VERA module

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This document describes the **V**ideo **E**nhanced **R**etro **A**dapter video-module.

1. External address space

Reg	Addr	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	$9F20	VERA_ADDR_HI	Increment				Address (18:16)			
1	$9F21	VERA_ADDR_MID	Address (15:8)							
2	$9F22	VERA_ADDR_LO	Address (7:0)							
3	$9F23	VERA_DATA1	Data port 1							
4	$9F24	VERA_DATA2	Data port 2							
5	$9F25	VERA_CTRL	RESET	-						ADDRSEL
6	$9F26	VERA_IEN	-					SPRCOL	LINE	VSYNC
7	$9F27	VERA_ISR	-					SPRCOL	LINE	VSYNC

When RESET is set to 1, the FPGA will reconfigure itself. All registers will be reset. The palette RAM will be set to its default values.

If ADDR_SEL = 0, register 0/1/2 contain address of data port 1, otherwise register 0/1/2 contain address of data port 2.

After each access of one of the data ports the corresponding address is increment by the value in the corresponding increment field.

Interrupts will be generated for the interrupt sources set in VERA_IEN. VERA_ISR will indicate interrupts that have occurred. Writing a 1 to a position in VERA_ISR will clear that interrupt status.

2. Internal address space

Address range	Description
$00000 - $1FFFF	Video RAM
$20000 - $207FF	PETSCII character ROM (upper-case)
$20800 - $20FFF	PETSCII character ROM (lower-case)
$40000 - $4000F	Layer 1 registers
$40010 - $4001F	Layer 2 registers
$40020 - $4002F	Sprite control registers
$40040 - $4005F	Display composer registers
$40200 - $403FF	Palette
$40800 - $40FFF	Sprite data

3. Registers

3.1. Layer 1/2 registers

Register	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	Ln_CTRL0	MODE			-				EN
1	Ln_CTRL1	-		TILEH	TILEW	MAPH		MAPW	
2	Ln_MAP_BASE_L	MAP_BASE (9:2)							
3	Ln_MAP_BASE_H	MAP_BASE (17:10)							
4	Ln_TILE_BASE_L	TILE_BASE (9:2)							
5	Ln_TILE_BASE_H	TILE_BASE (17:10)							
6	Ln_HSCROLL_L	HSCROLL (7:0)							
7	Ln_HSCROLL_H	-				HSCROLL (11:8)			
8	Ln_VSCROLL_L	VSCROLL (7:0)							

9	Ln_VSCROLL_H	-	VSCROLL (11:8)

In bitmap modes (5/6/7), the following changes apply:

Register	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
7	Ln_BM_PAL_OFFS	-				BM_PALETTE_OFFSET			

Layer 1 registers can be accessed from memory location $40000.

Layer 2 registers can be accessed from memory location $40010.

The layer can be enabled or disabled by setting or clearing the **EN** bit.

The width and height of each rendered pixel can be controlled by the **HSCALE** and **VSCALE** field respectively. A range of 0-3 is available, which results in a pixel width or height of 1-4 pixels.

MAP_BASE specifies the base address where tile map data is fetched from. (Note that the registers don't specify the lower 2 bits, so the address is always aligned to a multiple of 4 bytes.)

TILE_BASE specifies the base address where tile data is fetched from. (Note that the registers don't specify the lower 2 bits, so the address is always aligned to a multiple of 4 bytes.)

HSCROLL specifies the horizontal scroll offset. A value between 0 and 4095 can be used. Increasing the value will cause the picture to move left, decreasing will cause the picture to move right.

YSCROLL specifies the vertical scroll offset. A value between 0 and 4095 can be used. Increasing the value will cause the picture to move up, decreasing will cause the picture to move down.

MAPW, **MAPH** specify the map width and map height respectively:

Value	Map width / height
0	32 tiles
1	64 tiles
2	128 tiles
3	256 tiles

TILEW, **TILEH** specify the tile width and tile height respectively:

Value	Tile width / height
0	8
1	16

3.1.1. Layer display modes

Each layer supports a few different display modes, which can be selected using the **MODE** field:

Mode	Description
0	Tile mode 1bpp (per-tile 16 color foreground and background color)
1	Tile mode 1bpp (per-tile 256 color foreground color and fixed background color 0)
2	Tile mode 2bpp
3	Tile mode 4bpp
4	Tile mode 8bpp
5	Bitmap mode 2bpp
6	Bitmap mode 4bpp
7	Bitmap mode 8bpp

3.1.2. Mode 0 – 16 color text mode

MAP_BASE points to a tile map containing tile map entries, which are 2 bytes each:

Offset	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	Character index							
1	Background color				Foreground color			

TILE_BASE points to the character data. This data is organized as 8 bytes per character entry. Each byte represents 1 line of character data, where bit 7 represents the left-most pixel and bit 0 the right-most pixel. If the bit is set the foreground color is used, otherwise the background color. To use the built-in character set this can be set to $8000 for the upper case PETSCII font and to $8200 for the lower case PETSCII font. It is also possible to use a custom character set located in RAM.

3.1.3. Mode 1 – 256 color text mode

MAP_BASE points to a tile map containing tile map entries, which are 2 bytes each:

Offset	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	Character index							
1	Foreground color							

TILE_BASE points to the character data. This data is organized as 8 bytes per character entry. Each byte represents 1 line of character data, where bit 7 represents the left-most pixel and bit 0 the right-most pixel. If the bit is set the foreground color is used, otherwise color 0 is used. To use the built-in character set this can be set to $8000 for the upper case PETSCII font and to $8200 for the lower case PETSCII font. It is also possible to use a custom character set located in RAM.

3.1.4. Mode 2/3/4 – Tile mode 2/4/8bpp

MAP_BASE points to a tile map containing tile map entries, which are 2 bytes each:

Offset	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	Tile index (7:0)							
1	Palette offset				V-flip	H-flip	Tile index (9:8)	

TILE_BASE points to the tile data.

Each pixel in the tile data gives a color index of either 0-3 (2bpp), 0-15 (4bpp), 0-255 (8bpp). This color index is modified by the palette offset in the tile map data using the following logic:

- Color index 0 (transparent) and 16-255 are unmodified.
- Color index 1-15 is modified by adding 16 x palette offset.

TODO: explanation of tile data memory organization

3.1.5. Mode 5/6/7 – Bitmap mode 2/4/8bpp

MAP_BASE isn't used in these modes.

TILE_BASE points to the bitmap data.

TILEW specifies the bitmap width. TILEW=0 results in 320 pixels width and TILEW=1 results in 640 pixels width.

BM_PALETTE_OFFSET modifies the color indexes of the bitmap in the same way as in the tile modes.

TODO: explanation of bitmap data memory organization

3.2. Sprite registers

TBD

3.3. Display composer

Register	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	DC_VIDEO	CURRENT_FIELD (RO)	-				CHROMA_DISABLE	OUT_MODE	
1	DC_HSCALE	HSCALE							
2	DC_VSCALE	VSCALE							
3	DC_BORDER_COLOR	BORDER_COLOR							
4	DC_HSTART_L	HSTART (7:0)							
5	DC_HSTOP_L	HSTOP (7:0)							
6	DC_VSTART_L	VSTART (7:0)							
7	DC_VSTOP_L	VSTOP (7:0)							
8	DC_STARTSTOP_H	-		VSTOP (8)	VSTART (8)	HSTOP (9:8)		HSTART (9:8)	

OUT_MODE	Description
0	Video disabled
1	VGA output
2	NTSC composite
3	RGB interlaced, composite sync (via VGA output)

Setting **CHROMA_DISABLE** disabled output of chroma in NTSC composite mode and will give a better picture on a monochrome display.

CURRENT_FIELD is a read-only field which reflects the active interlaced field in composite and RGB modes. (0: even, 1: odd)

HSCALE and **VSCALE** will set the fractional scaling factor of the display. Setting this value to 128 will output 1 output pixel for every input pixel. Setting this to 64 will output 2 output pixels for every input pixel.

BORDER_COLOR determines the palette index which is used for the non-active area of the screen.

HSTART/HSTOP and **VSTART/VSTOP** determines the active part of the screen. The values here are specified in the native 640x480 display space. HSTART=0, HSTOP=640, VSTART=0, VSTOP=480 will set the active area to the full resolution.

TODO:

- VGA detection?
- Hardware ID
- Palette selection
- Per layer active area
- Per layer scaling
- Remapping transparent index 0 to other entry
- Line interrupt

3.4. Palette

The palette translate 8-bit color indexes into 12-bit output colors. The palette has 256 entries, each with the following format:

Offset	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
0	Green				Blue			
1	-				Red			

At reset, the palette will contain a predefined palette:

Color indexes 0-15 contain the C64 color palette.

Color indexes 16-31 contain a grayscale ramp.

Color indexes 32-255 contain various hues, saturation levels, brightness levels.