



RVPC

Rev.1.0 June 2024

User Manual olimex.com

Table of Contents

What is RVPC?	3
Order codes for RVPC and accessories:	4
HARDWARE	5
RVPC layout:	
RVPC schematic:	
SOFTWARE:	
Install - packages	8
Install - Visual Studio Code	
Install - Platform IO	
Install - CH32V-Platform	
Prepare the CH32V003 programmer	
Create project:	10
If you create new project to enable the ESP32-S2 programmer you should edit platformio.ini and add	
this line	10
upload_protocol = minichlink	10
It's already added to the demo project	
Revision History	

What is RVPC?

RVPC is an attempt to produce very low cost EURO 1.00 educational computer with RISC-V processor which to have everything one complete computer have: Keyboard input, VGA display output and Audio output.

The idea of RVPC evolved on TuxCon 2024 as a Lighting talk https://youtu.be/YlYE9a7zsqY.

The goal set was:

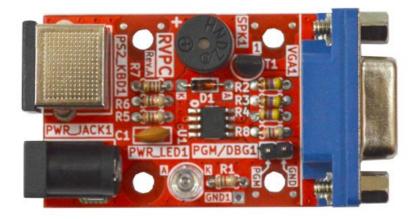
- 1. Easy to solder DIY kit
- 2. Complete all in one RISC-V computer with bare minimum Woz like monitor which will allow you to learn the RISC-V instructions by poking, peeking and disassembling the memory
- 3. Price of EUR 1.00!

Here is the result:

CH32V003 in SO8 package – for easy soldering was chosen. It has just 6 GPIOs

- PS2 takes two GPIOs
- VGA takes three GPIOs Vsync, Hsync and RGB
- Audio buzzer is connected to the last GPIO

All done in beginner friendly PTH components



Order codes for RVPC and accessories:

RVPC Do It Yourself soldering kit

SY0605E 5V power supply adapter

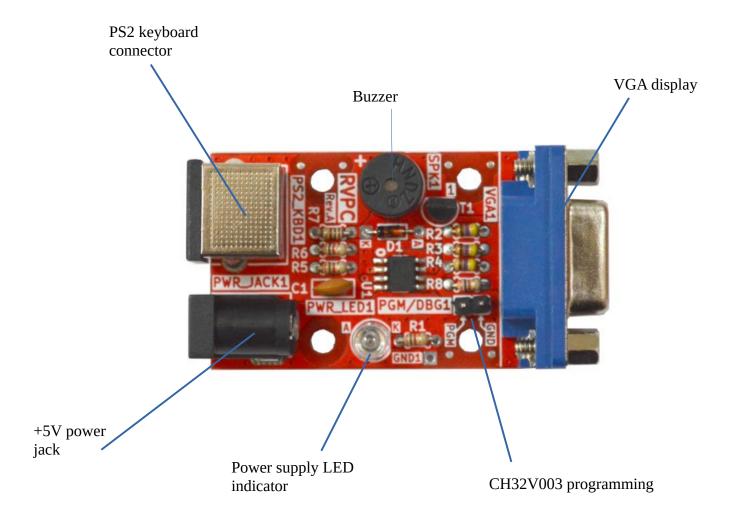
PS2-Keyboard PS2 keyboard

ESP32-S2-DevKitLiPo-USB ESP32-S2 development board which can be used as CH32V003

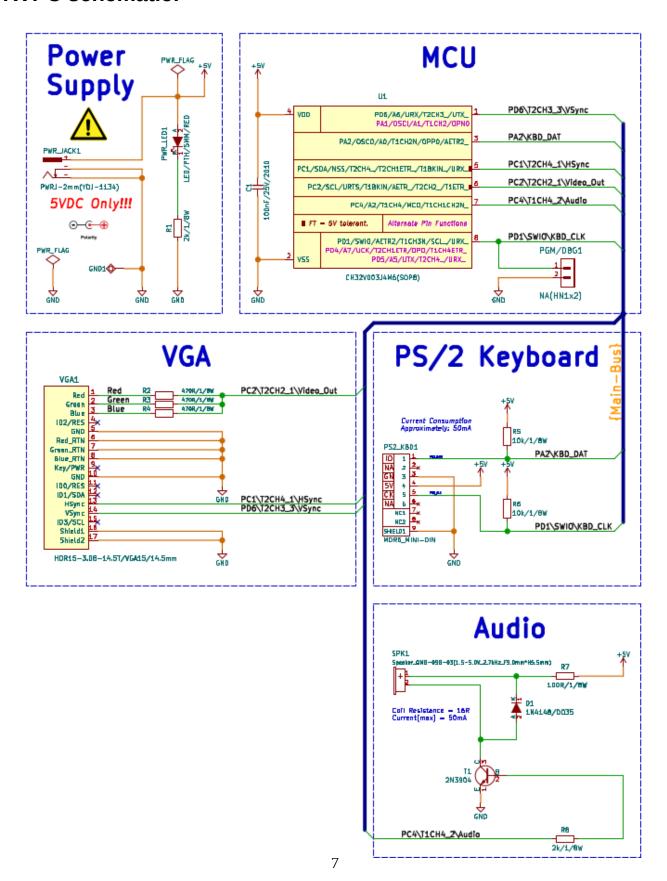
programmer

HARDWARE

RVPC layout:



RVPC schematic:



SOFTWARE:

Here below is our setup under Linux:

Install - packages

\$ apt-get install build-essential libnewlib-dev gcc-riscv64-unknown-elf libusb-1.0-0-dev libudev-dev gdb-multiarch

Install - Visual Studio Code

Described here: https://code.visualstudio.com/docs/setup/linux

Install - Platform IO

Described here: https://platformio.org/install/ide?install=vscode

Install - CH32V-Platform

https://github.com/Community-PIO-CH32V/ch32-pio-projects? tab=readme-ov-file#installing-the-ch32v-platform

by default the platformio generates only .elf file, to build firmware.bin and firmware.elf select

> PlatformIO > PROJECT TASKS > Default > Advanced > Verbose build

Sample Beeper project is in RVPC repository.

Prepare the CH32V003 programmer

ESP32-S2-DevKitLiPo-USB can be used as programmer.

The firmware is <u>here</u> you can build from sources or you can download the ready built binaries from here and use this sequence to prepare the programmer:

1. hold the Boot button and connect the USB cable, the yellow LED will stay ON

check with

\$ls /dev/ttyA*

which is the ttyACM it's usually 0 or 1

execute this command:

\$ python3 ./rvpc/esptool/esptool.py -p /dev/ttyACM0 -b 460800 --before=no_reset --after=no_reset write_flash --flash_mode dio --flash_freq 80m --flash_size 4MB 0x1000 ./rvpc/esp32s2/bootloader.bin 0x10000 ./rvpc/esp32s2/usb_sandbox.bin 0x8000 ./rvpc/esp32s2/partition-table.bin

check if the programmer is already OK with

\$ dmesg

you have to see this message:

hid-generic 0003:303A:4004.0015: input,hidraw5: USB HID v1.11 Gamepad [CNLohr ESP32-S2 CH32V003Programmer] on usb-0000:00:14.0-2/input0

which means the ESP32-S2-DevKitLipo-USB now act as programmer and can be used with the demo project above from PlatformIO, but first you have to enable it with:

\$ sudo cp ./rvpc/tools/ch32v003fun/minichlink/99-minichlink.rules /etc/udev/rules.d/

\$ sudo udevadm control --reload-rules && sudo udevadm trigger

Now you can use GPIO6 and GND to connect to RVPC programming connector PGM-GND

Now CH32V003 flashing will work directly from PlatformIO but if you want to use command line this is the command:

./rvpc/tools/ch32v003fun/minichlink/minichlink -w ./firmware.bin 0x08000000

Create project:

If you create new project to enable the ESP32-S2 programmer you should edit platformio.ini and add this line

upload_protocol = minichlink

It's already added to the demo project.

Revision History

Revision 1.0 June 2024