

DESIGN AND IMPLEMENTATION OF A VGA
DISPLAY GENERATOR USING FPGA

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DESIGN AND IMPLEMENTATION OF A VGA DISPLAY GENERATOR USING FPGA

by

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APPROVAL AND DECLARATION SHEET

This project report titled Design and Implementation of a VGA Display Generator Using FPGA was prepared and submitted by Haslinda binti Hassan (Matrix Number: 031030117) and has been found satisfactory in terms of scope, quality and presentation as partial fulfillment of the requirement for the Bachelor of Engineering (Electronic Engineering) in Universiti Malaysia Perlis (UniMAP).

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REKABENTUK DAN PENGGUNAAN PAPAN SKRIN VGA MENGGUNAKAN PERANTI FPGA

ABSTRAK

Projek ini adalah aplikasi kepada skrin VGA dengan menggunakan peranti FPGA. Sasaran projek ini ialah untuk menghasilkan suatu imej video. Imej tersebut ialah sebiji bola yang berbentuk segiempat yang boleh menghasilkan imej gerakan yang bergerak secara melintang di skrin VGA. Projek in menggunakan papan pembangunan UP2 oleh Altera dengan menggunakan cip FLEX10K. Program ditulis dalam bahasa tinggi VHDL.dengan menggunakan Quartus II. Imej keluaran akan dipaparkan pada monitor VGA yang mempunyai piksel 640 x 480. Projek ini mengandungi dua program kecil dan satu program akhir yang akan menggabungkan kedua-dua program kecil tersebut. Program pertama menghasilkan isyarat video, program kedua untuk mengaktifkan paparan tujuh bahagian. Program akhir adalah untuk menghasilkan imej objek dan pergerakan objek. Secara keseluruhannya, projek ini berjaya memenuhi objektif dengan menghasilkan paparan imej video yang diinginkan.

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ABSTRACT

This project is an implementation of a VGA display generator, using FPGA device. The goal of this project is to design a simple video image. The image is a square ball shape in red color that bounces up and down the screen of a monitor. This project is using Altera UP2 board, FLEX 10K device. The source code is designed using VHDL language processed using Quartus II Design Software. The output is displayed using a standard VGA monitor with 640 by 480 pixels. The design of this project consists of two sub programs, and one top level entity. All three programs compiled and simulated individually. The first sub program is to generate timing signals for VGA display, the second sub-program is a seven segment display needed to track the vertical motion of the image. Both programs are combined in one entity. The top level entity combines all sub programs, and most importantly it draws the shape of the ball and provides the motion for the ball. Final output produced the targeted result with a red square ball moves vertically up and down the screen, and seven segment display produce a counting in hexadecimal in rapid movement which shows the ball is in motion mode. Overall, this project has reached its objectives.

TABLE OF CONTENTS

APPROVAL AND DECLARATION SHEET	i
ABSTRAK	ii
ABSTRACT	iii
TABLE OF CONTENTS	iv
LIST OF TABLES	vii
LIST OF FIGURES	viii
CHAPTER 1 INTRODUCTION	
1.1 Project Overview	1
1.2 Project Background	2
1.3 Project Specification	3
1.4 Project Organization	4
CHAPTER 2 REVIEW OF LITERATURE	
2.1 Video Display Technology	6
2.2 Video Signals	7
2.3 VGA History and Background	8
2.4 How VGA Monitor Work	8
2.5 Using FPGA for Video Signal Generation	10
2.6 Altera UP2 Board	10
2.7 EPF10K Device	13
2.8 VHDL	13

CHAPTER 3 MATERIALS AND METHOD

3.1	Materials and Overall Method	16
3.2	HDL Implementation	18
3.2.1	VHDL Entry	18
3.2.2	VHDL Structure	
3.3.3	Methods to Combine Sub Circuits	20
3.5	Hardware Implementation: Downloading design to Altera UP2 Board	21

CHAPTER 4 RESULTS AND DISCUSSION

4.1	Simulation, Results and Discussion for vga_sync.vhd	23
4.2	Results, Simulation, and Discussion for vga_sync.vhd	25
4.3	Mypack.vhd: User Define Library	27
4.4	Results and Discussion for bola.vhd	27
4.4.1	To Produce Size, Shape and Color of the Ball	28
4.4.2	Ball Display and Rendering: RGB_Display process	28
4.4.3	To Produce Motion for the Ball	30
4.4.3.1	Moving Ball in Vertical Axis	30
4.4.3.2	Moving Ball in Horizontal Axis	31
4.4.3.3	Moving Ball in both Vertical and Horizontal Axis	32
4.5	Final Outputs	33

CHAPTER 5 CONCLUSION

5.1	Overall Summary	36
5.2	Project Achievement	38
5.3	Recommendations for Future Project	39
5.4	Commercialization Potential	40

REFERENCES	41
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APPENDICES

Appendix A : LIST OF COMMANDS AND VHDL REFERENCE

Appendix B: LIST OF PIN ASSIGNMENTS

Appendix C: VHDL CODE FOR VGA_SYNC.VHD

Appendix D: VHDL CODE FOR DEC7SEG.VHD

Appendix E: VHDL CODE FOR MYPACK.VHD

Appendix F(i): VHDL CODE FOR BOLA.VHD (Ball in y motion)

Appendix F(ii): VHDL CODE FOR BOLA.VHD (Ball in x and y motion)

LIST OF TABLES

Table No.		Page
2.1	Altera UP2 board specification	12
2.2	Level of Abstraction	14
3.5	Pin Assignments for VGA signals in UP2 board	21
4.1	Pixel conditions for making pixel visible	29

LIST OF FIGURES

Figures No.		Page
1.1	Digital logic technologies tradeoffs [1]	3
1.2	Design process for schematic or HDL entry	4
2.1	Common CRT	7
2.2	Horizontal cycle of VGA monitor	9
2.3	Vertical cycle of VGA monitor	9
2.5	Top View of Altera UP2 Board	11
2.6	Altera UP2 board block diagram	11
3.1	Block diagram of workflow for overall methodology	17
3.2	Flowchart of HDL implementation	18
3.3	General Structure of VHDL design Entity	19
3.4	Assigning jumpers to FLEX10K device	20
3.5	Flowchart of downloading program to UP2 board	22
4.1	Rasterized image produced on VGA display	24
4.2	Functional simulation for vga_sync.vhd	24
4.3	Functional simulation of dec7seg.vhd from 0ns to 80ns	26
4.4	Functional simulation of dec7seg.vhd from 80ns to 150ns	26
4.3	Source code to produce square shape ball in red color	28

4.4	Source code for RGB_display	29
4.5	Convenient signals declaration for moving the ball in vertical axis	30
4.6	Move_ball process for moving ball in vertical axis	31
4.7	Convenient signals declaration for moving the ball in horizontal axis	32
4.8	Move_ball process for moving ball in horizontal axis	32
4.9	Move_ball process for moving ball in diagonal direction	33
4.10	Ball movement in vertical axis	34
4.11	Ball movement in horizontal axis	34
4.12	Ball movement in diagonal direction	35