

# **DLP® LightCrafter™ 6500 and 9000 Evaluation Module (EVM) User's Guide**

## **User's Guide**



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## ***Read This First***

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The DLP® LightCrafter™ 6500 and 9000 evaluation modules (EVMs) offer a reference design to enable faster development cycles for users of the DLP9000, DLP6500 and DLPC900 chips. This platform targets applications needing intelligent pattern management along with high resolution display.

### **Trademarks**

LightCrafter is a trademark of Texas Instruments.  
DLP is a registered trademark of Texas Instruments.  
DisplayPort is a trademark of DisplayPort.  
HDMI is a registered trademark of HDMI.

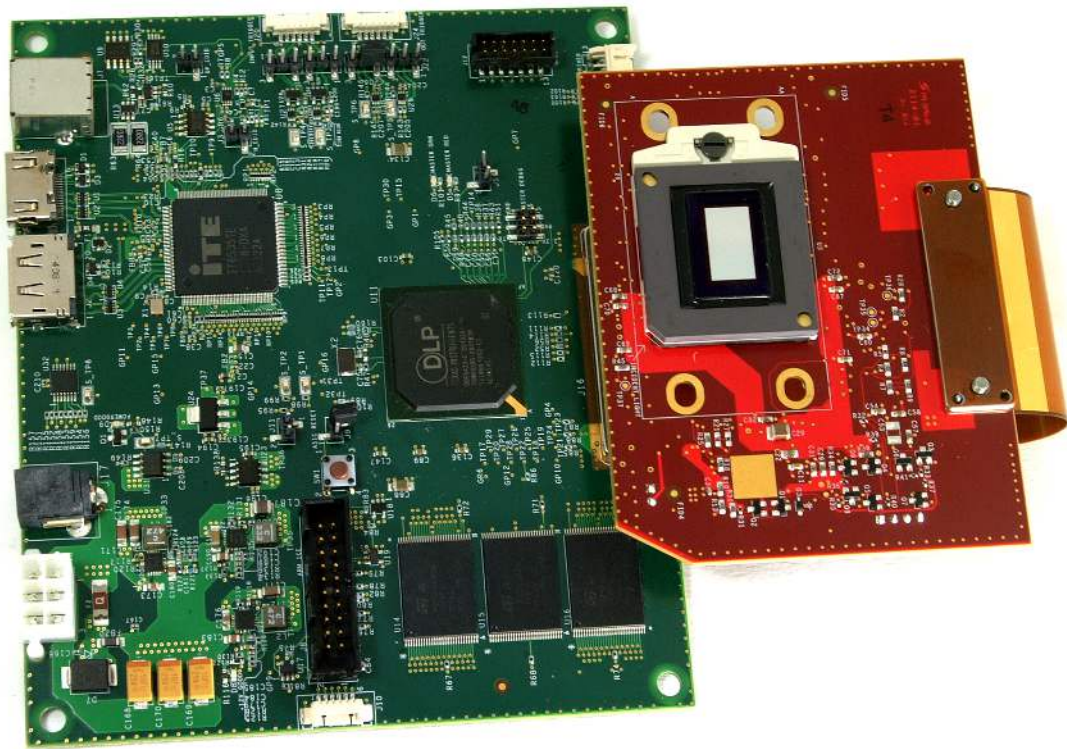
### **About This Guide**

This guide explains the hardware and software features of the DLP LightCrafter 6500 and 9000 systems. The EVM architecture and connectors will be described along with a quick start guide on how to operate the DLP LightCrafter 6500 and 9000 EVMs using a GUI. Specific DLP chip details and operation can be found in related component documentation.

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**NOTE:** Power supply, optics, illumination source, and cables are sold separately.

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**Figure 1. DLP LightCrafter 6500 Evaluation Module**



**Figure 2. DLP LightCrafter 9000 Evaluation Module**

## Related Documentation from Texas Instruments

DLPC900 Data Sheet: DLPC900 Digital Controller for Advanced Light Control, [DLPS037](#)

DLP9000FLS Data Sheet: DLP9000 Family of 0.9 WQXGA Type A DMDs, [DLPS036](#)

DLP6500FLQ Data Sheet: DLP6500 0.65 1080p MVSP Type A DMD, [DLPS040](#)

DLP6500FYE Data Sheet: DLP6500 0.65 1080p MVSP S600 DMD, [DLPS053](#)

User's Guide: DLPC900 Programmer's Guide, [DLPU018](#)

## If You Need Assistance

Refer to the [TI E2E DLP products forum](#).



## ***DLP LightCrafter 6500 and 9000 Module Overview***

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### **1.1 Welcome**

The DLP LightCrafter 6500 and 9000 EVMs allow easy evaluation of TI's DLP6500, DLP9000 and DLPC900 chips. This platform brings together high resolution display and advanced pattern control making it well suited for:

- Structured light applications
  - Factory automation and 3D machine vision
  - In-line automated optical 3D inspection
  - Robotic 3D vision
  - Offline 3D metrology
  - 3D scanners
  - 3D identification and biometrics
- 3D printing and additive manufacturing
- Medical and life sciences
- High speed imaging and display

## 1.2 DLP LightCrafter 6500 and 9000 Evaluation Module (EVM) Hardware

The DLP LightCrafter 6500 and 9000 module consist of two subsystems:

- DLPC900 Board – Includes the DLPC900, digital receiver, flash, power management circuits, and supporting digital logic.
- DMD Board – Includes the DLP9000 or the DLP6500 digital micromirror device (DMD) and power management circuits.

Figure 1-1 and Figure 1-2 show the major hardware components for both EVMs.

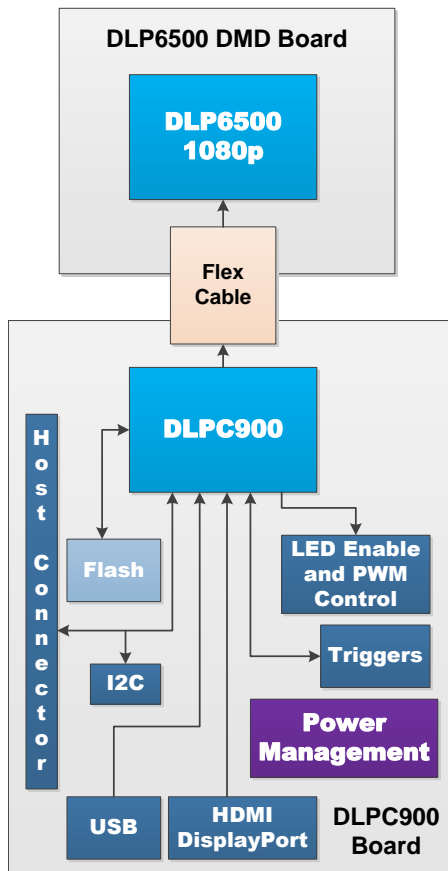


Figure 1-1. DLP LightCrafter 6500 Hardware Components

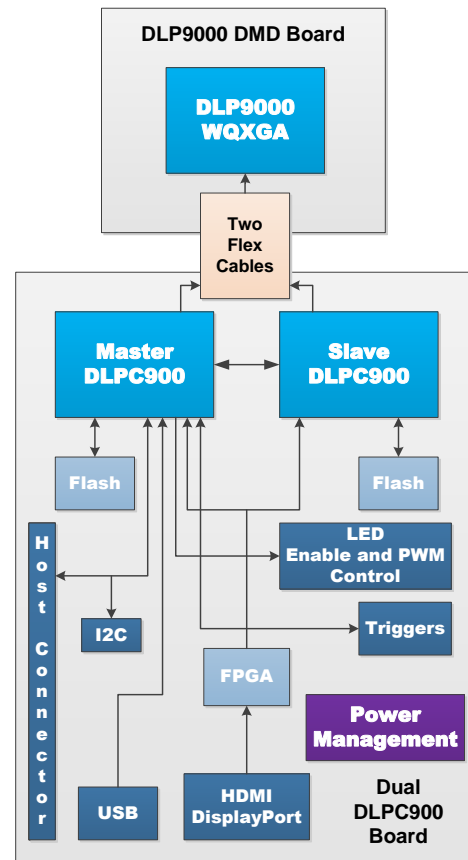


Figure 1-2. DLP LightCrafter 9000 Hardware Components

### 1.3 EVM Boards

The DLP LightCrafter 6500 and 9000 EVMs contain the electronics to drive the DLP6500 and the DLP9000 DMDs. The EVMs offer several interface options for USB, I<sup>2</sup>C, trigger inputs and outputs, video input through HDMI and Display Port connectors. Figure 1-3 shows the EVM block diagram of the DLP LightCrafter 6500 and Figure 1-4 shows the EVM block diagram of the DLP LightCrafter 9000.

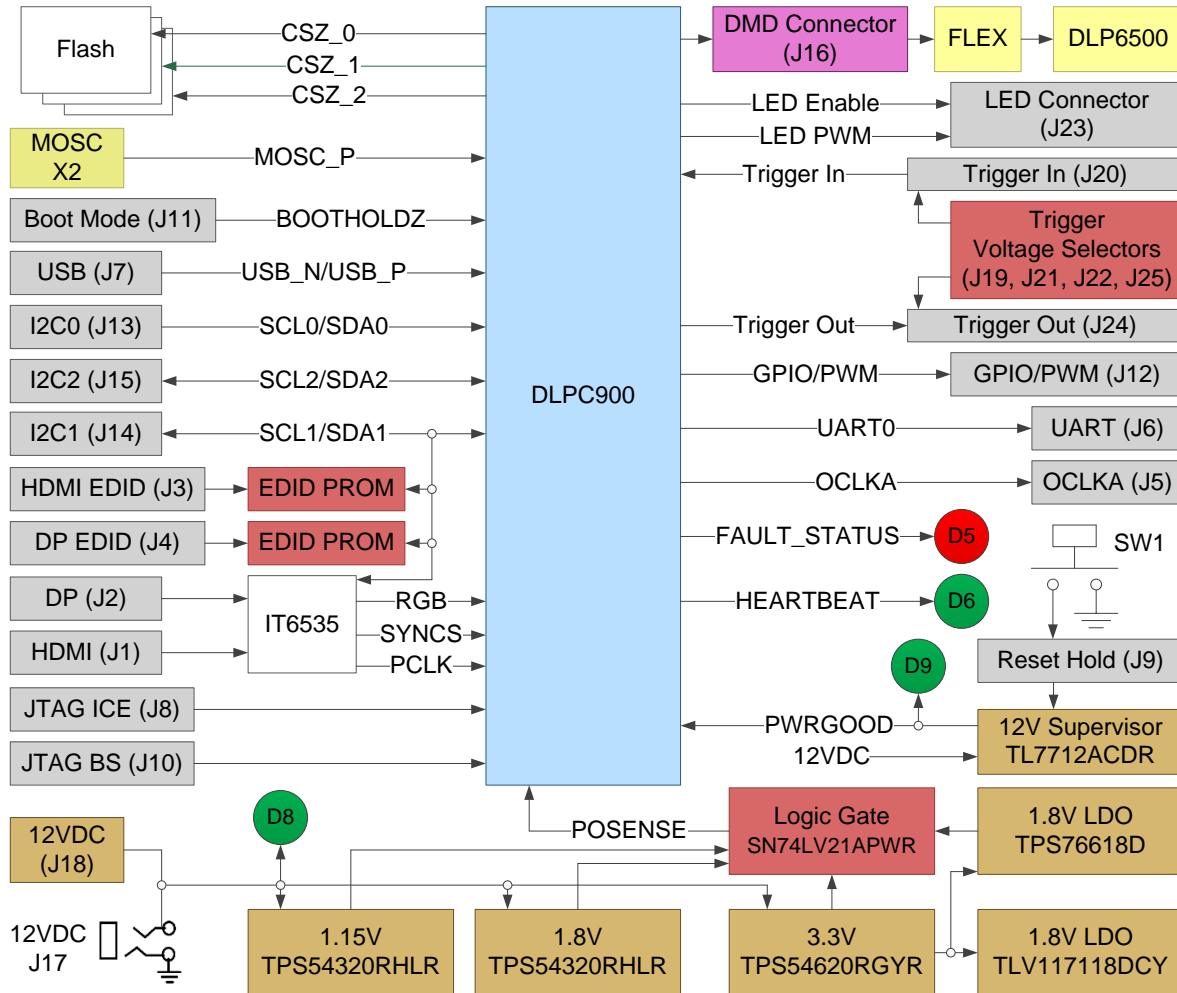


Figure 1-3. DLP LightCrafter 6500 EVM Block Diagram

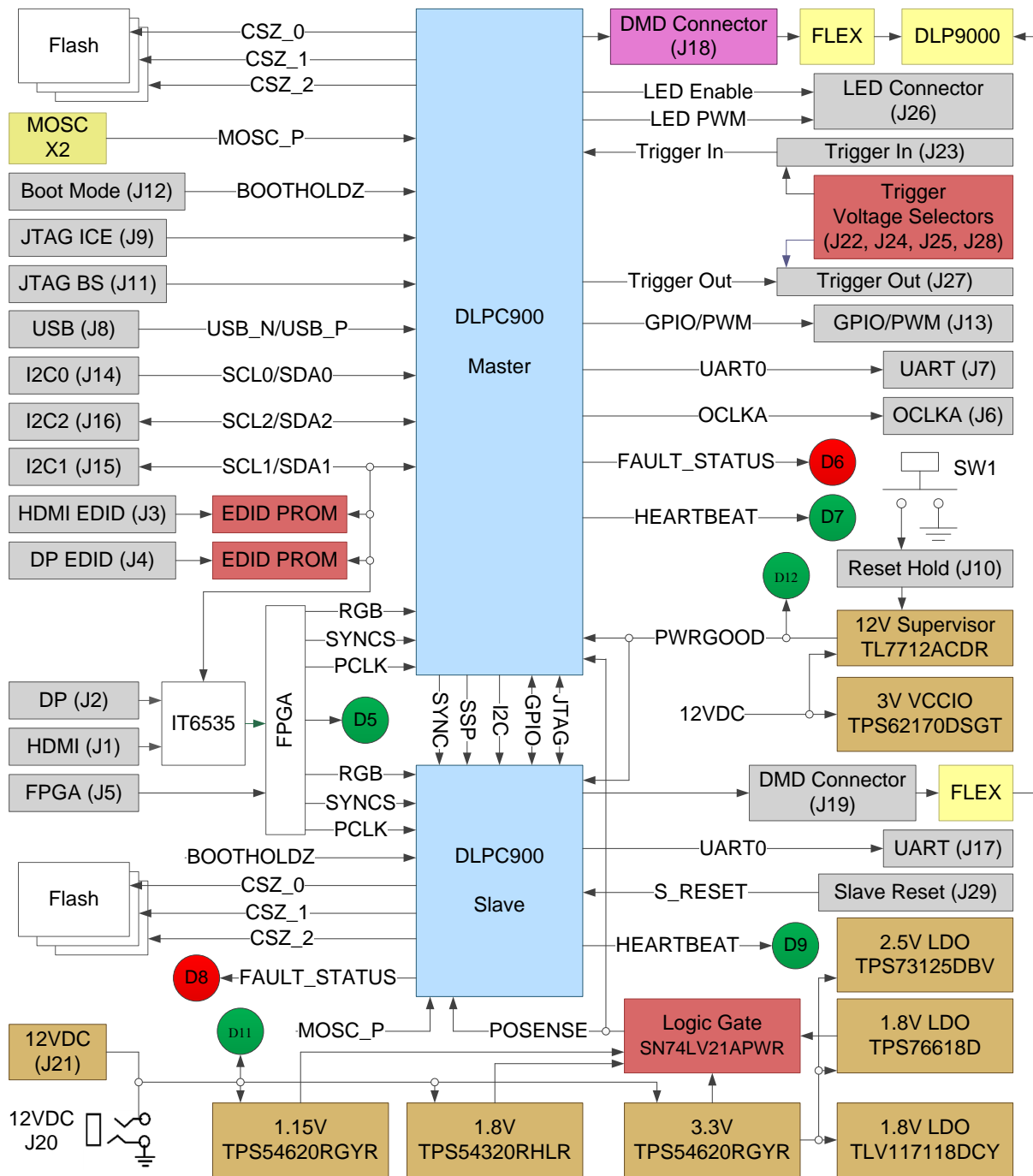


Figure 1-4. DLP LightCrafter 9000 EVM Block Diagram

The DLP LightCrafter 6500 major components are:

- DLP6500 0.65-inch 1080p DMD
- DLPC900 Controller
- 48-MB parallel FLASH contains DLPC900 firmware and pattern images
- Power regulators
- IT6535 digital receiver for HDMI and Display Port Video Input

The DLP LightCrafter 9000 EVM major components are:

- DLP9000 0.9-inch WQXGA DMD
- FPGA
- 2x DLPC900 Controllers
- 2x 48 MB parallel FLASH contains DLPC900 firmware and pattern images
- Power regulators
- IT6535 digital receiver for HDMI and Display Port Video Input

#### **1.4 Other Items Needed for Operation**

The DLP LightCrafter 6500 and 9000 EVMs are flexible, ready-to-use evaluation modules (EVM). However, the DLP LightCrafter 6500 and 9000 EVMs do not ship with optics, illumination source, cables, power supplies, or additional hardware components. The following items may be needed for operation:

- Power supply - see [Section 5.1 External Power Supply Requirements](#) for details
- USB cable: A to B USB cable
- Display cable - HDMI® or DisplayPort™ cable (if using video input)
- Optics
- An Illumination module or source

## 1.5 DLP LightCrafter 6500 Connections

Figure 1-5 depicts the switches and connectors with their respective locations. Note: Power supply (and cable), USB cable, and display cable are NOT included with the module.

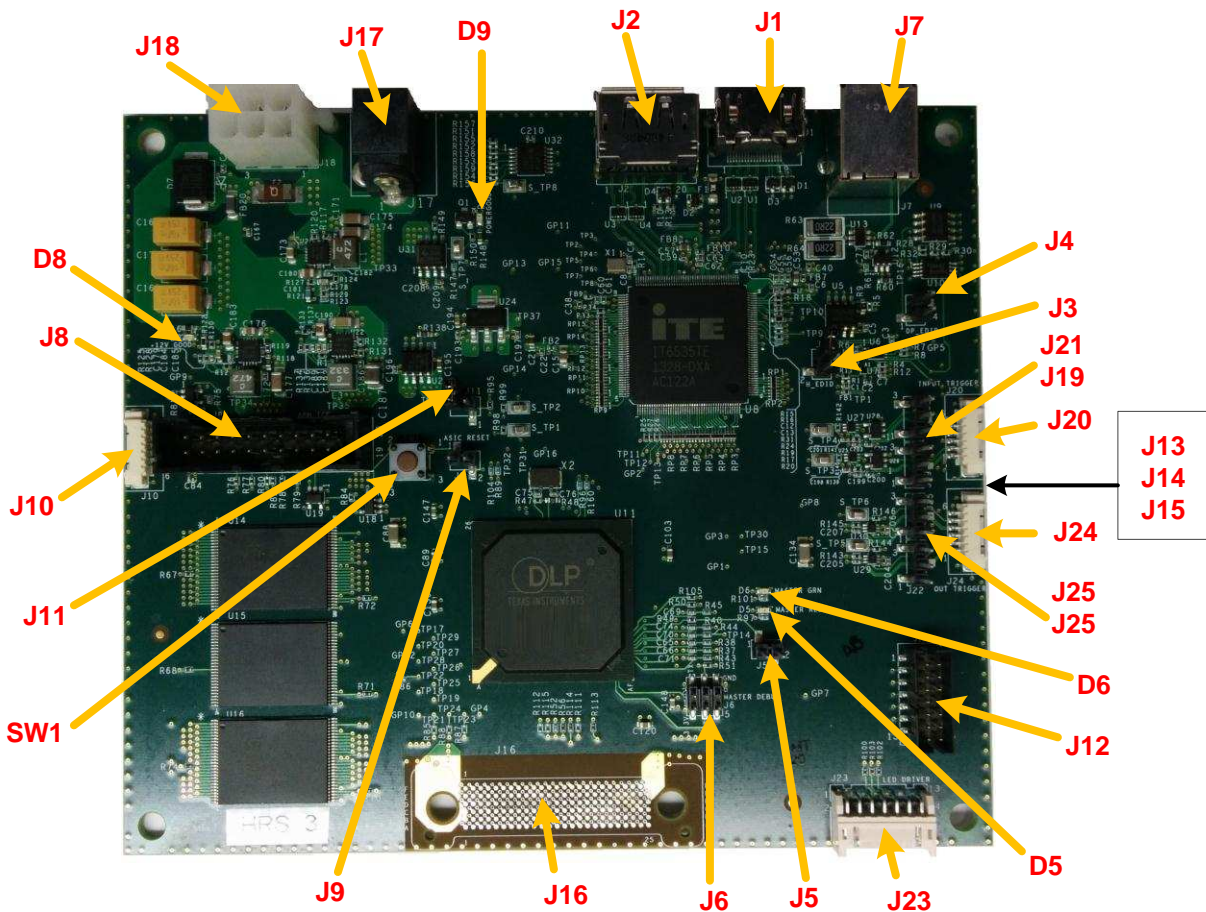


Figure 1-5. DLP LightCrafter 6500 Connectors (Top View)

- SW1 – Reset switch. When pressed, resets the controller.
- J1 – HDMI Connector. Default primary video input after power is applied to the EVM.
- J2 – DisplayPort Connector. Secondary video input.
- J3 – HDMI EDID jumper. When jumper is installed, the EDID prom can be updated.
- J4 – DisplayPort EDID jumper. When jumper is installed, the EDID prom can be updated.
- J5 – OCLKA connector. Configurable output clock A.
  - Bits per second: 115200
  - Data bits: 8
  - Parity: None
  - Flow Control: None
  - Pin 1 = 3.3 V
  - Pin 2 = TX out
  - Pin 6 = Ground
- J7 – USB connector. USB interface to PC or host for communications with the DLPC900.
- J8 – JTAG ICE. Used for debugging code. Requires the ARM RVI ICE debugger.
- J9 – Controller RESET jumper. When jumper is installed, the controller is held in RESET.

- J10 – JTAG Boundary Scan connector. Used for programming the boot image into the flash memory when flash memory is blank or corrupted.
- J11 – HOLD Boot mode jumper. When the jumper is installed, it will force the controller to remain in boot mode when power is applied.
- J13 – I<sup>2</sup>C Port 0 connector. Connector on bottom side of EVM. Dedicated I<sup>2</sup>C interface port for host communications.
  - Pin 1 is SCL
  - Pin 2 is SDA
  - Pin 3 is 3.3 V
  - Pin 4 is GND
- J14 – I<sup>2</sup>C Port 1 connector (see note). Connector on bottom side of EVM.
  - Pin 1 is SCL
  - Pin 2 is SDA
  - Pin 3 is 3.3 V
  - Pin 4 is GND
- J15 – I<sup>2</sup>C Port 2 connector (see note). Connector on bottom side of EVM.
  - Pin 1 is SCL
  - Pin 2 is SDA
  - Pin 3 is 3.3 V
  - Pin 4 is GND

**NOTE:** On one board lot, the silk screen labels *J14* and *J15* are swapped. Labels for *I2C\_1* and *I2C\_2* on the boards are correct. *I2C\_1* is *J14* and *I2C\_2* is *J15*.



Figure 6. Correct J14 &amp; J15 Labels

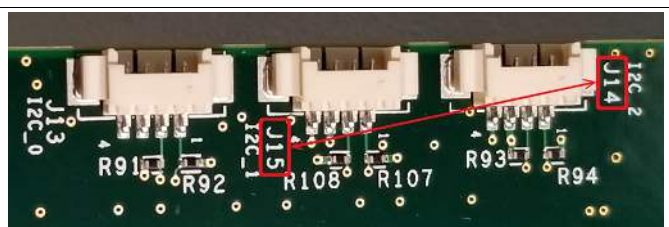


Figure 7. Incorrect J14 &amp; J15 Labels

- J16 – DMD flex connector. DMD flex connector for DMD data and control.
- J17 – 12-V power connector. 12-V DC input. see [Section 5.1](#)
  - Pin 1 is 12-V DC.
  - Pin 2 and 3 are ground.
- J18 – 12-V power connector. 12-V DC input.
  - Pins 1, 2, and 3 are ground.
  - Pins 4, 5, and 6 are 12-V DC.
- J19 – Trigger 1 input voltage level selectors. See [Figure 1-8](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V
- J20 – Trigger input connector. Trigger input 1 and 2 for triggering the controller with external devices.
- J21 – Trigger 2 input voltage level selectors. See [Figure 1-8](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V
- J22 – Trigger output voltage level selectors. See [Figure 1-8](#).

- Jump across pins 1 to 2 for 3.3 V
- Jump across pins 2 to 3 for 1.8 V
- J23 – LED Enable and PWM connector.
  - Pin 1, 2, and 3 are 12 V.
  - Pin 4 is NC.
  - Pin 5 is Red LED Enable output.
  - Pin 6 is Green LED Enable output.
  - Pin 7 is Blue LED Enable output.
  - Pin 8 is RED PWM output.
  - Pin 9 is Green PWM output.
  - Pin 10 is Blue PWM output.
  - Pin 11, 12, 13, and 14 are ground.
- J24 – Trigger output connector. Trigger outputs 1 and 2 for triggering external devices.
- J25 – Trigger output voltage level selectors. See [Figure 1-8](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V
- D5 – Red fault status LED. When lit indicates a fault has occurred in the controller
- D6 – Green Heartbeat LED. When toggling indicates controller is operating.
- D8 – 12-V Power LED. When lit indicates external 12-V supply is on.
- D9 – PWRGOOD LED. When lit indicates power is normal.

### 1.5.1 DLP LightCrafter 6500 LED Enable and PWM Outputs

The LED enables on J23 are low-current 3.3-V outputs and should not be used to drive LEDs directly. The enables should be used as a control to enable a regulator that provides the necessary current to the LEDs. The PWM outputs are also 3.3-V outputs and used for controlling the current to the LEDs, which controls the brightness.

---

**NOTE:** The 12-V DC output on J23 should not be used to power the LED drive circuitry as it does not provide the necessary current when all three LED enables are simultaneous turned on. Doing so can cause a drop in the 12-V supply to the EVM regulator circuitry and reset the controller.

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### 1.5.2 DLP LightCrafter 6500 Trigger Input and Output Voltage Selectors

The trigger inputs on J20 are inputs from external devices to control the pattern sequence. While trigger input 2 is high, trigger input 1 will advance the pattern sequence to the next pattern in the sequence on every pulse.

The trigger outputs on J24 are outputs to control external devices. While trigger output 1 going high indicates the start of the exposure time of the pattern (and going low indicates the stop), trigger output 2 marks the beginning of each pattern start with a 20  $\mu$ s pulses. Trigger output 1 can be used for triggering a camera and capturing the patterns as they are displayed on some object. A computer can then use trigger output 2 to keep track of each pattern. The captured images can then be reassembled to produce, for example, a 3D point cloud.

Both input and output triggers have voltage level selectors. Use J19, J21, J22, and J25 to select the voltage as shown in Figure 1-8. If no voltage is selected, then the onboard logic will not be functional and any outgoing or incoming signals will not available.

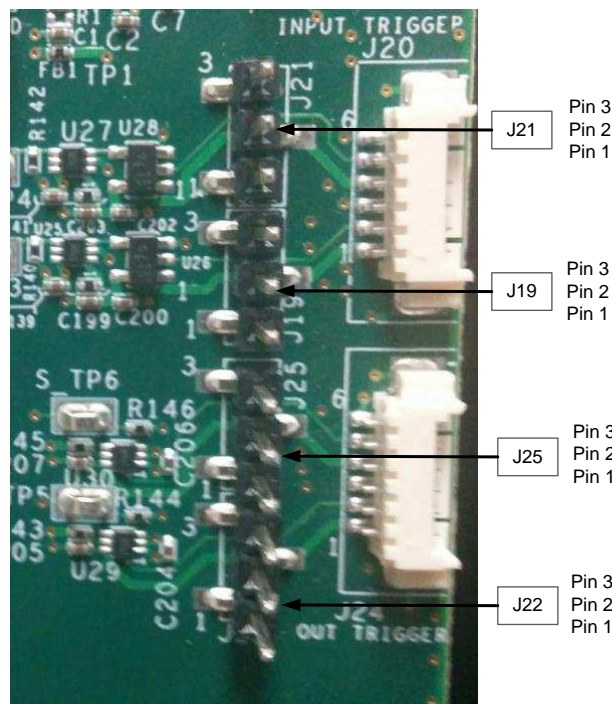
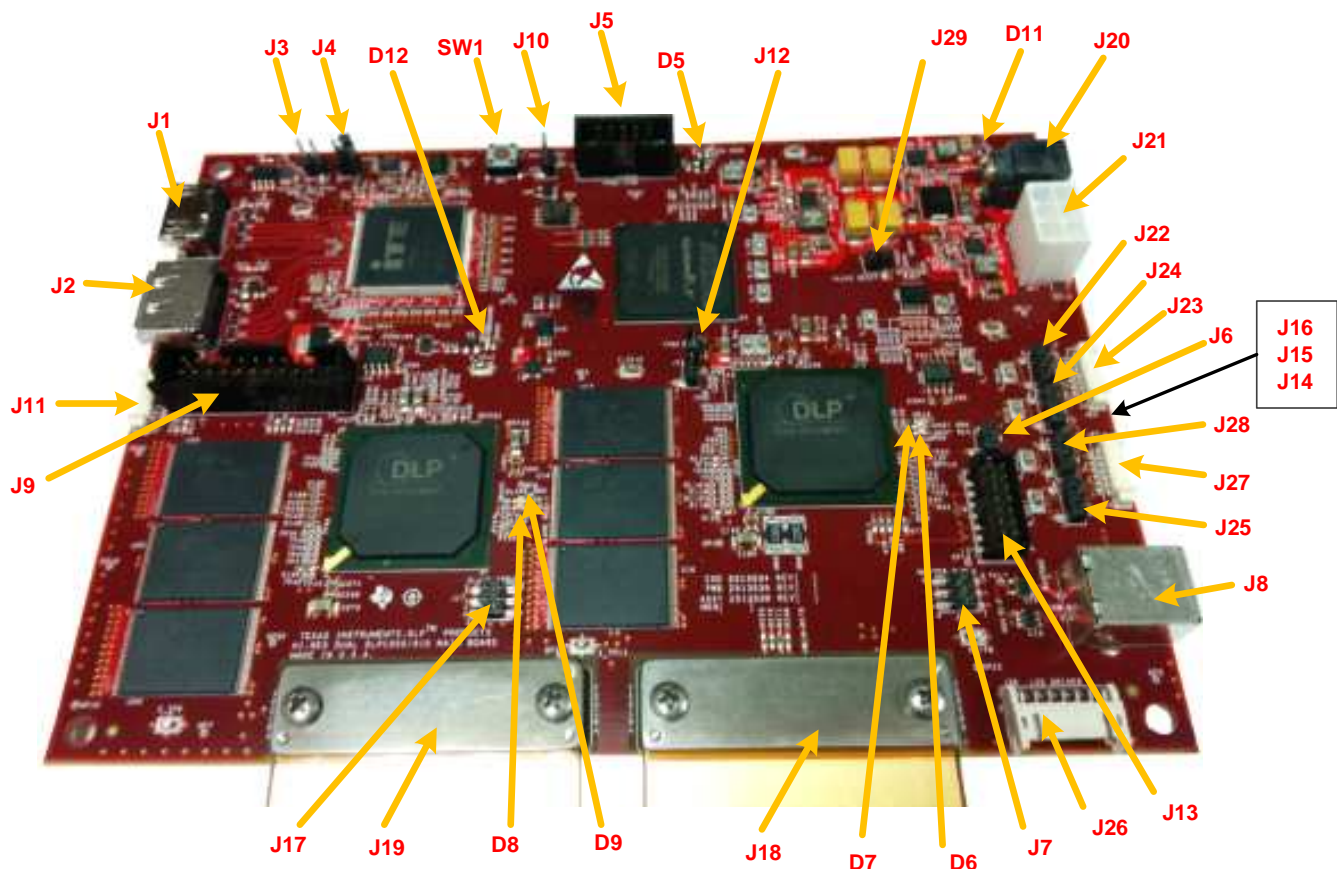


Figure 1-8. DLP LightCrafter 6500 Trigger Voltage Level Selectors

## 1.6 DLP LightCrafter 9000 Connections

Figure 1-9 depicts the switches and connectors with their respective locations. Note: Power supply (and cable), USB cable, and display cable are NOT included with the module.



**Figure 1-9. DLP LightCrafter 9000 Connectors (Top View)**

- SW1 – Reset switch. When pressed resets the controller.
- J1 – HDMI Connector. Default primary video input after power is applied to the EVM.
- J2 – DisplayPort Connector. Secondary video input.
- J3 – HDMI EDID jumper. When jumper is installed, the EDID prom can be updated.
- J4 – DisplayPort EDID jumper. When jumper is installed, the EDID prom can be updated.
- J5 – Intel (Altera) FPGA programming connector. Use Intel (Altera) tools to program the FPGA.
- J6 – OCLKA connector. Configurable output clock A.
  - Pin 1 is clock output.
  - Pin 2 is ground.
- J7 – Master DLPC900 UART header. Supports only output debug messages to terminal with the below settings. The outputs are 3.3-V TTL level and require an external transceiver to convert to RS232.
  - Bits per second: 115200
  - Data bits: 8
  - Parity: None
  - Flow Control: None
  - Pin 1 = 3.3 V
  - Pin 2 = TX out

- Pin 6 = Ground
- J8 – USB connector. USB interface to host for communications with the DLPC900.
- J9 – JTAG ICE. Used for debugging code. Requires the ARM RVI ICE debugger.
- J10 – Controller RESET jumper. When jumper is installed, the controller is held in RESET.
- J11 – JTAG Boundary Scan connector. Used for programming the boot image into the flash memory when flash memory is blank or corrupted.
- J12 – HOLD Boot mode jumper. When jumper is installed will force the controller to remain in boot mode when power is applied.
- J13 – GPIO input/output connector.
- J14 – I<sup>2</sup>C Port 0 connector. Connector on bottom side of EVM. Dedicated I<sup>2</sup>C interface port for host communications.
  - Pin 1 is SCL
  - Pin 2 is SDA
  - Pin 3 is 3.3 V
  - Pin 4 is GND
- J15 – I<sup>2</sup>C Port 1 connector. Connector on bottom side of EVM.
  - Pin 1 is SCL
  - Pin 2 is SDA
  - Pin 3 is 3.3 V
  - Pin 4 is GND
- J16 – I<sup>2</sup>C Port 2 connector. Connector on bottom side of EVM.
  - Pin 1 is SCL
  - Pin 2 is SDA
  - Pin 3 is 3.3 V
  - Pin 4 is GND
- J17 – Slave DLPC900 UART header. Supports only output debug messages to terminal. The outputs are 3.3-V TTL level and require an external transceiver to convert to RS232.
- J17 – Slave DLPC900 UART header. Supports only output debug messages to terminal. The outputs are 3.3-V TTL level and require an external transceiver to convert to RS232.
  - Bits per second: 115200
  - Data bits: 8
  - Parity: None
  - Flow Control: None
  - Pin 1 = 3.3 V
  - Pin 2 = TX out
  - Pin 6 = Ground
- J18 – Master DLPC900 DMD flex connector. DMD flex connector for DMD data and control.
- J19 – Slave DLPC900 DMD flex connector. DMD flex connector for DMD data and control.
- J20 – 12-V power connector. 12-V DC input. see [Section 5.1](#)
  - Pin 1 is 12-V DC.
  - Pin 2 and 3 are ground.
- J21 – 12-V power connector. 12-V DC input.
  - Pins 1, 2, and 3 are ground.
  - Pins 4, 5, and 6 are 12-V DC.
- J22 – Trigger Input 1 voltage level selectors. See [Section 1.7](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V

- J23 – Trigger input connector. Trigger input 1 and 2 for triggering the DLPC900 with external devices.
- J24 –Trigger Input 2 voltage level selectors. See [Section 1.7](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V
- J25 –Trigger Output 1 voltage level selectors. See [Section 1.7](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V
- J26 – LED Enable and PWM connector.
  - Pins 1, 2, and 3 are 12 V.
  - Pin 5 is Red LED Enable output.
  - Pin 6 is Green LED Enable output.
  - Pin 7 is Blue LED Enable output.
  - Pin 8 is RED PWM output.
  - Pin 9 is Green PWM output.
  - Pin 10 is Blue PWM output.
  - Pins 11, 12, 13, and 14 are ground.
- J27 – Trigger output connector. Trigger outputs 1 and 2 for triggering external devices.
- J28 –Trigger Output 2 voltage level selectors. See [Section 1.7](#).
  - Jump across pins 1 to 2 for 3.3 V
  - Jump across pins 2 to 3 for 1.8 V
- J29 – Slave DLPC900 hold reset. When jumper is installed, the controller is held in RESET.
- D5 – FPGA Init-Done. When lit indicates the FPGA configured without errors after power is applied.
- D6 – Master DLPC900 Red fault status LED. When lit indicates a fault has occurred in the controller.
- D7 – Master DLPC900 Green Heartbeat LED. When toggling indicates controller is operating.
- D8 – Slave DLPC900 Red fault status LED. When lit indicates a fault has occurred in the controller.
- D9 – Slave DLPC900 Green Heartbeat LED. When toggling indicates controller is operating.
- D11 – 12-V Power LED. When lit indicates external 12-V supply is on.
- D12 – PWRGOOD LED. When lit indicates power is normal.

### 1.6.1 *DLP LightCrafter 9000 LED Enable and PWM Outputs*

The LED enables on J26 are low-current 3.3-V outputs and should not be used to drive LEDs directly. The enables should be used as a control to enable a regulator that provides the necessary current to the LEDs. The PWM outputs are also 3.3-V outputs and used for controlling the current to the LEDs, which controls the brightness.

---

**NOTE:** The 12-V DC output on J26 should not be used to power the LED drive circuitry as it does not provide the necessary current when all three LED enables are simultaneous turned on. Doing so can cause a drop in the 12-V supply to the EVM regulator circuitry and reset the controller.

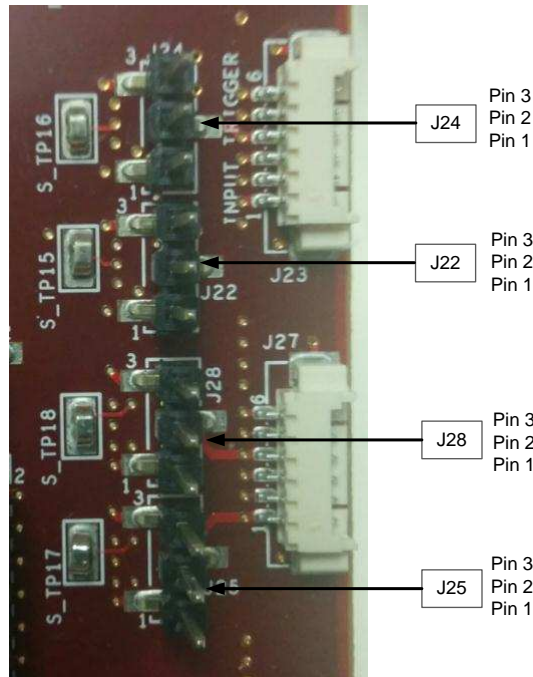
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### 1.6.2 *DLP LightCrafter 9000 Trigger Input and Output Voltage Selectors*

The trigger inputs on J23 are inputs from external devices to control the pattern sequence. While trigger input 2 is high, trigger input 1 will advance the pattern sequence to the next pattern in the sequence on every pulse.

The trigger outputs on J27 are outputs to control external devices. While trigger output 1 frames the exposure time of the pattern, trigger output 2 pulses to mark the beginning of each pattern.

Both input and output triggers have voltage level selectors. Use J22, J24, J25, and J28 to select the voltage as shown in [Section 1.7](#). If no voltage is selected, then the onboard logic will not be functional and any outgoing or incoming signals will not be available.

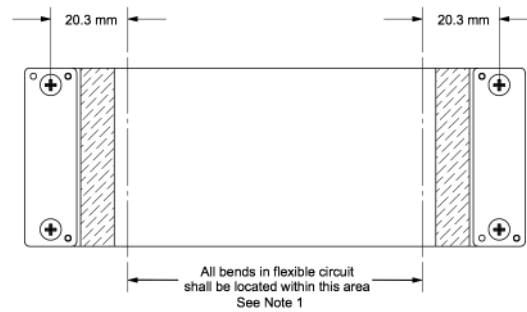


**Figure 1-10. DLP LightCrafter 9000 Trigger Voltage Level Selectors**

### 1.7 DLP LightCrafter 6500 and DLP LightCrafter 9000 EVM Flex Cable

Electrical malfunctions can occur by stressing the flex cable(s) connecting the DMD circuit board to the DLPC900 controller circuit board. Stressing the flex cable can be caused by:

- Bending the cable outside the area identified in [Figure 1-11](#) (within 20.3 mm of connector plate centers).
- Repeatedly bending the flex cable(s) where the bend radius is less than 25.4 mm.
- A single bending of the flex cable(s) where the bend radius is less than 6.35 mm.



**Figure 1-11. Flex Cable Diagram**

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**NOTE:** The minimum bend radius for forming flex cable (flexible) circuit is 6.35 mm

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Use caution when bending the flex cable to not exceed bending guidelines explained above.

## Quick Start

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This chapter offers a quick start guide to power-up the EVM, run the GUI control software, and create a simple three pattern sequence.

### 2.1 Power-up the DLP LightCrafter 6500 or 9000

The DLP LightCrafter 6500 and 9000 are ready to use, out of the box. Steps 1 through 6 show how to power, display an image, and connect the EVM to a PC.

1. Connect a 12-V DC power supply to the power supply connector J17 in [Figure 1-5](#) or J20 in [Figure 1-9](#).
2. LEDs — D8 and D9 on the DLP LightCrafter 6500 and D5, D11, and D12 on the DLP LightCrafter 9000 — light up green to indicate configuration and power is normal.
3. LEDs — D6 on the DLP LightCrafter 6500 and D7 and D9 on the DLP LightCrafter 9000 — toggle on and off, indicating DLPC900 is operating normally.
4. After 5 seconds, the DLPC900 displays a continuous pattern sequence.
5. Connect a USB cable from a PC to connector J7 on the DLP LightCrafter 6500, as seen in [Figure 1-5](#) or J8 on the DLP LightCrafter 9000, as seen in [Figure 1-9](#). The first time the cable is connected on a PC, the DLP LightCrafter 6500 and 9000 enumerates as a USB composite device with human-interface device (HID) class. No drivers are required since these are natively handled by all operating systems.
6. The DLP LightCrafter 6500 and 9000 EVMs can be controlled with the free GUI software version available for download from [DLPLCR6500EVM](#) or [DLPLCR9000EVM](#).

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**NOTE:** Be sure to install DLP LightCrafter 6500 or 9000 GUI software version 2.0 or newer, operating the DLP LightCrafter 6500 or 9000 EVM with GUI version 1.1 (or version 1.0) will render the EVM inoperable.

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**NOTE:** The DLPC900 does not have a dedicated INIT\_DONE signal output to indicate that it has completed its power-up initialization and is ready to accept commands. The user may configure one of the nine GPIOs available as an INIT\_DONE signal output simply by adding the GPIO configuration into a default batch file that is executed at power-up. A 10-k $\Omega$  pull-down resistor must be connected to the GPIO that will be used.

The following is an example of adding the configuration for GPIO\_08 to a batch file, where GPIO\_08 is configured as an output and the signal is set high. When this command is added to the top of the batch file, the GPIO output will go high in approximately 800 ms from the time POSENSE goes high.

```
GPIO_CONFIG: 0x8 0x3
```

---

## 2.2 Creating A Simple Pattern Sequence

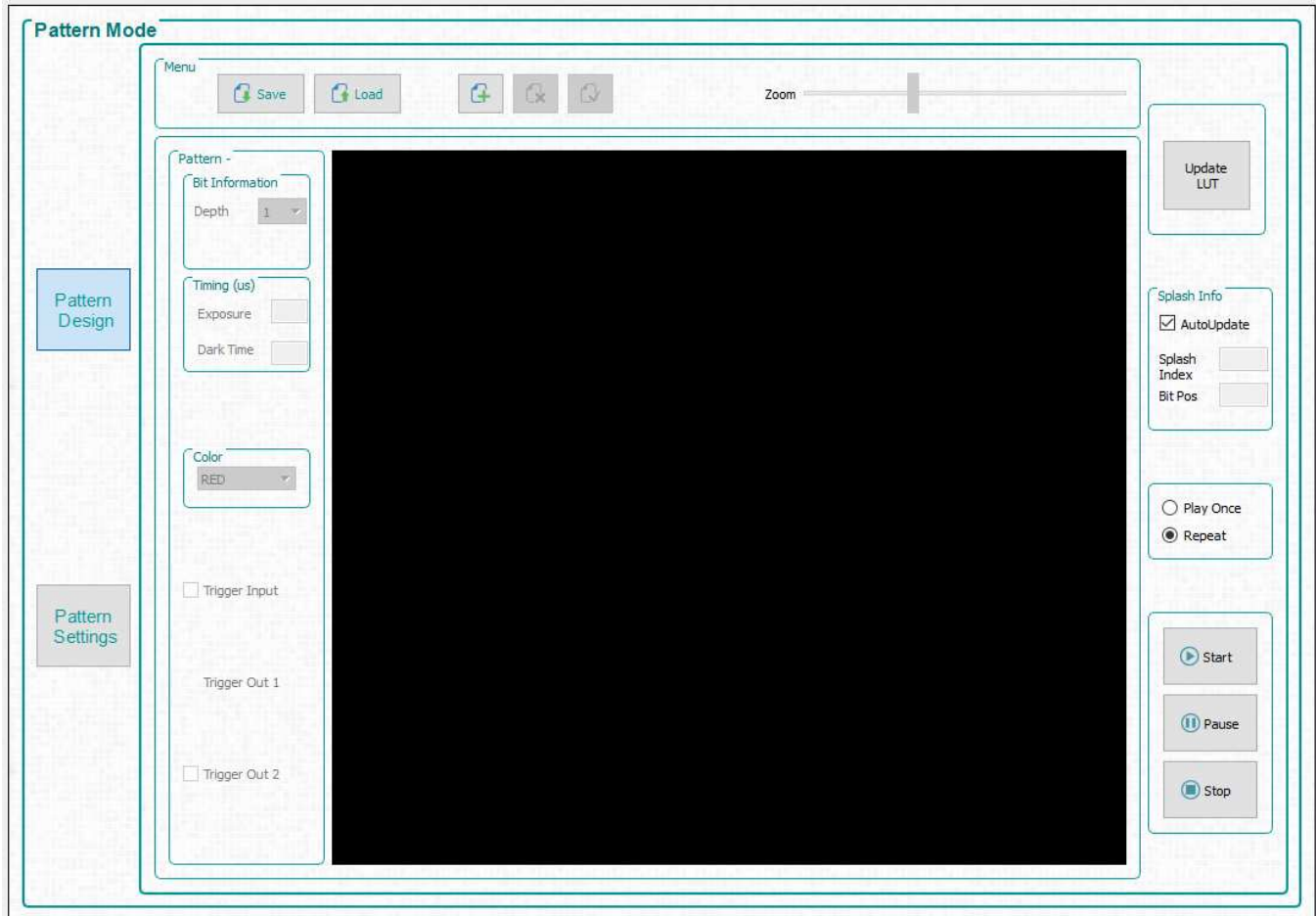
Before creating a pattern sequence, make sure to follow the steps in [Section 2.1](#). Download and execute the latest [DLPC900REF-SW](#) Windows-Installer, and then start the DLP LightCrafter 6500 & 9000 GUI application. The GUI will detect the EVM, and the *Connected* radio-button will light up **Green** indicating the connection was successful. The GUI software includes sample images for both the DLP LightCrafter 6500 and 9000 that will be used in the examples in this guide. If the sample image files have not been unzipped during the installation process, then within the GUI install directory, unzip the image files to gain access to all the sample images. All images are 1-bit binary patterns and have the native resolution of 1920x1080 or 2560x1600 for the DLP LightCrafter 6500 and 9000, respectively.

Follow these steps to create a pattern sequence. See [Figure 3-5](#) to identify the buttons on the Menu bar.

1. Select *Pattern On-The-Fly Mode* from the *Operating Mode* group box, and click the *Pattern Design* button so that the panel is displayed as shown in [Figure 2-1](#).
2. Click the *Add Pattern* button (with the plus sign) in the *Menu* bar and browse for any three bitmap images from the sample of images. Be sure to select them from the correct image folder for the EVM that is being used. All three images can be selected at the same time within the open file dialog window, but may not appear in the same order in the GUI as in the dialog window.
3. Select the first pattern within the *Pattern Design* panel and choose a bit depth of 1. Set exposure to 100000  $\mu$ s, dark time to 50000  $\mu$ s, and select **Red** for the color.



4. Select the second pattern and choose a bit depth of 1. Set exposure to 150000  $\mu$ s, dark time to 75000  $\mu$ s, and select **Green** for the color.
5. Select the third pattern and choose a bit depth of 1. Set exposure to 200000  $\mu$ s, dark time to 100000  $\mu$ s, and select **Blue** for the color. [Figure 2-2](#) shows the pattern sequence.
6. Select the *Repeat* radio-button to continuously repeat the pattern sequence.
7. Click the *Update LUT* button to upload the pattern sequence definition including the three pattern images to the EVM.
8. Click the *Start* button to run the pattern sequence.
9. Click the *Stop* button to stop the pattern sequence.



**Figure 2-1. Pattern Mode Panel**

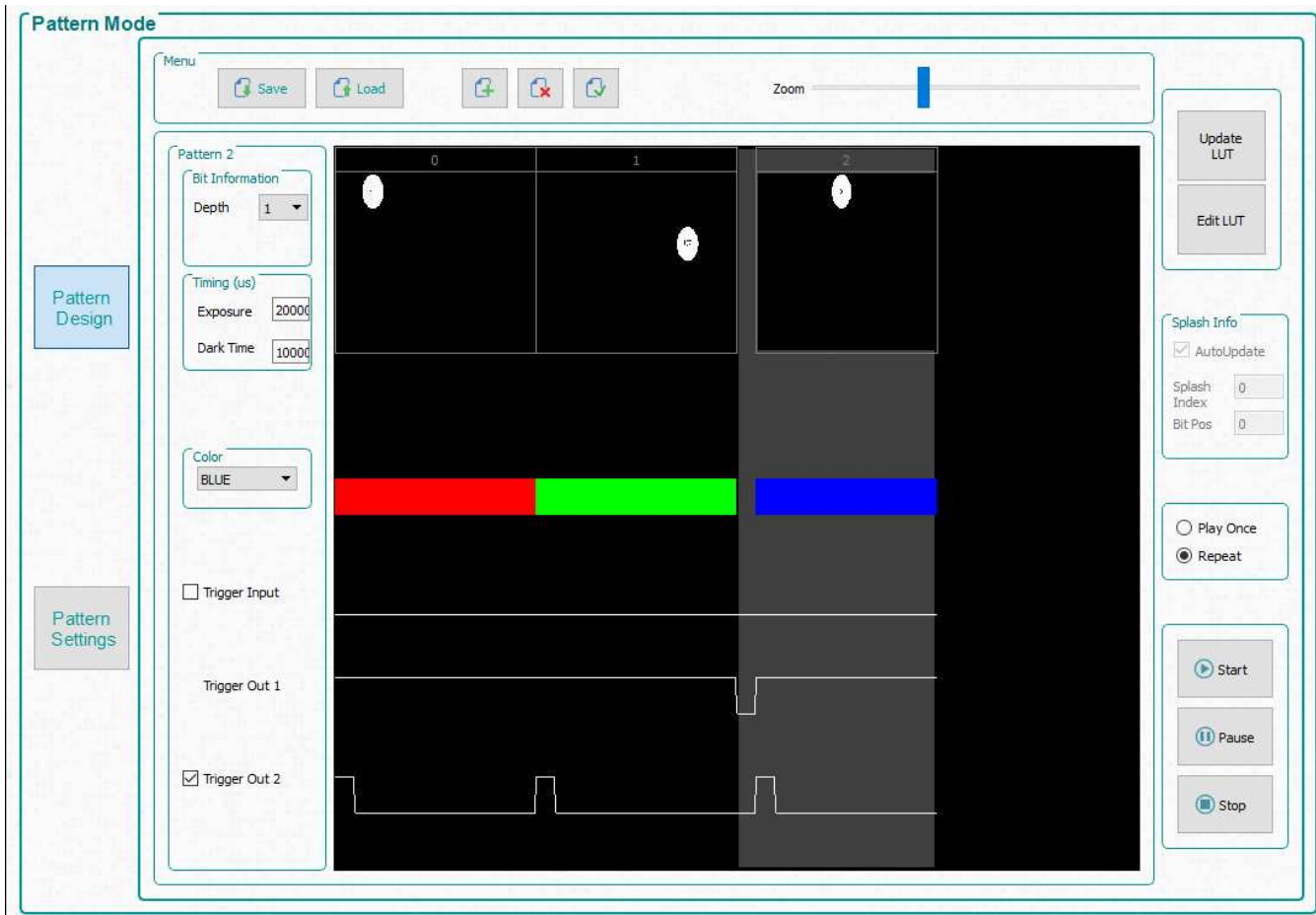


Figure 2-2. Simple Three Pattern Sequence

## ***Operating the DLP LightCrafter 6500 and 9000***

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This chapter introduces the Windows software provided with the DLP LightCrafter 6500 and 9000.

### **3.1 DLP LightCrafter 6500 and 9000 Control Software**

The [DLPC900REF-SW](#) bundle includes a QT-based GUI application to control the modules through the USB interface. QT is a cross-platform application and user-interface framework with open source and commercial licenses available. To install the QT based GUI download and execute the latest [DLPC900REF-SW](#) Windows-Installer, and then start the DLP LightCrafter 6500 & 9000 GUI application.

The DLP LightCrafter 6500 and 9000 support two main modes of operation:

- Video Mode display images from:
  - HDMI and DisplayPort inputs.
  - 24-bit RGB bitmaps stored in flash memory.
  - Internal test pattern generator with nine selectable patterns.
  - Solid Curtain with selectable colors.
- Pattern Sequence mode displays images from:
  - 1-, 2-, 3-, 4-, 5-, 6-, 7-, and 8-bit bitmap images pre-stored in Flash memory.
  - 1-, 2-, 3-, 4-, 5-, 6-, 7-, and 8-bit bitmap images streamed through the DLPC900 24-bit RGB interface.
  - 1-, 2-, 3-, 4-, 5-, 6-, 7-, and 8-bit bitmap images dynamically loaded into internal memory via USB or I<sup>2</sup>C interfaces.

### 3.2 PC Software

Upon execution of the DLP LightCrafter 6500 & 9000 GUI application, the panel shown in [Figure 3-1](#) is displayed. The GUI panel contains the following three sections:

- System common controls and status on the left.
- System feature controls buttons on the top.
- Feature control panels in the center.

In any of the GUI sections, clicking a Get button reads the current settings of that particular subsection. Clicking the Set button programs the settings into the respective subsection. Please note that some commands may require additional steps before the GUI display is updated.

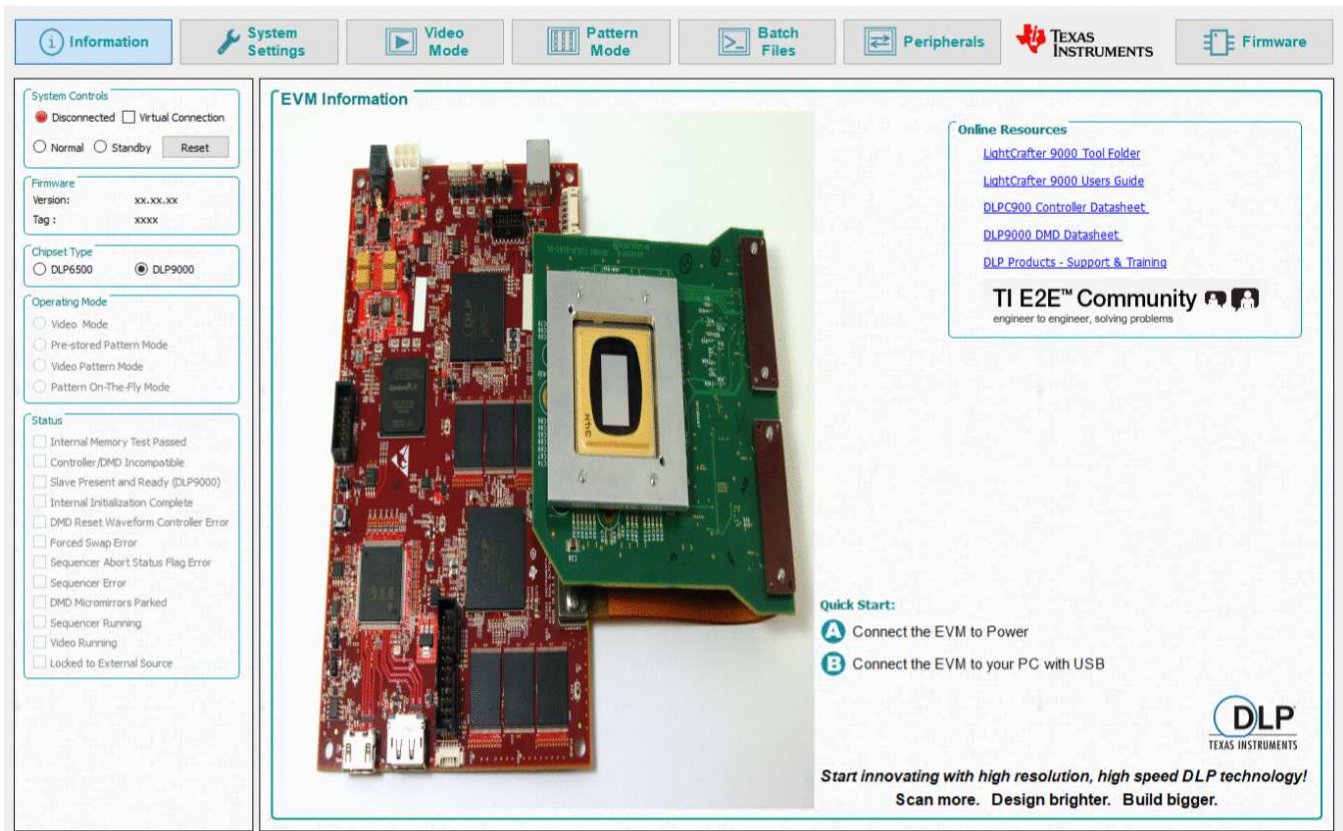


Figure 3-1. DLP LightCrafter 6500/9000 GUI

### 3.3 System Common Controls

The DLP LightCrafter 6500 & 9000 GUI communicates with the DLPC900 using USB 1.1. The DLPC900 enumerates as a USB device with HID Support. The PC polls all the HID peripherals and, once the PC detects the DLPC900, the *Connected* radio-button changes to **green**. If the USB cable is disconnected, the *Connected* radio-button changes to **red**. Once the *Connected* radio-button shows **green**, the firmware *Version* and the *Tag* name are displayed.

The *Virtual Connection* option is useful when there is no connection to the EVM. When the *Virtual Connection* is checked, all commands continue to operate as if there was a connection to the EVM except for firmware uploads and updating the Look Up Table (LUT).

### 3.3.1 Operating Mode

Within the *System Controls* group box, the GUI will update the state of the EVM to indicate it is in *Normal Operation* or *Standby Mode*. The user may command the EVM into *Standby Mode* if the EVM will not be used or the *Normal Operation* can be selected to command the EVM to wake up. The user may click the *Reset* button to command the EVM to perform a software reset.

The EVM can be commanded to enter one of the four operating modes. Within the *Operating Mode* group box there are four choices:

1. *Video Mode* – This mode is primarily used for display applications, and is not recommended for applications which require pixel and timing accuracy. In this mode, the user can choose from the four following video modes:
  - Parallel RGB interface
  - Internal test pattern generator with nine test patterns options
  - Pattern image display from flash memory
  - Solid Curtain with choice of color
2. *Pre-stored Pattern Mode* – In this mode, the user can create a pattern sequence using images stored in flash.
3. *Video Pattern Mode* – In this mode, the user can define a pattern sequence using pattern data or video which is streamed using a parallel RGB interface.
4. *Pattern On-The-Fly Mode* – In this mode, the user can create a pattern sequence using bitmap images which are loaded into the internal memory of the DLPC900 via the USB or I<sup>2</sup>C interfaces. This mode can be helpful to view a pattern sequence before storing the images in flash memory, as updating the flash to use *Pattern Mode* can be a timely process.

### 3.3.2 Chipset Type

The GUI will query the EVM to determine if it is connected to a DLP LightCrafter 6500 or 9000. The indicators in the *Chipset Type* group box will be updated to show which of the two EVMs is connected.

### 3.3.3 EVM Information

The *Introduction Main Page* will show an image of the EVM currently connected and helpful links to online resources.

### 3.3.4 Status

The *Status* panel indicators show the current state of the DLPC900. When any of the boxes are checked, this indicates the stated text has occurred. Any boxes that state an error and remain checked must be corrected before continuing to operate the EVM.

The following is a description of each status indicator:

- *System Memory Test* – The DLPC900 performs an internal memory test at power-up. The box is checked if the test passed.
- *Controller/DMD Incompatible* – The box can be checked if either the controller or DMD are incompatible with the firmware. There also may be an issue with communication between the controller and DMD, especially in the SCP lines. If this is the case, it could be caused by damage to the flex cable, the DMD not sitting properly in the socket, or a missing or damaged DMD.
- *Slave Present and Ready* – The box is checked when the GUI is connected to a DLP LightCrafter 9000. If the GUI is connected to a DLP LightCrafter 9000 and the box is not checked, it could indicate that one or both of the DLPC900's are malfunctioning.
- *Internal Initialization Complete* – The box is checked when all power-up initialization routines have completed and passed.
- *DMD Reset Waveform Controller Error* – The box is checked whenever the DMD Reset Controller has found multiple overlapping biases or reset operations accessing the same DMD block of micromirrors.
- *Forced Buffer Swap* – The box is checked whenever a forced buffer swap occurs. This error can occur if the DLP LightCrafter 6500 and 9000 is set to Video Mode and the vertical back-porch timing is too

small. The error can also occur if the DLP LightCrafter 6500 and 9000 is set to Video Pattern Mode where the patterns are from the video port and the pattern sequence timing do not match the video port VSYNC. Forced buffer swaps may also occur during any of the pattern modes in preparing a pattern sequence and the timing of reading the status. The user may need to perform additional reads of the status to get a correct state of this indicator. If the box continues to be checked, this could indicate an error condition in the pattern sequence.

- *Sequence Abort Status Flag* – The box is checked whenever a sequence abort has occurred. Sequence abort may occur during any pattern mode in preparing a pattern sequence and the timing of reading the status. Additional status reads may be needed to get a correct state of this indicator. If the box continues to be checked, it could indicate an error condition in the pattern sequence.
- *Sequence Error* – The box is checked whenever a sequence error has occurred. Sequence errors may occur during any of the pattern modes in preparing a pattern sequence and the timing of reading the status. The user may need to perform additional reads of the status to get a correct state of this indicator. If the box continues to be checked, this could indicate an error condition in the pattern sequence.
- *DMD Micromirrors Parked* – The box is checked whenever the DMD micromirrors are parked.
- *Sequencer Running* – The box is checked whenever the sequencer is running.
- *Video Running* – The box is checked whenever video is running normally.
- *Locked to External Source* – The box is checked to indicated that the EVM has *locked* to an external parallel RGB video source. If the EVM loses the locked signal at any time, the box will become unchecked. A locked source must be present to switch to Video Pattern Mode.

### 3.4 System Settings

Click the *System Settings* button at the top of the GUI to display the *System Settings* panel shown in [Figure 3-2](#).



**Figure 3-2. System Settings Panel**

Within the *System Settings* panel, the user can control the orientation of the image, the LEDs, and the optical inversion.

- *Image Orientation* – Depending on the orientation of the projected image, the image may require to be flipped on its short or long axis. The East/West setting causes the image to be flipped on its long axis. The North/South setting causes the image to be flipped on its short axis. This setting must be set before any Pattern LUT updates are sent to the DLPC900 and the pattern sequence must be in the stopped state.
- *LED Controls* – The LED controls allows the user to manually control the state of the LEDs or allow the internal DLPC900 sequencer to control them. The LED current regulates the brightness of the LEDs. Setting the Invert PWM causes the LED currents to have an opposite effect on the LEDs as the current is changed. When manipulating the LED frequency and current, it is best to think of the led current value from 0-255 as the duty cycle where 255 equals 100%. Internally the software will then calculate the PWM value depending on the set frequency and duty cycle. Note, the DLP LightCrafter 6500 and 9000 do not come with LEDs or optical engines of any kind.
- *Pattern Display Invert Data* – This setting allows the user to invert the data to the DMD. The setting must be set before any Pattern LUT updates are sent to the DLPC900 and the pattern sequence must be in the stopped state. This setting is not applicable to *Video Mode*.
- *DMD Park* – This setting allows the user to park and un-park the DMD to start and stop displaying patterns.

### 3.5 Video Mode

Click the *Video Mode* button at the top of the GUI to display the *Video Mode* panel as shown in [Figure 3-3](#). Within this panel, there are five sections.



**Figure 3-3. Video Mode Panel**



1. Input Configuration.
  - *Source Select* – Allows the user to select between:
    - i. Parallel RGB interface
    - ii. Internal test pattern generator
    - iii. Pattern images from flash memory
    - iv. Solid Curtain– which displays a constant, solid color image (including black and white)
  - *Input Port Data Swap* – Depending on the routing of the parallel RGB data lines, it may be necessary to swap the order of the color channels. Both the DLP LightCrafter 6500 and 9000 require ABC->BAC setting. ABC corresponded to RGB; therefore, the settings mentioned previously means that channels RG are swapped. The user can also select which port to apply the settings to.
  - *Pixel Data Format* – Allows the user to select the video format of the input source.
2. *Internal Test Pattern Color* – When the internal test pattern is selected as the input source, the foreground and background colors can be changed.
3. *Display Dimensions* – Allows the user to scale or crop the image of the incoming video source.
4. *Port Config Controls* – Depending on which input signals were chosen during board design, it may be necessary to select the appropriately signals so that the DLPC900 can properly detect the incoming video source. If incorrect settings are chosen, the curtain may be displayed or the image may be incorrect. *Pixel Mode* can also be set to Single Pixel or Dual Pixel. Dual Pixel allows for higher data rates by loading two pixels per clock instead of one pixel per clock.
5. *IT6535 Receiver* – This control allows selection between the HDMI or the DisplayPort input connectors of the IT6535 digital receiver. The digital receiver can also be powered-down, which will tri-state all the output signals of the IT6535 to allow another device to share the input ports and syncs of the DLPC900.

### 3.5.1 Video Support

Table 3-1 shows the supported video for both EVMs.

**Table 3-1. Resolution and Frame Rate Support**

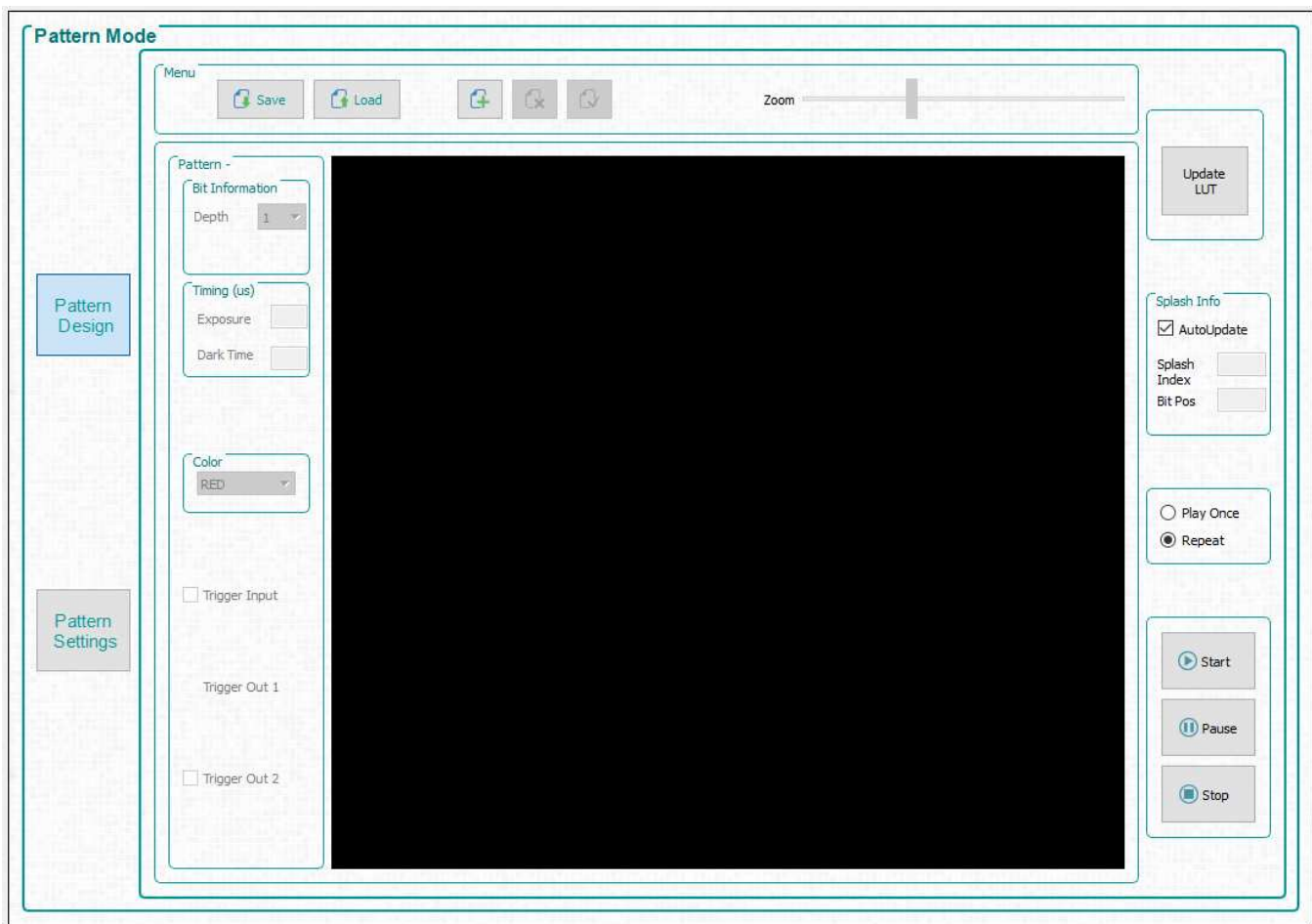
EVM	Resolution	Frame Rate (Hz)		Notes
		HDMI	DisplayPort	
DLP LightCrafter 6500	SVGA – 1080p	60	120	See the DLPC900 Data Sheet for reduced blanking requirements when operating at 120 Hz in Dual Pixel mode.
DLP LightCrafter 9000	WQXGA	30	60	This frame rate is limited by the video receiver chip present on the EVM. See the DLPC900 Data Sheet for details on Two Controller Considerations.

### 3.6 Pattern Modes

Click the *Pattern Mode* button at the top of the GUI to display the *Pattern Mode* panel as shown in [Figure 3-4](#).

The *Pattern Mode* panel allows the user to create a pattern sequence. First the user must choose the operating mode by selecting which of the three pattern modes to use. The three pattern modes are:

1. *Pre-Stored Pattern Mode*. In this mode the patterns are pre-stored in flash memory and loaded into the internal memory of the DLPC900 by the firmware. The pattern sequences and images must first be defined before starting the pattern sequence.
2. *Video Pattern Mode*. In this mode, the images are streamed from the incoming video source. The pattern sequences must be defined first before starting the pattern sequence.
3. *Pattern On-The-Fly Mode*. In this mode the patterns are uploaded to the internal memory of the DLPC900 via the USB or the I<sup>2</sup>C interface. The pattern sequences must be defined first before starting the pattern sequence. Using USB is preferred for its higher upload speed.

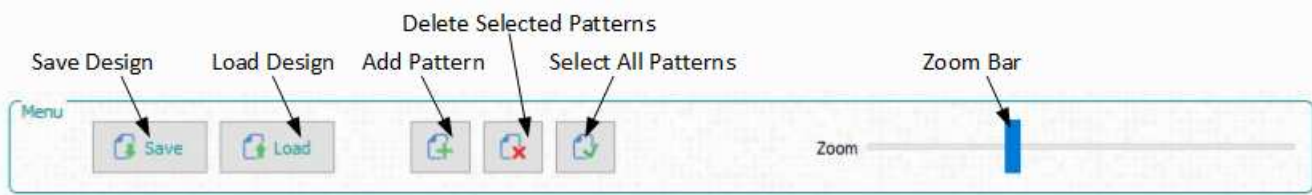


**Figure 3-4. Pattern Mode Design Panel**

### 3.6.1 Menu Bar

The *Menu* bar has six controls as shown in [Figure 3-5](#).

- The *Save* button allows the current pattern design to be saved to a file.
- The *Load* button allows a saved design to be loaded into the Design Panel. This control also allows images to be loaded from a text file that contains a list of the bitmaps in a desired order.
- The *Add* pattern button adds a single or multiple patterns to be loaded into the Design Panel.
- The *Zoom* bar allows the Design Panel to show more of the patterns within the panel.
- The *Delete* pattern button deletes a single or multiple selection of patterns to be deleted from the Design Panel.
- The *Select* button selects all the patterns from within the Design Panel.



**Figure 3-5. Pattern Mode Menu Bar**

### 3.6.2 Creating a Pattern Sequence in Pattern On-The-Fly Mode

*Pattern On-The-Fly Mode* is the easiest and quickest way to create a pattern sequence. Follow these steps to create a simple pattern sequence using three images

1. Make sure the EVM is powered up and operating correctly, and the *Connected* radio-button is lit **green**.
2. Select *Pattern On-The-Fly Mode* from the *Operating Mode* group box, and then click the *Pattern Design* button so that the large black panel is displayed as shown in [Figure 3-4](#).
3. Click the *Add Pattern* button in the *Menu* bar and browse for any three bitmap images from the sample of images directory. Be sure to select them from the correct image folder for the EVM that is being used. All three images can be selected at the same time within the open file dialog window. When selecting multiple files at once, the operating system may not load the images in the same order as they were selected. To add images in a predefined order, use the *Load* button. This option loads the images from a text file that contains the file names of each bitmap in the desired order. Alternatively, you can add the images one at a time using the *Add Pattern* button to ensure order. [Figure 3-6](#) shows an example of loading images from a file. The bitmap images must be located in the same directory as the text file. See [Figure 3-7](#) after the images have been added.

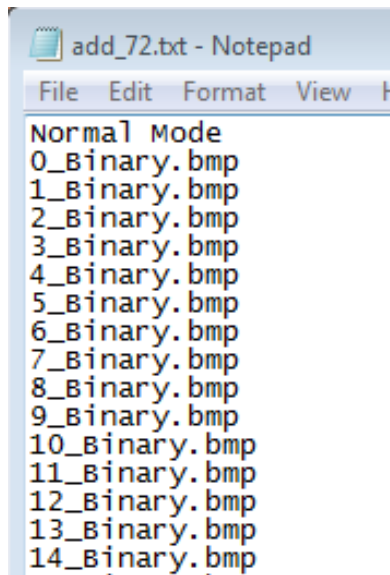


Figure 3-6. Add From List

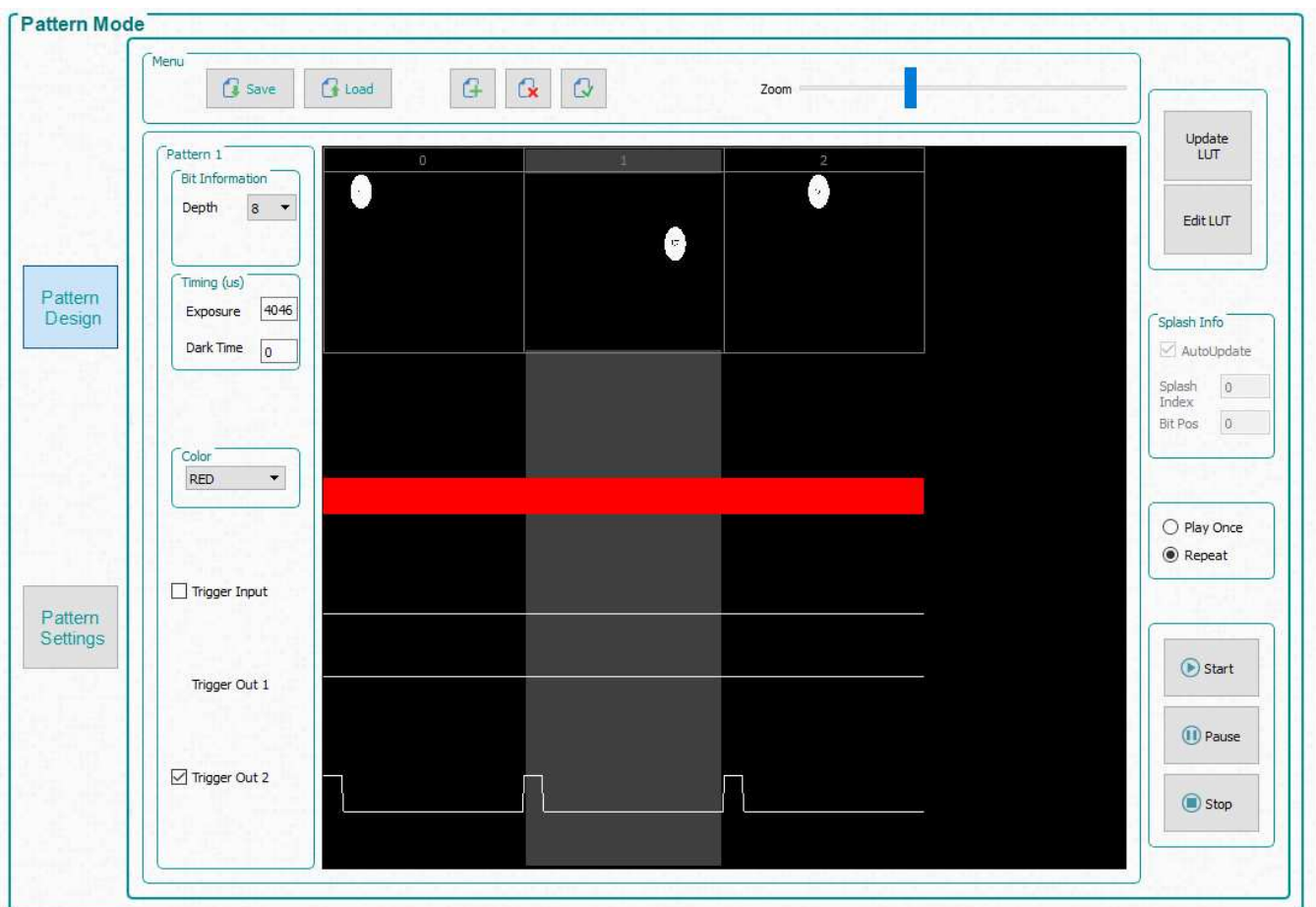


Figure 3-7. Pattern Sequence

4. Each pattern in the display can now be selected individually or a multiple selection can be done. To select multiples patterns in a series, use *Shift+Click*. To select multiple patterns that are not in a series, use *Ctrl+Click*. An alternate method for selecting all images is to use the *Select All Patterns* button on the *Menu* bar.
5. Select the first pattern and choose a bit depth of 1. Set exposure to 100000  $\mu$ s and set dark time to 50000  $\mu$ s. The dark time is the time from the end of one pattern to the start of the next pattern. Select **Red** for the color.
6. Select the second pattern and choose a bit depth of 1. Set exposure to 150000  $\mu$ s and set dark time to 75000  $\mu$ s, and select **Green** as the color.
7. Select the third pattern and choose a bit depth of 1. Set exposure to 200000  $\mu$ s and set dark time to 100000  $\mu$ s, and select **Blue** as the color.

Figure 3-8 shows the pattern sequence. The *Zoom* bar can be used to zoom in and out. This is useful when many patterns are loaded into the panel.

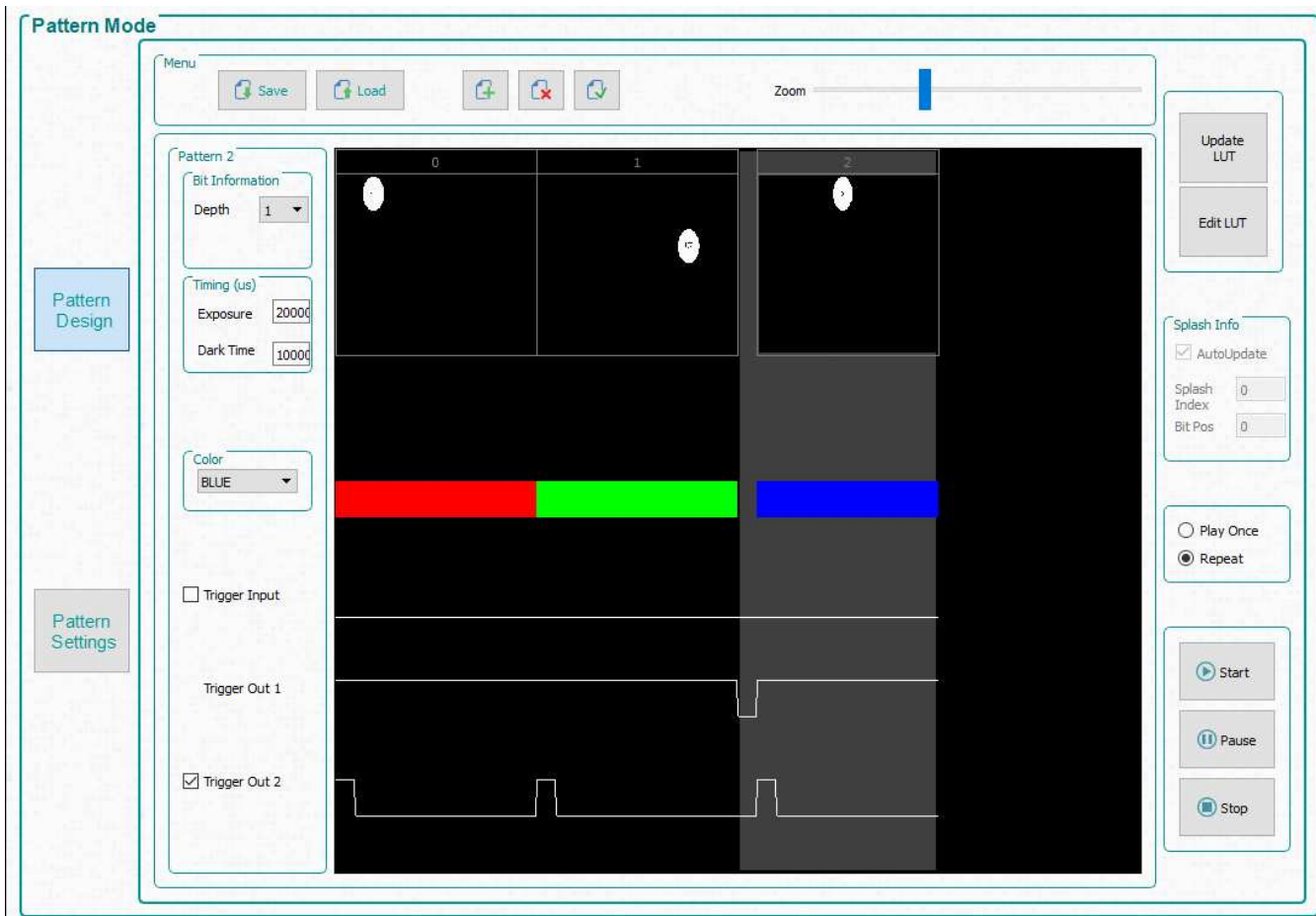


Figure 3-8. Three Pattern Sequence

8. Select the *Repeat* radio-button to continuously repeat the pattern sequence, or, if only one time is desired, then select the *Play Once* radio-button.
9. Click the *Update LUT* button to upload the pattern sequence definition, including the three pattern images, to the DLPC900. Notice the green status bar indicating that the updated LUT is uploading to the EVM. This animation will not occur if the user only edits pattern settings rather than uploading actual new patterns. If there are any errors in the pattern sequence, the GUI will display an error message.
10. Once the upload is complete, click the *Start* button. The display should repeatedly display the Red, Green, and Blue dots.
11. To pause the pattern sequence, click the *Pause* button. To continue from where the pattern sequence

paused, click the *Start* button.

12. To stop the pattern sequence, click the *Stop* button. To restart the pattern sequence click the *Start* button. The pattern sequence will start from the beginning whenever the pattern sequence is stopped using the *Stop* button.

The GUI will allow you to load up to 512 images; however, 112 of these images must be repeated. For example: open the **add\_512.txt** file located in the sample images directory to view the list of bitmap file names. Notice the file names range from 0\_binary to 399.binary, and then repeats 0\_binary to 111\_binary.

For a demonstration of a 512 pattern sequence follow these steps.

1. Continuing from the previous set of steps, stop the pattern sequence if it is currently running.
2. Click the *Select All Patterns* button to delete all the images from the design panel.
3. Click the *Load* button and select the **add\_512.txt** file located in the sample images directory. Be sure to select the correct file for the EVM being used.
4. Select all patterns.
5. Select a bit depth of 1.
6. Set exposure time to 100000  $\mu$ s.
7. Set dark time to 0  $\mu$ s.
8. Select any color.
9. Select *Repeat*.
10. Click the *Update LUT* button and wait for all patterns to be uploaded to the EVM.
11. Click the *Start* button to run the pattern sequence.
12. Notice the dots that are displayed run from 0 to 399, 0 to 111, and then restarts from 0
13. Click the *Stop* button to stop the pattern sequence.

Another method of creating a pattern sequence in *Pattern On-The-Fly Mode* is using a batch file that contains all the necessary commands and the compressed images.

Follow these steps to execute a pattern sequence using a batch file.

1. Stop the pattern sequence if it is currently running.
2. Click the *Batch Files* button at the top of the GUI.
3. Check the box to *Enable Command Logging*.
4. Click the *Clear All* button to clear any content in the panel.
5. Click the *Load Batch File* button and select the **onthe-fly.txt** file located in the sample images directory. Be sure to select the correct file for the EVM being used.
6. Click the *Execute All* button. Wait for the batch file to execute.
7. Click the *Pattern Mode* button at the top of the GUI.
8. Click the *Start* button.
9. Click the *Stop* button to end this example.

### 3.6.3 Creating a Pattern Sequence in Pre-Stored Pattern Mode

Creating a Pre-Stored Pattern sequence is very similar to *Pattern On-The-Fly Mode*. The difference is that the patterns are pre-stored in flash memory.

If images are not present in the flash memory, proceed to [Section 3.9.1](#) section to add the images to the firmware and upload them to the EVM, then return here for steps on creating the pattern sequence.

To start creating a Pre-Stored Pattern sequence, follow the steps in [Section 3.6.2](#) with the only change in step 2. In step 2, select the *Pre-Stored Patten* radio-button and then proceed with step 3.

### 3.6.4 Reordering a Pattern Sequence using the Edit LUT Feature

The *Edit LUT* feature is only available in *Pre-Stored Pattern Mode* and *Pattern On-The-Fly Mode* when using GUI 4.0 or later in conjunction with Firmware 5.0 or later. This feature allows the user to manipulate the pattern display sequence without having to reload or change any data in the DLPC900 memory. The *Edit LUT* button appears on the right hand side of the *Pattern Mode* tab after adding patterns as described in [Section 3.6.2](#).

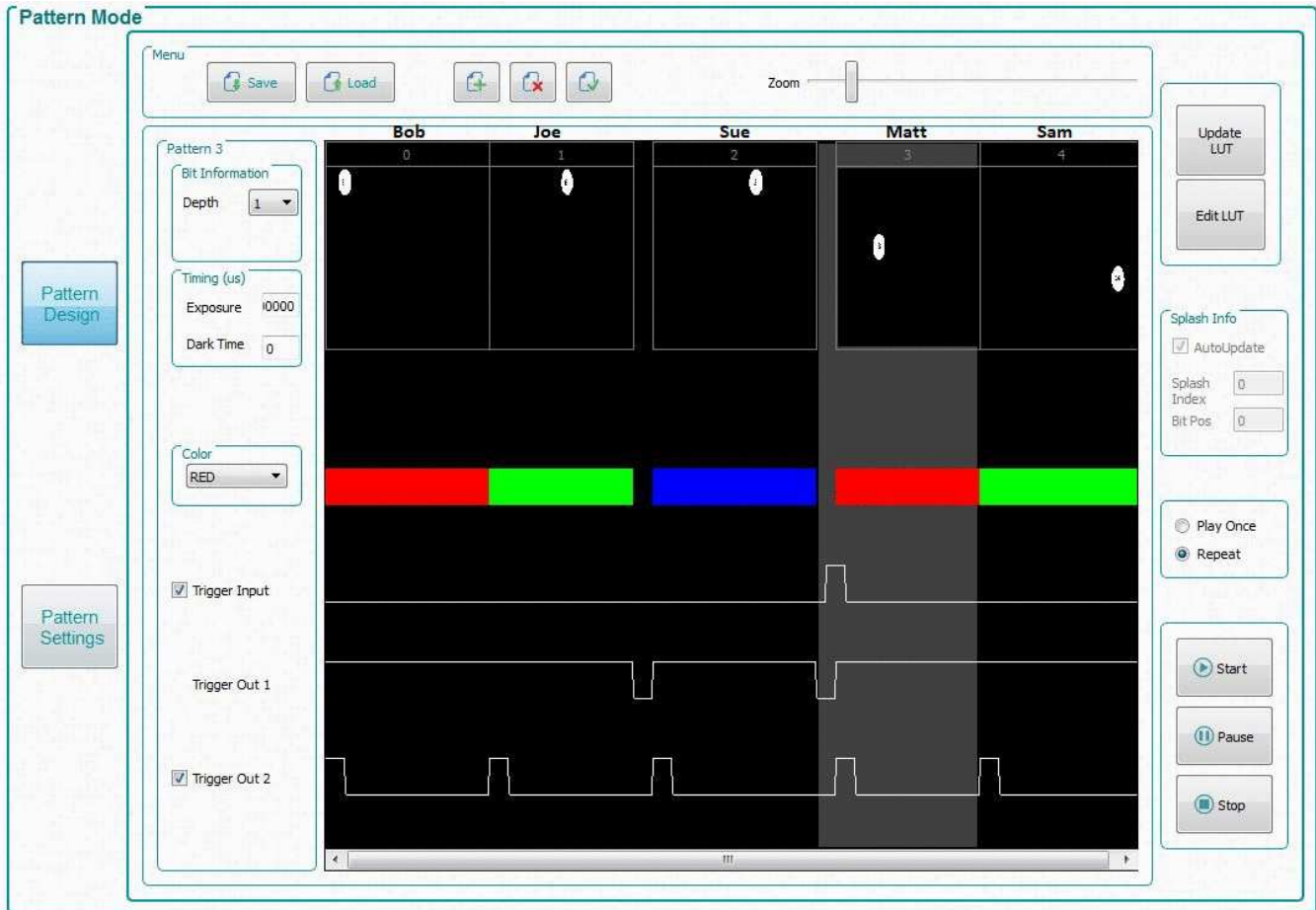
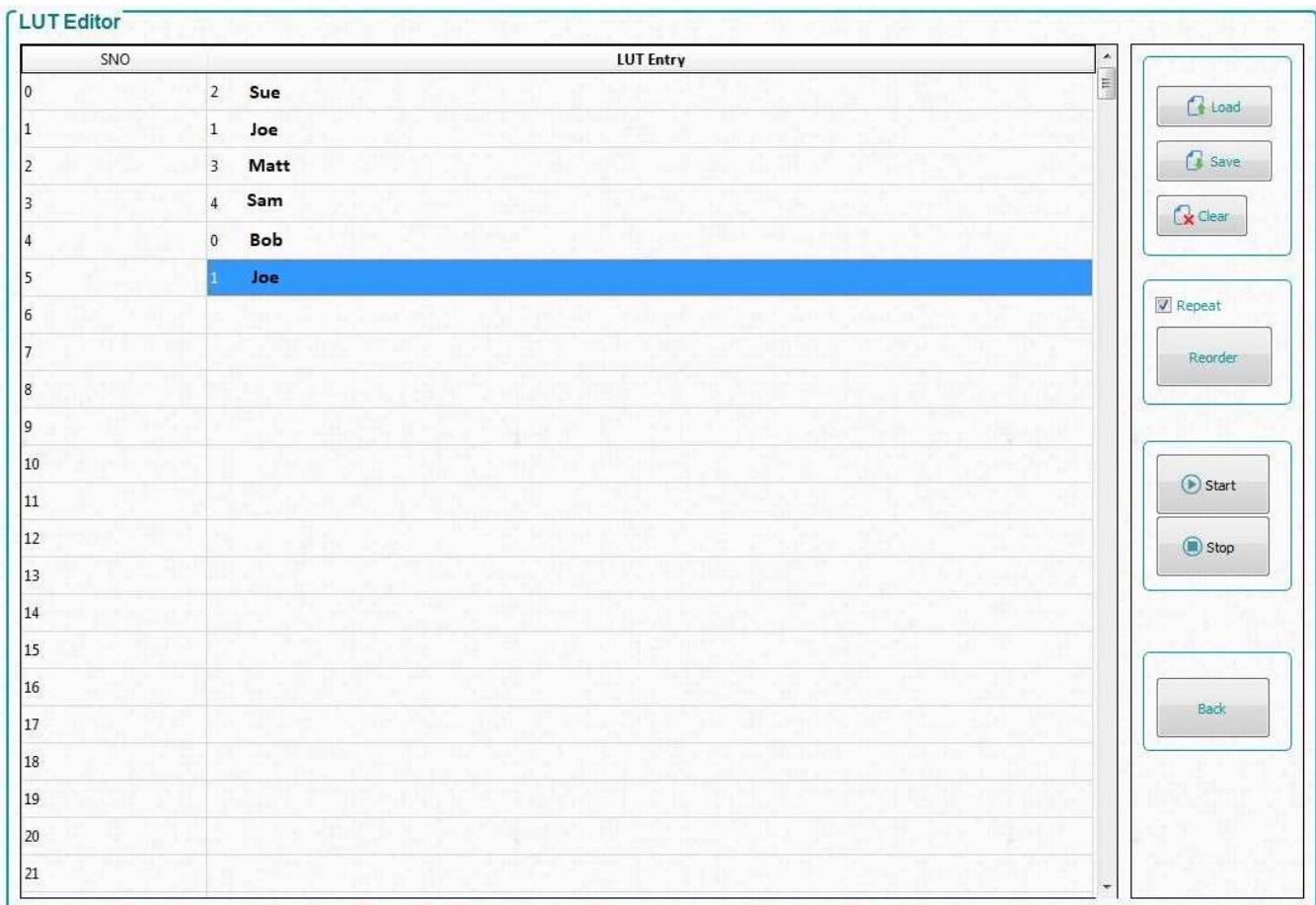


Figure 3-9. Pattern Design Example

The *LUT Editor* panel is shown in [Figure 3-10](#) where the column labeled “SNO” (i.e. Sequence Number) represents the pattern display slot numbers according to the order set (after clicking *Update LUT*) in the *Pattern Design* tab as shown in [Figure 3-9](#). The user can then reorder those patterns by either manually entering the pattern number of their choice into a row in the “LUT entry” column or loading a text file beginning with the word “Reorder” followed by the desired numerical pattern slots as shown in [Figure 3-11](#).



**Figure 3-10. LUT Editor Panel**

The following steps detail an example using the *Edit LUT* feature with five patterns in *Pattern On-The-Fly-Mode*:

1. By following the steps similar to [Section 3.6.2](#), load five patterns in *Pattern On-The-Fly-Mode* as shown in [Figure 3-9](#).
2. Set the exposure time to 1000000 us for ease of viewing.
3. Set an input trigger on Pattern 3 by checking the *Trigger Input* box.
4. Set all other user desired pattern property settings.
5. Click the *Update LUT* button and wait for all patterns to be uploaded to the EVM.
6. Click the *Start* button to view the pattern display order.
7. Click the *Edit LUT* button to open the *LUT Editor* panel as shown in [Figure 3-10](#). This panel will initially open with an empty "LUT Entry" column.
8. To reorder the patterns, enter a "2" in "LUT Entry" row 1, and subsequently a "1", "3", "4", "0", and "1" as shown in [Figure 3-10](#).
9. Click the *Stop* button to stop the pattern sequence even if it is not currently running.
10. Check the *Repeat* box for display repetition of the new pattern sequence and then click the *Reorder* button.
11. Click the *Start* button to view the new pattern display order.
12. Click the *Save* button to save the new pattern sequence as a text file for later use. Name the file **Reorderexample.txt** and save it in a directory of choice.
13. Browse to wherever the text file was saved, and open the file in a text editor program as shown in



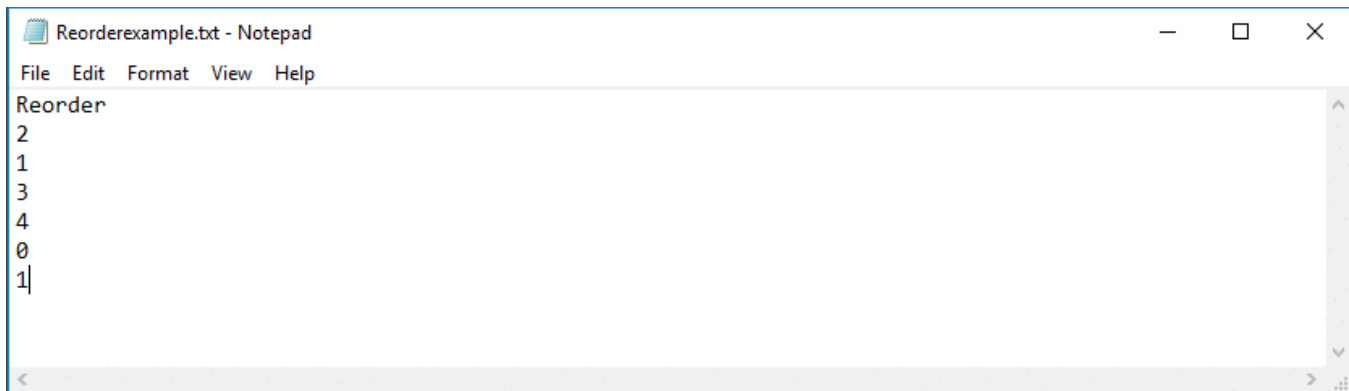
**Figure 3-11.**

14. Notice at the top of the text file is the word "Reorder" which is required to successfully load a reorder file in the GUI. If desired, swap any of the pattern numbers to create a new pattern sequence and save the file.
15. Click the *Load* button and browse for **Reorderexample.txt**.
16. Click the *Start* button to view the new pattern display order.
17. Click the *Stop* button to stop the pattern sequence.
18. Click the *Back* button to return to the *Pattern Mode* tab.

---

**NOTE:** NOTE: When using the GUI interface, each pattern carries several items of information corresponding to the slot that it was inserted in the original LUT order. Therefore, when reordering a pattern to a different slot in the LUT, it will retain its original assigned bit information, timing (exposure and dark time), LED color, and trigger information and NOT the information that is located in its reassigned slot in the LUT. For example, if pattern 3 contains a trigger input to begin the user's execution in [Figure 3-9](#) and is reordered to slot 2 as shown in [Figure 3-10](#), the trigger input is now located at slot 3 in the LUT rather than slot 0. In *Pre-Stored Pattern Mode*, reordering the LUT will not change the pattern locations as it does in *Pattern On-The-Fly Mode*. Only the requested bit information, timing, color, and trigger information will be reordered based on the user's updated LUT. However, it is possible to manipulate the pattern information after reordering the sequence by manually editing the batch file commands uploaded to the EVM rather than using the GUI.

---


**Figure 3-11. Reorder Example**

It may be helpful to understand the *Edit LUT* feature by giving names to the patterns, as shown above the patterns in [Figure 3-9](#), and treating them as the batting order in a baseball game.. This way, it is easier to picture the distinction between the slot order numbers in the "SNO" column (the new batting order) and the patterns that are inserted into the "LUT Entry" column (the batters).

For example, Bob, retains his batting statistics independent of his batting position (i.e. bit information, timing, color, trigger), so if he is originally bats first (slot 0 in [Figure 3-9](#)) but is moved to fifth in the new batting order (reorder LUT entry 4 in [Figure 3-10](#)) he retains all of his properties. The only difference is that now he does not bat (i.e. is not displayed) until after the four batters (patterns) preceding him (Sue, Joe, Matt, and Sam). Notice also that in our example Joe bats twice in the new batting order (SNO 2 and 5). There is only one Joe, who bats twice in the new batting order.

In the same way, a pattern in the original pattern list can be displayed in many positions in the reordered display LUT, without adding or removing any patterns in DLPC900 memory. Therefore in terms of the system memory, it is only changed when using the *Update LUT* feature but never when using the *Edit LUT* (Reorder) feature in the [Figure 3-9](#).

### 3.6.4.1 Special Considerations for Input Triggers when using the Edit LUT Feature

Input triggers have some special considerations when using the new *Edit LUT* Feature. As previously noted, Pattern 3 ("Matt") has an input trigger associated with it. When a trigger is added to a pattern, the pattern preceding it, Pattern 2 ("Sue") in this case, will have an all-black pattern loaded at the very end of it so that while the sequence is waiting for the trigger it will not have a pattern displaying during the wait. This attribute will follow Pattern 2 during a reorder. In our example the first entry (Pattern 2) in the new display order will have a 105  $\mu$ s dark pattern at the end of it. If Pattern 0 ("Bob") is placed in front of Pattern 3 ("Matt" - the triggered pattern) then the last bit-pattern of Pattern 0 ("Bob") will continue to display in our new display order while waiting for the trigger in Pattern 3 ("Matt").

This behavior can be compensated for in one the following ways:

- Consider Pattern 2 and 3 ("Sue" an "Matt") as a set that must always be moved together in your new display order. - This is the simplest method, but the tradeoff is that these two patterns are not separable without the undesired behaviors described above.
- Add a 1-bit all-black pattern with the shortest duration allowed (105  $\mu$ s) preceding the trigger pattern. Now consider this pattern and the triggered pattern following it as a set that must always be moved together. - This method is more versatile, but means that this pattern must always be a triggered pattern.
- Add a 1-bit all-black pattern with the shortest duration allowed (105  $\mu$ s) followed by a triggered 1-bit all-black pattern (also with 105  $\mu$ s duration), and remove the trigger from the actual pattern of interest. These two patterns will now be a versatile trigger set that can be used repeatedly wherever a trigger is desired. Note that since the triggered pattern is black, even if your exposure integration begins with the triggered black pattern there will be no light contributing to your exposure. - This method is the most versatile since this stand alone trigger set only has to be placed in the Pattern Index set (on the Pattern Mode page) once but can be used in many positions in a new display order (Pattern Display LUT Reorder Configuration).

### 3.6.5 Creating a Pattern Sequence in Video Pattern Mode

Creating a *Video Pattern Mode* sequence is also similar to *Pattern On-The-Fly Mode*. The difference is that the patterns will be streamed from the input video source. The user must create the video images and then input them through the RGB parallel interface. The input video source vertical sync will be used as the triggering mechanism. The input video source must be stable and locked and continuously being applied, otherwise the firmware will detect that the source was lost and a solid curtain will be displayed. While the video source is stable and locked, the status box for *Locked to External Source* will remain checked.

Follow these steps to create a *Video Pattern Mode* sequence.

1. Make sure the EVM is powered up and operating correctly, and the *Connected* radio-button is lit **green**.
2. Select *Video Mode* from the *Operating Mode* group box, and then select the *HDMI* radio-button from the *IT6535 Receiver* group box and finally click the *Set* button. (Select the *DisplayPort* radio-button if using this input connector). The *Locked to External Source* status box should be checked after a few seconds.
3. Verify the video source is displayed. If no video source is displayed, then make sure the PC or host is supplying the correct resolution and frame rate. See [Table 3-1](#) for video support.
4. Select *Video Pattern Mode* from the *Operating Mode* group box, and then click the *Pattern Design* button so that the large black panel is displayed as shown in [Figure 3-4](#).
5. Click the *Add Pattern* button on the *Menu* bar and add 3 patterns.
6. Click the *Select All Patterns* button to select all images.
7. Set exposure time to 1215  $\mu$ s and dark time to 0  $\mu$ s.
8. Select the first image and select a bit depth of 2, start bit G0, and color Green.
9. Select the second image and select a bit depth of 4, start bit R0, and color Red.
10. Select the third image and select a bit depth of 3, start bit B0, and color Blue
11. Click the *Select All Patterns* button.

12. Remove the check from the *Frame Change* box.
13. Select pattern 0 only and check the *Frame Change* box.
14. Click the *Update LUT* button.
15. Click the *Start* button to run the sequence.
16. Click the *Stop* button to end this example.

See [Figure 3-12](#) after all settings have been applied.

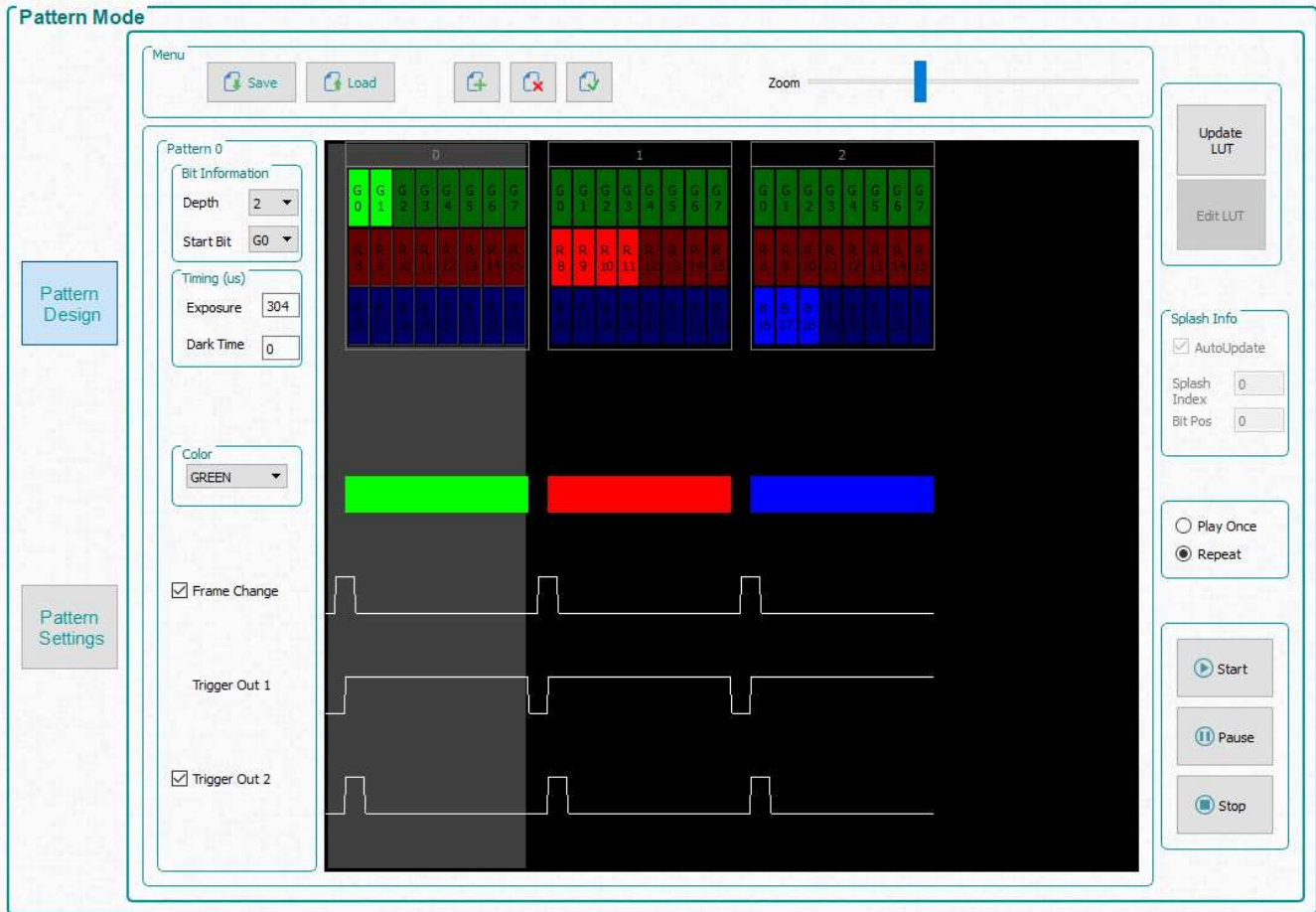


Figure 3-12. Video Pattern Mode

### 3.6.6 Creating a Pattern Sequence With DMD Block Load

Creating a pattern sequences with DMD Block Load achieves higher pattern rates by using a subset of the DMD blocks. See DMD Block Load command in the DLPC900 Software Programmer's Guide ([DLPU018](#)) for a description of this command.

Follow these steps to create a *Pattern On-The-Fly* pattern sequence with only three DMD active blocks.

1. Make sure the EVM is powered up and operating correctly, and the *Connected* radio-button is lit **green**.
2. Select *Pattern On-The-Fly Mode* from the *Operating Mode* group box, and then select the *Pattern Design* button so that the large black panel is displayed as shown in [Figure 3-4](#).
3. Select the *Load* button from the menu bar and select the **Block\_Load.txt** file located in the sample images directory. Be sure to select the correct file for the EVM being used.
4. The pattern design should look similar to [Figure 3-13](#).
5. Select the *Pattern Settings* button.
6. Within the *DMD Active Blocks*, select 6 for the *Start Block* and select 8 for the *End Block*, and then *Select Set*.
7. Select the *Pattern Design* button.
8. Select the *Update LUT* button.
9. Select the *Start* button to run the sequence.
10. Select the *Stop* button to end this example.

You will notice that pattern 0 is displayed the same way as pattern 2 even though pattern 0 contains image data for all blocks. This shows that only blocks 6, 7, and 8 are active while all other blocks are in the off state.

---

**NOTE:** The performance of the mirrors in the blocks that are not active will be affected by prolonged use of being in the off state. To optimize the mirrors, *DMD Idle Mode* should be enabled as often as possible. This mode will provide a 50/50 duty cycle across the entire DMD mirror array, where the mirrors are continuously flipped between the on and off states. See *DMD Idle Mode* command in the DLPC900 Software Programmer's Guide ([DLPU018](#)) for a description of this command. The *DMD Idle Mode* command is located in [Section 3.6.7](#) within the *Pattern Mode* panel.

---

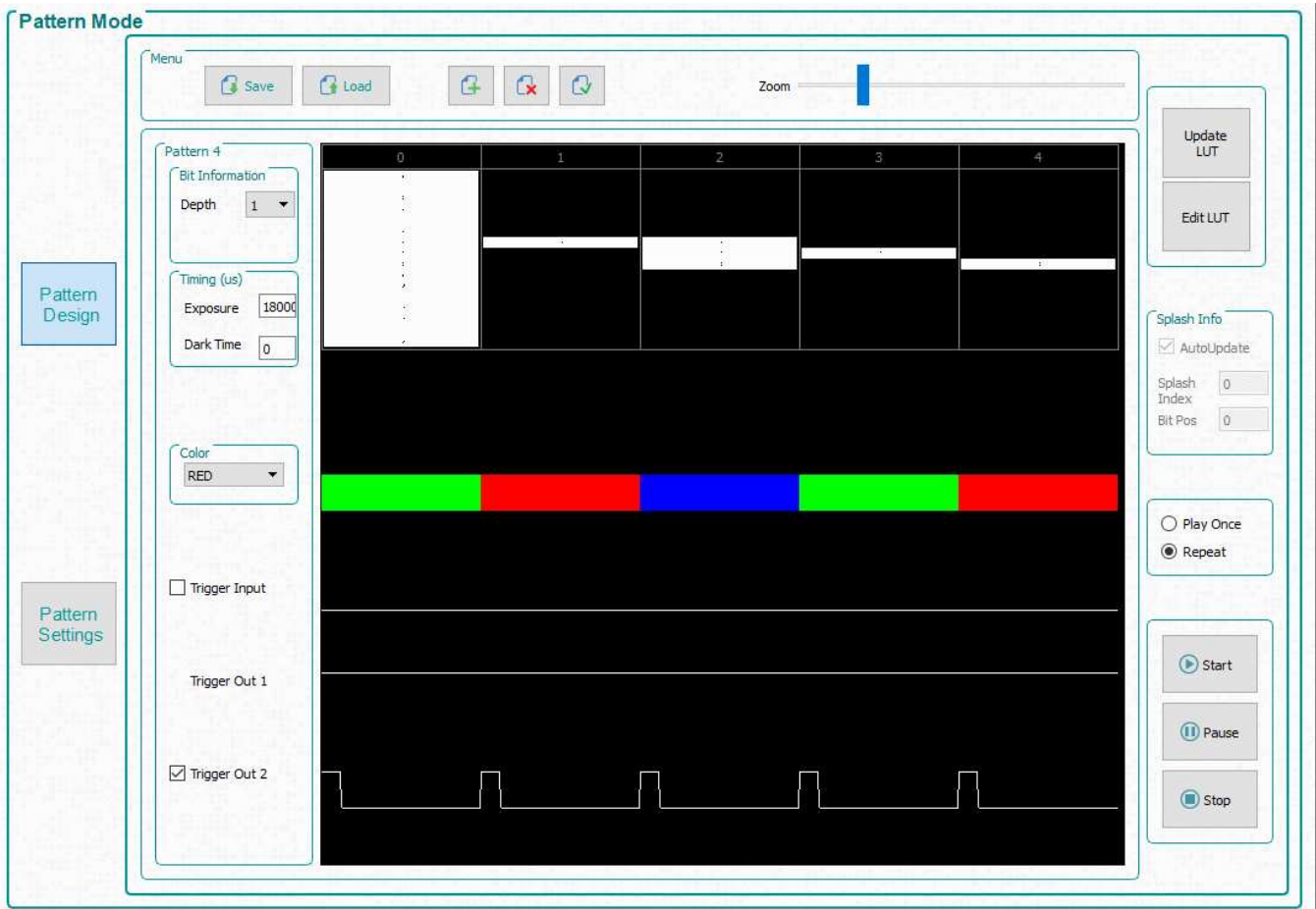


Figure 3-13. DMD Block Load Pattern Sequence

### 3.6.7 Pattern Settings

To configure the output or input triggers click the *Pattern Settings* button as shown in [Figure 3-14](#). Within this panel, the user can select the output delays of Trigger 1 and 2 and the input delay for Trigger In 1 and 2. The output delays are from the start of the pattern on the DMD.

Trigger In 1 and 2 can be delayed to have a later affect from when the external device performed the trigger. All signals can be inverted.

The LED controls can also be delayed. These delays are from the start of the pattern on the DMD.

Minimum LED Pulse Width control allows the system to have much higher pattern speeds. Input the minimum LED Pulse Width specific to your illumination system to achieve higher pattern speeds through illumination modulation. Illumination modulation occurs with 8-bit patterns at rates faster than 1031Hz, by modulating the light source to shorten the shortest bits, therefore increasing the maximum pattern speed. The LED\_EN signals from the DLPC900 can be used to control the illumination modulation of the LEDs.

The *DMD Active Blocks* allows a subset of DMD blocks to be activated, while the mirrors in the non selected blocks are set to the off state. See [Section 3.6.6](#) for an example of using this mode. When operating with a subset of DMD blocks, the *DMD Idle Mode* **should be enabled as often as possible**. For example, whenever the system is idle, between exposures if the application allows for it, or when the exposure pattern sequence is stopped. To enable the *DMD Idle Mode*, the pattern sequence must be stopped. To restart the pattern sequence, the *DMD Idle Mode* must be disabled.

The *DMD Idle Mode* provides a 50/50 duty cycle across the entire DMD mirror array, where the mirrors are flipped between the on and off states to optimize the performance of the mirrors.

The *Image Compression* option allows for control of the compression type that occurs to the pattern images.

- The Uncompressed option will not attempt to compress the images.
- The Run Length Encoding (RLE) option is a lossless compression method that compresses the pattern data using horizontal pixel similarities.
- The Enhanced RLE option is a lossless compression method that compresses the pattern data using vertical and horizontal pixel similarities.
- The Auto option will do all three compression types. It will then use the one that takes up the smallest amount of data.

More information on these compression types can be found in the [DLPC900 Programmer's Guide](#).

**Pattern Mode**

DMD Active Blocks

Start Block: 0

End Block: 14

Get Set

Minimum LED Pulse Width

Pulse Width (us): 0

Get Set

DMD Idle Mode (50/50 Sequence)

Enable Disable

Image compression

Auto

Trigger Control

Trigger Out 1 (us)

Rising Edge Delay: 0

Falling Edge Delay: 0

Invert

Get Set

Trigger Out 2 (us)

Rising Edge Delay: 0

Falling Edge Delay: 0

Invert

Get Set

Trigger In 1 (us)

Delay (us): 105

Invert

Get Set

Trigger In 2

Invert

Get Set

LED Delay Controls (us)

Red LED Rising Edge Delay: 0	Green LED Rising Edge Delay: 0	Blue LED Rising Edge Delay: 0
Red LED Falling Edge Delay: 0	Green LED Falling Edge Delay: 0	Blue LED Falling Edge Delay: 0

Get Set

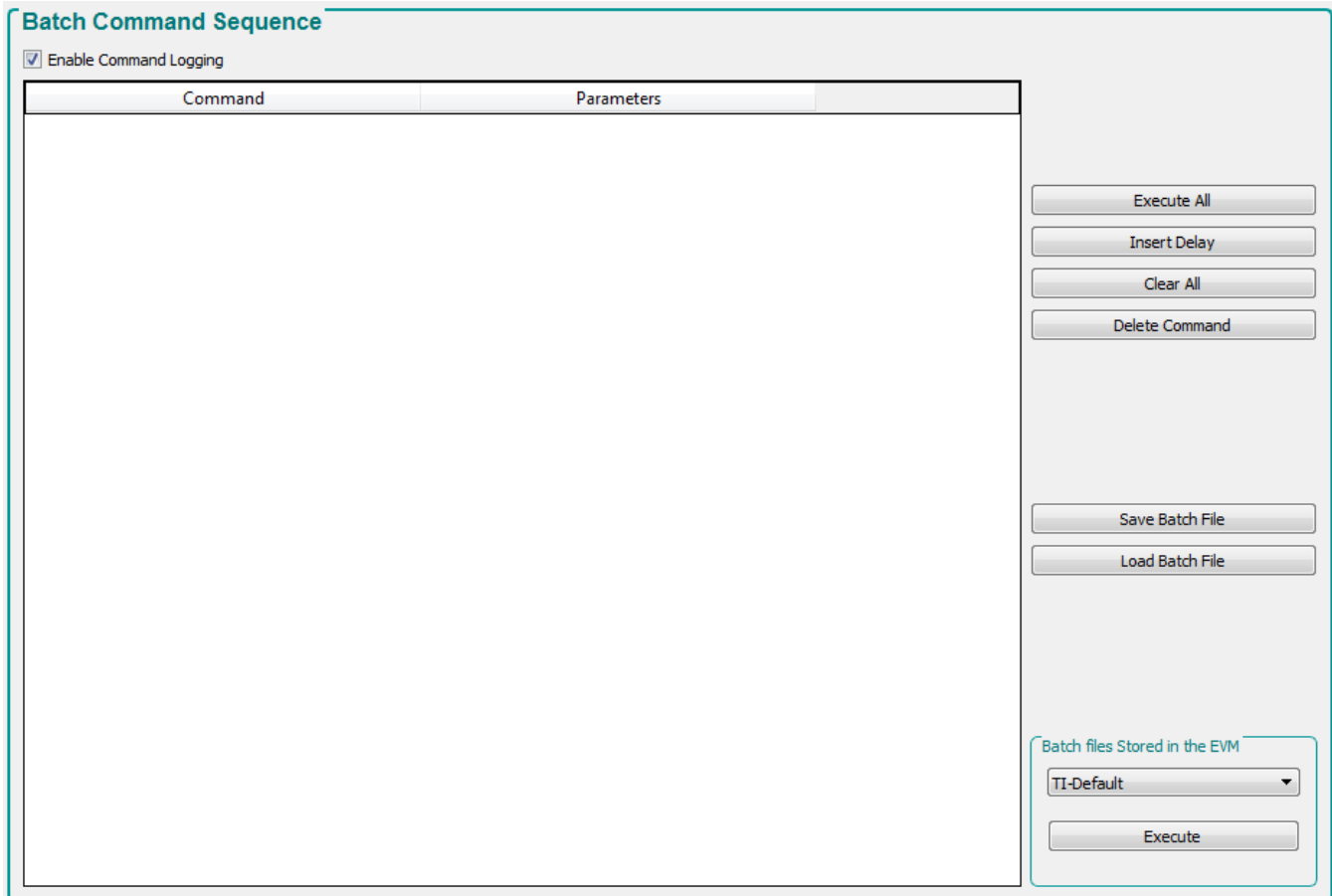
Pattern Design

Pattern Settings

Figure 3-14. Pattern Settings Panel

### 3.7 Batch Files

Click the *Batch Files* button at the top of the GUI to display the *Batch Command Sequence* panel as shown in [Figure 3-15](#). If the *Enable Command Logging* box is checked, the panel will display all the commands the user clicks on the GUI. When clicking the *Save Batch File* button, the content that is in the panel is saved to a text file containing the command descriptor followed by the command data. This batch file can then be re-loaded at a later time using the *Load Batch File* button and executed or it can be added to the firmware to be executed using the *Batch files Stored in the EVM* group box. This group box lists all the batch files currently in the firmware.



**Figure 3-15. Batch Files Panel**

#### 3.7.1 Execute Batch File

The DLPC900 firmware has the option to store batch files within the firmware. These batch files contain commands that are executed to perform some sequence of settings without the user or host performing these commands. If the firmware contains batch files, the GUI will query the batch file names and list them in the *Batch Command Sequence* panel within the *Batch Files Stored in the EVM* group box. The user can then choose a batch file from the list to execute it.

The user can also designate a default batch file to be executed during the DLPC900 power-up sequence when the power is applied. For example, if the LEDs are to remain off after power has been applied to the EVM, a batch file can be created with the commands to turn the LEDs off, and then update the firmware with this batch file as the default. The updated firmware can then be uploaded to the EVM. The next time the power is applied to the EVM, the LEDs will be disabled from turning on. See the DLPC900 Programmers Guide for the batch file commands in Appendix B for a complete list of commands that can be used within a batch file.



### 3.7.2 Creating and Saving Batch Files

There are two methods to create and save batch files:

- Use the GUI
- Use a text editor

#### 3.7.2.1 Creating and Saving a Batch File Using the GUI

This example will contain the following set of commands:

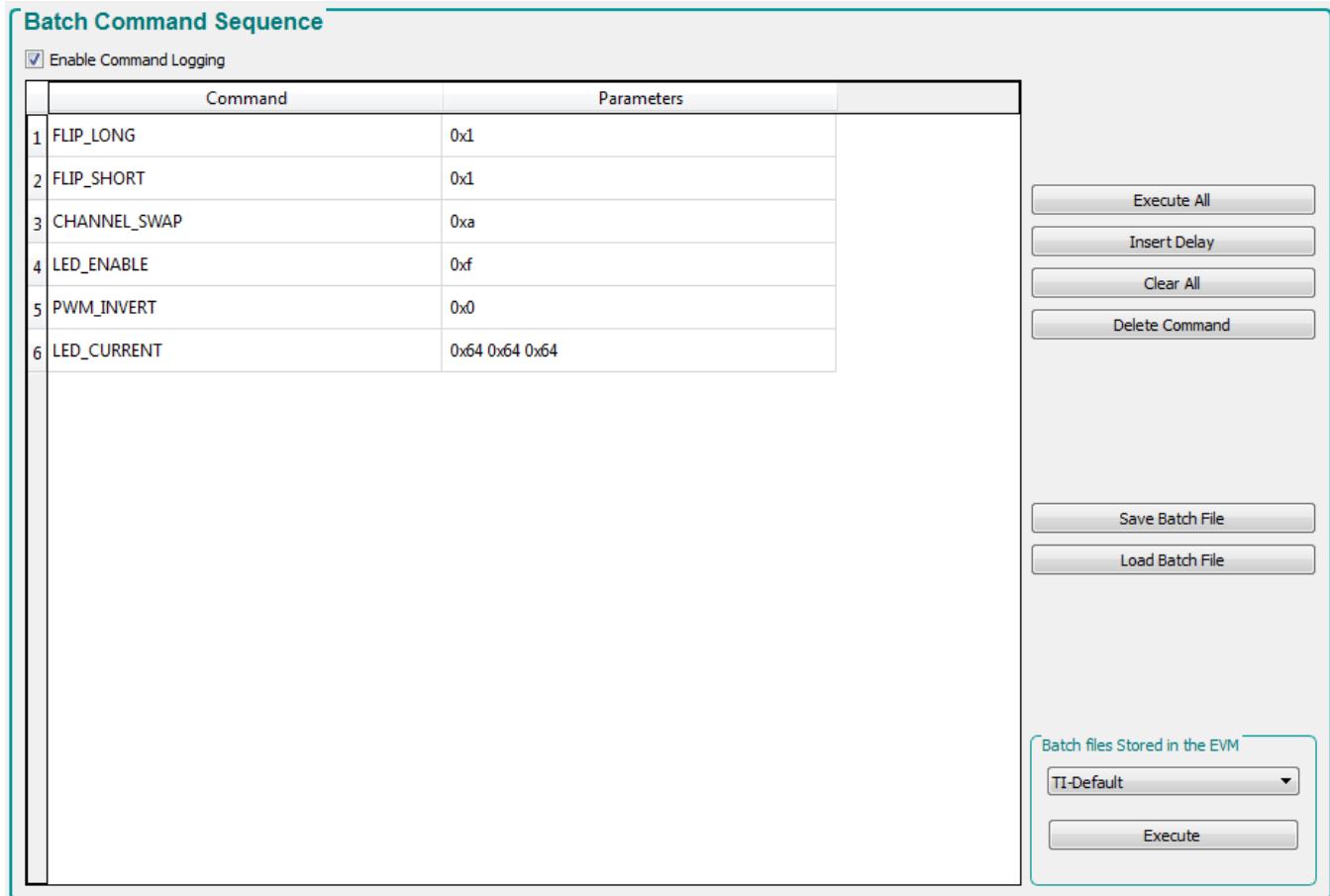
- a. Set the short axis image orientation.
- b. Set the input channel swap to ABC->CBA.
- c. Set the LED currents.

Follow these steps to add the commands and save to a text file

1. Power-up the EVM and select the RGB parallel interface.
2. Select *Video Mode* from the *Operating Mode* group box, and then select the *HDMI* radio-button from the *IT6535 Receiver* group box and finally click the *Set* button. (Select the *DisplayPort* radio-button if using this input connector).
3. Verify the EVM is displaying the input source correctly. If no video source is displayed, then make sure the PC or host is supplying the correct resolution and frame rate. See [Table 3-1](#) for video support.
4. Click the *Batch Files* button at the top of the GUI.
5. Check the *Enable Command Logging* box to enable logging.
6. Click the *Clear All* button to clear the contents of the list box.
7. Click the *System Settings* button at the top of the GUI.
8. Click the *Get* button within the *Image Orientation* group box.
9. Check the *North/South* checkbox and click the *Set* button within the group box. The image orientation of the displayed image will be flipped on its short axis.
10. Click the *Video Mode* button at the top of the GUI.
11. Select ABC->CBA from the drop-down list box within the *Input Port Data Swap* group box.
12. Click the *Set* button within the box. The colors of the image will be adjusted for the setting.
13. Click the *System Settings* button at the top of the GUI.
14. Click the *Get* button within the *LED Controls* group box.
15. Enter 100 for each of the LEDs within the *LED Current* group box and click the *Set* button. The LED brightness may change after setting the LED current.
16. Click the *Batch Files* button at the top of the GUI.
17. Within the list box, all the commands that were applied on previous steps are listed.
18. Click the *Save Batch File* button to save as text file.

[Figure 3-16](#) shows the contents of the list box. Notice that there are more than the three commands in the list box than are mentioned in this example. This is because, when clicking the *Set* button for some commands in the GUI, multiple commands are combined. For example, when clicking the *Set* button for image orientation, both long and short axis commands are included.

Within the Batch File panel, each command can also be deleted or a delay can be inserted between commands.



**Figure 3-16. Batch File Example**

### 3.7.2.2 Creating a Batch File Using a Text Editor

Use a text editor to add the same three commands in the previous example. Refer to Appendix B in the DLPC900 Programmer's Guide for the list of command descriptors supported by the DLPC900.

When adding a command descriptor to the file, a colon must be between the descriptor and the parameters. Use a space between the colon and each parameter and use '0x' for each byte in the parameter list. Remember that the parameters are least significant byte first. The lines below are what should be in the text file.

```

FLIP_SHORT:          0x01
CHANNEL_SWAP:       0x0A
LED_CURRENT:        0x64 0x64 0x64
    
```

Once all three commands are added, save the file as a text file and use a name to describe what the batch file does.

### 3.7.3 Loading a Batch File

Once you have saved a batch file from either the GUI or a text editor, you can load the batch file into the GUI and execute the commands.

Use the button labeled **Load Batch File** (shown in [Figure 3-16](#)) on the right midway down, and navigate to and select a batch file. Once it is loaded, the commands can be executed or added to your firmware (see [Section 3.7.4](#))

### 3.7.4 Adding a Batch File to the Firmware

A batch file can be added to the firmware to be used as the default batch file to be executed during the power-up sequence of the DLPC900. Or a batch file can be added to be executed at any time after the power-up sequence has completed to perform some action. Some special considerations must be taken if adding pattern images and a batch file to the firmware image. See NOTE at end of [Section 3.9.1.2](#) for a description of these considerations. Follow these steps to add the example batch file from the previous section to the firmware.

#### CAUTION

The user must exercise caution when selecting the correct firmware file. Install DLP LightCrafter 6500 or 9000 GUI version 3.0 or later. Operating or updating the firmware on the DLP LightCrafter 6500 or 9000 using GUI version 2.0 (or earlier) will render the EVM inoperable.

1. Power-up the EVM and verify it is operating normally.
2. Start the GUI and verify the connection has been established with the EVM.
3. Click the *Batch File* button at the top of the GUI.
4. Check the *Enable Command Logging* box to enable logging.
5. Click the *Clear All* button to clear the contents.
6. Click the *Load Batch File* button and browse for the text file that was saved in [Section 3.7.2](#).
7. The panel will display the commands as they are in the file.
8. Click the *Firmware* button at the top of the GUI.
9. Click the *Browse* button and select the firmware file(s) for the EVM being used.

---

**NOTE:** When updating firmware for the DLP LightCrafter 9000, the GUI will create two firmware files. One for the master controller and one for the slave controller. When selecting a firmware file or an updated version, select both `firmwareimg-master.img` and `firmwareimg-slave.img` files by clicking each while holding the Ctrl key.

---

10. Within the *Batch File and Patterns* group box, check the *Add Batch File* box.
11. In the *Batch File Name* edit box, enter a name for the batch file. Up to 16 characters are allowed without spaces and special characters.

---

**NOTE:** If the batch file will be a default batch file to be executed during the power-up sequence, then continue to step 12, otherwise go to step 13.

---

12. Within the *Batch File and Patterns* group box, check the box next to *Set as Default Batch File*.
13. Click the *Update Firmware* button. The GUI will display a pop-up box providing the name of the updated firmware file.
14. Click the *Browse* button and locate the firmware file from step 13.
15. Click the *Upload* button. The GUI will perform the necessary steps to update the firmware in the EVM.

---

**NOTE:** When updating firmware for the DLP LightCrafter 9000, the GUI will create two firmware files. One for the master controller and one for the slave controller. When selecting a firmware file or an updated version, select both `firmwareimg-master.img` and `firmwareimg-slave.img` files by clicking each while holding the Ctrl key.

---



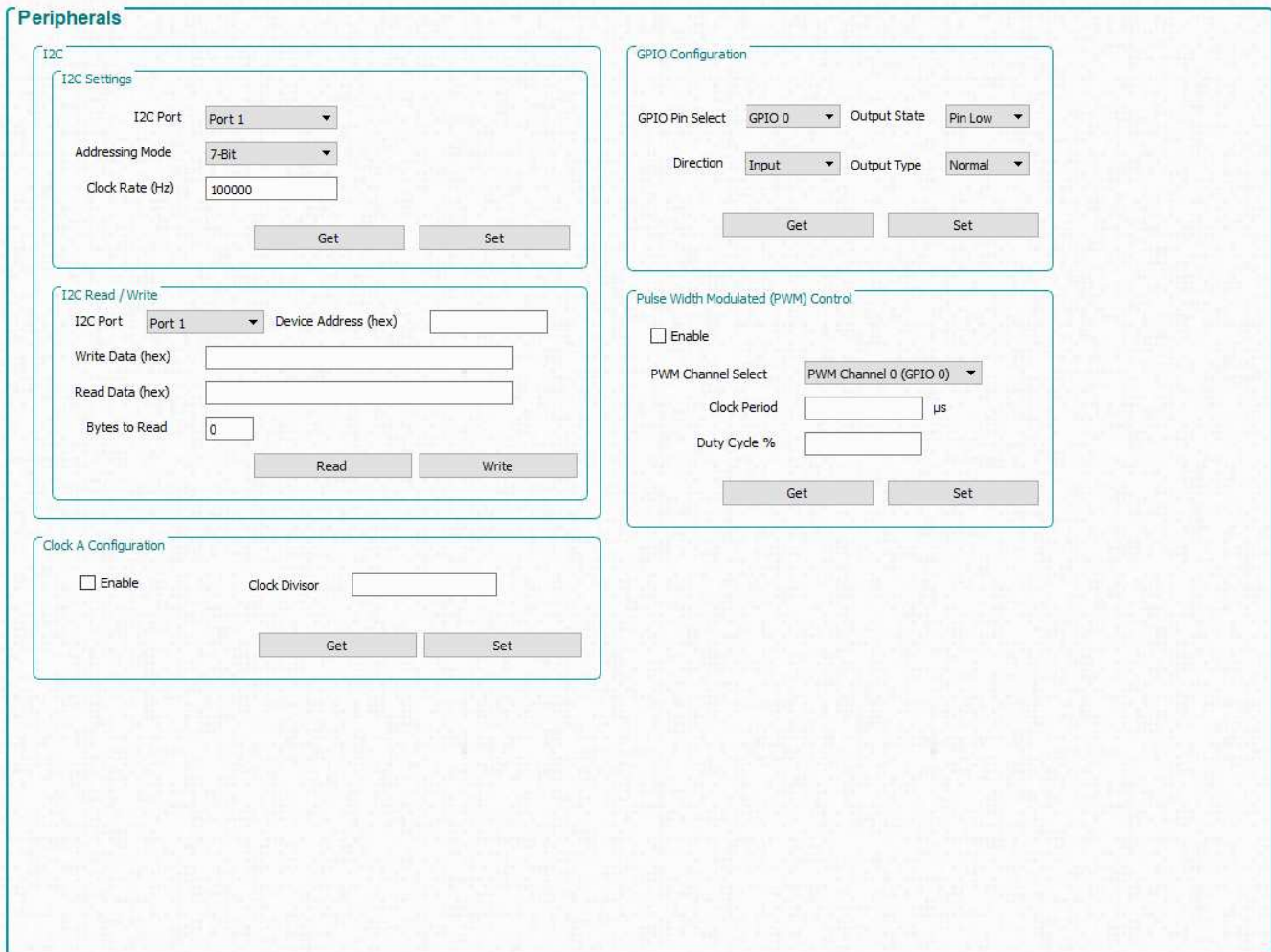
---

**NOTE:** The name of the firmware file created by the GUI will include a timestamp, ensuring that new firmware will not overwrite any previously created firmware files.

---

### 3.8 Peripherals

Click the *Peripherals* button at the top of the GUI to display the *Peripherals* panel as shown in [Figure 3-17](#).



**Figure 3-17. Peripherals Panel**

- The I<sup>2</sup>C group box allows external I<sup>2</sup>C device to be controlled using one of the DLPC900 I<sup>2</sup>C interfaces. For example, if an LED driver requires I<sup>2</sup>C communications to enable the LEDs, then a command can be sent to the LED driver using this interface. When using the I<sup>2</sup>C interfaces, first configure the I<sup>2</sup>C port using the commands within the *I2C Settings* and then perform data transfers using the commands within the *I2C Read/Write*.
- The Clock A Configuration group box allows the user to enable and control the output frequency of OCLKA. The clock can be used as a source to some external logic.
- The GPIO Configuration group box allows the user to configure any of the nine available GPIOs. These GPIOs can be configured as inputs or outputs.
- The Pulse Width Modulate Control group box allows a user to configure any of the four available PWM outputs.

---

**NOTE:** GPIO\_00 – GPIO\_03 are shared with the four PWM outputs.

---

### 3.9 Firmware

Click the *Firmware* button to display the Firmware panel as shown in [Figure 3-18](#). In this panel a user can update the firmware with patterns, batch files, and set start-up conditions.

To update the firmware on the EVM click the *Browse* button and locate the firmware file for the EVM type. Before clicking the *Upload* button, verify the EVM is powered-up, operating normally, and connection has been established with the GUI.

Within the *Power up Defaults* group box, a user can select the default power-up state by checking the *Start up State* checkbox and then selecting the state from the drop-down list box.

If the IT6535 digital receiver is present on the hardware, then the user may enable the use of this receiver by checking the *HDMI/DP Receiver* checkbox.

If a default batch file is needed, then see the Batch File section in this guide.

The DLPC900 can also be controlled over the I<sup>2</sup>C interface on I<sup>2</sup>C port 0. The default DLPC900 slave address is 0x34. This address is programmable using the I<sup>2</sup>C Slave Address within the *Power up Defaults* group box.

The GUI permits the user to perform a bus swap on the DMD by checking the *DMD Bus Swap* box and selecting between Channels A and B. This feature is a firmware configuration option that will only take effect after uploading the firmware onto the EVM. When using the DLP LightCrafter 6500, it is recommended to only check the Master option as this EVM does not include a Master and Slave. However, when using the DLP LightCrafter 9000, the user may perform a bus swap on both the Master and the Slave by selecting each checkbox per desired channel.

The GUI also permits the user to enable Spread Spectrum Clock Generator Support. The user can select from .5%, .75%, or 1% in the drop down menu. This option uses internally controlled clock spreading to help minimize EMI due to high-speed signals. More information on the spread spectrum feature and DMD bus swapping can be found in the [DLPC900 datasheet](#).

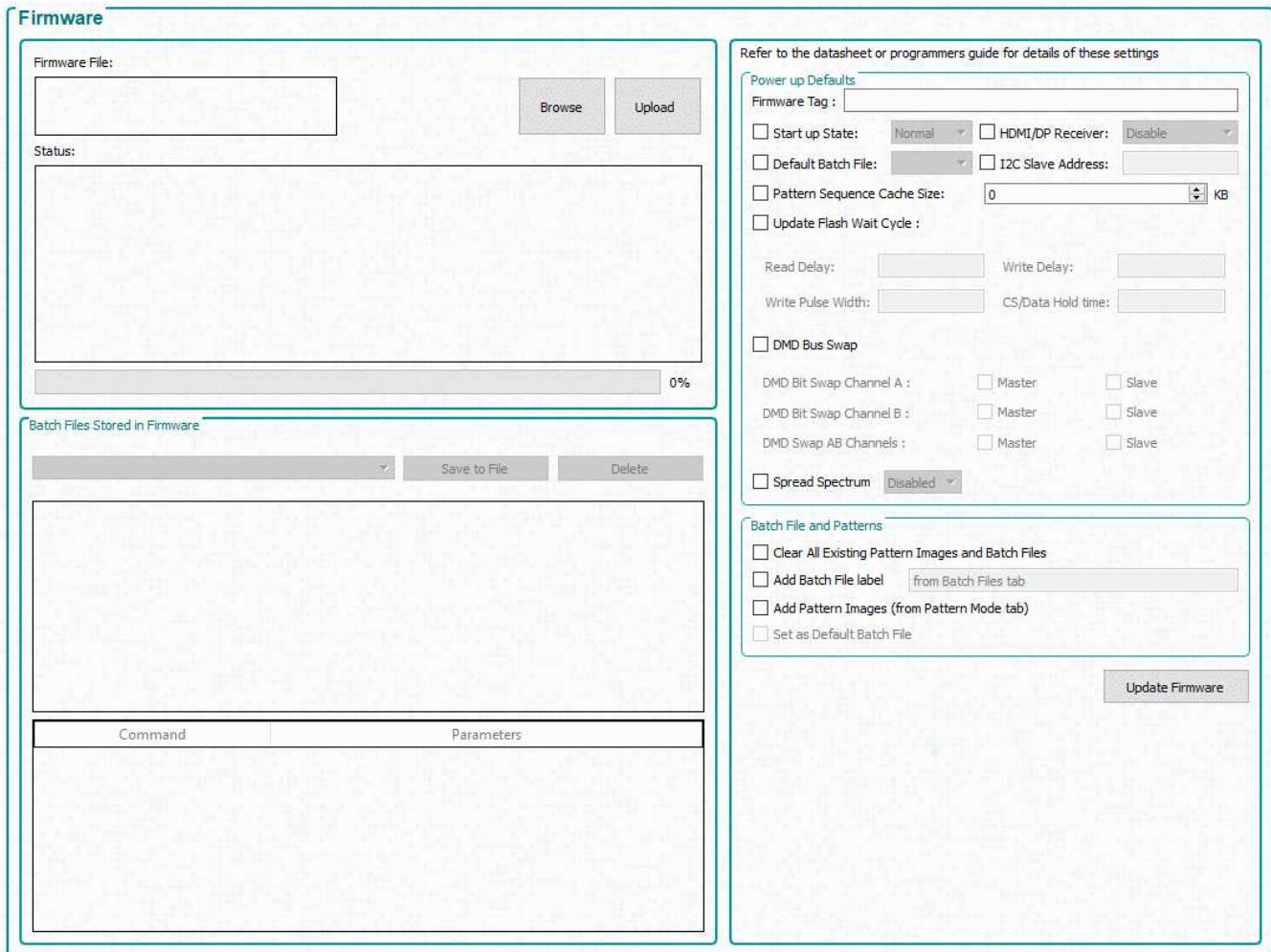


Figure 3-18. Firmware Panel

### 3.9.1 Adding or Removing Patterns from the Firmware

For most efficient storage and compression of images, the GUI will pack the images into groups of 24-bit RGB bitmap images. This means if there are 1-bit black and white images, 8-bit gray scale images, or any other image bit-depth (up to 24-bit images), they will be combined to create a composite image. For example, a composite image could be composed of 24 1-bit images, 3 8-bit images, or a combination of images of various bit-depths which add up to a 24-bit composite image.

The GUI will then compress each 24-bit image using the Enhanced Run-Length Encoding described in the DLPC900 Programmer's Guide. These compressed images are then decompressed as they are loaded into the DLPC900 internal memory when operating in *Pre-Stored Pattern Mode* or *Pattern On-The-Fly Mode*.

The EVM is capable of holding up 400 1-bit binary or 50 8-bit binary compressed patterns in flash memory. Depending on the compression ratio, more than 400 patterns can be stored to have multiple pattern sets for multiple pattern sequences. These patterns are then loaded when the operating mode is set to *Pre-Stored Pattern Mode*. The remainder of this topic will apply only to *Pre-Stored Pattern Mode*.

The DLP LightCrafter 6500 and 9000 EVMs are pre-loaded with a pattern sequence that is displayed when power is applied to the EVMs. Since the GUI does not know the images that are stored in flash memory, it is advisable to delete all images from flash before storing new ones. When adding images to the *Pattern Design* panel, the GUI will always begin with image index Zero. However, the GUI saves the images to the firmware by appending them to the end of the last image that is in the firmware if any.

For example, assume there are two 24-bit images stored in the firmware. These two images will have index values of 0 and 1. If then a pattern sequence is created in the *Pattern Design* panel, where the GUI packs all the images into four 24-bit images, and then saved to the firmware, the four images will be appended to the firmware and have index values of 2, 3, 4, and 5. When the firmware is uploaded to the EVM and the pattern sequence is started, the sequence of images will be 0, 1, 2, 3 rather than 2, 3, 4, 5.

First begin by examining the images that are currently in the firmware.

1. Apply power to the EVM and allow display of the pattern sequence.
2. Select *Video Mode* from the *Operating Mode* group box.
3. Click the *Source Select* drop-down list box, and select *Images From Flash*.
4. Below the *Source Select* drop-down list box, select 0.
5. Click the *Set* button.
6. Continue to index through all the values until the GUI gives an error that the image does not exist.

This represents the images that are stored in flash.

Return to the video source by selecting the *Parallel RGB* interface from the *Source Select* drop-down list box and click the *Set* button. If there is a video source connected to the EVM, the source will be displayed, otherwise a solid curtain will be displayed.

### 3.9.1.1 Deleting Images

When deleting images from flash, the flash device is erased and then updated with the firmware that contains the new images. In the event the flash is accidentally corrupted, follow the instructions under JTAG Flash Programming to reload the original firmware. To remove accidental erasing or corruption of the flash device, it is recommended to operate in *Pattern On-The-Fly Mode*.

#### CAUTION

The user must exercise caution when selecting the correct firmware file. Ensure that firmware file is version 3.0 or later. (Using version 2.0 or earlier will render the EVM inoperable).

Follow these steps to begin deleting images from the firmware file

1. Apply power the EVM and allow normal operation.
2. Click the *Firmware* button on the top of the GUI.
3. Click the *Browse* button.
4. Select a suitable firmware file or the original firmware file that comes with the EVM.
5. Add a tag name for this updated firmware file by adding a name in the *Firmware Tag* box.
6. Check the box next to *Clear All Existing Patterns Images and Batch Files*.
7. Click the *Update Firmware* button.
8. The GUI will display a pop-up box providing the name of the updated firmware file.

---

**NOTE:** When updating firmware for the DLP LightCrafter 9000, the GUI will create two firmware files: one for the master controller and one for the slave controller. When selecting a firmware file or an updated version, select both **firmwareimg-master.img** and **firmwareimg-slave.img** files by clicking both files while holding the Ctrl key.

---

9. Click the *Browse* button and select the firmware file from step 8.

The updated firmware file has no images. It is advisable to rename the updated firmware file with a specific name so that later it can be reused as a firmware file that has no images.

### 3.9.1.2 Adding Images

The bitmap images to be added to the firmware file must have the native resolution of the DMD that is being used. The GUI will return an error if it encounters an incorrect image size.

1. Continuing from the previous set of steps, click the *Browse* button and select the firmware file in step 8 or the renamed version.

---

**NOTE:** When updating firmware for the DLP LightCrafter 9000, the GUI will create two firmware files: one for the master controller and one for the slave controller. When selecting a firmware file or an updated version, select both **firmwareimg-master.img** and **firmwareimg-slave.img** files by clicking both files while holding the Ctrl key.

---

2. Select *Pre-Stored Pattern Mode* from the *Operating Mode* group box. The *Pattern Mode* panel will be displayed.
3. Click the *Load* button to add a list from the *Menu* bar and select **add\_72.txt** file located in the sample images directory for the EVM being used (DLPC900REF-SW-x.x.x\DLPC900REF-GUI\ - subdirectory LCR6500\_Images or LCR9000\_Images ). Be sure to select the correct file for the EVM being used. This file adds 72 images to the *Pattern Design* panel. See [Figure 3-8](#).
4. Click the *Select All Patterns* button from *Menu* bar to select all the images.
5. Select bit depth 1 for all images.
6. Enter 120000  $\mu$ s for the exposure time for all images.
7. Enter 10000  $\mu$ s for the dark time for all images.
8. Select color **Red** for all images.
9. Click the *Firmware* button at the top of the GUI.
10. Check the box next to *Add Patterns Images*. Check the box next to *Clear Existing Patterns*. These patterns are from the *Pattern Design* panel. See [Figure 3-8](#).
11. Click the *Update Firmware* button.
12. The GUI will display a pop-up box providing the name of the updated firmware file.
13. Click the *Browse* button and select the firmware file from step 12.
14. Click the *Upload* button and allow firmware to be uploaded to the flash memory.

---

**NOTE:** When a firmware file is uploaded, a cached version of that file will be created on the PC in its original folder location. Each time a new firmware is uploaded the GUI will compare it to the cache file on the PC and only reprogram the new sectors. The cache file will then be updated to represent the latest firmware image. This can lead to significant download speed improvements if the new firmware and the previous firmware are similar. If a full reprogramming of the flash is desired, the user can delete the cache folder or select a firmware image from a different file location.

---

15. Once the EVM resets and displays a solid curtain, click the *Pre-Stored Pattern Mode* from the *Operating Mode* group box.
16. The *Pattern Design* panel (See [Figure 3-8](#)) will be displayed that includes the pattern images that were added into the panel in step 3 with all the settings from steps 5-8. If the *Pattern Design* panel is not displayed, then click the *Pattern Mode* button at the top of the GUI. Press *Stop* if pattern sequence is currently playing.
17. Click the *Update LUT* button.
18. Click the *Start* button.
19. All 72 images should be displayed with the settings that were entered in steps 5-8.

It is possible to add many images to the firmware without deleting all the images that are currently in the firmware, and then select which images and bit positions to choose for different pattern sequences. To do this requires editing the image index and the bit position in the *Pattern LUT Definition* that is sent to the EVM, and then using the *Batch File* method to upload the *Pattern LUT Definition* and *Configuration* settings to the EVM.



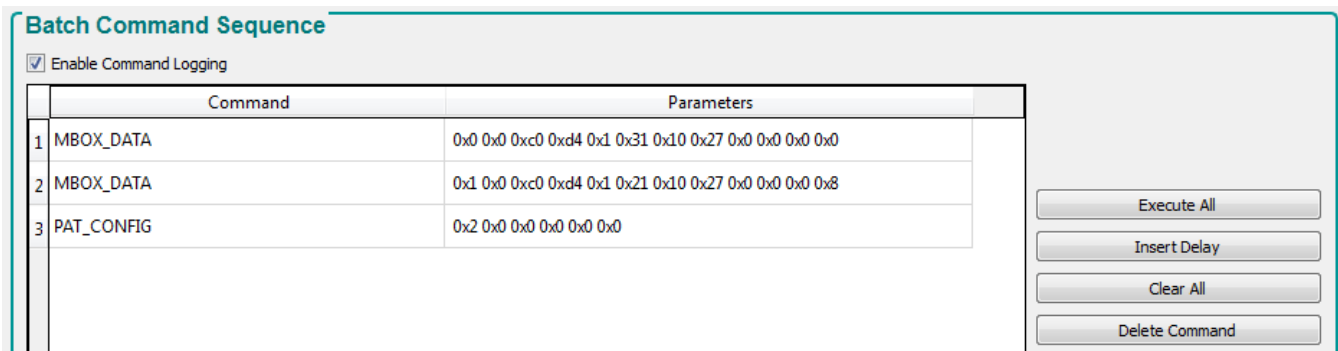
The following example shows how to choose different images and bit positions from the 72 images that are stored in the firmware.

Follow these steps to edit the image index and bit position of the images to be used for the pattern sequence.

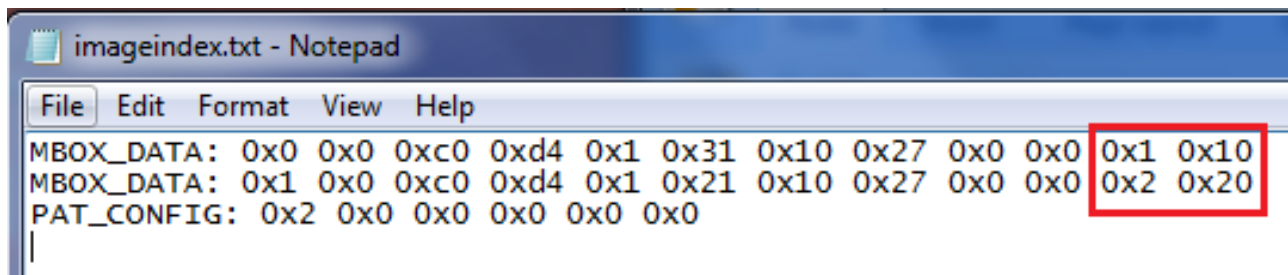
1. Stop the pattern sequence if it is currently running.
2. Delete all images except for the first two in the *Pattern Design* panel. See [Figure 3-8](#).
3. Select the first image and set the color to Yellow.
4. Select the second image and set the color to Green.
5. Click the *Batch File* button at the top of the GUI.
6. Check the *Enable Command Logging* box, and then click the *Clear All* button.
7. Click the *Pattern Mode* button at the top of the GUI.
8. Click the *Update LUT* button.
9. Click the *Batch File* button at the top of the GUI.
10. [Figure 3-19](#) shows the *Pattern LUT Definition and Configuration* of the pattern sequence.
11. Click the *Save Batch File* button to save the contents to a file.
12. Click the *Pattern Mode* button at the top of the GUI.
13. Click the *Start* button and take note of the images that are displayed, and then Click the *Stop* button.
14. Click the *Batch File* button at the top of the GUI.
15. Click the *Clear All* button and uncheck the *Enable Command Logging* box.
16. Use Notepad or a similar editor to open and edit the batch file saved in step 11. The file is typically stored in the folder named *DLPC900REF-GUI*, then the *LCR6500\_Images* or *LCR9000\_Images* folder depending on which EVM is being used. Change the image index and bit position as seen in [Figure 3-20](#). See the DLPC900 Programmer's Guide ([DLPU018](#)) for details of the Pattern LUT Definition and Configuration commands.
17. [Figure 3-20](#) shows the image index and the bit position of the images for the two patterns, where the values have been changed compared to the values in [Figure 3-19](#). Click the *Save* to save the new batch file.
18. In the *Batch File* tab click the *Clear All* button, and then click the *Load Batch File* button and load the file from step 17.
19. Click the *Execute All* button.
20. Click the *Pattern Mode* button at the top of the GUI.
21. Click the *Start* button.

Notice that two different images or bit positions are displayed compared to the images in step 13.

Therefore, many different images can be added to the firmware and knowing the image index and the bit positions of each image, the user can create different *Pattern LUT Definition and Configuration* batch files that select different images and bit positions from the images stored in the firmware.



**Figure 3-19. Pattern LUT Definition and Configuration**



```

imageindex.txt - Notepad
File Edit Format View Help
MBOX_DATA: 0x0 0x0 0xc0 0xd4 0x1 0x31 0x10 0x27 0x0 0x0 0x1 0x10
MBOX_DATA: 0x1 0x0 0xc0 0xd4 0x1 0x21 0x10 0x27 0x0 0x0 0x2 0x20
PAT_CONFIG: 0x2 0x0 0x0 0x0 0x0 0x0

```

**Figure 3-20. Updating the Index and Bit Position**

### 3.9.1.3 Adding Both Images and Batch Files

This section covers how to add pattern images and a batch file to the firmware. These steps will allow the user to add patterns to the flash and have them automatically uploaded to the DLPC900 upon power up. The GUI should not be connected when starting this process.

1. Check Virtual Connect in the System Controls box on the upper left of the GUI. Then select the platform, either DLP6500 or DLP9000.
2. Navigate to the Batch File page and check the Enable Command Log box.
3. In the operating mode box on the left of the GUI select Pattern on-the-fly Mode.
4. Navigate to the pattern mode tab and add images.
5. Adjust exposure settings and other pattern configurations to desired values.
6. Click the update LUT button.
7. Click the start button if it is desired for the pattern sequence to be running upon start-up.
8. Navigate to the Firmware Page and browse to select a firmware to be modified.
9. Check all four boxes in the Batch File and Patterns Box on the bottom right of the firmware page.
10. Type in a name for the batch file.
11. Press the Update Firmware button.

This will generate a new firmware image containing the pattern images and batch file located in the pattern mode tab and the batch file tab respectively. This firmware file is ready to be uploaded to the system when connected. If the user desires to load a previously created batch file, ensure that the batch file begins with a `DISP_MODE : 0x03` command and ends with a `PAT_START_STOP : 0x02` command in order to have the pre-stored patterns run upon start-up.

### 3.10 Flash Device Parameters

For EVM use with several different flash memory parts, the user can edit the FlashDeviceParameters.txt file to match the flash memory part that has been installed with the EVM. This file is located in the DLPC900REF-SW-x.x.x\DLPC900REF-GUI\Flash directory of the DLPC900REF-SW bundle. An example with the Micron M29DW128G part is shown in Figure 3-21 where the user comments out all lines EXCEPT for the top line which includes the user's chosen Micron flash part. More detailed information can be found in the comments at the top of the text file.

```
Version, 4
// Flash Device Information.
// DLPC900 info updated 8/24/2017
//
// ***** The GUI reads mfg and device ID in sequential order in this file. The device used in the hardware *****
// ***** MUST be first uncommented line in the list in case the IDs are identical with another part. *****
//
// ***** Uncomment the line that matches your memory, and comment out all other memory definition lines *****
// ***** Below shows the Micron M29DW128G part uncommented. This is the definition that will be used *****
//
// Mfg      MfgID      LmfgID,      Device      DevID      LDevID,      Mb Alg      Size #sec      Sector      Addresses
// "Micron", 0x0020, 0x0000000000000020, "M29DW128G", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 70, 0, 0x10000, 0x20000, 0x30000, 0x40000, 0x80000, 0xC000
// "Micron", 0x0089, 0x0000000000000089, "JS28F032M", 0x227E, 0x000000000000227E, 32, 0, 0x1000000, 128, 0x0, 0x10000, 0x20000, 0x30000, 0x40000, 0x50000, 0x60000, 0x70000, 0x80000, 0x90000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Micron", 0x0089, 0x0000000000000089, "JS28F064M", 0x227E, 0x000000000000227E, 64, 0, 0x1000000, 128, 0x0, 0x10000, 0x20000, 0x30000, 0x40000, 0x50000, 0x60000, 0x70000, 0x80000, 0x90000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Micron", 0x0089, 0x0000000000000089, "JS28F128M", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 128, 0x0, 0x20000, 0x40000, 0x60000, 0x80000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Micron", 0x0089, 0x0000000000000089, "MT28EW256", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 128, 0x0, 0x20000, 0x40000, 0x60000, 0x80000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Micron", 0x0089, 0x0000000000000089, "MT28EW512", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 128, 0x0, 0x20000, 0x40000, 0x60000, 0x80000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Spansion", 0x0001, 0x0000000000000001, "S29GL064P", 0x227E, 0x000000000000227E, 64, 0, 0x8000000, 128, 0x0, 0x10000, 0x20000, 0x30000, 0x40000, 0x50000, 0x60000, 0x70000, 0x80000, 0x90000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Spansion", 0x0001, 0x0000000000000001, "S29GL032P", 0x227E, 0x000000000000227E, 32, 0, 0x4000000, 64, 0x0, 0x10000, 0x20000, 0x30000, 0x40000, 0x50000, 0x60000, 0x70000, 0x80000, 0x90000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Spansion", 0x0001, 0x0000000000000001, "S29GL128P", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 128, 0x0, 0x20000, 0x40000, 0x60000, 0x80000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Spansion", 0x0001, 0x0000000000000001, "S29GL256P", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 128, 0x0, 0x20000, 0x40000, 0x60000, 0x80000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
// "Spansion", 0x0001, 0x0000000000000001, "S29GL512P", 0x227E, 0x000000000000227E, 128, 0, 0x1000000, 128, 0x0, 0x20000, 0x40000, 0x60000, 0x80000, 0xA0000, 0xB0000, 0xC0000, 0xD0000, 0xE0000, 0xF0000, 0x100000
```

Figure 3-21. Flash Device Parameters Text File

### 3.11 JTAG Flash Programming

The DLPC900 JTAG Programmer Tool is included in the DLPC900REF-SW bundle. It allows a user to program the bootloader image into the flash using the JTAG boundary scan connector if, for example, the bootloader becomes corrupted and the board is rendered inoperable. The tool can also be used for updating the entire firmware image. Programming the entire firmware image using this method may take a long time. It is suggested to program only the bootloader using this method, and then use the DLP LightCrafter 6500 & 9000 GUI with a USB connection to upload the entire firmware image. The following steps will be for programming only the bootloader image.

The DLPC900 JTAG Programmer Tool requires the UM232H module with modifications, which is manufactured by Future Technology Devices International Ltd (FTDI Chip). The UM232H module can be purchased from Digi-key with the following part number: 768-1103-ND. The driver can be downloaded from the FTDI website ([www.ftdichip.com](http://www.ftdichip.com)). Select the VCP CDM WHQL Certified driver for Windows.

Make the following modifications to the UM232H and use Figure 3-22 and Figure 3-23 as a guide.

#### Connection Details

1. BUS power configuration
  - Short PIN #2 & PIN #3 of J1 (SYS PWR)
  - Short PIN #2 & PIN #3 of J2 (I/O PWR)
2. J2-6 → GND (PWR)
3. J2-7 → TCK (OUTPUT)
4. J2-8 → TDO1 (OUTPUT)
5. J2-9 → TDI (INPUT)
6. J2-10 → TMS1 (OUTPUT)
7. J2-11 → TRSTZ (OUTPUT)

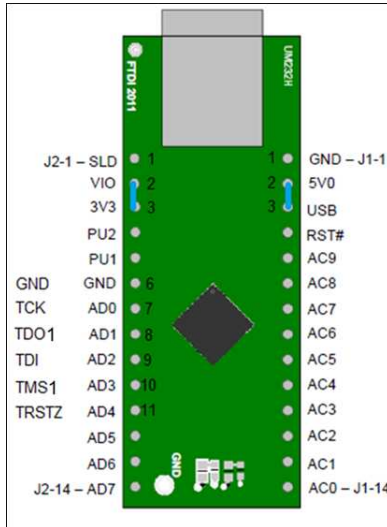


Figure 3-22. UM232H Module

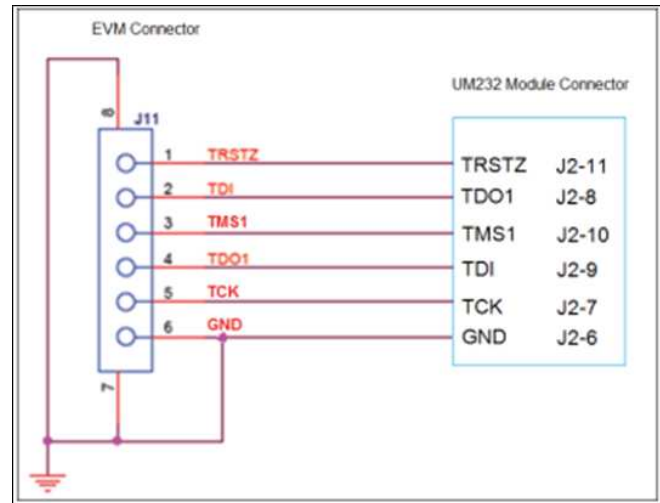


Figure 3-23. UM232H Wiring Diagram

Choose the driver found in the CDM WHQL Certified zip folder and allow driver installation to complete. Install a jumper at J9 on the DLP LightCrafter 6500 EVM or J10/J12 for the DLP LightCrafter 9000 EVM. For only the DLP LightCrafter 9000 EVM, populate R118 with a 0 ohm resistor and depopulate R117 near the center of the main board. Connect the JTAG signals at J10 on the DLP LightCrafter 6500 EVM or J11 on the DLP LightCrafter 9000 EVM to the UM232H module as shown in [Figure 3-23](#). Finally, connect the UM232H to the PC with USB cable.

**NOTE:** The JTAG programmer has its own copy of the FlashDeviceParameters.txt file which is located in the DLPC900REF-SW-x.x.x\DLPC900REF-JTAG directory of the [DLPC900REF-SW](#) bundle. Please see [Section 3.10](#) for instructions on how to edit this file to match your flash. If you have already made changes to the FlashDeviceParameters.txt file in the DLPC900REF-SW-x.x.x\DLPC900REF-GUI\Flash directory that work with the GUI, you may copy that file to the DLPC900REF-SW-x.x.x\DLPC900REF-JTAG directory

Start the DLPC900 Flash Programmer program and select the BoardFile.brd and the bootloader.bin included in the install folder. Select USB as communication method from the Settings menu.

Power-up the EVM board and click the *Detect Chain* tool button. The tool should detect the DLPC900 in JTAG chain. If two DLPC900 are shown, then click on one of the DLPC900 to select it. On the EVM you will notice the Red/Green LEDs light up to confirm which DLPC900 is currently selected.

Click the *Flash Info* button and confirm the correct flash part is detected by the tool. Using the *Flash Erase* button select the first sector(s) (to cover first 128KB) and erase these sector(s).

Once sector erase is complete, set the *Start Address* (HEX) to 0x00000000 and set the *Size* (HEX) to 0x20000. Then click the *Program Flash* button, and then wait until write is complete. Do the same *Erase* and *Flash* for the second DLPC900 if needed. Finally remove the UM232H JTAG and remove jumper at J9 or J10/J12, and then cycle the board power to the EVM. Plug in a USB cable between the EVM and the PC and allow the PC to detect the EVM USB connection.

### 3.12 Intel (Altera) FPGA Programming

Download the Intel (Altera) AN 370 Application note "Using the Intel FPGA Serial Flash Loader with the Intel Quartus Prime Software" and follow the instructions to program the FPGA on the EVM use J5 and use the FPGA binary included in the [DLPC900REF-SW](#) bundle.

## Connectors

This chapter describes the connector pins of the DLP LightCrafter 6500 and 9000 Module.

### 4.1 Input Trigger Connectors

The input trigger connector J20 on the DLP LightCrafter 6500 and J23 on the DLP LightCrafter 9000 pins are listed in [Table 4-1](#). The trigger inputs have hysteresis. Two matching six-pin, 1.25-mm connector part numbers are:

- Molex part number: 51021-0600
- Digi-Key part number: WM1724-ND

The corresponding connector terminal (crimp) part numbers are:

- Molex part number: 50079-8100
- Digi-Key part number: WM2023-ND

**Table 4-1. Trigger Input Connector Pins**

Description	Pin	Supply Range
Trigger In 1 Supply	1	External or internal 1.8-V and 3.3-V.
Trigger In 1	2	
Ground	3	Ground
Trigger In 2 Supply	4	External or internal 1.8-V and 3.3-V.
Trigger In 2	5	
Ground	6	Ground

### 4.2 Output Trigger Connectors

The output trigger connector J24 on the DLP LightCrafter 6500 and J27 on the DLP LightCrafter 9000 pins are listed in [Table 4-2](#). Two matching six-pin, 1.25-mm connector part numbers are:

- Molex part number: 51021-0600
- Digi-Key part number: WM1724-ND

The corresponding connector terminal (crimp) part numbers are:

- Molex part number: 50079-8100
- Digi-Key part number: WM2023-ND

**Table 4-2. Trigger Output Connector Pins**

Description	Pin	Supply Range
Trigger Out 1 Supply	1	External or internal 1.8-V and 3.3-V.
Trigger Out 1	2	
Ground	3	Ground
Trigger Out 2 Supply	4	External or internal 1.8-V and 3.3-V.
Trigger Out 2	5	
Ground	6	Ground

### 4.3 DLPC900 UART

The UART output is shown in [Table 4-3](#) and is used solely for debug message output to a terminal. The TX out is 3.3 V TTL level and requires an external transceiver to convert the TTL level signals to RS232. The connector is a 6 pin header.

**Table 4-3. UART Connector Pins**

Description	Pin	Supply Range
Ground	1	0 V
RX	2	3.3 V
TX	3	3.3 V

### 4.4 DLPC900 I<sup>2</sup>C Port 0

The I<sup>2</sup>C-0 connector J13 on the DLP LightCrafter 6500 and J14 on the DLP LightCrafter 9000 pins are shown in [Table 4-4](#). Two matching four-pin, 1.25-mm connector part numbers are:

- Molex part number: 51021-0400
- Digi-Key part number: WM1722-ND

The corresponding terminal (crimp) part numbers are:

- Molex part number: 50079-8100
- Digi-Key part number: WM2023-ND

**Table 4-4. I<sup>2</sup>C Port 0 Connector Pins**

Description	Pin	Supply Range
I <sup>2</sup> C SCL	1	3.3 V
I <sup>2</sup> C SDA	2	3.3 V
I3.3-V supply	3	3.3 V
Ground	4	0 V

### 4.5 DLPC900 I<sup>2</sup>C Port 1

---

**NOTE:** On the DLP LightCrafter 6500, the silk screen labels *J14* and *J15* are swapped on one board lot. Labels for *I2C\_2* and *I2C\_1* on the boards are correct. *I2C\_1* is *J14* and *I2C\_2* is *J15*.

---

The I<sup>2</sup>C-1 connector J14 on the DLP LightCrafter 6500 and J15 on the DLP LightCrafter 9000 pins are shown in [Table 4-5](#) (see note). Two matching four-pin, 1.25-mm connector part numbers are:

- Molex part number: 51021-0400
- Digi-Key part number: WM1722-ND

The corresponding terminal (crimp) part numbers are:

- Molex part number: 50079-8100
- Digi-Key part number: WM2023-ND

**Table 4-5. I<sup>2</sup>C Port 1 Connector Pins**

Description	Pin	Supply Range
I <sup>2</sup> C SCL	1	3.3 V
I <sup>2</sup> C SDA	2	3.3 V
I3.3-V supply	3	3.3 V
Ground	4	0 V

## 4.6 DLPC900 I<sup>2</sup>C Port 2

**NOTE:** On the DLP LightCrafter 6500, the silk screen labels *J14* and *J15* are swapped on one board lot. Labels for *I2C\_2* and *I2C\_1* on the boards are correct. *I2C\_1* is *J14* and *I2C\_2* is *J15*.

The I<sup>2</sup>C2 connector J15 on the DLP LightCrafter 6500 and J16 on the DLP LightCrafter 9000 pins are shown in [Table 4-6](#). Two matching four-pin, 1.25-mm connector part numbers are:

- Molex part number: 51021-0400
- Digi-Key part number: WM1722-ND

The corresponding terminal (crimp) part numbers are:

- Molex part number: 50079-8100
- Digi-Key part number: WM2023-ND

**Table 4-6. I<sup>2</sup>C Port 2 Connector Pins**

Description	Pin	Supply Range
I <sup>2</sup> C SCL	1	3.3 V
I <sup>2</sup> C SDA	2	3.3 V
I3.3-V supply	3	3.3 V
Ground	4	0 V

## 4.7 JTAG Boundary Scan

The JTAG Boundary connector J10 on the DLP LightCrafter 6500 and J11 on the DLP LightCrafter 9000 pins are listed in [Table 4-7](#). Two matching six-pin, 1.25-mm connector part numbers are:

- Molex part number: 51021-0600
- Digi-Key part number: WM1724-ND

The corresponding terminal (crimp) part numbers are:

- Molex part number: 50079-8100
- Digi-Key part number: WM2023-ND

**Table 4-7. JTAG Boundary Scan Connector Pins**

Description	Pin	Supply Range
TRST	1	3.3 V
TDI	2	3.3 V
TMS1	3	3.3 V
TDO1	4	3.3 V
TCK	5	3.3 V
Ground	6	Ground

## 4.8 GPIO and PWM

The GPIO and PWM connector J12 on the DLP LightCrafter 6500 and J13 on the DLP LightCrafter 9000 pins are listed in [Table 4-8](#). Two matching 14-pin, 2.00-mm connector part numbers are:

- Molex part number: 87832-1420
- Digi-Key part number: WM18641-ND

A corresponding mating connector part numbers are:

- Molex part number: 87568-1493
- Digi-Key part number: WM14314-ND

**Table 4-8. GPIO and PWM Connector Pins**

Description	Pin	Supply Range
3.3V	1	3.3 V
3.3V	2	3.3 V
GPIO_0 or PWM_0	3	3.3 V
GPIO_4	4	3.3 V
GPIO_1 or PWM_1	5	3.3 V
GPIO_5	6	3.3 V
GPIO_2 or PWM_2	7	3.3 V
GPIO_6	8	3.3 V
GPIO_3 or PWM_3	9	3.3 V
GPIO_7	10	3.3 V
GPIO_8	11	3.3 V
Ground	12	Ground
Ground	13	Ground
Ground	14	Ground

## 4.9 Power

The power socket J17 on the DLP LightCrafter 6500 and J20 on the DLP LightCrafter 9000 pins are shown in [Table 4-9](#). Two matching connector part numbers are:

- Switchcraft part number: 760
- Digi-Key part number: SC1051-ND

**Table 4-9. Power Connector Pins**

Description	Pin	Supply Range
Input Supply	1	12-V DC -5%/+10%
Ground	2	0 V
Ground	3	0 V



## Power Supply Requirements

---

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### 5.1 External Power Supply Requirements

The DLP LightCrafter 6500 and 9000 do not include a power supply. The external power supply requirements are:

- Nominal voltage: 12-V DC -5%/+10%
- Minimum current: 0 A
- Maximum Current: 7 A
- DC connector size:
  - Inner diameter: 2.5 mm
  - Outer diameter: 5.5 mm
  - Shaft: 9.5-mm female, center positive
- A recommended power supply is [Digi-Key part number 271-2718-ND](#), or equivalent

---


**NOTE:** External Power Supply Regulatory Compliance Certifications: Recommend selection and use of an external power supply, which meets TI's required minimum electrical ratings in addition to complying with applicable regional product regulatory and safety certification requirements such as (by example) UL, CSA, VDE, CCC, PSE, and so forth.

---

## Safety


### 6.1 Caution Labels

**CAUTION**



To minimize the risk of fire or equipment damage, make sure that air is allowed to circulate freely around the DLP LightCrafter 6500 and 9000 board when operating.

**CAUTION**



The kit contains ESD-sensitive components. Handle with care to prevent permanent damage.

### Revision D History

NOTE: Page numbers for previous revisions may differ from page numbers in the current version.

Changes from C Revision (November 2016) to D Revision	Page
• Revised structured light applications .....	9
• Added Images to clarify J14 & J15 label location on one board lot with incorrect silk screen labels. ....	15
• Added Trigger input 1 and 2 labels.....	19
• Moved INIT_DONE signal note to <a href="#">Section 2.1</a> .....	23
• Replaced all screenshots in <a href="#">Chapter 3</a> to match GUI 4.0 aesthetic .....	27
• Added not recommended for application requiring "timing accuracy" .....	29
• Clarified <i>LED Controls</i> description.....	32
• Clarified functionality of the <i>Pattern Display Invert Data</i> setting.....	32
• Added <i>DMD Park</i> setting description.....	32
• Clarified text in "Resolution and Frame Rate Support" .....	33
• Clarified <i>Update LUT</i> status indicator description .....	37
• Added <a href="#">Section 3.6.4 Edit LUT</a> feature description .....	38
• Added <a href="#">Figure 3-9</a> to portray a Pattern Design example .....	39
• Added <a href="#">Figure 3-10</a> to portray the <i>LUT Editor</i> panel.....	40
• Added <a href="#">Figure 3-11</a> to portray a <i>Reorder</i> example.....	41
• Added Special Consideration for Input Triggers when using Edit LUT Feature.....	42
• Added paragraph about "Image Compression" option.....	46
• Changed figure "Patten Settings Panel" .....	47
• Added Loading a Batch File section ( <a href="#">Section 3.7.3</a> ) .....	50

• Added caution to use GUI version 3.0 or later .....	51
• Added <i>DMD Bus Swap</i> description.....	53
• Changed figure for "Firmware Panel" .....	53
• Added caution to use firmware version 3.0 or newer .....	55
• Clarified location of Sample images directory. ....	56
• Added NOTE "When a firmware file is uploaded" .....	56
• Added section "Adding Both Images and Batch Files" .....	58
• Clarified adding both images and batch files description .....	58
• Added <a href="#">Section 3.10</a> Flash Device Parameters description.....	59
• Added note regarding location of FlashDeviceParameters.txt file for JTAG programming. ....	60
• Clarified JTAG Flash Programming description with the DLP LightCrafter 9000 EVM.....	60
• Clarified Intel (Altera) FPGA Programming instructions in <a href="#">Section 3.12</a> .....	60

## Revision C History

<b>Changes from B Revision (June 2015) to C Revision</b>	<b>Page</b>
• Added application 3D identification and biometrics.....	9
• Added section "DLP LightCrafter 6500 and DLP LightCrafter 9000 EVM Flex Cable" .....	22
• Clarified J7(LCr 6500) and J8 (LCr 9000) connection .....	23
• Changed figure "DLP LightCrafter 6500/9000 GUI".....	28
• Added "for display applications, and is not recommended for applications which require pixel accuracy" .....	29
• Changed "Pattern Mode" to "Pre-stored Pattern Mode" .....	29
• Changed "Controller/DMD Incompatible" and description. ....	29
• Changed note on WQXGA .....	33
• Added description of Minimum LED Pulse Width control.....	46
• Added reference to GUI enable SSCG support .....	53
• Changed some items in lists in section "Adding Images" .....	56

## Revision B History

<b>Changes from A Revision (October 2014) to B Revision</b>	<b>Page</b>
• Replaced DLP LightCrafter6500 and 9000 images with correct assembly orientation.....	6
• Added clarification: DLP LightCrafter9000 contains 2 sets of parallel flash .....	13
• Clarified silk screen I2C note about mislabeled connectors .....	15
• Corrected Trigger Input descriptions .....	17
• Corrected Trigger Output descriptions .....	17
• Corrected Trigger Input description .....	20
• Corrected Trigger Output description .....	20
• Changed GUI images to revision 2.0.0 .....	23
• Added note specifying that GUI version 2.0 or newer must be used.....	23
• Identified the Add Pattern button .....	24
• Added LUT to description of virtual connection differences.....	28
• Clarified the four operating modes .....	29
• Created section for EVM Information .....	29
• Added Locked to External Source Information to Status section.....	31
• Noted the EVM does not come with optical engine .....	32
• Defined Solid Curtain.....	33
• Added Pixel Mode description .....	33
• Changed 2 pixel per clock mode to Dual Pixel mode for consistency .....	33
• Clarified descriptions of pattern modes .....	34

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• Added references to status box for Locked to External Source in Video Pattern Mode description.....	42
• Clarified instructions for selecting firmware files on DLP LightCrafter 9000 .....	51
• Added description of 24-bit composite images .....	54
• Removed note about GUI version 1.1 firmware file naming .....	57
• Added JTAG Flash Programming use case.....	59
• Changed bootloader size to 128KB (from 64KB) to reflect firmware version 2.0 or later .....	60
• Changed bootloader hex size to 0x20000 (from 1x10000) to reflect firmware version 2.0 or later .....	60
• Clarified silk screen I2C note about mislabeled connectors .....	62
• Clarified silk screen I2C note about mislabeled connectors .....	63

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## Revision A History

### Changes from Original (October 2014) to A Revision

**Page**

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• Changed GUI Images to revision 1.1.0 .....	23
• Added description for the Virtual Connection. ....	28
• Changed the text file image. ....	35
• Added new DMD Block Load pattern example.....	44
• Added description of new commands. ....	46
• Added I2C configuration instructions. ....	52
• Added it is capable to add more than 400 patterns to flash memory. ....	54
• Added instructions to remove jumpers after JTAG programming is complete. ....	60

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