

**IP Core Specification** 

#### **Universal Pipeline Stage**

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#### **Revision History**

Rev.	Date	Author	Description
0.1	2010/dec/10	Gerhard	Initial version
		Hoffmann	

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### Introduction

This block is a pipeline register with adjustable depth and width. There are flavors for the following types:

For std\_logic\_vector, signed and unsigned, the width is taken from the buses that are connected during instantiation. Input and output width must be the same.

real	
integer	
boolean	
std_logic	
std_logic_vector	
signed	
unsigned	

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# 2.

# Registers

## **IO Ports And Generics**

Port	Width	Directio	Description
		n	
clk	1	Input	clock input that controls all activities.
			Rising edge is active.
ce	1	Input	Must be high to qualify a clock edge as active.
rst	4	Input	Synchronous reset. Defaults to '0'. Overrides CE.
			Forces the internal memories to a known state.
			This state is:
			0.0 for float
			0 for integer
			false for boolean
			'0' for std_logic / vectors, signed or unsigned
			If you want this to synthesize to Xilinx SRL16 shift registers, rst cannot be used. In most cases this is not much of a loss because after a few clocks, the output reflects the input history only.
i	variable	Input	Signal to be delayed.
			If this is a vector, the length is taken from the
			connected signal.
0	variable	Output	Delayed version of the signal.
			If this is a vector, the length is taken from the
			connected signal and its size must be the same as
			that of the input.
n_stages	02G	generic	Amount of delay in clock cycles
			For 0 clocks delay, the pipeline stage is
			transparent. Clk, ce and rst are don't cares in this
			case.

**Table 1: List of IO ports** 

#### 1.

## Name

[This section may be added to outline different specifications.]

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