

Preliminary Information

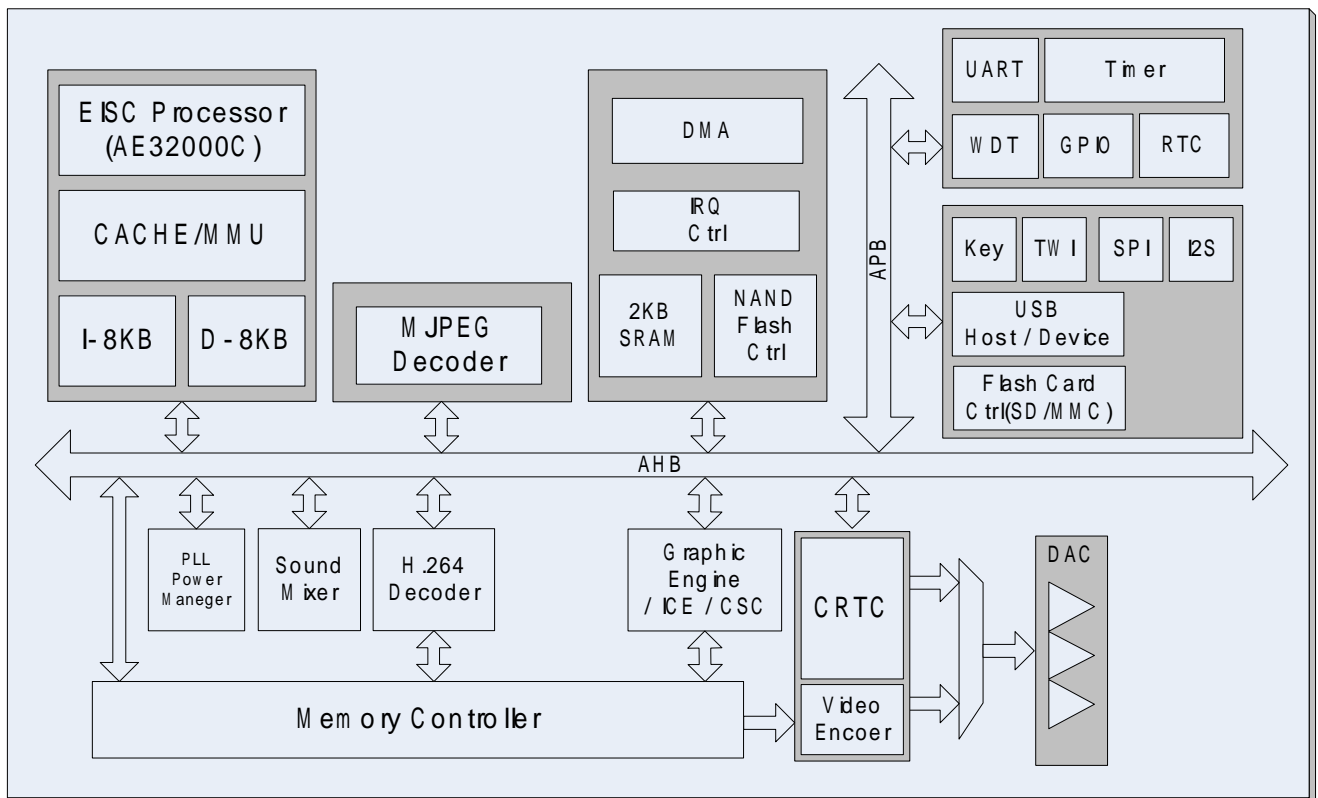
Description

EAGLE is the first chip of Peaks' multimedia processor. EAGLE is a super integrated SoC (System On a Chip) aimed at providing high performance multimedia functionality and low power consumption for Personal Multimedia Digital Assistance.

EAGLE incorporated 32bit CPU processor with integrated DSP support, H.264 Decoder, JPEG Decoder, 2D Graphic engine, Sound Mixer, CRT controller with OSD, Video Encoder, Video Decoder Interface Module, USB Host/Device and I/O peripheral components. EAGLE can reduce system cost significantly through eliminating not only system control CPU, but also graphic IC, Sound IC and Video Encoder as well as USB. EAGLE helps system designer reduce its engineering effort and time in developing a new system by adding only memory and I/O devices such as LCD panel, Flash and etc.

Therefore EAGLE is the best solution for multimedia player, portable karaoke, portable and arcade game and etc.

EAGLE BLOCK DIAGRAM



Preliminary Information

Features

32bit EISC(AE32000C) Processor Core

- Based On EISC Instruction Set Architecture.
- High Performance Integer Processing Core with DSP Capabilities
- 5-Stage Pipelining, Harvard Architecture, 16 General Purpose Registers (GPR) and 9 Special Purpose Registers (SPR)
- Supports AMBA 2.0 – AHB Master

On-Chip Cache Controller

- Separated On-Chip Instruction/Data Cache
- 4-way Set Associative, 8KByte Instruction Cache, 8KByte Data Cache
- On-Chip Memory Management Unit
- Memory Protection Capabilities Based on Memory Bank and Sub-banking Scheme
- Separated On-Chip Instruction/Data TLB, 4-Way Set Associative, 128-Entry

DSP function

- Saturated Add, Average, Sum of Product, Pack
- Shift/Rotate, ABS, Min/Max
- Address Unit – Next Address, Reverse Address, Auto address
- 32 bit signed/unsigned multiply
- 32 bit signed multiply and accumulate

CRT Controller

- Supports VGA, TFT LCD and NTSC / PAL Display Monitor
- Supports display resolution up to 1024 x 768
- Support VESA DPMS for VGA monitor
- Horizontal and Vertical double scan control
- Serialization RGB data and 256 x 32 FIFO controls in CRT block
- Gun Interface

Video Signal Processing

- Support External Video Sync. Dependent / Independent Mode
- Supports Internal Video Display Mode(Local Mode) and External Video & Overlay Mode(Remote Mode)
- Supports External Sync. Detection

Video Encoder

- Supports CVBS Analog Output for TV
- Supports NTSC/PAL Display Mode
- Supports Brightness, Contrast, Saturation, HUE Control

Graphic Engine

- Designed Based on OpenGL's Double buffer Architecture.
- Supports 16 / 8 / 4 bit color mode.
- Supports Tile Addressing / Font Addressing modes
- Supports Texture Mapping (Zoom In / Out, Rotate, Iteration, Clipping)
- Supports Shading/ Alpha Blending / Transparency / Dithering (2X2, 4X4)
- Supports Mosaic Mode
- Supports Non-Texture Memory Mode.

Video Decoder Interface Module(Including CSC Image Capturer)

- Supports Data Input Format 4:2:2, 8bit YCbCr
- Supports Interlace / Non-interlace Mode
- Color Space Conversion
- R/G/B Gain Control
- X/Y Down Scaling Mode & Display Position Control

Local Memory Controller

- Local / Frame Shared Memory (Local / Frame / Texture @ Non-texture memory mode)
- 64Mbyte Address Space per each Bank
- Support 7 Memory Banks
- Supports External Wait Signal to Expand The Bus Cycle
- Supports Self-refresh Mode in SDRAM for Power-down
- Supports SDRAM and Asynchronous type devices.
- Supports SDRAM of Full Page Mode
- 8/16/32 Bit Memory Interface
- Includes direct write FIFO to enable fast burst mode write to frame buffer by the CPU

Texture Memory Controller

- Max 128Mbyte Address Space
- 8/16 Bit Memory Interface
- Supports SDRAM of Full Page Mode

H.264 Decoder & Scaler

- H.264/AVC Baseline Compatible
- CIF 30 frame/sec @ 27MHz
- Supports decoding of YCbCr (4:2:0) format video
- Supports Scaling up to 800x480

JPEG Decoder

- ISO 10918-2 Base line JPEG Decoder
- Only Support Typical Huffman Table defined in annex K of Standard.
- Support YCbCr 4:2:2 / 4:2:0 Format
- Maximum Resolution:1024x768
- Only Support multiple of 32 image width
- Only Support multiple of 8 image height on 4:2:2 Image Format
- Only Support multiple of 16 image height on 4:2:0 Image Format

Sound Mixer

- Maximum 8 Channel
- Sampling Rate 0.172kHz ~ 44.1kHz
- Supports 4-ADPCM, 8/16-bit PCM
- Supports Volume and Left/Right Balance Control
- Output in Stereo 16-bit MSB(Left)-justified format
- I2S Audio Codec I/F (MCLK-384fs, SCLK-32fs)

SD Card Controller

- Support SD Memory Card (ver 1.1) / MMC (ver 3.31) compatible
- Support High Speed (50 MHz)
- Support 1bit / 4bit data bus
- Support DMA data transfer

Peripheral functions

- 2 Ch. GDMA
- I2S with ADPCM
- Key Scan (Max. 5 x 5)
- Programmable Priority Interrupt controller
- Watch dog Timer
- 4 Ch. UART with 16 * 8 bit FIFO
- USB 1.1 Host/Device Controller (supports only full speed(12Mbs))
- GPIO
- 4 Ch. Timer (All Ch. are available for PWM/Capture).
- Nand Flash Controller (supports Auto boot mode)
- TWI
- RTC
- SPI

Clock & Power Manager

- On-chip SPLL, UPLL and CPLL
- CPLL generates the clock to operate CRT.
- UPLL generates the clock to operate USB Host/Device.
- SPLL generates the clock to operate EAGLE.
- The clocks to each blocks can be selected by software.
- Power mode : Normal and Slow
- Normal mode : Normal operating mode
- Slow mode : Low frequency clock without PLL

Integration

- Internal SRAM 2KB
- Embedded Triple DAC
- Embedded PLL (SPLL, UPLL, CPLL)
- JTAG (Boundary Scan Test)
- Supports Memory BIST
- Full Scan Process
- 0.18um Standard CMOS Process
- 1.8V Core Voltage and 3.3V I/O Voltage Operation
- 256 LQFP/BGA

Application Areas

Car consumer products, Game Machine, Home Automation, Karaoke System, Display Panel etc.

For more information

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