

Lab 7: Digital Photo Frame

Submission Due Dates:

Source Code: 2020/12/08 18:30

Report: 2020/12/13 23:59

Objective

- 1 Getting familiar with finite state machines (FSMs) in Verilog.
- 2 Getting familiar with the control of VGA Display and other I/Os on the FPGA demo-board.

Action Items

In this lab, you will implement a digital photo frame with fancy transition effects on the VGA display. Pick an image you like. Use **PicTrans.exe** to generate your own .coe file. (**Make sure it is an appropriate image**).

1 VGA controller

A. lab7_1.v (60%)

Design a VGA controller that makes your image **scrolls up or down**.

a. IO list:

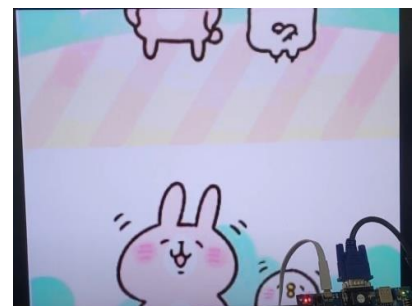
- ✓ Inputs: clk, rst, en, dir
- ✓ Output: vgaRed, vgaGreen, vgaBlue, hsync, vsync

b. **rst**: the **positive-edge-triggered** reset, the VGA display will show the image at the origin position after triggered.

c. If **en** == 1'b0: hold the image on the screen unchanged.

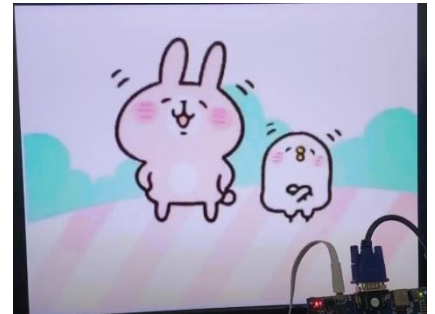
d. If **en** == 1'b1:

- ✓ If **dir** == 1'b0:
 - the image **scrolls up** at the frequency of 100MHz divided by 2^{22} .



- ✓ | If **dir** == 1'b1:

- the image **scrolls down** at the frequency of 100MHz divided by 2^{22} .



- ✓ Refer to the demo video: <https://youtu.be/chPyVra7fyY>

- e. You have to use the following template for your design:

```
module lab7_1 (
    input clk,
    input rst,
    input en,
    input dir,
    output [3:0] vgaRed,
    output [3:0] vgaGreen,
    output [3:0] vgaBlue,
    output hsync,
    output vsync
);
    // add your design here
endmodule
```

IO Connection:

| | |
|----------|-------------------------------------|
| clk | connected to W5 |
| rst | connected to U18 (btnC) |
| dir | connected to V16 |
| en | connected to V17 |
| vgaRed | connected to pin N19, J19, H19, G19 |
| vgaGreen | connected to pin J18, K18, L18, N18 |
| vgaBlue | connected to pin D17, G17, H17, J17 |
| hsync | connected to pin P19 |
| vsync | connected to pin R19 |

B. lab7_2.v (40%)

Design a VGA controller to operate as follows.

a. IO list:

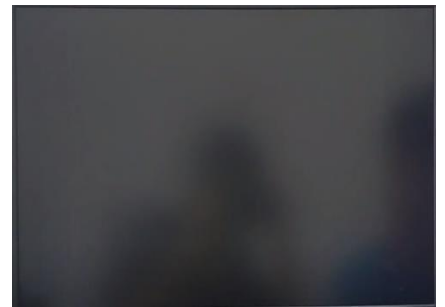
- ✓ Inputs: clk, rst, split
- ✓ Output: vgaRed, vgaGreen, vgaBlue, hsync, vsync

b. **rst**: the **positive-edge-triggered** reset, the VGA display will show the image at the origin position after being reset.

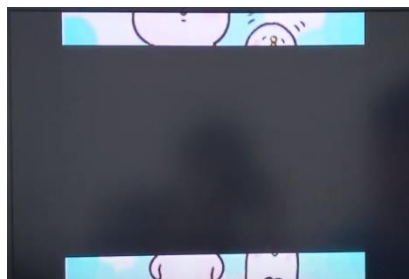
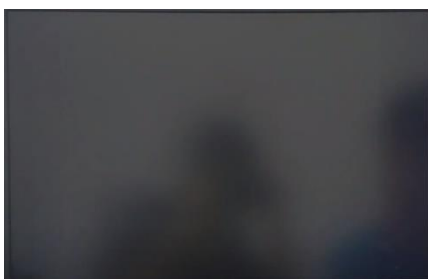
c. If **split** == 1'b0: hold the image on the screen unchanged.

d. If **split** == 1'b1:

- ✓ When the button **split** is pressed, the image is split into the left half and right half.
- ✓ The left part slides toward the left direction. The right part slides toward the right.



- ✓ After the two parts disappear entirely, the top half of the original image will slide from the top of the screen toward the center of the screen after one cycle; The bottom half will slide from the bottom of the screen toward the center simultaneously; in the end, they merge into the origin image.
- ✓ After they merge into the original image, the image will start split again, **keep looping** these two operations (split and merge) until pressing the **rst**.



Refer to the demo video: https://youtu.be/q_32RRG_PPk

e. When the VGA controller operates in the split mode, only the **rst** button is effective.

f. You have to use the following template for your design:

```
module lab7_2 (  
    input clk,  
    input rst,  
    input split,  
    output [3:0] vgaRed,  
    output [3:0] vgaGreen,  
    output [3:0] vgaBlue,  
    output hsync,  
    output vsync  
);  
    // add your design here  
endmodule
```

IO Connection:

| | |
|----------|-------------------------------------|
| clk | connected to W5 |
| rst | connected to U18 (btnC) |
| split | connected to W19 (btnL) |
| vgaRed | connected to pin N19, J19, H19, G19 |
| vgaGreen | connected to pin J18, K18, L18, N18 |
| vgaBlue | connected to pin D17, G17, H17, J17 |
| hsync | connected to pin P19 |
| vsync | connected to pin R19 |

Attention

- ✓ **DO NOT** copy-and-paste code segments from the PDF materials. Occasionally, it will also paste invisible non-ASCII characters and lead to hard-to-debug syntax errors.
- ✓ You should hand in the file named **lab7_1.v** and **lab7_2.v**. If you create several modules for your design, merge them all into one Verilog file. **Upload each source file directly!** **DO NOT hand in a compressed ZIP file!**
- ✓ You should also hand in your report as **lab7_report_StudentID.pdf** (i.e., lab7_report_108456789.pdf).
- ✓ You should be able to answer questions of this lab from TA during the demo.
- ✓ You need to generate bitstream before the demo.