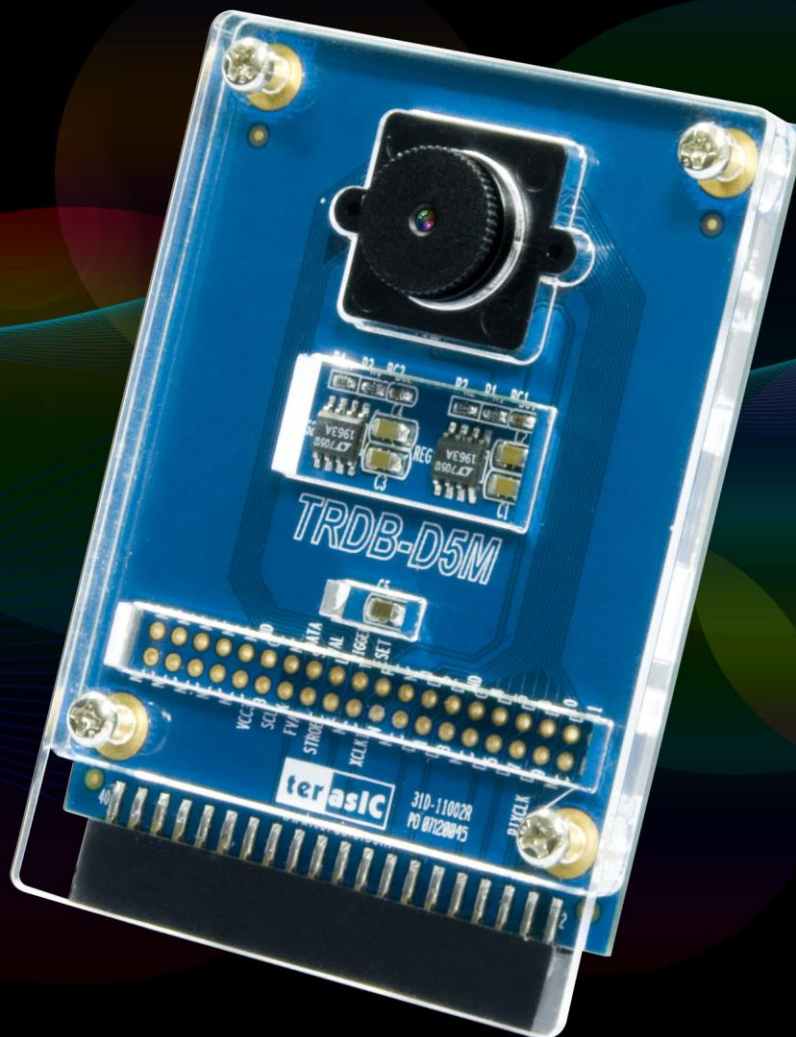


TRDB-D5M

5 Mega Pixel Digital Camera Development Kit

User Manual



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Chapter 1

About the Kit

The TRDB_D5M Kit provides everything you need to develop a 5 Mega Pixel Digital Camera on the Altera DE4 / DE2_115 / DE2-70 / DE2 / DE1 boards. The kit contains hardware design (in Verilog) and software to load the picture taken into a PC and save it as a BMP or JPG file (DE2-70 only). The Getting Started User Guide enables users to exercise the digital camera functions. This chapter provides users key information about the kit.

1.1 Kit Contents

Figure 1-1 shows the photo of the TRDB_D5M package. The package includes:

1. The TRDB_D5M (D5M) board with one CMOS sensor.
2. A reference design CD.



Figure 1-1 The TRDB_D5M (D5M) Package Content (CD not including)

1.2 Assemble the Camera

Please follow the step below to assemble your camera:

1. Connect the D5M to your DE4 board as shown in **Figure 1-2**.



Figure 1-2 Connect the D5M to DE4 board's expansion port (outermost port).

2. Connect the D5M to your DE2-115 board as shown in **Figure 1-3**.

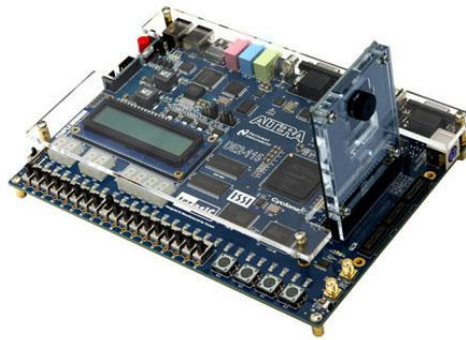


Figure 1-3 Connect the D5M to DE2-115 board's expansion port

3. Connect the D5M to your DE2-70 board as shown in **Figure 1-4**.

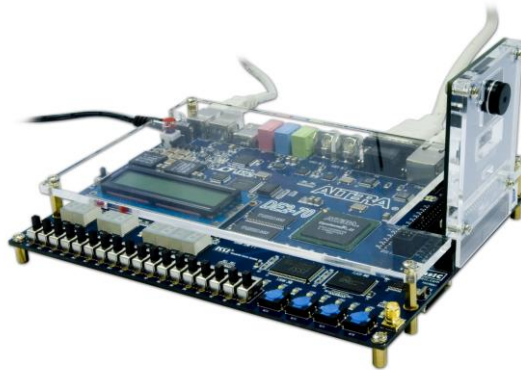


Figure 1-4 Connect the D5M to DE2-70 board's expansion port (outermost port).

4. Connect the D5M to your DE2 board as shown in **Figure 1-5**.

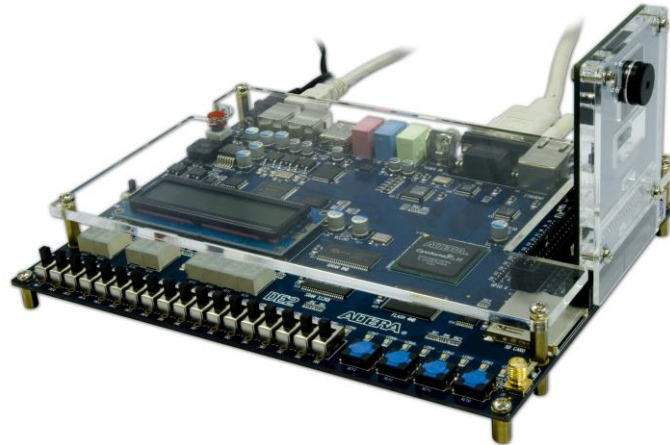


Figure 1-5 Connect the D5M to DE2 board's expansion port (outermost port).

5. Connect the D5M to your DE1 board as shown in **Figure 1-6**.

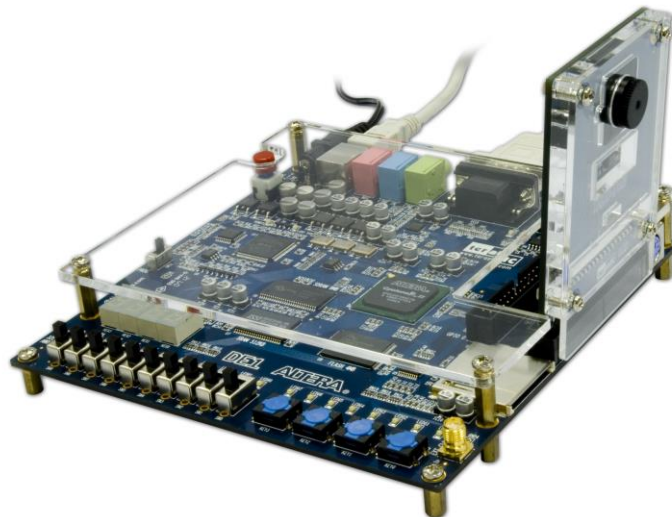


Figure 1-6 Connect the D5M to DE1 board's expansion port (outermost port).

1.3 Getting Help

Here are some places to get help if you encounter any problem:

- ✓ Email to support@terasic.com
- ✓ Taiwan & China: +886-3-5750-880
- ✓ Korea : +82-2-512-7661
- ✓ Japan: +81-428-77-7000

English Support Line: +1-408-512-1336

This chapter will illustrate the technical details users need to know to modify the reference design for their own purpose.

2.1. Features



The D5M kit is designed to use the same strict design and layout practices used in high-end consumer products. The feature set is listed below:

1. High frame rate
2. Superior low-light performance
3. Low dark current
4. Global reset release, which starts the exposure of all rows simultaneously
5. Bulb exposure mode, for arbitrary exposure times
6. Snapshot mode to take frames on demand
7. Horizontal and vertical mirror image
8. Column and row skip modes to reduce image size without reducing field-of-view
9. Column and row binning modes to improve image quality when resizing
10. Simple two-wire serial interface
11. Programmable controls: gain, frame rate, frame size, exposure
12. Automatic black level calibration
13. On-chip PLL

■ Key Performance Parameters

| Parameter | | Value |
|--------------------------|-----------------|-----------------------------|
| Active pixels | | 2,592H x 1,944V |
| Pixel size | | 2.2μm x 2.2μm |
| Color filter array | | RGB Bayer pattern |
| Shutter type | | Global reset release (GRR), |
| Maximum data rate/master | | 96 Mp/s at 96 MHz |
| Frame rate | Full resolution | Programmable up to 15 fps |
| | VGA (640 x 480) | Programmable up to 70 fps |
| ADC resolution | | 12-bit |
| Responsivity | | 1.4 V/lux-sec (550nm) |
| Pixel dynamic range | | 70.1dB |
| SNRMAX | | 38.1dB |
| Supply Voltage | Power | 3.3V |
| | I/O | 1.7V~3.1V |

Note. For detail specification of D5M, please refer to TRDB-D5M_Hardware specification.PDF

2.2. Pin-out of the 40-pin connector on TRDB-D5M

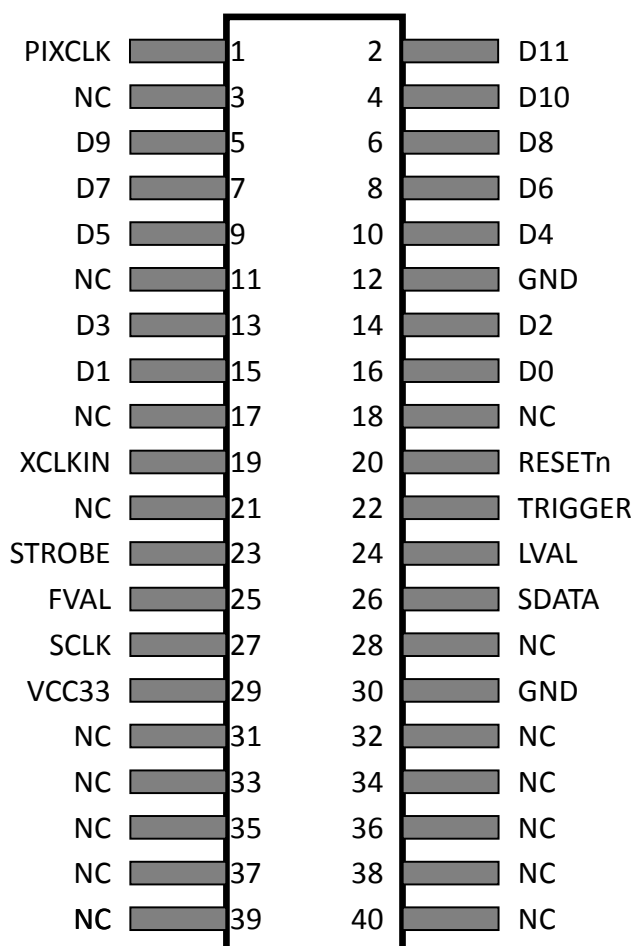


Figure 2-1. The pin-out of the 40-pin connector on TRDB_D5M

2.3. Pin Description of the 40-pin Interface of TRDB_D5M

The TRDB_D5M has a 40-pin connector on the board. The pin description of the 40-pin connector follows:

| <i>Pin Numbers</i> | <i>Name</i> | <i>Direction</i> | <i>Description</i> |
|--------------------|-------------|------------------|----------------------|
| 1 | PIXCLK | Output | Pixel clock. |
| 2 | D[11] | Output | Pixel data Bit 11 |
| 3 | NC | N/A | Not Connect |
| 4 | D[10] | Output | Pixel data Bit 10 |
| 5 | D[9] | Output | Pixel data Bit 9 |
| 6 | D[8] | Output | Pixel data Bit 8 |
| 7 | D[7] | Output | Pixel data Bit 7 |
| 8 | D[6] | Output | Pixel data Bit 6 |
| 9 | D[5] | Output | Pixel data Bit 5 |
| 10 | D[4] | Output | Pixel data Bit 4 |
| 11 | NC | N/A | Not Connect |
| 12 | GND | N/A | Ground |
| 13 | D[3] | Output | Pixel data Bit 3 |
| 14 | D[2] | Output | Pixel data Bit 2 |
| 15 | D[1] | Output | Pixel data Bit 1 |
| 16 | D[0] | Output | Pixel data Bit 0 |
| 17 | NC | N/A | Not Connect |
| 18 | NC | N/A | Not Connect |
| 19 | XCLKIN | Input | External input clock |
| 20 | RESETn | Input | D5M reset |
| 21 | NC | N/A | Not Connect |
| 22 | TRIGGER | Input | Snapshot trigger |
| 23 | STROBE | Output | Snapshot strobe |
| 24 | LVAL | Output | Line valid |
| 25 | FVAL | Output | Frame valid |
| 26 | SDATA | I/O | Serial data |
| 27 | SCLK | Input | Serial clock |
| 28 | NC | N/A | Not Connect |
| 29 | VCC33 | N/A | Power 3.3V |
| 30 | GND | N/A | Ground |
| 31 | NC | N/A | Not Connect |
| 32 | NC | N/A | Not Connect |
| 33 | NC | N/A | Not Connect |
| 34 | NC | N/A | Not Connect |
| 35 | NC | N/A | Not Connect |
| 36 | NC | N/A | Not Connect |
| 37 | NC | N/A | Not Connect |
| 38 | NC | N/A | Not Connect |
| 39 | NC | N/A | Not Connect |
| 40 | NC | N/A | Not Connect |

Digital Camera Design Demonstration

This chapter illustrates how to exercise the digital camera reference design provided with the kit. Users can follow the instructions in this chapter to build a 5 Mega Pixel camera using their DE4 / DE2_115 / DE2-70 / DE2 / DE1 in minutes.

3. 1 Demonstration Setup



The image raw data is sent from D5M to the DE4 / DE2_115 / DE2-70 / DE2 / DE1 board. The FPGA on the DE4 / DE2_115 / DE2-70 / DE2 / DE1 board is handling image processing part and converts the data to RGB format to display on the DVI / VGA monitor. For DE2-70, the image captured at SDRAM can be taken at anytime (snapshot) and uploaded to a PC as a BMP/JPG file.

3. 2 Camera Demonstration Setup On DE4 Board



Locate the project directory from the CD-ROM included and follow the steps below:

Directory: Demonstration / DE4_230/530_D5M_DVI

FPGA Bitstream Used: DE4_230/530_D5M_DVI.sof

1. Ensure the connection is made correctly as shown in **Figure 3-1**. Make sure the D5M is connected to **JP4 (GPIO 1)** and DVI daughter card is connected to **J20 (HSMC PORT A)** of the DE4 board with two **THCB-HMF2** interface cards which are bundled in the DE4 kit.
2. Insert the DDR2 memory card into J9 (DDR2 SO-DIMM-1).
3. Connect the DVI TX output of the DVI daughter card to a DVI monitor.
4. Copy the directory DE4_230/530_D5M_VGA from D5M System CD-ROM to the host computer.
5. Download the bitstream (DE4_230/530_D5M_DVI.sof) to the DE4 board.
6. The system enters the FREE RUN mode automatically. Press **BUTTON**

- [0] on the DE4 board to reset the circuit.
7. User can use the **SW[0]** to set the DVI display mode. When **SW [0]** is set to Off, the DVI will display whatever the camera captures. when On, the DVI will display color pattern.
 8. Press **BUTTON [2]** to take a shot of the photo; you can press **BUTTON [3]** again to switch back to **FREE RUN** mode and you should be able to see whatever the camera captures on the VGA display..
 9. User can use the **SLIDE_SW [0]** with **BUTTON [1]** to set the exposure time for brightness adjustment of the image captured. When **SLIDE_SW [0]** is set to Off, the brightness of image will be increased as **BUTTON [1]** is pressed longer. If **SLIDE_SW [0]** is set to On, the brightness of image will be decreased as **BUTTON [1]** is pressed shorter.
 10. Set the **SLIDE_SW [1]** to On (upper position), the captured image will be enlarged with **BUTTON [0]** and **BUTTON [3]** pressed in order.
 11. **Table 3-1** summarizes the functional keys of the digital camera.



Figure 3-1 The Connection Setup for DE4 users

12. User can revise the header file "vpg.h" in the project to select the system resolution between SXGA@1280*1024 and VGA@640*480 (note*).
13. After revision, regenerate the project and repeat above steps.



*Note: users should revise the parameter 'PORT_SIZE_BYTES' of the **DDR2_ODIMM_Read/Write_Port** modules in SOPC Builder under each resolution (640*480*4, 1280*1024*4 respectively) .*

Table 3-1 The functional keys of the digital camera demonstration

| <i>Component</i> | <i>Function Description</i> |
|---------------------|--|
| BUTTON [0] | Reset circuit |
| BUTTON [1] | Set the new exposure time (use with SW[0]) |
| BUTTON [2] | Trigger the Image Capture (take a shot) |
| BUTTON [3] | Switch to Free Run mode |
| SLIDE_SW [0] | Off: Extend the exposure time On: Shorten the exposure time |
| SLIDE_SW [1] | On: ZOOM in Off: Normal display |
| SW [0] | On: Color pattern display Off: Normal display |
| HEX[1:0] | Frame counter (Display the low 8 bits ONLY) |

3.3 Camera Demonstration Setup On DE2-115 Board



Locate the project directory from the CD-ROM included and follow the steps below:

Directory: Demonstration / DE2_115_CAMERA

FPGA Bitstream Used: DE2_115_CAMERA.sof

1. Ensure the GPIO voltage level is set to 3.3V via **JP6 (GPIO_VCCIO)** of the DE2-115 board.
2. Ensure the connection is made correctly as shown in **Figure 3-2**. Make sure the D5M is connected to **JP5 (GPIO)** of the DE2-115 board.
3. Connect the VGA output of the DE2-115 board to a VGA monitor.
4. Copy the directory DE2_115_D5M_VGA from D5M System CD-ROM to the host computer.
5. Download the bitstream (DE2_115_D5M_VGA.sof/pof) to the DE2_115 board.
6. The system enters the FREE RUN mode automatically. Press **KEY[0]** on the DE2-115 board to reset the circuit.
7. Press **KEY[2]** to take a shot of the photo; you can press **KEY[3]** again to switch back to **FREE RUN** mode and you should be able to see whatever the camera captures on the VGA display..

8. User can use the **SW[0]** with **KEY[1]** to set the exposure time for brightness adjustment of the image captured. When **SW[0]** is set to Off, the brightness of image will be increased as **KEY[1]** is pressed longer. If **SW[0]** is set to On, the brightness of image will be decreased as **KEY[1]** is pressed shorter.
9. Set the **SW[16]** to On (upper position), the captured image will be enlarged by pressing **KEY[0]**.
10. **Table 3-2** summarizes the functional keys of the digital camera.

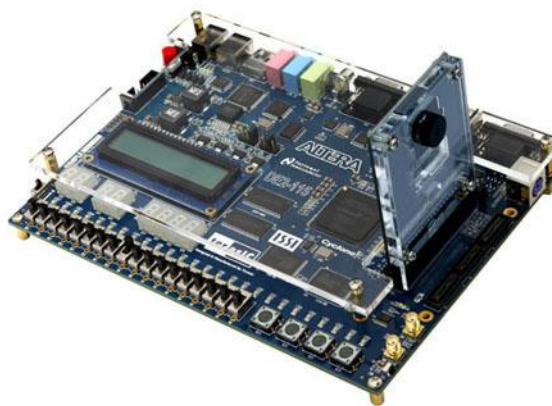


Figure 3-2 The Connection Setup for DE2-115 users

Table 3-2 The functional keys of the digital camera demonstration

| <i>Component</i> | <i>Function Description</i> |
|------------------|--|
| KEY[0] | Reset circuit |
| KEY[1] | Set the new exposure time (use with SW[0]) |
| KEY[2] | Trigger the Image Capture (take a shot) |
| KEY[3] | Switch to Free Run mode |
| SW[0] | Off: Extend the exposure time On: Shorten the exposure time |
| SW[16] | On: ZOOM in Off: Normal display |
| HEX[7:0] | Frame counter (Display ONLY) |

11. User can revise the header file "VGA_Param.h" in the project to select the system resolution between SVGA@800*600 and VGA@640*480.
12. After revision, regenerate the project and repeat above steps.

3. 4 Configuring the Camera and Load the Image Captured to Your PC (DE2-70 Board Users)



Locate the project directory from the CD-ROM included and follow the steps below:

Directory: Demonstration / DE2_70 CAMERA / SW

FPGA Bitstream Used: DE2_70 CAMERA.sof

1. Ensure the connection is made correctly as shown in **Figure 3-3**. Make sure the D5M is connected to **J5 (GPIO 1)** of the DE2-70 board.
2. Copy the directory DE2_70_CAMERA from D5M System CD-ROM to the host computer.
3. Execute the *DE2_70_CAMERA.exe* form the directory DE2_70_CAMERA / SW.
4. Click the '**Download Code**' button. (Error message will pop up for warning since the DE2-70 is loaded with factory default image, which cannot be transmitted. Click '**OK**' button to skip the error message and click 'Download Code' to proceed.
5. Connect the VGA output of the DE2-70 board to a VGA monitor.
6. Press **KEY0** on the DE2-70 board to reset the circuit.
7. You can press **KEY3** to switch to the FREE RUN mode and you should be able to see whatever the camera captures on the VGA display.
8. Press **KEY2** to take a shot of the photo; you can press **KEY3** again to switch back to **FREE RUN** mode.
9. Users can use the **SW[0]** with **KEY1** to set the exposure time for brightness adjustment of the image captured. When **SW[0]** is set to Off, the brightness of image will be increased as **KEY1** is pressed longer. If **SW[0]** is set to On, the brightness of image will be decreased as **KEY1** is pressed shorter.
10. Set the **SW[16]** to On (upper position), the captured image will be enlarged with **KEY0** and **KEY3** pressed in order.
11. **Table 3-3** summarizes the functional keys of the digital camera.

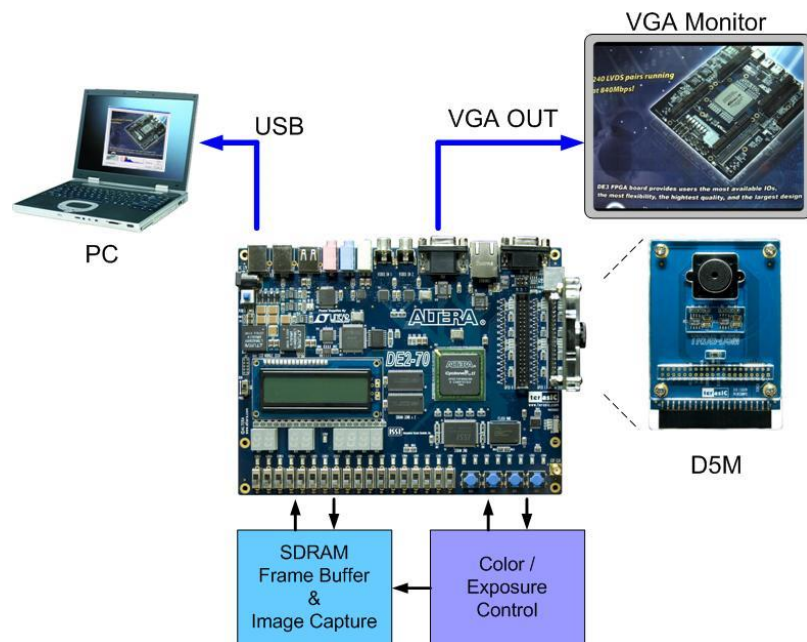


Figure 3-3 The Connection Setup for DE2-70 users

Table 3-3 The functional keys of the digital camera demonstration

| Component | Function Description |
|-----------|--|
| KEY[0] | Reset circuit |
| KEY[1] | Set the new exposure time (use with SW[0]) |
| KEY[2] | Trigger the Image Capture (take a shot) |
| KEY[3] | Switch to Free Run mode |
| SW[0] | Off: Extend the exposure time On: Shorten the exposure time |
| SW[16] | On: ZOOM in Off: Normal display |
| HEX[7:0] | Frame counter (Display ONLY) |

12. Users can upload the captured image to PC by clicking the 'Capture' button of the 'DE2_70_CAMERA.exe' as shown in **Figure 3-4**. Meanwhile, the digital camera is set to photo-taking mode. Press **KEY3** to switch back to FREE RUN mode.
13. Click '**Save**' button to save the captured image as a JPG or BMP file.

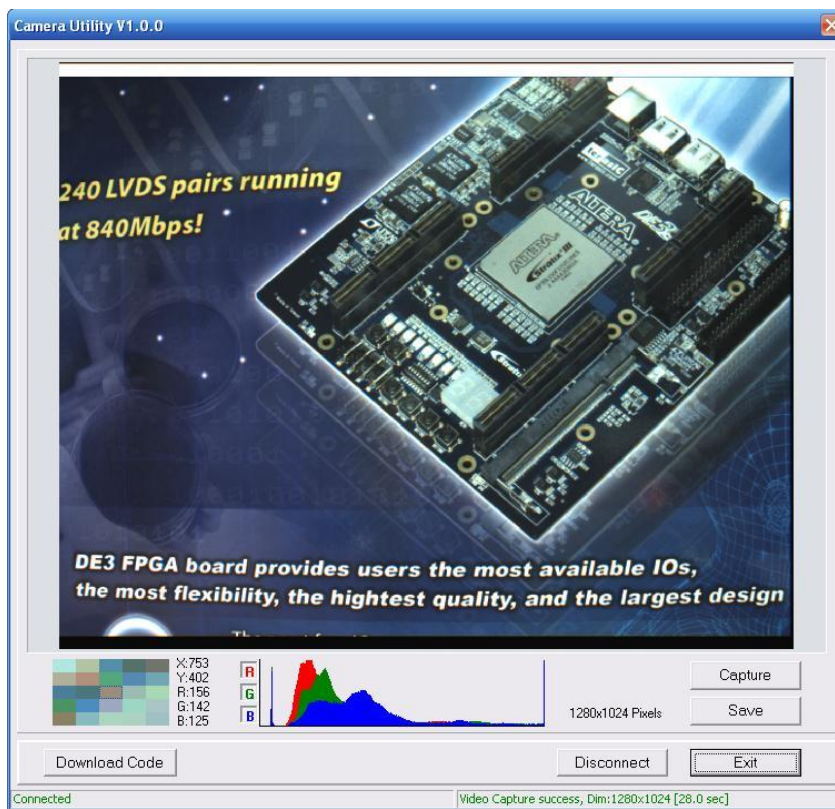


Figure 3-4 The DE2_70_camera tool

3.5 Configuring the Camera (DE2 Board Users)



Locate the project directory from the CD-ROM included and follow the steps below:

Directory: Demonstration / DE2_CAMERA

FPGA Bitstream Used: DE2_D5M.sof or DE2_D5M.pof

1. Ensure the connection is set correctly as shown in **Figure 3-5**. Make sure the D5M is connected to **JP2 (GPIO 1)** of the DE2 board.
2. Connect the VGA output of the DE2 board to a VGA monitor.
3. Download the bitstream (DE2_D5M.sof/pof) to the DE2 board.
4. Press **KEY0** on the DE2 board to reset the circuit.
5. You can press **KEY3** to switch to the FREE RUN mode and you should be able to see whatever the camera sees on the VGA display.
6. Press **KEY2** to take a shot of the photo; you can press **KEY3** again to switch back to **FREE RUN** mode.
7. Users can use the **SW[0]** with **KEY1** to set the exposure time for brightness adjustment of the image captured. When **SW[0]** is set to Off, the brightness of image will be increased as **KEY1** is pressed longer. If **SW[0]** is set to On,

the brightness of image will be decreased as **KEY1** is pressed shorter.

8. Set the **SW[16]** to On (upper position), the captured image will be enlarged with **KEY0** and **KEY3** pressed in order.
9. **Table 3-4** summarizes the functional keys of the digital camera.

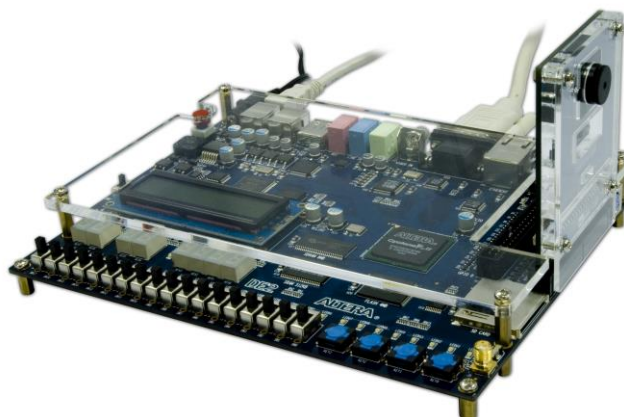


Figure 3-5 The Connection Setup for DE2 users

Table 3-4 The functional keys of the digital camera demonstration

| Component | Function Description |
|-----------|--|
| KEY[0] | Reset circuit |
| KEY[1] | Set the new exposure time (use with SW[0]) |
| KEY[2] | Trigger the Image Capture (take a shot) |
| KEY[3] | Switch to Free Run mode |
| SW[0] | Off: Extend the exposure time On: Shorten the exposure time |
| SW[16] | On: ZOOM in Off: Normal display |
| HEX[7:0] | Frame counter (Display ONLY) |

3. 6 Configuring the Camera (DE1 Board Users)



Locate the project directory from the CD-ROM included and follow the steps below:

Directory: Demonstration / DE1 CAMERA

FPGA Bitstream Used: DE1_D5M.sof or DE1_D5M.pof

1. Ensure the connection is set correctly as shown in **Figure 3-6**. Make sure the D5M is connected to **JP2 (GPIO 1)** of the DE1 board.
2. Download the bitstream (DE1_D5M.sof/pof) to the DE1 board.
3. Connect the VGA output of the DE1 board to a VGA monitor.

4. Press **KEY0** on the DE1 board to reset the circuit.
5. You can press **KEY3** to switch to the FREE RUN mode and you should be able to see whatever the camera sees on the VGA display.
6. Press **KEY2** to take a shot of the photo; you can press **KEY3** again to switch back to **FREE RUN** mode.
7. Users can use the **SW[0]** with **KEY1** to set the exposure time for brightness adjustment of the image captured. When **SW[0]** is set to Off, the brightness of image will be increased as **KEY1** is pressed longer. If **SW[0]** is set to On, the brightness of image will be decreased as **KEY1** is pressed shorter.
8. Set the **SW[8]** to On (upper position), the captured image will be enlarged with **KEY0** and **KEY3** pressed in order.
9. **Table 3-5** summarizes the functional keys of the digital camera.

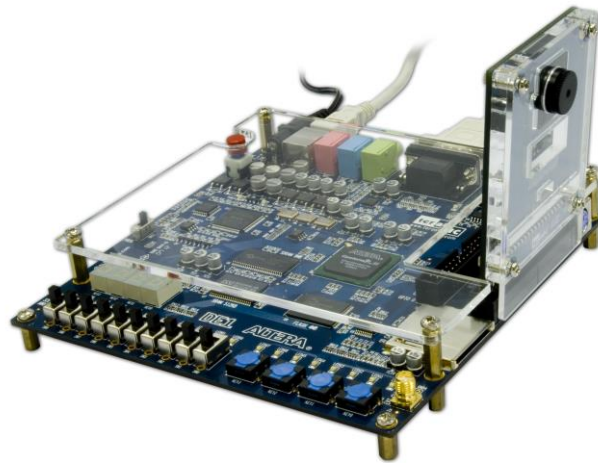


Figure 3-6 The Connection Setup for DE1 users

Table 3-5 The functional keys of the digital camera demonstration

| Component | Function Description |
|-----------|--|
| KEY[0] | Reset circuit |
| KEY[1] | Set the new exposure time (use with SW[0]) |
| KEY[2] | Trigger the Image Capture (take a shot) |
| KEY[3] | Switch to Free Run mode |
| SW[0] | Off: Extend the exposure time On: Shorten the exposure time |
| SW[8] | On: ZOOM in Off: Normal display |
| HEX[3:0] | Frame counter (Display ONLY) |

3.7 Block Diagram of the Reference Design

The complete reference design is also located in the CD-ROM attached. Please refer to the following diagram to help you in reading the code provided.

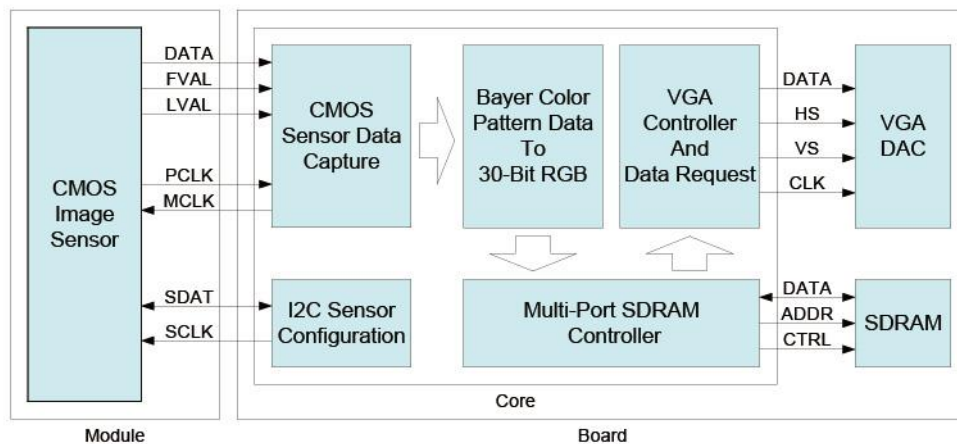


Figure 3-7 The block diagram of the digital camera design

The below figure for DE4 only.

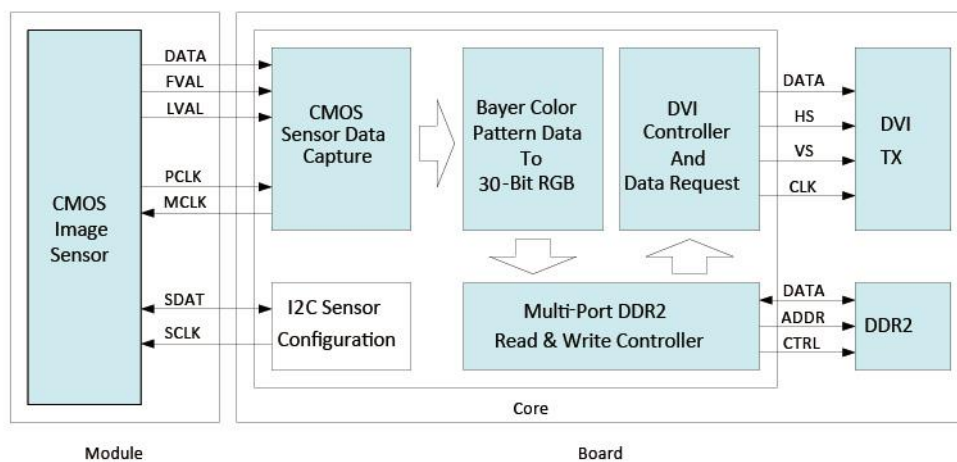


Figure 3-8 The block diagram of the digital camera design for DE4

4. 1 Revision History

| Date | Change Log |
|----------------|------------------------------------|
| MAR, 24, 2008 | Initial Version (Preliminary) |
| AUG, 03, 2009 | revised |
| AUG, 10, 2010 | D5M on DE4 and DE2-115 Board Added |
| June, 13, 2017 | Modify DE2-115 demo |

4. 2 Always Visit TRDB_D5M Webpage for New Applications

We will be continuing providing interesting examples and labs on our TRDB_D5M webpage. Please visit www.altera.com or d5m.terasic.com for more information.

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