

Enviroment

```
Make SIM=ghdl TOPLEVEL_LANG=vhdl  
SIM_ARGS="--wave=waveform.ghw
```

@cocotb.test()

```
def name_test(dut, ...)  
    """Description: """  
    raise TestFailure("text")  
    dut._log.info("Ok!")
```

@cocotb.coroutine

```
List of      result = yield [tout_trigger,  
triggers    RisingEdge(dut.ready)]
```

Simulator Triggers

cocotb.triggers.Edge(signal) Fires on any value change of signal.

cocotb.triggers.RisingEdge(signal) Fires on the rising edge of signal, on a transition from 0 to 1.

cocotb.triggers.FallingEdge(signal) Fires on the falling edge of signal, on a transition from 1 to 0.

cocotb.triggers.ClockCycles(signal, num_cycles, rising=True)[source] Fires after num_cycles transitions of signal from 0 to 1.

Simulator Triggers

Timing

```
cocotb.triggers.Timer(time_ps, units=None)  
[source]
```

```
cocotb.fork(Clock(dut.c, 10, 'us').start(start_high=False))
```

units (str or None, optional) – One of None, 'fs', 'ps', 'ns', 'us', 'ms', 'sec'.



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