Jam STAPL Byte-Code Compiler Version 2.09 README 5/5/2000

CONTENT

A. DESCRIPTION B. INCLUDED IN THIS RELEASE C. RUNNING THE COMPILER D. KNOWN LIMITATIONS IN THIS VERSION E. SUPPORT A. DESCRIPTION _____ The Jam STAPL Byte-Code Compiler (JBC) compiles text Jam STAPL (.jam) files into binary Jam STAPL Byte-Code (.jbc) files. The JBC will compile .jam files that use version 1.1 Jam syntax as well as JEDEC JESD-71 compliant STAPL (Standard Test and ProgrammingLanguage) syntax. The resulting .jbc files are smaller and can be executed faster than text .jam files. This method of applying programming vectors preserves all of the functionality of the text implementation. The JBC compiles the text Jam commands using a stack-based "virtual machine" architecture. The resulting .jbc file is applied when read by an interpreter the Jam STAPL Byte-Code Player. The Jam STAPL Byte-Code Player understands the byte codes for the virtual machine architecture and decodes them appropriately. Each byte code is read, decoded, and executed until the .jbc code exits. At this point the target device or devices will be programmed. B. INCLUDED IN THIS RELEASE _____ The following tables provide the directory structure of the files in this RELEASE: Directory Filename Description _____ _____ _____ jbc.exe 32-bit executable supporting Win95, Win98, and WinNT console. readme.txt This document. C. RUNNING THE COMPILER _____ Execution of the JBC is simple: Usage: jbc [-h] [-u] [-d] [-f#] <jam filename> <jbc filename> -h : help message -u : leave large boolean arrays uncompressed -d : include debug information -f : source format (1 = Jam 1.1, 2 = Jam STAPL) By default, the compiler expects to compile a Jam STAPL (.jam) file, and

produce a .jbc STAPL v2.0 output, with compression used on large data arrays.

Options include the ability to compile Jam v1.1 .jam files, and the option to force the compiler to leave large arrays uncompressed.

D. KNOWN LIMITATIONS IN THIS VERSION

Known limitations are:

- For Jam v1.1 input files: Scans of up to 1 million bits are supported.

E. SUPPORT For additional support, e-mail jam@altera.com. Bugs or suggested enhancements can be communicated via these channels.