

## MOD-VGA and MOD-VGA-32 USER'S MANUAL

Revision A, October 2012  
Designed by OLIMEX Ltd, 2012



All boards produced by Olimex LTD are ROHS compliant

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The software is released under GPL.

It is possible that the pictures in this manual differ from the latest revision of the board.

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**THERE IS NO WARRANTY FOR THE DESIGN MATERIALS AND THE COMPONENTS USED TO CREATE MOD-VGA. THEY ARE CONSIDERED SUITABLE ONLY FOR MOD-VGA.**

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## CHAPTER 1: OVERVIEW

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### 1. Introduction to the chapter

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Thank you for choosing the MOD-VGA video shield from Olimex! This document provides a user's guide for the Olimex MOD-VGA. As an overview, this chapter gives the scope of this document and lists the board's features. The document's organization is then detailed.

The MOD-VGA development board enables code development of applications running on the FPGA from the SPARTAN-3 family, manufactured by XLINIX.

MOD-VGA is an open-source, open-hardware project and all documentation is available to the customer. It is tested and working with OLIMEX AVR boards.

### 1.1 Features

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Gameduino is a game adapter for the Arduino - or anything else with an SPI interface - built as a single shield that stacks up on top of the Arduino and has plugs for a VGA monitor and stereo speakers. The board is based on the open-source, open-hardware GAMEDUINO project by *excamera*. For more information on the original project please visit <http://excamera.com/sphinx/gameduino/>.

- Video output is 400x300 pixels in 512 colors
  - all color processed internally at 15-bit precision
  - compatible with any standard VGA monitor (800x600 @ 72Hz)
  - background graphics
    - 512x512 pixel character background
    - 256 characters, each with independent 4 color palette
    - pixel-smooth X-Y wraparound scroll
  - foreground graphics
    - each sprite is 16x16 pixels with per-pixel transparency
    - each sprite can use 256, 16 or 4 colors
    - four-way rotate and flip
    - 96 sprites per scan-line, 1536 texels per line
    - pixel-perfect sprite collision detection
- Audio output is a stereo 12-bit frequency synthesizer

- 64 independent voices 10-8000 Hz
- per-voice sine wave or white noise
- sample playback channel

## **1.2 Target market and purpose of the board**

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The board follows the Arduino shield connector platform and can be mounted on Arduino boards. It works out-of-the-box with Arduino IDE (after importing the library and the examples provided on our web-site in Arduino).

The board is tested and working with our OLIMEXINO-328:

<https://www.olimex.com/dev/olimexino-328.html>.

The board has hardware compatibility with Maple boards, Duinomite boards, and basically every board that follows the Arduino shield connector platform. However, the software support for all boards except for the Arduino-compatible AVR ones is not still implemented and might require extended software knowledge to be implemented.

Customers have full access to the technical documentation of the board. The software is released under General Purpose License and the board is considered open-hardware.

## **1.3 Organization**

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Each section in this document covers a separate topic, organized as follow:

- Chapter 1 is an overview of the board usage and features
- Chapter 2 provides a guide for quickly setting up the board and software notes
- Chapter 3 contains the general board diagram and layout
- Chapter 4 describes the component that is the heart of the board: the XILINX Spartan-3 FPGA
- Chapter 5 is an explanation of the control circuitry associated with the microcontroller to reset. Also shows the clocks on the board
- Chapter 6 covers the connector pinout, peripherals and jumper description
- Chapter 7 shows the memory map
- Chapter 8 provides the schematics
- Chapter 9 contains the revision history, useful links and support information

## CHAPTER 2: SETTING UP THE MOD-VGA BOARD

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### 2. Introduction to the chapter

---

This section helps you set up the MOD-VGA development board for the first time. Please consider first the electrostatic warning to avoid damaging the board, then discover the hardware and software required to operate the board.

The procedure to power up the board is given, and a description of the default board behavior is detailed.

#### 2.1 Electrostatic warning

---

MOD-VGA is shipped in a protective anti-static package. The board must not be exposed to high electrostatic potentials. A grounding strap or similar protective device should be worn when handling the board. Avoid touching the component pins or any other metallic element.

#### 2.3 Requirements

---

In order to set up the MOD-VGA optimally, the following items are required (separated in hardware and software requirements).

Hardware:

- Host board with Arduino platform connectors (For example OLIMEXINO-328 or OLIMEXINIO-32U4)
- VGA monitor
- PS2 keyboard
- Audio output device

Software:

- Arduino-IDE
- A library that needs to be imported in Arduino-IDE and can be found at our web-site at MOD-VGA's page

## 2.4 Powering the board

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The board gets powered when mounted on compatible Arduino board either by 5V (default) or 3.3V depending on position of the 5V/3V jumper.

## 2.5 Running an example using Olimex OLIMEXINO-328

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First place properly the library for Arduino that can be found on the device's web page:  
<https://www.olimex.com/Products/Modules/Interface/MOD-VGA/>

Then start Arduino and open the corresponding to OLIMEXINO-328 board configuration:

**Tools -> Board -> Arduino Duemilanove w\ATmega 328**

Then program for example:

**Files -> Examples -> Gameduino -> Audio -> player**

We should see a graphic and there should be audio.

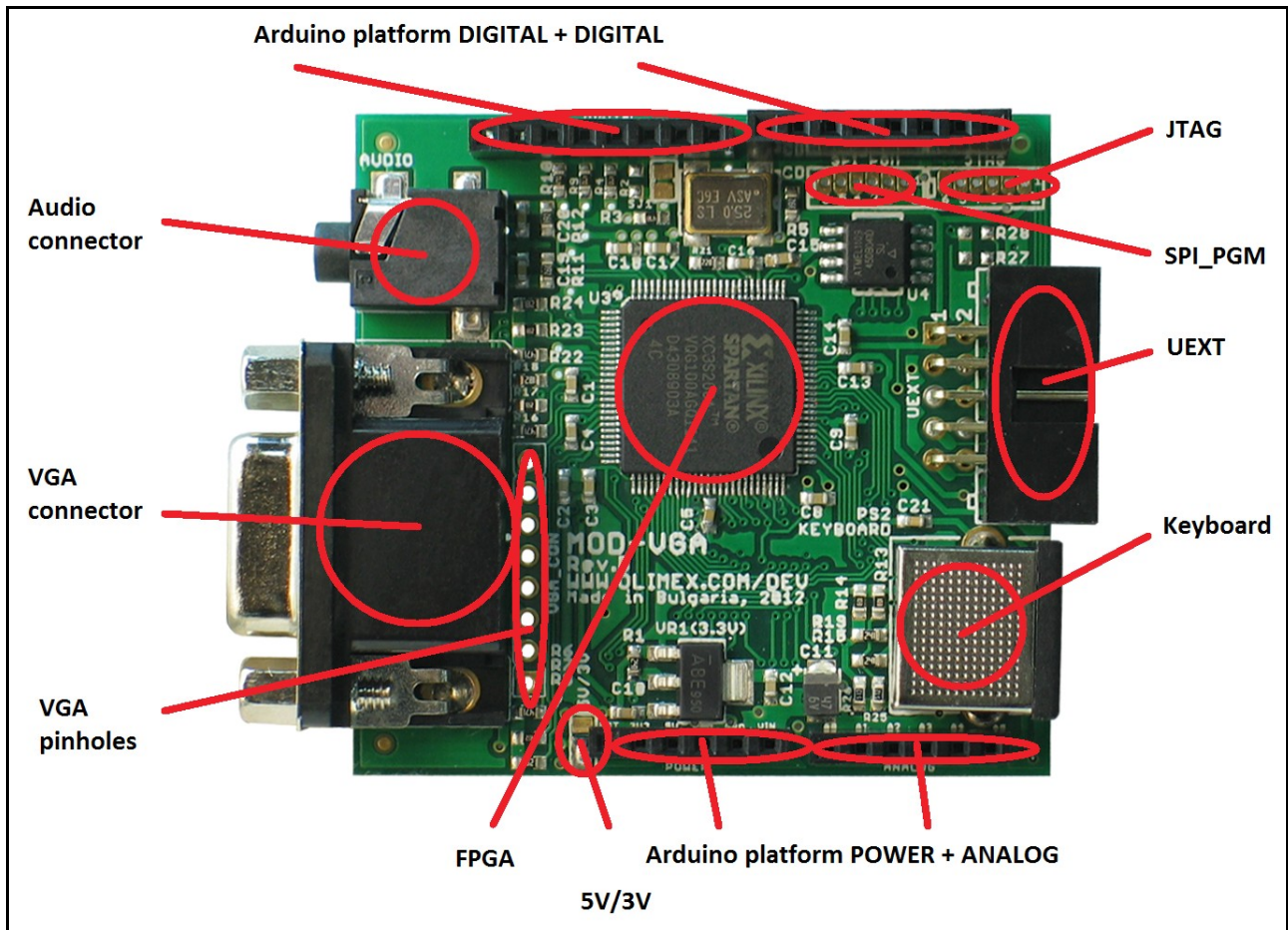


## CHAPTER 3: MOD-VGA BOARD DESCRIPTION

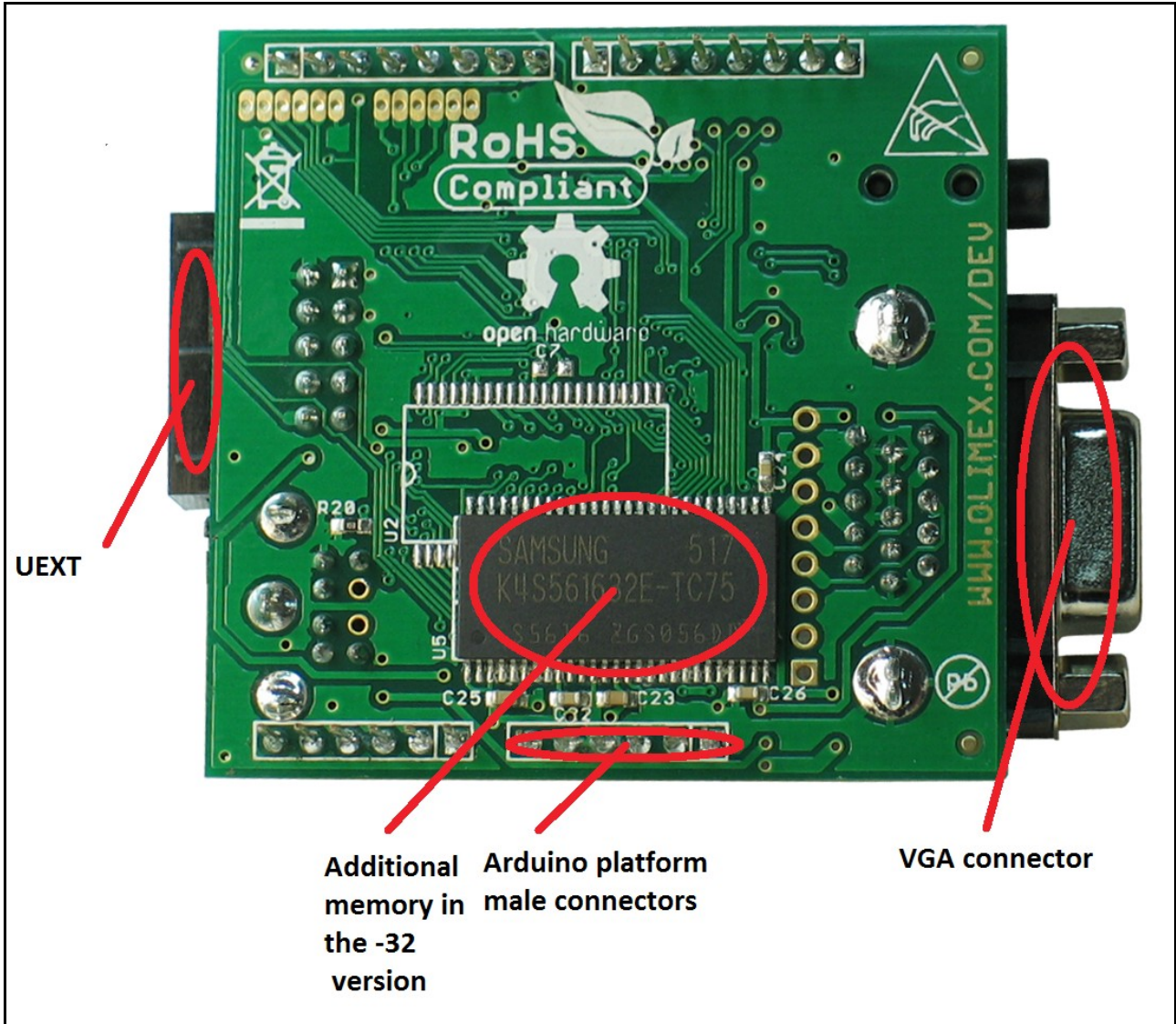
### 3. Introduction to the chapter

Here you get acquainted with the main parts of the board. Note the names used on the board might differ from the names used below to describe them. For the actual names check the MOD-VGA board itself.

#### 3.1 Layout (top view)



### 3.2 Layout (bottom view)



Note the base MOD-VGA version doesn't have the additional memory present on the picture of MOD-VGA-32.

## CHAPTER 4: The XILINX SPARTAN-3 XC3S200 FPGA

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### 4. Introduction to the chapter

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In this chapter is located the information about the heart of MOD-VGA – its controller. The information is a modified version of the datasheet provided by its manufacturers.

#### 4.1 The XILINX SPARTAN-3 XC3S200 FPGA

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- Low-cost, high-performance logic solution for high-volume, consumer-oriented applications
  - ✓ 4320 logic cells
- SelectIO™ interface signaling
  - ✓ 173 I/O pins
  - ✓ 622+ Mb/s data transfer rate per I/O
  - ✓ 18 single-ended signal standards
  - ✓ 8 differential I/O standards including LVDS, RSDS
  - ✓ Termination by Digitally Controlled Impedance
  - ✓ Signal swing ranging from 1.14V to 3.465V
  - ✓ Double Data Rate (DDR) support
  - ✓ DDR, DDR2 SDRAM support up to 333 Mbps
- Logic resources
  - ✓ Abundant logic cells with shift register capability
  - ✓ Wide, fast multiplexers
  - ✓ Fast look-ahead carry logic
  - ✓ Dedicated 18 x 18 multipliers
  - ✓ JTAG logic compatible with IEEE 1149.1/1532
- SelectRAM™ hierarchical memory
  - ✓ 216 Kbits of total block RAM
  - ✓ 30 Kbits of total distributed RAM
- Digital Clock Manager (up to four DCMs)
  - ✓ Clock skew elimination
  - ✓ Frequency synthesis
  - ✓ High resolution phase shifting
- Eight global clock lines and abundant routing
  - ✓ Fully supported by Xilinx ISE® and WebPACK™ software development systems

- ✓ MicroBlaze™ and PicoBlaze™ processor, PCI®, PCIExpress® PIPE Endpoint, and other IP cores
- ✓ Pb-free packaging options
- ✓ Automotive Spartan-3 XA Family variant

For comprehensive information on the microcontroller visit the Xilinx's web page for a datasheet.

At the moment of writing the microcontroller datasheet can be found at the following link:

[http://www.xilinx.com/support/documentation/data\\_sheets/ds099.pdf](http://www.xilinx.com/support/documentation/data_sheets/ds099.pdf)

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## CHAPTER 6: CONNECTORS, HARDWARE, PINOUTS

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### 6. Introduction to the chapter

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In this chapter are presented the connectors that can be found on the board all together with their pinout and notes about them. Jumpers functions are described. Notes and info on specific peripherals are presented. Notes regarding the interfaces are given.

#### 6.1 FPGA programming options

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There are couple of options provided for programming the Xilinx FPGA. Both of them are located near the DIGITAL connector from the Arduino platform. Note that both of them lack headers. The SPI\_PGM and JTAG are discussed below.

##### 6.1.1 SPI\_PGM pinholes

---

The SPI\_PGM interface lacks connector. You can mount for instance WU06S for easier interfacing.

SPI_PGM	
PIN#	SIGNAL NAME
1	FLASH_SO
2	FLASH_SI
3	FLASH_SCK
4	#FLASH_CS
5	GND
6	+3.3V

##### 6.1.2 JTAG pinholes

---

The JTAG interface lacks connector. You can mount for instance WU06S for easier interfacing.

JTAG	
PIN#	SIGNAL NAME
1	+3.3V
2	TCK
3	TDO
4	TMS
5	TDI
6	GND

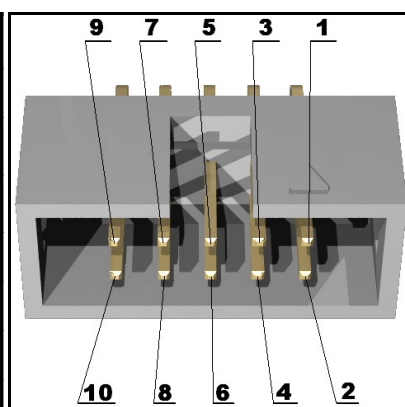
## 6.2 UEXT connector

Note that the signals on the UEXT connector are multiplexed with the respective header pins from the Arduino shield connector.

Note that the SPI interface can also be found on the Arduino shield connector.

For more info on the UEXT connector please visit:  
<https://www.olimex.com/Products/Modules/UEXT/>

UEXT connector		
Pin #	Signal Name	Processor Pin #
1	+3.3V	-
2	GND	-
3	Not Connected	-
4	INT	78
5	Not Connected	-
6	INT	78
7	UEXT_MISO	86
8	UEXT_MOSI	85
9	UEXT_CLK	84
10	UEXT_SSEL	88



### 6.3 Audio connector

Standard audio jack and phone jack are mounted for the audio interfacing.

Headphones/Audio out connector		
Pin#	SIGNAL NAME	Processor Pin#
1	LINE_OUT_L	99
3	LINE_OUT_R	98
2	GND	GND pins

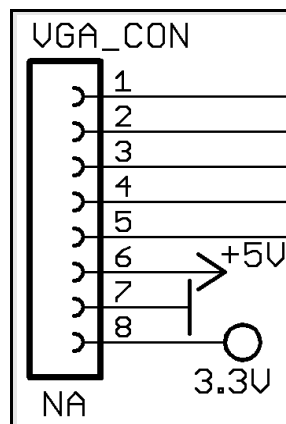
The headphones resistance is 16 Ohms!

### 6.4 VGA video connector

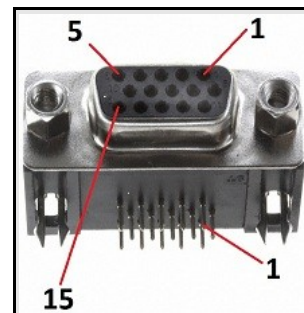
The female DB15 connector is used for video output on a monitor.

Note that there is also a row of pinholes near the DB15 named VGA\_CON – it gives access to the used signals only. Check the tables below for pinout of both the DB15 and the VGA\_CON.

VGA_CON	
PIN#	SIGNAL
1	VGA_R
2	VGA_G
3	VGA_B
4	H_SYNC
5	V_SYNC
6	+5V
7	GND
8	+3.3V



VGA DB15 connector			
GPIO Pin#	Signal Name	GPIO Pin#	Signal Name
1	VGA_R	2	VGA_G
3	VGA_B	4	Not Connected
5	GND	6	GND
7	GND	8	GND
9	GND	10	GND
11	Not Connected	12	Not Connected
13	VGA_HSYNC	14	VGA_VSYNC
15	Not Connected	16	Not Connected



### 6.5 Arduino shield connector

Pad Name	Signal	Pad Name	Signal
POWER		ANALOG	
RST	Not connected	A0	Not connected
3V3	3V3	A1	Not connected
5V	5V	A2	Not connected
GND	GROUND	A3	Not connected
GND	GROUND	A4	Not connected
VIN	Not connected	A5	Not connected
DIGITAL #1		DIGITAL #2	
D0	Not connected	D8	Not connected
D1	Not connected	D9	UEXT_SSEL
D2	INT	D10	SPI_CS
D3	Not connected	D11	SPI_MOSI
D4	Not connected	D12	SPI_MISO
D5	Not connected	D13	SPI_CLK
D6	PS2_DATA	GND	Not connected
D7	PS2_CLK	AREF	Not connected



## **6.6 Keyboard connector**

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The key board connector is a standard PS2 one requiring MINI-DIN cable connector.

## **6.7 Jumper description**

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Please note that both jumpers on the board are SMT type. If you feel insecure of your soldering/cutting technique it is better not to try to adjust the jumpers.

### **6.7.1 5V/3V**

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Those jumpers control the shield power operating mode.

The default position is 5V.

### **6.7.2 SJ1**

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SJ1 jumper controls whether SPI SSEL that is lead on the UEXT is also connected to Digital D9 on the Arduino shield connector. If the jumper is connected then the mentioned multiplexing is present.

The default position is closed.

## CHAPTER 8: SCHEMATICS

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### 8. Introduction to the chapter

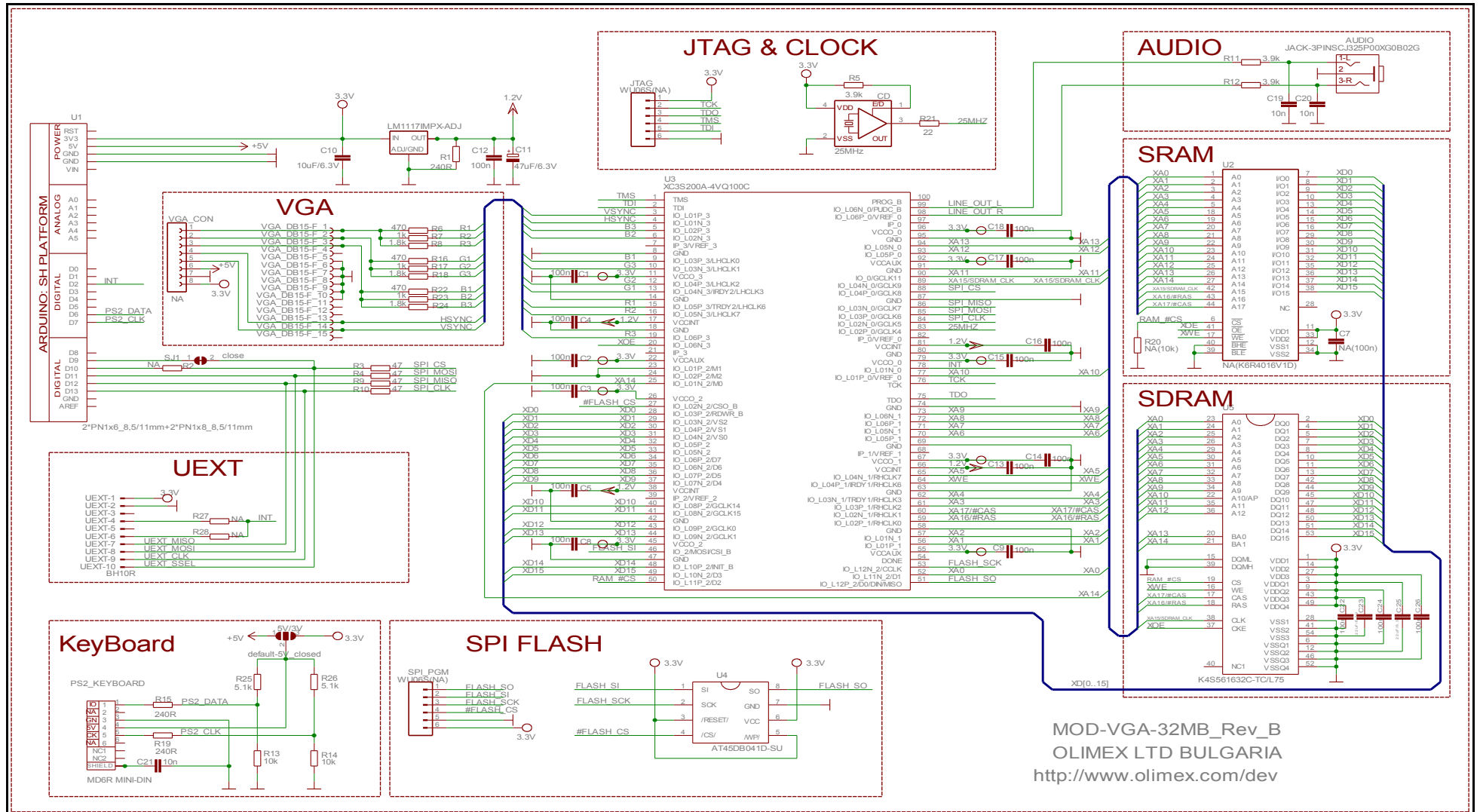
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In this chapter are located the schematics describing logically and physically MOD-VGA.

#### 8.1 Eagle schematic

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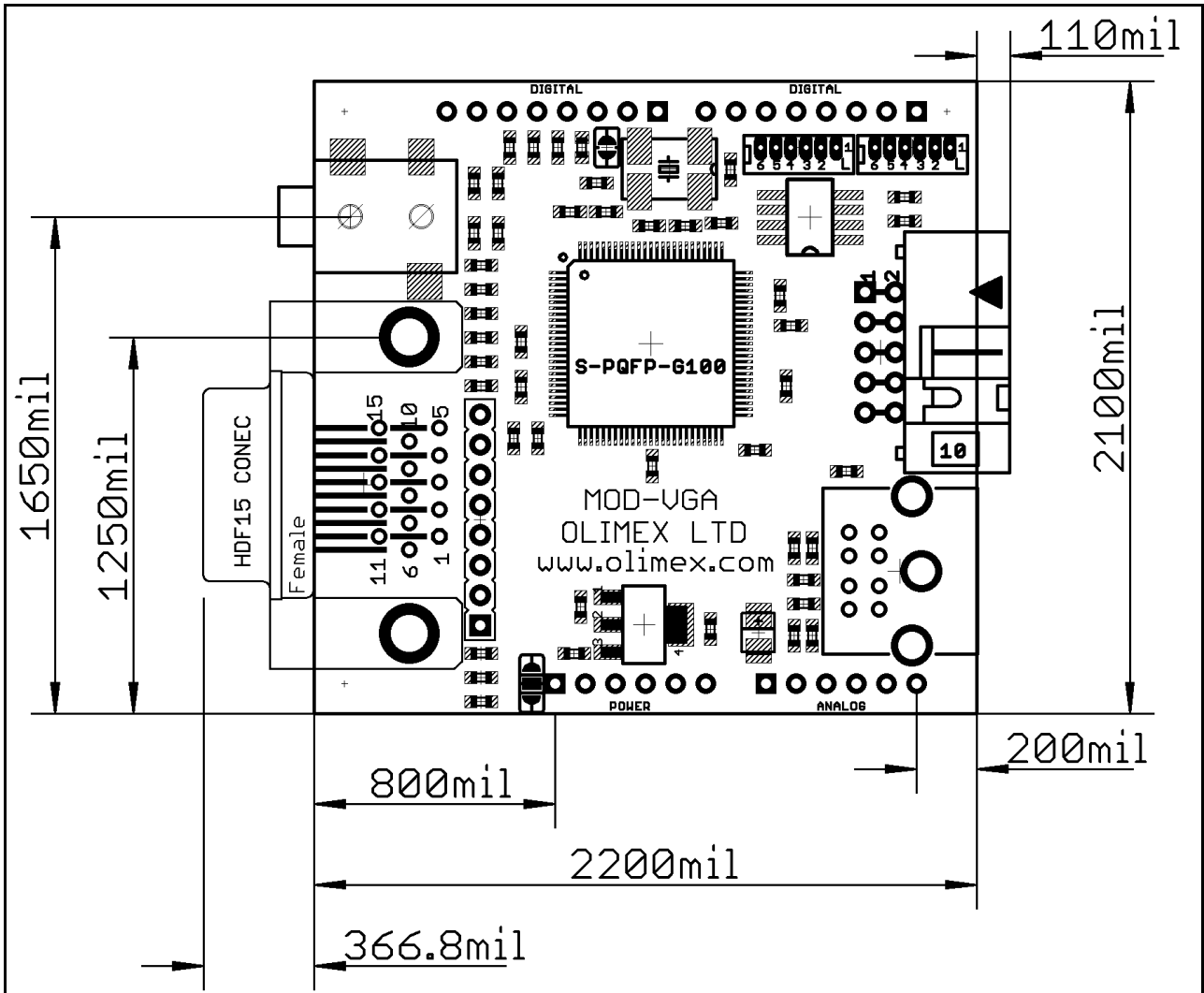
The EAGLE schematic is situated on the next page for quicker reference. It can also be found on the web-page of the device. The schematic and board files are released under the Creative Commons Attribution-Share Alike 3.0 United States License. You may reproduce it for both your own personal use, and for commercial use. You will have to provide a link to the original creator of the project (<https://www.olimex.com>) on any documentation or website.



MOD-VGA-32MB\_Rev\_B  
OLIMEX LTD BULGARIA  
<http://www.olimex.com/dev>

## 8.2 Physical dimensions

Note that all dimensions are in mil.



The two highest elements on the board are: VGA connector – 500mil; KEYBOARD connector - 500mil

## CHAPTER 9: REVISION HISTORY AND SUPPORT

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### 9. Introduction to the chapter

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In this chapter you will find the current and the previous version of the document you are reading. Also the web-page for your device is listed. Be sure to check it after a purchase for the latest available updates and examples.

#### 9.1 Document revision

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Revision	Changes	Modified Page#
A, 29.10.12	Initial Creation	All

#### 9.2 Board revision

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Revision	Notable Changes
B	Initial release of the board

### 9.3 Useful web links and purchase codes

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More info on the target: <https://www.olimex.com/Products/Modules/Interface/MOD-VGA/> and <https://www.olimex.com/Products/Modules/Interface/MOD-VGA-32MB/>.

#### **ORDER NAMES:**

**MOD-VGA** – the standard/base version of MOD-VGA (GAMEDUINO project derivative)

**MOD-VGA-32MB** – the MOD-VGA version with additional memory

OLIMEXINO-328 – an Arduino compatible board tested and working out-of-the-box with MOD-VGA

OLIMEXINO-32U4 - a Leonardo-like Arduino compatible board

The latest price list can be found at <https://www.olimex.com/prices>.

How to order?

You can order directly from our web-shop or from any of our distributors.

**Check <https://www.olimex.com/> for more info.**

## 9.3 Product support

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For product support, hardware information and error reports mail to: [support@olimex.com](mailto:support@olimex.com). Note that we are primarily a hardware company and our software support is limited.

Please consider reading the paragraph below about the warranty of Olimex products.

### Warranty and returns:

Our boards have lifetime warranty against manufacturing defects and components.

During development work it is not unlikely that you can burn your programmer or development board. This is normal, we also do development work and we have damaged A LOT of programmers and boards during our daily job so we know how it works. If our board/programmer has worked fine then stopped, please check if you didn't apply over voltage by mistake, or shorted something in your target board where the programmer was connected etc. Sometimes boards might get damaged by ESD shock voltage or if you spill coffee on them during your work when they are powered.

Please note that warranty do not cover problems caused by improper use, shorts, over-voltages, ESD shock etc.

**If the board has warranty label it should be not broken. Broken labels void the warranty, same applies for boards modified by the customer, for instance soldering additional components or removing components - such boards will be not be a subject of our warranty.**

If you are positive that the problem is due to manufacturing defect or component you can return the board back to us for inspection.

When we receive the board we will check and if the problem is caused due to our fault and we will repair/replace the faulty hardware free of charge, otherwise we can quote price of the repair.

Note that all shippings back and forth have to be covered by the customer. Before you ship anything back you need to ask for RMA. When you ship back please attach to it your shipping address, phone, e-mail, RMA# and brief description of the problem. All boards should be sent back in antistatic package and well packed to prevent damages during the transport.