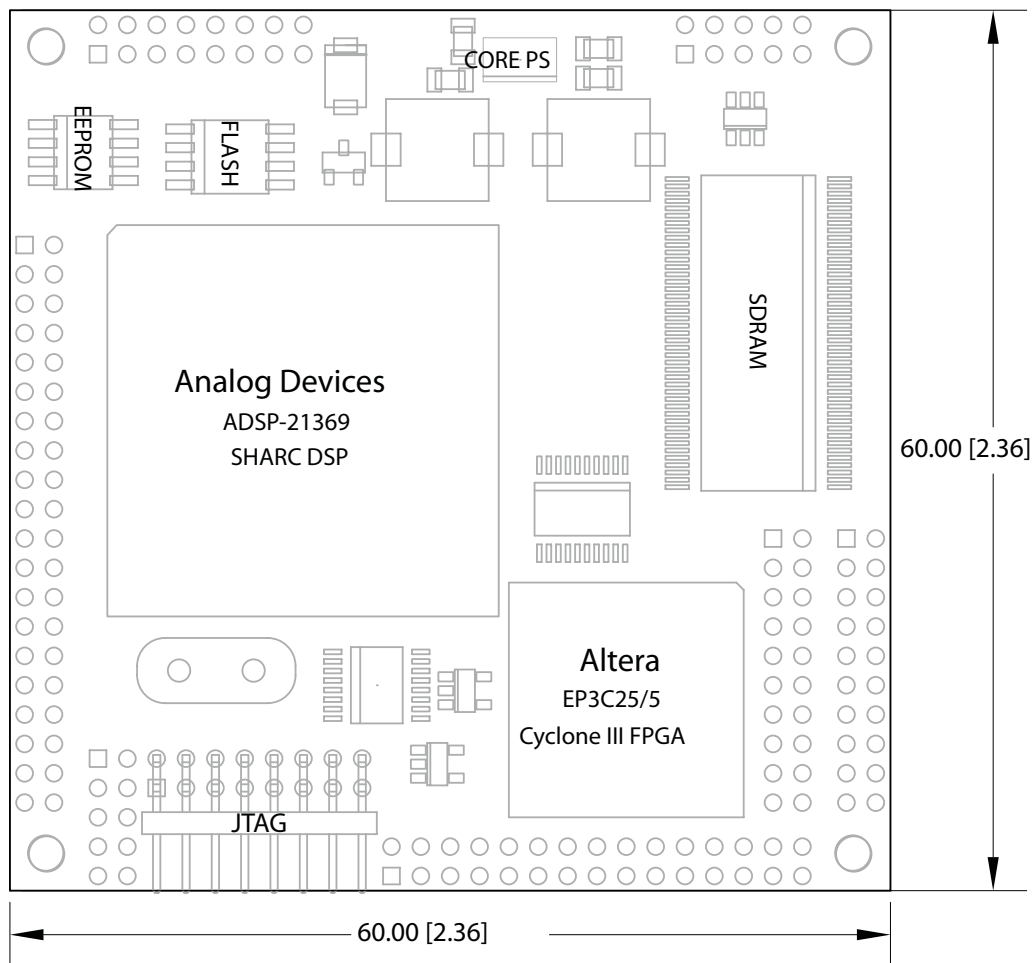


► Danville Signal Processing, Inc.

dspblok™ 21369+fpga



User Manual

Version 1.01

Danville Signal Processing, Inc.

dspblok™ 21369+fpga

User Manual

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Table of Contents

Overview.....	3
dspblok™ 21369+fpga	3
Intended Audience	3
Getting Started.....	4
Block Diagram	5
Programming the dspblok 21369+fpga.....	6
dspBootloader	6
Uploading Programs.....	6
User Modes	7
Programming Modes.....	7
Uploading Procedure	8
Reading the Mode Pins	9
Hardware Overview	10
Power Supply.....	10
Memory	11
DAI & DPI	11
Data Bus.....	11
Clocks.....	12
Multiprocessor Configurations.....	12
Reset.....	12
Signal Levels	12
Configuring the FPGA	13
Flash Management.....	13
Connections.....	14
Connector Recommendations & Notes	16
Connector Specification	16
JH1 – JTAG (External ICE).....	16
JH2 – DAI, DPI, IO	16
JH3 – JTAG - AUX.....	16
JH4 – Power & Clock	16
JH5, JH6, JH7 – FPGA I/O.....	17
JH8 – Boot and Clock Mode Configuration	18
Mechanical Dimensions.....	19
Schematic.....	20
RoHS & WEEE Compliance.....	20

Overview

Danville Signal's dspblok™ family of products delivers the power of digital signal processing in a small 60mm x 60mm form factor. Connections are brought out to standard 2mm dual row headers. The dspblok reduces development costs, risk and time.

Danville's dspblok DSP function modules are often incorporated directly into larger custom embedded systems. By taking advantage of pretested signal processing modules, pc board layouts become simpler and projects are completed quickly and cost effectively.

You can also create small standalone embedded applications by combining a dspblok DSP function module with other dspblok modules. Embedded dspblok systems are created by using a dspblok power supply (such as our dspblok ps-usb), and an I/O module, such as one of our dspblok ad96k family of audio data converter boards. Each board is stacked via 2mm headers to create a low profile configuration where space is at a premium.

dspblok™ 21369+fpga

The dspblok™ 21369+fpga family are highly integrated DSP modules that incorporates an Analog Devices' ADSP-21369 SHARC DSP operating at 400 MHz with an Altera Cyclone III FPGA. Flash, EEPROM and SDRAM memory complement these devices. An onboard switching power supply supports the core voltage requirements of both the DSP and the FPGA so that only 3.3V is required to power the dspblok. The ADSP-21369 peripherals include SPORTs (8), SPI(2), TWI (I2C), UART(2), timers, PWMs, JTAG and a full 32 bit wide data bus. These peripherals are available via 2mm headers on the dspblok.

The FPGA of the dspblok™ 21369+fpga can extend peripheral support or can be used for signal processing functions. In addition to connections in common with the SHARC DSP, there are 70 uncommitted pins that are brought out to 2mm headers. The FPGA can communicate with the DSP through the DSP's data bus as well as the DAI lines of the DSP.

The dspblok 21369+fpga is the foundation of our dspstak™ 21369+fpga DSP Engines. You can use a dspstak 21369+fpga with ICE or a dspblok 21369+fpga with ICE as a development platform for the dspblok.

The dspblok 21369+fpga family consists of the following standard modules: the dspblok™ 21369cy05, and the dspblok™ 21369cy25, based on Altera's Cyclone III EP3C5 or EP3C25 FPGAs, respectively.

Intended Audience

The dspblok 21369+fpga requires an understanding of the Analog Devices' ADSP-21369, as well as the Altera Cyclone III, and the associated tools used for development. If the dspblok 21369+fpga is going to be integrated into a larger hardware design, then it is also assumed that the user is familiar with basic hardware design. In most cases, systems integrators, DSP programmers and software engineers can create DSP embedded systems using our embedded dspblok systems (or dspstak family) without the need for additional hardware design and manufacturing.

If you do not have a background with these skills, you may want to check out our web site

(<http://www.danvillesignal.com>) as well as the Analog Devices and Altera web sites for links to useful references. Danville engineers are also available to discuss your application.

Getting Started

We strongly recommend that you use our dspstak 21369+fpga as an initial development platform. The dspstak 21369+fpga includes a dspblok 21369+fpga at its core. This dspstak card provides power and external interfacing connections. This combination gives you a solid footing for development before you incorporate the dspblok into your own target. The dspstak 21369+fpga w/ICE includes an on-board EZ-Kit style emulator that you can use for development and is supported by both the full version and kit version of Visual DSP++@5.0. The kit version is free. You can also use the dspstak as a dspblok programmer via its USB or UART ports.

An alternative to this is to purchase a dspblok 21369+fpga w/ICE, which will allow you to do all of your development work on a pin compatible but elongated version of the dspblok 21369+fpga. This version has an Analog Devices ICE onboard and also has an Altera USB-Blaster, which allows for simultaneous debugging of both the DSP and the FPGA on the board. This approach does not offer the same production programming capabilities of the dspstak solution, however when using this setup it is possible to use the dspFlash which is also available from Danville Signal to program the dspblok 21369+fpga with both the DSP and FPGA code.

You can also use a dspblok ps-usb power supply as part of a development system as well as a production programmer. The USB port allows you to upload your production firmware to the dspblok 21369+fpga DSP. In this case, we suggest you consider an Analog Devices HP USB emulator and an Altera USB-Blaster to facilitate your code development.

The dspblok 21369+fpga includes the following items:

Hardware:

- dspblok 21369+fpga Module

Documents (CD):

- This Manual
- CAD footprints (Gerber & Altium formats)
- Schematics
- Sample Programs

We recommend that you have the documents:

- Analog Devices ADSP-2136x SHARC Processor Hardware Reference Manual
- Analog Devices ADSP-2136x SHARC Processor Programming Reference Manual
- Analog Devices ADSP-21160 SHARC DSP Instruction Set Reference Manual
- Altera Cyclone III Handbook

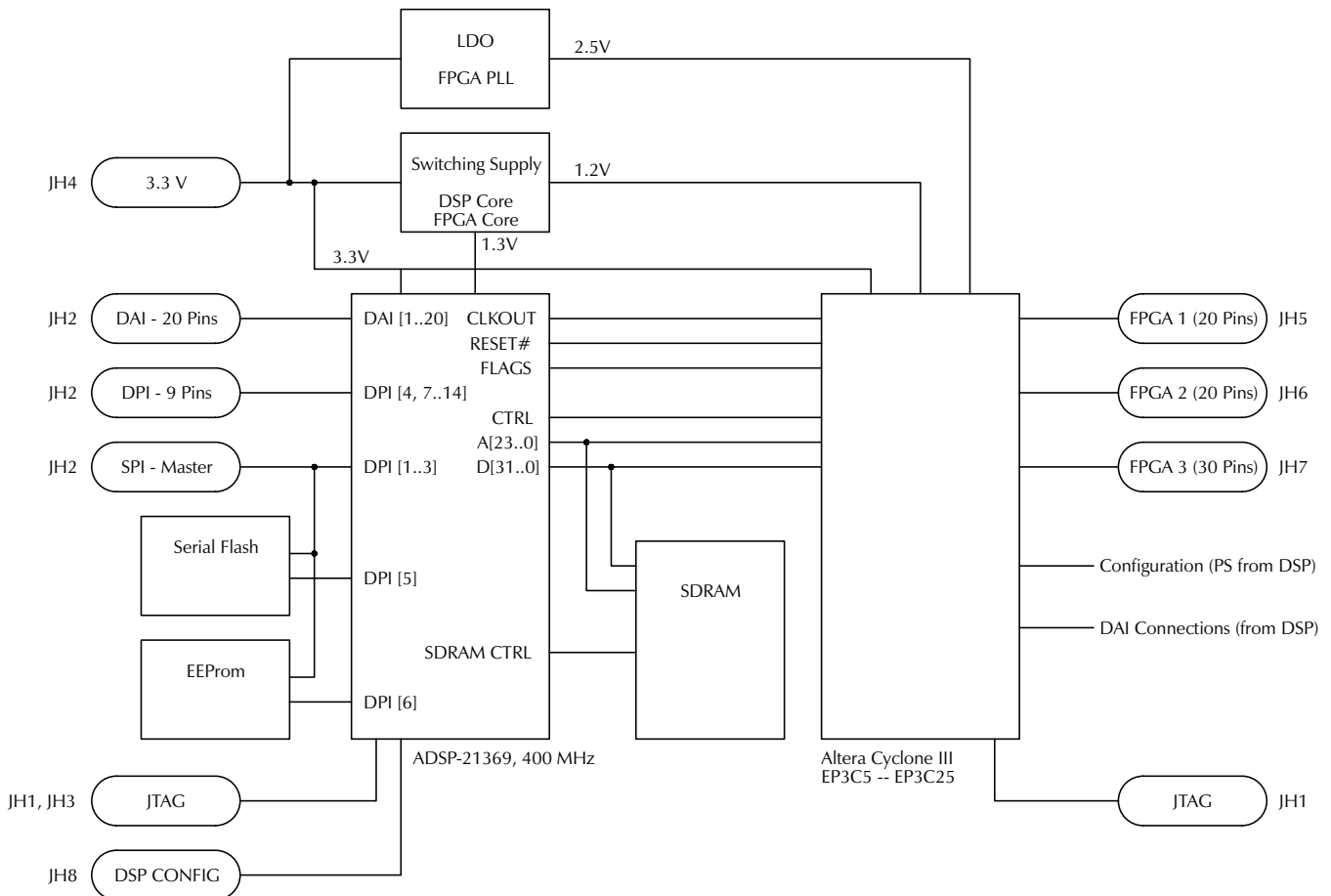
We recommend that you have the following tools:

- Analog Devices VisualDSP++ 5.0 for SHARC (available from Danville)

- Quartus II 8.0 SP1, and optionally NIOS II EDS 8.0
 - Analog Device HP USB ICE (available from Danville)
 - Altera USB blaster
 - Danville DSP+FPGA JTAG adapter
- or
- Danville dspstak 21369+fpga with ICE
 - Analog Devices VisualDSP++ 5.0 for SHARC (optional, KIT license works with Danville ICE versions)
 - Altera Quartus II 8.0
 - Altera NIOS II EDS 8.0 (Optional)
- and
- dspFlash flash programmer for production programming (available from Danville)

Our website (www.danvillesignal.com) has downloads and links to other tools and documents.

Block Diagram



Programming the dspblok 21369+fpga

The dspblok 21369+fpga can be programmed in a variety of ways. In many cases, programs are uploaded via either a USB port or UART port into the on-board serial flash memory. This method relies on Danville's dspBootloader™. The bootloader can load your SHARC application and the Cyclone III configuration file automatically at startup.

Alternatively, you can use the SHARC's internal bootloader to load your SHARC application and then manage the FPGA configuration from your DSP application. Both the DSP and FPGA code resides in the serial flash. You may program this flash via JTAG. Danville's dspFlash Programmer can accomplish this task.

During the development process, you can load and execute programs through the JTAG port by using either a built in debugger or an external emulator. The FPGA configuration file can also be debugged using an Altera USB-Blaster.

dspBootloader

The dspblok 21369+fpga has eight different programming modes that are assigned via jumper on the Configuration Header (JH8). The purpose of the programming modes is to establish what the dspblok 21369+fpga will do when it comes out of reset. Four of the programming modes are reserved for standard dspblok 21369+fpga functions and the remaining four are available for user programs.

These modes are discussed in the following section.

Mode	Boot State
0	Silent (User config 0)
1	Silent (User config 1)
2	Silent (User config 2)
3	Silent (User config 3)
4	UART Only (Adjustable Baud)
5	USB Only
6	USB & UART (Adjustable Baud)
7	USB & UART (115.2k Baud assuming 22.1184 MHz DSP ClkIn)

Uploading Programs

The dspblok 21369+fpga uses a 16Mbit SPI serial flash memory device to bootload the ADSP-21369. Assuming boot mode selection is set for SPI Master Boot (default), the ADSP-21369 will boot from the SPI flash memory after reset is deasserted. The dspblok 21369+fpga cannot fully utilize dspBootloader without an external USB or UART transceiver circuit. Danville offers several different boards, which provide this functionality, the dspblok ps-uart, the dspblok ps-usb, and the dspstak 21369+fpga are examples. If you would like to implement this functionality on your board, Danville engineers are available to discuss how to implement these interfaces.

The internal boot capability in the ADSP-21369 is very useful except that there is no native support in the DSP to program the flash memory. The dspBootloader includes a flash writer program that addresses this problem. The other way to address this problem is the use the dspFlash to program the flash memory via JTAG. In the case of the dspblok 21369+fpga, dspBootloader also manages FPGA configuration.

The dspblok 21369+fpga automatically boots dspBootloader. It is located in the lowest block of the flash memory. This program in turn, boots your program and the FPGA configuration file that resides in other sectors of the flash memory. You don't have to worry about reserving memory for dspBootloader. In the process of loading your program, the bootloader program overwrites itself.

User Modes

Modes 0-3 are user definable modes. From the bootloader perspective, they are identical. In these modes, the bootloader will automatically load the DSP application code and then the application's FPGA configuration file. These modes are "Silent" since they execute without any external communication or user intervention. User programs can read the Mode settings. For example, you could use Mode 0 as a means to execute one version of your application and use Mode 1 to execute another.

Programming Modes

Modes 4-7 are defined as programming modes. If the dspblok 21369+fpga is connected to an ASCII terminal and it is operating in a programming mode, you have a five second window to interrupt the boot process before the application program is automatically loaded. When you interrupt the boot process, the dspstak enters Command Mode. Command Mode lets you upload programs and FPGA configuration files to the flash memory.

To support the USB communications, the FPGA is loaded with a temporary pass-through configuration that will allow the data bus of the DSP to connect to the USB interface. Without this configuration, USB communication is not possible. This configuration assigns 13 pins of the FPGA as D0-D7, A0, A1, MS2#, RD and WR. These pins are defined in the alternate assignment table in the Connector Section of this manual. The remaining user pins of the FPGA (57 of 70) are tri-stated in this situation.

UART communication is available without the need to preconfigure the FPGA. If your application has contention issues, which would be created by the temporary FPGA configuration, you can use Mode 5, which only loads the application FPGA file (the FPGA is initially unconfigured). UART programming requires DPI 9 & 10.

Mode 4 disables UART communication and therefore frees DPI 9 & DPI 10.

Mode 6 and 7 are identical from a USB perspective. If the USB transceiver is enumerated, dspBootloader will start a dialog with an ASCII terminal via the USB port. the normal command modes. After exiting the command mode, the FPGA configuration is written to the FPGA and then the DSP application is loaded and executed. If USB is not enumerated, UART communication is assumed. The difference is that Mode 7 uses a fixed 115.2k baud (assuming a 22.1184 MHz DSP ClkIn), whereas Mode 6 can be set for other bauds.

You write your DSP applications as normal and create a *.ldr file (Boot Type = SPI Slave, Format = Binary, Width = 8). If you want to upload your own FPGA configuration file, you need to create a *.rbf file using passive serial configuration. The *.rbf file should be compressed.

When in command mode you can connect to the dspblok 21369+fpga using a terminal program. The baud rate for the UART is either 115200 (Mode 7) or 19200 (Mode 5,6). If you are using USB for uploading the baud rate is auto negotiated and the setting does not matter. Once you have the terminal open you can use the ? command to get help.

User applications can write to unused flash memory, but be very careful that the dspBootloader program is never overwritten or erased. The only way to rewrite dspBootloader is with an emulator or dspFlash Programmer. It is very hard to damage the contents of the flash by accident, but it is possible. If you never write directly to the flash, you are unlikely to ever see a problem. Danville supplies sample code that manages the SPI bus where the flash memory resides. This code makes it even more difficult to write to the flash inadvertently.

Uploading Procedure

Command mode is available via USB or UART depending on the Mode setting. A USB device driver is included that emulates a COM port for Windows 2000, XP or Vista operating systems. Bootloader communications automatically switch between the UART port and the USB port. If the USB port is active (enumerated), the USB port is used; otherwise, the UART port will be active.

Here are the basic steps to uploading programs:

- Configure the dspstak 21369+fpga to operate in Mode 4,5,6 or 7.
- Connect to an ASCII Terminal Program via UART or USB. USB is faster.
 - If UART communications is used, the serial configuration is 115.2K, N, 8, 1 for Mode 7 and 19.2K (default), N, 8, 1 for Mode 5 or 6. The baud can be reset to other bauds in Modes 5&6 using the B & C commands. Handshaking lines are ignored. Since many PCs no longer have an RS-232 port, you can also use an RS-232 to USB converter to emulate an RS-232 port.
 - If USB is used, the baud settings are ignored and the interface will operate like a very fast COM port.
- Power Up or Reset the dspstak 21369+fpga. You should see a splash screen followed by moving # symbols. After about 5 seconds, the application program will boot unless you press a key to interrupt the boot process. This will bring a **DSP>** prompt signifying Command Mode.
- Type ? to view a list of available commands.
- Type **U** to upload a new DSP program file. Your program must be a *.ldr (ADI loader file) with the following parameters:
 - Boot Type = SPI Slave
 - Format = Binary
 - Width = 8

After you confirm the upload, the bootloader will erase the affected flash memory space. At the

Ready: prompt, use your ASCII terminal program to send the .ldr file. Make sure you enable the "binary transfer" option. You may also use the **UA** command to upload a similar file in ASCII format. This will take longer.

In Tera Term Pro, choose "Send File..." from the "File" menu. Click the "Binary" checkbox, and then open your .ldr file.

As the file transfers, you will see one progress mark for every 128 bytes transferred. Data transfer must be continuous. If the host stops sending data for more than approximately 500ms, the bootloader will assume that the code upload is complete and terminate the transfer.

- After the program is uploaded, a checksum is calculated and you have the opportunity to enter a description of the program. The program description is an ASCII string that you can use to identify your program. It does not impact the function of the DSP module in any way, but can be a helpful way to track program revisions. A typical program description might be "Filter version 1.00." The size of the program is also calculated.
- Type **UF** to upload a new FPGA configuration file. Your program must be a *.rbf (Altera raw binary file). The procedure is the same as the **U** command.
- Type **Q** to quit Command Mode and the application program will boot.

There are a number of additional commands that are available in Command Mode. For example, you can read, write and erase EE memory from the **DSP>** prompt.

There is no option to read back the application program via the Command Mode. This is to help you keep your code a little more proprietary. We suggest that you use the checksum information as a check during production programming to insure that your program was loaded correctly.

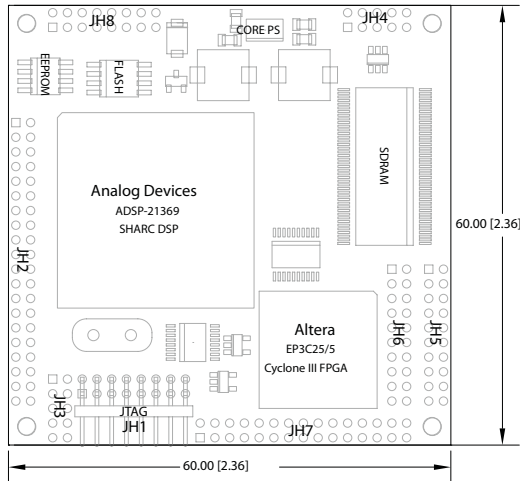
Reading the Mode Pins

The mode pins can be read by the DSP directly. This can be done by executing the following procedure.

- 1) Lower the FPGA SS, which is part of the multiplexed flag 0 and flag 1. This is state 00
- 2) Write 0x00, then 0xFF which will create the required low to high transition that is required by the Cyclone III, this enables the 74CBTLV3245 buffer which grants the Data bus access to the configuration pins.
- 3) Read the state of the mode pins on D0, D1, D2
- 4) If you have not done so already raise FPGA SS.

Hardware Overview

The dspblok 21369+fpga is a small module measuring 60mm x 60mm (2.36" x 2.36"). JH2- JH7 are 2mm male headers that are installed on the bottom side of the pc assembly. JH1 and JH8 are mounted on the top side of the pc assembly. If mating 2mm female headers (4.3mm ht.) are used, the pc assembly will be about 1/4" above the mating pc board. This allows standard sized standoffs to be used with the corner mounting holes if desired. The hole size is 2.3mm (0.090") – suitable for 2-56 screws.



- JH1 – JTAG (connects to external ICE)
- JH2 – DAI, DPI, I/O, SPI & System
- JH3 – JTAG (dspstak connection)
- JH4 – Power & Ext Clock
- JH5, JH6, JH7 – FPGA I/O or Data bus with FPGA operating as a pass through
- JH8 – Clock & Boot Configuration

Power Supply

There are two power supply connections to the dspblok: Core (Vdd) and I/O (Vd+3.3). The DSP and FPGA core supplies may range from 3.3V to 5V. This is the input to an on-board switching power supply that supplies 1.3V to the ADSP-21369 and 1.2V to the Cyclone III FPGA. DO NOT use a higher voltage supply for the core supply input (JH4-Vdd).

A single 3.3V supply is all that is required to power the dspblok 21369+fpga. A 5V supply will be slightly more efficient but a 3.3V supply may be more convenient. The DSP I/O and Memory supply must be 3.3V.

For example, the dspstak 21369+fpga uses a 3.3V supply to feed the DSP core and the dspblok Vd+3.3 (I/O). On this product, the 3.3V is created by a switching supply that converts directly to 3.3V.

Alternatively, a product uses a 5V supply to feed the DSP core (Vdd) and other external 5V I/O devices and also drives a 3.3V LDO. The 3.3V output from the LDO drives the dspblok Vd+3.3 (I/O) and other external 3.3V devices. In this case, it makes no sense to power the dspblok core with 3.3V since the LDO would be dissipating the excess voltage as heat.

The dspblok 21369+fpga requires a single 3.3V supply to operate. An on-board switching supply eliminates the need for an external core supply. This switching supply operates well with a 3.3V input but also accepts 5V as an option.

Power consumption is largely a function of the operating clock of the ADSP-21369 and the computation tasks that are being executed on the DSP. The highest consumption occurs when the DSP is performing continuous floating point operations at maximum core clock (400MHz). Accessing external I/O such as the

SDRAM or other peripherals consumes less power in the benchmarks that we have performed. FPGA power consumption will vary considerably depending on the dynamic execution of the device.

Memory

The ADSP-21369 includes an on board SDRAM controller. External SDRAM allows 32 bit wide data to be accessed by the DSP. The ADSP-21369 does not support program execution or extended precision data from the SDRAM.

On the dspblok 21369+fpga, #MS0 is assigned to support the 4Mx32 (128Mbit) SDRAM.

A 16Mbit serial flash memory may be used to bootload the DSP and the FPGA. There is a pre-installed bootloader program that resides in the flash. This program accepts standard ADI loader files (SPI, slave, binary, 8 bit) as well as FPGA programming (rbf) files. Files can be uploaded with either a dspblok ps-usb power supply or a dspstak 21369+fpga. The last 14 blocks of the flash is reserved for application memory. You can read and write this block from your DSP application. If you want to manage the flash memory yourself, you can overwrite the internal bootloader via the JTAG port.

64kbits of EEPROM memory is also available as byte addressable user memory. For example, you might store serial numbers, build versions or calibration values in this space. It is also possible to replace this EEPROM with flash if your application requires up to 16 Mbit more flash. Consult Danville if you application will require additional flash memory

DAI & DPI

The ADSP-21369 has 20 DAI lines and 14 DPI lines. Collectively these can be thought of as two sets of crossbar switches that connect to a wealth of peripherals. The dspblok 21369+fpga maintains the flexibility of the DAI and DPI by bringing out all 20 DAI and 12 of 14 DPI lines to external connections.

The DAI is completely unencumbered and can be assigned to I/O in an arbitrary manner. The DPI is slightly restricted in that the primary SPI interface is assigned to DPI1 (MOSI), DPI2 (MISO), DPI3 (SCK), DPI5 (Flash SS) and DPI6 (EE SS). With the exception of DPI6, these connections are necessary to support SPI master booting. The dspblok 21369+fpga may also be booted from an external host using SPI slave mode. In this case DPI4 is also used as the #SPIDS line.

The FPGA also has access to the DAI lines. This allows the FPGA to have access to the same devices as the DSP. You can also use these connections for interprocessor (DSP&FPGA) communications.

Data Bus

The data bus of the DSP can be accessed through the FPGA. This means that to access the data bus at the connectors the FPGA needs to be configured properly. The Danville boot loader always loads a full data bus pass through configuration into the FPGA so that USB communication on the PS-USB power supply and communication with the dspstak baseboard are possible. The schematic and HDL code of this pass through application are provided on the CD.

The FPGA can have up to 70 available pins that are connected to JH5, JH6, and JH7. These serve as the

data bus and control lines of the dspblok 21369zx. Any or all of the DSP data bus can be passed through the FPGA depending on the requirements of your system.

Clocks

The dspblok 21369+fpga supports both internal and external clocking options. You can add a standard HC49 style crystal to the board for internal clocking or you can supply an external clock. The configuration header (JH8) allows any ADSP-21369 power-up clock configuration to be set.

The DSP provides the clock for the FPGA with its CLKOUT pin. This means that the end user will have to ensure that the CLKOUT is enabled to use the FPGA or JH5-7.

Multiprocessor Configurations

The dspblok 21369+fpga may be used as a coprocessor in a larger system. Perhaps the easiest way to communicate with an external host to configure the secondary SPI port as a slave. The primary SPI port remains configured as an SPI master so that it can manage local resources such as flash and EE memory as well as other I/O devices.

You can also use SPORTs for interprocessor communication. This can be a good approach in multiple DSP processor applications. For example, you might use several dspbloks to provide front end signal processing for a multichannel application. The results could be routed to a dspstak that manages the whole system and communicates to the outside world.

A third option is to use the FPGA, especially if the other processor is another dspblok+fpga. This could be done using any combinations of the available pins and virtually any communication protocol you can implement on the FPGA.

Other options are possible; these include UART and I2C, which can be used with the DSP alone. The other options are to utilize the FPGA. This can enable communication using the DSP data bus, which requires the FPGA to be configured as a pass through. The other options would be to configure the FPGA with a different peripheral, which could be as simple as SPI or as complex as Ethernet and relay the information to the DSP using the data bus.

Reset

The dspblok 21369+fpga automatically resets when the 3.3V power supply is stable. #RESET is active low and open drain. This means that an external device(s) may also reset the dspblok by pulling the reset line low. External devices should not drive #RESET high since this can cause contention with the on-board reset circuit. The external reset circuit is connected in a wired-OR configuration using an active low – open drain configuration. A 74LVC125 or an open collector/drain transistor circuit are possibilities. You do not need an additional pull up resistor.

Signal Levels

The dspblok 21369+fpga uses standard 3.3V logic levels. These levels have become the defacto operating standard for many years now. DO NOT use 5V logic when interfacing to the dspblok. The inputs are not 5V tolerant. Most external devices requiring 5V TTL levels can be safely driven by the dspblok. If you have

questions concerning interfacing external devices, please contact Danville for suggestions.

Configuring the FPGA

The Danville bootloader will configure the FPGA during boot time to pass through the data bus, which makes it possible to utilize USB with the dspstak 21369+fpga or the ps-usb power supply. The Danville bootloader is capable of loading user code into the FPGA before booting the DSP. This code can be uploaded as an rbf file and written into flash by the bootloader.

If you would like to configure the FPGA from your DSP application, the source is available on the CD. This function will read an rbf file from flash and configure the FPGA as outlined below.

The FPGA on the dspblok 21369+fpga is configured by the DSP using the passive serial format. This configuration makes use of the DSP's data bus, which can be set as flags. The interface consists of D3 (nStatus), D4 (nConfig), D5 (Conf_Done), D6 (DCLK) and D7 (Data0).

Procedure for configuring the FPGA:

- 5) Lower the FPGA SS, which is part of the multiplexed flag 0 and flag 1. This is state 00
- 6) Write 0x00, then 0xFF which will create the required low to high transition that is required by the Cyclone III, this enables the 74CBTLV3245 buffer which grants the Data bus access to the configuration pins.
- 7) Execute the configuration sequence as described in the Cyclone III handbook (available in pdf form www.altera.com).
- 8) After the configuration is finished and the Conf_Done pin has been raised, Lower the FPGA SS again and write 0xFF which will disable the 74CBTLV3245 buffer and allow the data bus to resume its normal functions.

Flash Management

The Danville bootloader uses one possible flash management scheme. The way the flash is partitioned utilizes the natural sector format because it is only possible to erase using these boundaries. This allows space for the boot loader, the boot FPGA configuration, the user FPGA configuration, the user DSP code, and the user memory space. These sections occupy the 16 Mbit onboard serial flash.

If you upload your user code using the Danville bootloader your code will automatically be put into the correct partition, however if you do not want to use the bootloader and would like to program the flash using a device similar to the dspFlash, here are the important things to consider.

The FPGA configuration files are often quite large. A compressed rbf file for the dspblok 21369cy25 can be up to 6 Mbit. This size means the 16Mbit flash is capable of holding 2 FPGA configurations. The FPGA code flash location(s) need to be known by the DSP in order to configure the FPGA properly. The DSP boot code needs to be located at address 0, the other pieces of code need to be located far enough away so they do not intersect with the DSP code.

Connections

	Pin	Description		Pin	Description		Pin	Description
JH1		JTAG		JH2	DAI, DPI, IO		JH3	JTAG - AUX
	1	FPGA TCK		1	GND		1	GND
	2	FPGA TDI		2	DPI8/IO0/#SS1		2	EMUSEL
	3	FPGA TDO	Note 2	3	DPI4/IO1/#SS2		3	EMU
	4	GND		4	DPI13/IO2/#SS3		4	TDO
	5	FPGA TMS		5	DPI14/IO3/#SS4		5	TDI
	6	DSP TMS		6	FLG0/IO4/#SS5		6	#TRST
	7	GND		7	DPI7/#SS0		7	TCK
	8	DSP TCK		8	DPI11/I2C_SDA		8	TMS
	9	DSP EMU		9	DPI12/I2C_SCL	Note 3	9	Factory
	10	DSP #TRST		10	DPI9/UART_TX	Note 3	10	Factory
	11	DSP EMUSEL		11	DPI10/UART_RX			
	12	DSP TDI		12	FLG1	JH4	Power	
Note 1	13	KEY (no pin)		13	GND			
	14	DSP TDO		14	DPI1/MOSI		1	GND
	15	Vd+3.3		15	DPI3/SCK		2	Ext Clk
	16	Vd+3.3		16	DPI2/MISO	Note 4	3	Vd+1.3
				17	#RESET		4	DSP ClkOut
				18	GND		5	Vd+3.3
				19	DAI1		6	Vd+3.3
				20	DAI2	Note 5	7	Vdd (3.3V or 5V)
				21	DAI3	Note 5	8	Vdd (3.3V or 5V)
				22	DAI4		9	SYNC
				23	DAI5		10	GND
				24	DAI6			
				25	DAI7			
				26	DAI8			
				27	DAI9			
				28	DAI10			
				29	DAI11			
				30	DAI12			
				31	DAI13			
				32	DAI14			
				33	DAI15			
				34	DAI16			
				35	DAI17			
				36	DAI18			
				37	DAI19			
				38	DAI20			
				39	GND			
				40	GND			

	Pin	Description		Pin	Description		Pin	Description
JH5		Data Bus		JH6	Data Bus		JH7	Data Bus
	1	FPGA I/O E8		1	FPGA I/O A2		1	FPGA I/O N14
	2	FPGA I/O F8		2	FPGA I/O A3		2	FPGA I/O P15
	3	FPGA I/O E6		3	FPGA I/O B4		3	FPGA I/O L13
	4	FPGA I/O D5		4	FPGA I/O A4		4	FPGA I/O L14
	5	FPGA I/O D6		5	FPGA I/O B5		5	FPGA I/O J14
	6	FPGA I/O C6		6	FPGA I/O A5		6	FPGA I/O J13
	7	FPGA I/O E7		7	FPGA I/O B6		7	FPGA I/O D16
	8	FPGA I/O E9		8	FPGA I/O A6		8	FPGA I/O R16
	9	FPGA I/O C8		9	FPGA I/O B7		9	FPGA I/O N15
	10	FPGA I/O D8		10	FPGA I/O A7		10	FPGA I/O P16
	11	FPGA I/O B11		11	FPGA I/O B10		11	FPGA I/O N16
	12	FPGA I/O A11		12	FPGA I/O A10		12	FPGA I/O L15
	13	FPGA I/O C9		13	FPGA I/O B12		13	FPGA I/O K15
	14	FPGA I/O D9		14	FPGA I/O A12		14	FPGA I/O L16
	15	FPGA I/O E10		15	FPGA I/O B13		15	FPGA I/O K16
	16	FPGA I/O C11		16	FPGA I/O A13		16	FPGA I/O J15
	17	FPGA I/O D12		17	FPGA I/O A14		17	FPGA I/O H15
	18	FPGA I/O D11		18	FPGA I/O B14		18	FPGA I/O J16
	19	FPGA I/O F9		19	FPGA I/O B16		19	FPGA I/O H16
	20	FPGA I/O E11		20	FPGA I/O A15		20	FPGA I/O G15
							21	FPGA I/O F15
JH8		Boot & Clk					22	FPGA I/O G16
							23	FPGA I/O F16
Note 7	1	BOOTCFG0					24	FPGA I/O C15
	2	GND					25	FPGA I/O D15
Note 7	3	BOOTCFG1					26	FPGA I/O C16
	4	Vd+3.3					27	FPGA I/O F14
Note 8	5	CLKCFG0					28	FPGA I/O C14
	6	Vd+3.3					29	FPGA I/O F13
Note 8	7	CLKCFG1					30	FPGA I/O D14
	8	Vd+3.3						
	9	Vd+3.3						
	10	#RESET						
	11	GND						
	12	MODE 0						
	13	GND						
	14	MODE 1						
	15	GND						
	16	MODE 2						

Note 1: Mating Plug is plugged to prevent misalignment.

Note 2: DPI4 also functions as #SPIDS in SPI slave booting applications.

Note 3: Leave Unconnected.

Note 4: Vd+1.3 is for power supply monitor only (DSP Core supply).

Note 5: Vdd is externally supplied: 3.3 to 5V (Vin for DSP Core Switching supply). Both connections must be the same voltage.

Note 7: Boot Configuration is 01 by default (SPI Master Booting).

Note 8: Clock Configuration is 00 by default (6 x ClkIn), generally reconfigured in program code.

Connector Recommendations & Notes

Connector Specification

All dspblok connectors are gold plated 2mm dual row headers. Male connectors are either soldered on the dspblok pc assembly or supplied for optional assembly by the customer. Mating female connectors are included for your target pc board. The plastic base of each male connector is 2mm. The height of the female headers is 4.3mm. This means that the inserted combined height of the two connectors is 6.3mm or approximately ¼ inch. Standard standoffs may be used to secure the dspblok to the target pc board. Mounting holes are 2.3mm (0.090 inch) dia. to accommodate a 2-56 screws or standoffs.

JH1 – JTAG (External ICE)

This connector is mounted on the top side of the dspblok. A 2mm right angle header is used instead of the larger ADI JTAG header. The connections on the JTAG header correspond with the connections on an ADI JTAG header, as well as, an Altera JTAG header. In addition, Vd+3.3 is also available. This addition allows an active buffer circuit to be added for JTAG chaining applications. Danville has a dual JTAG adapter available (P/N A.08154) that allows for simultaneously debugging the DSP and FPGA with the appropriate emulation hardware.

JH2 – DAI, DPI, IO

This connector is mounted on the bottom side of the dspblok. The DAI lines are all uncommitted by the dspblok. With the exception of the SPI lines, the DPI can be freely assigned. The alternate names in the table are dspstak I/O conventions. If you are using a dspstak for development, it may be prudent to following these usage conventions.

JH3 – JTAG - AUX

This connector is mounted on the bottom side of the dspblok. It is used to allow a mating board such as a dspstak access to the JTAG port.

JH4 – Power & Clock

This connector is mounted on the bottom side of the dspblok. This is the main power feed to the dspblok, Vdd is the input to the core switching supply. Both Vdd pins should be connected to together and fed with either 5V or 3.3V. Likewise, Vd+3.3 should be connected together and fed with 3.3V. Vd+1.3 is current limited by a large resistor. Its purpose is for diagnostics.

JH5, JH6, JH7 – FPGA I/O

Uncommitted FPGA I/O is available on JH5, JH6, and JH7. There are 70 pins, located in I/O banks 5, 6, 7 and 8, which can be safely used by your FPGA configuration.

In some situations, the DSP data bus (or a portion thereof) needs to be assigned to these pins. For example, the dspBootloader requires a portion of the data bus to support USB booting. Danville supplies source files (HDL & Schematic) to include in your FPGA design to facilitate this task.

	Pin	Description		Pin	Description		Pin	Description
	JH5	Data Bus		JH6	Data Bus		JH7	Data Bus
Note 2	1	D15		1	D31		1	Available
Note 2	2	D14		2	D30		2	Available
Note 2	3	D13		3	D29		3	Available
Note 2	4	D12		4	D28		4	A23
Note 2	5	D11		5	D27		5	A22
Note 2	6	D10		6	D26		6	A21
Note 2	7	D9		7	D25		7	A20
Note 2	8	D8		8	D24		8	A19
Note 1	9	D7		9	D23		9	A18
Note 1	10	D6		10	D22		10	A17
Note 1	11	D5		11	D21		11	A16
Note 1	12	D4		12	D20		12	A15
Note 1	13	D3		13	D19		13	A14
Note 1	14	D2		14	D18		14	A13
Note 1	15	D1		15	D17		15	A12
Note 1	16	D0		16	D16		16	A11
Note 1	17	#RD		17	Available		17	A10
Note 1	18	#WR		18	Available		18	A9
	19	ACK		19	Available		19	A8
	20	Available		20	Available		20	A7
							21	A6
							22	A5
							23	A4
							24	A3
							25	A2
						Note 1	26	A1
						Note 1	27	A0
						Note 2	28	#MS1
						Note 1	29	#MS2
							30	#MS3

Note 1: Necessary for USB communications using dspBootloader and dspstak zx compatibility.

Note 2: Necessary for dspstak zx2 compatibility in addition to pins from Note 1.

JH8 – Boot and Clock Mode Configuration

JH8 is not normally installed. Both the clock and boot configuration pins are pulled passively to configure the boot mode to [01], SPI Master Mode and clock mode to [00], 6:1 Core/Clkin.

The reason that JH8 is not installed is that there are several possibilities for using these connections.

Case 1: Do nothing.

Most dspblok 21369+fpga applications are best served by using the defaults. This does not mean that the core clock must be restricted to 6 x Clkin. The more flexible method is to reprogram the core clock in software at the beginning of the application program. This gives the application substantially more flexibility than the three choices presented by ClkCfg.

Case 2: Mount a male header on the top side of the pc board.

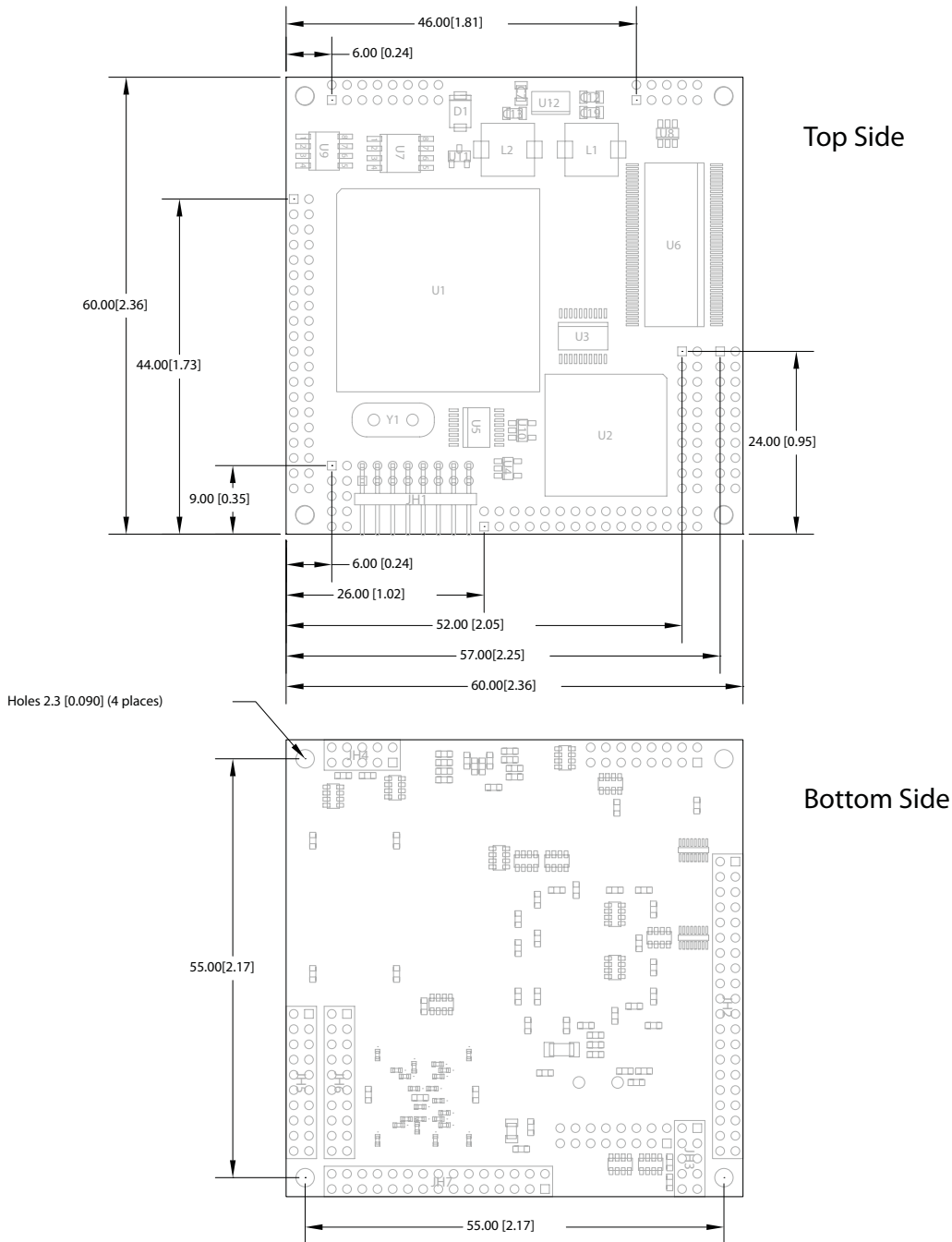
This allows a jumper to be placed across the header to change the state of the pin.

Case 3: Mount a male header on the bottom side of the pc board.

This allows the connections to be routed to a mating pc board. Perhaps the best reason for using this configuration would be for systems that normally used the on-board flash for SPI Master booting, but also could use an external host for SPI Slave booting. The host processor can control #RESET so that the configuration can be switched by the host.

#RESET is also duplicated on JH8. This might be a convenient place for an external reset circuit or switch. If you use a push button switch, we suggest using a 1K series resistor and a 3K3 pullup resistor. This will help protect the circuit from static electricity (from your finger and the carpet in your office).

Mechanical Dimensions



Mounting holes are equidistant from the center of the dspblok. These holes are 0.090 in diameter, suitable for 2-56 screws. When 4.3mm height mating female connectors are used, the board will be 6.3mm (0.25 in) above the target board, therefore 0.250 standoffs may be used.

Component height above the board is 6mm (0.236 in). The board is .062 in thick.

Schematic

The Distribution CD includes schematic diagrams of the dspblok 21369+fpga.

RoHS & WEEE Compliance

The European Union approved a directive on the restriction of the use of certain hazardous substances in electrical and electronic equipment. This directive is commonly known as RoHS, EU Directive 2002/95/EC. This directive severely limits the amount of lead and 5 other substances that can be in contained in nonexempt products. The directive became European law in February 2003 and took effect July 1, 2006.

It is likely that other countries outside the European Union and some states in the United States may adopt similar legislation.

There are a number of important exemptions that affect many of our customers. The most important of these is Category 9, Control and Monitoring Instruments. You may wish to review your situation to see if this exemption applies to you. Military, medical and some other products are also exempt. We suggest that you make an appropriate assessment concerning your products.

The dspblok 21369+fpga is RoHS compliant.

The dspblok 21369+fpga is a subcomponent of a larger system; therefore it is not subject to the WEEE directive EU Directive 2002/96/EC.