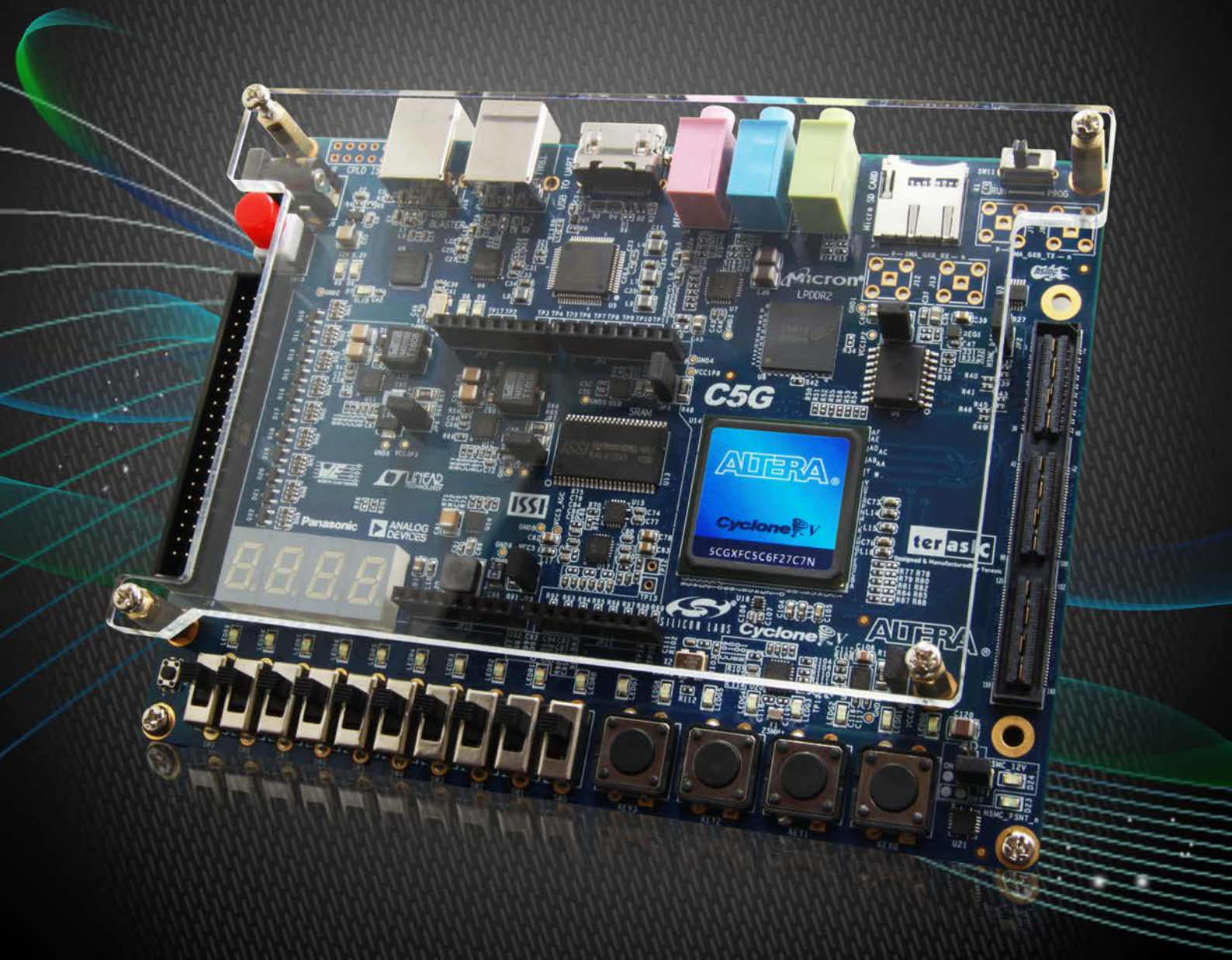
Cyclone V GX Starter Kit

User Manual



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CONTENTS

Chapter 1

Introduction

The Cyclone V GX Starter Kit presents a robust hardware design platform built around the Altera Cyclone V GX FPGA, which is optimized for the lowest cost and power requirement for transceiver applications with industry-leading programmable logic for ultimate design flexibility. With Cyclone V FPGAs, you can get the power, cost, and performance levels you need for high-volume applications including protocol bridging, motor control drives, broadcast video converter and capture cards, and handheld devices. The Cyclone V GX Starter Kit development board includes hardware such as Arduino Header, on-board USB Blaster, audio and video capabilities and much more. In addition, an on-board HSMC connector with high-speed transceivers allows for an even greater array of hardware setups. By leveraging all of these capabilities, the Cyclone V GX Starter Kit is the perfect solution for showcasing, evaluating, and prototyping the true potential of the Altera Cyclone V GX FPGA.

The Cyclone V GX Starter Kit contains all components needed to use the board in conjunction with a computer that runs the Microsoft Windows XP or later.

1.1. Package Contents

Figure 1-1 shows a photograph of the Cyclone V GX Starter Kit package.

Figure 1-1 The Cyclone V GX Starter Kit package contents

The Cyclone V GX Starter Kit package includes:

- The Cyclone V GX Starter Kit board
- Cyclone V GX Starter Kit Quick Start Guide
- 12V DC Power Supply
- Type A Male to Type B Male USB Cable
- System CD

1.2. Cyclone V GX Starter Kit System CD

The Cyclone V GX Start Kit System CD contains the documentation and supporting materials, including the User Manual, Control Panel, System Builder, reference designs and device datasheets. User can download this System CD from the web (http://c5g.terasic.com).

1.3. Layout and Components

This chapter presents the features and design characteristics of the board.

A photograph of the board is shown in **Figure 1-2** and **Figure 1-3.** It depicts the layout of the board and indicates the location of the connectors and key components.

This chapter presents the features and design characteristics of the board

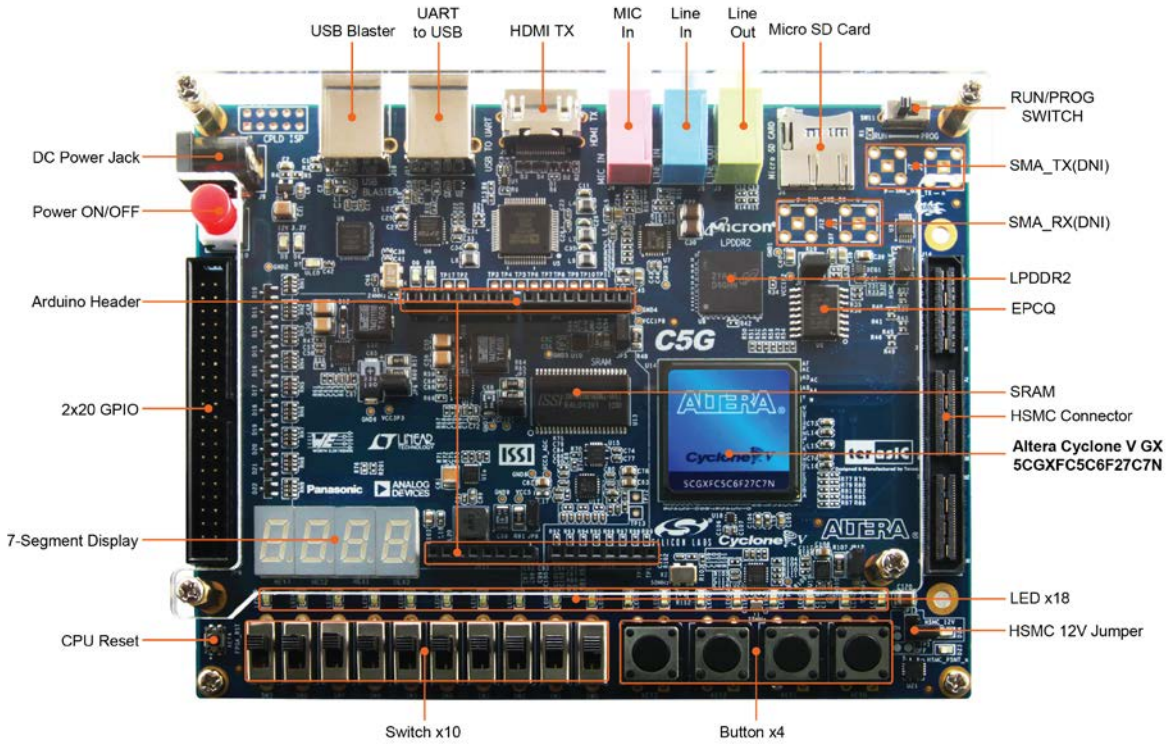


Figure 1-2 Development Board (top view)

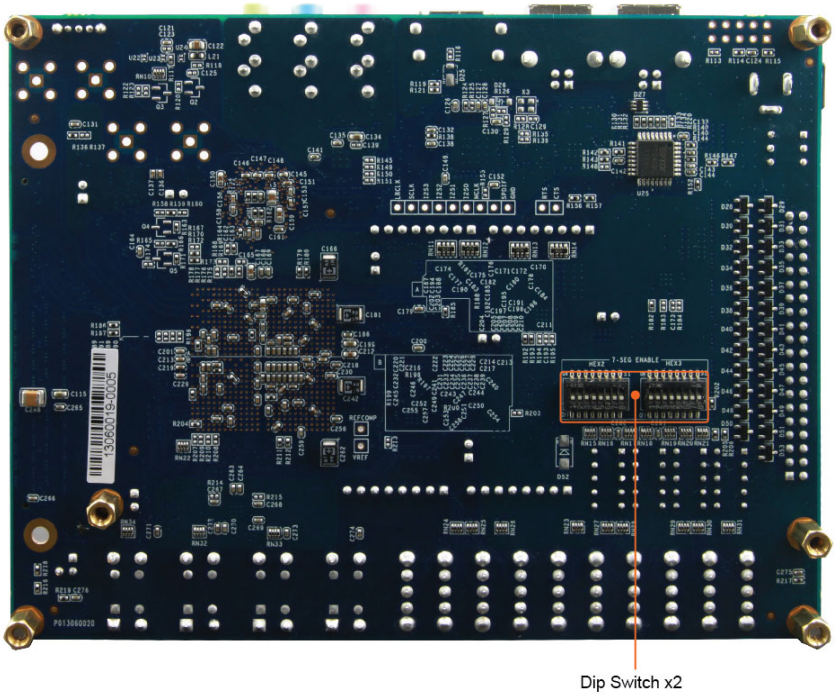


Figure 1-3 Development Board (bottom view)

The board has many features that allow users to implement a wide range of designed circuits, from simple circuits to various multimedia projects.

The following hardware is provided on the board:

FPGA Device

- Cyclone V GX 5CGXFC5C6F27C7N Device
- 77K Programmable Logic Elements
- 4884 Kbits embedded memory
- Six Fractional PLLs
- Two Hard Memory Controllers
- Six 3.125G Transceivers

Configuration and Debug

- Quad Serial Configuration device – EPCQ256 on FPGA
- On-Board USB Blaster (Normal type B USB connector)

Memory Device

- LPDDR2 x32 bits data bus
- SRAM x16 bits data bus

Communication

- UART to USB

Connectors

- HSMC x 1, including 4-lanes 3.125G transceiver,
- 2x20 GPIO Header
- Arduino header, including analog pins.
- SMA pads, unpopulated.

Display

- HDMI TX, compatible with DVI v1.0 and HDCP v1.4

Audio

- 24-bit CODEC, Line-in, line-out, and microphone-in jacks

Switches, Buttons and LEDs

- 18 LEDs
- 10 Slide Switches
- 4 Debounced Push Buttons
- 1 CPU reset Push Buttons

Power

- 12V DC input

1.4. Block Diagram of the Cyclone V GX Starter Kit Board

Figure 1-4 gives the block diagram of the board. To provide maximum flexibility for the user, all connections are made through the Cyclone V GX FPGA device. Thus, the user can configure the FPGA to implement any system design.

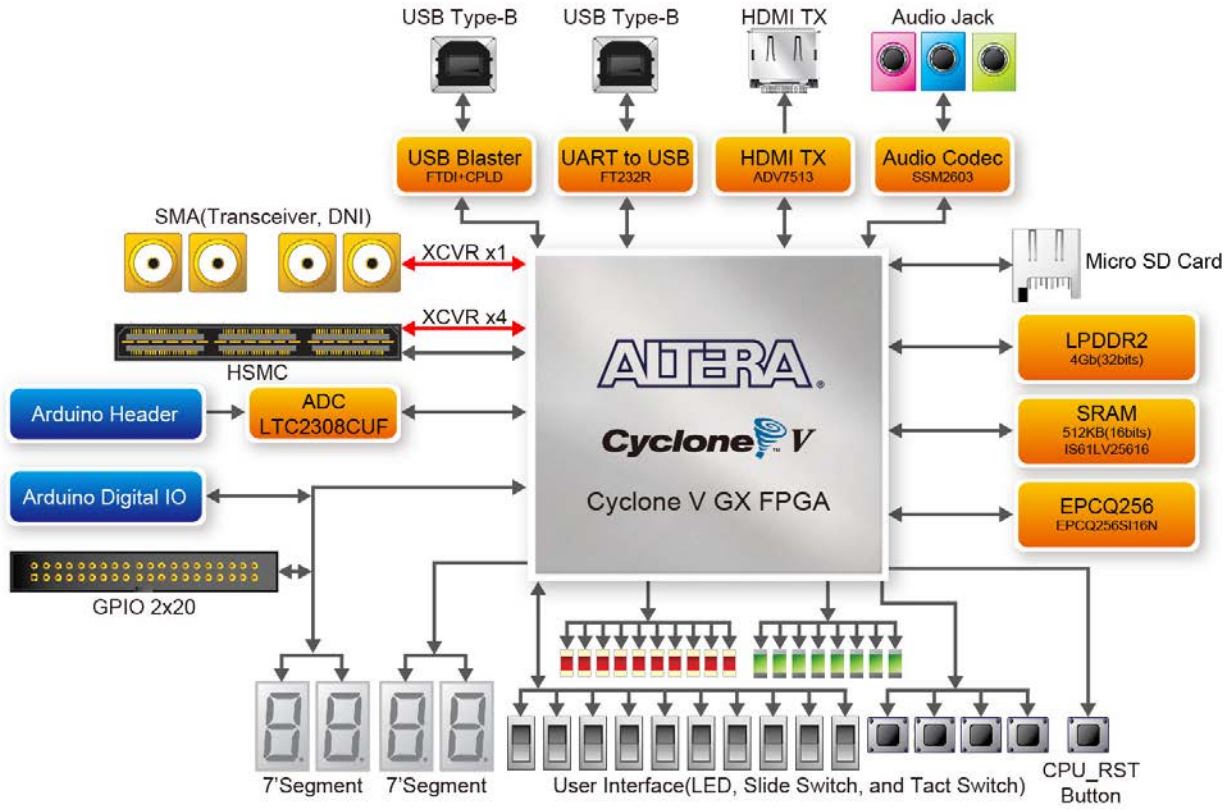


Figure 1-4 Board Block Diagram

1.5. Getting Help

Here are the addresses where you can get help if you encounter any problem:

- Terasic Technologies

Taiwan/ 9F, No.176, Sec.2, Gongdao 5th Rd, East Dist, Hsinchu City, Taiwan 300-70

Email: support@terasic.com

Tel.: +886-3-5750-880

Web: http://c5g.terasic.com

Chapter 2

Control Panel

The Cyclone V GX Start board comes with a Control Panel program that allows users to access various components on the board from a host computer. The host computer communicates with the board through a USB connection. The program can be used to verify the functionality of components on the board or be used as a debug tool while developing RTL code.

This chapter first presents some basic functions of the Control Panel, then describes its structure in the block diagram form, and finally describes its capabilities.

2.1 Control Panel Setup

The Control Panel Software Utility is located in the directory "*Tools/ ControlPanel*" on the Cyclone V GX Starter Kit **System CD**. It's free of installation, just copy the whole folder to your host computer and launch the control panel by executing the "C5G_ControlPanel.exe".

Specific control circuits should be downloaded to your FPGA board before the control panel can request it to perform required tasks. The program will call Quartus II tools to download the control circuit to the FPGA board through the USB-Blaster[USB-0] connection.

To activate the Control Panel, perform the following steps:

1. Make sure Quartus II 13.0 or a later version is installed successfully on your PC.
2. Set the RUN/PROG switch to the RUN position.
3. Connect the supplied USB cable to the USB Blaster port, connect the 12V power supply, and turn the power switch ON.
4. Start the executable C5G_ControlPanel.exe on the host computer. The Control Panel user interface shown in **Figure 2-1** will appear.
5. The C5G_ControlPanel.sof bit stream is loaded automatically as soon as the C5G_ControlPanel.exe is launched.
6. In case of a disconnetion, click on CONNECT where the .sof will be re-loaded onto the board.

Please note that the Control Panel will occupy the USB port until you close that port; you cannot use Quartus II to download a configuration file into the FPGA until the USB port is closed.

7. The Control Panel is now ready for use; experience it by setting the ON/OFF status for some LEDs and observing the result on the C5G board.

Figure 2-1 The C5G Control Panel

The concept of the C5G Control Panel is illustrated in **Figure 2-2**. The "Control Circuit" that performs the control functions is implemented in the FPGA board. It communicates with the Control Panel window, which is active on the host computer, via the USB Blaster link. The graphical interface is used to send commands to the control circuit. It handles all the requests and performs data transfers between the computer and the Cyclone V Starter Kit board.

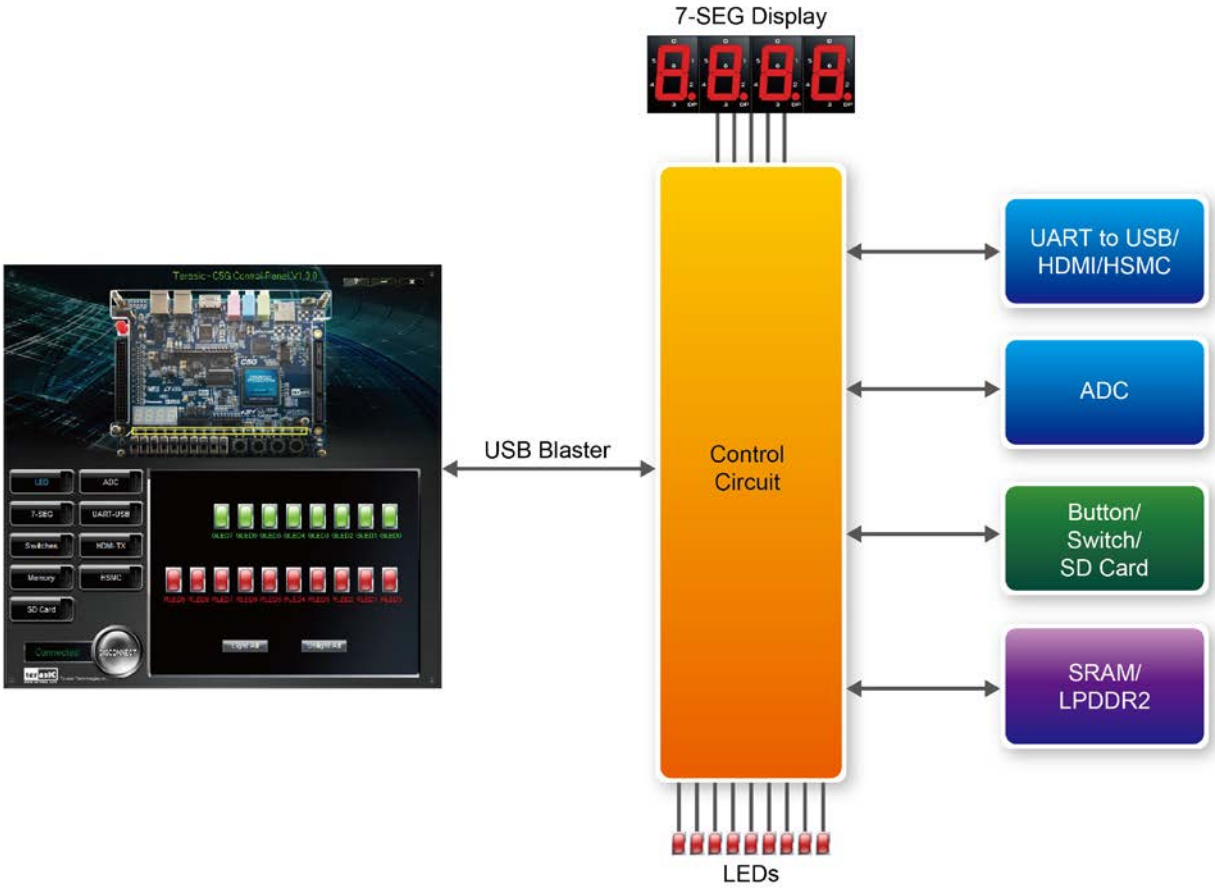


Figure 2-2 The C5G Control Panel concept

The C5G Control Panel can be used to light up LEDs, change the values displayed on 7-segment, monitor buttons/switches status, read/write the SRAM and LPDDR2 Memory, output HDMI-TX color pattern to VGA monitor, verify functionality of HSMC connector I/Os, communicate with PC via UART to USB interface, read SD Card specification information. The feature of reading/writing a word or an entire file from/to the Memory allows the user to develop multimedia applications (Flash Audio Player, Flash Picture Viewer) without worrying about how to build a Memory Programmer.

2.2 Controlling the LEDs, 7-segment Displays

A simple function of the Control Panel is to allow setting the values displayed on LEDs, 7-segment displays.

Choosing the **LED** tab leads to the window in Figure 2-3. Here, you can directly turn the LEDs on or off individually or by clicking “Light All” or “Unlight All”.

Figure 2-3 Controlling LEDs

Choosing the 7-SEG tab leads to the window shown in **Figure 2-4.** From the window, directly use the left-right arrows to control the 7-SEG patterns on the Cyclone V GX Starter board which are updated immediately. Note that the dots of the 7-SEGs are not enabled on Cyclone V GX Starter Board.

Figure 2-4 Controlling 7-SEG display

The ability to set arbitrary values into simple display devices is not needed in typical design activities. However, it gives users a simple mechanism for verifying that these devices are functioning correctly in case a malfunction is suspected. Thus, it can be used for troubleshooting purposes.

2.3 Switches and Push-buttons

Choosing the Switches tab leads to the window in **Figure 2-5**. The function is designed to monitor the status of slide switches and push-buttons in real time and show the status in a graphical user interface. It can be used to verify the functionality of the slide switches and push-buttons.

Figure 2-5 Monitoring switches and buttons

The ability to check the status of push-button and slide switch is not needed in typical design activities. However, it provides users a simple mechanism to verify if the buttons and switches are functioning correctly. Thus, it can be used for troubleshooting purposes.

2.4 SRAM/LPDDR2 Controller and Programmer

The Control Panel can be used to write/read data to/from the SRAM and LPDDR2 chips on the Cyclone V GX Starter board. As an example, we will describe how the LPDDR2 may be accessed; the same approach is used to access the SRAM. Click on the Memory tab and select “LPDDR2” to reach the window in **Figure 2-6.**

Figure 2-6 Accessing the LPDDR2

A 16-bit word can be written into the LPDDR2 by entering the address of the desired location, specifying the data to be written, and pressing the Write button. Contents of the location can be read by pressing the Read button. **Figure 2-6** depicts the result of writing the hexadecimal value 06CA into offset address 200, followed by reading the same location.

The Sequential Write function of the Control Panel is used to write the contents of a file into the LPDDR SDRAM as follows:

1. Specify the starting address in the Address box.

2. Specify the number of bytes to be written in the Length box. If the entire file is to be loaded, then a checkmark may be placed in the File Length box instead of giving the number of bytes.
3. To initiate the writing process, click on the Write a File to Memory button.
4. When the Control Panel responds with the standard Windows dialog box asking for the source file, specify the desired file in the usual manner.

The Control Panel also supports loading files with a .hex extension. Files with a .hex extension are ASCII text files that specify memory values using ASCII characters to represent hexadecimal values. For example, a file containing the line

0123456789ABCDEF

defines eight 8-bit values: 01, 23, 45, 67, 89, AB, CD, EF. These values will be loaded consecutively into the memory.

The Sequential Read function is used to read the contents of the LPDDR2 and fill them into a file as follows:

1. Specify the starting address in the Address box.
2. Specify the number of bytes to be copied into the file in the Length box. If the entire contents of the LPDDR2 are to be copied (which involves all 512 Mbytes), then place a checkmark in the Entire Memory box.
3. Press Load Memory Content to a File button.
4. When the Control Panel responds with the standard Windows dialog box asking for the destination file, specify the desired file in the usual manner.

Users can use the similar way to access the SRAM.

2.5 SD Card

The function is designed to read the identification and specification information of the SD Card. The 4-bit SD MODE is used to access the SD Card. This function can be used to verify the functionality of the SD Card Interface. Follow the steps below to perform the SD Card exercise:

1. Choosing the SD Card tab leads to the window in **Figure 2-7.**
2. Insert an SD Card to the Cyclone V GX Starter board, and then press the Read button to read the SD Card. The SD Card's identification, specification, and file format information will be displayed in the control window.

Figure 2-7 Reading the SD Card Identification and Specification

2.6 ADC

From the Control Panel, users are able to view the eight-channel 12-bit analog-to-digital converter reading. The values shown are the ADC register outputs from all of the eight separate channels. The

voltage shown is the voltage reading from the separate pins on the extension header. **Figure 2-8** shows the ADC readings when the ADC tab is chosen.

Figure 2-8 Reading of eight channel ADC

2.7 UART-USB Communication

The Control Panel allows users to verify the operation of the UART to USB serial communication interface on the Cyclone V GX Starter Board. The setup is established by connecting a USB cable from the PC to the USB port where the Control Panel communicates to the terminal emulator software on the PC, or vice versa. The Receive terminal window on the Control Panel monitors the serial communication status. Follow the steps below to initiate the UART communication:

1. Choosing the UART-USB tab leads to the window in **Figure 2-9.**
2. Plug in an USB cable from PC USB port to the USB to UART port on Cyclone V GX Starter board.
3. The UART settings are provided below in case a connection from the PC is used:

- Baud Rate: 115200
- Parity Check Bit: None
- Data Bits: 8
- Stop Bits: 1
- Flow Control (CTS/RTS): OFF

4. To begin the communication, enter specific letters followed by clicking Send. During the communication process, observe the status of the Receive terminal window to verify its operation.

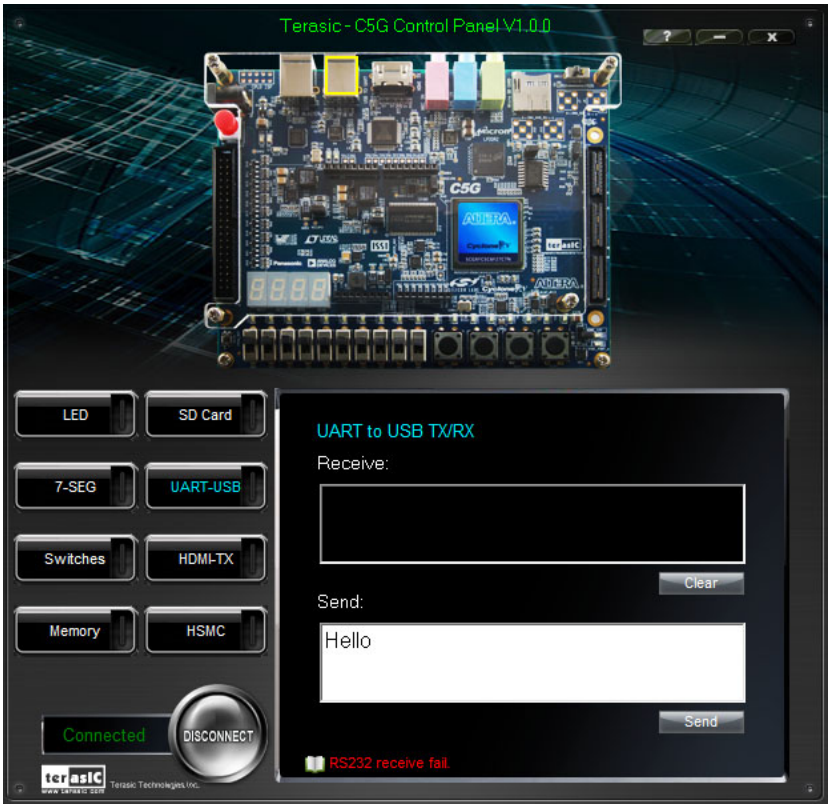


Figure 2-9 UART to USB Serial Communication

2.8 HDMI-TX

C5G Control Panel provides video pattern function that allows users to output color pattern to HDMI interfaced LCD monitor using the Cyclone V GX Starter board. Follow the steps below to generate the video pattern function:

Note, do not install HSMC loopback board while using HDMI-TX function because the loopback board will inference the I2C bus of HDMI.

Choosing the Video tab leads to the window in **Figure 2-10.**

Plug a HDMI cable to HDMI connector of the Cyclone V GX Starter board and LCD monitor.

The LCD monitor will display the same color pattern on the control panel window.

Click the drop down menu shown in **Figure 2-10** where you can output the selected color individually.

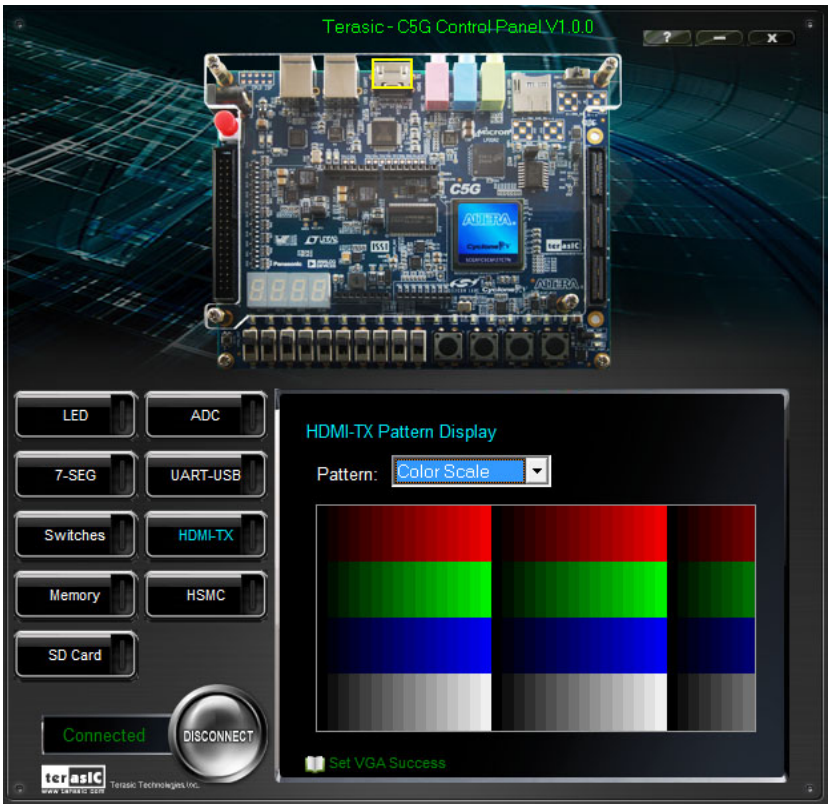


Figure 2-10 Controlling VGA display

2.9 HSMC

Select the HSMC tab to reach the window shown in **Figure 2-11**. This function is designed to verify the functionality of the signals located on the HSMC connector. Before running the HSMC loopback verification test, follow the instruction noted under the Loopback Installation section and click on Verify. Please note to turn off the Cyclone V GX Starter board before the HSMC loopback adapter is installed to prevent any damage to the board.

The HSMC loopback adapter is not provided in the kit package but can be purchased through the website below: (http://hsmc_loopback.terasic.com)

Figure 2-11 HSMC loopback verification test performed under Control Panel

2.10 Overall Structure of the C5G Control Panel

The C5G Control Panel is based on a Nios II Qsys system instantiated in the Cyclone V GX FPGA with software running on the on-chip memory. The software part is implemented in C code; the hardware part is implemented in Verilog HDL code with Qsys builder. The source code is not available on the C5G System CD.

To run the Control Panel, users should make the configuration according to Section 3.1. **Figure 2-12** depicts the structure of the Control Panel. Each input/output device is controlled by the Nios II Processor instantiated in the FPGA chip. The communication with the PC is done via the USB Blaster link. The Nios II interprets the commands sent from the PC and performs the corresponding actions.

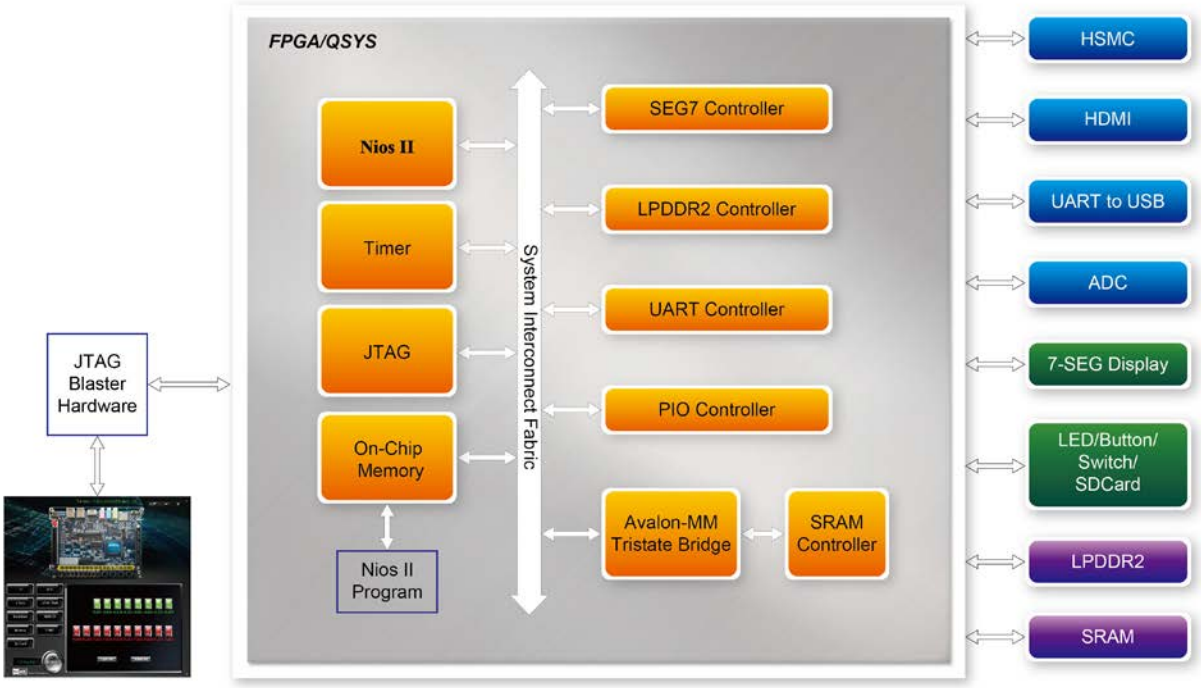


Figure 2-12 The block diagram of the C5G control panel

Chapter 3

Using the Starter Kit

In this chapter we introduce the important components on the Cyclone V GX Starter Kit.

3.1 Configuration, Status and Setup

The procedure of downloading a circuit from a host computer to the Cyclone V GX Starter Kit board is described in the tutorial Quartus II Introduction. This tutorial can be found under the \tutorials folder on the Cyclone V GX Starter Kit System CD. You are encouraged to read the tutorial first, and treat the information below as a short reference.

The Cyclone V GX Starter Kit board contains a serial configuration device that stores configuration data for the Cyclone V GX FPGA. This configuration data is automatically loaded from the configuration device into the FPGA when powered on. Using the Quartus II software, it is possible to reconfigure the FPGA at any time, and it is also possible to change the non-volatile data that is stored in the serial configuration device. Both types of programming methods are described below.

1. JTAG programming: In this method of programming, named after the IEEE standards Joint Test Action Group, the configuration bit stream is downloaded directly into the Cyclone GX FPGA. The FPGA will retain this configuration as long as power is applied to the board; the configuration information will be lost when the power is turned off.
2. AS programming: In this method, called Active Serial programming, the configuration bit stream is downloaded into the Altera EPCQ256 serial configuration device. It provides non-volatile storage of the bit stream, so that the information is retained even when the power supply to the Cyclone V GX Starter Kit board is turned off. When the board's power is turned on, the configuration data in the EPCQ256 device is automatically loaded into the Cyclone V GX FPGA.

■ JTAG Chain on Cyclone V GX Starter Kit board

To use JTAG interface for configuring FPGA device, the JTAG chain on Cyclone V GX Starter Kit must form a closed loop that allows Quartus II programmer to detect FPGA device. **Figure 3-1** illustrates the JTAG chain on Cyclone V GX Starter Kit board. Shorting pin1 and pin2 on JP2 can

disable the JTAG signals on HSMC connector that will form a closed JTAG loop chain on Cyclone V GX Starter Kit board (See **Figure 3-2**). Thus, only the on-board FPGA device (Cyclone V GX) will be detected by the Quartus II programmer. If users want to include another FPGA device or interface containing FPGA device in the chain via HSMC connector, remove JP2 Jumper (open pin1 and pin2 on JP2) to enable the JTAG signal ports on the HSMC connector.

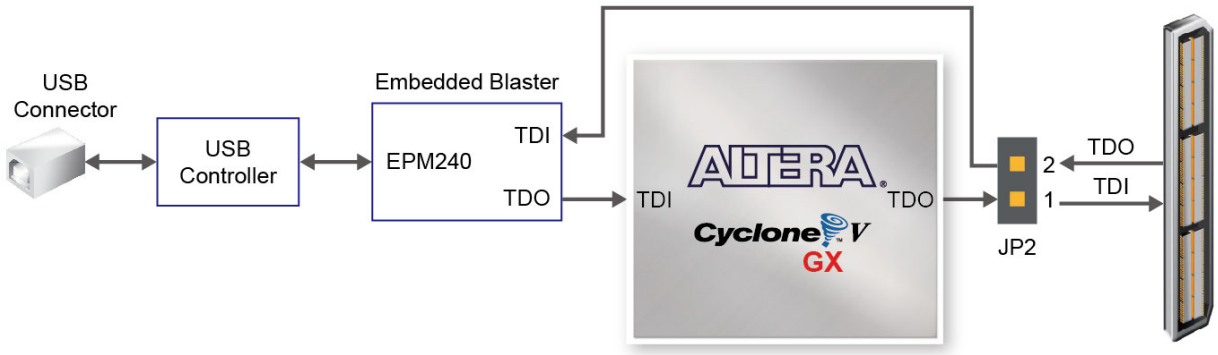


Figure 3-1 The JTAG chain on Cyclone V GX Starter Kit board

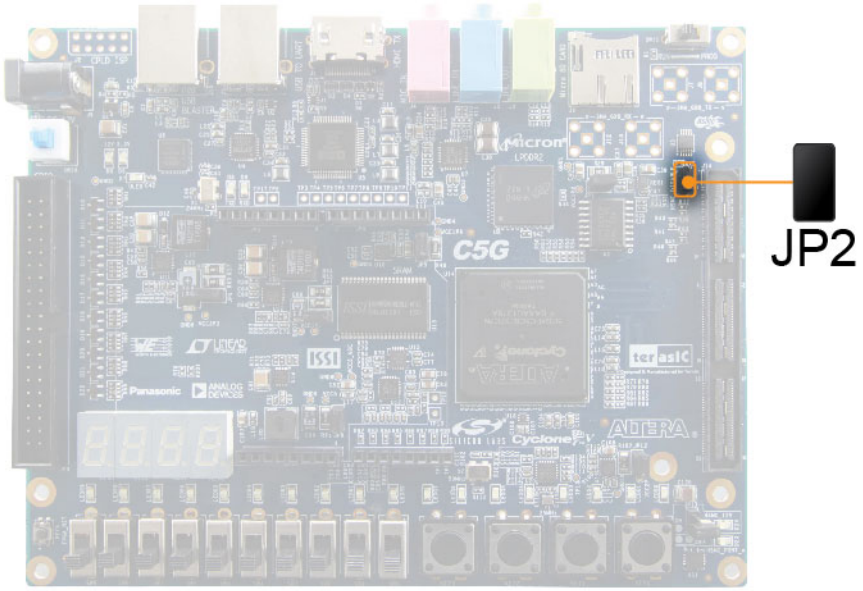


Figure 3-2 The JTAG chain configuration header

The sections below describe the steps to perform both JTAG and AS programming. For both methods the Cyclone V GX Starter Kit board is connected to a host computer via a USB cable. Using this connection, the board will be identified by the host computer as an Altera USB Blaster device.

■ Configuring the FPGA in JTAG Mode

Figure 3-3 illustrates the JTAG configuration setup. To download a configuration bit stream into the Cyclone V GX FPGA, you need to perform the following steps:

- Ensure that power is applied to the Cyclone V GX Starter Kit board
- Configure the JTAG programming circuit by setting the RUN/PROG slide switch (SW11) to the RUN position (See Figure 3-4)
- Connect the supplied USB cable to the USB Blaster port on the Cyclone V GX Starter Kit board (See Figure 1-2)
- The FPGA can now be programmed by using the Quartus II Programmer to select a configuration bit stream file with the .sof filename extension

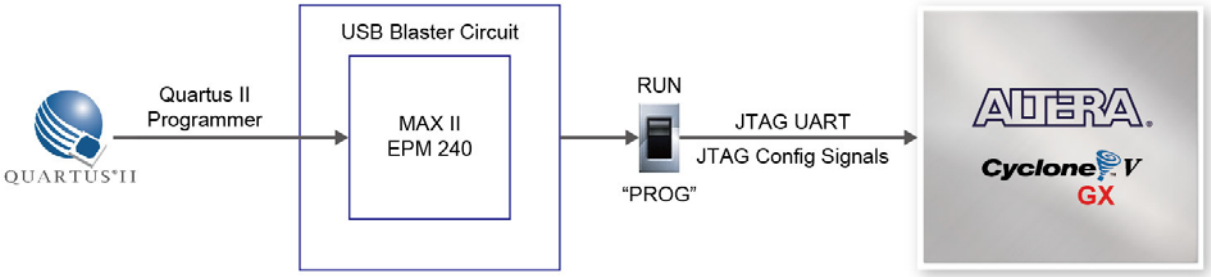


Figure 3-3 The JTAG configuration scheme

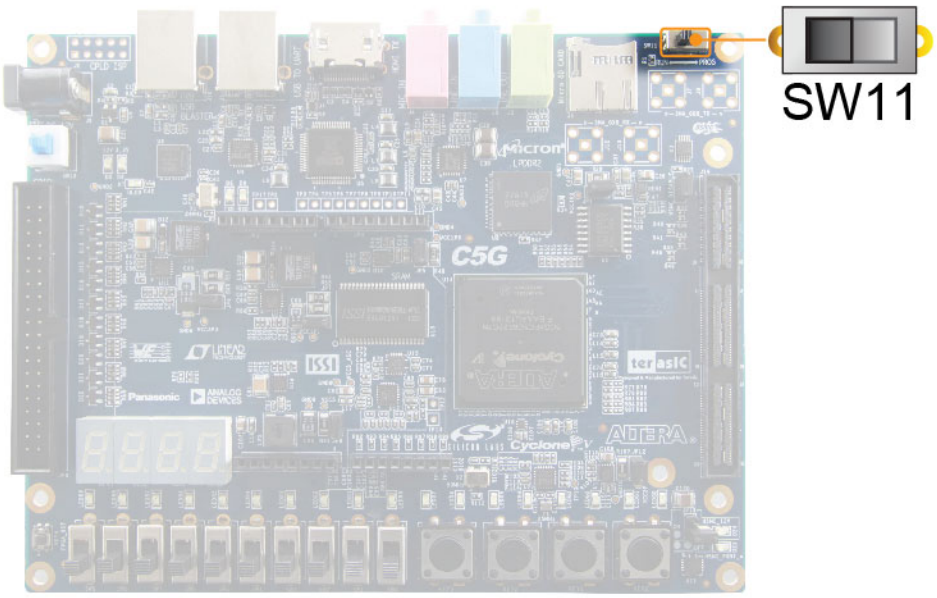


Figure 3-4 The RUN/PROG switch (SW11) is set in JTAG mode

■ Configuring the EPCQ256 in AS Mode

Figure 3-5 illustrates the AS configuration setup. To download a configuration bit stream into the EPCQ256 serial configuration device, you need to perform the following steps:

- Ensure that power is applied to the Cyclone V GX Starter Kit board.
- Connect the supplied USB cable to the USB Blaster port on the Cyclone V GX Starter Kit board
- Configure the JTAG programming circuit by setting the RUN/PROG slide switch (SW11) to the PROG position.
- The EPCQ256 chip can now be programmed by using the Quartus II Programmer to select a configuration bit stream file with the .pof filename extension.
- Once the programming operation is finished, set the RUN/PROG slide switch back to the RUN position and then reset the board by turning the power switch off and back on; this action causes the new configuration data in the EPCQ256 device to be loaded into the FPGA chip.

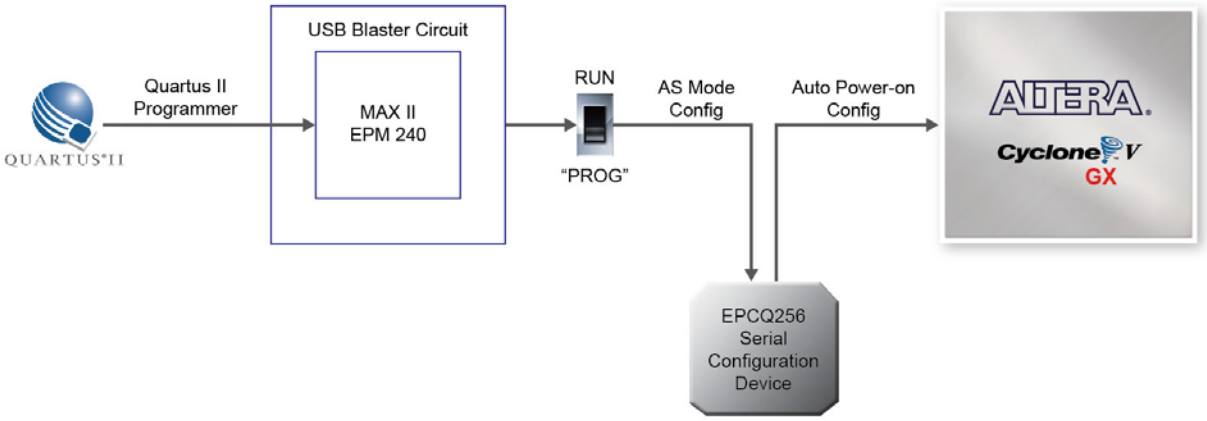


Figure 3-5 The AS configuration scheme

■ Status LED

- The FPGA development board includes board-specific status LEDs to indicate board status. Please refer to Table 3-1 for the description of the LED indicator. Please refer to Figure 3-6 for detailed LED location.

Table 3-1 Status LED

Board Reference	*LED Name*	*Description*
D5	12-V Power	Illuminates when 12-V power is active.

D6	3.3-V Power	Illuminates when 3.3-V power is active.
D24	HSMC_12-V Power	Illuminates when HSMC 12-V power is active.
D23	HSMC_PSNT_n	Illuminates when HSMC Daughter Card is present
D7	ULED	Illuminates when the on-board USB-Blaster is working

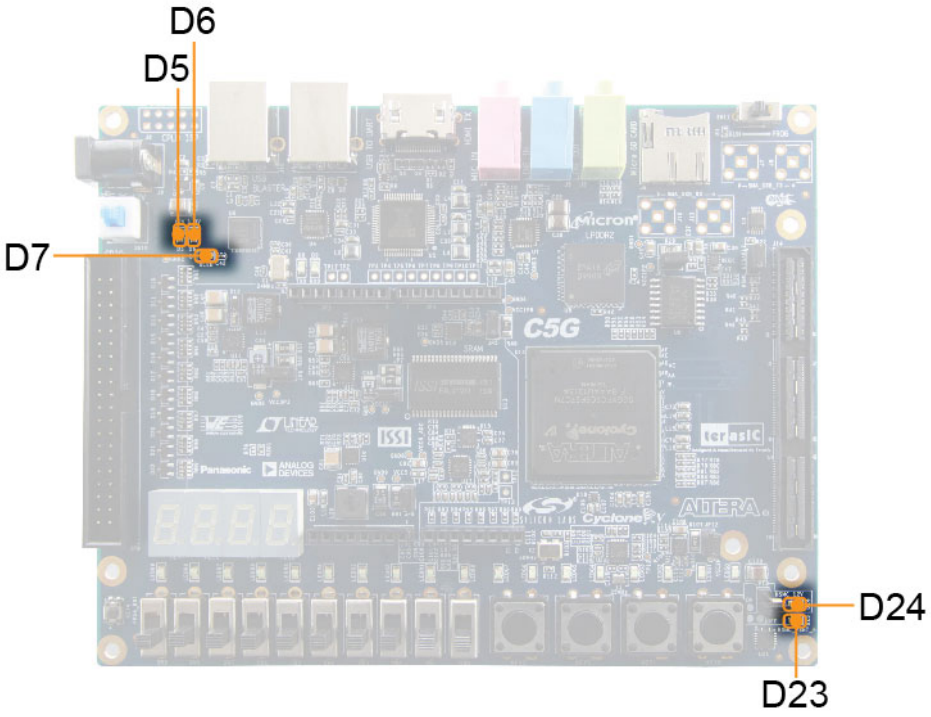


Figure 3-6 Status LED position

3.2 General User Input/Output

This section describes the user I/O interface to the FPGA.

■ User Defined Push-buttons

The board includes four user defined push-buttons that allow users to interact with the Cyclone V GX device as shown in Figure 3-7. Each of these switches is debounced using a Schmitt Trigger circuit, as indicated in Figure 3-8. The four outputs called KEY0, KEY1, KEY2, and KEY3 of the Schmitt Trigger devices are connected directly to the Cyclone V GX FPGA. Each push-button switch provides a high logic level when it is not pressed, and provides a low logic level when

depressed. Since the push-button switches are debounced, they are appropriate for using as clocks or reset inputs in a circuit.

Table 3-2 lists the board references, signal names, and their corresponding Cyclone V GX device pin numbers.

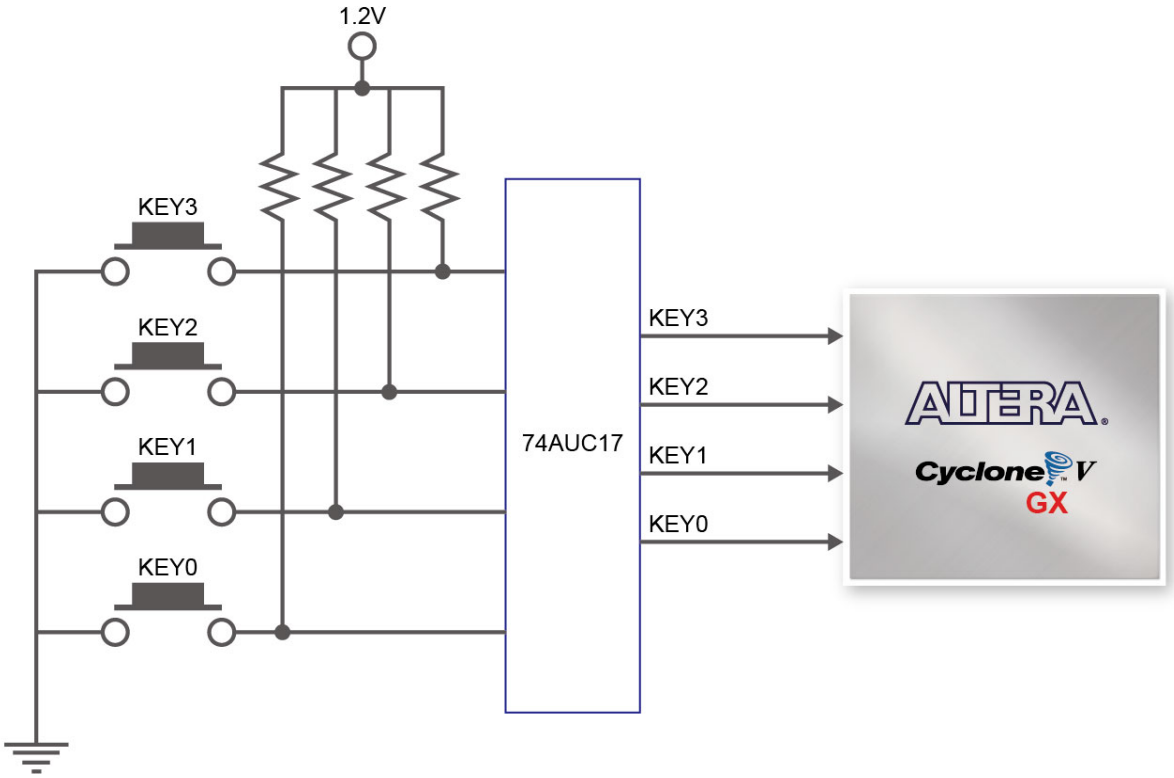


Figure 3-7 Connections between the push-button and Cyclone V GX FPGA

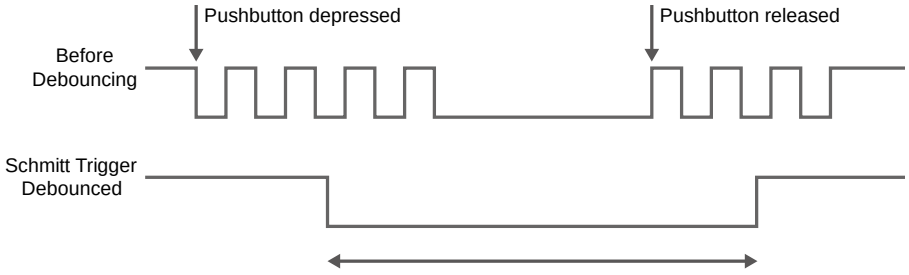


Figure 3-8 Switch debouncing

Table 3-2 Push-button Pin Assignments, Schematic Signal Names, and Functions

Board Reference	Schematic Signal Name	Description	I/O Standard	Cyclone V GX Pin Number
KEY0	KEY0	High Logic Level when the button is not pressed. The four push buttons (KEY0, KEY1, KEY2, and KEY3) go through the debounce circuit.	1.2-V	PIN_P11
KEY1	KEY1		1.2-V	PIN_P12
KEY2	KEY2		1.2-V	PIN_Y15
KEN3	KEN3		1.2-V	PIN_Y16
KEY4	CPU_RESET_n	High Logic Level when the button is not pressed.	3.3-V	PIN_AB24

■ User-Defined Slide Switch

There are ten slide switches connected to FPGA on the board (See Figure 3-9). These switches are not debounced, and are assumed for use as level-sensitive data inputs to a circuit. Each switch is connected directly to a pin on the Cyclone V GX FPGA. When the switch is in the DOWN position (closest to the edge of the board), it provides a low logic level to the FPGA, and when the switch is in the UP position it provides a high logic level.

Table 3-3 lists the signal names and their corresponding Cyclone V GX device pin numbers.

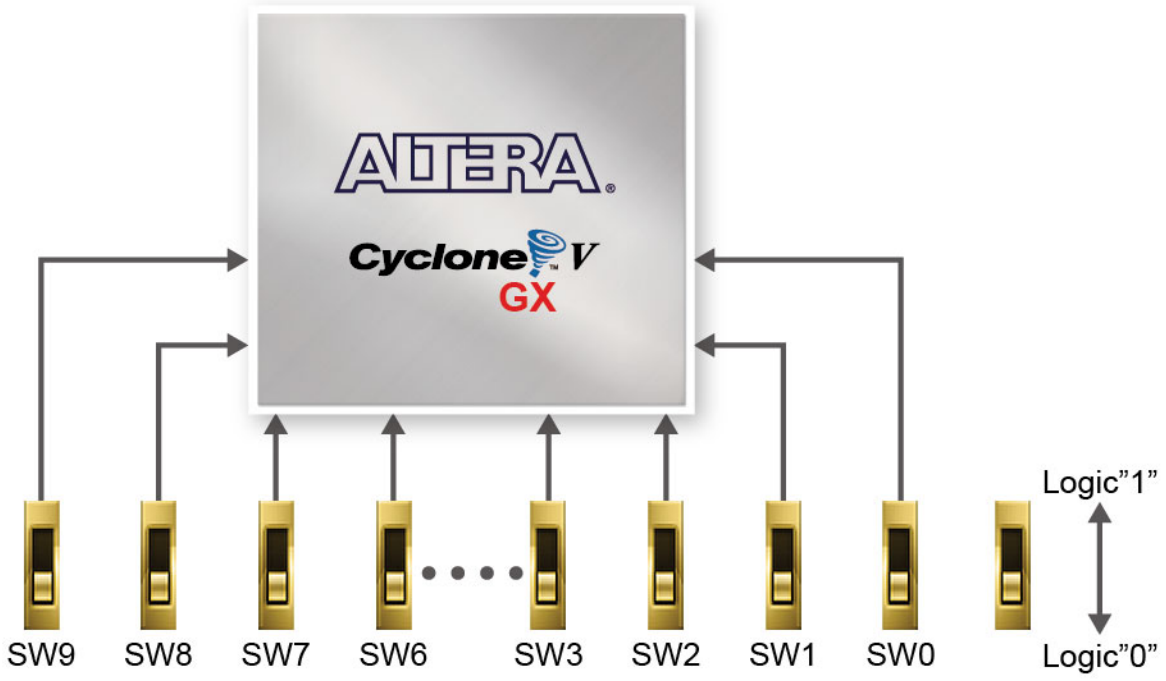


Figure 3-9 Connections between the slide switches and Cyclone V GX FPGA

Table 3-3 Slide Switch Pin Assignments, Schematic Signal Names, and Functions

Board Reference	Schematic Signal Name	Description	I/O Standard	Cyclone V GX Pin Number
SW0	SW0	Slide Switch[0]	1.2-V	PIN_AC9
SW1	SW1	Slide Switch[1]	1.2-V	PIN_AE10
SW2	SW2	Slide Switch[2]	1.2-V	PIN_AD13
SW3	SW3	Slide Switch[3]	1.2-V	PIN_AC8
SW4	SW4	Slide Switch[4]	1.2-V	PIN_W11
SW5	SW5	Slide Switch[5]	1.2-V	PIN_AB10
SW6	SW6	Slide Switch[6]	1.2-V	PIN_V10
SW7	SW7	Slide Switch[7]	1.2-V	PIN_AC10
SW8	SW8	Slide Switch[8]	1.2-V	PIN_Y11
SW9	SW9	Slide Switch[9]	1.2-V	PIN_AE19

■ User-Defined LEDs

There are also eighteen user-controllable LEDs connected to FPGA on the board. Ten red LEDs are situated above the ten slide switches, and eight green LEDs are found above the push-button switches. Each LED is driven directly by a pin on the Cyclone V GX FPGA; driving its associated pin to a high logic level turns the LED on, and driving the pin low turns it off. **Figure 3-10** shows the connections between LEDs and Cyclone V GX FPGA.

Figure 3-10 Connections between the LEDs and Cyclone V GX FPGA

Table 3-4 lists the signal names and their corresponding Cyclone V GX device pin numbers.

Table 3-4 User LEDs Pin Assignments, Schematic Signal Names, and Functions

Board Reference	Schematic Signal Name	Description	I/O Standard	Cyclone V GX Pin Number
LEDR0	LEDR0	Driving a logic 1 on the I/O port turns the LED ON. Driving a logic 0 on the I/O port turns the LED OFF.	2.5-V	PIN_F7
LEDR1	LEDR1		2.5-V	PIN_F6
LEDR2	LEDR2		2.5-V	PIN_G6
LEDR3	LEDR3		2.5-V	PIN_G7
LEDR4	LEDR4		2.5-V	PIN_J8
LEDR5	LEDR5		2.5-V	PIN_J7
LEDR6	LEDR6		2.5-V	PIN_K10
LEDR7	LEDR7		2.5-V	PIN_K8
LEDR8	LEDR8		2.5-V	PIN_H7
LEDR9	LEDR9		2.5-V	PIN_J10
LEDG0	LEDG0		2.5-V	PIN_L7
LEDG1	LEDG1		2.5-V	PIN_K6
LEDG2	LEDG2		2.5-V	PIN_D8
LEDG3	LEDG3		2.5-V	PIN_E9
LEDG4	LEDG4		2.5-V	PIN_A5
LEDG5	LEDG5		2.5-V	PIN_B6
LEDG6	LEDG6		2.5-V	PIN_H8
LEDG7	LEDG7		2.5-V	PIN_H9

■ User-Defined 7-Segment Displays

The FPGA board has four 7-segment displays. As indicated in the schematic in **Figure 3-11**, the seven segments (common anode) are connected to pins on Cyclone V GX FPGA. Applying a low logic level to a segment will light it up and applying a high logic level turns it off.

Please note that two 7-segment displays, HEX2 and HEX3, share bus with the GPIO. When using HEX2 and HEX3, you need to switch the Dip Switch S1/S2 which is located on the back of the board to the "ON" position before FPGA can control corresponding 7-segment displays.

Each segment in a display is identified by an index listed from 0 to 6 with the positions given in **Figure 3-12**. In addition, the decimal has no function at all. **Table 3-5** shows the mapping of the FPGA pin assignments to the 7-segment displays.

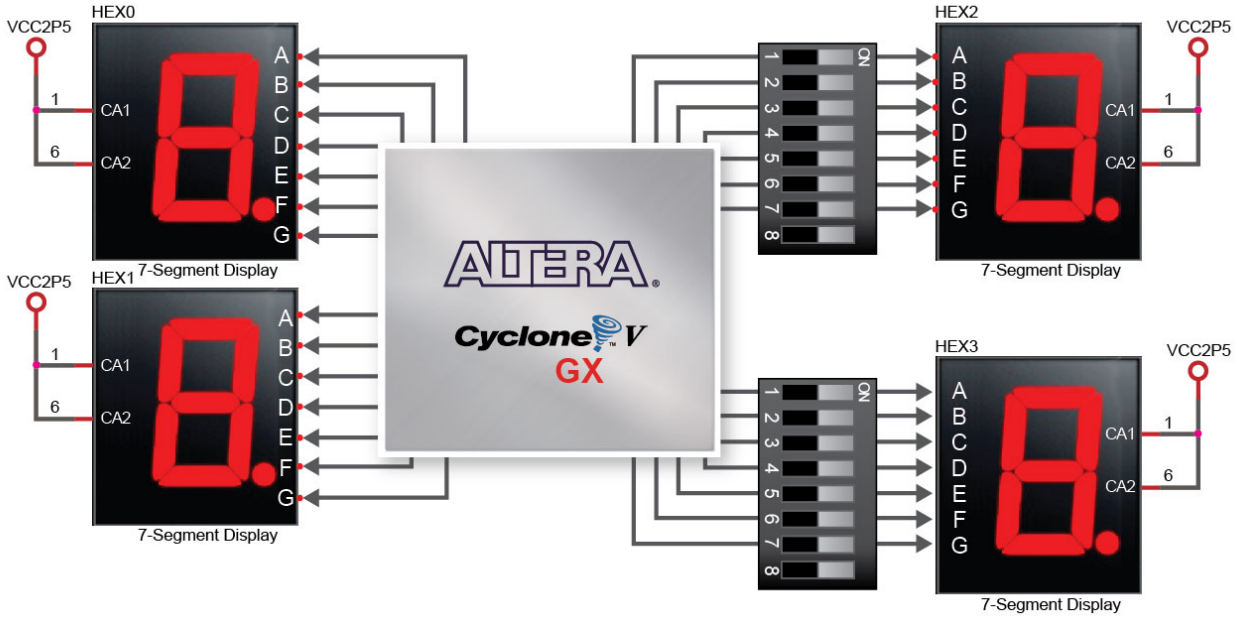


Figure 3-11 Connection between 7-segment displays and Cyclone V GX FPGA

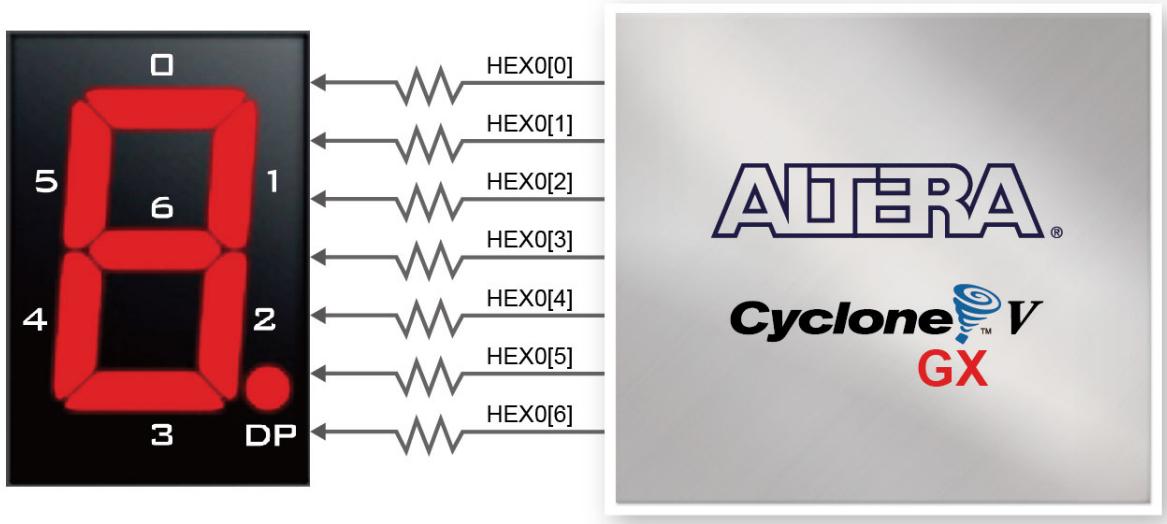


Figure 3-12 Connections between the 7-segment display HEX0 and Cyclone V GX FPGA

Table 3-5 User 7-segment display Pin Assignments, Schematic Signal Names, and Functions

Board Reference	*Schematic Signal Name*	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
HEX0	HEX0_D0	Seven Segment Digit 0[0]	2.5-V	PIN_V19

HEX0	HEX0_D1	Seven Segment Digit 0[1]	2.5-V	PIN_V18
HEX0	HEX0_D2	Seven Segment Digit 0[2]	2.5-V	PIN_V17
HEX0	HEX0_D3	Seven Segment Digit 0[3]	2.5-V	PIN_W18
HEX0	HEX0_D4	Seven Segment Digit 0[4]	2.5-V	PIN_Y20
HEX0	HEX0_D5	Seven Segment Digit 0[5]	2.5-V	PIN_Y19
HEX0	HEX0_D6	Seven Segment Digit 0[6]	2.5-V	PIN_Y18
HEX1	HEX0_D0	Seven Segment Digit 1[0]	2.5-V	PIN_AA18
HEX1	HEX0_D1	Seven Segment Digit 1[1]	2.5-V	PIN_AD26
HEX1	HEX0_D2	Seven Segment Digit 1[2]	2.5-V	PIN_AB19
HEX1	HEX0_D3	Seven Segment Digit 1[3]	2.5-V	PIN_AE26
HEX1	HEX0_D4	Seven Segment Digit 1[4]	2.5-V	PIN_AE25
HEX1	HEX0_D5	Seven Segment Digit 1[5]	2.5-V	PIN_AC19
HEX1	HEX0_D6	Seven Segment Digit 1[6]	2.5-V	PIN_AF24
HEX2	HEX0_D0	Seven Segment Digit 2[0], Share GPIO22	3.3-V	PIN_AD7
HEX2	HEX0_D1	Seven Segment Digit 2[1] , Share GPIO23	3.3-V	PIN_AD6
HEX2	HEX0_D2	Seven Segment Digit 2[2] , Share GPIO24	3.3-V	PIN_U20
HEX2	HEX0_D3	Seven Segment Digit 2[3] , Share GPIO25	3.3-V	PIN_V22
HEX2	HEX0_D4	Seven Segment Digit 2[4] , Share GPIO26	3.3-V	PIN_V20
HEX2	HEX0_D5	Seven Segment Digit 2[5] , Share GPIO27	3.3-V	PIN_W21
HEX2	HEX0_D6	Seven Segment Digit 2[6] , Share GPIO28	3.3-V	PIN_W20
HEX3	HEX0_D0	Seven Segment Digit 3[0] , Share GPIO29	3.3-V	PIN_Y24
HEX3	HEX0_D1	Seven Segment Digit 3[1] , Share GPIO30	3.3-V	PIN_Y23
HEX3	HEX0_D2	Seven Segment Digit 3[2] , Share GPIO31	3.3-V	PIN_AA23
HEX3	HEX0_D3	Seven Segment Digit 3[3] , Share GPIO32	3.3-V	PIN_AA22
HEX3	HEX0_D4	Seven Segment Digit 3[4] , Share GPIO33	3.3-V	PIN_AC24
HEX3	HEX0_D5	Seven Segment Digit 3[5] , Share GPIO34	3.3-V	PIN_AC23
HEX3	HEX0_D6	Seven Segment Digit 3[6] , Share GPIO35	3.3-V	PIN_AC22

3.3 Clock Circuit

The development board includes one 50MHz and one programmable Clock Generator. **Figure 3-13** shows the default frequencies of on-board external clocks going to the Cyclone V GX FPGA.

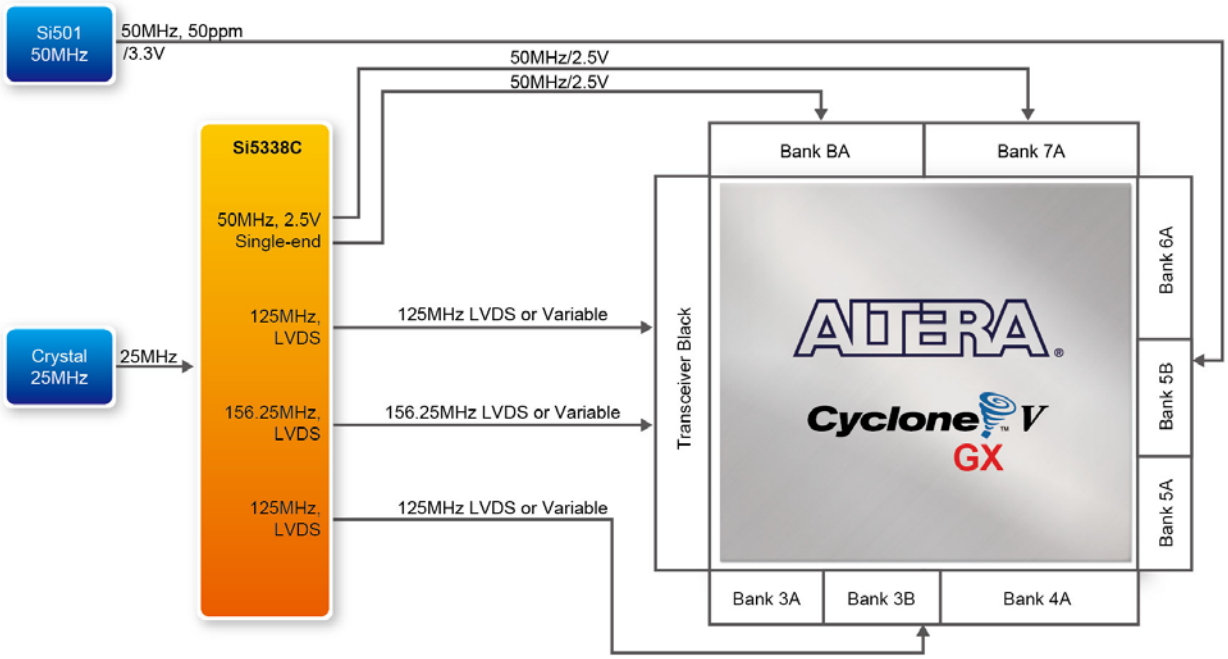


Figure 3-13 Clock circuit of the FPGA Board

The programming Clock Generator is a highly flexible and configurable clock generator/buffer. The is to provide special and high quality clock signals for high-speed transceivers. The clock generator is controlled by the FPGA through the I2C serial interface. The user can modify the frequency between 0.16 MHz to 200 MHz.

Table 3-6 lists the clock source, signal names, default frequency and their corresponding Cyclone V GX device pin numbers. Table 3-7 lists the programmable Clock Generator control pins, signal names, I/O standard and their corresponding Cyclone V GX device pin numbers.

Table 3-6 Clock Source, Signal Name, Default Frequency, Pin Assignments and Functions

Source	*Schematic Signal Name*	*Default Frequency*	*I/O Standard*	*Cyclone V GX Pin Number*	*Application*
X2	CLOCK_50_B3B	50.0 MHz	1.2-V	PIN_T13	
U20	CLOCK_125_p	125.0 MHz	LVDS	PIN_U12	
U20	CLOCK_125_n	125.0 MHz	LVDS	PIN_V12	
X2	CLOCK_50_B5B	50.0 MHz	3.3-V	PIN_R20	
	CLOCK_50_B6A	50.0 MHz	3.3-V	PIN_N20	
U20	CLOCK_50_B7A	50.0 MHz	2.5-V	PIN_H12	
U20	CLOCK_50_B3A	50.0 MHz	2.5-V	PIN_M10	
U20	REFCLK_p0	125.0 MHz	1.5-V PCML	PIN_V6	
U20	REFCLK_n0	125.0 MHz	1.5-V PCML	PIN_W6	
U20	REFCLK_p1	156.25 MHz	1.5-V PCML	PIN_N7	
U20	REFCLK_n1	156.25 MHz	1.5-V PCML	PIN_P6	

Table 3-7 Programmable oscillator control pin, Signal Name, I/O standard, Pin Assignments and Descriptions

Programmable Oscillator	*Schematic Signal Name*	*I/O Standard*	*Cyclone V GX Pin Number*	*Description*
U20 (Si5338)	I2C_SCL	2.5-V	PIN_B7	I2C bus, direct connected with Si5338
	I2C_SDA	2.5-V	PIN_G11	

3.4 RS-232 Serial Port to USB interface

The RS-232 is designed to perform communication between board and PC, allowing a transmission speed of up to 3Mbps. This interface wouldn't support HW flow control signals. The physical interface is done using UART-USB on-board bridge from a FT232R chip and connects to the host using a USB Type-B connector. For detailed information on how to use the transceiver, please refer to the datasheet, which is available on the manufacturer's website, or under the Datasheets\FT232 folder on the Kit System CD. Figure 3-14 shows the related schematics, and Table 3-8 lists the RS-232 pin assignments, signal names and functions. Table 3-9 lists the RS-232 status LEDs.

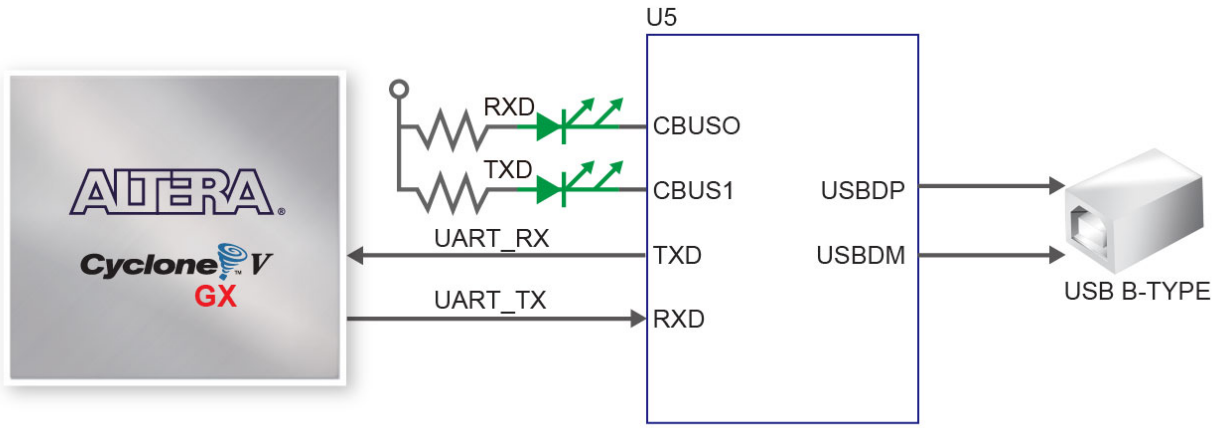


Figure 3-14 Connections between the Cyclone V GX FPGA and FT232R Chip

Table 3-8 RS-232 Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	*Description*	*I/O Standard*	*Stratix V GX Pin Number*
UART_TX	Transmit Asynchronous Data Output	2.5-V	PIN_L9
UART_RX	Receiving Asynchronous Data Input		PIN_M9

Table 3-9 RS-232 Status LED

Board Reference	LED Name	Description
D8	TX LED	Illuminates when RS-232 transmit is active.
D9	RX LED	Illuminates when RS-232 receiving is active.

3.5 SRAM : Static Random Access Memory

The IS61LV25616AL SRAM (Static Random Access Memory) device is featured on the development board. For detailed information on how to use the SRAM, please refer to the datasheet, which is available on the manufacturer's website, or under the Datasheets\SRAM folder on the Kit System CD. Figure 3-15 shows the related schematics and Table 3-10 lists the SRAM pin assignments, signal names relative to the Cyclone V GX device.

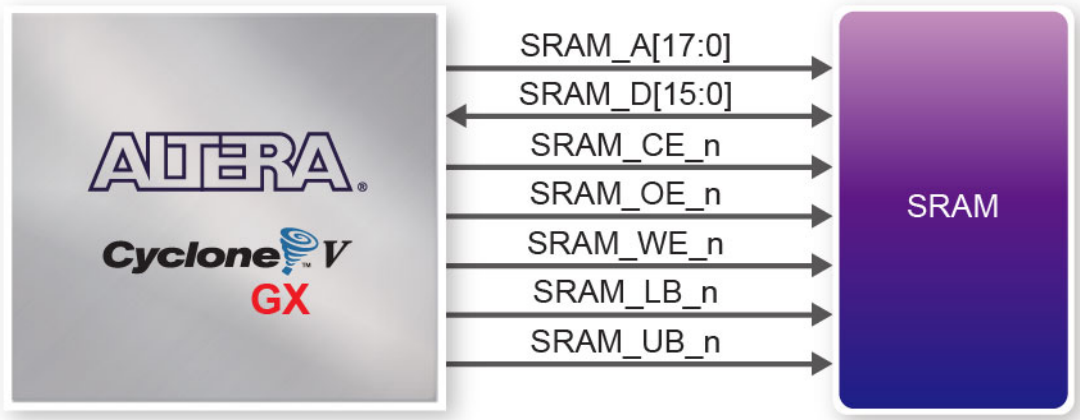


Figure 3-15 Connections between the Cyclone V GX FPGA and SRAM Chip

Table 3-10 SRAM Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	Description	I/O Standard	Cyclone V GX Pin Number
SRAM_A0	Address bus	3.3-V	PIN_B25
SRAM_A1	Address bus	3.3-V	PIN_B26
SRAM_A2	Address bus	3.3-V	PIN_H19
SRAM_A3	Address bus	3.3-V	PIN_H20
SRAM_A4	Address bus	3.3-V	PIN_D25

SRAM_A5	Address bus	3.3-V	PIN_C25
SRAM_A6	Address bus	3.3-V	PIN_J20
SRAM_A7	Address bus	3.3-V	PIN_J21
SRAM_A8	Address bus	3.3-V	PIN_D22
SRAM_A9	Address bus	3.3-V	PIN_E23
SRAM_A10	Address bus	3.3-V	PIN_G20
SRAM_A11	Address bus	3.3-V	PIN_F21
SRAM_A12	Address bus	3.3-V	PIN_E21
SRAM_A13	Address bus	3.3-V	PIN_F22
SRAM_A14	Address bus	3.3-V	PIN_J25
SRAM_A15	Address bus	3.3-V	PIN_J26
SRAM_A16	Address bus	3.3-V	PIN_N24
SRAM_A17	Address bus	3.3-V	PIN_M24
SRAM_D0	Data bus	3.3-V	PIN_E24
SRAM_D1	Data bus	3.3-V	PIN_E25
SRAM_D2	Data bus	3.3-V	PIN_K24
SRAM_D3	Data bus	3.3-V	PIN_K23
SRAM_D4	Data bus	3.3-V	PIN_F24
SRAM_D5	Data bus	3.3-V	PIN_G24
SRAM_D6	Data bus	3.3-V	PIN_L23
SRAM_D7	Data bus	3.3-V	PIN_L24
SRAM_D8	Data bus	3.3-V	PIN_H23
SRAM_D9	Data bus	3.3-V	PIN_H24
SRAM_D10	Data bus	3.3-V	PIN_H22
SRAM_D11	Data bus	3.3-V	PIN_J23
SRAM_D12	Data bus	3.3-V	PIN_F23
SRAM_D13	Data bus	3.3-V	PIN_G22
SRAM_D14	Data bus	3.3-V	PIN_L22
SRAM_D15	Data bus	3.3-V	PIN_K21
SRAM_CE_n	Chip Enable, active Low	3.3-V	PIN_N23
SRAM_OE_n	Output Enable, active Low	3.3-V	PIN_M22
SRAM_WE_n	Write Enable, active Low	3.3-V	PIN_G25
SRAM_LB_n	Lower-Byte Control, D0~D7, active Low	3.3-V	PIN_H25
SRAM_UB_n	Upper-Byte Control, D8~D15, active Low	3.3-V	PIN_M25

3.6 LPDDR2 Memory

The development board has one 4Gb Mobile Low-Power DDR2 SDRAM (LPDDR2) which is a high-speed CMOS, dynamic random-access memory containing 4,294,967,296-bits shown in **Figure 3-16**.

For detailed information on how to use the LPDDR2, please refer to the datasheet, which is

available on the manufacturer's website, or under the Datasheets\LPDDR2 folder on the Kit System CD. Figure 3-17 shows the related schematics and Table 3-11 lists the LPDDR2 pin assignments, signal names, and functions.

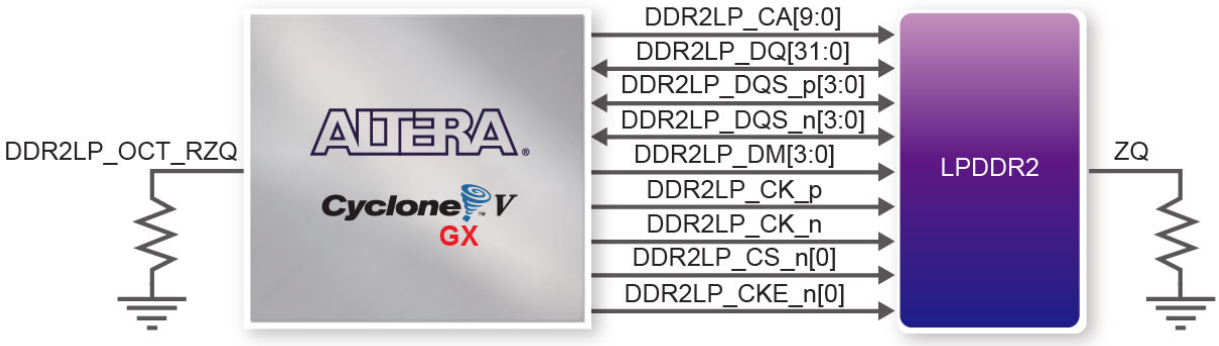


Figure 3-16 Connections between the Cyclone V GX FPGA and LPDDR2 Chip

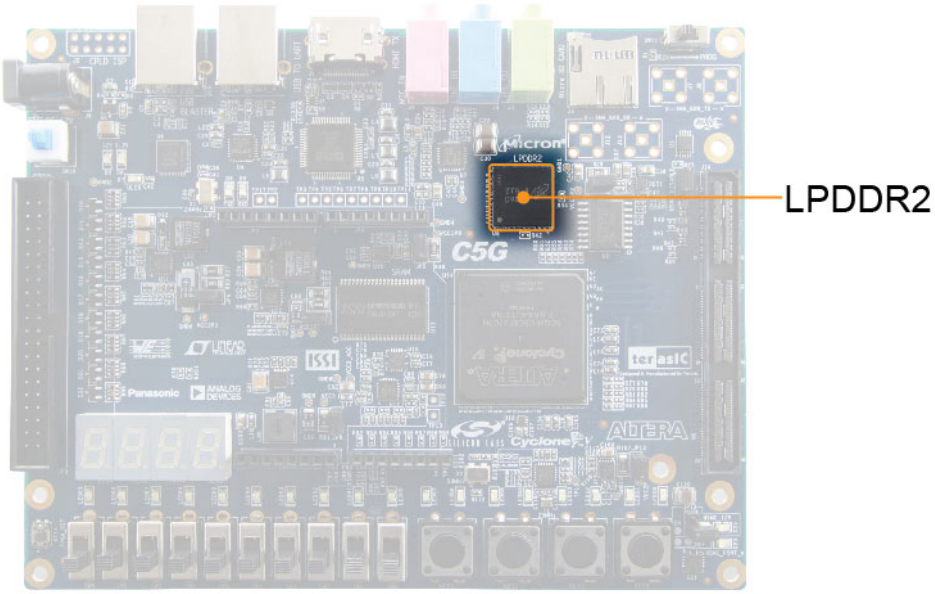


Figure 3-17 LPDDR2 and Cyclone V GX FPGA

Table 3-11 LPDDR2 Memory Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
DDR2LP_CA0	Command/address bus	1.2-V HSUL	PIN_AE6
DDR2LP_CA1	Command/address bus	1.2-V HSUL	PIN_AF6
DDR2LP_CA2	Command/address bus	1.2-V HSUL	PIN_AF7
DDR2LP_CA3	Command/address bus	1.2-V HSUL	PIN_AF8
DDR2LP_CA4	Command/address bus	1.2-V HSUL	PIN_U10

DDR2LP_CA5	Command/address bus	1.2-V HSUL	PIN_U11
DDR2LP_CA6	Command/address bus	1.2-V HSUL	PIN_AE9
DDR2LP_CA7	Command/address bus	1.2-V HSUL	PIN_AF9
DDR2LP_CA8	Command/address bus	1.2-V HSUL	PIN_AB12
DDR2LP_CA9	Command/address bus	1.2-V HSUL	PIN_AB11
DDR2LP_DQ0	Data bus	1.2-V HSUL	PIN_AA14
DDR2LP_DQ1	Data bus	1.2-V HSUL	PIN_Y14
DDR2LP_DQ2	Data bus	1.2-V HSUL	PIN_AD11
DDR2LP_DQ3	Data bus	1.2-V HSUL	PIN_AD12
DDR2LP_DQ4	Data bus	1.2-V HSUL	PIN_Y13
DDR2LP_DQ5	Data bus	1.2-V HSUL	PIN_W12
DDR2LP_DQ6	Data bus	1.2-V HSUL	PIN_AD10
DDR2LP_DQ7	Data bus	1.2-V HSUL	PIN_AF12
DDR2LP_DQ8	Data bus	1.2-V HSUL	PIN_AC15
DDR2LP_DQ9	Data bus	1.2-V HSUL	PIN_AB15
DDR2LP_DQ10	Data bus	1.2-V HSUL	PIN_AC14
DDR2LP_DQ11	Data bus	1.2-V HSUL	PIN_AF13
DDR2LP_DQ12	Data bus	1.2-V HSUL	PIN_AB16
DDR2LP_DQ13	Data bus	1.2-V HSUL	PIN_AA16
DDR2LP_DQ14	Data bus	1.2-V HSUL	PIN_AE14
DDR2LP_DQ15	Data bus	1.2-V HSUL	PIN_AF18
DDR2LP_DQ16	Data bus	1.2-V HSUL	PIN_AD16
DDR2LP_DQ17	Data bus	1.2-V HSUL	PIN_AD17
DDR2LP_DQ18	Data bus	1.2-V HSUL	PIN_AC18
DDR2LP_DQ19	Data bus	1.2-V HSUL	PIN_AF19
DDR2LP_DQ20	Data bus	1.2-V HSUL	PIN_AC17
DDR2LP_DQ21	Data bus	1.2-V HSUL	PIN_AB17
DDR2LP_DQ22	Data bus	1.2-V HSUL	PIN_AF21
DDR2LP_DQ23	Data bus	1.2-V HSUL	PIN_AE21
DDR2LP_DQ24	Data bus	1.2-V HSUL	PIN_AE15
DDR2LP_DQ25	Data bus	1.2-V HSUL	PIN_AE16
DDR2LP_DQ26	Data bus	1.2-V HSUL	PIN_AC20
DDR2LP_DQ27	Data bus	1.2-V HSUL	PIN_AD21
DDR2LP_DQ28	Data bus	1.2-V HSUL	PIN_AF16
DDR2LP_DQ29	Data bus	1.2-V HSUL	PIN_AF17
DDR2LP_DQ30	Data bus	1.2-V HSUL	PIN_AD23
DDR2LP_DQ31	Data bus	1.2-V HSUL	PIN_AF23
DDR2LP_DQS_p0	Data Strobe positive	Differential 1.2-V HSUL	PIN_V13
DDR2LP_DQS_p1	Data Strobe positive	Differential 1.2-V HSUL	PIN_U14
DDR2LP_DQS_p2	Data Strobe positive	Differential 1.2-V HSUL	PIN_V15
DDR2LP_DQS_p3	Data Strobe positive	Differential 1.2-V HSUL	PIN_W16
DDR2LP_DQS_n0	Data Strobe negative	Differential 1.2-V HSUL	PIN_W13
DDR2LP_DQS_n1	Data Strobe negative	Differential 1.2-V HSUL	PIN_V14
DDR2LP_DQS_n2	Data Strobe negative	Differential 1.2-V HSUL	PIN_W15
DDR2LP_DQS_n3	Data Strobe negative	Differential 1.2-V HSUL	PIN_W17

DDR2LP_DM0	Data Write Mask (byte enables)	1.2-V HSUL	PIN_AF11
DDR2LP_DM1	Data Write Mask (byte enables)	1.2-V HSUL	PIN_AE18
DDR2LP_DM2	Data Write Mask (byte enables)	1.2-V HSUL	PIN_AE20
DDR2LP_DM3	Data Write Mask (byte enables)	1.2-V HSUL	PIN_AE24
DDR2LP_CK_p	Differential Output Clock (positive)	Differential 1.2-V HSUL	PIN_N10
DDR2LP_CK_n	Differential Output Clock (negative)	Differential 1.2-V HSUL	PIN_P10
DDR2LP_CKE0	Clock Enable 0	1.2-V HSUL	PIN_AF14
DDR2LP_CKE1	Clock Enable 1 (Not use)	1.2-V HSUL	PIN_AE13
DDR2LP_CS_n0	Chip Select 0	1.2-V HSUL	PIN_R11
DDR2LP_CS_n1	Chip Select 1 (Not use)	1.2-V HSUL	PIN_T11
DDR2LP_OCT_RZQ	ZQ calibration. External resistance (240Ω ±1%)	1.2-V HSUL	PIN_AE11

3.7 Micro SD-Card

The development board supports Micro SD card interface using x4 data lines. **Figure 3-18** shows the related signals connections between the SD Card and Cyclone V GX FPGA and **Figure 3-19** shows micro SD card plug-in position.

Finally, **Table 3-12** lists all the associated pins

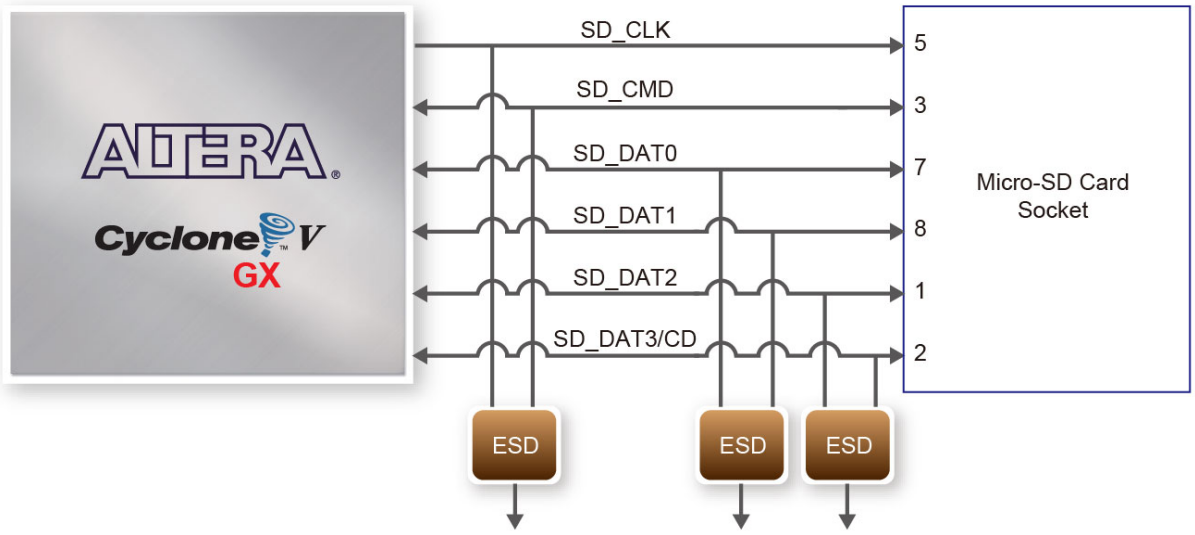


Figure 3-18 Connection between the SD Card Socket and Cyclone V GX FPGA

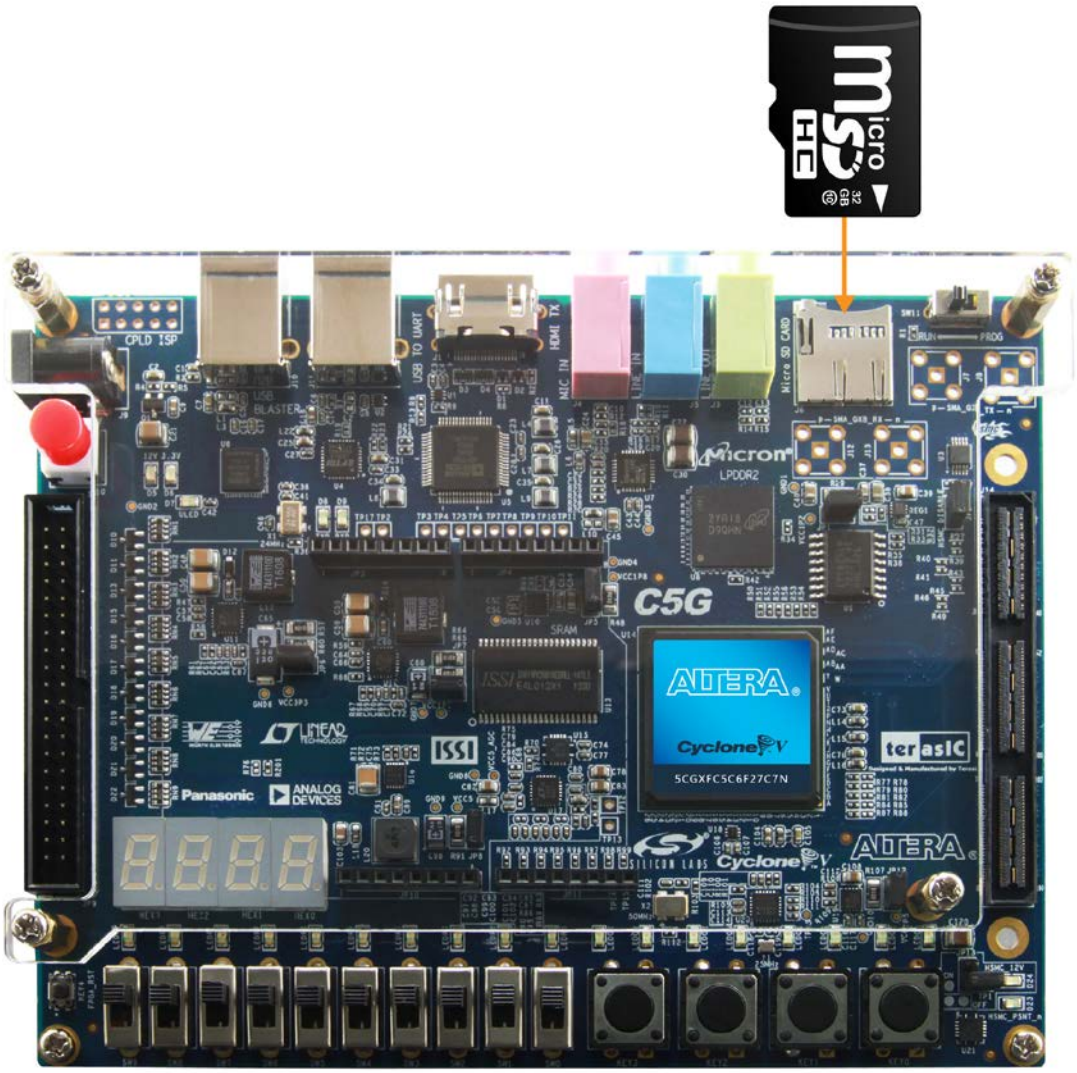


Figure 3-19 Micro SD Card

Table 3-12 SD Card Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
SD_CLK	Serial Clock	3.3-V	PIN_AB6
SD_CMD	Command, Response	3.3-V	PIN_W8
SD_DAT0	Serial Data 0	3.3-V	PIN_U7
SD_DAT1	Serial Data 1	3.3-V	PIN_T7
SD_DAT2	Serial Data 2	3.3-V	PIN_V8
SD_DAT3	Serial Data 3	3.3-V	PIN_T8

3.8 HDMI TX Interface

The development board provides High Performance HDMI Transmitter via the Analog Devices ADV7513 which incorporates HDMI v1.4 features, including 3D video support, and 165 MHz supports all video formats up to 1080p and UXGA. The ADV7513 is controlled via a serial I2C bus interface, which is connected to pins on the Cyclone V GX FPGA. A schematic diagram of the audio circuitry is shown in **Figure 3-20**. Detailed information on using the ADV7513 HDMI TX is available on the manufacturer's website, or under the Datasheets\HDMI folder on the Kit System CD.

Table 3-13 lists the HDMI Interface pin assignments and signal names relative to the Cyclone V GX device.

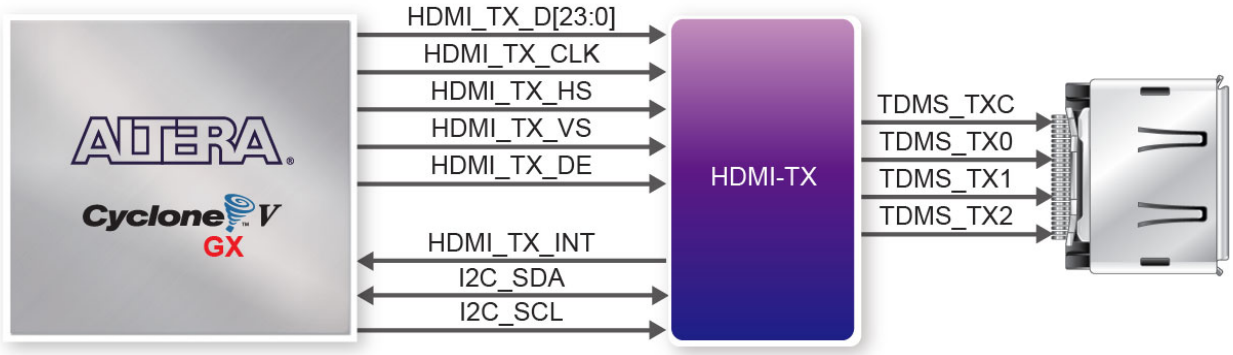


Figure 3-20 Connections between the Cyclone V GX FPGA and HDMI Transmitter Chip

Table 3-13 HDMI Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
HDMI_TX_D0	Video Data bus	3.3-V	PIN_V23
HDMI_TX_D1	Video Data bus	3.3-V	PIN_AA26
HDMI_TX_D2	Video Data bus	3.3-V	PIN_W25
HDMI_TX_D3	Video Data bus	3.3-V	PIN_W26
HDMI_TX_D4	Video Data bus	3.3-V	PIN_V24
HDMI_TX_D5	Video Data bus	3.3-V	PIN_V25
HDMI_TX_D6	Video Data bus	3.3-V	PIN_U24
HDMI_TX_D7	Video Data bus	3.3-V	PIN_T23
HDMI_TX_D8	Video Data bus	3.3-V	PIN_T24
HDMI_TX_D9	Video Data bus	3.3-V	PIN_T26
HDMI_TX_D10	Video Data bus	3.3-V	PIN_R23
HDMI_TX_D11	Video Data bus	3.3-V	PIN_R25
HDMI_TX_D12	Video Data bus	3.3-V	PIN_P22
HDMI_TX_D13	Video Data bus	3.3-V	PIN_P23

HDMI_TX_D14	Video Data bus	3.3-V	PIN_N25
HDMI_TX_D15	Video Data bus	3.3-V	PIN_P26
HDMI_TX_D16	Video Data bus	3.3-V	PIN_P21
HDMI_TX_D17	Video Data bus	3.3-V	PIN_R24
HDMI_TX_D18	Video Data bus	3.3-V	PIN_R26
HDMI_TX_D19	Video Data bus	3.3-V	PIN_AB26
HDMI_TX_D20	Video Data bus	3.3-V	PIN_AA24
HDMI_TX_D21	Video Data bus	3.3-V	PIN_AB25
HDMI_TX_D22	Video Data bus	3.3-V	PIN_AC25
HDMI_TX_D23	Video Data bus	3.3-V	PIN_AD25
HDMI_TX_CLK	Video Clock	3.3-V	PIN_AJ28
HDMI_TX_DE	Data Enable Signal for Digital Video.	3.3-V	PIN_Y26
HDMI_TX_HS	Vertical Synchronization	3.3-V	PIN_U26
HDMI_TX_VS	Horizontal Synchronization	3.3-V	PIN_U25
HDMI_TX_INT	Interrupt Signal	1.2-V	PIN_T12
I2C_SCL	I2C Clock	2.5-V	PIN_B7
I2C_SDA	I2C Data	2.5-V	PIN_G11

3.9 Audio Interface

The board provides high-quality 24-bit audio via the Analog Devices SSM2603 audio CODEC (Encoder/Decoder). This chip supports microphone-in, line-in, and line-out ports, with a sample rate adjustable from 8 kHz to 96 kHz. The SSM2603 is controlled via a serial I2C bus interface, which is connected to pins on the Cyclone V GX FPGA. A schematic diagram of the audio circuitry is shown in **Figure 3-21**. Detailed information on using the SSM2603 codec is available in its datasheet, which can be found on the manufacturer's website, or under the Datasheets\Audio CODEC folder on the Kit System CD

Table 3-14 lists the Audio Codec pin assignments and signal names relative to the Cyclone V GX device.

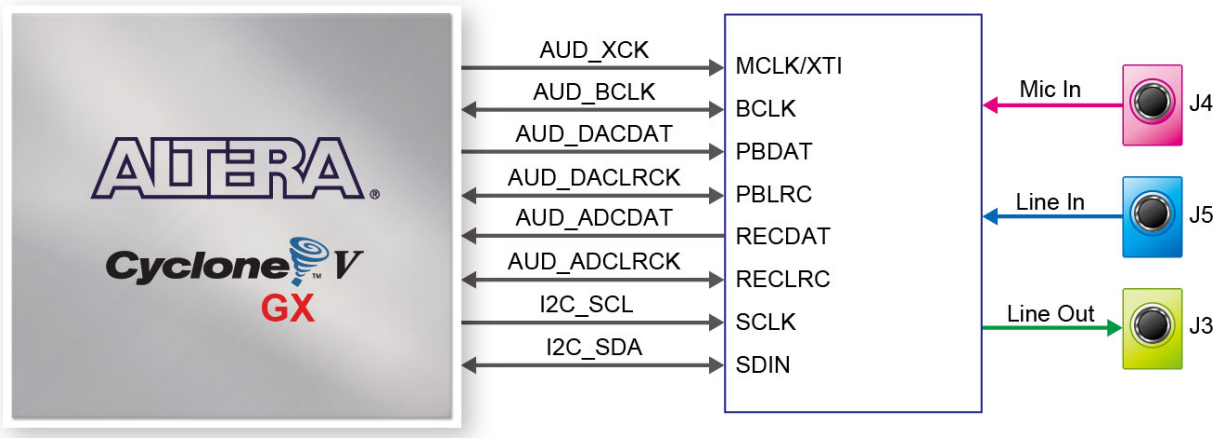


Figure 3-21 Connections between FPGA and Audio CODEC

Table 3-14 Audio CODEC Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
AUD_ADCLRCK	Audio CODEC ADC LR Clock	2.5-V	PIN_C7
AUD_ADCDAT	Audio CODEC ADC Data	2.5-V	PIN_D7
AUD_DACLRCK	Audio CODEC DAC LR Clock	2.5-V	PIN_G10
AUD_DACDAT	Audio CODEC DAC Data	2.5-V	PIN_H10
AUD_XCK	Audio CODEC Chip Clock	2.5-V	PIN_D6
AUD_BCLK	Audio CODEC Bit-Stream Clock	2.5-V	PIN_E6
I2C_SCL	I2C Clock	2.5-V	PIN_B7
I2C_SDA	I2C Data	2.5-V	PIN_G11

3.10 HSMC : High-Speed Mezzanine Card

The FPGA development board contains one HSMC connector. The HSMC connector provides a mechanism to extend the peripheral-set of an FPGA host board by means of add-on cards, which can address today's high speed signaling requirement as well as low-speed device interface support. The HSMC interfaces support JTAG, clock outputs and inputs, high-speed serial I/O (transceivers), and single-ended or differential signaling.

The HSMC interface connected to the Cyclone V GX device is a female HSMC connector having a total of 172pins, including 121 signal pins (120 signal pins +1 PSNTn pin), 39 power pins, and 12 ground pins. The HSMC connector is based on the SAMTEC 0.5 mm pitch, surface-mount QSH family of high-speed, board-to-board connectors. The Cyclone V GX device provides +12 V DC and +3.3 V DC power to the mezzanine card through the HSMC connector. Table 3-15 indicates the

maximum power consumption for the HSMC connector.

Note that the +12V DC power rail goes through a jumper (See **Figure 3-22**). The function of the jumper is to avoid cases when users no longer use the 12V power, and the power goes directly to HSMC daughter boards and thus leads to burning the FPGA I/Os.

This jumper can be found bottom-right corner near the HSMC connector. The factory default setting is "OFF", meaning the 12V power won't be available to the daughter boards. When users need to connect the daughter boards, they need to switch the jumper to "ON" position. Please see **Table 3-15** for setting details.

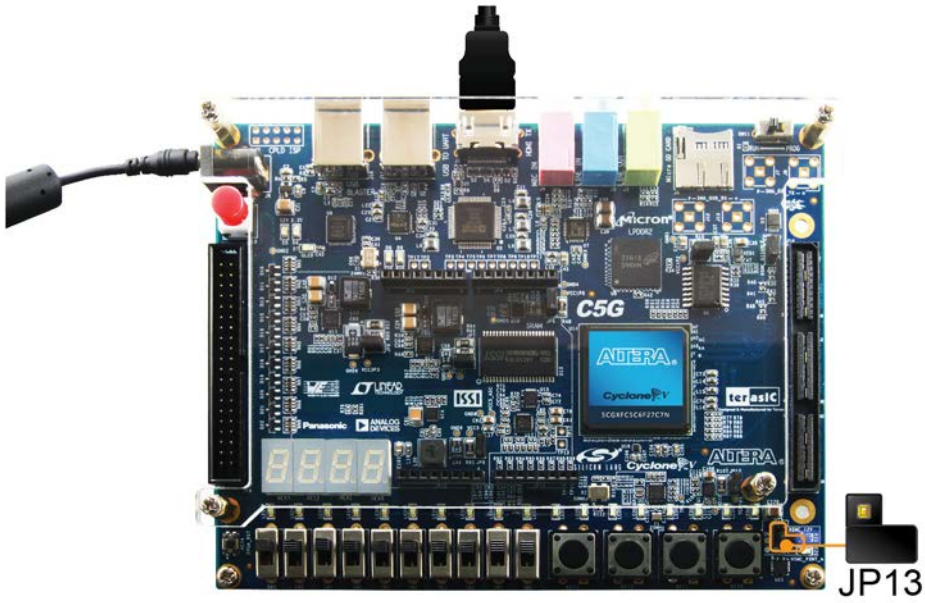
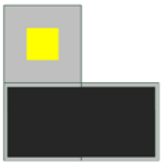
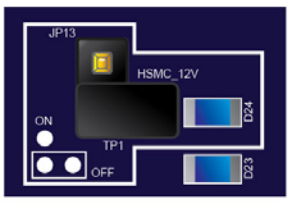
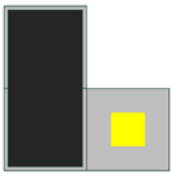
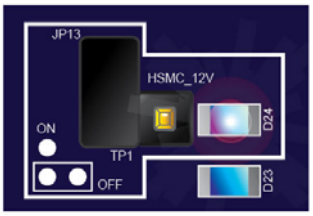


Figure 3-22 HSMC 12V Power Jump and Cyclone V GX FPGA (default OFF)

Table 3-15 HSMC 12V Power Jump Setting Indicators

Function	*Jump Position*	*Jump Position (J13)*	*LED Indicator (D24)*
HSMC 12V OFF	**J13.2 – TP1**		
HSMC 12V ON	**J13.1 – J13.2**		

There are three banks in this connector. **Figure 3-23** shows the bank arrangement of signals with respect to the SAMTEC connector. **Table 3-16** lists the mapping of the FPGA pin assignments to the HSMC connectors.

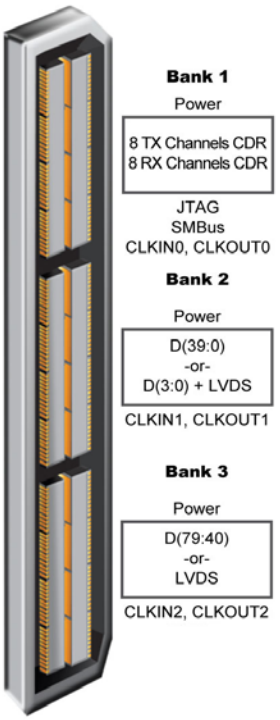


Figure 3-23 HSMC Signal Bank Diagram

Table 3-16 Power Supply of the HSMC

Supplied Voltage	*Max. Current Limit*
12V	1A
3.3V	1.5A

Table 3-17 Pin Assignments for HSMC connector

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
HSMC_CLKIN0	Dedicated clock input	2.5-V	PIN_N9
HSMC_CLKIN_n1	LVDS RX or CMOS I/O or differential clock input	2.5-V or LVDS	PIN_G14
HSMC_CLKIN_n2	LVDS RX or CMOS I/O or	2.5-V or LVDS	PIN_K9

	differential clock input		
HSMC_CLKIN_p1	LVDS RX or CMOS I/O or differential clock input	2.5-V or LVDS	PIN_G15
HSMC_CLKIN_p2	LVDS RX or CMOS I/O or differential clock input	2.5-V or LVDS	PIN_L8
HSMC_CLKOUT0	Dedicated clock output	2.5-V	PIN_A7
HSMC_CLKOUT_n1	LVDS TX or CMOS I/O or differential clock input/output	2.5-V or LVDS	PIN_A18
HSMC_CLKOUT_n2	LVDS TX or CMOS I/O or differential clock input/output	2.5-V or LVDS	PIN_A16
HSMC_CLKOUT_p1	LVDS TX or CMOS I/O or differential clock input/output	2.5-V or LVDS	PIN_A19
HSMC_CLKOUT_p2	LVDS TX or CMOS I/O or differential clock input/output	2.5-V or LVDS	PIN_A17
HSMC_D0	LVDS TX or CMOS I/O	2.5-V	PIN_D11
HSMC_D1	LVDS RX or CMOS I/O	2.5-V	PIN_H14
HSMC_D2	LVDS TX or CMOS I/O	2.5-V	PIN_D12
HSMC_D3	LVDS RX or CMOS I/O	2.5-V	PIN_H13
I2C_SCL	I2C Clock	2.5-V	PIN_B7
I2C_SDA	I2C Data	2.5-V	PIN_G11
HSMC_GXB_RX_p0	Transceiver RX bit 0	1.5-V PCML	PIN_AD2
HSMC_GXB_RX_p1	Transceiver RX bit 1	1.5-V PCML	PIN_AB2
HSMC_GXB_RX_p2	Transceiver RX bit 2	1.5-V PCML	PIN_Y2
HSMC_GXB_RX_p3	Transceiver RX bit 3	1.5-V PCML	PIN_V2
HSMC_GXB_TX_p0	Transceiver TX bit 0	1.5-V PCML	PIN_AE4
HSMC_GXB_TX_p1	Transceiver TX bit 1	1.5-V PCML	PIN_AC4
HSMC_GXB_TX_p2	Transceiver TX bit 2	1.5-V PCML	PIN_AA4
HSMC_GXB_TX_p3	Transceiver TX bit 3	1.5-V PCML	PIN_W4
HSMC_GXB_RX_n0	Transceiver RX bit 0	1.5-V PCML	PIN_AD1
HSMC_GXB_RX_n1	Transceiver RX bit 1	1.5-V PCML	PIN_AB1
HSMC_GXB_RX_n2	Transceiver RX bit 2	1.5-V PCML	PIN_Y1
HSMC_GXB_RX_n3	Transceiver RX bit 3	1.5-V PCML	PIN_V1
HSMC_GXB_TX_n0	Transceiver TX bit 0	1.5-V PCML	PIN_AE3
HSMC_GXB_TX_n1	Transceiver TX bit 1	1.5-V PCML	PIN_AC3
HSMC_GXB_TX_n2	Transceiver TX bit 2	1.5-V PCML	PIN_AA3
HSMC_GXB_TX_n3	Transceiver TX bit 3	1.5-V PCML	PIN_W3
HSMC_RX _n0	LVDS RX bit 0n or CMOS I/O	LVDS or 2.5-V	PIN_M12
HSMC_RX _n1	LVDS RX bit 1n or CMOS I/O	LVDS or 2.5-V	PIN_L11
HSMC_RX _n2	LVDS RX bit 2n or CMOS I/O	LVDS or 2.5-V	PIN_H17
HSMC_RX _n3	LVDS RX bit 3n or CMOS I/O	LVDS or 2.5-V	PIN_K11
HSMC_RX _n4	LVDS RX bit 4n or CMOS I/O	LVDS or 2.5-V	PIN_J16
HSMC_RX _n5	LVDS RX bit 5n or CMOS I/O	LVDS or 2.5-V	PIN_J11
HSMC_RX _n6	LVDS RX bit 6n or CMOS I/O	LVDS or 2.5-V	PIN_G17
HSMC_RX _n7	LVDS RX bit 7n or CMOS I/O	LVDS or 2.5-V	PIN_F12
HSMC_RX _n8	LVDS RX bit 8n or CMOS I/O	LVDS or 2.5-V	PIN_F18

HSMC_RX _n9	LVDS RX bit 9n or CMOS I/O	LVDS or 2.5-V	PIN_E15
HSMC_RX _n10	LVDS RX bit 10n or CMOS I/O	LVDS or 2.5-V	PIN_D13
HSMC_RX _n11	LVDS RX bit 11n or CMOS I/O	LVDS or 2.5-V	PIN_D15
HSMC_RX _n12	LVDS RX bit 12n or CMOS I/O	LVDS or 2.5-V	PIN_D16
HSMC_RX _n13	LVDS RX bit 13n or CMOS I/O	LVDS or 2.5-V	PIN_D17
HSMC_RX _n14	LVDS RX bit 14n or CMOS I/O	LVDS or 2.5-V	PIN_E19
HSMC_RX _n15	LVDS RX bit 15n or CMOS I/O	LVDS or 2.5-V	PIN_D20
HSMC_RX _n16	LVDS RX bit 16n or CMOS I/O	LVDS or 2.5-V	PIN_A24
HSMC_RX _p0	LVDS RX bit 0 or CMOS I/O	LVDS or 2.5-V	PIN_N12
HSMC_RX _p1	LVDS RX bit 1 or CMOS I/O	LVDS or 2.5-V	PIN_M11
HSMC_RX _p2	LVDS RX bit 2 or CMOS I/O	LVDS or 2.5-V	PIN_H18
HSMC_RX _p3	LVDS RX bit 3 or CMOS I/O	LVDS or 2.5-V	PIN_L12
HSMC_RX _p4	LVDS RX bit 4 or CMOS I/O	LVDS or 2.5-V	PIN_H15
HSMC_RX _p5	LVDS RX bit 5 or CMOS I/O	LVDS or 2.5-V	PIN_J12
HSMC_RX _p6	LVDS RX bit 6 or CMOS I/O	LVDS or 2.5-V	PIN_G16
HSMC_RX _p7	LVDS RX bit 7 or CMOS I/O	LVDS or 2.5-V	PIN_G12
HSMC_RX _p8	LVDS RX bit 8 or CMOS I/O	LVDS or 2.5-V	PIN_E18
HSMC_RX _p9	LVDS RX bit 9 or CMOS I/O	LVDS or 2.5-V	PIN_F16
HSMC_RX _p10	LVDS RX bit 10 or CMOS I/O	LVDS or 2.5-V	PIN_E13
HSMC_RX _p11	LVDS RX bit 11 or CMOS I/O	LVDS or 2.5-V	PIN_C14
HSMC_RX _p12	LVDS RX bit 12 or CMOS I/O	LVDS or 2.5-V	PIN_E16
HSMC_RX _p13	LVDS RX bit 13 or CMOS I/O	LVDS or 2.5-V	PIN_D18
HSMC_RX _p14	LVDS RX bit 14 or CMOS I/O	LVDS or 2.5-V	PIN_E20
HSMC_RX _p15	LVDS RX bit 15 or CMOS I/O	LVDS or 2.5-V	PIN_D21
HSMC_RX _p16	LVDS RX bit 16 or CMOS I/O	LVDS or 2.5-V	PIN_B24
HSMC_TX _n0	LVDS TX bit 0n or CMOS I/O	LVDS or 2.5-V	PIN_E11
HSMC_TX _n1	LVDS TX bit 1n or CMOS I/O	LVDS or 2.5-V	PIN_B9
HSMC_TX _n2	LVDS TX bit 2n or CMOS I/O	LVDS or 2.5-V	PIN_C10
HSMC_TX _n3	LVDS TX bit 3n or CMOS I/O	LVDS or 2.5-V	PIN_B11
HSMC_TX _n4	LVDS TX bit 4n or CMOS I/O	LVDS or 2.5-V	PIN_A11
HSMC_TX _n5	LVDS TX bit 5n or CMOS I/O	LVDS or 2.5-V	PIN_B19
HSMC_TX _n6	LVDS TX bit 6n or CMOS I/O	LVDS or 2.5-V	PIN_C15
HSMC_TX _n7	LVDS TX bit 7n or CMOS I/O	LVDS or 2.5-V	PIN_A21
HSMC_TX _n8	LVDS TX bit 8n or CMOS I/O	LVDS or 2.5-V	PIN_C12
HSMC_TX _n9	LVDS TX bit 9n or CMOS I/O	LVDS or 2.5-V	PIN_A9
HSMC_TX _n10	LVDS TX bit 10n or CMOS I/O	LVDS or 2.5-V	PIN_A13
HSMC_TX _n11	LVDS TX bit 11n or CMOS I/O	LVDS or 2.5-V	PIN_C22
HSMC_TX _n12	LVDS TX bit 12n or CMOS I/O	LVDS or 2.5-V	PIN_B14
HSMC_TX _n13	LVDS TX bit 13n or CMOS I/O	LVDS or 2.5-V	PIN_A22
HSMC_TX _n14	LVDS TX bit 14n or CMOS I/O	LVDS or 2.5-V	PIN_B17
HSMC_TX _n15	LVDS TX bit 15n or CMOS I/O	LVDS or 2.5-V	PIN_C18
HSMC_TX _n16	LVDS TX bit 16n or CMOS I/O	LVDS or 2.5-V	PIN_B20
HSMC_TX _p0	LVDS TX bit 0 or CMOS I/O	LVDS or 2.5-V	PIN_E10
HSMC_TX _p1	LVDS TX bit 1 or CMOS I/O	LVDS or 2.5-V	PIN_C9
HSMC_TX _p2	LVDS TX bit 2 or CMOS I/O	LVDS or 2.5-V	PIN_D10

HSMC_TX _p3	LVDS TX bit 3 or CMOS I/O	LVDS or 2.5-V	PIN_A12
HSMC_TX _p4	LVDS TX bit 4 or CMOS I/O	LVDS or 2.5-V	PIN_B10
HSMC_TX _p5	LVDS TX bit 5 or CMOS I/O	LVDS or 2.5-V	PIN_C20
HSMC_TX _p6	LVDS TX bit 6 or CMOS I/O	LVDS or 2.5-V	PIN_B15
HSMC_TX _p7	LVDS TX bit 7 or CMOS I/O	LVDS or 2.5-V	PIN_B22
HSMC_TX _p8	LVDS TX bit 8 or CMOS I/O	LVDS or 2.5-V	PIN_C13
HSMC_TX _p9	LVDS TX bit 9 or CMOS I/O	LVDS or 2.5-V	PIN_A8
HSMC_TX _p10	LVDS TX bit 10 or CMOS I/O	LVDS or 2.5-V	PIN_B12
HSMC_TX _p11	LVDS TX bit 11 or CMOS I/O	LVDS or 2.5-V	PIN_C23
HSMC_TX _p12	LVDS TX bit 12 or CMOS I/O	LVDS or 2.5-V	PIN_A14
HSMC_TX _p13	LVDS TX bit 13 or CMOS I/O	LVDS or 2.5-V	PIN_A23
HSMC_TX _p14	LVDS TX bit 14 or CMOS I/O	LVDS or 2.5-V	PIN_C17
HSMC_TX _p15	LVDS TX bit 15 or CMOS I/O	LVDS or 2.5-V	PIN_C19
HSMC_TX _p16	LVDS TX bit 16 or CMOS I/O	LVDS or 2.5-V	PIN_B21

3.11 Using the 2x20 GPIO Expansion Header

The board provides one 40-pin expansion header (GPIO) and one Arduino Uno R2 expansion header. These two kinds of expansion headers share parts of the IO. In addition, GPIO share I/O with 7-Segment Display. Please refer to **Figure 3-24**. for detailed connections and block diagrams.

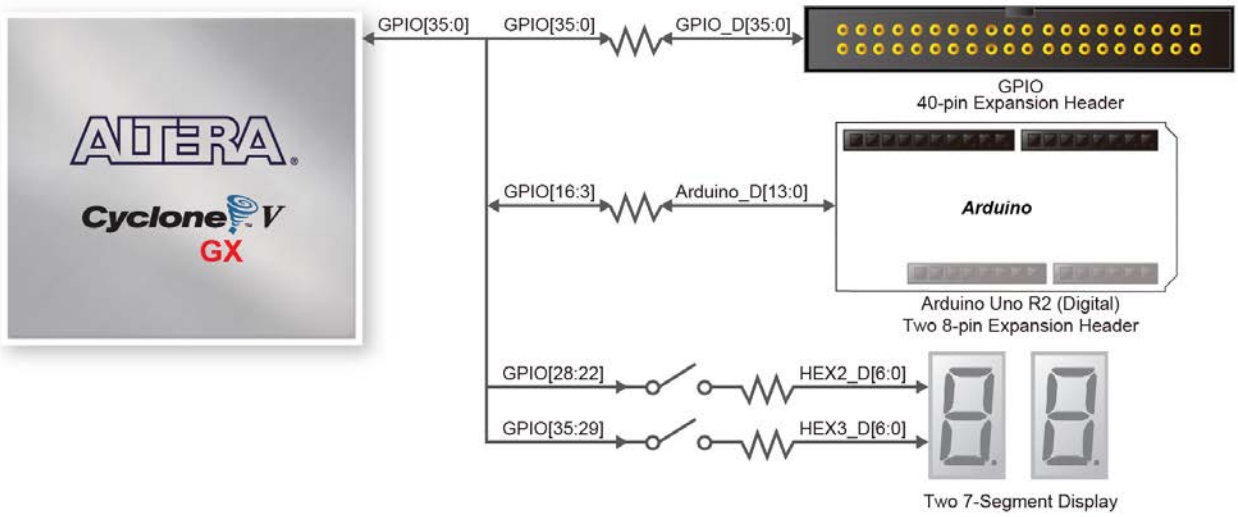


Figure 3-24 Connections between FPGA / GPIO / Arduino and 7-Segment display (share bus)

Now we introduce the 40-pin expansion header (GPIO) and Arduino Uno R2 expansion header.

■ 40-pin Expansion Header

The 40-pin header connects directly to 36 pins of the Cyclone V GX FPGA, and also provides DC +5V (VCC5), DC +3.3V (VCC3P3), and two GND pins. **Figure 3-25** shows the I/O distribution of the GPIO connector. The maximum power consumption of the daughter card that connects to GPIO port is shown in **Table 3-18**. **Table 3-19** shows all the pin assignments of the GPIO connector and Share pin.

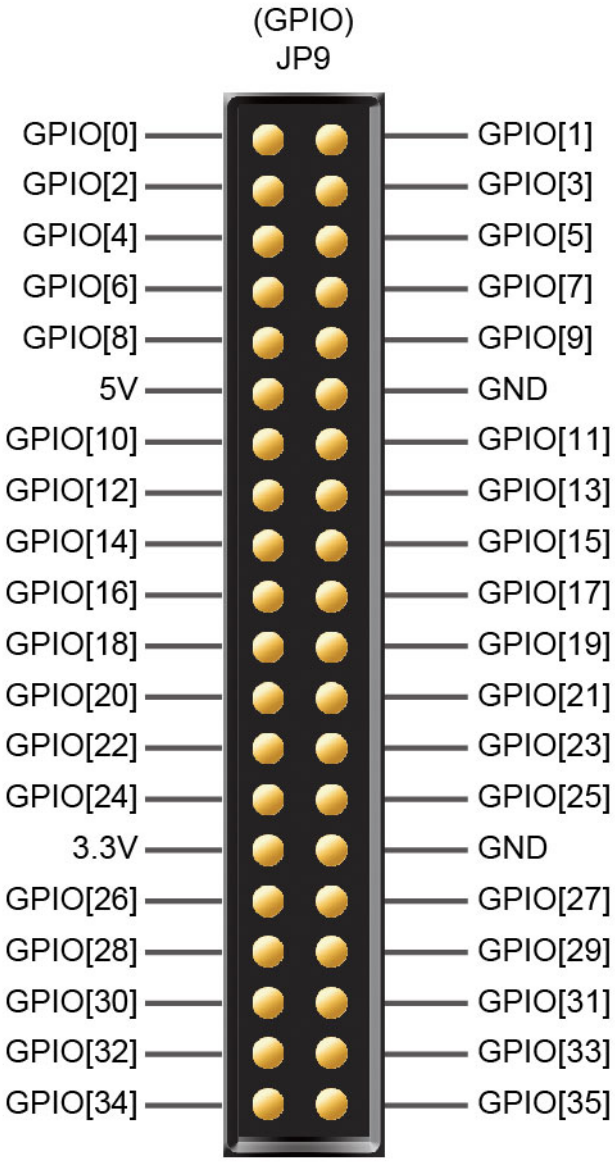


Figure 3-25 GPIO Pin Arrangement

Table 3-18 Power Supply of the Expansion Header

Supplied Voltage	*Max. Current Limit*
5V	**1A**
3.3V	**1.5A**

Each pin on the expansion headers is connected to two diodes and a resistor that provides protection against high and low voltages. **Figure 3-26** shows the protection circuitry for only one of the pin on the header, but this circuitry is applied for all 36 data pins.

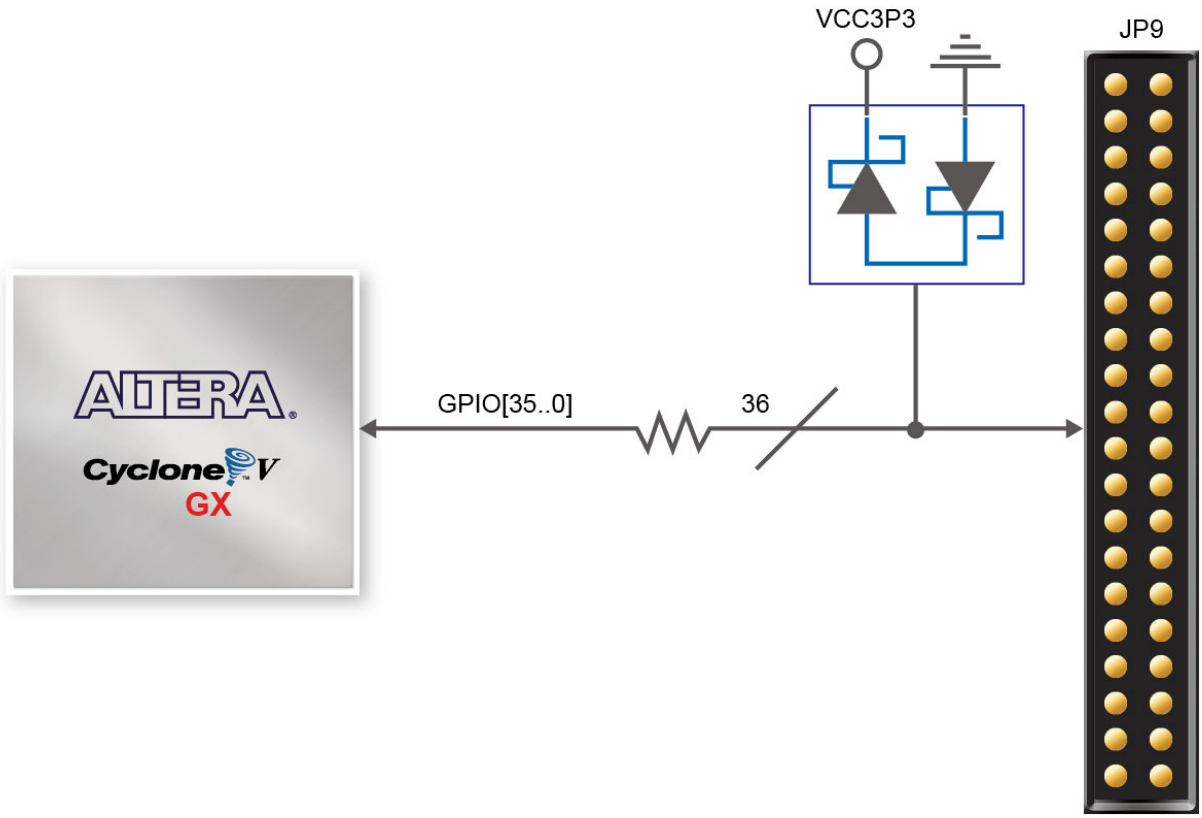


Figure 3-26 Connections between the GPIO connector and Cyclone V GX FPGA

Table 3-19 Pin Assignments for 40-pin Expansion Header connector and share bus signal.

Schematic Signal Name	*Share Bus Signal Name*	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
GPIO0		GPIO DATA[0] , Dedicated Clock Input	3.3-V	PIN_T21
GPIO1		GPIO DATA[1]	3.3-V	PIN_D26
GPIO2		GPIO DATA[2] , Dedicated Clock Input	3.3-V	PIN_K25
GPIO3	Arduino_IO0	GPIO DATA[3] , Arduino IO0	3.3-V	PIN_E26
GPIO4	Arduino_IO1	GPIO DATA[4] , Arduino IO1	3.3-V	PIN_K26
GPIO5	Arduino_IO2	GPIO DATA[5] , Arduino IO2	3.3-V	PIN_M26
GPIO6	Arduino_IO3	GPIO DATA[6] , Arduino IO3	3.3-V	PIN_M21
GPIO7	Arduino_IO4	GPIO DATA[7] , Arduino IO4	3.3-V	PIN_P20
GPIO8	Arduino_IO5	GPIO DATA[8] , Arduino IO5	3.3-V	PIN_T22
GPIO9	Arduino_IO6	GPIO DATA[9] , Arduino IO6	3.3-V	PIN_T19
GPIO10	Arduino_IO7	GPIO DATA[10] , Arduino IO7	3.3-V	PIN_U19

GPIO11	Arduino_IO8	GPIO DATA[11] , Arduino IO8	3.3-V	PIN_U22
GPIO12	Arduino_IO9	GPIO DATA[12] , Arduino IO9	3.3-V	PIN_P8
GPIO13	Arduino_IO10	GPIO DATA[13] , Arduino IO10	3.3-V	PIN_R8
GPIO14	Arduino_IO11	GPIO DATA[14] , Arduino IO11	3.3-V	PIN_R9
GPIO15	Arduino_IO12	GPIO DATA[15] , Arduino IO12	3.3-V	PIN_R10
GPIO16	Arduino_IO13	GPIO DATA[16] , Arduino IO13, PLL Clock output	3.3-V	PIN_F26
GPIO17		GPIO DATA[17]	3.3-V	PIN_Y9
GPIO18		GPIO DATA[18] , PLL Clock output	3.3-V	PIN_G26
GPIO19		GPIO DATA[19]	3.3-V	PIN_Y8
GPIO20		GPIO DATA[20]	3.3-V	PIN_AA7
GPIO21		GPIO DATA[21]	3.3-V	PIN_AA6
GPIO22	HEX2_D0	GPIO DATA[22]	3.3-V	PIN_AD7
GPIO23	HEX2_D1	GPIO DATA[23]	3.3-V	PIN_AD6
GPIO24	HEX2_D2	GPIO DATA[24]	3.3-V	PIN_U20
GPIO25	HEX2_D3	GPIO DATA[25]	3.3-V	PIN_V22
GPIO26	HEX2_D4	GPIO DATA[26]	3.3-V	PIN_V20
GPIO27	HEX2_D5	GPIO DATA[27]	3.3-V	PIN_W21
GPIO28	HEX2_D6	GPIO DATA[28]	3.3-V	PIN_W20
GPIO29	HEX3_D0	GPIO DATA[29]	3.3-V	PIN_Y24
GPIO30	HEX3_D1	GPIO DATA[30]	3.3-V	PIN_Y23
GPIO31	HEX3_D2	GPIO DATA[31]	3.3-V	PIN_AA23
GPIO32	HEX3_D3	GPIO DATA[32]	3.3-V	PIN_AA22
GPIO33	HEX3_D4	GPIO DATA[33]	3.3-V	PIN_AC24
GPIO34	HEX3_D5	GPIO DATA[34]	3.3-V	PIN_AC23
GPIO35	HEX3_D6	GPIO DATA[35]	3.3-V	PIN_AC22

■ Arduino Uno Expansion Header

The board provides Arduino Uno revision 2 compatibility expansion header which comes with four independent headers. The headers connect serial resistor 47 ohm to 15 pins (14pins GPIO and 1pin Reset) of the Cyclone V GX FPGA, 8-pins Analog input connects to ADC, and also provides DC +12V (VCC12), DC +5V (VCC5), DC +3.3V (VCC3P3), and three GND pins.
Please refer to **Figure 3-27**. for detailed pin-out information. The red font in **Figure 3-28** represents the signal name (shared bus) connected to FPGA.

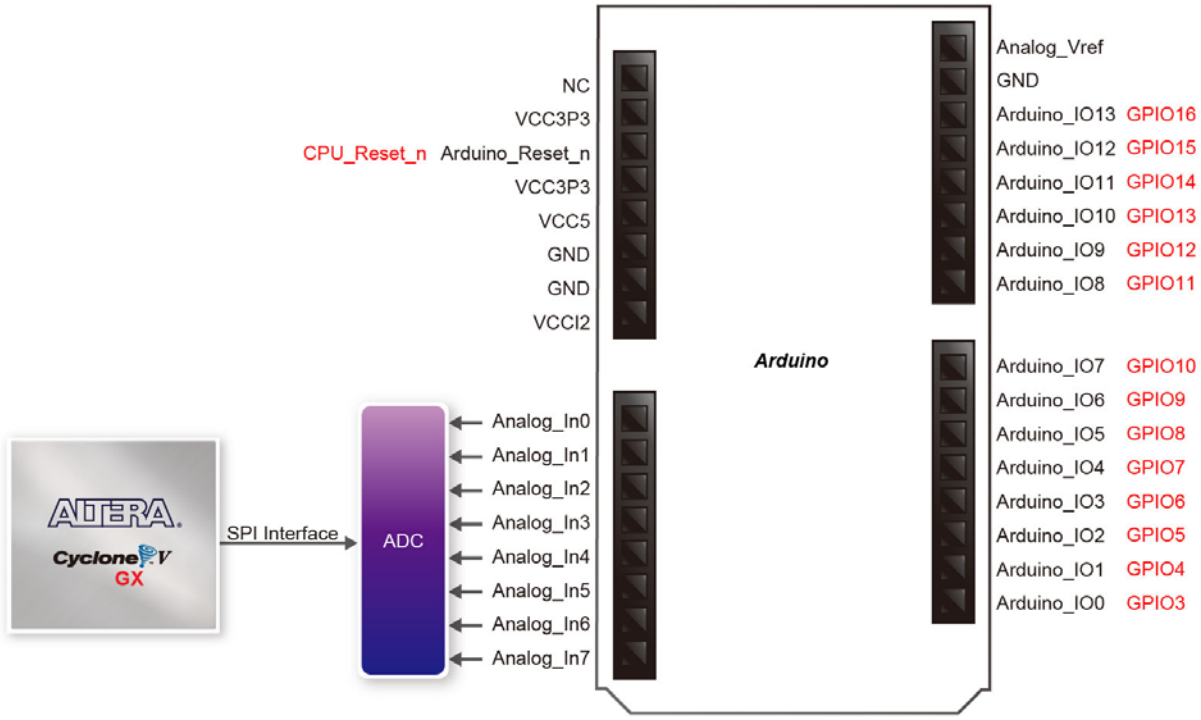


Figure 3-27 Arduino Pin Arrangement and Connections.

Table 3-20 lists the all the pin assignments of the Arduino Uno connector (digital), signal names relative to the Cyclone V GX device.

Table 3-20 Pin Assignments for Arduino Uno Expansion Header connector

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
Arduino_IO0	Arduino IO0	3.3-V	PIN_E26
Arduino_IO1	Arduino IO1	3.3-V	PIN_K26
Arduino_IO2	Arduino IO2	3.3-V	PIN_M26
Arduino_IO3	Arduino IO3	3.3-V	PIN_M21
Arduino_IO4	Arduino IO4	3.3-V	PIN_P20
Arduino_IO5	Arduino IO5	3.3-V	PIN_T22
Arduino_IO6	Arduino IO6	3.3-V	PIN_T19
Arduino_IO7	Arduino IO7	3.3-V	PIN_U19
Arduino_IO8	Arduino IO8	3.3-V	PIN_U22
Arduino_IO9	Arduino IO9	3.3-V	PIN_P8
Arduino_IO10	Arduino IO10	3.3-V	PIN_R8
Arduino_IO11	Arduino IO11	3.3-V	PIN_R9
Arduino_IO12	Arduino IO12	3.3-V	PIN_R10
Arduino_IO13	Arduino IO13	3.3-V	PIN_F26
Arduino_Reset_n	Reset signal, low active.	3.3-V	PIN_AB24

Besides 14 pins for digitial GPIO, there are also 8 analog inputs on the Arduino Uno Expansion Header. Consequently, we use ADC LTC2308 from Linear Technology on the board for possible future analog-to-digital applications.

The LTC2308 is a low noise, 500ksps, 8-channel, 12-bit ADC with an SPI/MICROWIRE compatible serial interface. This ADC includes an internal reference and a fully differential sample-and-hold circuit to reduce common mode noise. The internal conversion clock allows the external serial output data clock (SCK) to operate at any frequency up to 40MHz.

The LTC2308 is controlled via a serial SPI bus interface, which is connected to pins on the Cyclone V GX FPGA. A schematic diagram of the ADC circuitry is shown in **Figure 3-28**. Detailed information for using the LTC2308 is available in its datasheet, which can be found on the manufacturer's website, or under the Datasheets\ADC folder on the Kit System CD

Table 3-21 lists the ADC SPI Interface pin assignments, signal names relative to the Cyclone V GX device.

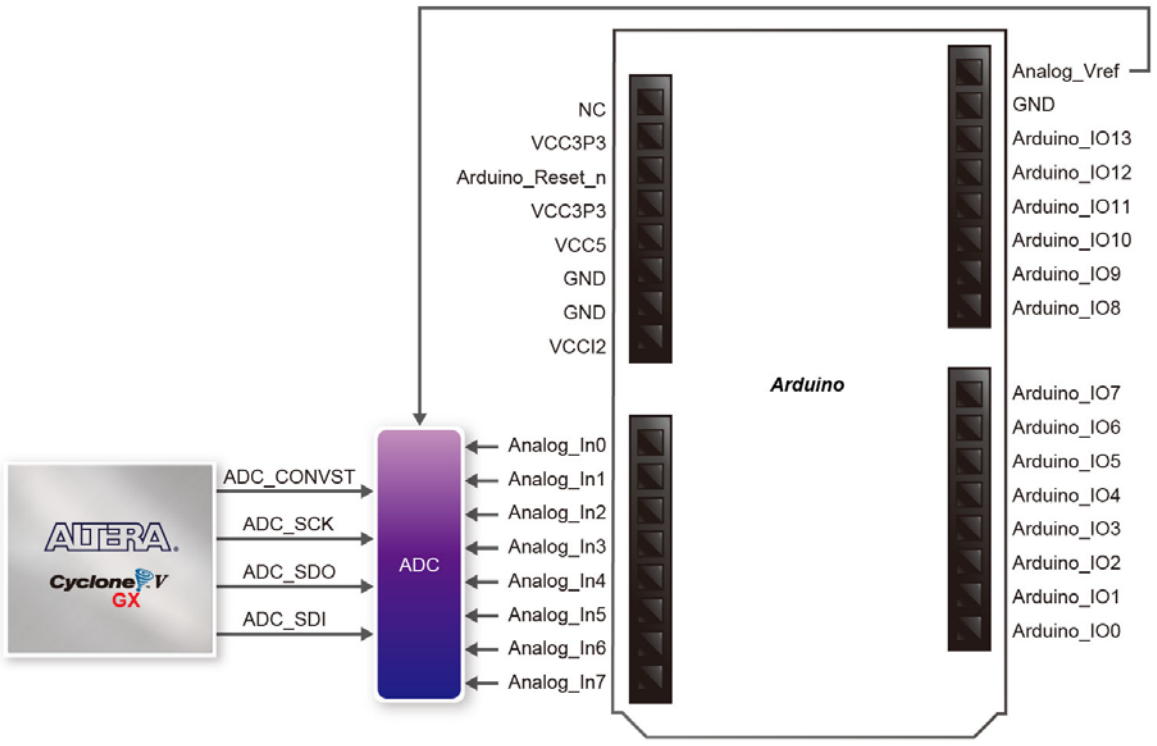


Figure 3-28 Arduino Analog input (ADC) Pin Arrangement and Connections

Table 3-21 ADC SPI Interface Pin Assignments, Schematic Signal Names, and Functions

Schematic Signal Name	*Description*	*I/O Standard*	*Cyclone V GX Pin Number*
ADC_CONVST	Conversion Start	1.2-V	PIN_AB22
ADC_SCK	Serial Data Clock	1.2-V	PIN_AA21
ADC_SDI	Serial Data Input (FPGA to ADC)	1.2-V	PIN_Y10
ADC_SDO	Serial Data Out (ADC to FPGA)	1.2-V	PIN_W10

Chapter 4

System Builder

This chapter describes how users can create a custom design project on the board by using the Software Tool of Cyclone V GX Starter Kit – C5G System Builder.

4.1 Introduction

The C5G System Builder is a Windows-based software utility, designed to assist users to create a Quartus II project for the board within minutes. The generated Quartus II project files include:

- Quartus II Project File (.qpf)
- Quartus II Setting File (.qsf)
- Top-Level Design File (.v)
- Synopsis Design Constraints file (.sdc)
- Pin Assignment Document (.htm)

By providing the above files, the SoCKit System Builder prevents occurrence of situations that are prone to errors when users manually edit the top-level design file or place pin assignments. The common mistakes that users encounter are the following:

1. Board damage due to wrong pin/bank voltage assignments.
2. Board malfunction caused by wrong device connections or missing pin counts for connected ends.
3. Performance degeneration due to improper pin assignments.

4.2 General Design Flow

This section will introduce the general design flow to build a project for the development board via the SoCKit System Builder. The general design flow is illustrated in **Figure 4-1**.

Users should launch the C5G System Builder and create a new project according to their design requirements. When users complete the settings, the C5G System Builder will generate two major files, a top-level design file (.v) and a Quartus II setting file (.qsf).

The top-level design file contains top-level Verilog HDL wrapper for users to add their own

design/logic. The Quartus II setting file contains information such as FPGA device type, top-level pin assignment, and the I/O standard for each user-defined I/O pin.

Finally, the Quartus II programmer must be used to download SOF file to the development board using a JTAG interface.

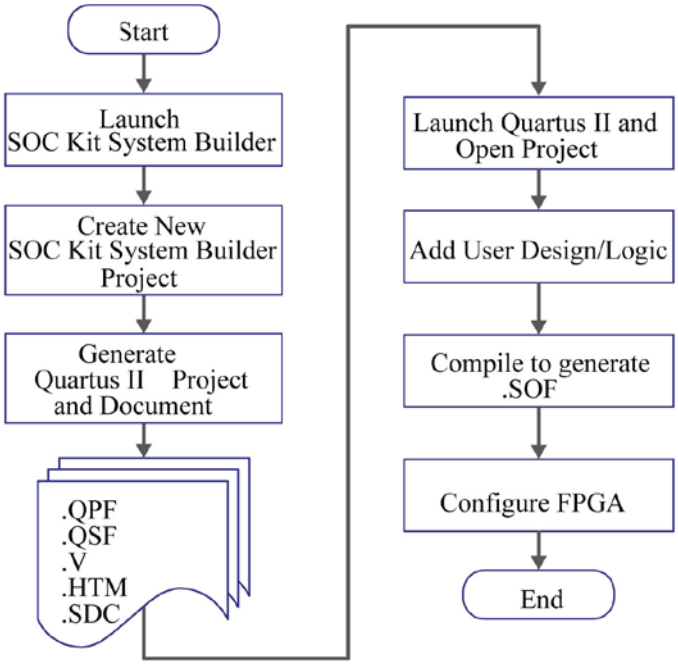


Figure 4-1 The general design flow of building a design

4.3 Using C5G System Builder

This section provides the detailed procedures on how the C5G System Builder is used.

■ Install and launch the C5G System Builder

The C5G System Builder is located in the directory: *"Tools\SystemBuilder"* on the Cyclone V GX Starter Kit System CD. Users can copy the whole folder to a host computer without installing the utility. Launch the C5G System Builder by executing the C5G_SystemBuilder.exe on the host computer and the GUI window will appear as shown in **Figure 4-2**.

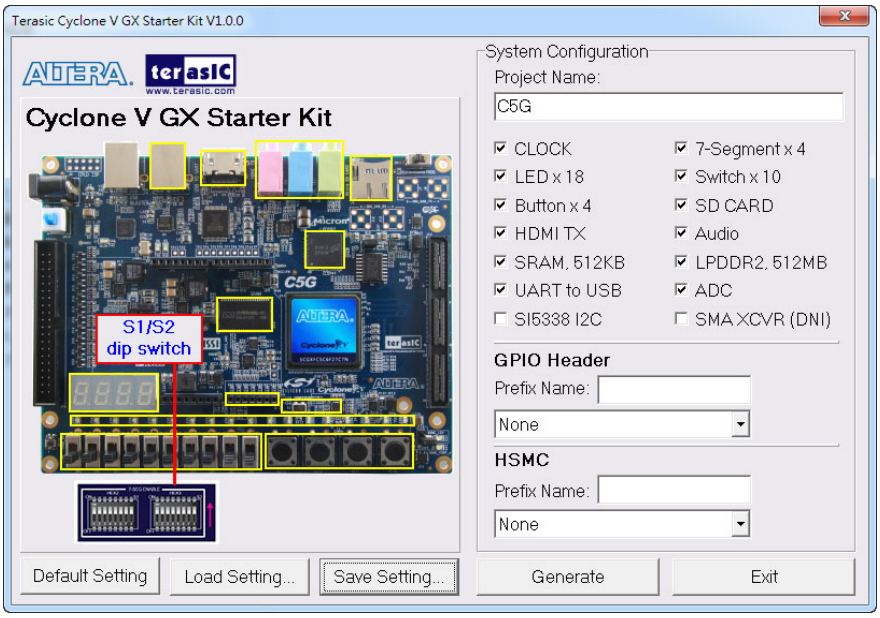


Figure 4-2 The SoCKit System Builder window

■ Input Project Name

Input project name as show in **Figure 4-3.**

Project Name: Type in an appropriate name here, it will automatically be assigned as the name of your top-level design entity.

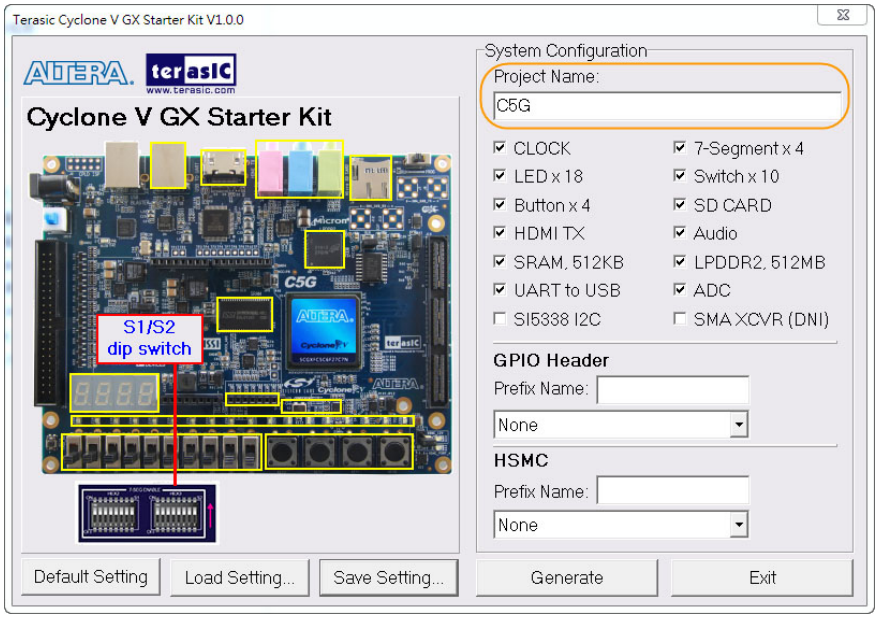


Figure 4-3 Board Type and Project Name

■ System Configuration

Under the System Configuration users are given the flexibility of enabling their choice of included components on the board as shown in **Figure 4-4**. Each component of the board is listed where users can enable or disable a component according to their design by simply marking a check or removing the check in the field provided. If the component is enabled, the C5G System Builder will automatically generate the associated pin assignments including the pin name, pin location, pin direction, and I/O standard.

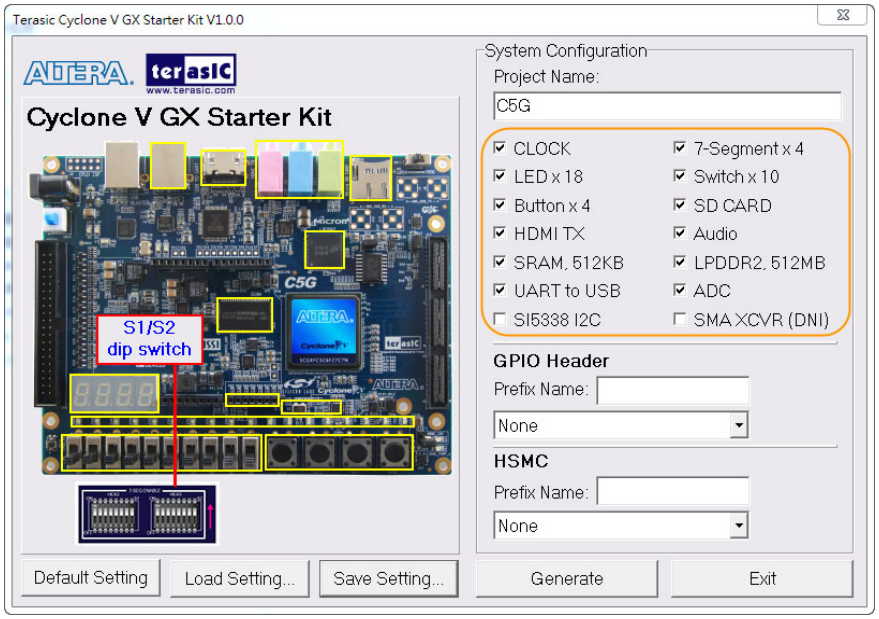


Figure 4-4 System Configuration Group

■ GPIO Expansion

Users can connect GPIO daughter cards onto the GPIO connector located on the development board. As shown in **Figure 4-4,** select the daughter card you wish to add to your design under the appropriate HSMC connector to which the daughter card is connected. The System Builder will automatically generate the associated pin assignment including pin name, pin location, pin direction, and I/O standard.

Note, the GPIO header share bus with 7-segments HEX3 and HEX2. So, when GPIO header is used, the 7-segments only HEX0 and HEX1 are available as shown in "7-Segment x2" in **Figure 4-5**. Also, in physically, users need to setup S1 and S2 dip switch to off position as shown in **Figure 4-5**. The S1 and S2 are located in the back of the Cyclone V GX starter board.

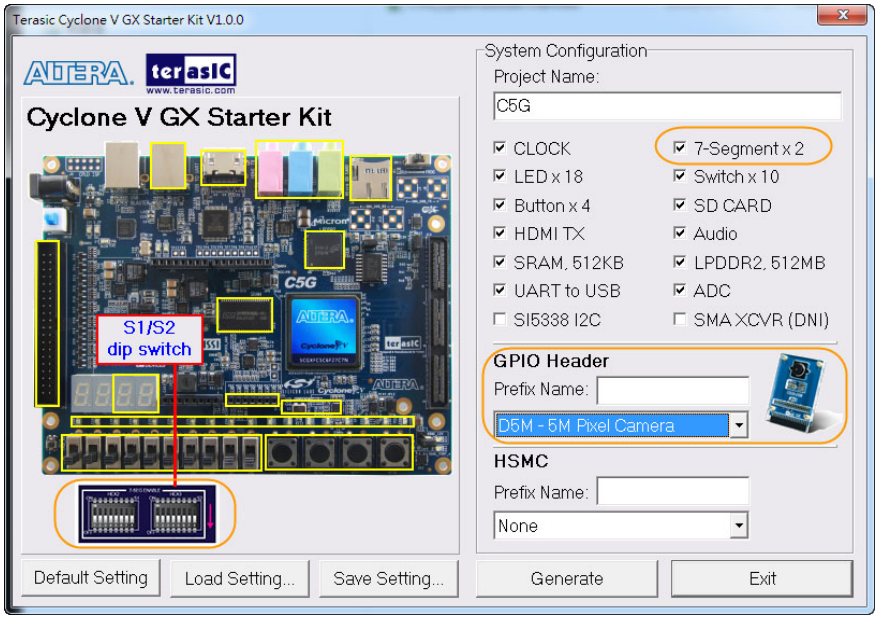


Figure 4-5 GPIO Expansion

The “Prefix Name” is an optional feature that denotes the pin name of the daughter card assigned in your design. Users may leave this field empty.

■ Arduino Expansion

Users can connect Arduino daughter cards onto the Arduino connector located on the development board. As shown in **Figure 4-6,** select the "Arduino Digital" and check the "ADC" item. The System Builder will automatically generate the associated pin assignment including pin name, pin location, pin direction, and I/O standard.

Note, the Arduino header does not share pin with 7-segments HEX3 and HE2, so users don't need to set S1/S2 to OFF position.

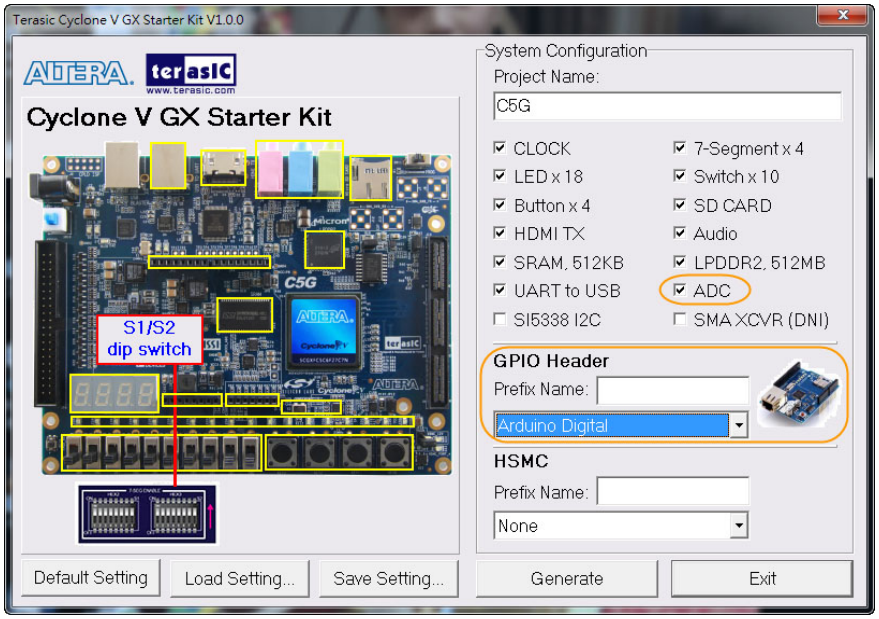


Figure 4-6 Arduino Expansion

■ HSMC Expansion

Users can connect HSMC daughter cards onto the HSMC connector located on the development board. As shown in **Figure 4-7,** select the daughter card you wish to add to your design under the appropriate HSMC connector to which the daughter card is connected. The System Builder will automatically generate the associated pin assignment including pin name, pin location, pin direction, and I/O standard.

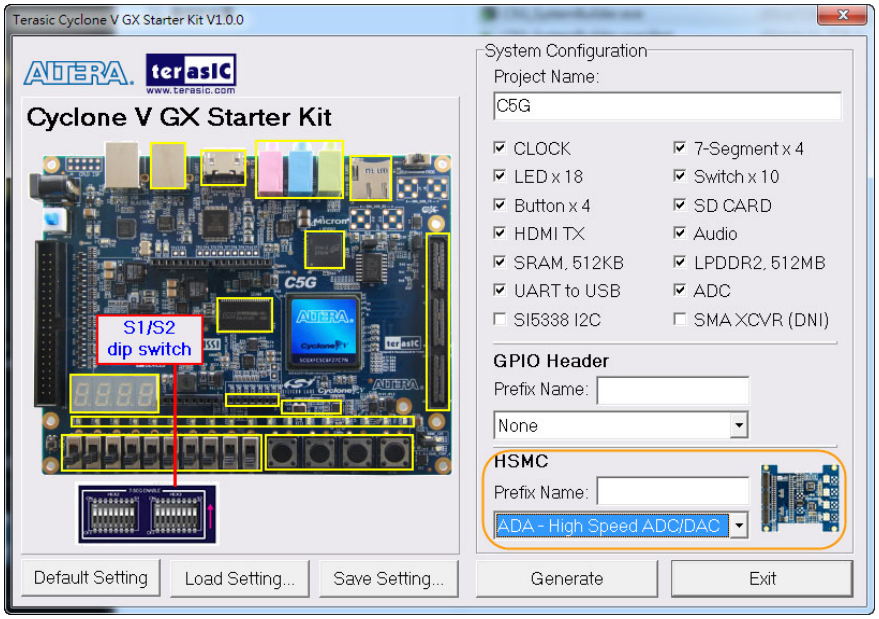


Figure 4-7 HSMC Expansion

The “Prefix Name” is an optional feature that denotes the pin name of the daughter card assigned in your design. Users may leave this field empty.

■ Project Setting Management

The C5G System Builder also provides functions to restore default setting, loading a setting, and saving users’ board configuration file shown in **Figure 4-8**. Users can save the current board configuration information into a .cfg file and load it to the C5G System Builder.

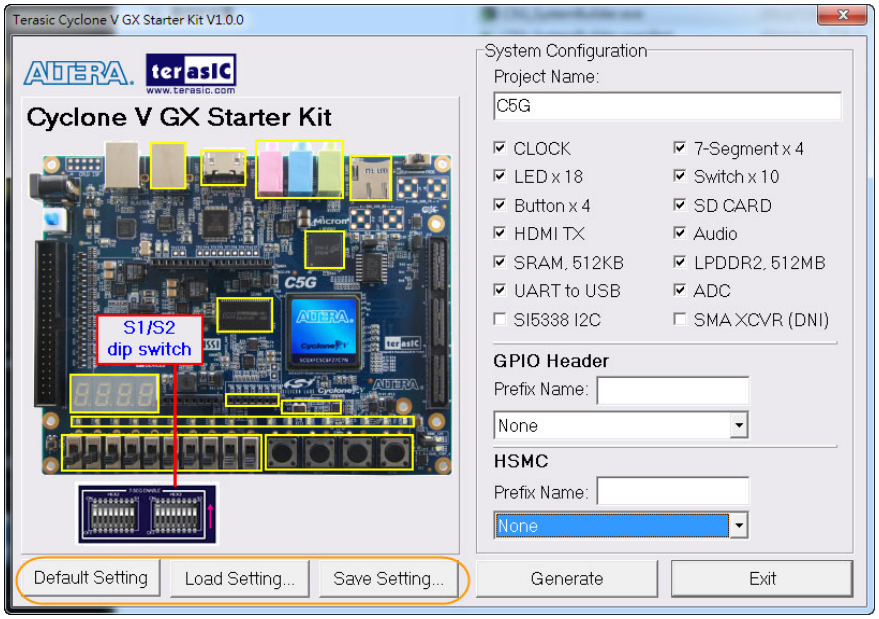


Figure 4-8 Project Settings

■ Project Generation

When users press the *Generate* button, the C5G System Builder will generate the corresponding Quartus II files and documents as listed in the Table 4-1:

Table 4-1 The files generated by C5G System Builder

No.	*Filename*	*Description*
1	<Project name>.v	Top level Verilog HDL file for Quartus II
2	<Project name>.qpf	Quartus II Project File
3	<Project name>.qsf	Quartus II Setting File
4	<Project name>.sdc	Synopsis Design Constraints file for Quartus II
5	<Project name>.htm	Pin Assignment Document

Users can use Quartus II software to add custom logic into the project and compile the project to generate the SRAM Object File (.sof).

Chapter 5

RTL Based Example Codes

This chapter provides a number of RTL based example codes designed for the starter board. All of the associated files can be found in the *Demonstrations* folder on the System CD.

5.1 Factory Configuration

The C5G board is shipped from the factory with a default configuration bit-stream that demonstrates some of the basic features of the board. The setup required for this demonstration, and the locations of its files are shown below.

■ Demonstration File Locations

- Project directory: C5G_Default
- Bit stream used: C5G_Default.sof

■ Demonstration Setup and Instructions

- Power on the C5G board.
- You should now be able to observe that LEDs and 7 SEGs are flashing.
- Press CPU_RESET_n to make LEDs and 7 SEGs all light on.
- Optionally connect a HDMI display to the HDMI connector. When connected, the HDMI display should show a color picture
- Optionally connect a powered speaker to the stereo audio-out jack and press KEY1 to hear a 1 kHz humming sound from the audio-out port.
- The Verilog HDL source code for this demonstration is provided in the *C5G_Default folder*, which also includes the necessary files for the corresponding Quartus II project. The top-level Verilog HDL file, called C5G_Default.v, can be used as a template for other projects, because it defines ports that correspond to all of the user-accessible pins on the Cyclone V FPGA.

■ Restore Factory Configuration

- Ensure that power is applied to the C5G board.
- Connect the supplied USB cable to the USB Blaster port on the C5G board.
- Configure the JTAG programming circuit by setting the RUN/PROG slide switch (SW11) to the PROG position.
- Execute the demo batch file " pof_C5G_Default.*bat*" for USB-Blaster under the batch file folder,C5G_Default/demo_batch.
- Once the programming operation is finished, set the RUN/PROG slide switch back to the RUN position and then reset the board by turning the power switch off and back on; this action causes the new configuration data in the EPCQ256 device to be loaded into the FPGA chip.

5.2 LPDDR2 SDRAM RTL Test

This demonstration presents a memory test function on the bank of LPDDR2-SDRAM on the C5G board. The memory size of the LPDDR2 SDRAM bank is 512MB.

■ Function Block Diagram

Figure 5-1 shows the function block diagram of this demonstration. The controller uses 125 MHz as a reference clock, generates one 330 MHz clock as memory clock, and generates one full-rate system clock 330MHz for the controller itself.

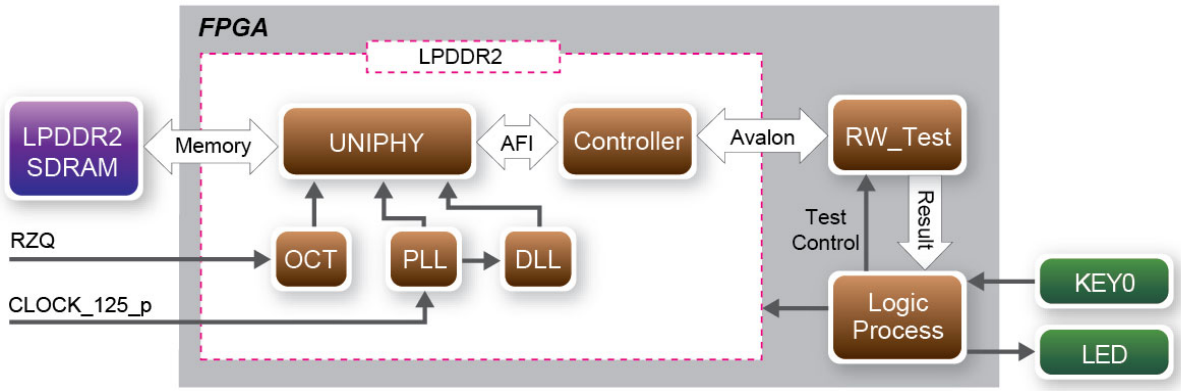


Figure 5-1 Block Diagram of the LPDDR2 SDRAM (512MB) Demonstration

RW_test modules read and write the entire memory space of the LPDDR2 through the Avalon interface of the controller. In this project, the Avalon bus read/write test module will first write the entire memory and then compare the read back data with the regenerated data (the same sequence as the write data). KEY0 will trigger test control signals for the LPDDR2, and the LEDs will indicate the test results according to Table 5-1.

■ Altera LPDDR2 SDRAM Controller with UniPHY

To use the Altera LPDDR2 controller, users need to perform three major steps:

1. Create correct pin assignments for the LPDDR2.
2. Setup correct parameters in LPDDR2 controller dialog.
3. Perform "Analysis and Synthesis" by selecting from the Quartus II menu: Process→Start→Start Analysis & Synthesis.
4. Run the TCL files generated by LPDDR2 IP by selecting from the Quartus II menu: Tools→TCL Scripts…

■ Design Tools

- 64-Bit Quartus 13.0

■ Demonstration Source Code

- Project directory: C5G_LPDDR2_RTL_Test
- Bit stream used: C5G_LPDDR2_RTL_Test.sof

■ Demonstration Batch File

Demo Batch File Folder: *C5G_LPDDR2_RTL_Test \demo_batch*

The demo batch file includes following files:

- Batch File: C5G_LPDDR2_RTL_Test.bat
- FPGA Configure File: C5G_LPDDR2_RTL_Test.sof

■ Demonstration Setup

- Make sure Quartus II is installed on your PC.
- Connect the USB cable to the USB Blaster connector (J10) on the C5G board and host PC.
- Power on the C5G board.
- Execute the demo batch file " C5G_LPDDR2_RTL_Test.bat" under the batch file folder, C5G_LPDDR2_RTL_Test \demo_batch.
- Press **KEY0** on the **C5G** board to start the verification process. When **KEY0** is pressed, the **LEDs** (**LEDG** [2:0]) should turn on. At the instant of releasing **KEY0**, **LEDG1**, **LEDG2** should start blinking. After approximately 25 seconds, **LEDG1** should stop blinking and stay on to indicate that the LPDDR2 has passed the test, respectively. **Table 5-1** lists the **LED** indicators.
- If **LEDG2** is not blinking, it means 50MHz clock source is not working.
- If **LEDG1** do not start blinking after releasing KEY0, it indicates local_init_done or local_cal_success of the corresponding LPDDR2 failed.
- If **LEDG1** fail to remain on after 25 seconds, the corresponding LPDDR2 test has failed.

- Press **KEY0** again to regenerate the test control signals for a repeat test.

Table 5-1 LED Indicators

Table 5-2NAME	Description
LEDG0	Reset
LEDG1	If light, LPDDR2 test pass
LEDG2	Blinks

Chapter 6

NIOS-II Based Example Codes

This chapter provides a number of NIOS-II bases example codes designed for the starter board. These examples provide demonstrations of the major features which connected to FPGA interface on the board, such as audio, video, uart to usb, sdcard, sram, lpddr2 adn HDMI. All of the associated files can be found in the *Demonstrations* folder on the System CD.

6.1 SRAM

This demonstration presents a memory test function of SRAM on the C5G board. The memory size of the SRAM is 512KB.

- **System Block Diagram**

Figure 6-1 shows the system block diagram of this demonstration. The system requires a 100 MHz clock provided from the board. In the Qsys, Nios II and the On-Chip Memory are designed running with the 100MHz clock, and the Nios II program is running in the on-chip memory.

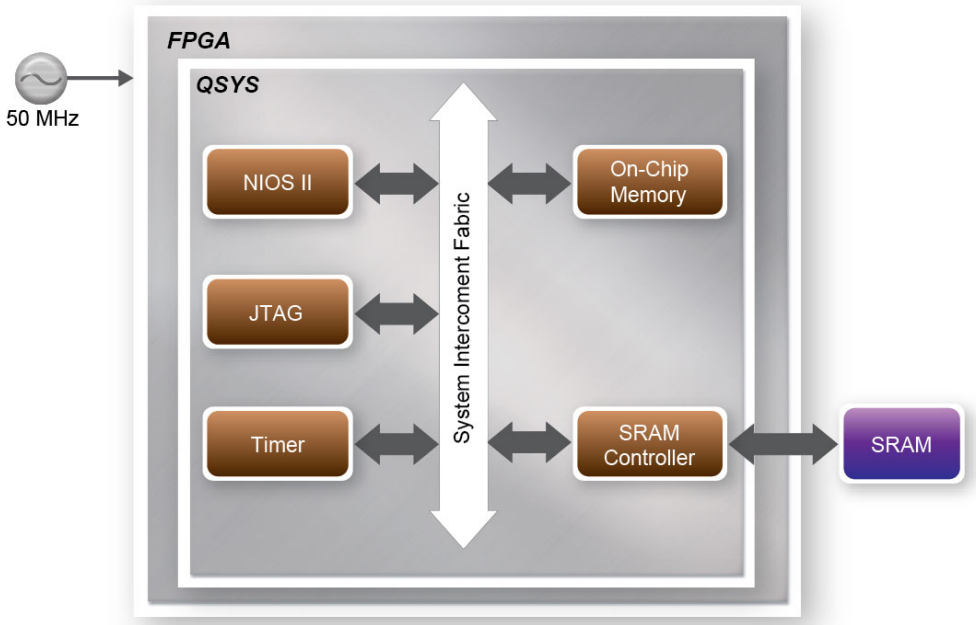


Figure 6-1 Block diagram of the SRAM Basic Demonstration

The system flow is controlled by a Nios II program. First, the Nios II program writes test patterns into the whole 512KB of SRAM. Then, it calls Nios II system function, alt_dache_flush_all, to make sure all data has been written to SRAM. Finally, it reads data from SRAM for data verification. The program will show progress in JTAG-Terminal when writing/reading data to/from the SRAM. When verification process is completed, the result is displayed in the JTAG-Terminal.

■ Design Tools

- Quartus II 13.0
- Nios II Eclipse 13.0

■ Demonstration Source Code

- Quartus Project directory: C5G_SRAM
- Nios II Eclipse: *C5G_SRAM\Software*

■ Nios II Project Compilation

Before you attempt to compile the reference design under Nios II Eclipse, make sure the project is cleaned first by clicking ‘Clean’ from the ‘Project’ menu of Nios II Eclipse.

■ Demonstration Batch File

Demo Batch File Folder:
C5G_SRAM \demo_batch

The demo batch file includes following files:

- Batch File for USB-Blaster : *C5G_SRAM*.bat, *C5G_SRAM*. sh
- FPGA Configure File : *C5G_SRAM.sof*
- Nios II Program: *C5G_SRAM.elf*

■ Demonstration Setup

- Make sure Quartus II and Nios II are installed on your PC.
- Power on the C5G board.

Use USB cable to connect PC and the C5G board (J10) and install USB Blaster driver if necessary.

- Execute the demo batch file " *C5G_SRAM.bat*" for USB-Blaster under the batch file folder, *C5G_SRAM \demo_batch*
- After Nios II program is downloaded and executed successfully, a prompt message will be displayed in nios2-terminal.
- Enter a digital number to choose how many times you want to test for SRAM
- The program will display progressing and result information, as shown in **Figure 6-2**.

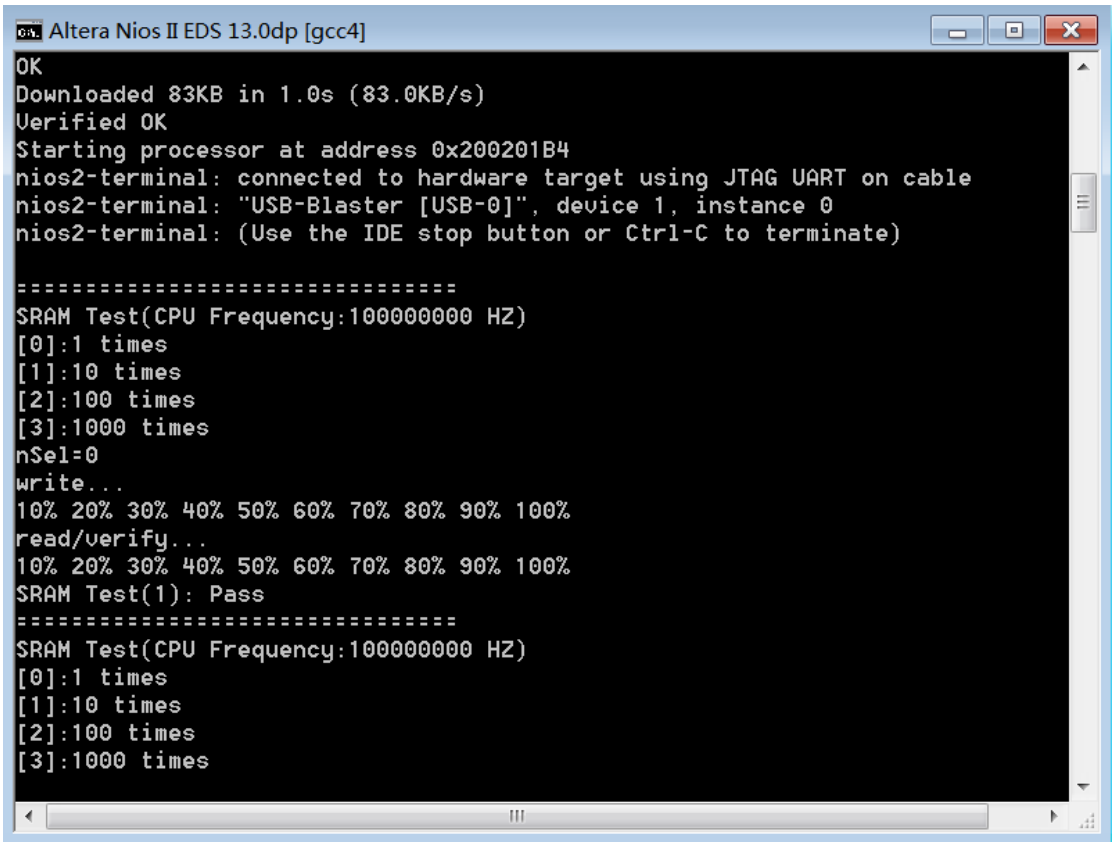


Figure 6-2

6.2 Uart to USB control LED

Many applications need communication with computer through common port ,the traditional connector is RS232 which need to connect to RS232 cable. But today many personal computers don't have the RS232 connector which makes it very inconvenient to develop some projects. The C5G board was designed to support UART communication through USB cable. The UART to USB circuit is responsible for convert the data format. Developers can use a usb cable rather than a RS232 cable to make the FPGA communicate with computer. In this demonstration we will show you how to control the leds by sending command on computer putty terminal. The command is sent and received through usb cable to the FPGA. But in FPGA ,the information was received and sent through a UART IP.

Figure 6-3 shows the hardware block diagram of this demonstration. The system requires a 50 MHz clock provided from the board. The PLL generates a 100MHz clock for Nios II processor and the controller IP. The LEDs ard controlled by the PIO IP. The UART controller send and receive command data . Command is sent through Putty terminal on computer.

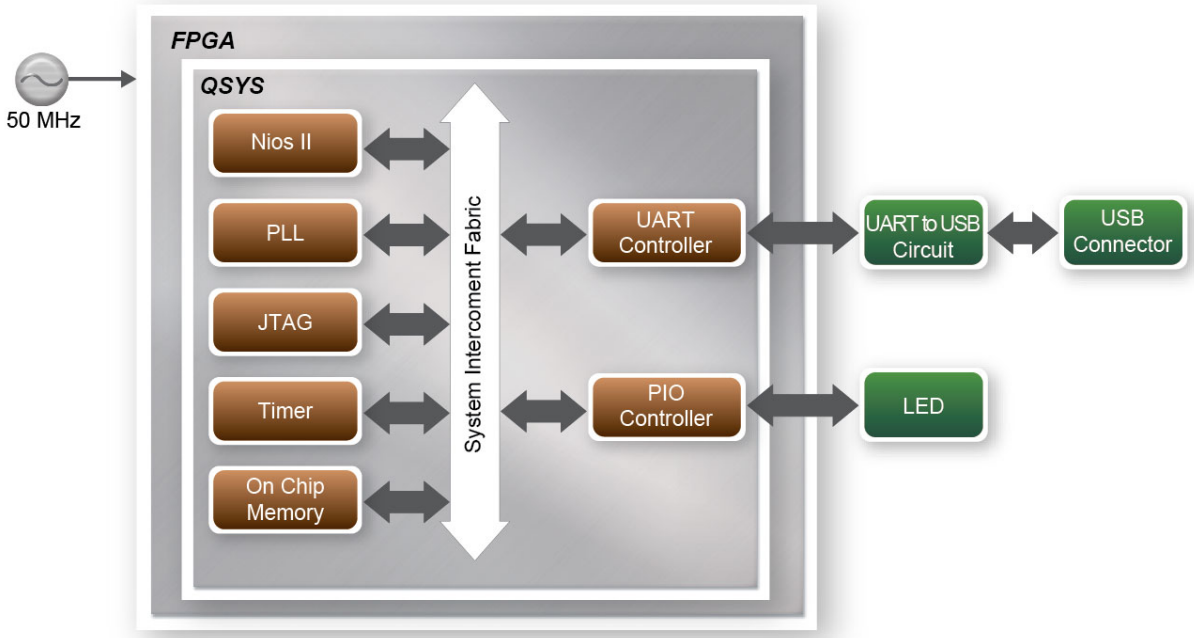


Figure 6-3 Block diagram of UART Control LED demonstration

■ Design Tools

- Quartus II 13.0
- Nios II Eclipse 13.0

■ Demonstration Source Code

- Quartus Project directory: C5G_UART
- Nios II Eclipse: *C5G_UART\Software*

■ Nios II Project Compilation

Before you attempt to compile the reference design under Nios II Eclipse, make sure the project is cleaned first by clicking 'Clean' from the 'Project' menu of Nios II Eclipse.

■ Demonstration Batch File

Demo Batch File Folder:
C5G_UART_USB_LED\demo_batch

The demo batch file includes following files:

- Batch File for USB-Blaster: C5G_UART_USB_LED.bat, C5G_UART_USB_LED.sh
- FPGA Configure File : C5G_UART_USB_LED.*sof*
- Nios *II Program: C5G_UART_USB_LED.elf*

■ Demonstration Setup

- Connect a USB cable between your computer and the C5G board.
- Power on your C5G board ,if you find an unrecognized USB Serial Port as shown in **Figure 6-4** you should install the UART to USB driver before you run the demonstration.

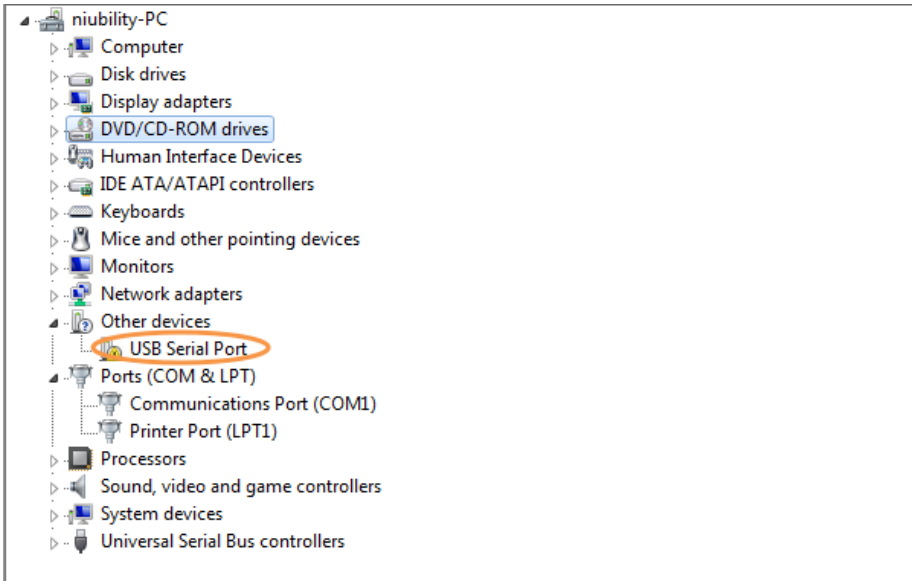


Figure 6-4 Unrecognized USB Serial Port on PC

To install UART_TO_USB driver on your computer please select the USB Serial Port to update the driver software. The driver file is in the XXX/CDM v2.08.28 Certified directory.

- Open the Device Manager to ensure which common port is assigned to the uart to usb port as shown in **Figure 6-5**.The common number 9 is assigned on this computer.

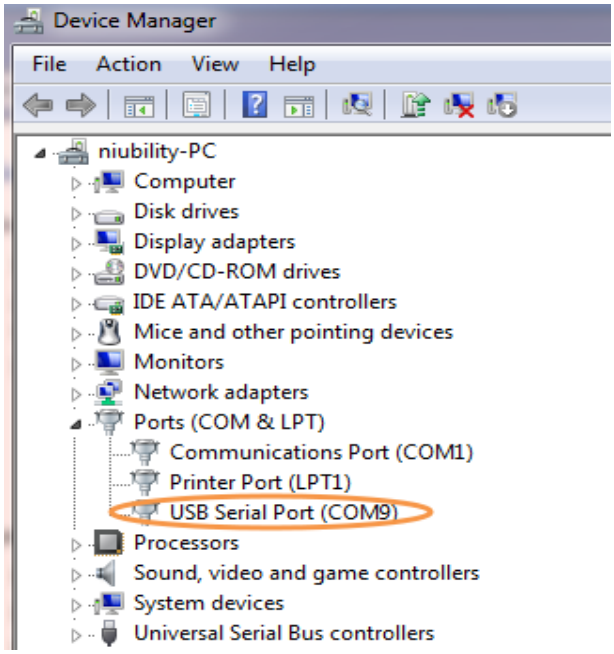


Figure 6-5 Check the assigned Com Port number On PC

- Open the putty software and setup the parameter as shown in **Figure 6-5** and click open button to open the terminal.

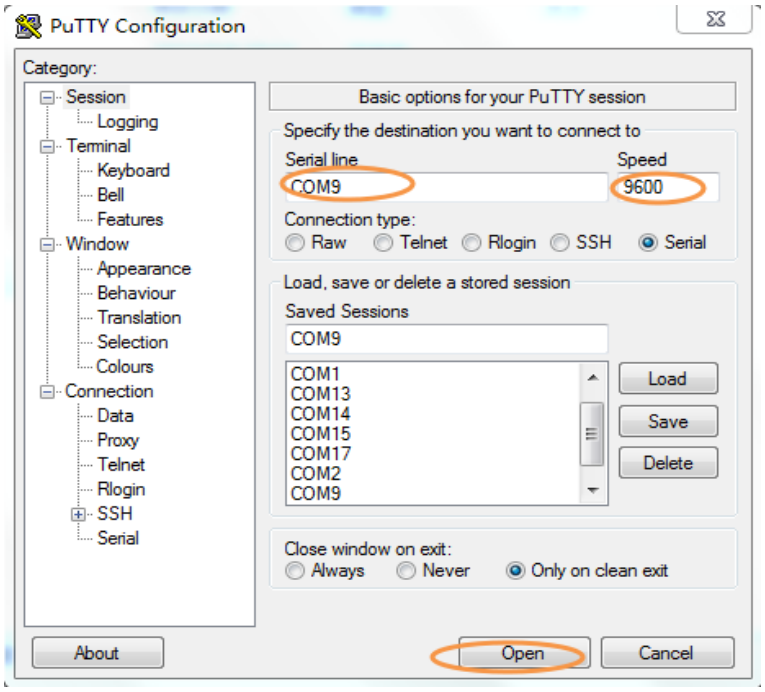


Figure 6-6 putty terminal setup

- Make sure Quartus II and Nios II are installed on your PC.

- Connect USB Blaster to the C5G board and install USB Blaster driver if necessary.
- Execute the demo batch file " *C5G_UART_USB_LE*D.bat" under the batch file folder C5G_USRT \demo_batch.
- the nios II-terminal and putty terminal running result as shown in **Figure 6-6.**

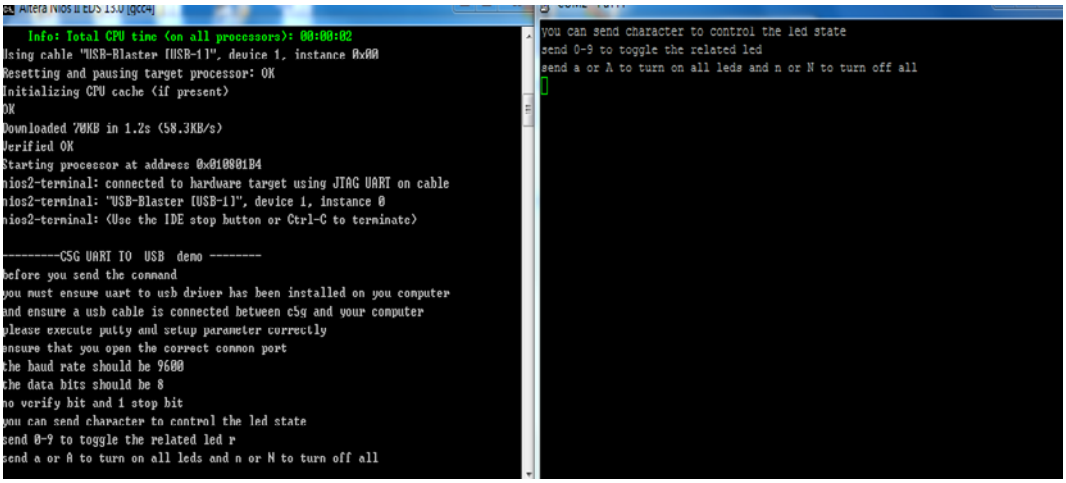


Figure 6-7 Running result of uart_usb demo

- In the putty terminal, type character to change the led state. Type digital number to toggle the LEDR[9..0] state and type a/A or n/N to turn on/off all LEDR.

6.3 HDMI TX

This section introduces a reference design for programming the on-board ADV7513 HDMI encoder. The entire reference is composed of two parts -- the hardware design and the software control program. A set of pre-built video patterns will be sent out through the HDMI interface and presented on the LCD monitor as the user launches the provided executable binaries. The design incorporates certain activities the user could perform to interact with the on-board HDMI TX encoder.

■ System Block Diagram

Figure 6-8 shows the system block diagram of this reference design. The module "Video Pattern Generator" copes with generating video patterns to be presented on the LCD monitor. The pattern is composed in the way of 24-bit RGB 4:4:4 (RGB888 per color pixel without sub-sampling) color encoding, which corresponds to the parallel encoding format defined in Table 5 of the "ADV7513 Hardware User's Guide," as shown below.

Pixel Data [23:0]																	
17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
R[7:0]						G[7:0]						B[7:0]					

Figure 6-8 Build-in Display Modes of the HDMI TX Demonstration

A set of display modes are implemented for presenting the generated video patterns. The module "Video Source Selector" controls the selection of current video timing among build-in display modes listed in **Table 6-1**. The module "Mode Control" allows users to switch current display mode alternatively via the KEY1 push button.

Table 6-1 Build-in Display Modes of the HDMI TX Demonstration

Pattern ID	*Video Format*	*PCLK (MHZ)*
0	640x480@60P	25
1	720x480@60P	27
2	1024x768@60P	65
3	1280x1024@60P	108
4	1920x1080@60P	148.5
5	1600x1200@60P	162

In the VPG module, the Altera IP "PLL Reconfig" is used to set up pixel frequency of corresponding mode to the Altera IP "PLL." The RECONFIG data for each clock frequency is originated from the "PLL Controller." The source of the VPG module is located at the "*C5G_HDMI_VPG\vpg_source*" folder.

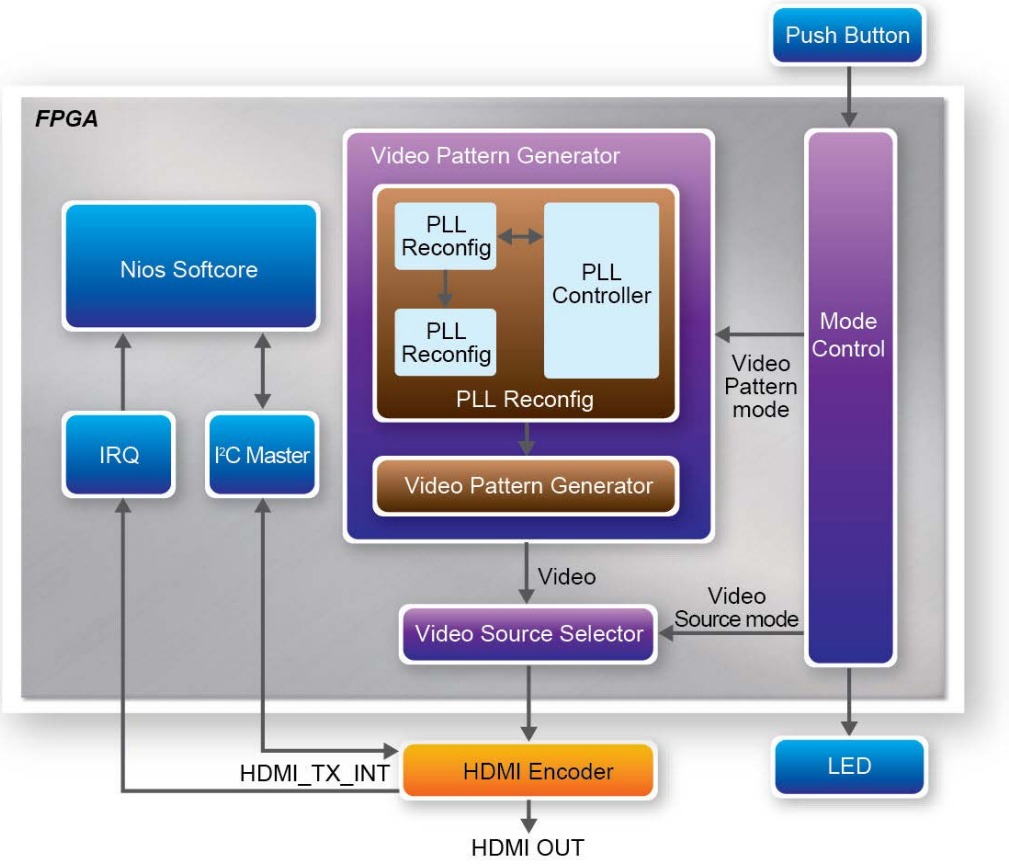


Figure 6-9 Block Diagram of the HDMI TX Demonstration

A NIOS-II softcore is used to execute user program and send control-commands to the HDMI encoder via the I2C interface. The interrupt events from the HDMI encoder are sent back to the NIOS-II softcore via the HDMI_TX_INT signal. In this demonstration the hot-plug and monitor-sense interrupts are enabled in the HDMI encoder (ADV7513). When any of the these interrupt is asserted, the corresponding ISR, which is registered by the control program, in the NIOS-II system will check current HPD and monitor-sense state reported in one of the encoder registers. If both HPD and monitor-sense are confirmed to be asserted, the ISR will try to power up the encoder chip and program it to interpret the incoming video signals. The HDMI encoder then will detect the video timing automatically and send out video data via the HDMI cable. The monitor-sense interrupt will continue to be asserted whenever the HDMI cable is connected. So it is disabled in the ISR until the cable is un-plugged. As soon as the HDMI cable is un-plugged, the ISR will again be asserted by the HPD interrupt. Then the monitor-sense interrupt will be re-enabled, along with making all other necessary settings, in preparation for the next time hot-plug event.

■ Design Tools

- Quartus II 13.0sp1
- Nios II Eclipse 13.0sp1

■ Demonstration Source Code

- Quartus Project directory: C5G_HDMI_VPG
- Nios II Eclipse: *C5G_HDMI_VPG\Software*

■ Rebuild the Quartus II Project

Launch the " Quartus II 13.0sp1" program. Open the project file through the drop-down menu "File" -> "Open." The pre-built Quartus II project file is named as "C5G_HDMI_VPG.qpf" in the " *C5G_HDMI_VPG* " folder.

Users could follow the listed approaches below to rebuild a local copy of the FPGA SRAM (.sof) file:

- Launch the Qsys editor to inspect or modify the existing design. When asking for the location of .qsys file, select the file name as " C5G_QSYS.qsys" in the "*C5G_HDMI_VPG* " folder.
- If any changes were made to the design, press "Ctrl-S" to save the .qsys file and then click the "Generation" tab to activate the "Generation" property page. Hit the "Generate" button below the page to regenerate the SOPC file named as "HDMI_QSYS.sopcinfo" which would be used to update the Nios II BSP project mentioned in the next section.
- Switch back to the Quartus II program. Select "Processing" -> "Start Compilation" from the drop-down menu or hit "Ctrl-L" to recompile the FPGA configuration file.

The newly built configuration file will be named as "C5G_HDMI_VPG.sof " in the "*C5G_HDMI_VPG* " folder. You can copy it and overwrite the same binary in the "*demo_batch*". Please refer to the "Launching the Demonstration" section for how to launch and execute the demo.

■ Rebuild the Nios II Project

Launch the "Nios II 13.0sp1 Software Build Tools for Eclipse" program. When the program asks for the place of workspace, enter your local full path of the "*C5G_HDMI_VPG\Software* " folder to the dialog's edit box.

Users could follow the approaches listed below to rebuild a local copy of the Nios II program:

- Right-click on the HDMI_DEMO_bsp project in the Project Explore. Select "Nios II" -> "Generate BSP."
- Right-click on the HDMI_DEMO_bsp project in the Project Explore. Select "Clean Project."
- Right-click on the HDMI_DEMO_bsp project in the Project Explore. Select "Build Project."
- Right-click on the HDMI_DEMO project in the Project Explore. Select "Clean Project."
- Right-click on the HDMI_DEMO project in the Project Explore. Select "Build Project."

The newly built binary will be located in the "*C5G_HDMI_VPG\Software\HDMI_DEMO* " folder and named as "*HDMI_DEMO.elf*". You can copy it and overwrite the same binary in the "*demo_batch*". Please refer to the "Launching the Demonstration" section for how to launch and execute the demo.

■ Launching the Demonstration

The pre-built demonstration binaries are located at the "*C5G_HDMI_VPG\demo_batch*" folder, accompanied with a set of tools in the form of command line batch file. To make a quick start, users could follow the listed approaches below to configure the development board and execute the demonstration program.

- Connect the development board to your PC with the on-board JTAG connector via the bundled USB cable.
- Connect the development board to the LCD monitor with the on-board HDMI connector via an HDMI cable.
- Power on the development board.
- Use File Manager to locate the "*C5G_HDMI_VPG\demo_batch*" folder. Launch the configuration and program download process by double clicking "*test.bat*" batch file. This will configure the FPGA, download the demo application to the board and start its execution. A console terminal will be kept on the screen and the user can interact with the demo application through the console box. After it's done the screen should look like the one shown in **Figure 6-9**.

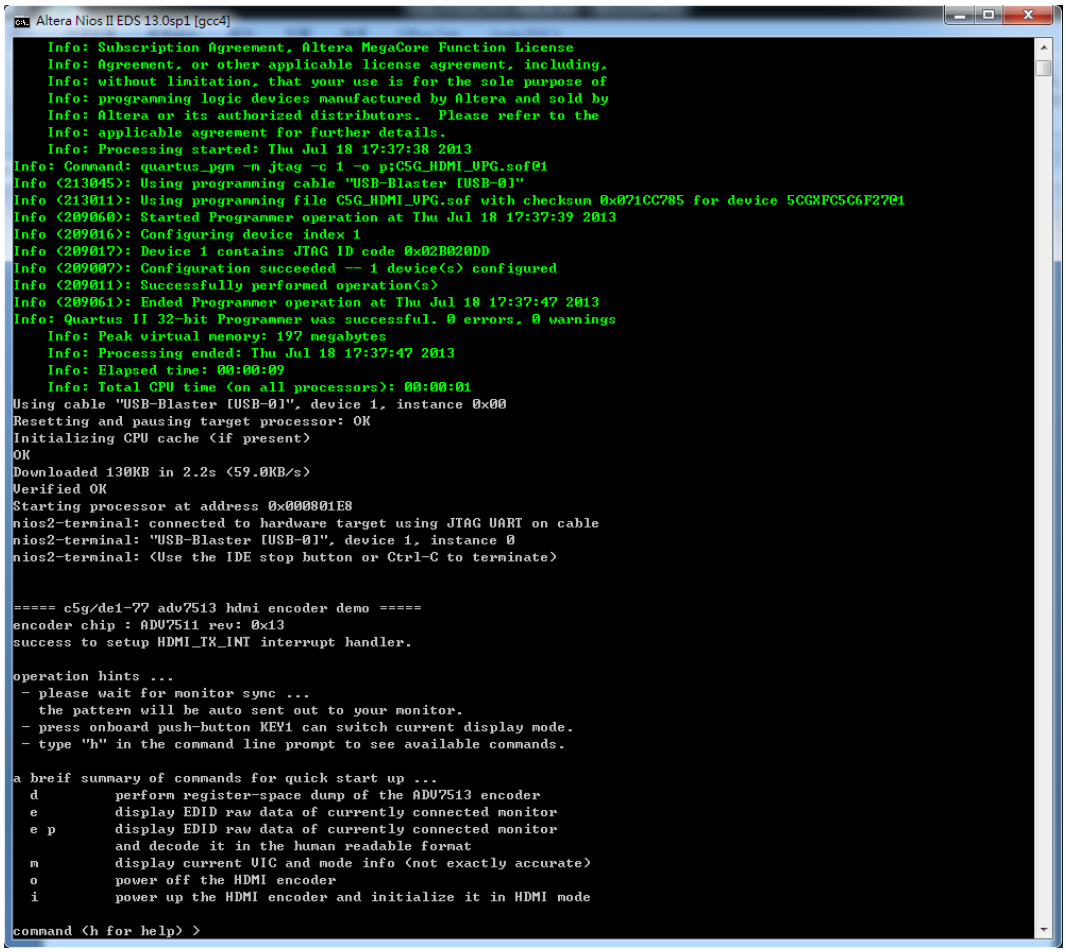


Figure 6-10 Launching the HDMI TX Demonstration using the "demo_batch" Folder

- Wait for a few seconds for the LCD monitor to power up itself. And you should see a pre-defined video pattern shown on the monitor, as shown in **Figure 6-10**.

■ Demonstration Operation

The demonstration involves certain activities the user could perform to interact with the on-board HDMI encoder.

Auto Hot Plug Detection

The demonstration implements an interrupt-driven hot-plug detection mechanism which will automatically power on the encoder chip when the HDMI cable is plugged into the development board and the LCD monitor is connected and powered on at the other side of the cable.

If the HDMI cable is already plugged into the on-board HDMI connector before powering up the development board, the monitor-sense signal will trigger an interrupt to power up the HDMI encoder.

When the HDMI encoder is powered up, a sample video pattern will be displayed on the LCD monitor. If the cable is un-plugged, the HDMI encoder will power off automatically to save the power consumption.

If the LCD monitor didn't power up automatically when performing activities described above in this demonstration, users can try to completely switch off the power of the LCD monitor and then switch on again. Alternatively the user can try to unplug and then replug the HDMI cable and wait for a reasonable time before the LCD monitor complete its initialization process and start to sync with the HDMI encoder.

Video Pattern Switching

Pressing the on-board push button KEY1 can switch the current display mode alternatively between the build-in formats listed in **Table 6-2**. The pattern displayed will be looking similar to the one shown in **Figure 6-11**

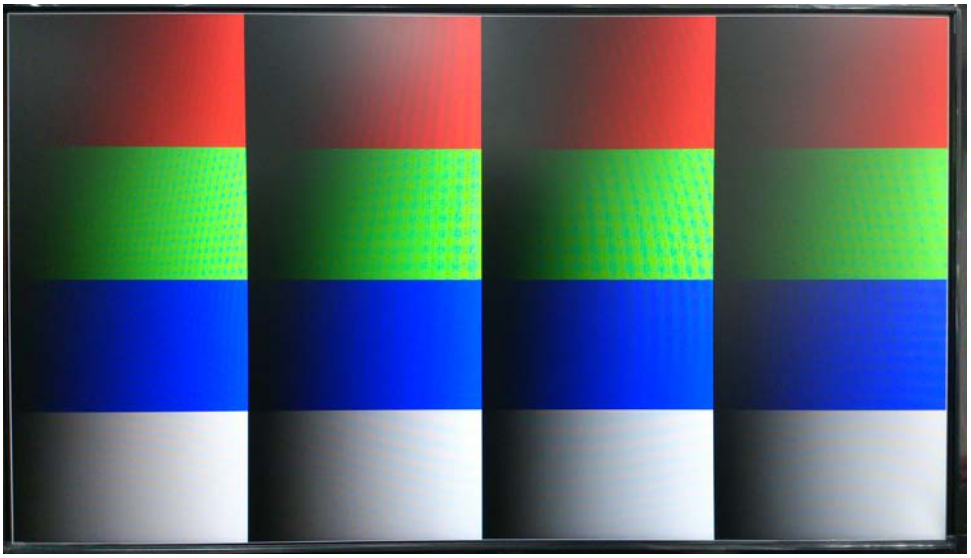


Figure 6-11 The Video pattern used in the HDMI TX Demonstration

Command Line Interface

A tiny command line interface is provided to interact with the on-board HDMI encoder. Following is a list of commands available for the user. Note that the commands are all case-sensitive. Users could type "h" for the latest command updates that is not included in this manual.

Table 6-2

Command	*Description*
e	**Dump the first 256 bytes EDID raw data of the currently connected LCD**

	monitor.
e p	Dump the first 256 bytes EDID raw data of the currently connected LCD monitor. In addition, print the decoded result in a human-readable format.
d	Perform a full-dump of the HDMI encoder register set.
o	Power off the HDMI encoder.
i	Power on the HDMI encoder and initialize it in HDMI mode.
v	Power on the HDMI encoder and initialize it in DVI mode.
m	Report currently detected VIC (Video Indentification Code) and mode description. Note that non-CEA-861-D input formats may not be reported in a fully correct way.
r addr	Read the register value of the HDMI encoder at address addr, where addr is a 2-digit hexadecimal number.
w addr data	Write the register value, given by data, to the HDMI encoder at address addr, where addr and data are both 2-digit hexadecimal numbers. Note that addr value should be exactly given in 2-digits format, such as 02, 1b, 0c, f7. Given in less than 2-digits will cause a false-interpretation of the value in the following data field.

Following is a part of the output after issuing the "e p" command.

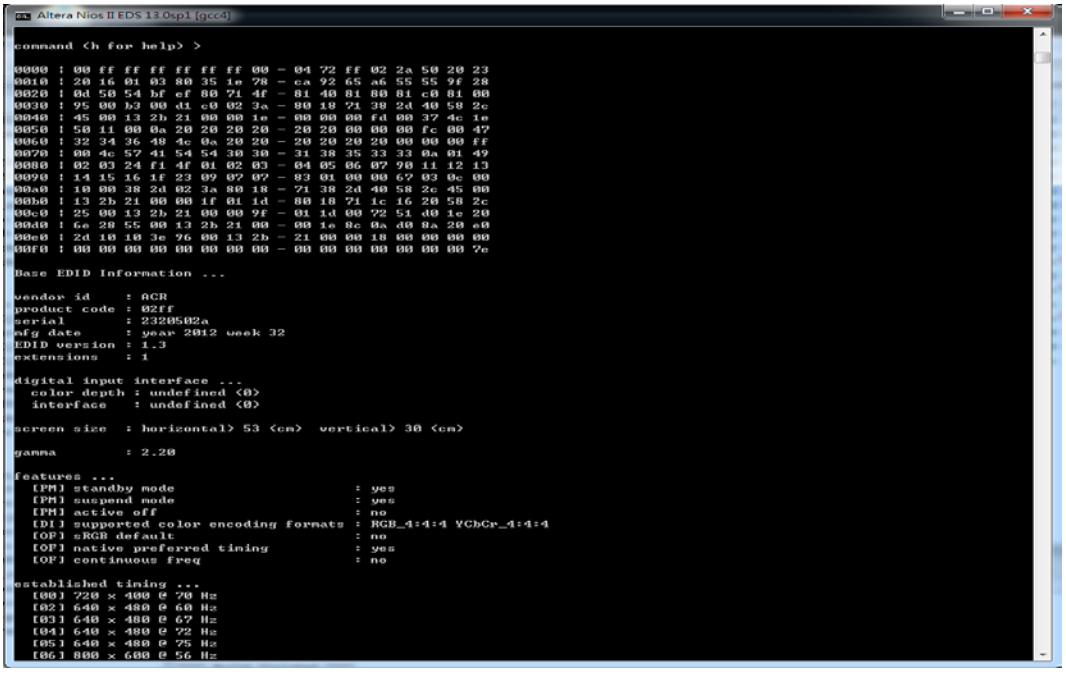


Figure 6-12 The EDID Decoder Output of the HDMI TX Demonstration

6.4 Transceiver HSMC Loopback test

The XCVR HSMC loopback demonstration is a project to test XCVR HSMC Loopback function. The system generate data pattern and transport data through the xcvr channel. Meanwhile, the system receives the data through the loopback daughter card and checks it. Altera IP **data pattern generator** and **data pattern checker** are responsible for generating and checking the data pattern. The Nios II CPU checks the test result. The test result is shown through LEDG0~LEDG3 and also displayed in the nios2-treminal period. If the loopback test function not working , the program will terminal and the LEDs will all turn off.

■ Design Tools

- Quartus II 13.0
- Nios II Eclipse 13.0

■ Demonstration Source Code

- Quartus Project directory: C5G_XCVR_LOOPBACK
- Nios II Eclipse: *C5G_XCVR_LOOPBACK\Software*

■ Nios II Project Compilation

Before you attempt to compile the reference design under Nios II Eclipse, make sure the project is cleaned first by clicking ‘Clean’ from the ‘Project’ menu of Nios II Eclipse.

■ Demonstration Batch File

Demo Batch File Folder:
C5G_HSMC_XCVR_LOOPBACK_TEST\demo_batch

The demo batch file includes following files:

- Batch File for USB-Blaster: C5G_HSMC_XCVR_LOOPBACK_TEST.bat, C5G_HSMC_XCVR_LOOPBACK_TEST.sh
- FPGA Configure File : C5G_HSMC_XCVR_LOOPBACK_TEST.*sof*
- Nios II Program: C5G_HSMC_XCVR_LOOPBACK_TEST.*elf*

■ Demonstration Setup

- Make sure Quartus II and Nios II are installed on your PC.
- Connect Connect USB Blaster to the C5G board and install USB Blaster driver if necessary.
- Install the HSMC loopback daughter card on C5G board.
- Power on the C5G board.

- Execute the demo batch file " C5G_HSMC_XCVR_LOOPBACK_TEST.*bat*" for USB-Blaster II under the batch file folder, *C5G_HSMC_XCVR_LOOPBACK_TEST \demo_batch.*
- After Nios II program is downloaded and executed successfully, a prompt message will be displayed in nios2-terminal and the program will test XCVR HSMC loopback function.
- LEDG [3:0] light on if XCVR HSMC loopback test pass and the nios2-terminal displays the test result every 5 seconds as shown in **Figure 6-13**.

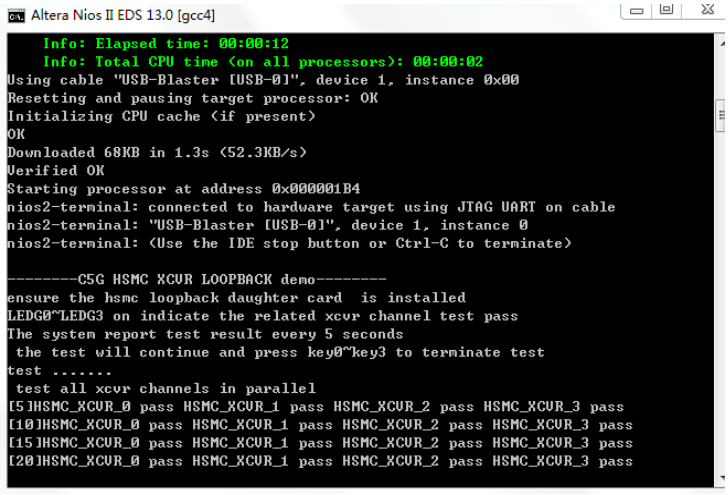


Figure 6-13 Running result of XCVR HSMC loopback test

- Press key0~key4 to terminate testing.

6.5 Audio Recording and Playing

This demonstration shows how to implement an audio recorder and player using the C5G board with the built-in Audio CODEC chip. This demonstration is developed based on Qsys and Eclipse. **Figure 6-14** shows the man-machine interface of this demonstration. Two push-buttons and five slide switches are used to configure this audio system: SW0 is used to specify recording source to be Line-in or MIC-In. SW1 is used to enable/disable MIC Boost when the recording source is MIC-In. SW2, SW3, and SW4 are used to specify recording sample rate as 96K, 48K, 44.1K, 32K, or 8K. The 7-SEG is used to display Recording/Playing duration with time unit in 1/100 second. The LED is used to indicate the audio signal strength. **Table 6-3** and **Table 6-4** summarize the usage of Slide switches for configuring the audio recorder and player.

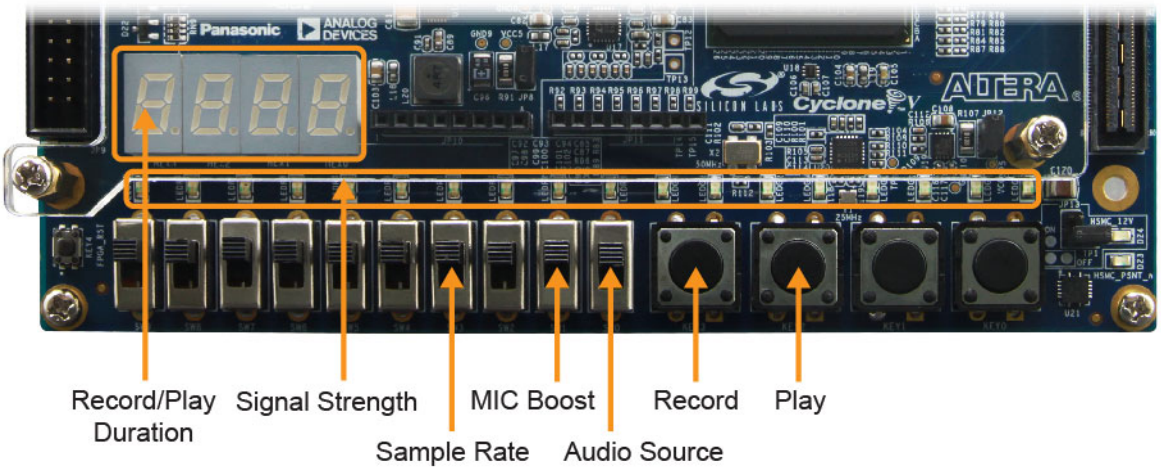


Figure 6-14 Man-Machine Interface of Audio Recorder and Player

Figure 6-15 shows the block diagram of the Audio Recorder and Player design. There are hardware and software parts in the block diagram. The software part stores the Nios II program in the on-chip memory. The software part is built by Eclipse in C programming language. The hardware part is built by Qsys under Quartus II. The hardware part includes all the other blocks. The "AUDIO Controller" is a user-defined Qsys component. It is designed to send audio data to the audio chip or receive audio data from the audio chip.

The audio chip is programmed through I2C protocol which is implemented in C code. The I2C pins from audio chip are connected to Qsys System Interconnect Fabric through PIO controllers. In this example, the audio chip is configured in Master Mode. The audio interface is configured as I2S and 16-bit mode. 18.432MHz clock generated by the PLL is connected to the MCLK/XTI pin of the audio chip through the AUDIO Controller.

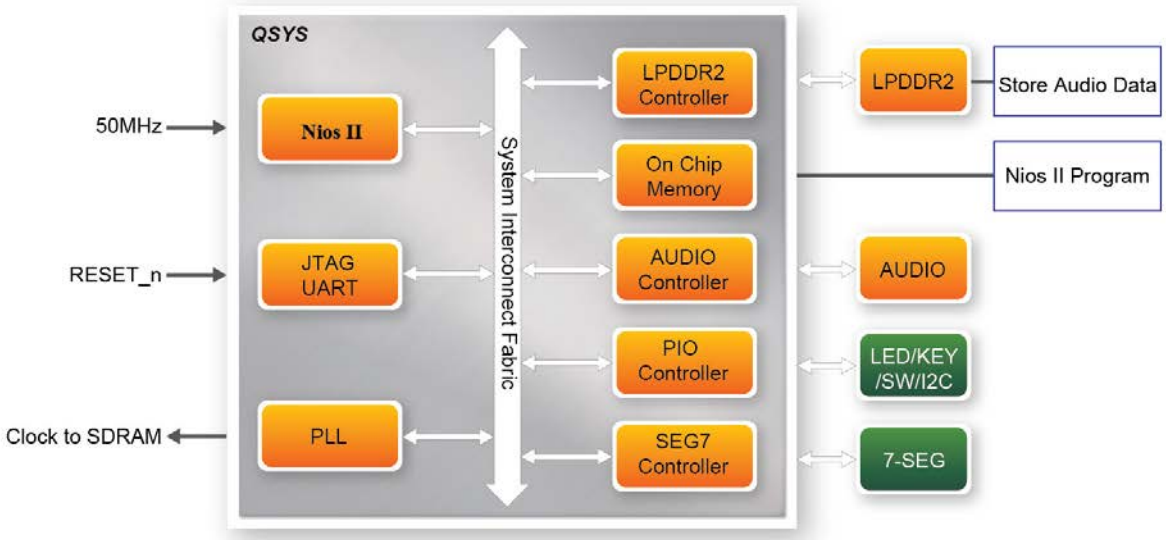


Figure 6-15 Block diagram of the audio recorder and player

■ Demonstration File Locations

- Hardware Project directory: C5G_Audio
- Bit stream used: C5G_Audio.sof
- Software Project directory: C5G_Audio\software

■ Demonstration Setup and Instructions

- Connect an Audio Source to the LINE-IN port of the C5G board.
- Connect a Microphone to MIC-IN port on the C5G board.
- Connect a speaker or headset to LINE-OUT port on the C5G board.
- Load the bit stream into FPGA. (note *1)
- Load the Software Execution File into FPGA. (note *1)
- Configure audio with the Slide switches as shown in **Table 6-3** and **Table 6-4**.
- Press KEY3 on the C5G board to start/stop audio recording (note *2)
- Press KEY2 on the C5G board to start/stop audio playing (note *3)

Table 6-3 Slide switches usage for audio source

Slide Switches	*0 – DOWN Position*	*1 – UP Position*
SW0	**Audio is from MIC**	**Audio is from LINE-IN**
SW1	**Disable MIC Boost**	**Enable MIC Boost**

Table 6-4 Slide switch setting for sample rate switching for audio recorder and player

SW4 (0 – DOWN; 1- UP)	*SW3 (0 – DOWN; 1-UP)*	*SW2 (0 – DOWN; 1-UP)*	*Sample Rate*
0	0	0	96K
0	0	1	48K
0	1	0	44.1K
0	1	1	32K
1	0	0	8K
Unlisted combination			96K

Note:

(1). Execute ***C5G_Audio*** *\demo_batch* ***C5G_Audio****.bat will download .sof and .elf files.*

(2). Recording process will stop if audio buffer is full.
(3). Playing process will stop if audio data is played completely.

6.6 Micro SD Card file system read

Many applications use a large external storage device, such as an SD Card or CF card to store data. The C5G board provides the hardware and software needed for Micro SD Card access. In this demonstration we will show how to browse files stored in the root directory of an SD Card and how to read the file contents of a specific file. The Micro SD Card is required to be formatted as FAT File System in advance. Long file name is supported in this demonstration. **Figure 6-16** shows the hardware system block diagram of this demonstration. The system requires a 50MHz clock provided by the board. The PLL generates a 100MHz clock for the Nios II processor and other controllers. Four PIO pins are connected to the Micro SD Card socket. SD 4-bit Mode is used to access the Micro SD Card hardware. The SD 4-bit protocol and FAT File System function are all implemented by Nios II software. The software is stored in the on-chip memory.

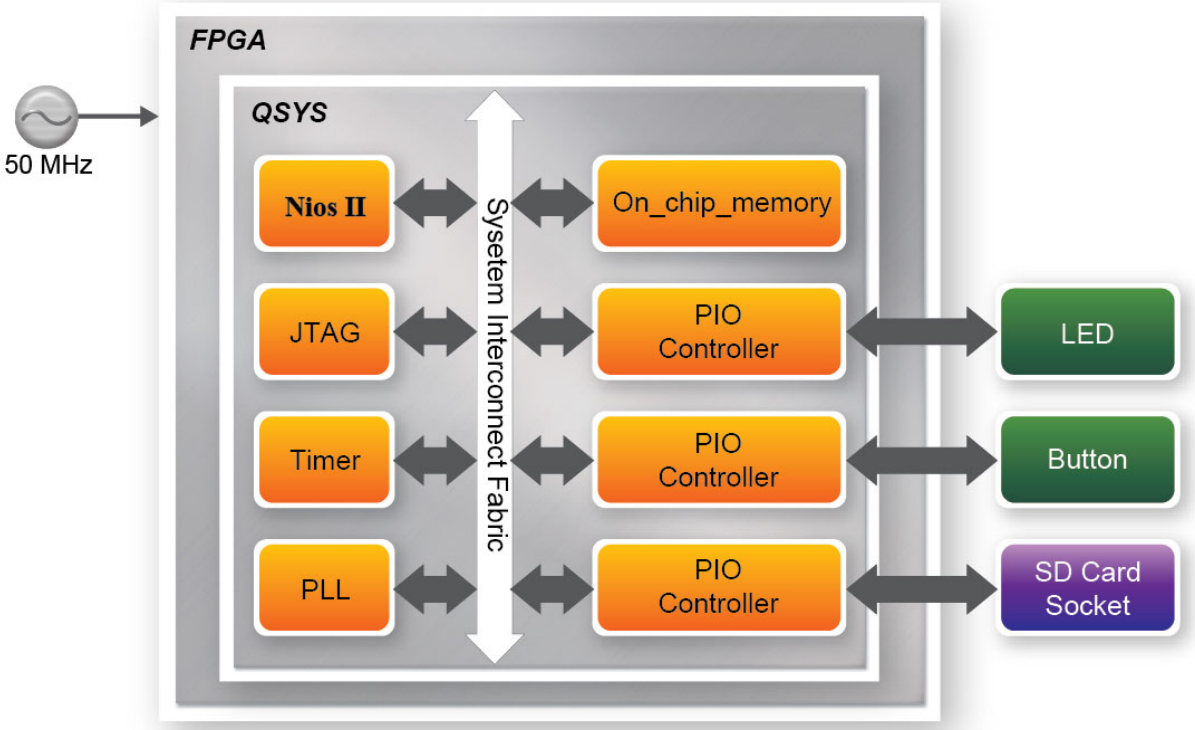


Figure 6-16 Block diagram of the Micro SD demonstration

Figure 6-17 shows the software stack of this demonstration. The Nios PIO block provides basic IO functions to access hardware directly. The functions are provided from Nios II system and the function prototype is defined in the header file <io.h>. The SD Card block implements 4-bit mode protocol for communication with SD Cards. The FAT File System block implements reading function for FAT16 and FAT 32 file system. Long filename is supported. By calling the public FAT functions, users can browse files under the root directory of the Micro SD Card. Furthermore, users can open a specified file and read the contents of the file. The main block implements main control of this demonstration. When the program is executed, it detects whether an Micro SD Card is inserted. If an Micro SD Card is found, it will check whether the Micro SD Card is formatted as FAT file system. If so, it searches all files in the root directory of the FAT file system and displays their names in the nios2-terminal. If a text file named “test.txt” is found, it will dump the file contents. If it successfully recognizes the FAT file system, it will turn on the green LED. On the other hand, it will turn on the red LED if it fails to parse the FAT file system or if there is no SD Card found in the SD Card socket of the C5G board. If users press KEY3 of the C5G board, the program will perform above process again.

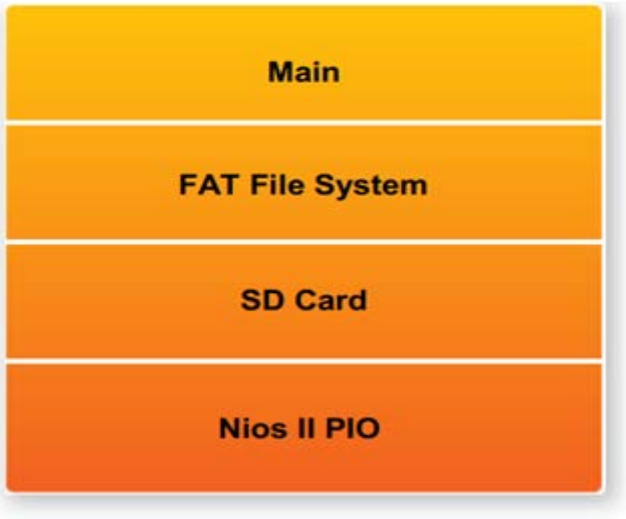


Figure 6-17 Software of micro SD demonstration

■ Design Tools

- Quartus II 13.0
- Nios II Eclipse 13.0

■ Demonstration Source Code

- Quartus Project directory: C5G_SD_DEMO
- Nios II Eclipse: C5G_SD_DEMO\Software

■ Nios II Project Compilation

- Before you attempt to compile the reference design under Nios II Eclipse, make sure the project is cleaned first by clicking ‘Clean’ from the ‘Project’ menu of Nios II Eclipse.

■ Demonstration Batch File

Demo Batch File Folder:

C5G_SD_DEMO \demo_batch

The demo batch file includes following files:

- Batch File for USB-Blaster :
  C5G_SD_DEMO.bat,

C5G_SD_DEMO.sh

- FPGA Configure File : C5G_SD_DEMO.*sof*
- Nios II Program:C5G_SD_DEMO.*elf*

■ Demonstration Setup

- Make sure Quartus II and Nios II are installed on your PC.
- Power on the C5G board.
- Connect USB Blaster to the C5G board and install USB Blaster driver if necessary.
- Execute the demo batch file "*C5G_SD_DEMO.bat*" for USB-Blaster II under the batch file folder, *C5G_SD_DEMO\demo_batch*
- After Nios II program is downloaded and executed successfully, a prompt message will be displayed in nios2-terminal.
- Copy test files to the root directory of the SD Card.
- Insert the Micro SD Card into the SD Card socket of C5G, as shown in **Figure 6-18**

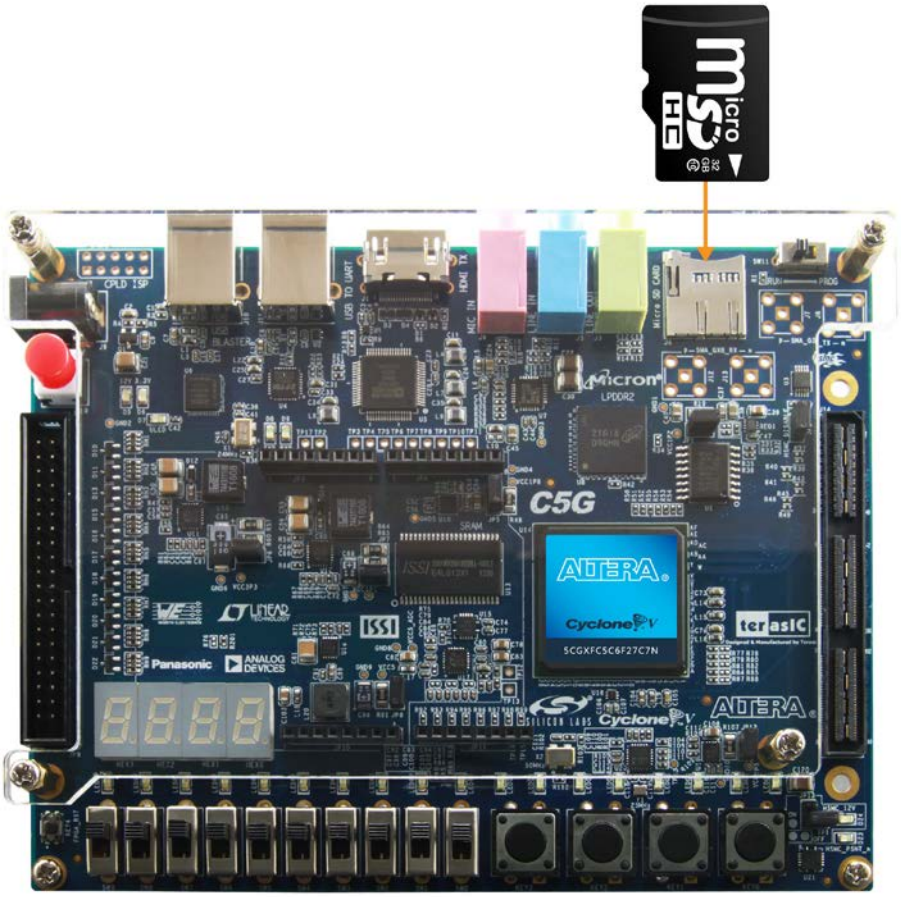


Figure 6-18 Insert the Micro SD card into C5G

- Press KEY3 of the C5G board to start reading SD Card.
- The program will display SD Card information, as shown in **Figure 6-19**

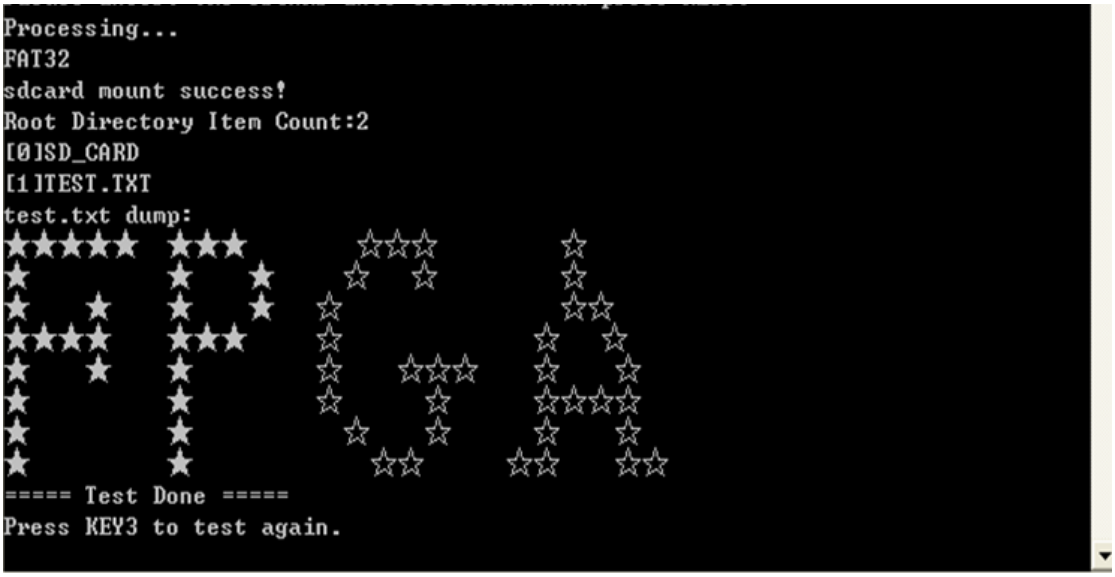


Figure 6-19 Running result of SD_CARD demo on C5G board

6.7 SD Card music player demonstration

Many commercial media/audio players use a large external storage device, such as an SD Card or CF card, to store music or video files. Such players may also include high-quality DAC devices so that good audio quality can be produced. The C5G board provides the hardware and software needed for Micro SD Card access and professional audio performance so that it is possible to design advanced multimedia products using the C5G board.

In this demonstration we show how to implement an SD Card Music Player on the C5G board, in which the music files are stored in an SD Card and the board can play the music files via its CD-quality audio DAC circuits. We use the Nios II processor to read the music data stored in the SD Card and use the Analog Devices SSM2603 audio CODEC to play the music.

Figure 6-20 shows the hardware block diagram of this demonstration. The system requires a 50 MHz clock provided from the board. The PLL generates a 100MHz clock for Nios II processor and the other controllers except for the audio controller. The audio chip is controlled by the Audio Controller which is a user-defined SOPC component. This audio controller needs an input clock of 18.432 MHz. In this design, the clock is provided by the PLL block. The audio controller requires the audio chip working in master mode, so the serial bit (BCK) and the left/right channel clock (LRCK) are provided by the audio chip. Two PIO pins are connected to the I2C bus. The I2C protocol is implemented by software. Four PIO pins are connected to the SD Card socket. SD 4-Bit Mode is used to access the SD Card and is implemented by software. All of the other SOPC components in the block diagram are SOPC Builder built-in components. The PIO pins are also

connected to the keys, leds and switches.

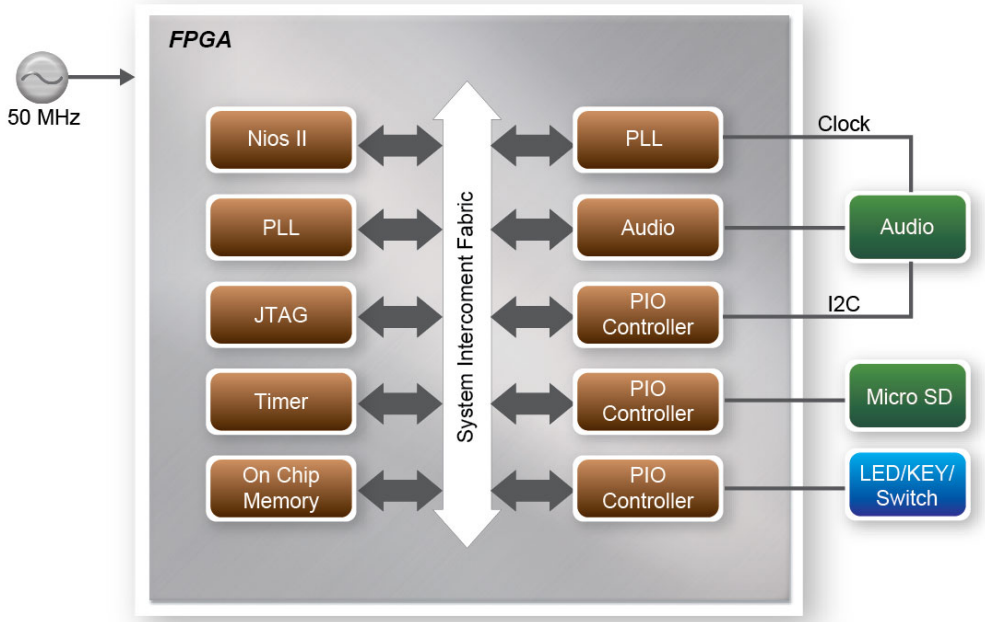


Figure 6-20 Block diagram of Micro SD music player

Figure 6-21 shows the software stack of this demonstration. SD 4-Bit Mode block implements the SD 4-Bit mode protocol for reading raw data from the SD Card. The FAT block implements FAT16/FAT32 file system for reading wave files that is stored in the SD Card. In this block, only read function is implemented. The WAVE Lib block implements WAVE file decoding function for extracting audio data from wave files. The I2C block implements I2C protocol for configuring audio chip. The Audio block implements audio FIFO checking function and audio signal sending/receiving function. The key and switch block acts as a control interface of the music player system.

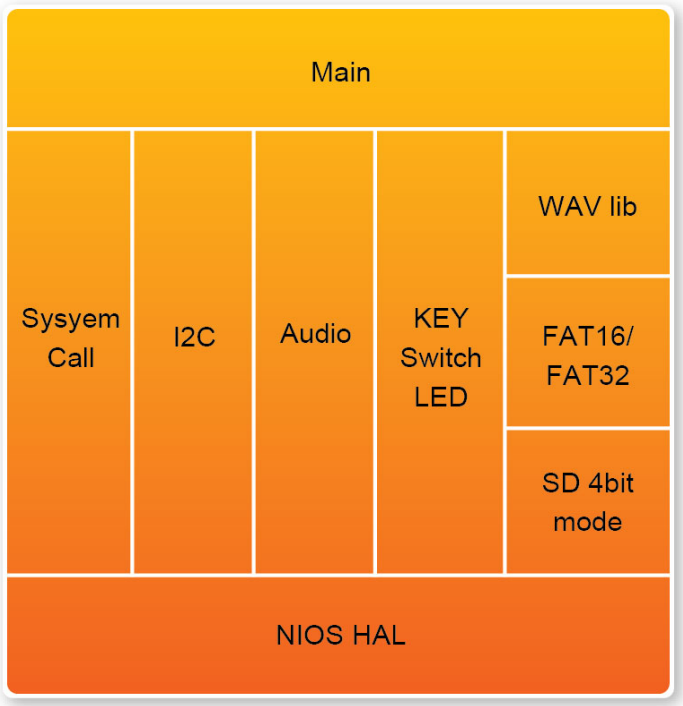


Figure 6-21 Software Stack of the Micro SD music player

The audio chip should be configured before sending audio signal to the audio chip. The main program uses I2C protocol to configure the audio chip working in master mode; the audio output interface working in I2S 16-bits per channel and with sampling rate according to the wave file contents. In audio playing loop, the main program reads 512-byte audio data from the SD Card, and then writes the data to DAC FIFO in the Audio Controller. Before writing the data to the FIFO, the program will verify if the FIFO is full. The design also mixes the audio signal from the microphone-in and line-in for the Karaoke-style effects by enabling the BYPASS and SITETONE functions in the audio chip.

AS the demonstration running, users can get the status information through nios2-terminal. You can enable repeat mode by turning on the switch0, you can adjust the volume by pressing key1 or key2. And also you can choice the song by pressing key0 or key3.

■ Design Tools

- Quartus II 13.0
- Nios II Eclipse 13.0

■ Demonstration Source Code

- Quartus Project directory: C5G_SD_MUSIC
- Nios II Eclipse: *C5G_SD_MUSIC\Software*

■ Nios II Project Compilation

Before you attempt to compile the reference design under Nios II Eclipse, make sure the project is cleaned first by clicking 'Clean' from the 'Project' menu of Nios II Eclipse.

■ Demonstration Batch File

Demo Batch File Folder:
C5G_SD_MUSIC\demo_batch

The demo batch file includes following files:

- Batch File for USB-Blaster : C5G_SD_MUSIC.bat, C5G_SD_MUSIC.sh
- FPGA Configure File :C5G_SD_MUSIC.*sof*
- Nios II Program: C5G_SD_MUSIC.*elf*

■ Demonstration Setup

- Format your Micro SD Card into FAT16/FAT32 format
- Place the wave files to the root directory of the Micro SD Card. The provided wave files must have a sample rate of either 96K, 48K, 44.1K, 32K, or 8K. In addition, the wave files must be stereo and 16 bits per channel.
- Connect a headset or speaker to the C5G board and you should be able to hear the music played from the Micro SD Card
- Insert the Micro SD card into the sd socket on C5G borad.
- Make sure Quartus II and Nios II are installed on your PC.
- Power on the C5G board.
- Connect USB Blaster to the C5G board and install USB Blaster driver if necessary.
- Execute the demo batch file " **C5G_SD_MUSIC**.bat" under the batch file folder **C5G_SD_MUSIC** \demo_batch.
- Press KEY3 on the C5G board to play the next music file stored in the SD Card and press KEY0 to play last song.
- Press KEY2 and KEY1 to increase and decrease the output music volume respectively.
- Use Switch0 to play music in repeat mode or sequence mode.