

Everest-HDMI-Demo

Getting Started

Project: Everest-HDMI-Demo Getting Started	created:	S. Rieche	Date	2018-01-30
	edited:	S. Rieche	Date:	2019-01-28
	approved:		Date:	
Filename:	Everest-HDMI-Demo--Getting_Started_1p2.docx			
Arrow Central Europe GmbH	Version:	1.2	Page 1 of 13	

Contents

1. Revision History	5
1.1 Revision 1.1.....	5
1.2 Revision 1.0.....	5
2. Getting Started	6
2.1 Prerequisites	6
2.2 Handling the Board.....	7
2.3 Board-Setup Revision PROTO.....	7
2.3.1 Toggle-Switch S1 – PCIe	7
2.3.2 Toggle -Switch S5 – SC SPI-Flash enable	7
2.3.3 DIP-Switch S8 – FMC Voltage Selector.....	7
2.3.4 Toggle -Switch S9 – VDDAUX2 & VDDAUX5 Voltage.....	7
2.4 Board-Setup Revision A and B	8
2.4.1 Toggle-Switch S1 – PCIe	8
2.4.2 Toggle -Switch S5 – SC SPI-Flash enable	8
2.4.3 DIP-Switch S8 – FMC Voltage Selector.....	8
2.4.4 Toggle -Switch S9 – VDDAUX2 & VDDAUX5 Voltage.....	8
2.5 Powering up the Board.....	9
3. Demo Design	10
3.1 Prerequisites	10
3.2 Design Implementation	10
3.3 Running the Design	12

Figures

- Figure 1: Everest Board..... 9
- Figure 2: Design Implementation 11
- Figure 3: SoftConsole v5.1 workspace launcher 12
- Figure 4: SoftConsole v5.1 - starting the debug session 12
- Figure 5: SoftConsole v5.1 - running the design 13
- Figure 6: screenshot of the test pattern..... 13

Tables

Table 1: Software / IP Requirements 10
Table 2: Hardware Design Clock Frequencies 10

1. Revision History

The revision history describes the changes that were implemented in the document. The changes are listed by revision, starting with the most current publication.

1.1 Revision 1.2

The document was updated for Libero SoC v12.0.

1.2 Revision 1.1

The document was updated for Libero SoC PolarFire v2.2.

1.3 Revision 1.0

Revision 1.0 is the first publication of this document.

2. Getting Started

This demo design makes use of the Everest DEV Board on board HDMI port to print a Full HD (1920x1080@60Hz) test pattern on a HDMI monitor. It is based on the “Everest-CortexM1-Demo”. Internal SRAM blocks are used for both, program and data memory. Two UART terminals are operated through USB connector J9.

2.1 Prerequisites

For the Everest HDMI Demo the following is needed:

Item	Quantity
Everest DEV Board	1
12 V / 5 A wall-mounted power adapter	1
USB 2.0 A male to mini-USB B cable for UART / Programming interface to PC	1
HDMI cable	1
HDMI monitor (1920x1080@60Hz)	1
Free one-year Libero Silver software license	1

Note 1: The Everest DEV Board offers an on-board FlashPro5 programmer, which can be used to program and debug with Identify, SmartDebug and embedded application software using SoftConsole.

Note 2: The described design is suitable for Everest Dev Board Rev PROTO, A and B.

2.2 Handling the Board

Pay attention to the following points while handling or operating the board:

Handle the board with electrostatic discharge (ESD) precautions to avoid damage.

For information about ESD precautions see

https://www.microsemi.com/documentportal/doc_view/126483-esd-appnote.

2.3 Board-Setup Revision PROTO

2.3.1 Toggle-Switch S1 – PCIe

Warning: S1-1 and S1-2 must not be at position on at the same time!

SWITCH ON	PCIe LANES
S1-1	x1
S1-2	x4

2.3.2 Toggle -Switch S5 – SC SPI-Flash enable

Warning: S5-1 and S5-2 must not be at position on at the same time!

SWITCH ON	SC SPI-FLASH
S5-1	ENABLE
S5-2	DISABLE

2.3.3 DIP-Switch S8 – FMC Voltage Selector

Warning: S8-1 to S8-4 must not be at position on at the same time!

SWITCH ON	FMC VOLTAGE
S8-1	3.3 V
S8-2	2.5 V
S8-3	1.8 V
S8-4	undefined (not connected)

2.3.4 Toggle -Switch S9 – VDDAUX2 & VDDAUX5 Voltage

Warning: S9-1 and S9-2 must not be at position on at the same time!

SWITCH ON	VDDAUX2 & VDDAUX5
S9-1	2.5 V
S9-2	FMC voltage

2.4 Board-Setup Revision A and B

2.4.1 Toggle-Switch S1 – PCIe

SWITCH	PCIe LANES
S1-1 (marking)	x4
S1-2	x1

2.4.2 Toggle -Switch S5 – SC SPI-Flash enable

SWITCH	SC SPI-FLASH
S5-1 (marking)	DISABLE
S5-2	ENABLE

2.4.3 DIP-Switch S8 – FMC Voltage Selector

SWITCH	FMC VOLTAGE
S8-1 off, S8-2 off	1.8 V
S8-1 on, S8-2 off	2.5 V
S8-1 off, S8-2 on	undefined (not recommended)
S8-1 on, S8-2 on	3.3 V

2.4.4 Toggle -Switch S9 – VDDAUX2 & VDDAUX5 Voltage

SWITCH	VDDAUX2 & VDDAUX5
S9-1 (marking)	2.5 V
S9-2	FMC voltage

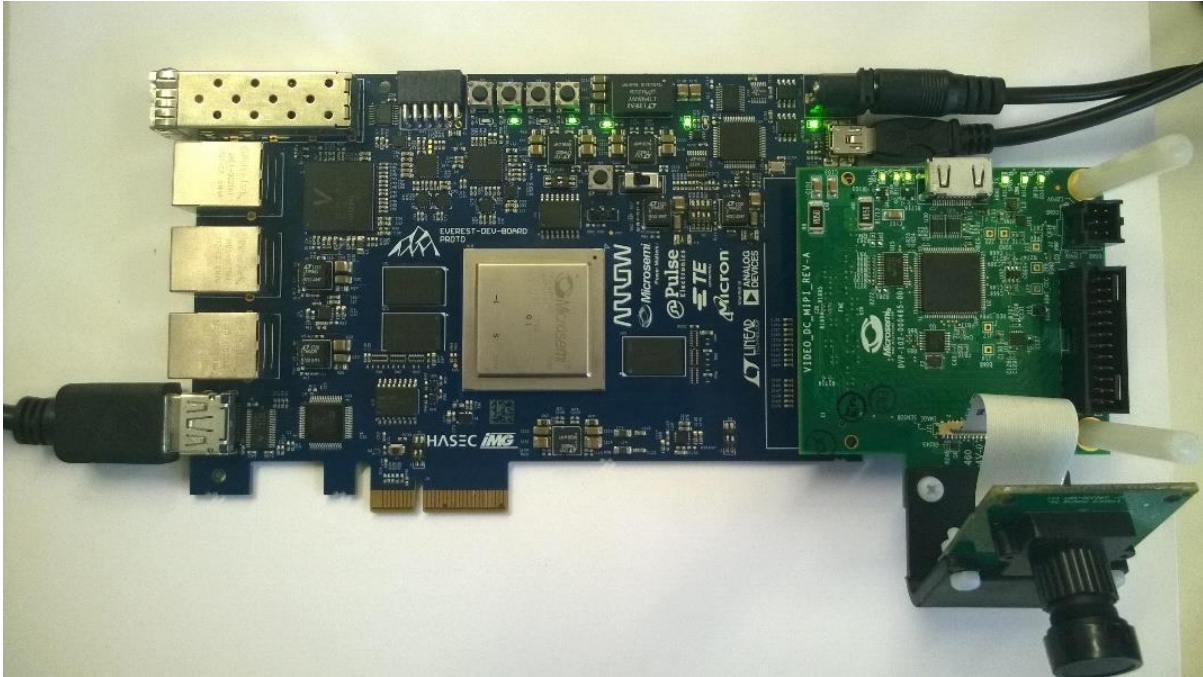


Figure 1: Everest Board

2.5 Powering up the Board

The Everest DEV Board is powered up using either the 12 V DC jack or the PCIe connector. For programming connect it although with your computer using USB mini B connector J9. A HDMI monitor should be connected with an appropriate cable via HDMI connector J2.

3. Demo Design

3.1 Prerequisites

Table 1: Software / IP Requirements

Software	Version
Libero SoC PolarFire	V12.0
Synplify Pro	L2017.09M-SP1-1
FlashPro PolarFire	V2.0
IP	
CortexM1	3.0.100
PF_SRAM_ABHL_AXI	1.1.127
PF_OSC	1.0.102
PF_CCC	1.0.115
PF_INIT_MONITOR	2.0.103
CoreAHBLite	5.3.101
CoreAHBTOAPB3	3.1.100
CoreAPB3	4.1.100
CoreGPIO	3.2.102
CoreUARTapb	5.6.102
CoreI2C	7.2.101

Before you start you have to make sure, that all cores are downloaded to your local vault.

3.2 Design Implementation

The following table lists the clock frequencies used in the design.

Table 2: Hardware Design Clock Frequencies

Clock	Frequency (MHz)
PF_OSC	160
PF_CCC_OUT0_FABCLK	27.5
PF_CCC_OUT1_FABCLK	148.5
HCLK / PCLK	27.5

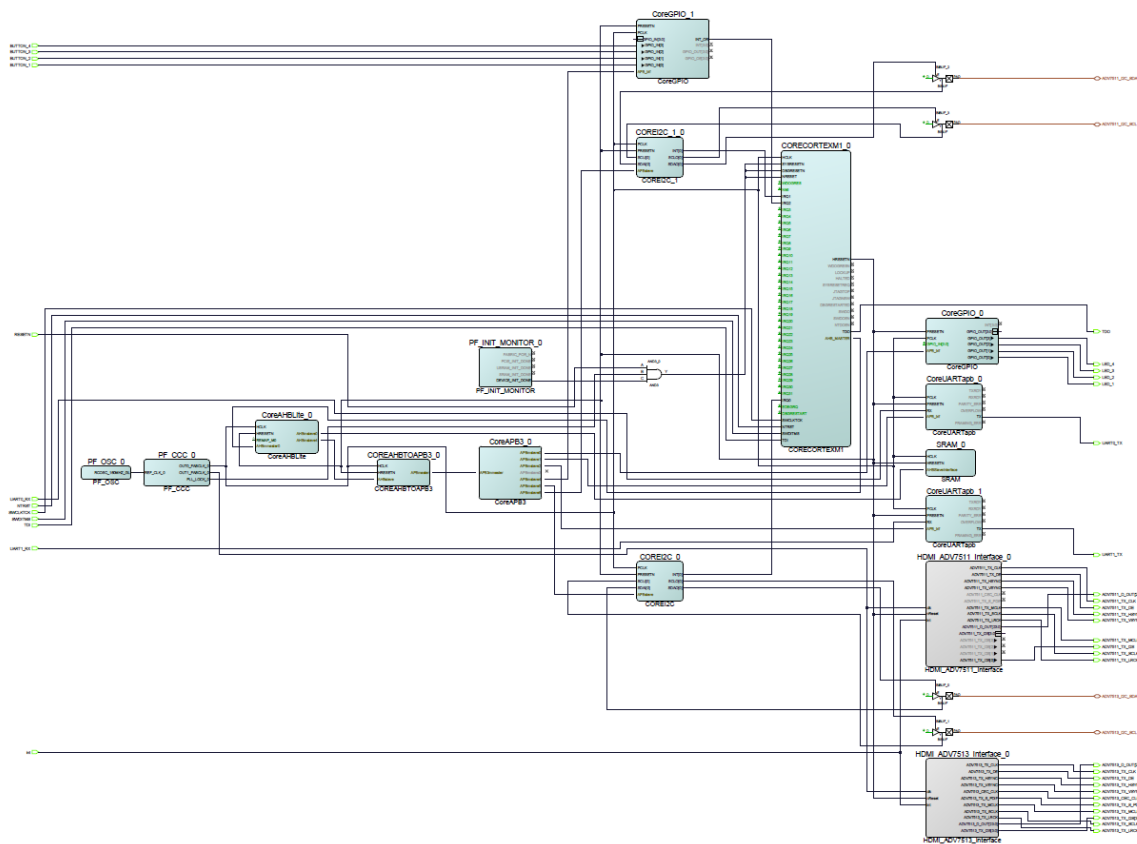


Figure 2: Design Implementation

The design is already fully implemented and ready to be programmed on the Everest Board. The board has to be connected with the power supply and to the PC with the USB cable. All drivers have to be installed (which should happen automatically when plugged in the first time) To program the design, there are two possibilities:

- Programming via Libero PolarFire SoC: Programming is started with the “Run PROGRAM Action” Button in the Design Flow Pane
- Programming via FlashPro Software: There is a STAPL-File (“<Design Directory>\designer\CortexM1_Subsystem\export\CortexM1_Subsystem.stp”) which can be programmed with the FlashPro Software. A new FlashPro project has to be generated and the programming file loaded into.

3.3 Running the Design

In Order to run the design, the CortexM1-Processor has to be loaded with the firmware. To do so, load the provided SoftConsole Workspace.

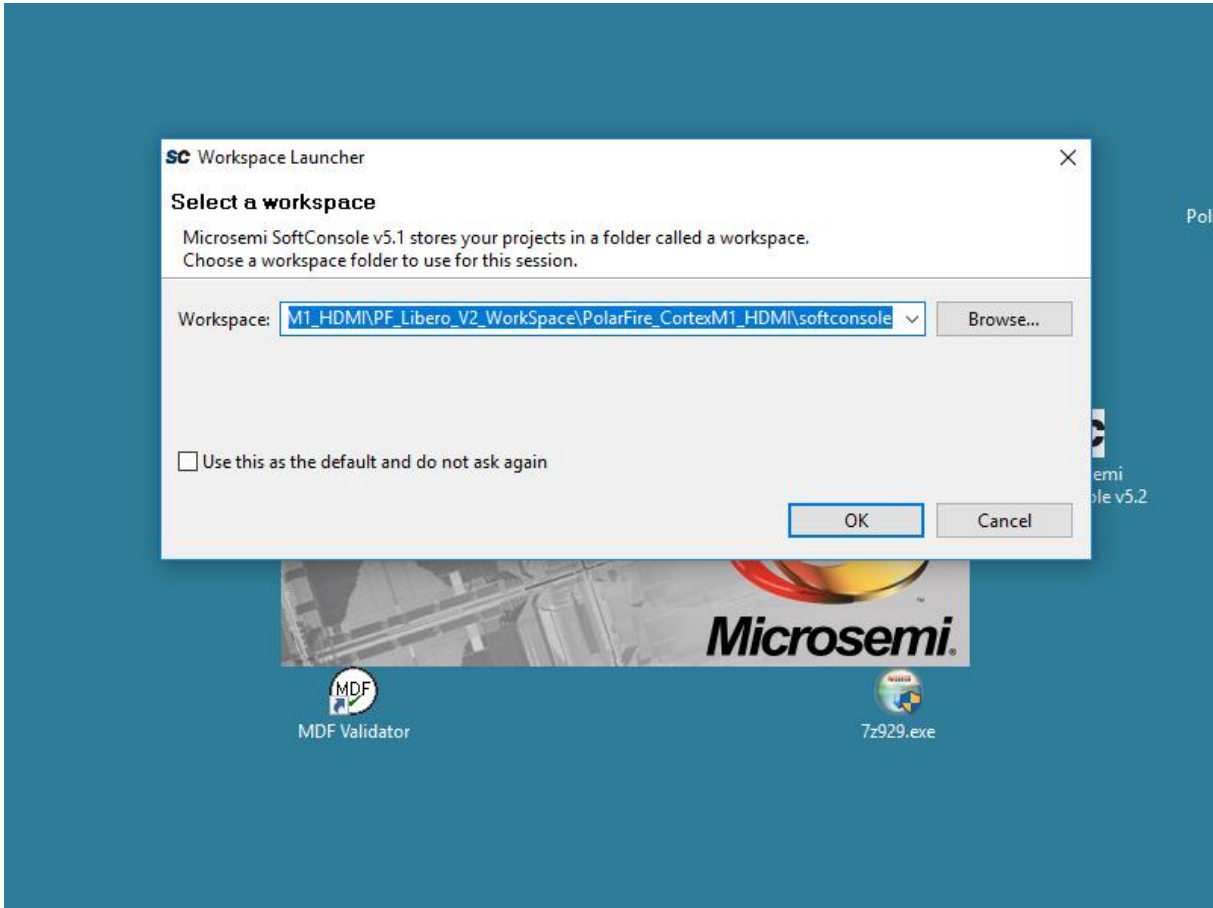


Figure 3: SoftConsole v5.1 workspace launcher

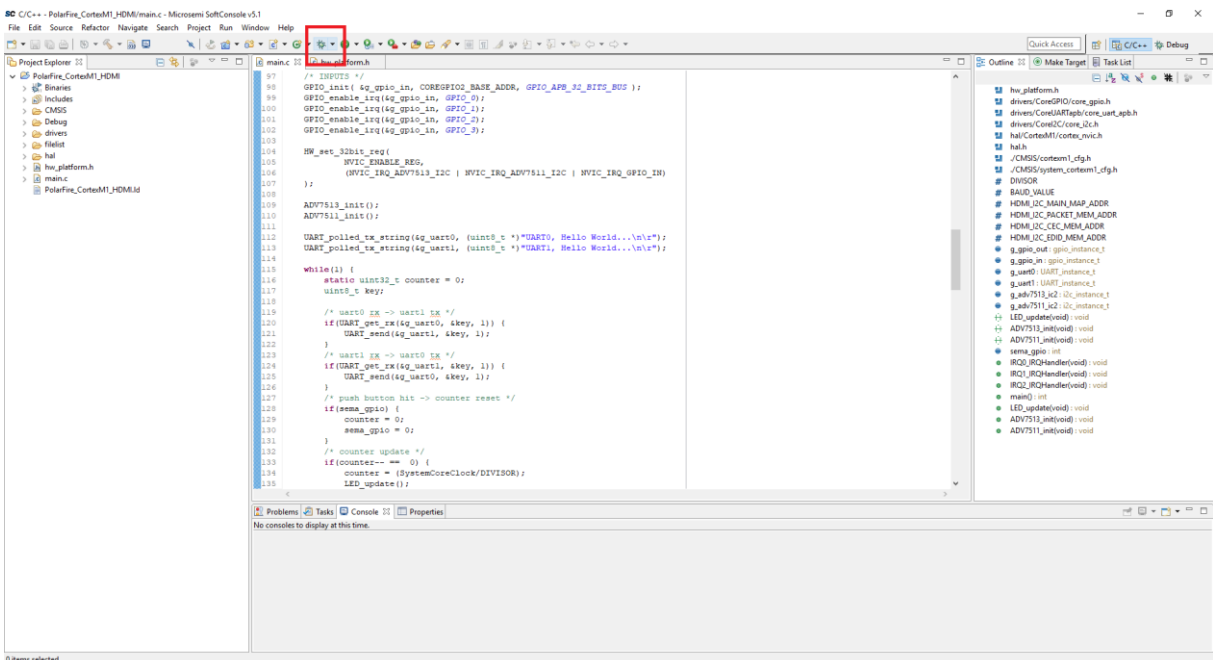


Figure 4: SoftConsole v5.1 - starting the debug session

A debug configuration is provided to download the firmware to the CortexM1 processor and start the application.

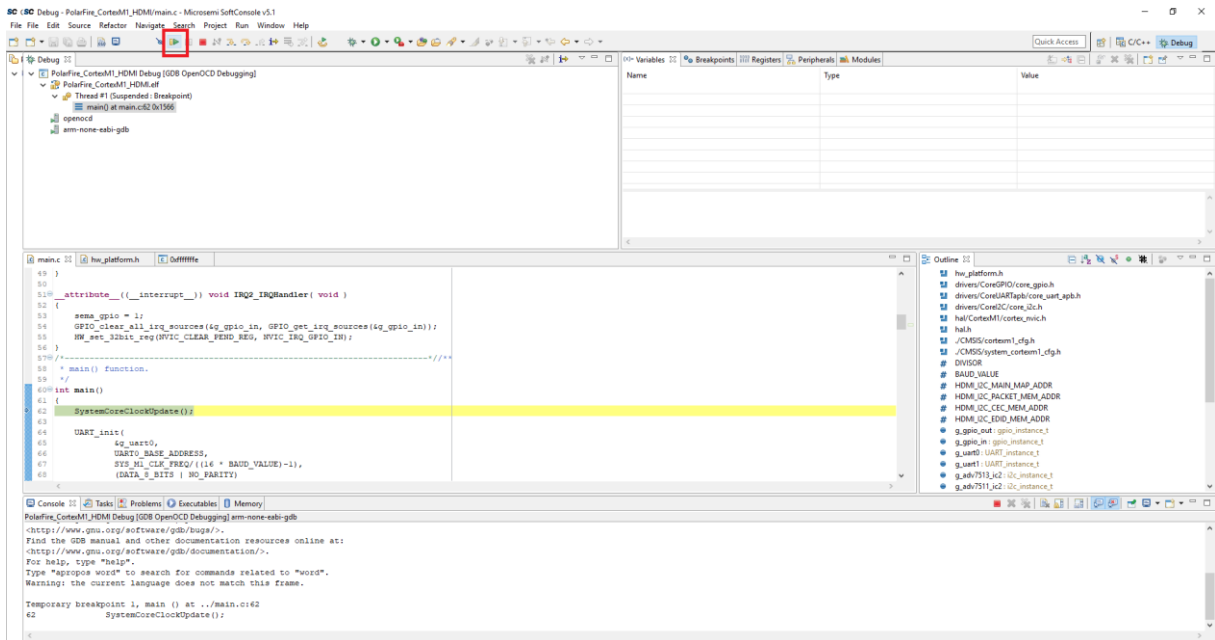


Figure 5: SoftConsole v5.1 - running the design

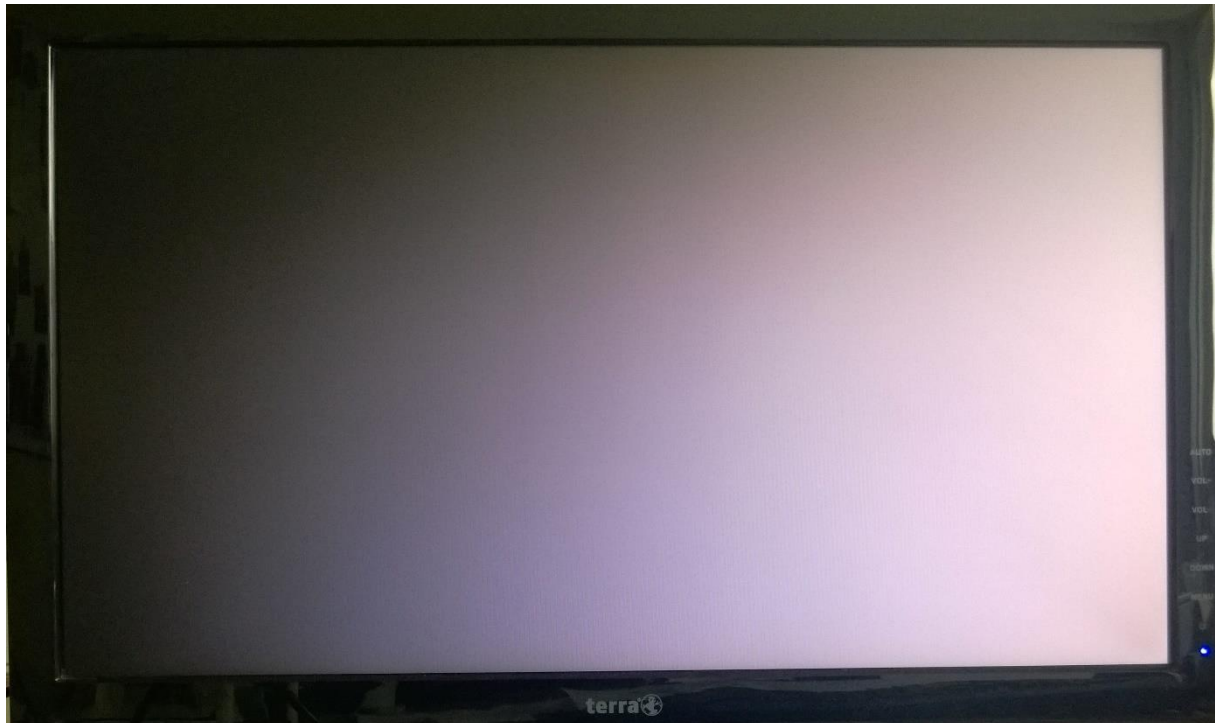


Figure 6: screenshot of the test pattern