HDMI on ZC706.

This project demonstrates how we can send video pattern from the Development board ZC706 via HDMI interface to the monitor. As a reference I used materials from Xilinx Video Series. The difference is that they used ZC702 board, which differs from ZC706 in several ways. Both boards have HDMI transmitter ADV7511, but the interface between Zynq and ADV7511 is not the same. Check Figure 1-15 in UG850 and Figure 1-21 in UG954. 16 data bits connected in ZC702 vs 24 bits connected in ZC706. This leads to different BDs in Vivado, different constraints, different IP settings and different application settings, I’ll tell in detail later.

Useful links:

Xilinx Video Series 19-21:

<https://support.xilinx.com/s/article/914989?language=en_US>

<https://support.xilinx.com/s/article/917308?language=en_US>

<https://support.xilinx.com/s/article/922324?language=en_US>

ZC702 and ZC706 datasheets:

<https://www.xilinx.com/support/documents/boards_and_kits/zc702_zvik/ug850-zc702-eval-bd.pdf>

<https://twiki.cern.ch/twiki/pub/Main/MpiMuonTrigger/UG954_BoardUserGuide.pdf>

ADV7511 user guide:

<https://www.analog.com/media/en/technical-documentation/user-guides/ADV7511_Hardware_Users_Guide.pdf>

Here are steps to send simple video pattern from the board ZC706 to the monitor:

1. Create Vivado project, launch runs, export to SDK:

* Open Vivado 2018.3
* In Tcl Console cd to the folder zc706\_hdmi
* Run create\_vivado\_proj\_zc706.tcl:

source create\_vivado\_proj\_zc706.tcl

1. Create SDK project:

* Start the Xilinx Software Command Line Terminal (XSCT) 2018.3 from Xilinx Design Tools
* cd to the path of the zc706\_hdmi
* Run create\_SW\_proj.tcl:

source create\_SW\_proj.tcl

1. Open SDK, connect board with the monitor, turn on the board, program FPGA, run application:

* Open SDK 2018.3 and select zc706\_hdmi/sdk\_workspace
* Connect board with the monitor using HDMI cable, turn on power on the board
* Program FPGA using Xilinx > Program FPGA
* Run the application (Right click on the Application > Run As > Launch on Hardware (System Debugger))