are listed in two columns representing the logical ports of the interface and the physical ports of the custom IP. Ports mapped to the interface display in the summary table at the bottom of the window.

1. Select the interface port in the left column, and select the associated physical port from the right column.
2. Click the **Map Ports** button.

For large interfaces, the **List Options** modifies the port displayed in the columns to simplify connectivity. The options are:

- **Filter Incompatible Physical Ports:** Hide physical ports that do not match the correct direction of the selected interface port.
- **Hide Mapped Ports:** Hide physical and logical ports that have been previously mapped.

The mapped ports are listed in the Mapped Port Summary section of the window. You can un-map all the previously mapped ports, or selectively un-map ports in the summary window.

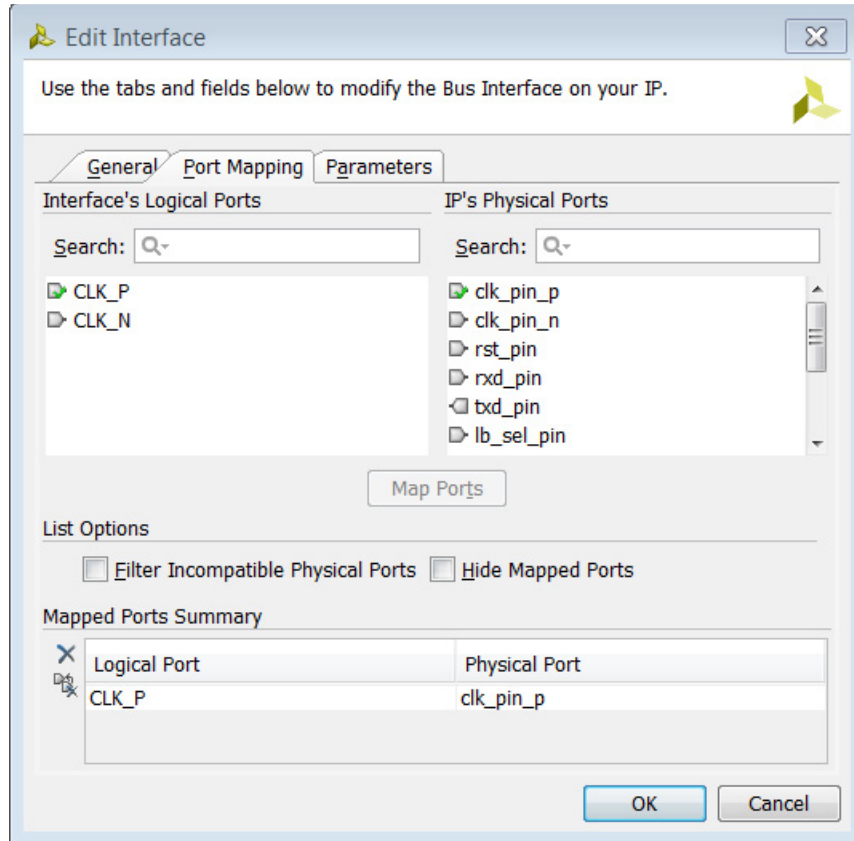


Figure 4-22: Edit Interface – Port Mapping

3. Select an additional tab or click **OK**.

## Adding and Removing Interface Parameters

The Parameters tab, shown in the following figure, displays the parameters defined for the interface. Some bus interfaces require associated parameters. The Vivado IDE identifies some parameters automatically, and recommends those parameters for the interface.

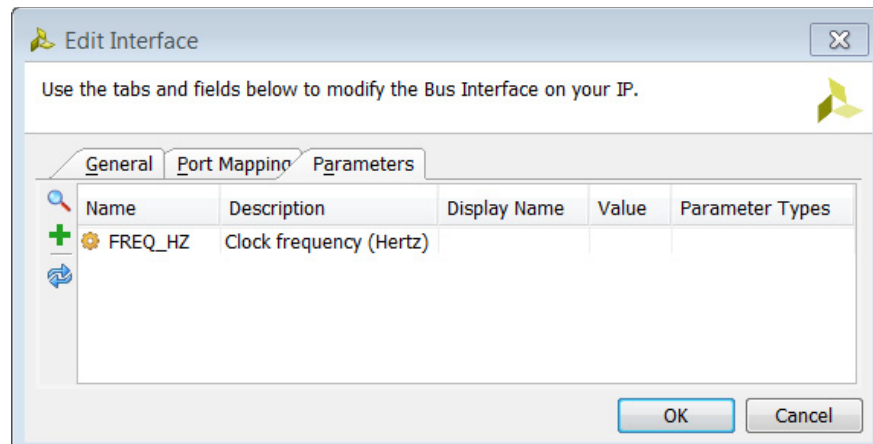


Figure 4-23: Edit Interface – Parameters

After adding parameters to the table, the following options exist for each parameter:

- **Name:** The name of the parameter.
- **Description:** The parameter description.
- **Display Name:** The parameter display name.
- **Value:** The parameter value.
- **Parameter Types:** The type of parameter.

### Adding Recommended Parameters

If the interface has predefined parameters, you can add the recommended parameters by doing the following:

1. In the Parameters tab, right-click and select **Add Recommended Parameter**.
2. In the Add IP Parameter dialog box, select the recommended parameter.
3. Click **OK**.



**TIP:** If the Add Recommended Parameter is not available, no predefined parameters are available for that interface definition.

### Adding Custom Parameters

If you want to define your own parameters for the interface, you can add your own parameter using the following steps:

1. In the Parameters tab, right-click and select **Add Bus Parameter**.
2. In the Add Parameter dialog box, select the name of the parameter.
3. Click **OK**.

### Removing Parameters

To remove parameters, select one or more parameters in the table, right-click and select **Remove Bus Parameter**.

## Addressing and Memory

The Addressing and Memory section, shown in the following figure, lets you add a memory-map or address space to the IP.

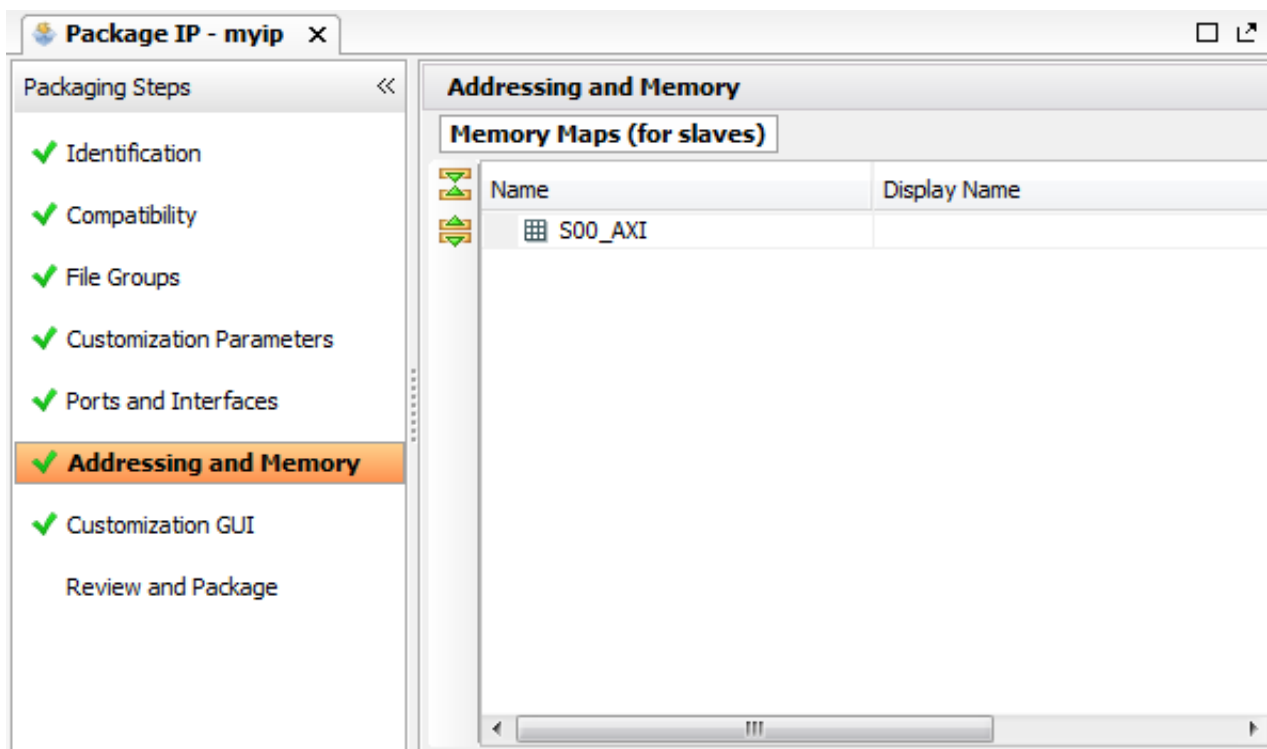


Figure 4-24: IP Addressing and Memory

If the Create and Package IP wizard was able to automatically infer an interface for your custom IP, the Addressing and Memory step is populated also if an address mapping requirement for the interface was identified.

## Identifying an Interface for Address Mapping

1. If an interface has not been previously mapped, click the Addressing and Memory Map Wizard link.

**Note:** Alternatively, right-click and select **IP Addressing** and **Memory Map Wizard** from the pop-up menu if an interface has already been mapped.

2. In the Addressing and Memory Wizard, click **Next**.
3. In the Choose IP Interface page, shown in [Figure 4-25, page 63](#), select the interface to add a memory map and click **Next**.

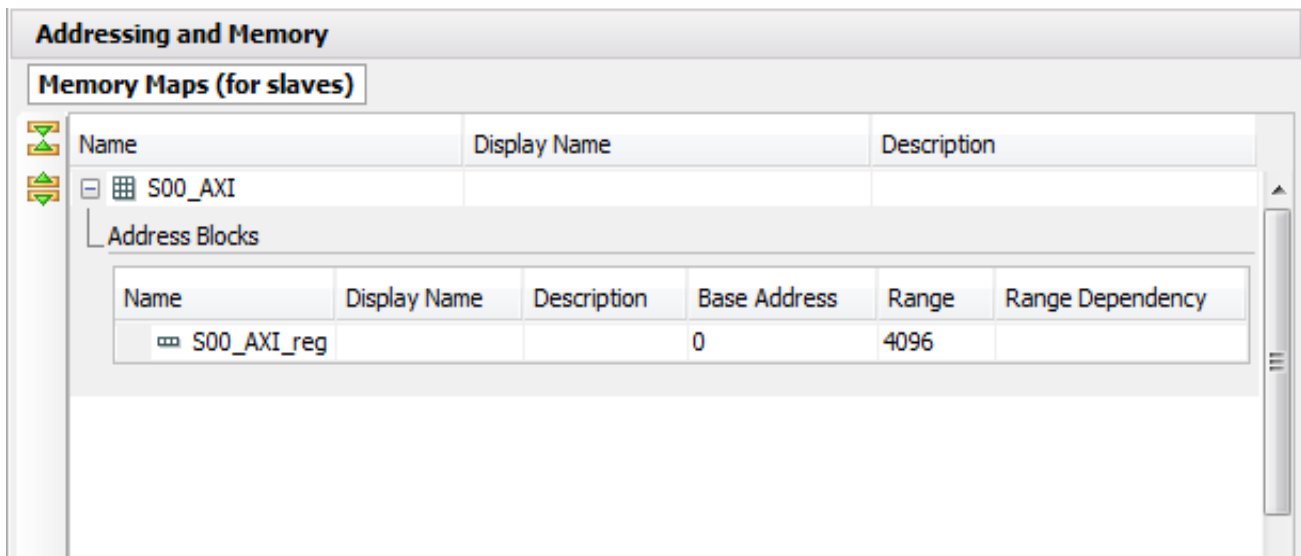


Figure 4-25: IP Addressing and Memory Configuration Wizard - Choose IP Interface

4. In the Choose IP Object Name page, select the name for the memory map, and click **Next**.
5. On the Summary page, click **Finish** to complete the wizard.

## Adding an Address Block

1. Select a Memory Map from the list, then right-click and select **Add Address Block**.
2. In the Add Address Block dialog box, select the name of the new Address Block, and click **OK**.

The selected memory map in the Addressing and Memory window now contains a child address block section with the newly-created address block. The address block list contains the following columns:

- **Name:** Address block name.
- **Display Name:** Address block display name.
- **Description:** Detailed description of the address block.
- **Base Address:** Base address of the address block.
- **Range:** Range of the address block.
- **Range Dependency:** The dependency expression for the address block range.

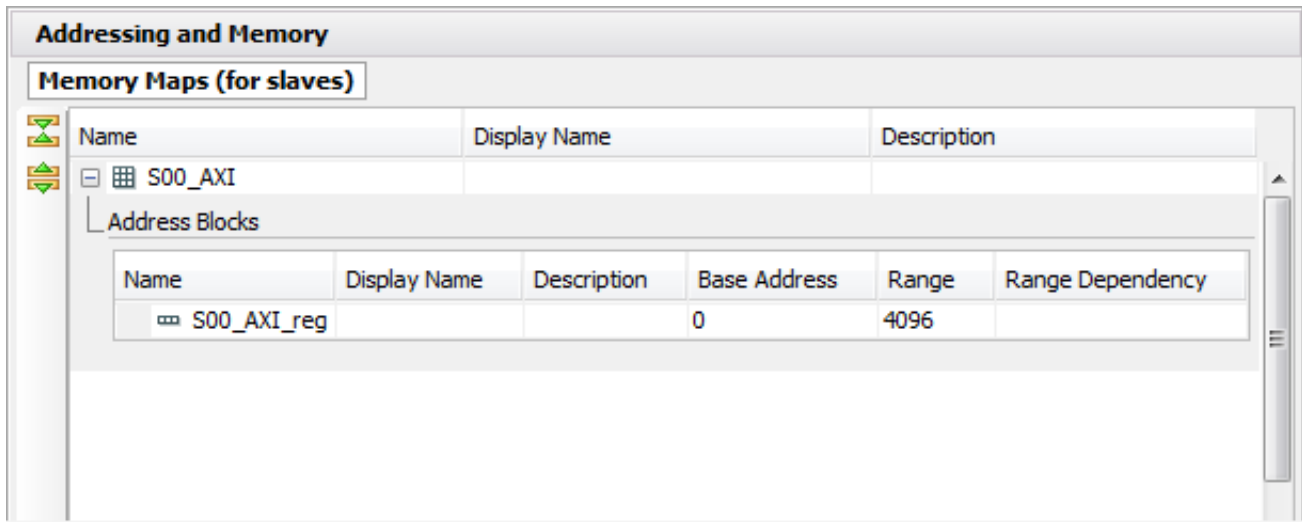


Figure 4-26: Memory Map with Address Block

3. Select the cell of the address block to enter the desired information.

## Add or Remove an Address Block Parameter

To add an address block parameter:

1. Select the address block in the list, right-click select **Add Address Block Parameter**.
2. In the Add Address Block Parameter dialog box, select the name and click **OK**.
3. Select the cell of the address block parameter to enter the information.



**RECOMMENDED:** Give the interface in a meaningful name that reflects the functionality.

To remove an address block parameter from an address block, select the address block parameter in the list, and right-click and select **Remove Address Block Parameter**.

The IP Addressing and Memory Wizard Summary page opens (Figure 4-27, page 65). This describes the name of the new memory-map as well as to which interface the memory-map references.



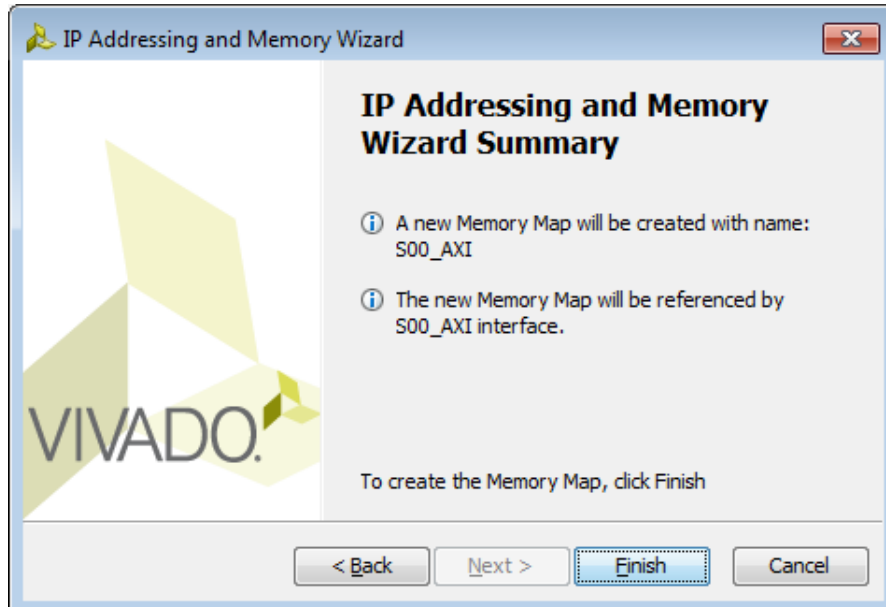


Figure 4-27: IP Addressing and Memory Wizard Summary

4. Review the summary, and click **Finish**.

---

## Customization Parameters

The Customization page, [Figure 4-28, page 66](#), provides an environment for the GUI customization of your custom IP. The Customization GUI section lets you customize the layout by adding display pages, parameter groupings, and text fields.

After you setup the parameters of your IP in the Customization Parameters section, you can customize the GUI to change how a user interacts with your custom IP.

Initially, the Customization GUI generates a layout with all the viewable parameters displayed on a single page of the GUI.

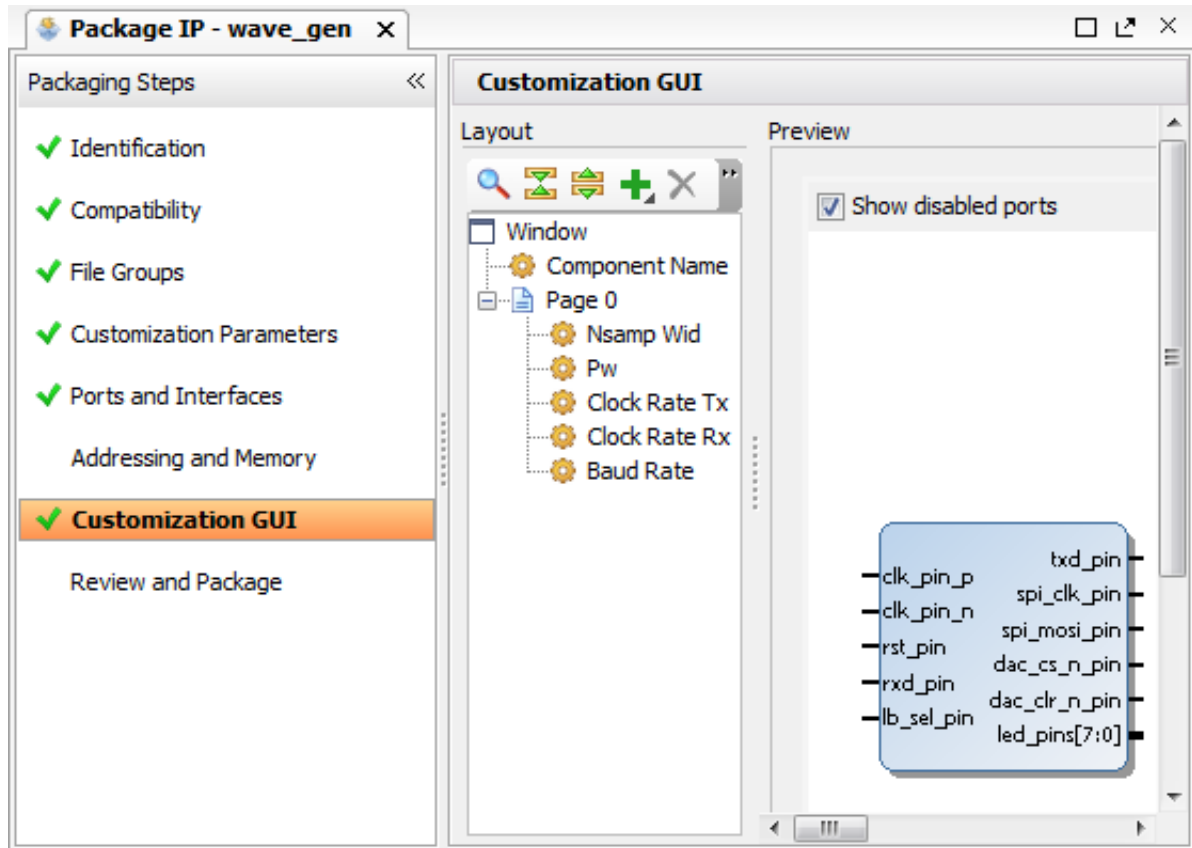


Figure 4-28: Package IP – Customization GUI

The two columns that display in the Customization GUI window are:

- **Layout:** A hierarchical display of the layout which allows for modification of the custom IP GUI.
- **Preview:** A preview display of the Customization GUI of the custom IP.

The **Layout** column displays a hierarchical view of the customization GUI components. Within a **Window** component, which is the top-level to which to associate the customization components, there are a total of four components that you can create to customize the display of your custom IP GUI:

- **Page:** An individual page to display the parameters of the custom IP.
- **Group:** A collection of parameters to display in a single group.
- **Parameter:** A parameter of the custom IP.
- **Text:** A text field to display any necessary information in the GUI.

Each component can be associated hierarchically to other components within the customization layout. The **Group**, **Parameter**, and **Text** components can be within a **Page** or **Group**. The **Page** component can only be a child of the **Window** component.

The preview window shows you a real-time feedback view of the customization GUI as it would appear if the IP was customized through the IP Catalog.


The components in the preview display in the same order in which they are arranged in the layout. You can change the order in which the components display by dragging the components in the layout column to the location you want.

The Customization GUI section retains its information, thereby allowing for a simple iterative process for updating the custom IP because it only affects the parameters that were added or removed.

## Adding Parameters to the Layout

To add parameters to the layout, do the following:

1. Select the hierarchical level (page or group) you want to add the parameter, right-click and select **Add Parameter**.


**Note:** Alternatively, you can select the **Add** button  from the toolbar.

2. In the Add Parameter dialog box, select the following options, and click **OK**.
  - **Available Parameters:** The available parameters of the custom IP. These are parameters that have not been previously added to the Customization GUI.
  - **Display Name:** The label text displayed for the parameter in the Customization GUI.
  - **Tooltip:** The text displayed for the tooltip when hovering over the parameter in the Customization GUI.
  - **Show Label:** The option to disable the label (Display Name) of the parameter.

## Adding Groups to the Layout

To add groups to the layout, do the following:

1. Select the hierarchical level (page or group) you want to add the group, right-click and select **Add Group** from the popup menu.


**Note:** Alternatively, you can select the **Add** button  from the toolbar.

2. In the Add Group dialog box, select the following options, and click **OK**.
  - **Display Name:** The label text displayed as a header for the group in the Customization GUI.
  - **Tooltip:** The text displayed for the tooltip when hovering over the group in the customization GUI.
  - **Layout:** The option to display the components of the group vertically or horizontally.

## Adding Pages to the Layout

To add pages to the layout, do the following:

1. Select the window component, right-click, and select **Add Page**.

**Note:** Alternatively, you can select the **Add** button  from the toolbar.


2. In the Add Page dialog box, select the following options, and click **OK**.

- **Display Name:** The label text displayed on the tab for the page in the Customization GUI.
- **Tooltip:** The text displayed for the tooltip when hovering over the page contents in the Customization GUI.

## Adding Text to the Layout

To add text to the layout, do the following:

1. Select the hierarchical level (page or group) to which you want to add the text, then right-click and select **Add Text**.

**Note:** Alternatively, you can select **Add** button  from the toolbar.

2. In the Add Text dialog box, select the following options, and click **OK**.

- **Display Name:** The label text displayed in the layout and the tooltip for the text in the customization GUI.
- **Text:** The text displayed in the Customization GUI.

## Review and Package

The Review and Package section, shown in the following figure, provides a summary of the IP and information about the settings you selected after packaging.

The IP is initially packaged at the end of the Create and Package IP wizard. If any changes occur to any of the packaging steps of the custom IP, the custom IP must be repackaged for the changes to go into effect.

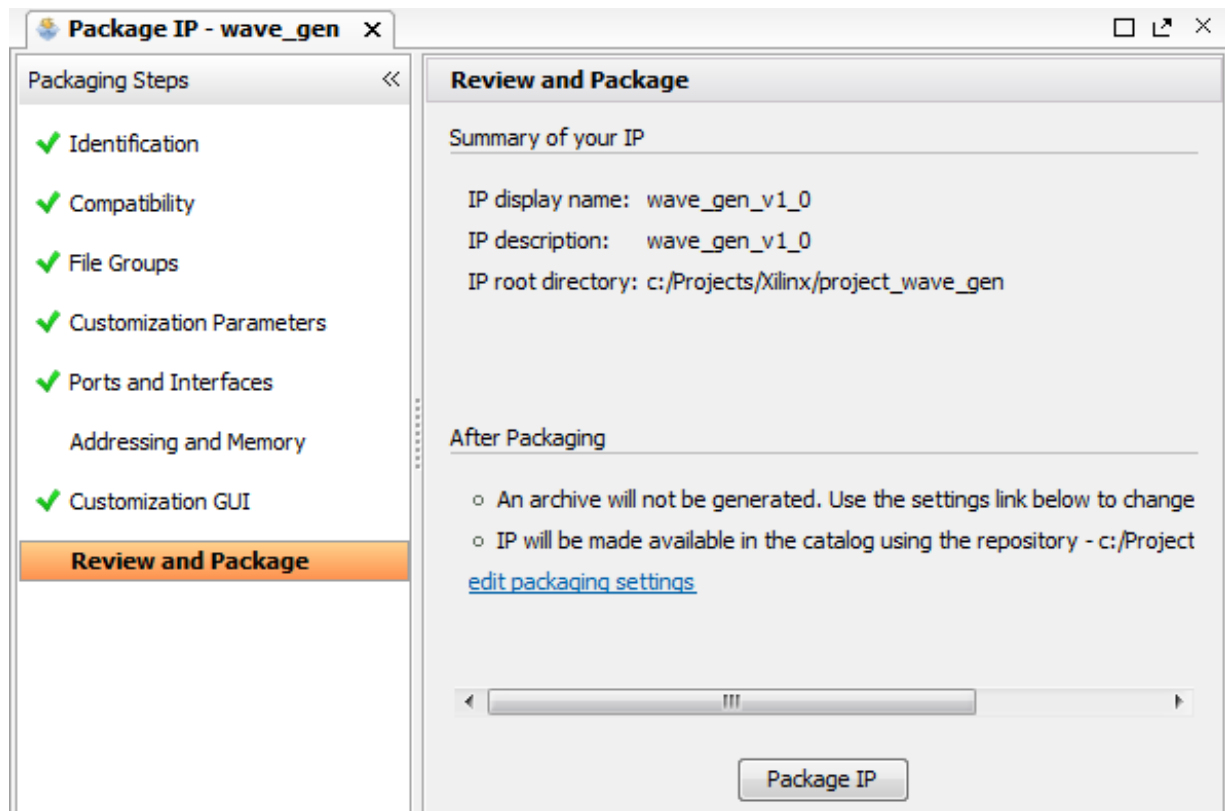


Figure 4-29: Package IP – Review and Package

The summary information is the identification data of the custom IP from the Identification section. To change the information, make the modifications in the Identification section, as described in [Identification, page 34](#).

The After Packaging section contains information about the Vivado IDE actions after packaging is complete.

The information that describes how the packager behaves is based on the IP Packager Settings, described in the [Using the Packager Settings, page 8](#), are, as follows:

- **Archive:** Select whether to create an archive of the IP.
- **Repository:** The location of the IP for the Vivado repository manager.

In the IP Project Settings, you have an option of creating an archive of the custom IP definition.

By default, the custom IP is generated at the IP root directory in which the source files are referenced relatively from the IP root directory location, if possible.

When an archive is created, the Vivado IDE compresses all the relatively referenced files into a single archive file. This archive file can be used in a Vivado repository by using the single archive file or extracting the archive file in a desired repository location.

After the IP is packaged, the custom IP is available in the IP Catalog of the current Vivado project. The Vivado IDE automatically adds the IP root directory of the custom IP to the Repository Manager in the IP Project Settings.

The IP root directory is the location of custom IP definition and the location required to add to the Repository Manager of other Vivado projects that require the custom IP.

## Re-Packaging IP

To re-package IP, do the following:

1. Click the **Re-Package IP** button at the bottom of the Review and Package window.
2. If successful, click **OK** on the Package IP popup dialog box.




---

**IMPORTANT:** *Repackaging an IP and changing the default parameter values does not change the customization parameters in the IP instance. Each IP instance must be manually changed to the new default value if that change is required.*

---

## Creating an Archive of the IP

To create an archive of the IP:

1. Select the **Create archive of IP** option in the IP Packager Project settings, as described in [Using the Packager Settings, page 8](#).

**Note:** To open the IP Packager Project Settings click the **edit packaging setting** hyperlink.

2. In the **After Packaging** section, select the **edit** hyperlink to change the name and location of the archive.

**Note:** By default, the archive name is <Vendor>\_<Library>\_<Name>\_<Version#>.zip.

3. In the Package IP dialog box, select the following options, and click **OK**.
  - **Archive name:** The name of the archive file.
  - **Archive location:** The location where the archive file is created.

# Creating New Interface Definitions

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## Introduction

Interface definitions provide the capability to group functional signals into a common interface grouping to use between IP in a Vivado® IP integrator diagram. The interface definition give you more a comprehensible diagram, and also enforces a standardized expectation that signals are designed to work between IP pairs.

Xilinx® provides many interface definitions, including standardized AXI protocols and other industry standard signaling; however, some legacy or custom implementations have unique IP signaling protocols.

You can define your own interface and capture the expected set of signals, and ensure that those signals exist between IP.

The Create Interface Definition option uses the IP-XACT industry standard specification. The interface definitions use two files that together correspond to a bus definition file (`myInterface.xml`) and an abstraction definition file (`myInterface_rtl.xml`).

The Vivado IDE uses the created interface definition to support mapping logical ports and inferring bus interfaces on the IP Definition in the IP packager.

The IP packager bus interface algorithms are almost completely data-driven, based on the bus definition and the algorithm works similarly with Xilinx-provided definitions as well as user created interfaces.

AXI4 memory-mapped and AXI4-Stream interfaces have additional DRC checks beyond the data-driven heuristics.

See [Inferring Signals, page 12](#) for more information about signal naming and inferring signal names.

## Creating a New Interface Definition

1. Select **Tools > Create Interface Definition**.

The Create Interface Definition dialog opens, as shown in the following figure.

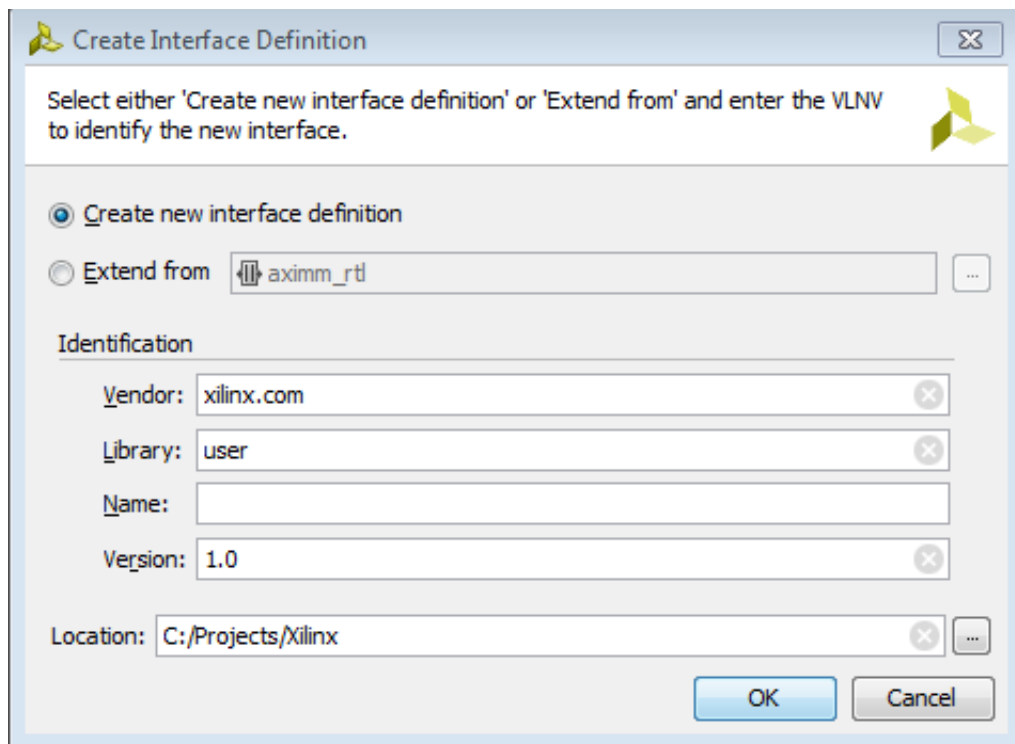


Figure 5-1: **Create Interface Definition**

2. Select one of the interface types from the following options:
  - **Create new interface definition:** Creates an empty interface, which is the typical use case.
  - **Extend from:** Creates a new interface with the selected interface ports list as a template. This is an advanced feature.

By creating a new interface definition, the Interface tab opens without any pre-determined ports defined. You have a blank state for creating the new interface.

If you extend from a previously selected interface, the Interface tab opens with the ports pre-populated in the ports list. You can add or delete the ports as necessary.

3. In the Identification fields, enter the following information for the interface:
  - **Vendor:** The vendor of the interface. This is also the identifier for the vendor that displays in the interface definition **VLNV**. Provide the vendor information using the standard internet domain order.



- **Library:** The library in which the interface belongs, which is also the identifier for the library that displays in the interface definition VLNV.
  - **Name:** The name of the interface, which is also the identifier for the name that displays in the interface definition VLNV.
  - **Version:** The version of the interface, which is also the identifier for the version that displays in the interface definition VLNV.
  - **Location:** The directory where the pair of interface XML files are created.
4. Click **OK** to complete the interface creation.

## Using the Interface Definition Editor

After you finish creating the new interface definition, the workspace editor for the interface opens in the Interface Definition Editor for modifications, as shown in the following figure.

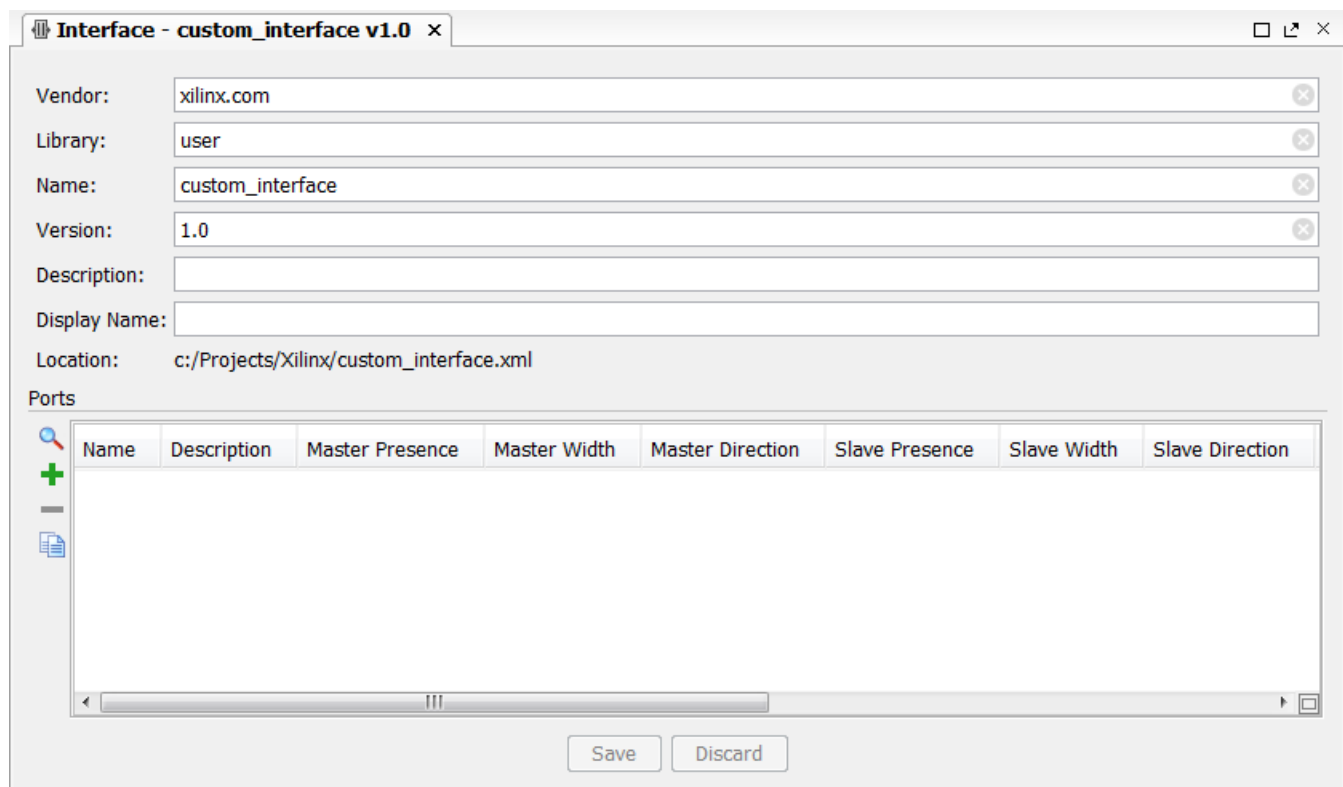


Figure 5-2: Interface Definition Editor

The following fields are available to describe the identification of the interface definition:

- **Vendor:** The vendor of the interface definition. This is also the identifier for the vendor that displays in the VLNV of the interface definition.

- **Library:** The library in which the interface belongs. This is also the identifier for the library that displays in the VLNV of the interface definition.
- **Name:** The name of the interface. This is also the identifier for the name that displays in the VLNV of the interface definition.
- Use short interface names because the IP block diagram has limited space.
- **Version:** The version of the interface. This is also the identifier for the version that displays in the VLNV of the interface definition.
- **Description:** The description of the interface definition.
- **Display Name:** The display name of the interface definition.
- **Location:** The name and location of the IP-XACT standard XML file.

## Adding Logical Ports to the Interface

1. On the ports list, right-click and select **Add Port**.

Alternatively, you can click the **Add**  button on the toolbar.

2. In the Add Port dialog box, shown in the following figure, set the following fields:

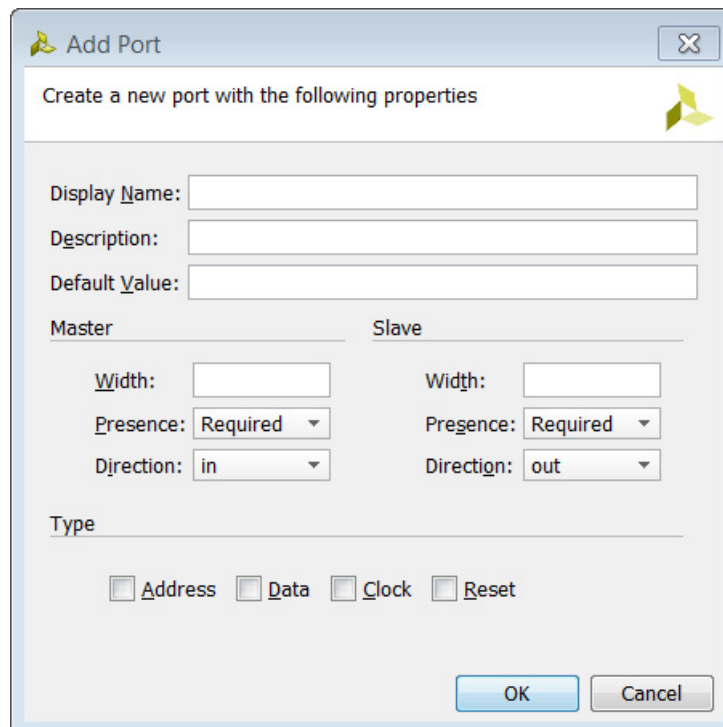


Figure 5-3: Add Port

- **Display Name:** The name of the logic port. In the Xilinx convention, these names are uppercase and are not prefixed with the name of the interface.

- **Description:** Enter a human-readable description for the logical port. Any transaction signaling must be described.
  - **Default Value:** When the port is optional, IP Integrator uses this default value to drive the in mode port when unconnected.
- Note:** If this port is part of the control logic, and is optional, it is important that the value is set to allow transactions to continue and not stall.
3. In the Master section of the dialog box, set the following:
    - **Width:** Required bit width of the mapped port for master mode bus interfaces exposed on an IP. Values are: -1 (undefined width), 1 (single bit signal), or a fixed value.
    - **Presence:** Set to either required or optional, indicating if the logical port is required to be mapped in master mode bus interfaces exposed on an IP. Allowed values are: optional, required, and illegal.
    - **Direction:** Required port mode when mapped for master mode bus interfaces exposed on an IP. Values are **in**, **out**, and **inout**.
  4. In the Slave section of the dialog box, set the following:
    - **Width:** Indicates the required bit width of this mapped port for slave mode bus interfaces exposed on an IP. Values are: -1 (undefined width), 1 (single bit signal), or a fixed value.

**Note:** Often the slave and master widths are the same.

    - **Presence:** Set to either required or optional, indicating if the logical port is required to be mapped in slave mode bus interfaces exposed on an IP. Values are optional, required, and illegal.

**Note:** Often the slave and master presence are the same.

    - **Direction:** Required port mode when mapped for slave mode bus interfaces exposed on an IP. Values are: **in**, **out**, and **inout**.

**Note:** Typically the slave and master directions are opposite. If the directions are the same, IP Integrator might not be able to properly directly connect the master and slave.
  5. In the Type section of the dialog box, set the following:
    - **Address:** Check this option when the logical port serves as an address line.
    - **Data:** Check this option when the logical port carries data and is not a control, addressing or clock/reset I.
    - **Clock:** Check this option when the logical port is a clock line.
    - **Reset:** Check this option when the logical port is a reset line.
  6. Click **OK**.

## Adding Logical Ports from a Previously Defined Interface

As when creating the definition of the interface, you can additionally extend interfaces to the custom interface.

1. From the ports lists, right-click and select **Copy Ports From**.

Alternatively, click the **Copy Interface Ports**  button on the toolbar.

2. In the Copy Interface Ports dialog box, select the interface which logical ports from which to copy.
3. Click **OK**.

All the ports from the selected interface are populated in the Ports list.

**Note:** Any previously defined port with the same name as one of the imported ports is overwritten.

## Editing Logical Ports

After you create a logical port, a new row displays in the Create Interface Definition table. The logical port columns displays the information described in the Add Port dialog box when adding a logical ports.

To edit the port information, select the column cell for the port you want to edit. The cell will become editable to make the desired changes.

## Setting Tristate Signaling

The following cells provide advanced information for tristate signaling and can be specified to allow a cross-over like connection between masters and slaves with a triple of tristate signals.

Because a device does not have true tristate lines inside the fabric, a triple of signals (**in, out, tristate**) represents a tristate pair (**in, out, tristate**).

When you create an interface with the triple of signals, add the following information, which is required to allow connectivity between masters and slaves.

- **Tristate Role:** This indicates if the port is part of a tristate triple of signals, and which role. Non-tristate ports leave this cell blank. Values are **blank, in, out, and tristate**.
- **Group:** When there are multiple tristate triples in the interface, it is important that the three signals be grouped together. This field must have the same string identifier entered for the three ports that form the same unique tristate.

## Completing the Interface Definition Creation

When you have completed providing the required information for the Create Interface Definition option, click the **Save** button centered at the bottom of the window to save the pair of XML files. To throw away edits, click the **Discard** button.

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## Re-Editing Interface Definitions

To edit an interface definition, in **File > Open IP-XACT File**, browse to either of the bus definition file (`myInterface.xml`) or abstraction definition file (`myInterface_rtl.xml`). Both files must be in the same directory for the Vivado GUI to edit the definition correctly.

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## Using a New Interface Definition

Similar to IP Definitions, the IP-XACT bus definition files must be in a repository path for the IP packager and IP integrator tools to use the files.

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**RECOMMENDED:** Structure your /IP repository to have a single directory with an /interfaces subdirectory to contain the interface definition files, and a peer IP subdirectory to contain your IP definition files. A repository path must be added at, or preceding, the directory that contains the IP definition file. For example, `<repository_path>/IP/interface` or `<repository_path>/IP/IP`.

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To see the interface definition files in the IP Catalog:

1. Ensure that the catalog is organized to display by repository. See the [Using the Packager Settings, page 8](#) for the display settings.
2. Select the user repository with the new interface definition files. A tab displays the names and number of interfaces.

**Note:** After the interface definitions are recognized in the projects catalog, the IP packager lets the IP Definition feature create bus interfaces, based on the bus definition, including the ability to infer the bus interface port mapping.




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**IMPORTANT:** The IP packager uses a name-matching heuristic which is based on the logical port names matching the physical ports in the IP. IP packager automatically detects AXI interfaces when the names of the HDL modules ports follow the `<interface_name>_<AXI signal name>` convention. For example, `s_axi_awvalid`, where `s_axi` is the interface name and `awvalid` is one of the AXI signal names used in the interface. Module ports with the same `<interface_name>` are mapped into the named interface.

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Use short interface names because the IP block diagram has limited space.

# Standard and Advanced File Groups

## Introduction

This appendix lists the Standard and Advanced file group categories and descriptions.



**IMPORTANT:** *NGC format files are not supported in the Vivado Design Suite for UltraScale devices. It is recommended that you regenerate the IP using the Vivado Design Suite IP customization tools with native output products. Alternatively, you can use the NGC2EDIF command to migrate the NGC file to EDIF format for importing. However, Xilinx recommends using native Vivado IP rather than XST-generated NGC format files going forward*

## Standard File Groups

The following table lists the **Standard** file group types and a description.

Table A-1: **Standard File Group Types and Descriptions**

Standard File Groups	
Examples	Files that make up an example. Typically contains a constraint (XDC), HDL, and/or XIT files. Vivado uses these files to seed a new Vivado example project and shows this to the end-user for their exploration. The files are available for both synthesis and simulation.
Product Guide	The production guide for an IP.
Readme	Any required <code>readme.txt</code> file.
Simulation	Simulation files to deliver. Use when you have a mix of VHDL and Verilog to simulate together. Typically, exclusive of "VHDL Simulation" and "Verilog Simulation." The files could be the same as the files in the corresponding synthesis file group (when the synthesis files can also be used for simulation) or could be different (when a behavioral simulation model files are to be used).
Synthesis	Synthesis files to deliver. Use when you have a mix of VHDL and Verilog to synthesize to together. Typically exclusive of "VHDL Simulation" and "Verilog Simulation." Adding a constraint (XDC) file here causes the constraint file to be applied to the top-level of the IP during implementation.

Table A-1: Standard File Group Types and Descriptions (Cont'd)

Standard File Groups	
Verilog Simulation	Simulation files to deliver. Use when you have a Verilog only representation to simulate. You might see both this file group and "VHDL Simulation" to allow the ability to have a language-specific IP simulation. The files could be the same as the files in the corresponding synthesis file group (when the synthesis files can also be used for simulation) or might be completely different (when a behavioral simulation model files are to be used).
Verilog Synthesis	Synthesis files to deliver. Use when you have a Verilog only representation to synthesize. You might see both this file group and "VHDL Synthesis" to allow the ability to have a language specific implementation of the IP. Adding a constraint (XDC) file here applies the constraint file to the top-level of the IP during implementation.
VHDL Simulation	Simulation files to deliver. Use when you have a VHDL only representation to simulate. You might see both this file group and "Verilog Simulation" to allow the ability to have a language specific IP simulation. The files could be the same as the files in the corresponding synthesis file group (when the synthesis files can also be used for simulation) or might be completely different (when a behavioral simulation model files are to be used).
VHDL Synthesis	Synthesis files to deliver. Use when you have a VHDL only representation to synthesize. You might see both this file group and "Verilog Synthesis" to allow the ability to have a language specific implementation of the IP. Adding a constraint (XDC) file here causes the constraint file to be applied to the top-level of the IP during implementation.

## Advanced File Groups

The following table contains a listing and a description of each **Advanced** file group type.

Table A-2: Advanced File Group Types and Descriptions

Advanced File Groups	
Catalog Disabled Icon	GUI icon to show in the IP Catalog when the IP is disabled. (For example, when the IP does not support the selected device family).
Catalog Icon	GUI icon to show in the IP Catalog.
C Simulation	Use to deliver files for c-model simulation. These files are copied out without any further processing (excepting Tcl and XIT which is always evaluated). If you are delivering pre-compiled libraries, it is suggested to deliver these in machine specific directories following the Vivado convention (for example; lnx32, lnx64, win32, and win64).
Custom UI Layout	Tcl file to control custom GUI layout and customization. Only a single file is allowed, additional files should be added to the Utility XIT file group.
Data sheet	IP Data sheet.
Encrypted Data sheet	Encrypted IP Data sheet.
Example Implementation	Files to apply for implantation, post synthesis in an example design. Typically only XDC files should be added.
Examples Script	Script to create example project. Typically only Tcl files should be added.

Table A-2: Advanced File Group Types and Descriptions (Cont'd)

Advanced File Groups	
Examples Script Extension	Script to extend our default example project script. Typically only Tcl files should be added.
Examples Simulation	Files that make up a simulation example design. Typically exclusive of the "Examples" and "Example Synthesis" file groups.
Getting Started Guide	Getting Started Guide.
Implementation	Files that make up an implementation design. Typically this file group contains only implementation (XDC) constraints.
MATLAB Simulation	MATLAB® software simulation file.
MIF Files	MIF file.
Miscellaneous	Vivado copies any files in the group to disk during generation. It is recommended that you use another, appropriate file group.
Reference Design	Files that make up a reference design.
Software Drivers	Any created software drivers.
System C Simulation	Use to deliver files for System-C Simulation. If you are delivering pre-compiled libraries, it is suggested to deliver these in machine-specific directories following the Vivado convention (such as lnx32, lnx64, win32, and win64).
System Generator Simulation	Any System Generator simulation.
System Verilog Simulation	Use to deliver files for System-Verilog simulation.
Test Bench	One or more test bench files written in both VHDL and Verilog. Add all mixed language test bench files for delivery to the end-user, even if there are multiple top modules.
UI DRCs	User Interface Design Rule Checks.
UI Icon	GUI icon to use in IP Customization GUI.
UI Layout	Tcl file to control GUI layout and customization. Only a single file is allowed, additional files should be added to the Utility XIT file group.
Upgrade Tcl Functions	Xilinx scripts supporting upgrades from previous versions of IP. These allow the later version of provide an equivalent instance to the earlier version of IP.
Utility XIT/TTCL	Add any utility files used during TTCL, XIT, or XSpice generation. These can either be data files, include files or extra evaluation Tcl files. For XSpice, only a single Tcl file is allowed in its file group, therefore any add any additional supporting Tcl files here.
Verilog Instantiation Template	Verilog instantiation template.
Verilog Test Bench	Test bench files written in Verilog.
Version Information	Version information.
VHDL Instantiation Template	VHDL instantiation template.
VHDL Test Bench	Test Bench files written in VHDL.



# Additional Resources and Legal Notices

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## Xilinx Resources

Support resources such as Answers, Documentation, Downloads, and Forums, are documented in [Xilinx Support](#).

## Solution Centers

See the [Xilinx Solution Centers](#) for support on devices, software tools, and intellectual property at all stages of the design cycle. Topics include design assistance, advisories, and troubleshooting tips.

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## Vivado Design Suite Documentation

The following documents are cited within this guide:

1. *Vivado Design Suite User Guide: Design Flows Overview* ([UG892](#))
2. *Vivado Design Suite User Guide: Hierarchical Design* ([UG905](#))
3. *Vivado Design Suite User Guide: Using Constraints* ([UG903](#))
4. *Vivado Design Suite User Guide: Logic Simulation* ([UG900](#))
5. *Vivado Design Suite Tutorial: Designing with Custom IP Tutorial* ([UG939](#))
6. *Vivado Design Suite User Guide: Designing with IP* ([UG896](#))
7. *Vivado Design Suite User Guide: System-Level Design Entry* ([UG895](#))
8. *Vivado Design Suite User Guide: Getting Started* ([UG910](#))
9. *Vivado Design Suite User Guide: Release Notes, Installation, and Licensing* ([UG973](#))
10. *Vivado Design Suite Tcl Command Reference Guide* ([UG835](#))
11. *Vivado Design Suite Tutorial: Logic Simulation* ([UG937](#))
12. *Vivado Design Suite Tutorial: Design Flows Overview* ([UG888](#))

13. *Vivado Design Suite User Guide: Using Tcl Scripting* ([UG894](#))
  14. *Vivado Design Suite User Guide: Using the Vivado IDE* ([UG893](#))
  15. *Vivado Design Suite User Guide: Designing IP Subsystems Using IP Integrator* ([UG994](#))
  16. *Vivado AXI Reference Guide* ([UG1037](#))
  17. *Vivado Design Suite Properties Reference Guide* ([UG912](#))
  18. *Vivado Design Suite Tutorial: Programming and Debugging* ([UG936](#))
  19. *Vivado Design Suite User Guide: Programming and Debugging* ([UG908](#))
  20. *Vivado Design Suite Tutorial: Creating and Packaging Custom IP* ([UG1119](#))
  21. *Vivado Design Suite User Guide: Synthesis* ([UG901](#))
  22. *UltraFast Design Methodology Guide for the Vivado Design Suite* ([UG949](#))
  23. [Vivado Design Suite QuickTake Video Tutorials](#)
  24. [Vivado Design Suite Documentation](#)
- 

## Xilinx IP Documentation

25. *LogiCORE IP Integrated Logic Analyzer Product Guide* ([PG172](#))
  26. *LogiCORE IP IBERT for 7 Series GTX Transceivers* ([PG132](#))
  27. *LogiCORE IP IBERT for 7 Series GTP Transceivers* ([PG133](#))
  28. *LogiCORE IP IBERT for 7 Series GTH Transceivers* ([PG152](#))
  29. *LogiCORE IP Virtual Input/Output Product Guide* ([PG 159](#))
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## Training Resources

Xilinx provides a variety of training courses and QuickTake videos to help you learn more about the concepts presented in this document. Use these links to explore related training resources:

1. [Essentials of FPGA Design](#)
2. [Embedded Systems Software Design](#)

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