

Digilent DIO4 Peripheral Board Reference Manual

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Overview

The DIO4 circuit board provides a low-cost, ready-made source for many of the most common I/O devices found in digital systems. It can be attached to a Digilent system board to create a circuit design platform capable of hosting a wide array of circuits. DIO4 features include:

- A 4-digit seven segment LED display;
- 8 individual LEDs;
- 4 pushbuttons;
- 8 slide switches;
- 3-bit VGA port;
- PS/2 mouse or keyboard port.

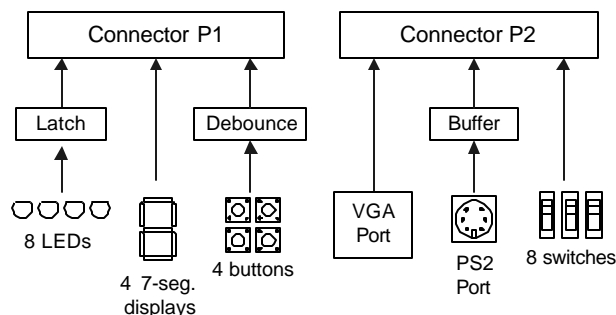
Functional Description

The DIO4 can be attached to Digilent system boards to quickly and easily add several useful I/O devices. The DIO4 draws power from the system board, and signals from all I/O devices are routed to individual pins on the system board connectors. These features allow the DIO4 to be incorporated into system-board circuits with minimal effort.

All devices on the DIO4 use the 3.3V supply from the system board, except for the PS/2 port which needs a 5VDC supply (the DIO4 contains a 5VDC regulator). Signals coming from the PS/2 port are routed through level-shifting buffers to protect system boards that do not have 5V tolerant inputs.

Power Supplies

The DIO4 draws power from three pins on the 40-pin connectors: pin 37 supplies 3.3V; pin 39



DIO4 circuit board block diagram

provides system GND, and pin 40 supplies unregulated voltage (VU). VU is connected to a 5VDC LDO regulator to produce a 5VDC supply for the PS/2 interface. The 3.3V supply is used to drive all other I/O devices on the board. The DIO4 consumes 5-10mA from the VU supply, and 10-50mA from the 3.3V supply (depending on how many LEDs are illuminated).

Seven-Segment LED display

The DIO4 board contains a modular 4-digit, common anode seven-segment LED display. In a common anode display, the seven anodes of the LEDs forming each digit are connected to four common circuit nodes (labeled AN1 through AN4 on the DIO4). Each anode, and therefore each digit, can be independently turned on and off by driving these signals to a '0' (on) or a '1' (off). The cathodes of similar segments on all four displays are also connected together into seven common circuit nodes labeled CA through CG. Thus, each cathode for all four displays can be turned on ('0') and off ('1') independently.

This connection scheme creates a multiplexed display, where driving the anode signals and corresponding cathode patterns of each digit in a repeating, continuous succession can create a 4-digit display. In order for each of the four digits to appear bright and continuously illuminated, all four digits should be driven once every 1 to 16ms (for a refresh frequency of 1KHz to 60Hz). For example, in a 60Hz refresh scheme, each digit would be illuminated for 1/4 of the refresh cycle, or 4ms. The controller must assure that the correct cathode pattern is present when the

corresponding anode signal is driven. To illustrate the process, if AN1 is driven low while CB and CC are driven low, then a "1" will be displayed in digit position 1. Then, if AN2 is driven low while CA, CB and CC are driven low, then a "7" will be displayed in digit position 2. If AN1 and CB, CC are driven for 4ms, and then AN2 and CA, CB, CC are driven for 4ms in an endless succession, the display will show "17" in the first two digits. An example timing diagram is provided below.

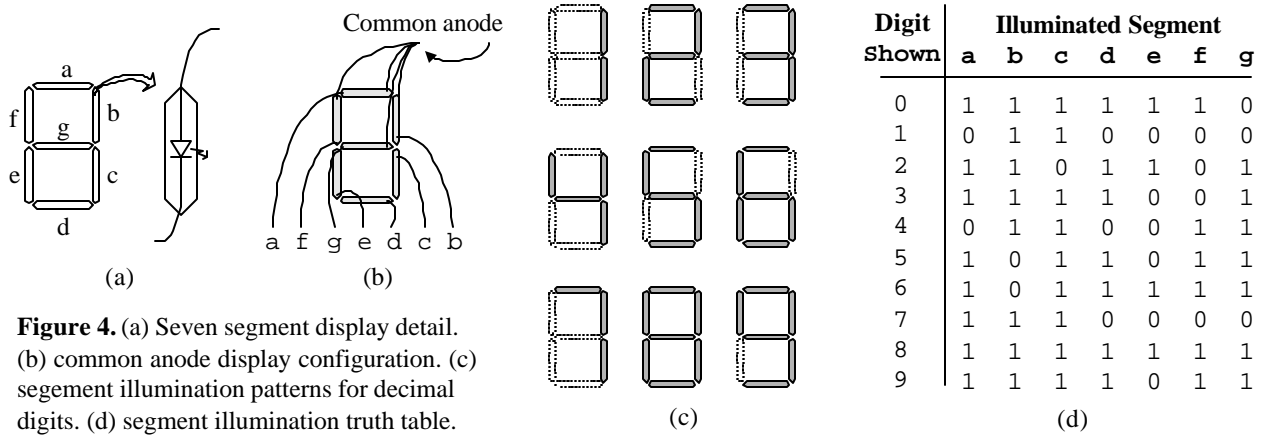
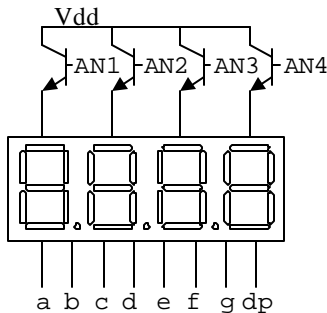
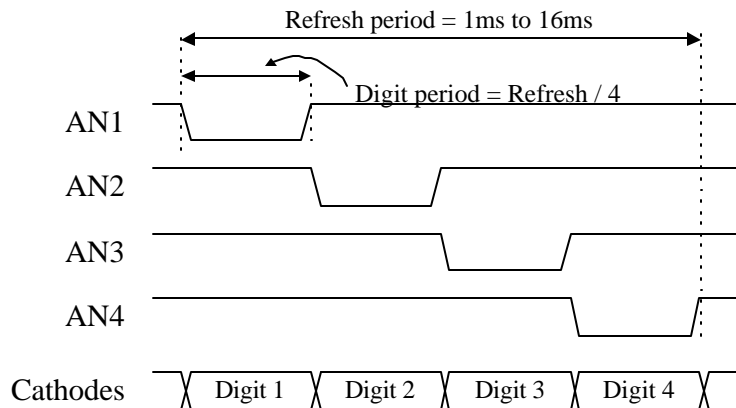


Figure 4. (a) Seven segment display detail. (b) common anode display configuration. (c) segment illumination patterns for decimal digits. (d) segment illumination truth table.

Anodes -- connected to CPLD via transistors for greater current

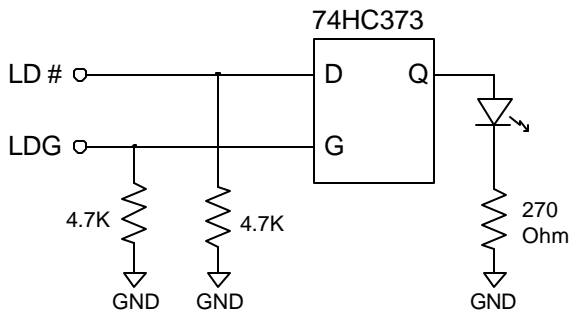


Cathodes -- connected to CPLD pins via 100Ω resistor



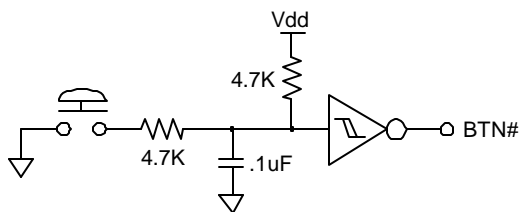
Discrete LEDs

Eight individual LEDs are provided for circuit outputs. The LED cathodes are tied to GND via 270-ohm resistors, and the LED anodes are driven from a 74HC373. The '373 allows LED data to be latched on the DIO4, so that the LD# signals from the system board do not need to be driven continuously (the LD# signals use connector pins that are used in the "system bus" on some Diligent boards). If the system bus is not needed, then the LDG signal can be tied high.



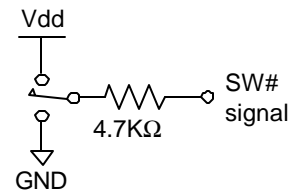
Button Inputs

The DIO4 contains 4 N.O. (normally open) pushbuttons. Button outputs are connected to Vdd via a 4.7K resistor. When the button is pressed, the output is connected directly to GND. This results in a logic signal that is low only while the button is actively pressed, and high at all other times. The buttons are debounced with an RC filter and Schmidt-trigger inverter as shown in the figure below. This circuit creates a logic high signal when the button is pressed. The debounce circuit provides ESD protection and creates a signal with clean edges, so the BTN# signals can be used as clock signals if desired.



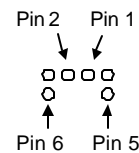
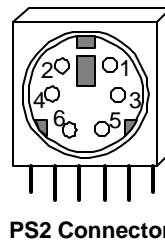
Switch Inputs

The eight slide switches on the DIO4 can be used to generate logic high or logic low inputs to the attached system board. The switches exhibit about 2ms of bounce, and no active debouncing circuit is employed. A 4.7K-ohm series resistor is used for nominal input protection.



PS2 Port

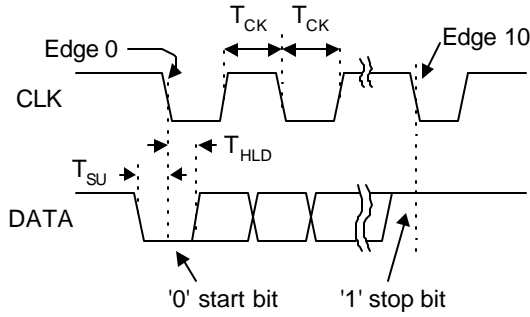
The DIO4 board includes a 6-pin mini-DIN connector that can accommodate a PS2 mouse or PS2 keyboard connection. A 5VDC regulator and voltage-mapping buffers are provided on the board to interface lower voltage system boards with keyboards and/or mice.



Pin Definitions

Pin	Function
1	Data
2	Reserved
3	GND
4	Vdd
5	Clock
6	Reserved

Both the mouse and keyboard use a two-wire serial bus (including clock and data) to communicate with a host device, and both drive the bus with identical signal timings. Both use 11-bit words that include a start, stop and odd parity bit, but the data packets are organized differently, and the keyboard interface allows bi-directional data transfers (so the host device can illuminate state LEDs on the keyboard). Bus timings are shown below. The clock and data signals are only driven when data transfers occur, and otherwise they are held in the "idle" state at logic '1'. The timings define signal requirements for mouse-to-host communications and bi-directional keyboard communications.



Symbol	Parameter	Min	Max
T_{CK}	Clock time	30us	50us
T_{SU}	Data-to-clock setup time	5us	25us
T_{HLD}	Clock-to-data hold time	5us	25us

Keyboard

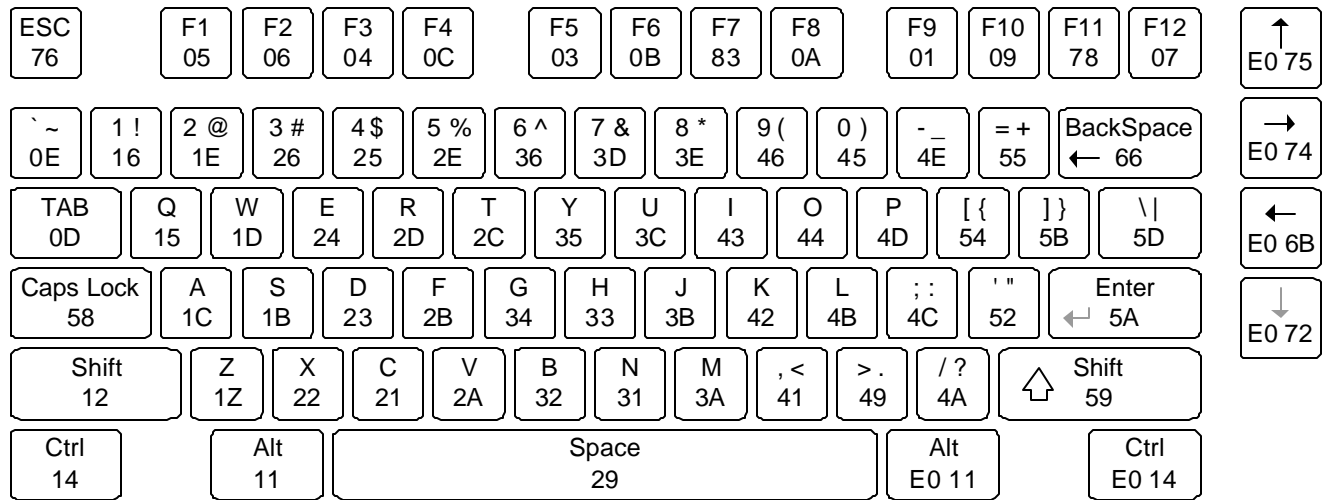
The keyboard uses open collector drivers so that either the keyboard or an attached host device can drive the two-wire bus (if the host device will not send data to the keyboard, then the host can use simple input-only ports).

PS2-style keyboards use scan codes to communicate key press data (nearly all keyboards in use today are PS2 style). Each key has a single, unique scan code that is sent whenever the corresponding key is pressed. If the key is pressed and held, the scan code will

be sent repeatedly once every 100ms or so. When a key is released, a “F0” key-up code is sent, followed by the scan code of the released key. If a key can be “shifted” to produce a new character (like a capital letter), then a shift character is sent in addition to the original scan code, and the host device must determine which character to use. Some keys, called extended keys, send an “E0” ahead of the scan code (and they may send more than one scan code). When an extended key is released, an “E0 F0” key-up code is sent, followed by the scan code. Scan codes for most keys are shown in the figure below.

A host device can also send data to the keyboard. Below is a short list of some often-used commands.

- ED Set Num Lock, Caps Lock, and Scroll Lock LEDs. After receiving an “ED”, the keyboard returns an “FA”; then the host sends a byte to set LED status: Bit 0 sets Scroll Lock; bit 1 sets Num Lock; and Bit 2 sets Caps lock. Bits 3 to 7 are ignored.
- EE Echo. Upon receiving an echo command, the keyboard replies with “EE”.
- F3 Set scan code repeat rate. The keyboard acknowledges receipt of an “F3” by returning an “FA”, after which the host sends a second byte to set the repeat rate.
- FE Resend. Upon receiving FE, the keyboard re-sends the last scan code sent.
- FF Reset. Resets the keyboard.



The keyboard should send data to the host only when both the data and clock lines are high (or idle). Since the host is the “bus master”, the keyboard should check to see whether the host is sending data before driving the bus. To facilitate this, the clock line can be used as a “clear to send” signal. If the host pulls the clock line low, the keyboard must not send any data until the clock is released (host-to-keyboard data transmission will not be dealt with further here).

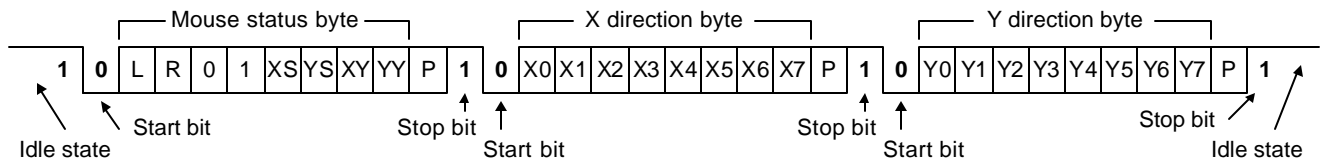
The keyboard sends data to the host in 11-bit words that contain a ‘0’ start bit, followed by 8-bits of scan code (LSB first), followed by an odd parity bit and terminated with a ‘1’ stop bit. The keyboard generates 11 clock transitions (at around 20 - 30KHz) when the data is sent, and data is valid on the falling edge of the clock.

Mouse

The mouse outputs a clock and data signal when it is moved; otherwise, these signals remain at logic ‘1’. Each time the mouse is moved, three 11-bit words are sent from the mouse to the host device. Each of the 11-bit

words contains a ‘0’ start bit, followed by 8 bits of data (LSB first), followed by an odd parity bit, and terminated with a ‘1’ stop bit. Thus, each data transmission contains 33 bits, where bits 0, 11, and 22 are ‘0’ start bits, and bits 11, 21, and 33 are ‘1’ stop bits. The three 8-bit data fields contain movement data as shown below. Data is valid at the falling edge of the clock, and the clock period is 20 to 30KHz.

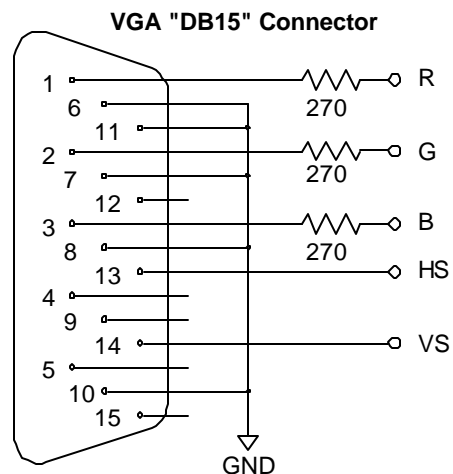
The mouse assumes a relative coordinate system wherein moving the mouse to the right generates a positive number in the X field, and moving to the left generates a negative number. Likewise, moving the mouse up generates a positive number in the Y field, and moving down represents a negative number (the XS and YS bits in the status byte are the sign bits – a ‘1’ indicates a negative number). The magnitude of the X and Y numbers represent the rate of mouse movement – the larger the number, the faster the mouse is moving (the XV and YV bits in the status byte are movement overflow indicators – a ‘1’ means overflow has occurred). If the mouse moves continuously, the 33-bit transmissions are repeated every 50ms or so. The L and R fields in the status byte indicate Left and Right button presses (a ‘1’ indicates the button is being pressed).



VGA Port

The five standard VGA signals Red (R), Green (G), Blue (B), Horizontal Sync (HS), and Vertical Sync (VS) are routed directly to the VGA connector. A 270-ohm series resistor is used on each color signal. This resistor forms a divider with the 75-ohm VGA cable termination, resulting in a signal that conforms to the VGA specification (i.e., 0V for fully off and .7V for fully on).

VGA signal timings are specified, published, copyrighted and sold by the VESA organization (www.vesa.org). The following VGA system



timing information is provided as an example of how a VGA monitor might be driven in 640 by 480 mode. For more precise information, or for information on higher VGA frequencies, refer to document available at the VESA website (or experiment!).

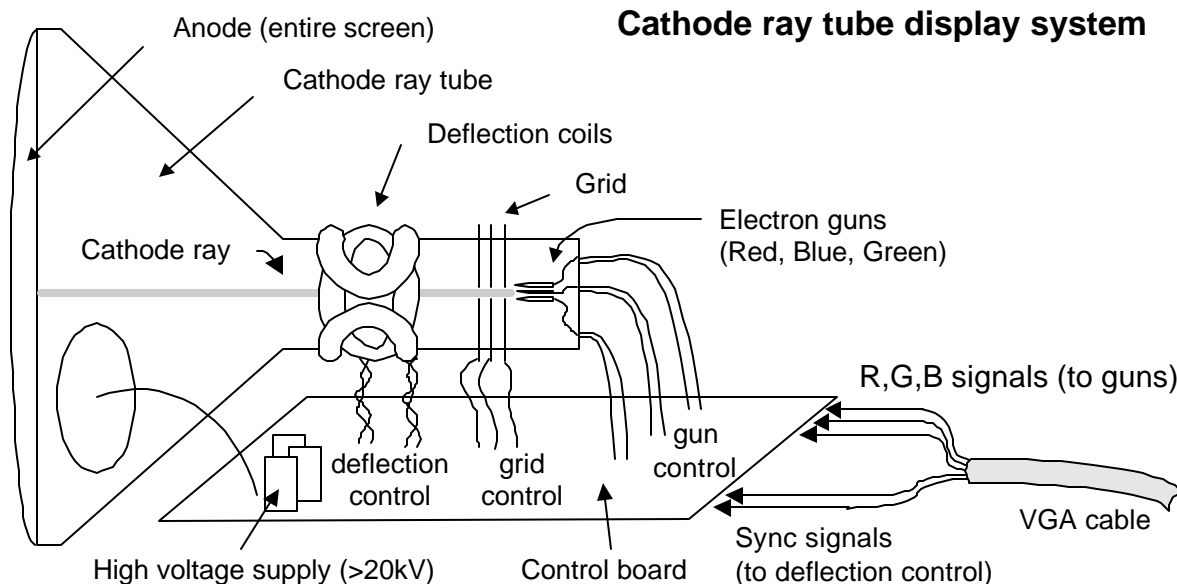
VGA system timing

CRT-based VGA displays use amplitude modulated, moving electron beams (or cathode rays) to display information on a phosphor-coated screen. LCD displays use an array of switches that can impose a voltage across a small amount of liquid crystal, thereby changing light permittivity through the crystal on a pixel-by-pixel basis. Although the following description is limited to CRT displays, LCD displays have evolved to use the same signal timings as CRT displays (so the “signals” discussion below pertains to both CRTs and LCDs).

CRT displays use electron beams (one for red, one for blue and one for green) to energize the phosphor that coats the inner side of the display end of a cathode ray tube (see drawing below). Electron beams emanate from “electron guns”, which are a finely pointed, heated cathodes placed in close proximity to a positively charged annular plate called a “grid”. The electrostatic force imposed by the grid

pulls away rays of energized electrons as current flows into the cathodes. These particle rays are initially accelerated towards the grid, but they soon fall under the influence of the much larger electrostatic force that results from the entire phosphor coated display surface of the CRT being charged to 20kV (or more). The rays are focused to a fine beam as they pass through the center of the grids, and then they accelerate to impact on the phosphor coated display surface. The phosphor surface glows brightly at the impact point, and the phosphor continues to glow for several hundred microseconds after the beam is removed. The larger the current fed into the cathode, the brighter the phosphor will glow.

Between the grid and the display surface, the beam passes through the neck of the CRT where two coils of wire produce orthogonal electromagnetic fields. Because cathode rays are composed of charged particles (electrons), they can be deflected by these magnetic fields. Current waveforms are passed through the coils to produce magnetic fields that interact with the cathode rays and cause them to transverse the display surface in a “raster” pattern, horizontally from left to right and vertically from top to bottom. As the cathode ray moves over the surface of the display, the current sent to the electron guns can be increased or decreased to change the brightness of the display at the cathode ray impact point.



Cathode ray tube display system

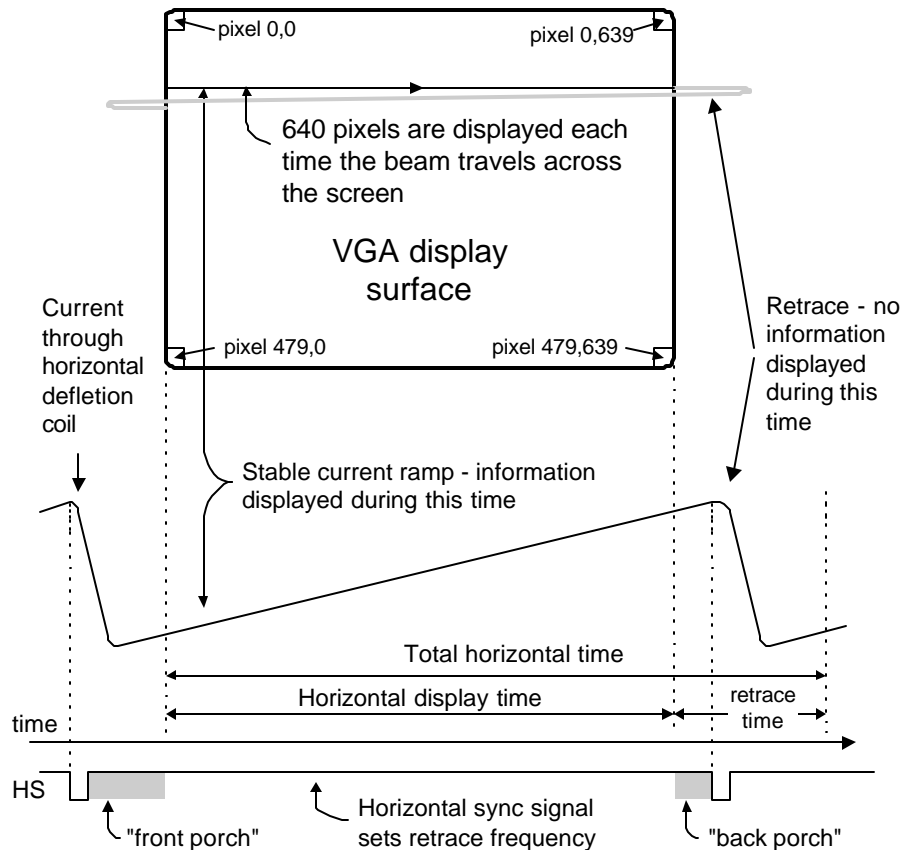
Information is only displayed when the beam is moving in the “forward” direction (left to right and top to bottom), and not during the time the beam is reset back to the left or top edge of the display. Much of the potential display time is therefore lost in “blanking” periods when the beam is reset and stabilized to begin a new horizontal or vertical display pass.

number of horizontal passes the cathode makes over the display area, and a number of “columns” that corresponds to an area on each row that is assigned to one “picture element” or pixel. Typical displays use from 240 to 1200 rows, and from 320 to 1600 columns. The overall size of a display, and the number of rows and columns determines the size of each pixel.

The size of the beams, the frequency at which the beam can be traced across the display, and the frequency at which the electron beam can be modulated determine the display resolution. Modern VGA displays can accommodate different resolutions, and a VGA controller circuit dictates the resolution by producing timing signals to control the raster patterns. The controller must produce synchronizing pulses at 3.3V (or 5V) to set the frequency at which current flows through the deflection coils, and it must ensure that video data is applied to the electron guns at the correct time. Raster video displays define a number of “rows” that corresponds to the

Video data typically comes from a video refresh memory, with one or more bytes assigned to each pixel location (the DIO4 board uses 3-bits per pixel). The controller must index into video memory as the beams move across the display, and retrieve and apply video data to the display at precisely the time the electron beam is moving across a given pixel.

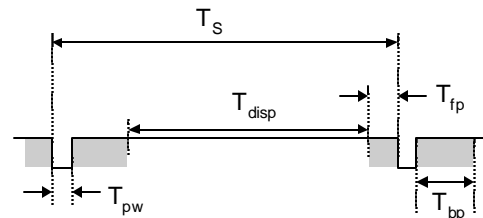
A VGA controller circuit must generate the HS and VS timings signals and coordinate the delivery of video data based on the pixel clock. The pixel clock defines the time available to display 1 pixel of information. The VS signal defines the “refresh” frequency of the display, or



the frequency at which all information on the display is redrawn. The minimum refresh frequency is a function of the display's phosphor and electron beam intensity, with practical refresh frequencies falling in the 50Hz to 120Hz range. The number of lines to be displayed at a given refresh frequency defines the horizontal "retrace" frequency. For a 640-pixel by 480-row display using a 25MHz pixel clock and 60 +/-1Hz refresh, the signal timings shown in the table below can be derived. Timings for sync pulse width and front and back porch intervals (porch intervals are the pre- and post-sync pulse times during which information cannot be displayed) are based on observations taken from VGA displays.

A VGA controller circuit decodes the output of a horizontal-sync counter driven by the pixel clock to generate HS signal timings. This counter can be used to locate any pixel location on a given row. Likewise, the output of a vertical-sync counter that increments with each HS pulse can be used to generate VS signal timings, and this counter can be used to locate any given row. These two continually running counters can be used to form an address into video RAM. No time relationship between the onset of the HS pulse and the onset of the VS pulse is specified, so the designer can arrange the counters to easily form video RAM addresses, or to minimize decoding logic for sync pulse generation.

Symbol	Parameter	Vertical Sync			Horizontal Sync	
		Time	Clocks	Lines	Time	Clocks
T_S	Sync pulse time	16.7ms	416,800	521	32 us	800
T_{disp}	Display time	15.36ms	384,000	480	25.6 us	640
T_{pw}	VS pulse width	64 us	1,600	2	3.84 us	96
T_{fp}	VS front porch	320 us	8,000	10	640 ns	16
T_{bp}	VS back porch	928 us	23,200	29	1.92 us	48



Expansion Connectors

Connector pinouts are shown below. Separately available tables show pass-through connections for the devices on the DIO4 board when it is attached to various system boards.

Note that connectors on system boards and peripheral boards use the same numbering scheme – that is, if the board is held with the component side towards you and the connectors pointing up, then pin #1 is always on the bottom left corner of the connector.

This means that when a peripheral board is plugged into a system board, the numbering patterns are mirrored. Pin #1 on the peripheral board mates with pin #39 on the system board, peripheral board pin #2 mates with system pin #40, etc. Note that odd pin number mating pairs add to 40, and even pin number mating pairs add to 42 (so pin 36 mates with pin 6, pin 27 mates with pin 13, etc.).

DIO4 Expansion Connector Pinout					
P1	Signal	Dir	P2	Signal	Dir
1	nc		1	nc	
2	nc		2	nc	
3	nc		3	nc	
4	nc		4	nc	
5	nc		5	nc	
6	nc		6	nc	
7	nc		7	nc	
8	nc		8	nc	
9	nc		9	nc	
10	nc		10	nc	
11	nc		11	nc	
12	nc		12	nc	
13	AN3	in	13	VS	in
14	AN4	in	14	HS	in
15	AN1	in	15	GRN	in
16	AN2	in	16	RED	in
17	BTN4	out	17	PS2D	bidi
18	BTN5	out	18	BLU	in
19	nc		19	BTN2	out
20	BTN3	out	20	PS2C	bidi
21	LED8	in	21	DP	in
22	LEDG	in	22	BTN1	out
23	LED7	in	23	CG	in
24	nc		24	SW8	out
25	LED6	in	25	CF	in
26	nc		26	SW7	out
27	LED5	in	27	CE	in
28	nc		28	SW6	out
29	LED4	in	29	CD	in
30	nc		30	SW5	out
31	LED3	in	31	CC	in
32	nc		32	SW4	out
33	LED2	in	33	CB	in
34	nc		34	SW3	out
35	LED1	in	35	CA	in
36	nc		36	SW2	out
37	VCC33		37	VCC33	
38	nc		38	SW1	
39	GND		39	GND	
40	VU		40	VU	