36.16 Variables

ADD

30) The **vpiDecompile** and **vpiFullName** properties for variable objects which are members of structs, unions, or class vars shall include their struct, union, or class var name prefix. The **vpiName** property for these objects shall not include such prefixes. The **vpi_handle_by_name** function shall require the **vpiDecompile** form of the name to properly resolve it for any non-top-level scope context, and the **vpiFullName** form shall be required for the top level. If the object is an indexed element or indexed sub-array (slice) of another object, those indices shall be included in **vpiDecompile**, **vpiName**, and **vpiFullName** properties for the object in order to distinguish it from its **vpiParent** object. Examples:

```
module top;
   bit [7:0] arr1 [1:4][9:15];
   struct { integer i1; shortint j1; logic[1:4]vec[5:8]; } psarr;
   class cdef;
      int cvInt;
   endclass
   cdef cv = new;
endmodule

// Objects from above declarations-
vpiFullName : top.arr1[1][9]
vpiDecompile : arr1[1][9]
vpiName     : arr1[1][9]

vpiFullName : top.psarr.i1
vpiDecompile : psarr.i1
vpiName     : i1

vpiFullName : top.psarr.vec[5]
vpiDecompile : psarr.vec[5]
vpiName     : vec[5]

vpiFullName : top.cv.cvInt
vpiDecompile : cv.cvInt
vpiName     : cvInt
```

36.15 Nets

ADD

29) The **vpiDecompile** and **vpiFullName** properties for net objects which are members of structs shall include their struct name prefix. The **vpiName** property for these objects shall not include such prefixes. The **vpi_handle_by_name** function shall require the **vpiDecompile** form of the name to properly resolve it for any non-top-level scope context, and the **vpiFullName** form shall be required for the top level. If the object is an indexed element or indexed sub-array (slice) of another net object, those indices shall be included in **vpiDecompile**, **vpiName**, and **vpiFullName** properties for the object in order to distinguish it from its **vpiParent** object. Examples:

```
module top;
   wire logic[7:0] warr1 [1:4][9:15];
   wire struct { integer i1; time t1; logic[1:4]vec[5:8]; } psarr;
endmodule

// Objects from above declarations-
vpiFullName : top.warr1[1][9]
vpiDecompile : warr1[1][9]
vpiName     : warr1[1][9]

vpiFullName : top.psarr.i1
vpiDecompile : psarr.i1
vpiName     : i1

vpiFullName : top.psarr.vec[5]
vpiDecompile : psarr.vec[5]
vpiName     : vec[5]
```