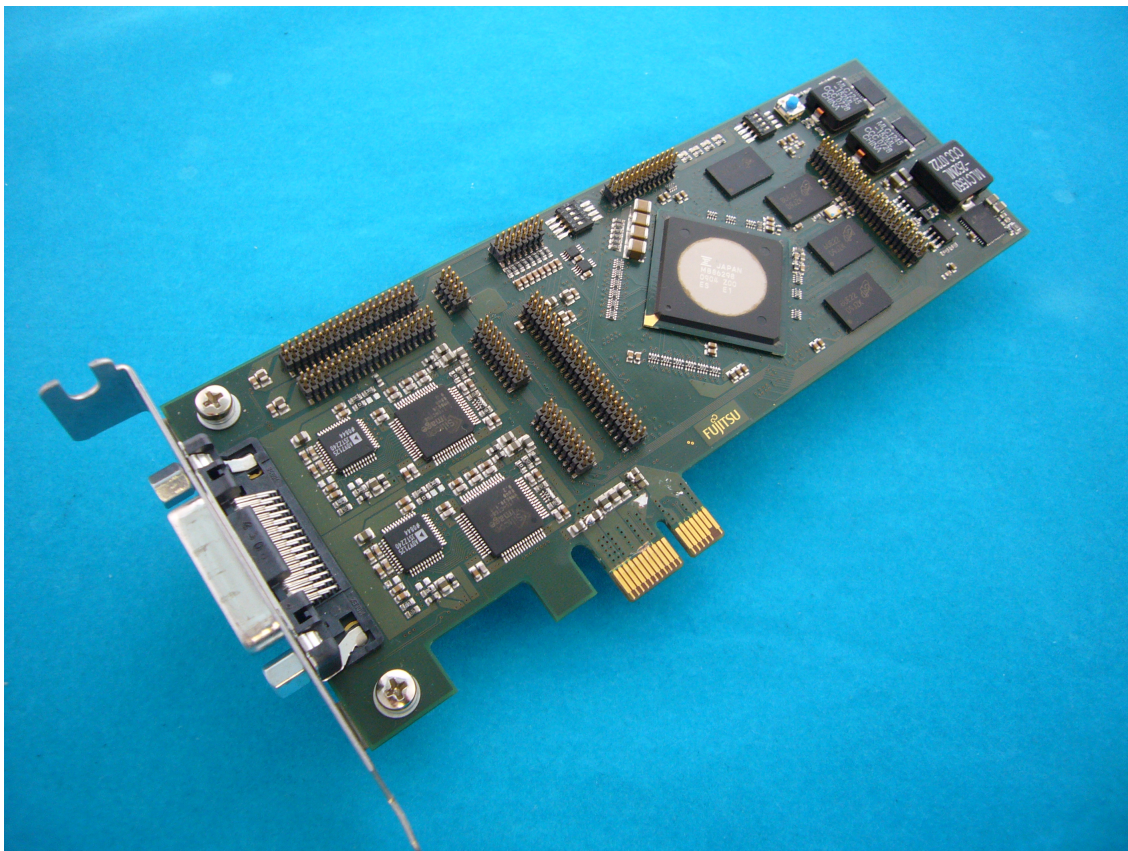


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**MB86298-EB01**  
**Ruby Evaluation Board**  
**Documentation**

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Version: 1.11  
Datum: 03/12/2009

## Document Revision History

| Date     | Revision | Changes  |
|----------|----------|--|
| 02/10/09 | 1.00     | First Version for Board Revision 01  |
| 02/17/09 | 1.10     | Diagram of Ruby evaluation board connection to analog video input slot added |
| 03/13/09 | 1.11     | First Page changed   |
|          |          |  |

## Evaluation Board Revision History

| Date     | Revision | Changes       |
|----------|----------|---------------|
| 02/09/09 | 01       | First Version |
|          |          |               |
|          |          |               |

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Our policy is one of continuous improvement, and consequently the equipment may vary slightly from the description and specifications in this publication. The specifications, illustrations and descriptions provided in this documentation are not binding in detail.

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# 1. Overview Ruby Evaluation Board

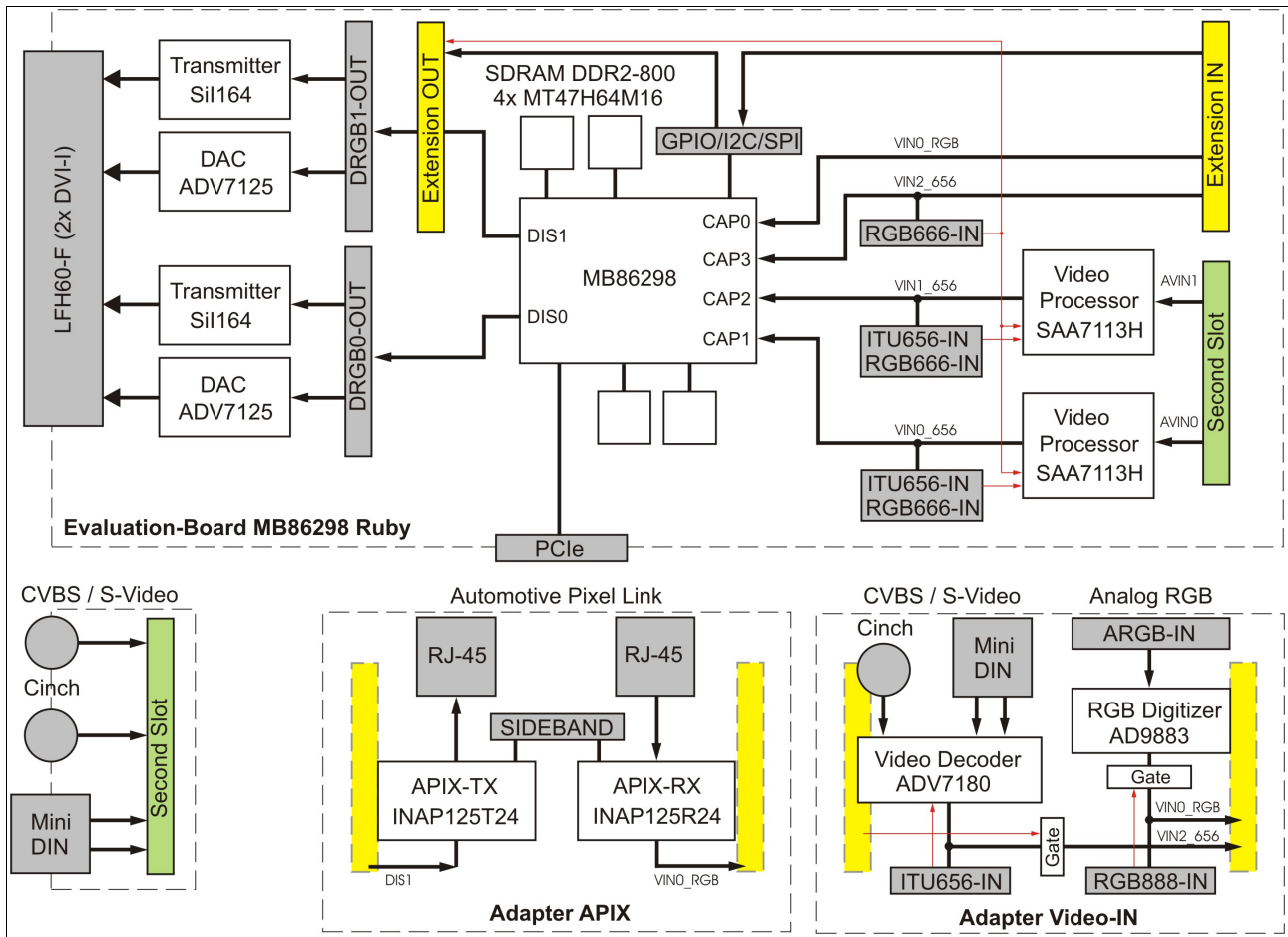
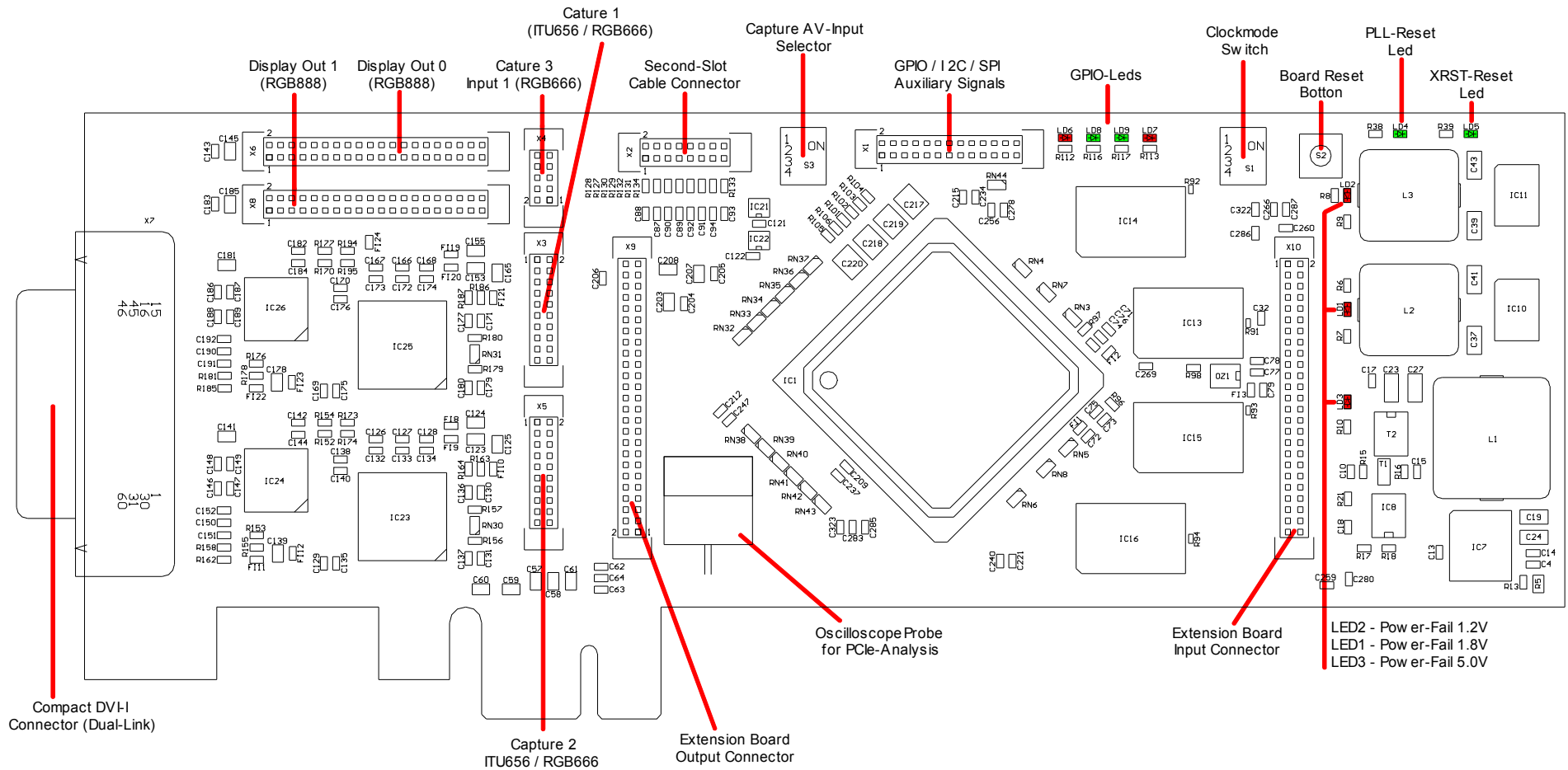
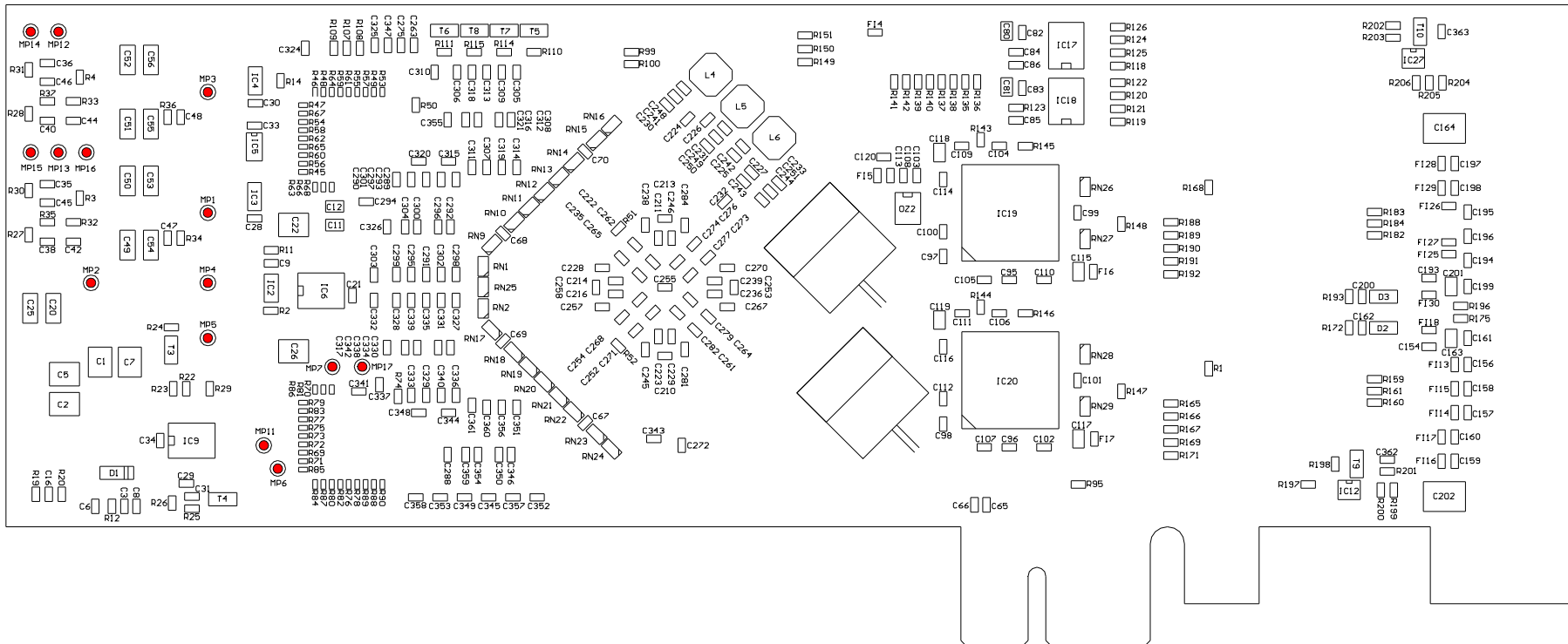


Figure 1: Block Diagram

## 2. Main Board External Appearance



**Figure 2: Interfaces on the evaluation board top side**



**Figure 3: Test points on the evaluation board bottom side**

### 3. Test Points

The following table shows the assignment of the test points on bottom side of the evaluation board to their corresponding signals.

**Tables 1: Test Points**

| MP | Signal                   | MP    | Signal                                |
|----|--------------------------|-------|---------------------------------------|
| 1  | 1.8V (Ruby-Core-Voltage) | 6     | VTTDDR2 (DDR2-RAM Terminator Voltage) |
| 2  | 5.0V                     | 7     | VREFDDR2 (DDR2-RAM Reference Voltage) |
| 3  | 1.2V (Ruby-Core-Voltage) | 11-17 | Ground                                |
| 4  | 3.3V (Board-I/O-Voltage) |       |                                       |
| 5  | 3.3V (From PCI-Express)  |       |                                       |

### 4. LEDs

The evaluation board contains various LED's on the top side to visualize different board conditions. The following table contains all LED's with a condition description.

**Tables 2: LEDs**

| LED | Function            | Color | OK-Condition | Description   |
|-----|---------------------|-------|--------------|---|
| LD1 | Power-Fail 1.8VCore | Red   | Off          | Led illuminates, if the DC-DC-Converter output produces no stable 1.8V. In OK condition the LED should be switched off! |
| LD2 | Power-Fail 1.2VCore | Red   | Off          | Led illuminates, if the DC-DC-Converter output produces no stable 1.2V. In OK condition the LED should be switched off! |
| LD3 | Power-Fail 5.0V     | Red   | Off          | Led illuminates, if the DC-DC-Converter output produces no stable 5.0V. In OK condition the LED should be switched off! |
| LD4 | MB86298-PLL-Reset   | Green | On           | Led illuminates, if PLL-Reset is released (OK condition).   |
| LD5 | MB86298-XRST-Reset  | Green | On           | Led illuminates, if XRST-Reset is released (OK condition).  |
| LD6 | GPIO0-Led           | Red   | -            | Led illuminates, if GPIO0 is output and programed to high level.  |
| LD7 | GPIO2-Led           | Red   | -            | Led illuminates, if GPIO2 is output and programed to high level.  |
| LD8 | GPIO1-Led           | Green | -            | Led illuminates, if GPIO1 is output and programed to high level.  |
| LD9 | GPIO3-Led           | Green | -            | Led illuminates, if GPIO3 is output and programed to high level.  |

### 5. DIP-Switches

Switch S1 settings are responsible for the Ruby clock configuration.

**Tables 3: Switch S1**

| Switch | Function | Description   |
|--------|----------|---|
| 1      | Unused   | -   |
| 2      | CLKMODE0 | <b>CLKMODE0</b> is <b>low</b> level if switched to position <b>ON</b> . |
| 3      | CLKMODE1 | <b>CLKMODE1</b> is <b>low</b> level if switched to position <b>ON</b> . |
| 4      | CLKSEL0  | <b>CLKSEL0</b> is <b>low</b> level if switched to position <b>ON</b> .  |



With switch S3 it is possible to disable the on board video input processors circuits SAA7113H, which are connected to the Ruby video capture inputs units. With disabled SAA7113H it is possible to source the video capture inputs units directly with digital signals via corresponding interface connectors.

**Tables 4: Switch S3**

| Switch | Function                            | Description   |
|--------|-------------------------------------|---|
| 1      | Disable AV-Input 0 to 2 (CAP1 to 3) | If set to condition <b>ON</b> , on signal <b>AVIN_OFF#</b> (sheet 7) appears <b>low</b> level. This leads to a <b>disable</b> of both video input processors SAA7113H (IC19 and IC20). The signal appears also on the extension connector (sheet 10). |
| 2      | Disable AV-Input 1 (CAP2)           | If set to condition <b>ON</b> , IC20 (SAA7113H) will be <b>disabled</b> .   |
| 3      | Disable AV-Input 0 (CAP1)           | If set to condition <b>ON</b> , IC19 (SAA7113H) will be <b>disabled</b> .   |
| 4      | Unused                              | -   |

## 6. GPIO

On the evaluation board there are some auxiliary signals. With use of connector X1 it is possible to connect these signal with the Ruby GPIO lines if necessary.

**Tables 5: Connector X1**

| Description   | Name              | Pin | Pin | Name        | Description   |
|---|-------------------|-----|-----|-------------|---|
| Ruby-GPIO0  | GPIO0             | 1   | 2   | DIS0_AUX    | Display Out0 AUX-Signal to connector X6 (sheet 8)           |
| Ruby-GPIO1  | GPIO1             | 3   | 4   | DIS1_AUX    | Display Out1 AUX-Signal to connector X8 (sheet 9)           |
| Ruby-GPIO2  | GPIO2             | 5   | 6   | EXT_AUX_A   | AUX-Signal A to Extension Connector X9 (sheet 10)           |
| Ruby-GPIO3  | GPIO3             | 7   | 8   | EXT_AUX_B   | AUX-Signal B to Extension Connector X9 (sheet 10)           |
| Ruby-GPIO4, enable signal for I2C-Bridge, Monitor0 on DVI-Connector (sheet 8) | GPIO4 (EN_DDC0#)  | 9   | 10  | EXT_AUX_C   | AUX-Signal C to Extension Connector X10 (sheet 10)          |
| Ruby-GPIO5, enable signal for I2C-Bridge, Monitor1 on DVI-Connector (sheet 9) | GPIO5 (EN_DDC1#)  | 11  | 12  | APIX_TX_ERR | APIX TX-Error-Signal from APIX-Board (if present on X9/X10) |
| Ruby-GPIO6  | GPIO6_COMP_RETRIG | 13  | 14  | APIX_RX_ERR | APIX RX-Error-Signal from APIX-Board (if present on X9/X10) |
| Ruby-GPIO7  | GPIO7_INT_OUT     | 15  | 16  | I2C_SDA     | Ruby I2C SDA-Signal   |
| Ruby I2C SCL-Signal   | I2C_SCL           | 17  | 18  | GND         | Ground  |
| Ruby SPI CLK-Signal   | SPI_CLK           | 19  | 20  | GND         | Ground  |
| Ruby SPI MOSI-Signal  | SPI_MOSI          | 21  | 22  | GND         | Ground  |
| Ruby SPI MISO-Signal  | SPI_MISO          | 23  | 24  | GND         | Ground  |
| Ruby SPI CS-Signal  | SPI_CS            | 25  | 26  | +3.3V       | Supply Voltage  |

The AUX-signals are responsible for various auxiliary functions.

With a plugged APIX adapter board the APIX status signals **TX-Error** and **RX-Error** can be observed and with the signal **EXT\_AUX\_A** a manipulation of **APIX reset signals** is possible.

With a plugged video in adapter board instead, on pin **EXT\_AUX\_C** the signal **VIN2\_656\_IRQ** from the **ADV7180** circuit appears.

## 7. Connection of Ruby Evaluation Board to Analog-Video-In-put-Slot Adapter

The following diagram shows how to connect the Ruby evaluation board and the Analog-Video-Input-Slot adapter correctly via the red marked connection cable.

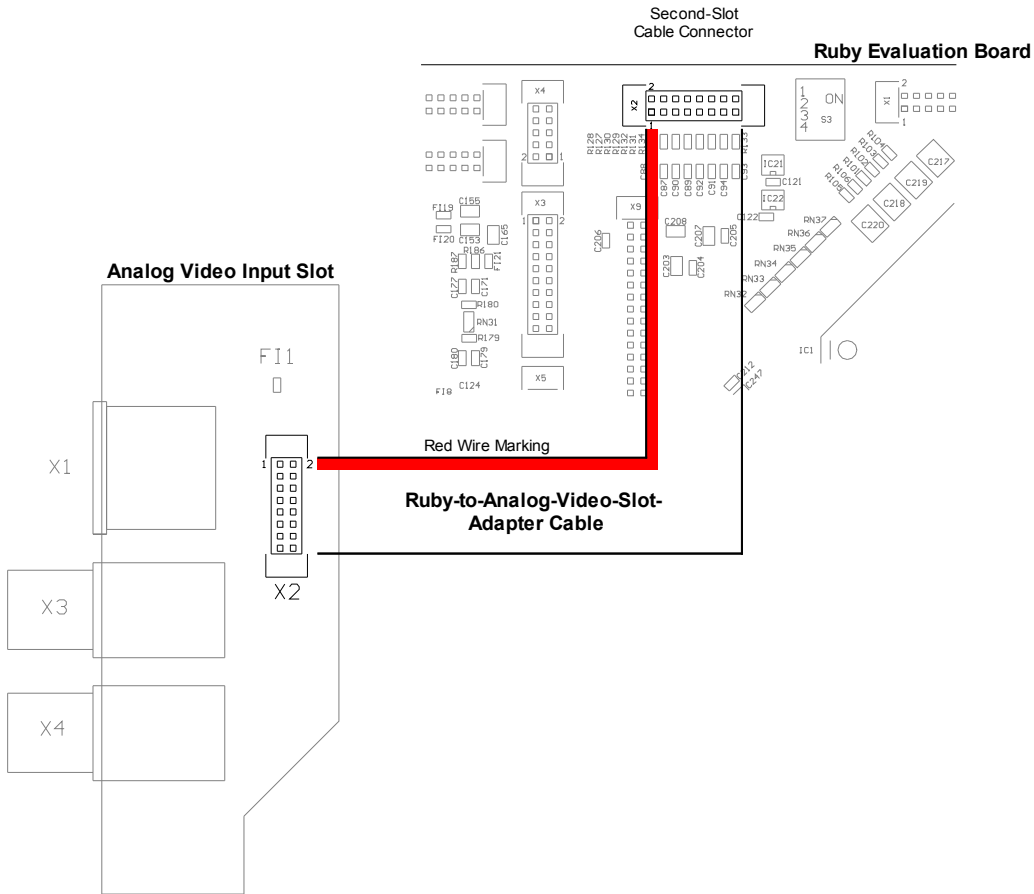


Figure 4: Diagram of connection between Ruby evaluation board and Analog-Video-In-put-Slot Adapter