Cliff's vote - email vote submitted on 20060202:

Yes on: 871, 881, 908, 912, 932, 941, 942, 944, 945, 952, 961, 984, 1092, 1138, 1159, 1253, 1260, 1261, 1297 (close as already fixed?), 1298

No on: 882, 911, 919, 946, 949, 962, 1255. (see below)

No on SVDB 882 Reason - make the example useful. Show a list of arrayed real declarations (not shown elsewhere). WAS: var real v, z;

PROPOSED: var real y [0:1] = '{0.0, 1.1}, z [0:9] = '{default: 3.1416};

No on SVDB 911 Reason - new wording is still improper English. WAS: The C float type is called **shortreal** in SystemVerilog so that it is not be confused with the Verilog **real** type.

PROPOSED: The C float type is called **shortreal** in SystemVerilog to avoid confusion with the Verilog **real** type.

No on SVDB 919

No particular objection, but there has been a large number of email messages regarding \$bits so I would just like to hear everyone express no objection on a conference call. If this is as easy as claimed, I believe this can be approved quickly on our next conference call.

No on SVDB 946 - Friendly amendment

While we are fixing the formatting, let's also create a 2-line comment since the existing comment spills onto the next line, which could be confusing: WAS:

reg [7:0] r1 [1:256]; // [7:0] is the vector width, [1:256] is the array size

PROPOSED:

No on SVDB 949

Shalom's proposed fix is fine, but it may be a more instructive example if we make the small fix to allow 32-bit unsigned bit-type variables to be assigned to the signed integers and enhance the final comment as shown: WAS:

bit busA [7:0] [31:0]; // unpacked array of 8 32-bit vectors int busB [1:0]; // unpacked array of 2 integers busB = busA[7:6]; // select a slice from busA PROPOSED: bit [31:0] busA [7:0]; // unpacked array of 8 32-bit vectors int busB [1:0]; // unpacked array of 2 integers busB = busA[7:6]; // select a 2-vector slice from busA

No on SVDB 962 - I could not find the referenced error in the 1364-D7 document.

No on SVDB 1255 - I could go either way on this but I believe Shalom is correct that at least UDP "ports" are really terminals (described as ports in at least 1364-2005-D7, clause 8.1.1), in that they can only be 1-bit in width and when instantiated, UDP's cannot be instantiated using named "ports" (they behave just like a real primitive).