

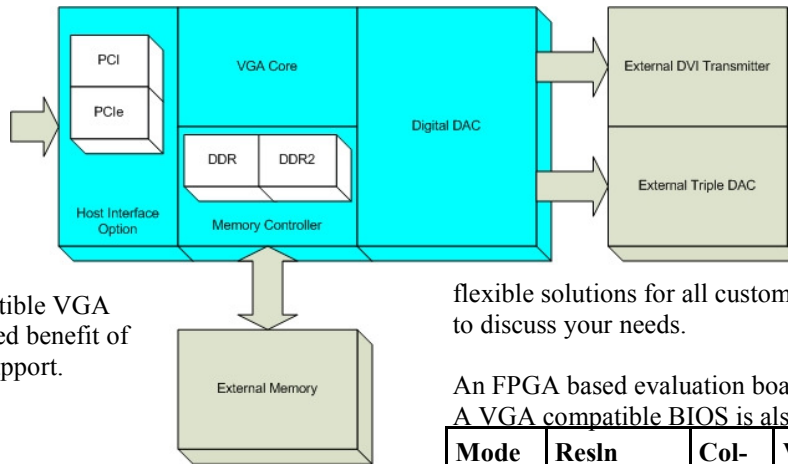


VESA Core

Data Sheet

Preliminary
Silicon Spectrum, Inc.

Silicon Spectrum offers two distinct core solutions for VGA compatibility. The VESA 2.0 compatible VGA core contains all the functionality of an IBM compatible VGA core with the added benefit of high resolution support.



for Synopsys Design Compiler and Prime-time. Being synchronous in nature, it is easily scan-able.

Deliverables:

Silicon Spectrum has flexible solutions for all customers. Please contact us to discuss your needs.

An FPGA based evaluation board is available.
A VGA compatible BIOS is also available.

Functions:

The core includes either a PCI or PCI express interface, a DDR or DDR2 Memory Controller and the digital portion of a VGA compatible RAMDAC. The core contains all the standard IBM VGA register set as well as access to a linear framebuffer up to 1600x1200x32 bit.

Documentation:

An SSI reference manual is available for programming the core from within a customer application. When used in a PC running most major operating systems, such as Microsoft Windows, DOS, or Linux, in conjunction with the SSI BIOS, no drivers are required.

Implementations:

The core has been implemented in Altera Stratix and Cyclone-2 parts as well as Xilinx Spartan-3 and vertex-2 parts. The design is highly efficient in area and speed requirements. Memory speed is dependent on] resolution requirement needing minimum DDR speeds for low resolutions up to 150Mhz for high resolutions. The core itself runs at 50Mhz.

The core is uniquely designed to be completely synchronous at speeds up to 50Mhz. The external interfaces are fifo based and can easily cross clock boundaries. In our reference system, we run our PCI at 33/66Mhz and Memory Controller at up to 150Mhz. In FPGA Designs without a reprogrammable PLL, we offer a clock switching block that can generate necessary Pixel clocks for all display modes.

The core is ASIC ready and can easily be compiled with an ASIC synthesis tool. Scripts can be provided

Mode	Resln	Col-ors	Vert (Hz)	Horiz (kHz)	Pixelk (MHz)
0, 1	320x200	16	70	31.78	25.18
2, 3	640x200	16	70	31.78	25.18
0*, 1*	320x350	16	70	31.78	25.18
2*, 3*	640x350	16	70	31.78	25.18
0+, 1+	320x350	16	70	31.78	28.32
2+, 3+	640x350	16	70	31.78	28.32
4, 5	320x200	4	70	31.78	25.18
6	640x200	2	70	31.78	25.18
7	720x350	Mono	70	31.78	25.18
7+	720x400	Mono	70	31.78	25.18
D	320x200	16	70	31.78	25.18
E	640x200	16	70	31.78	25.18
F	640x350	Mono	70	31.78	25.18
10	640x350	16	70	31.78	25.18
11	640x480	2	60	31.78	25.18
12	640x480	16	60	31.78	25.18
13	320x200	256	70	31.78	25.18
VESA	800x600	16M	70+		
VESA	1024x768	16M	70+		
VESA	1280x1024	16M	70+		
VESA	1600x1200	16M	70+		

Table 1: VGA Supported Modes