



Firmware



Firmware

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Overview

- Firmware capabilities of the HDK
- Customization options
- Firmware logging
- Firmware update

Firmware Features

- Core functionality (tracking)
- Controller mode
- HMD mode

Controller and HMD modes modify the core Tracking function "Controller" and "HMD" are not mandatory boxes; guiding concepts

Firmware - Core

Core Functions:

- Tracked object: up to 32 sensors (USB) / 28 (Wireless)
- USB or 2.4 GHz radio link to PC
- Battery management: charger, fuel gauge
- Firmware update: MCU, FPGA, radio

Firmware - Controller

Controller mode:

- 250 Hz IMU (wireless limit)
- Trackpad: Cirque GlidePoint
- Analog trigger: Hall Effect sensor and magnet
- Haptic motor: force feedback / rumble
- 5 clickable buttons: system, trigger, trackpad, A (menu), B (aux)

Firmware - HMD

HMD mode:

- 1000 Hz IMU
- Serial flash (display calibration data)
- One or more buttons; trackpad and trigger are disabled

HMD mode does not support any particular display, headphones, microphone

Firmware

Source code for MCU, FPGA, radio not licensed

- Hard real-time: easy to break tracking
- Custom wireless: on-the-fly packet compression
- Valve wants to avoid Android-style fragmentation
- Valve is still innovating the interface is not fixed
 - New features and bug fixes are being released regularly

Firmware changes must be contracted through Synapse

Firmware

How to build your custom tracked object?

- Customize firmware?
- Add more hardware?

It depends...

Customization Scenarios

- Simple tracked object: no firmware changes
- Controller: new buttons, additional controls, communicates to SteamVR
- HMD: display, backlight, headphones, microphone

Might need firmware customization

Might solve with more hardware

Up front development cost (NREs) vs. ongoing BOM cost / board space

Synapse can advise

Customization

Hardware scenario:

- Add dedicated application MCU
- USB hub in the device
 - Tracking MCU, application MCU, USB audio, USB camera
- BYO display or other functionality

Little or no interaction with the tracking subsystem Additional BOM costs / space

Customization

Firmware scenario:

- Add tasks and device drivers to tracking MCU
- Additional triggers, buttons, lights, controls
- Display control

Single MCU saves cost / space

Tracking MCU: Cortex-M4, floating point, 120 MHz, 160 KB RAM, 512 KB flash

Firmware Tips

- Status LED
- Debug UART
- Mode switch
- Radio pairing
- Firmware update

Firmware - Status LED

- Solid RED: not connected to SteamVR
- Solid GREEN: connected (USB)
- Solid BLUE: connected (Wireless)
- Blinking BLUE (1 Hz): pairing mode (Wireless)
- Rapid blinking RED (7 Hz): bootloader
- Slow blinking RED (0.5 Hz): critical firmware error

Firmware - Debug UART

- 460800 baud, no parity, 8 data bits, 1 stop bit
- System info and errors
- Mostly to help Synapse debug your hardware

Firmware - Debug UART

```
Watchman v3 Reference Design Version: 1473363695 Date: 2016-09-08 12:41:35 Git: 716edd8 (bootloader)
 Loading app at 0x430299
Watchman v3 Reference Design Version: 1473382930 Date: 2016-09-08 <u>18:02:10 Git: 0f9eb47</u>
Init SPI1, HMD flash
Init SPI1, Trackpad
Init SPI3, IMU
Init SPI3, Radio
Init SPI5, ICE40 config
Init SPI5, ICE40 data
Init TWI2
Devices:
 [ flash_mcu ] 512 KB (1024 * 512 bytes, 0 pages reserved) @ 0x00400000
flash regions:

[ bootloader ]: 0x00000000 - 0x0000bfff ( 45124 of 49152 bytes used)

[ ice40_image ]: 0x0000c000 - 0x0002ffff (135180 of 147456 bytes used)

0x0000xfff ( 89204 of 311296 bytes used)
    trackpad 1: 0x00030000 - 0x0007bfff ( 89204 of 311296 bytes used)
trackpad 1: 0x0007a000 - 0x0007bfff (  0 of 8192 bytes used)
stored_conf 1: 0x0007c000 - 0x0007dfff (  0 of 8192 bytes used)
    descriptors 1: 0x0007e000 - 0x0007ffff (
hardware_id 1: 0xc0ffeeee - 0xc0fff0ed (
                                                                       280 of
                                                                                     8192 bytes used)
                                                                          Ø of
                                                                                      512 bytes used)
stored_config: 0 of 8192 bytes used
HWID revision: 0x90030000 lot: 0x811f0001
 BQ2429x No Battery Detected
2429x charger in Default Mode already
Started BQ27520 fuel gauge update timer at 60s
Queue: IMU time: 100 elements of size 4 [2000086c - 200009fc]
Queue: IMU RX: 100 elements of size 14 [20000800 - 20000978]
Queue: IMU TX: 25 elements of size 20 [20000f7c - 20001170]
S/N: = [LHR-2FB6B063]
 usb vbus(1)
 Sensor variant = 0x0
Queue: LEP_IN: 10 elements of size 12 [20003578 - 200035f0]
LEP: optical version: 1
LEP: sync detect: 0
Wireless version: 0x57cefaec
 Mode: CONTROLLER
 Trackpad version: 0x5a
```

Firmware - Mode Switch

Toggles between Controller and HMD mode

- Trackpad, analog trigger disabled for HMD
- Buttons work in either mode
- IMU: 1000 Hz vs. 250 Hz
- IMU: more vs less dynamic range

Mode switch resets the device

Firmware - Radio Pairing

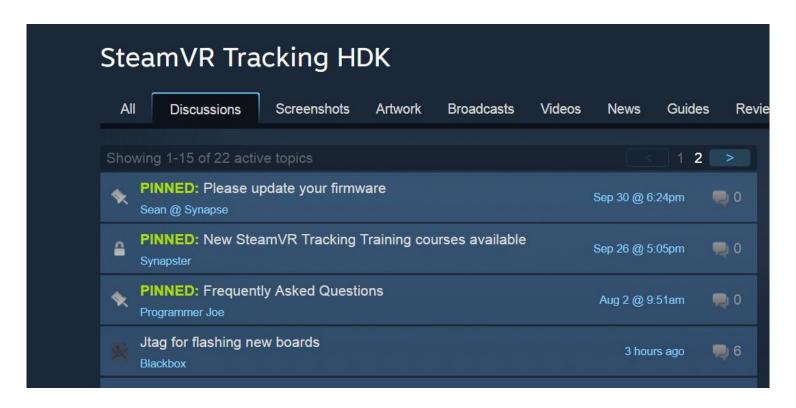
- 1. Press System and Menu buttons for 3 seconds
- LED blinks blue
- 3. In lighthouse_console, issue "unpair" + "pair" to USB dongle
- 4. LED solid blue if pairing succeeds

When using USB 3.0 port, plug dongle into extension cable

RFI - Radio Frequency Interference

• https://www-ssl.intel.com/content/www/us/en/io/universal-serial-bus/usb3-frequency-interference-paper.html

Firmware Updates



Firmware Updates

- Firmware will be released via SteamVR, as needed
- Update firmware via USB
- JTAG binaries available for manufacturing
- JTAG: Segger J-Link Base is recommended

USB:

C:\Program Files (x86)\Steam\steamapps\common\SteamVR Tracking HDK\firmware\10.27.2016>hdk_firmware_update.bat

JTAG:

C:\Program Files (x86)\Steam\steamapps\common\SteamVR Tracking HDK\firmware\jtag>flash_mcu.bat <j-link S/N> watchman_v3_hdk_mcu_jtag.bin

Thanks!