

# iCE40 UltraPlus Display Frame Buffer

## **User Guide**

FPGA-UG-02009 Version 1.1



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### 1. Introduction

The iCE40 UltraPlus™ Display Frame Buffer demo consists of the following modules:

- Clock Generator
- SPRAM (Single Port RAM Memory)
- Main Control
- Decompress
- 8BIT2RGB
- MIPI DSI TX

Figure 1.1 shows the demo structure diagram.

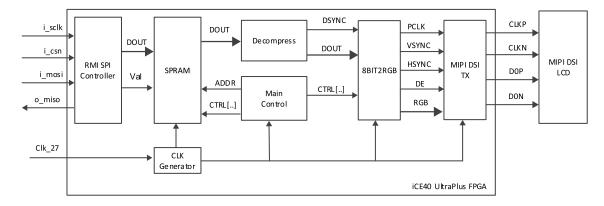


Figure 1.1. Display Frame Buffer Demo Block Diagram

### 1.1. Clock Generator Module

The iCE40 UltraPlus device has one sysClock PLL. The internal PLL generates two 54 MHz DDR clocks for other modules. One 54 MHz clock has a 90-degree phase shift relative to the other one.

### 1.2. Main Control Module

The basic functions of the main control module include:

- Reading image data from the internal SPRAM
- Sending the read data synchronously to the decompress module

In this demo, three images are stored in the internal SPRAM. The main control module continuously reads each image between an interval of three seconds.



### 1.3. SPRAM Module

iCE40 UltraPlus has a 1-Mbit sysMEM SPRAM. The SPRAM block is implemented to be accessed only as a single port. Each block of SPRAM is designed to be 16 Kb x 16 Kb (256 Kb) in size. In this demo, the System Solution Platform (SSP) tool is used to write three compressed image data to the SPRAM.

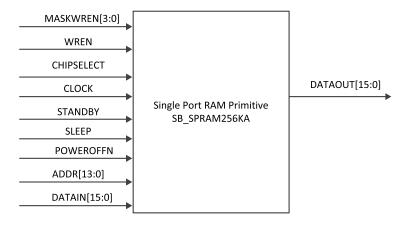


Figure 1.2. SPRAM Primitive

### 1.4. Decompress Module

The Decompress module decompresses the image data from the SPRAM and sends it to the 8BIT2RTB module.

#### 1.5. 8BIT2RGB Module

The 8BIT2RGB module receives data from the Decompress module, generates synchronous signals and sends pixel data to the MIPI DSI TX module.

#### 1.6. MIPI DSI TX Module

The MIPI DSI TX module packages standard parallel data into DSI byte packets. The input interface of the design consists of the following:

- data bus (PIXDATA))
- vertical and horizontal sync flags (VSYNC and HSYNC))
- data enable and clock (DE and PIXCLK)).

This parallel bus is converted to the appropriate DSI output format. The DSI output serializes HS (High Speed) data and controls LP (Low Power) data and transfers them using the Lattice MIPI D-PHY Reference IP.



## 2. Demo Setup

### 2.1. Requirements

The iCE40 UltraPlus display frame buffer demo setup consists of the following hardware platforms and software operation tools.

#### Hardware

- iCE40 UltraPlus Mobile Development Platform (MDP) (Revision C)
- USB to mini-USB cable

#### Software

- Diamond Programmer (Version 3.8)
- System Solution Platform (SSP)

**Note:** SSP installer and installation guide are included with this solution under the SSP folder. Follow the instructions in the guide to install this application properly.

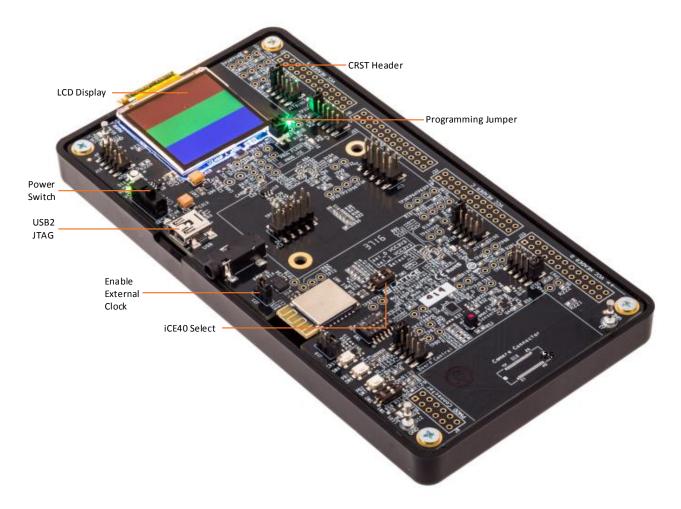


Figure 2.1. iCE40 UltraPlus MDP Board Details



### 2.2. Jumper Settings

To set the jumpers:

- 1. Connect jumper J19 for Flash program.
- 2. Switch SW5 to position "OFF/OFF" to program iCE40UP\_A.
- 3. Connect jumper J23 Pin 2 and Pin 3 to enable osc\_clk.
- 4. Connect jumper J17 Pin 1 and Pin 2.
- 5. Connect jumper J25, J26, J27 Pin 1 and Pin 2 respectively.
- 6. Connect LCD display to J2.

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## 3. Programming the Bitmaps to the MDP Board

To program the bitmaps to the MDP board:

- Install the Lattice SSP tool for this demo. For more details on the Lattice SSP tool, refer to SSP Installation and Deployment Usage Guide.pdf and SSP Operation Tool Kits Usage Guide.pdf.
   Note: The SSP user guides are included with this solution under the SSP folder.
- Connect the iCE40 UltraPlus MDP to the PC using a USB mini port (J5).
- 3. Switch SW2 to ON to power up the iCE40 UltraPlus MDP.
- 4. Start the Diamond Programmer tool.
- 5. In the Getting Started dialog box, select Create a new blank project as shown in Figure 3.1.

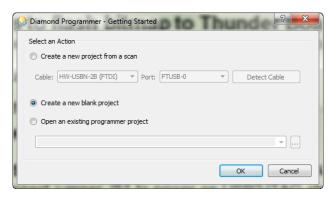


Figure 3.1. Getting Started Dialog Box

- 6. Click **OK**. This opens the Diamond Programmer main interface as shown in Figure 3.2.
- 7. Select iCE40 UltraPlus under Device Family.
- 8. Select iCE40UP5K under Device.
- 9. Set Cable to HW-USBN-2B (FTDI).
- 10. Set Port to FTUSB-0.



Figure 3.2. Diamond Programmer Main Interface

- 11. Double-click under **Operation** to open the Device Properties dialog box as shown in Figure 3.3.
- 12. Select SPI Flash Programming under Access mode.
- 13. Select Numonyx under Vendor.
- 14. Select SPI-M25P80 under Device.
- 15. Select the program file /Bitmap/Display Frame Buffer bitmap.hex.
- 16. Click **OK**.



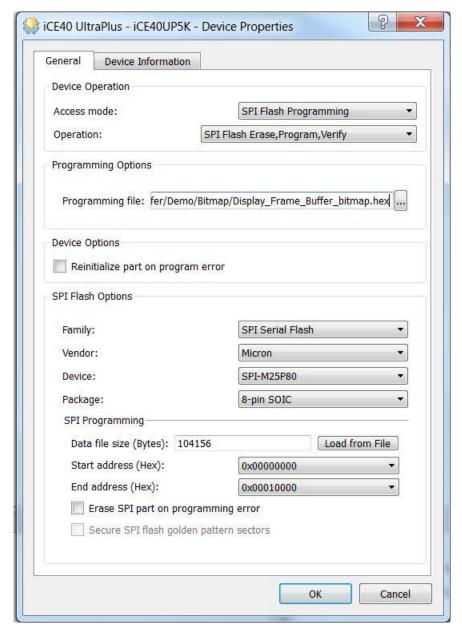


Figure 3.3. Device Properties Dialog Box

17. Click the Program button to program the FPGA.

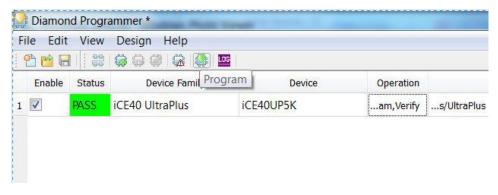


Figure 3.4. Program Button

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### 18. Check the program information.

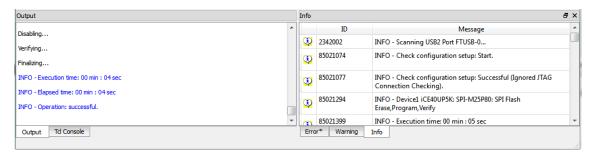


Figure 3.5. Program Information



## 4. Running the Demo

To run the demo:

- 1. Follow the steps in the Programming the Bitmaps to the MDP Board section so that the iCE40 UltraPlus MDP and SSP are ready with the necessary bitmap and picture data files.
- 2. Power ON the iCE40 UltraPlus MDP. DONE\_A lights up and the LCD display shows a color bar.
- 3. Start CMD prompt, change directory to where the Frame\_buffer\_demo.bat file is located and run this file to write the picture data to the iCE40 UltraPlus SPRAM.
- 4. Picture images are displayed on the DSI LCD one after the other in an interval of three seconds.

## 5. Resource Utilization

**Table 5.1. Resource Utilization** 

	Device and Demo	
Resource Type	ICE40 UltraPlus (5K UWG30)	Current Demo
LogicCells	5280	3122
PLBs	660	548
BRAMs	30	21
PLLs	1	1
I2Cs	2	0
SPIs	2	0
SBIOODs	3	0
DSPs	8	6
RGBADRVs	1	0
LEDDAIPs	1	0
LFOSCs	1	0
HFOSCs	1	0
SPRAMs	4	3



## **Technical Support Assistance**

For assistance, submit a technical support case at <a href="www.latticesemi.com/techsupport">www.latticesemi.com/techsupport</a>.



## **Revision History**

Date	Version	Change Summary
March 2017	1.1	Changed document status from preliminary to final.
		Removed copyright page.
		Added minor editorial changes to the Introduction section.
		Created Demo Setup and placed Requirements, and Jumper Settings as subsections.
		Updated Figure 2.1. iCE40 UltraPlus MDP Board Details.
		Added minor editorial changes.
		Revised note.
		Added note to step 1 in the Programming the Bitmaps to the MDP Board section.
		Revised step 3 in the Running the Demo section procedure.
December 2016	1.0	Initial release.



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