DLP® Display and Light Control EVM GUI Tool

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1 Overview

The DLP® Display and Light Control evaluation module (EVM) includes a Windows®-based GUI tool used to control the EVM through SPI and I^2C commands. This document provides instructions on how to use features provided by the GUI tool to communicate with the DLP Display and Light Control EVM.

2 System Requirements

The minimum recommended system requirements for the DLP Display and Light Control EVM GUI tool are:

- PC with 1.4-GHz Pentium IV CPU or higher
- Windows 7 or greater
- 4 GB of RAM
- 1920 × 1080
- 60 MB of free HD space
- USB port

3 Software Installation and Driver Installation

Download the installer for the DLP Display and Light Control EVM GUI tool. Execute the DLP Display and Light Control EVM GUI tool **DLPPicoDisplayAndLightControl.x.x.x.x.Setup.exe** and follow the instructions for software installation. The driver needed to communicate with the EVM is part of the installation, so no other installer is needed.

Table 1 shows all the tools that will be installed with the setup.exe.

Table 1. Table of Tool Variations

EVM	Simple Mode	Advanced Mode
DLP2010EVM-LC	DLP Pico Display and Light Control x.x.x.x (DLP2010LC)	DLP Pico Display and Light Control x,x,x,x - Advanced
DLP3010EVM-LC	DLP Pico Display and Light Control x.x.x.x (DLP3010LC)	

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4 User Interface Overview

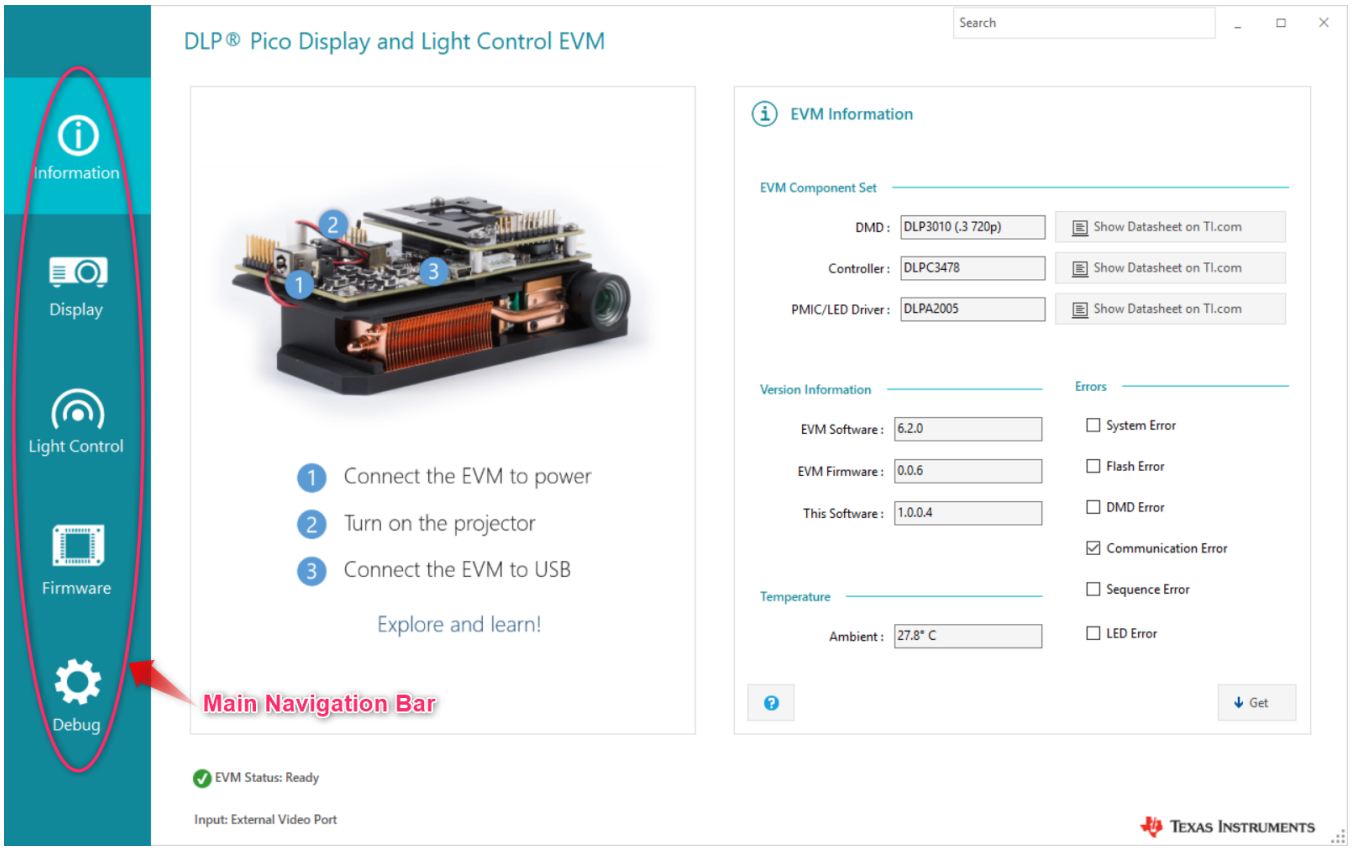


Figure 1. Information Page

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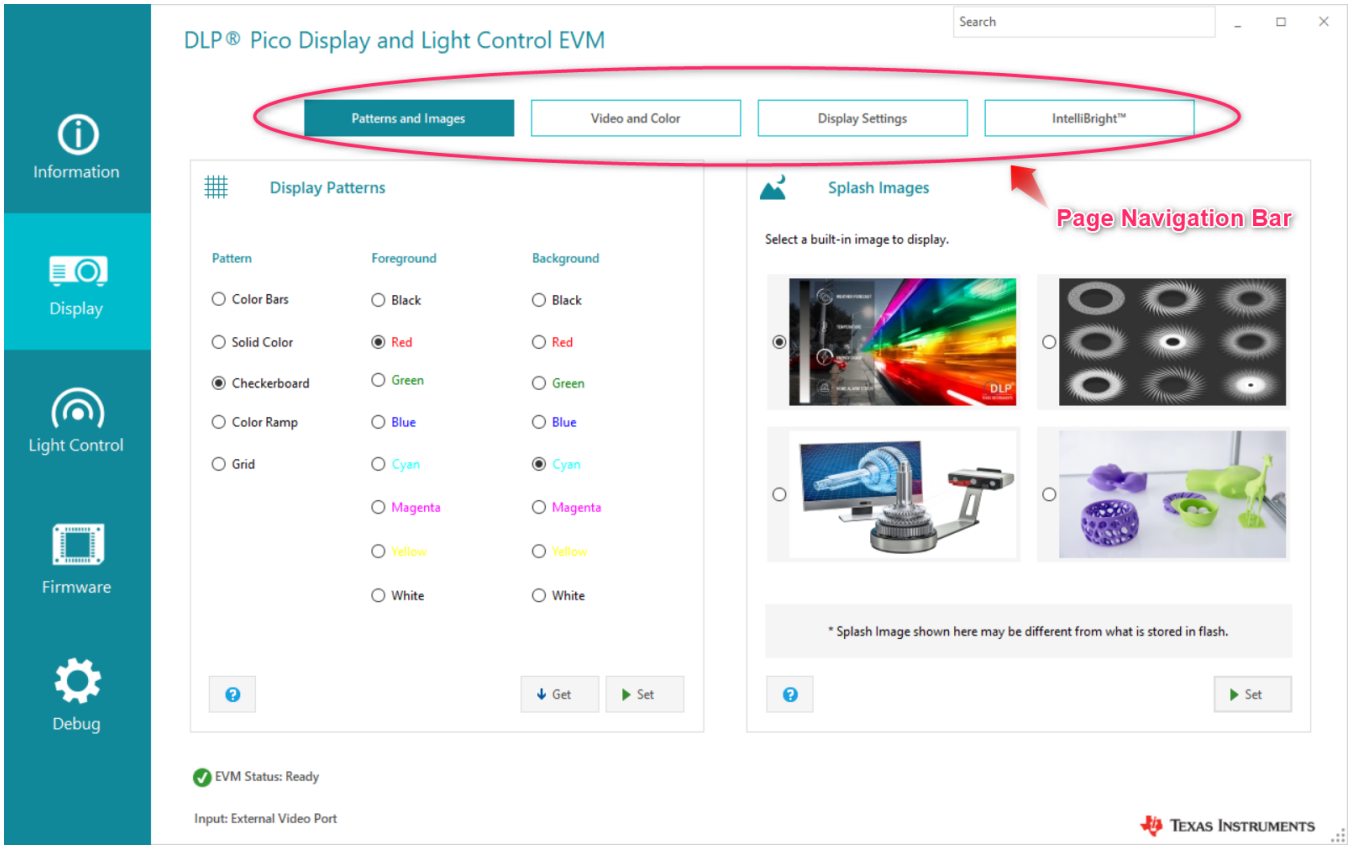


Figure 2. Display Pages

Figure 1 shows the DLP Display and Light Control GUI tool. The GUI tool has 5 tabs on the left with 1 or more pages for each tab, which will communicate with the EVM by issuing SPI or I^2C commands. To access a specific page, select the desired tab from the Main Navigation bar on the left (Figure 1) and then select the specific page from the Page Navigation bar on the top (Figure 2). Table 2 provides a brief description of the 13 pages.

Table 2. Page Description

Tab	Page	Section	Description
Information	EVM Information	EVM Information	Lets user gets the status of the EVM
Display	Patterns and Images	Display Patterns	Lets user sets display patterns and checks which pattern is displayed
		Display Images	Lets user sets display images to the device
	Video and Color	Video Information	Lets user modifies the type of video output given to the device
		Color Temperature	Lets user chooses from select color temperatures
	Display Settings	Display Settings	Lets user modifies display and keystone settings
		Keystone Correction	Lets user modifies display and keystone settings
	IntelliBright™	IntelliBright™	Lets user modifies IntelliBright settings
		LED Current	Lets user modifies LED current settings
Light Control	External Patterns		Lets user configures and displays external pattern streaming
	Internal Patterns		Lets user configures and displays internal pattern(s) streaming
	Space-coded Patterns		Lets user configures and displays space-coded (splash) streaming
Firmware	Backup Firmware		Lets user backup the firmware on the device
	Update Firmware		Lets user updates the firmware on the device
	Update Flash Image		Lets user creates new firmware image for the device

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Table 2. Page Description (continued)

Tab	Page	Section	Description
Debug	Event Viewer		Lets user views the event occurred on the device
	Command Log		Lets user views the command(s) issued to the device with the option to export to a batch file

In addition, there is a separate GUI tool installed for the advanced user/mode (Section 4.6). This advanced mode contains additional pages and commands that can be used with the EVM.

The **?** button in the bottom-left corner of each section is used to provide more information on that section and display the commands used.

4.1 Information Tab

4.1.1 Information Page

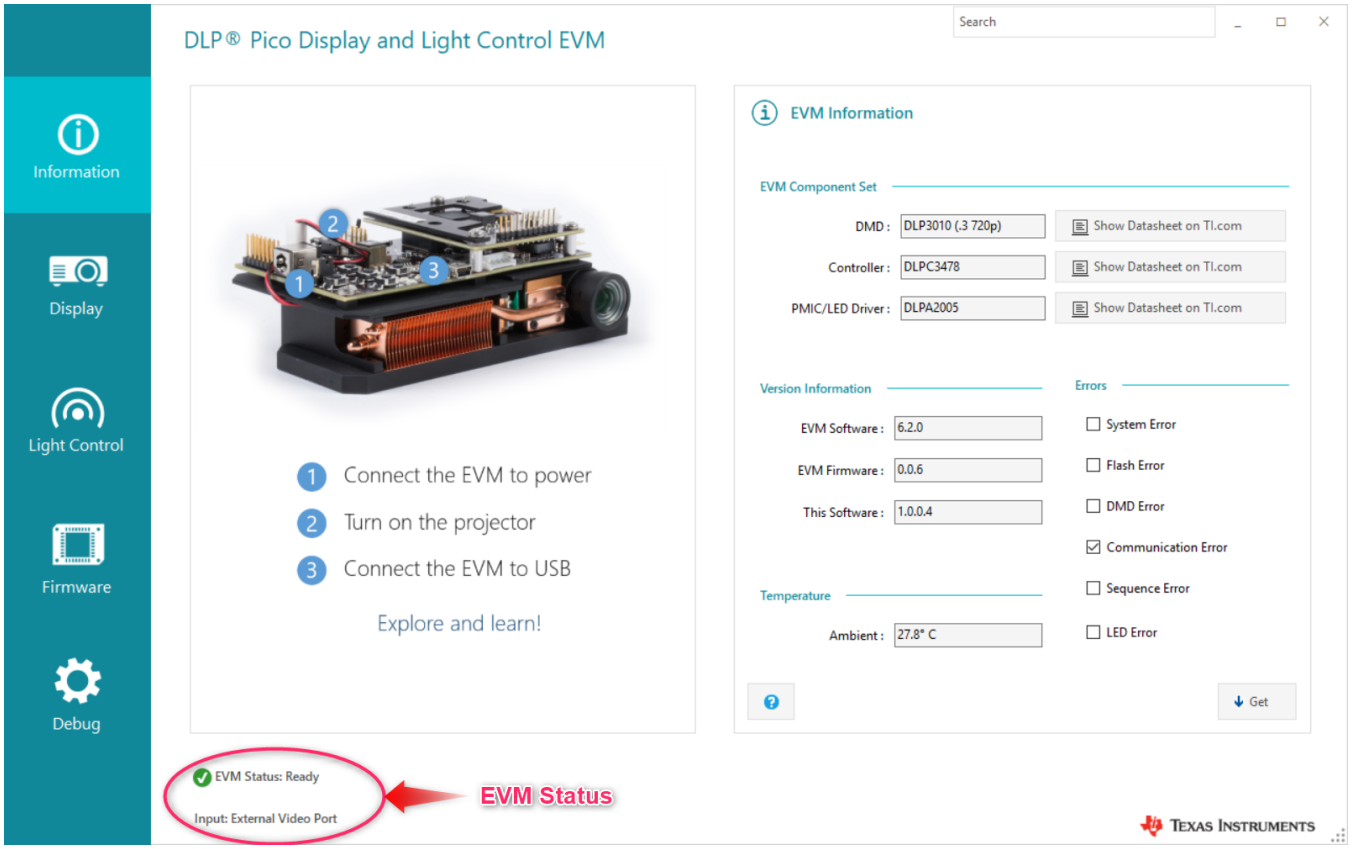


Figure 3. Information Page

The information page lets user gets status information about their EVM once it is connected and powered on. Refer to the guide on the left portion of the Information page to see how to set up the EVM.

The status of the EVM is displayed on the bottom-left corner of the Information page. The EVM Status shows one of the following:

- Ready
- Connected, Incompatible EVM
- Connected, Powered off
- Not connected

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In addition to EVM's connection status; the Input Source or Operating Mode is also shown on the page. When connected; the Input shows one of the following:

- External Video Port
- Test Pattern Generator
- Splash Screen
- External Pattern Streaming
- Internal Pattern Streaming
- Space Coded Pattern Streaming

Once connected; if tool used (DLPC2010LC or DLPC3010LC) does not match the EVM being accessed (DLP2010EVM-LC or DLP3010EVM-LC); the EVM Status will show "Incompatible".

After connected; click the "Get" button on the bottom-right corner to get the information and status of the EVM. The Information page also lets user checks if any errors have occurred, checkmark(s) indicates specific errors.

The following commands are used to obtain information about the EVM:

- Read Short Status (0xD0)
- Read System Status (0xD1)
- Read DMD Device ID (0xD5)
- Read Controller Device ID (0xD4)
- Write PAD Register Address (0xEC)
- Read PAD Register (0xED)
- Read System Software Version (0xD2)
- Read Flash Build Version (0xD9)
- Read System Temperature (0xD6)

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4.2 Display Tab

4.2.1 Patterns and Images Page

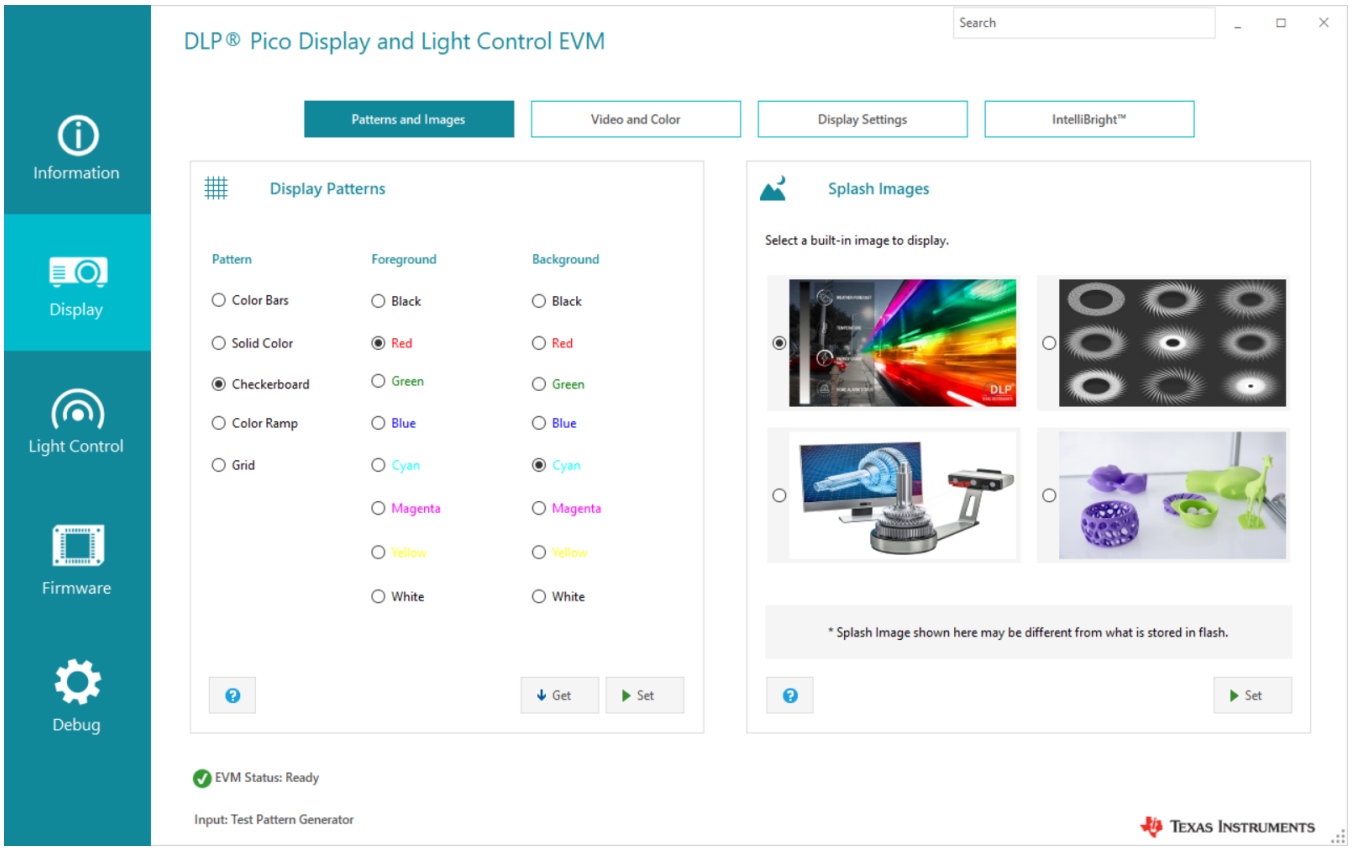


Figure 4. Patterns and Images Page

The Patterns and Images page has two sections: The Display Patterns section and the splash Image section.

To set a display pattern, select the desired pattern, foreground, and background colors, and then click the **Set** button in the Display Patterns section on the middle of the page. To see which display pattern is displayed, click the **Get** button.

To set a splash image, select the desired image, then click the **Set** button in the Splash Images section on the right side of the page. Note; depends on what is stored in the flash, the actual image displayed might be different from what is shown on the section.

The following commands are used to set the display pattern:

- Write Image Freeze (0x1A)
- Write Operating Mode Select (0x05)
- Write Input Image Size (0x2E)
- Write Image Crop (0x10)
- Write Test Pattern Select (0x0B)
- Read Test Pattern Select (0x0C)

The following commands are used to set the display image:

- Write Image Freeze (0x1A)
- Read Splash Screen Header (0x0F)
- Write Input Image Size (0x2E)

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- Write Image Crop (0x10)
- Write Display Size (0x12)
- Write Splash Screen Select (0x0D)
- Write Operating Mode Select (0x05)
- Write Splash Screen Execute (0x35)

4.2.2 Video and Color Page

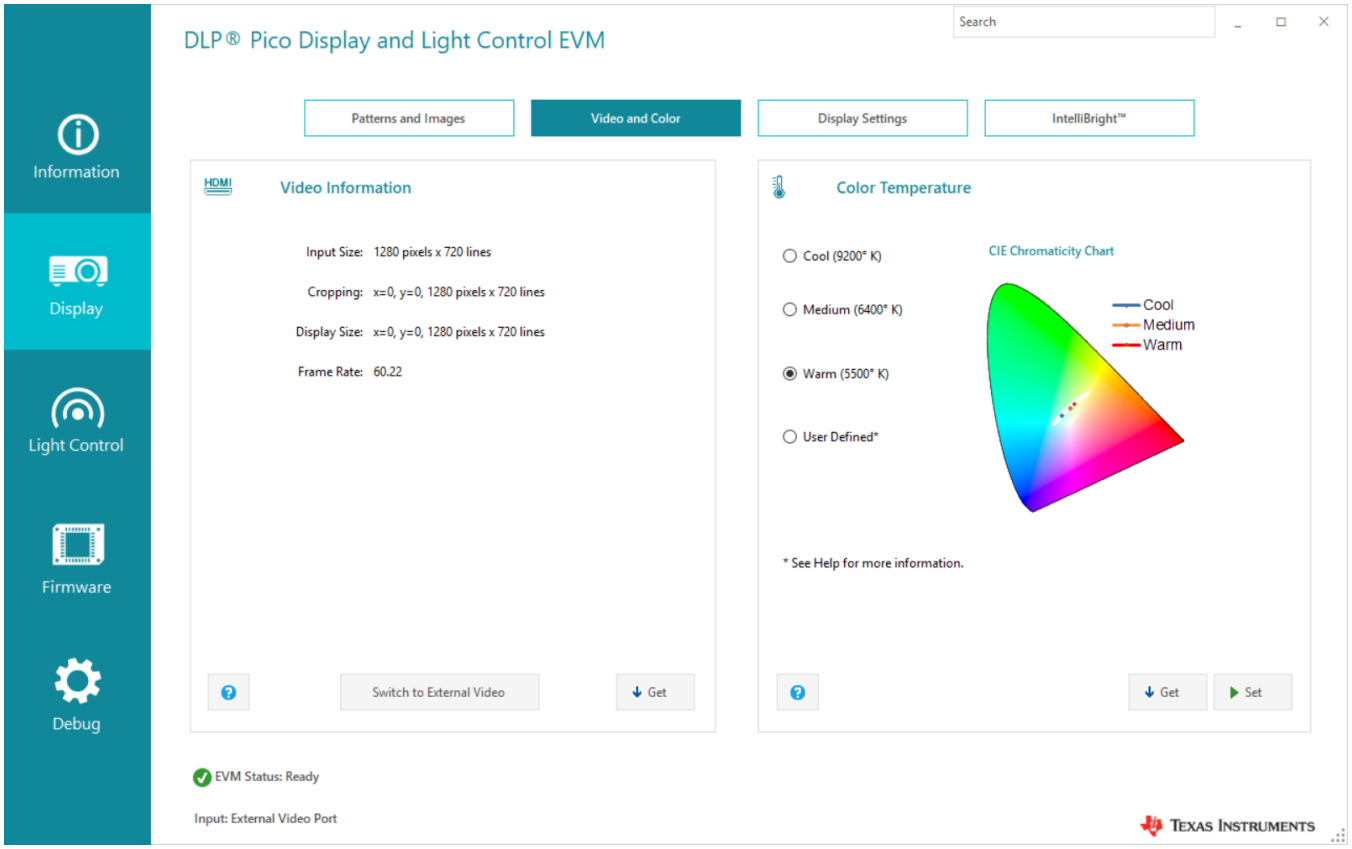


Figure 5. Video and Color Page

The Video and Color page has two sections: The Video Information section and the Color Temperature section.

When the EVM is displaying video, click the **Get** button on the Video Information section lets user sees the input size, cropping size, display size, and frame rate. Click the **Switch to External Video** button switches the EVM back to video mode (HDMI).

To set the desired look; select Cool, Medium, Warm, or User Defined, and then the **Set** button. Click the **Get** button to see the current color temperature setting, To modify the user defined look, refer to Section 4.2.4 to set the LED Current settings.

The following commands are used in the Video Information section:

- Write Input Image Size (0x2E)
- Write Display Size (0x12)
- Write Image Crop (0x10)
- Write Operating Mode Select (0x05)
- Read Operating Mode Select (0x06)
- Read Input Image Size (0x2F)

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- Read Display Size (0x13)
- Read Image Crop (0x11)
- Read Look Select (0x23)

The following commands are used in the Color Temperature section:

- Read RGB LED Current (0x55)
- Write RGB LED Current (0x54)
- Write Flash Data Type Select (0xDE)
- Write Flash Data Length (0xDF)
- Read Flash Start (0xE3)
- Write Look Select (0x22)
- Read Operating Mode Select (0x06)
- Write Splash Screen Execute (0x35)
- Read Look Select (0x23)

4.2.3 Display Settings Page

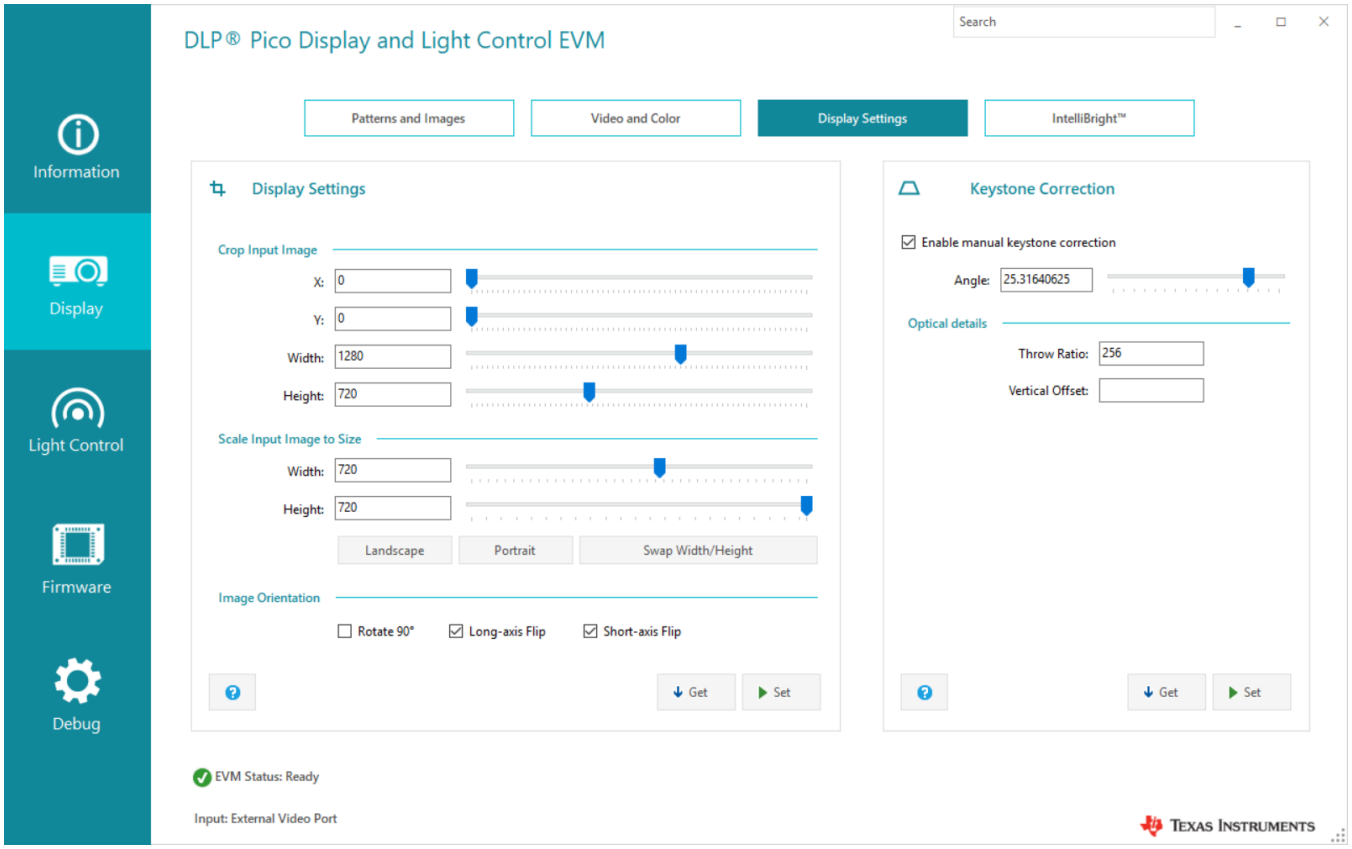


Figure 6. Display Settings Page

The Display Settings page has two sections; the Display Settings section and the Keystone Correction section.

The Display Settings section lets user crops, scales, and rotates the input image. After all the desired values are selected, clicking the **Set** button to send the new information to the EVM. Click the **Get** button lets user sees the current display settings on the EVM.

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The Keystone Correction section lets user enables keystone on the EVM. Keystone is used when the EVM is not located on a flat surface and has a vertical tilt of ±40 degrees. Keystone correction ensures that the image displayed is rectangular.

Please note, not all functions shown on this page are supported on all EVMs.

The following commands are used in the Display Settings section:

- Write Image Crop (0x10)
- Write Display Size (0x12)
- Write Display Image Orientation (0x14)
- Read Operating Mode Select(0x06)
- Read Splash Screen Select (0x0E; if Display Splash Image)
- Read Splash Screen Header (0x0F; if Display Splash Image)
- Write Input Image Size (0x2E; if Display Splash Image)
- Write Splash Screen Selecet (0x0D; if Display Splash Image)
- Write Operating Mode (0x05; if Display Splash Image)
- Write Splash Screen Execute (0x35; if Display Splash Image)
- Read Display Size (0x13)
- Read Image Crop (0x11)
- Read Display Image Orientation (0x15)

The following commands are used in the Keystone Correction section:

- Write Image Freeze/Unfreeze (0x1A)
- Write Keystone Correction Control (0x88)
- Write Keystone Projection Pitch Angle (0xBB)
- Read Operating Mode Select(0x06)
- Read Splash Screen Select (0x0E; if Display Splash Image)
- Read Splash Screen Header (0x0F; if Display Splash Image)
- Write Operating Mode (0x05; if Display Splash Image)
- Write Splash Screen Execute (0x35; if Display Splash Image)
- Read Keystone Correction Control (0x89)
- Read Keystone Projection Pitch Angle (0xBC)

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4.2.4 IntelliBright™ Page

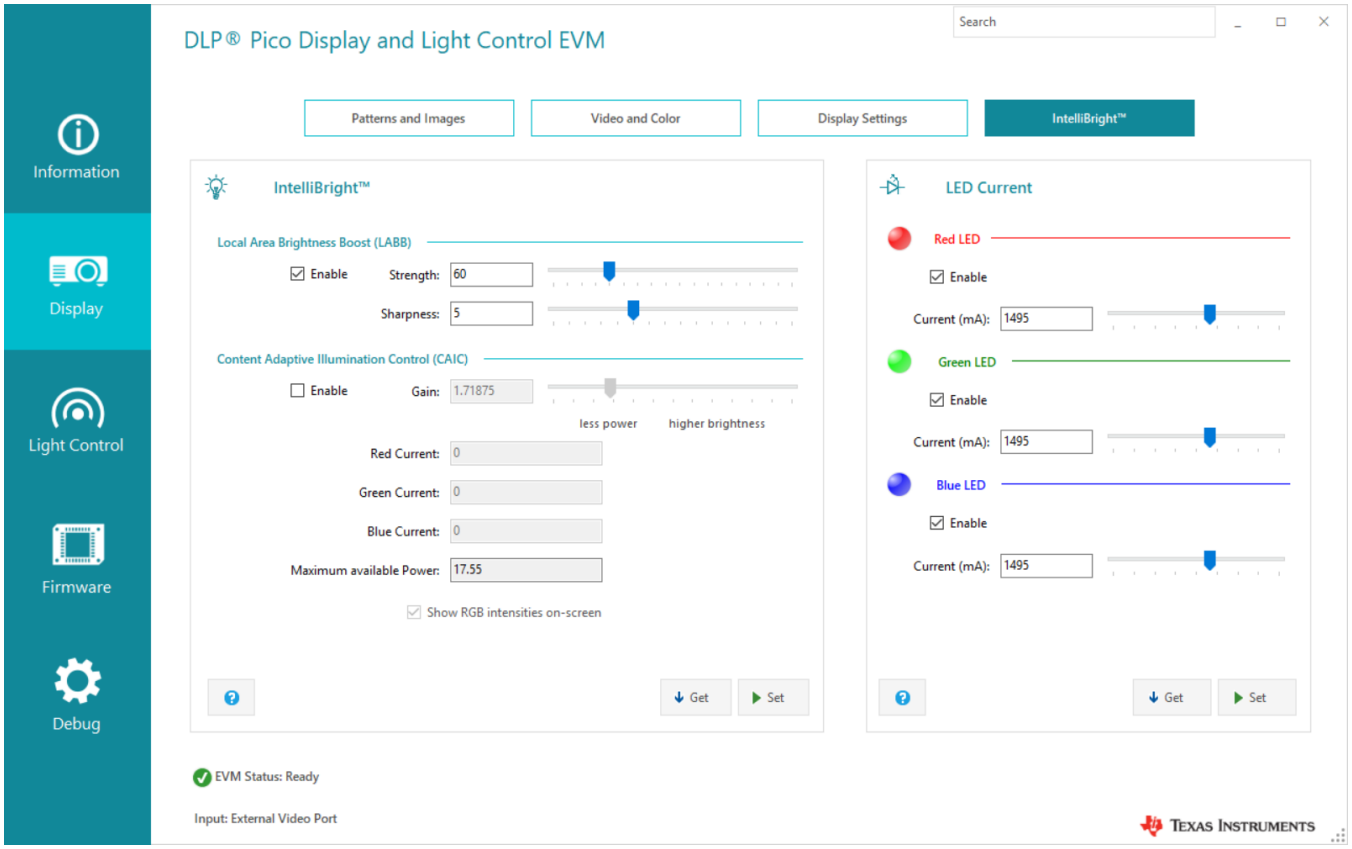


Figure 7. IntelliBright Page

The IntelliBright™ page has two sections, the IntelliBright™ section and the LED Current section.

IntelliBright™ is the name given to two image-processing algorithms designed to dynamically optimize the brightness or power consumption on per frame basis. The IntelliBright™ section lets user changes settings specific to each algorithm and check which settings are currently running on the EVM.

The EVM has three LEDs whose currents can be changed to reduce power consumption and change the perceived color temperature of the displayed image. The LED Current section lets user modifies the current values and see what the EVM is using at any moment.

The following commands are used in the IntelliBright™ section:

- Write Local Area Brightness Boost Control (0x80)
- Write CAIC Image Processing Control (0x84)
- Write LED Output Control Method (0x50)
- Read CAIC Maximum Available Power (0x57)
- Read CAIC RGB LED Curretn (0x5F)
- Read Operating Mode Select(0x06)
- Read Splash Screen Select (0x0E; if Display Splash Image)
- Read Splash Screen Header (0x0F; if Display Splash Image)
- Write Operating Mode (0x05; if Display Splash Image)
- Write Splash Screen Execute (0x35; if Display Splash Image)
- Read Local Area Brightness Boost Control (0x81)
- Read CAIC Image Processing Control (0x85)
- Read LED Output Control Method (0x51)

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The following commands are used in the LED Current section:

- Write RGB LED Enable (0x52)
- Write RGB LED Current (0x54)
- Read RGB LED Enable (0x53)
- Read RGB LED Current (0x55)

4.3 Light Control Tab

4.3.1 External Patterns Page

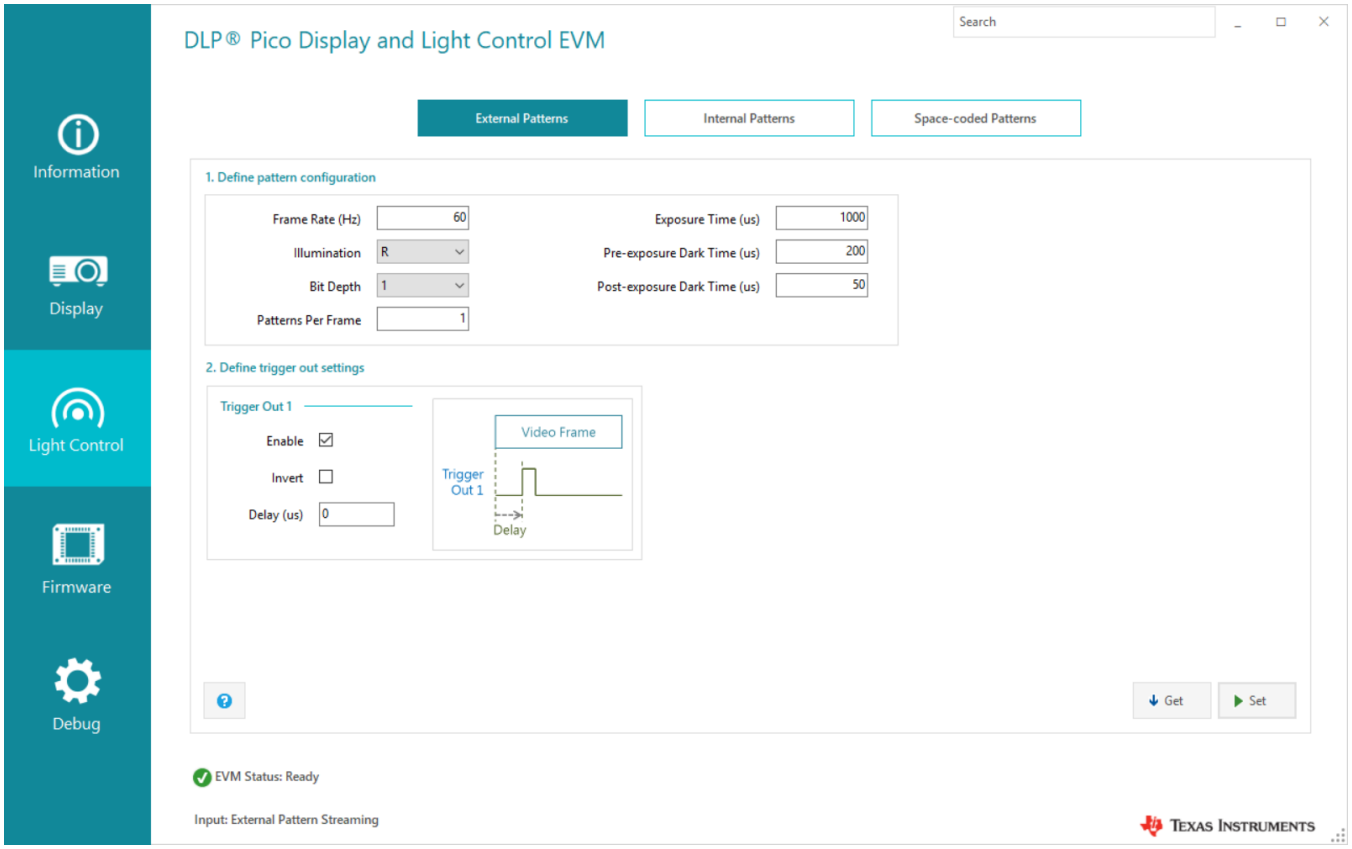


Figure 8. External Patterns Page

External pattern streaming mode involves the projection of patterns input via the projector's video parallel port through the DLP controller board onto the DMD.

The External Patterns page Lets use defines and check the pattern configuration (frame rate, illumination selection, bit depth, patterns per frame, exposure time, pre-exposure dark time, and post-exposure dark time) and trigger out settings (enable, invert, and delay for trigger out 1 and 2) on the fly.

The following commands are used in the External Patterns section:

- Write Trigger Out Configuration (0x92)
- Write Pattern Configuration (0x96)
- Write Operating Mode Select (0x05)
- Read Trigger Out Configuration (0x93)
- Read Pattern Configuration (0x97)

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4.3.2 Internal Patterns Pages

Internal Patterns streaming mode involves projection of patterns created internal by the Controller's functional block. The user selects a group of one row or one column patterns that will be replicated through the array by the Controller. The order of display of groups of patterns is configurable.

4.3.2.1 Internal Patterns Pattern Sets Page

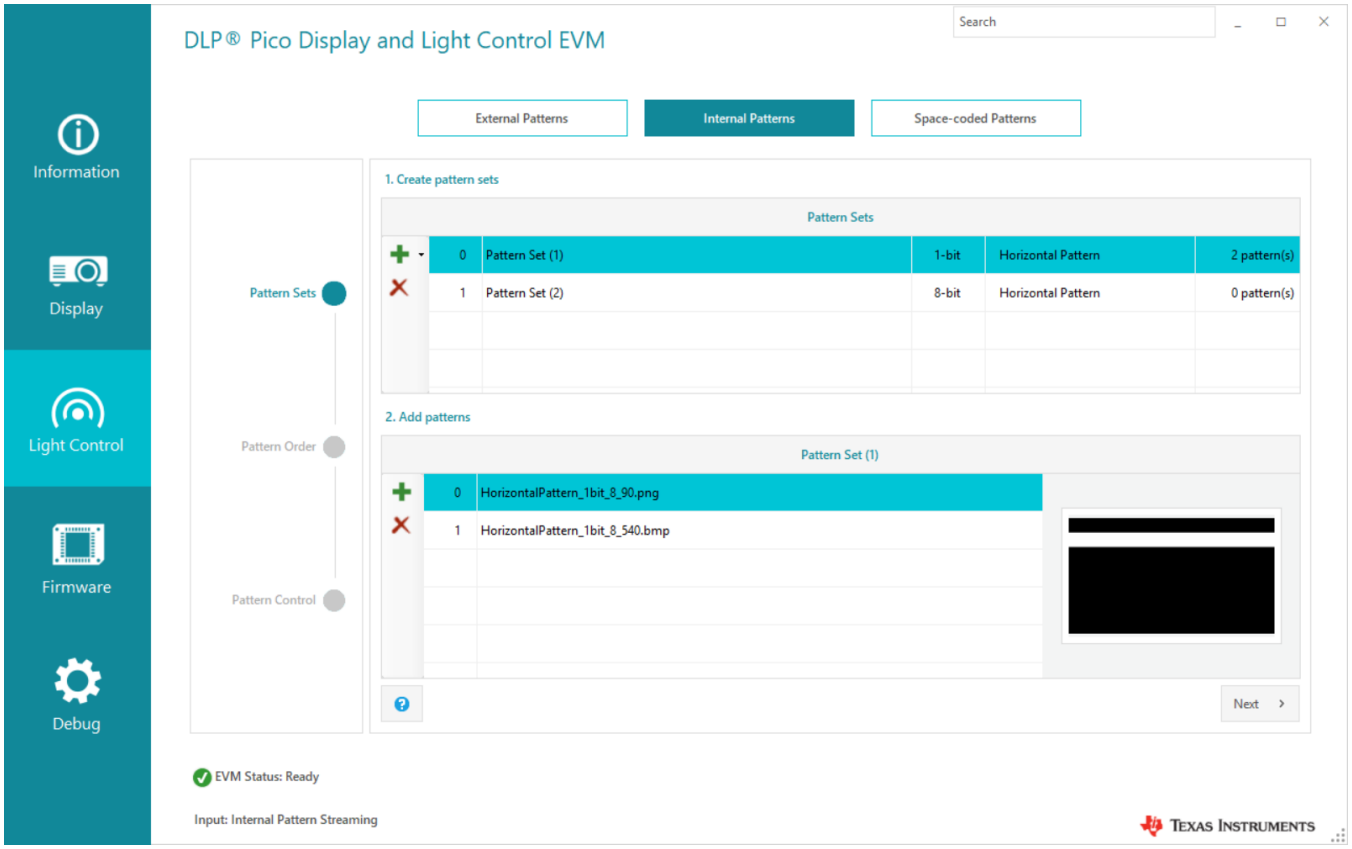


Figure 9. Internal Patterns - Pattern Sets Page

The Internal Patterns' Pattern Sets page lets user adds/deletes pattern set(s) and add/delete pattern(s) for each pattern set. There is also a preview window on the right for the pattern selected. Click the Next button on the bottom-right or any of the tab (Pattern Order or Pattern Control) on the left to continue.

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4.3.2.2 Internal Patterns Pattern Order Page

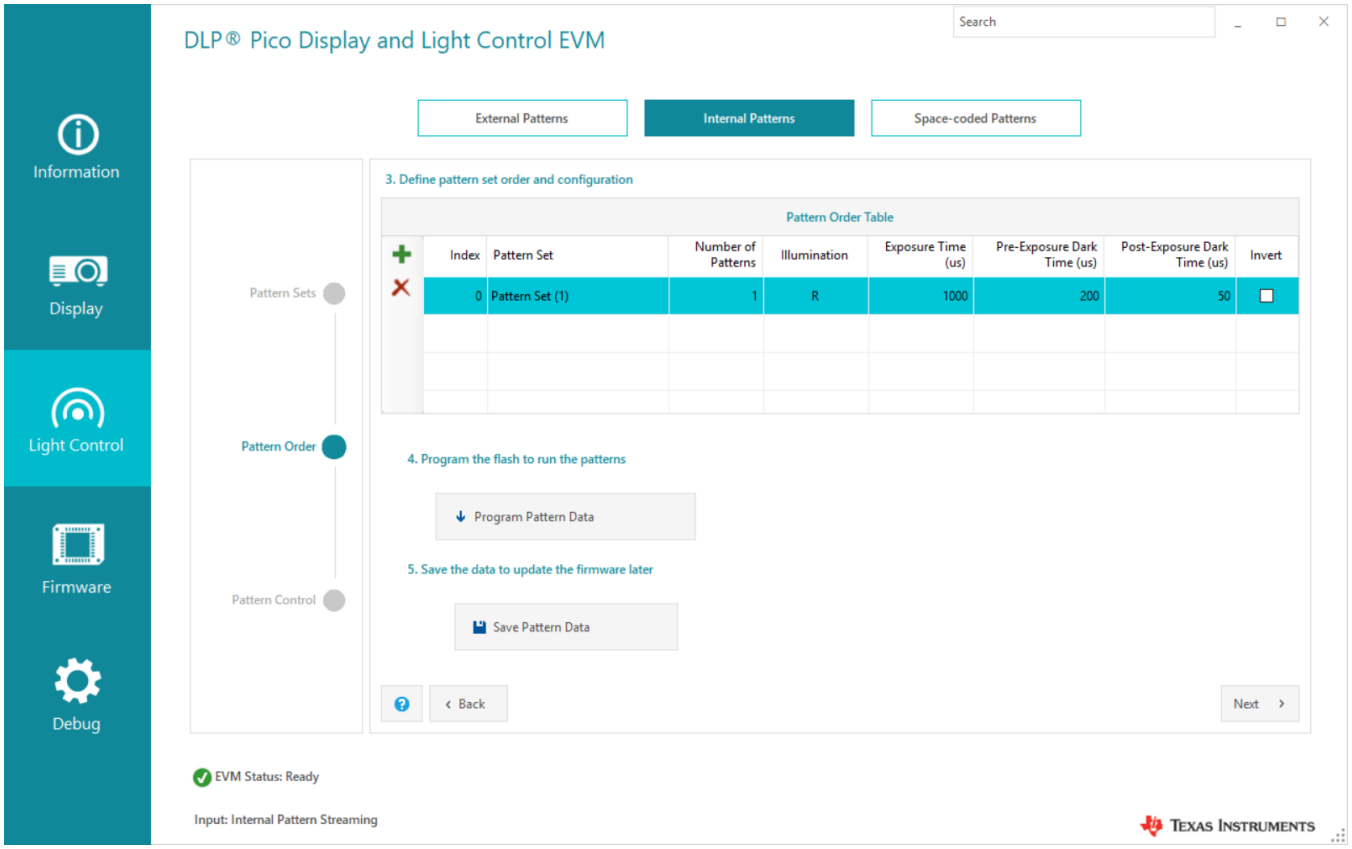


Figure 10. Internal Patterns - Pattern Order Page

The Internal Patterns' Pattern Order page lets user configures the order of the pattern set to display and the configuration of each pattern set (number of patterns, illumination selection, exposure time, pre-exposure dark time, and post-exposure dark time). Once the pattern order table is set, then the user can program the flash to run the patterns or save the data to update the firmware later. Click the Next button on the bottom-right or any of the tab (Pattern Sets or Pattern Control) on the left to continue.

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4.3.2.3 Internal Patterns Pattern Control Page

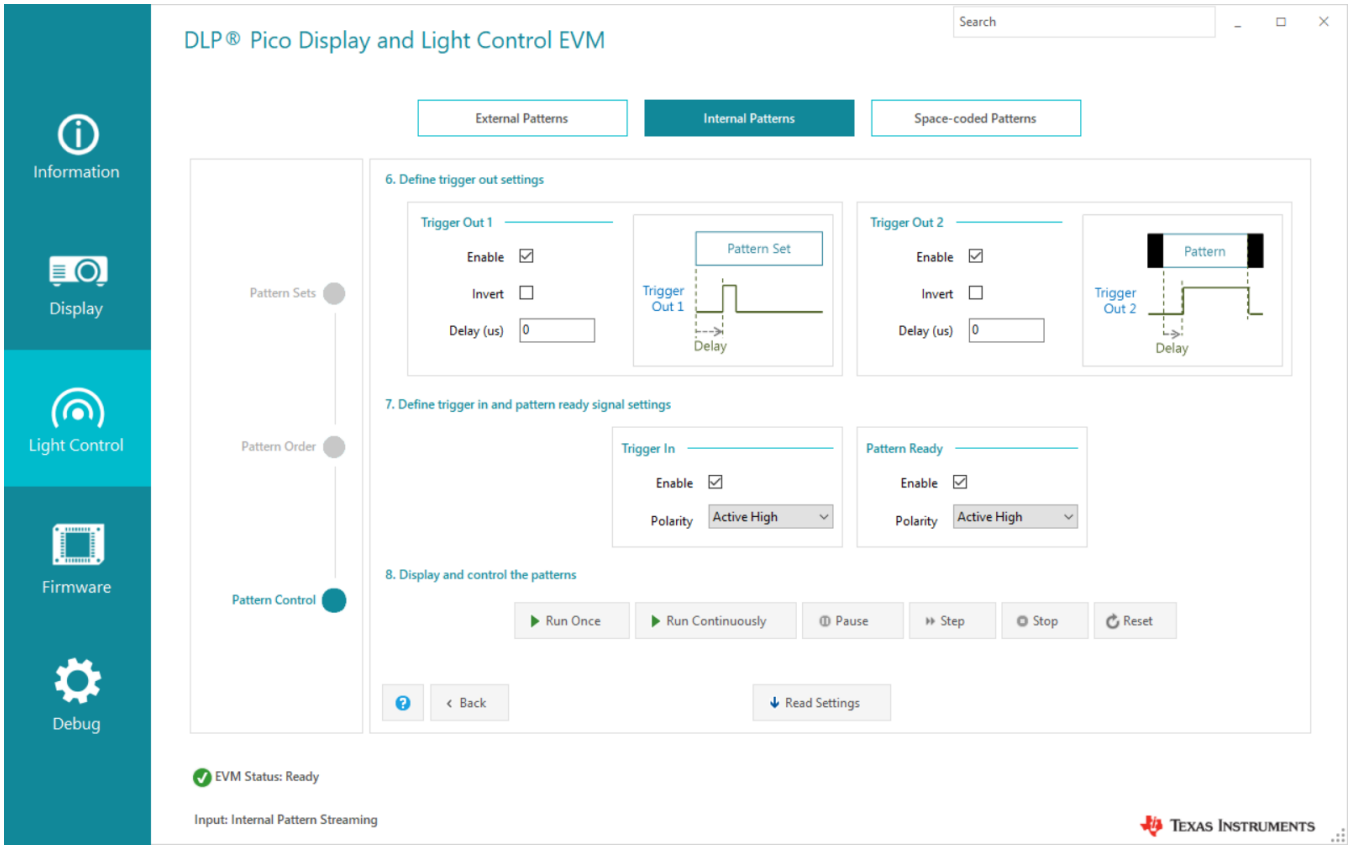


Figure 11. Internal Patterns - Pattern Control Page

The Internal Patterns' Pattern Control page lets user configures the trigger out 1 and 2 (enable, invert, and delay), trigger in (enable and polarity), and pattern ready (enable and polarity) settings. After all the configurations are set, the user can select and control how to run the pattern(s) (run once, run continuously, pause, step, stop, or reset). The user can also read the current settings but select the Read Settings at the bottom-center of the page.

The following commands are used in the Internal Patterns section:

- Write Trigger Out Configuration (0x92)
- Write Trigger In Configuration (0x90)
- Write Pattern Ready Configuration (0x94)
- Write Pattern Order Table Entry (0x98)
- Write Operating Mode Select (0x05)
- Write Internal Pattern Control (0x9E)
- Read Trigger Out Configuration (0x93)
- Read Pattern Configuration (0x97)
- Read Pattern Ready Configuration (0x95)

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4.3.3 Space-Coded Patterns Page

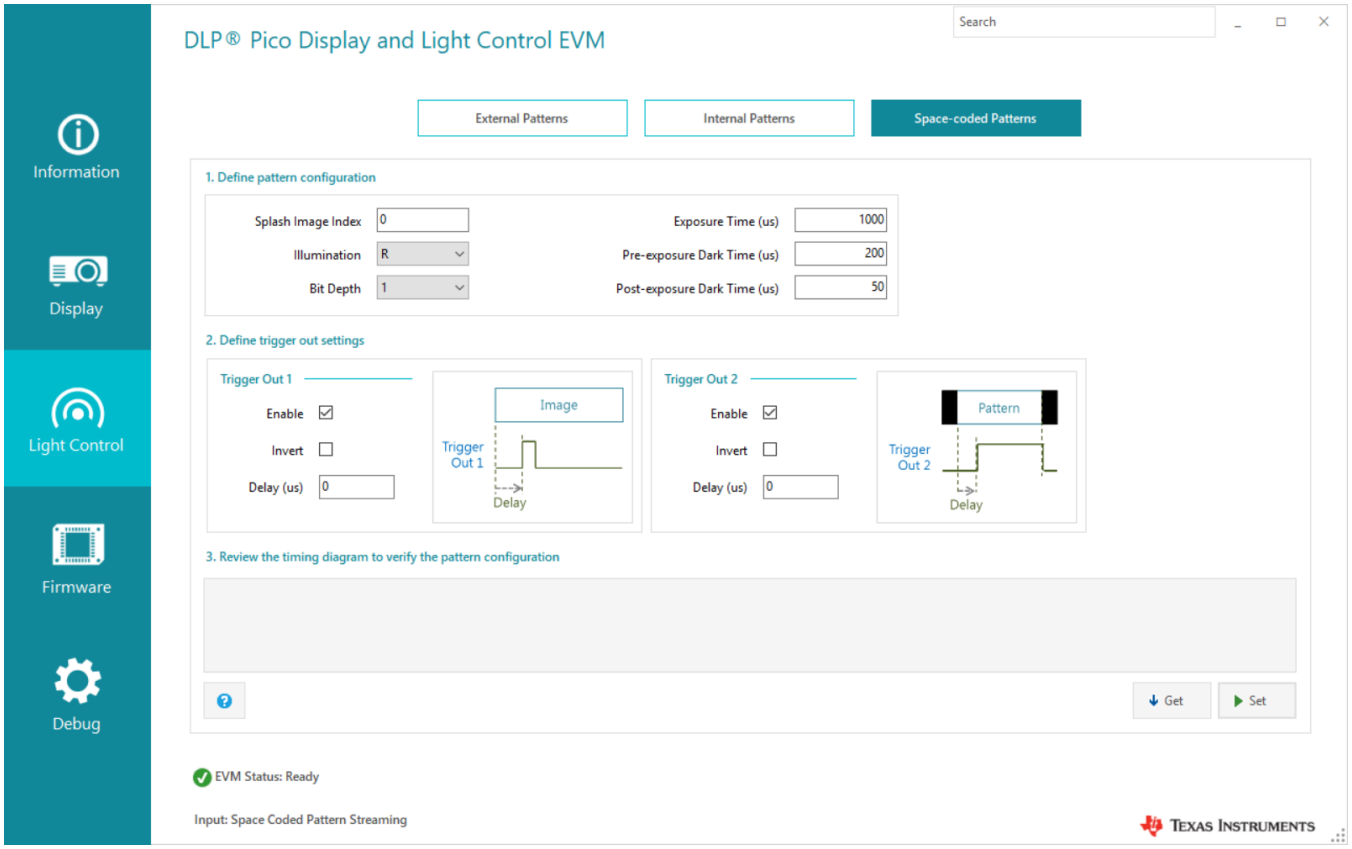


Figure 12. Space-Coded Patterns Page

The Space-Coded Patterns involve selection and display of an image stored in the flash. The page lets the user define the pattern configuration (image index, illumination selection, bit depth, patterns per frame, exposure time, pre-exposure dark time, and post-exposure dark time) and trigger out settings (enable, invert, and delay for trigger out 1 and 2) on the fly.

The following commands are used in the Space-Coded Patterns section:

- Write Trigger Out Configuration (0x92)
- Write Pattern Configuration (0x96)
- Write Operating Mode Select (0x05)
- Write Splash Screen Select (0x0D)
- Read Splash Screen Header (0x0E)
- Write Display Size (0x12)
- Write Image Crop (0x10)
- Write Input Image Size (0x2E)
- Write Splash Screen Execute (0x35)
- Read Trigger Out Configuration (0x93)
- Read Pattern Configuration (0x97)

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4.4 Firmware Tab

4.4.1 Backup Firmware Page

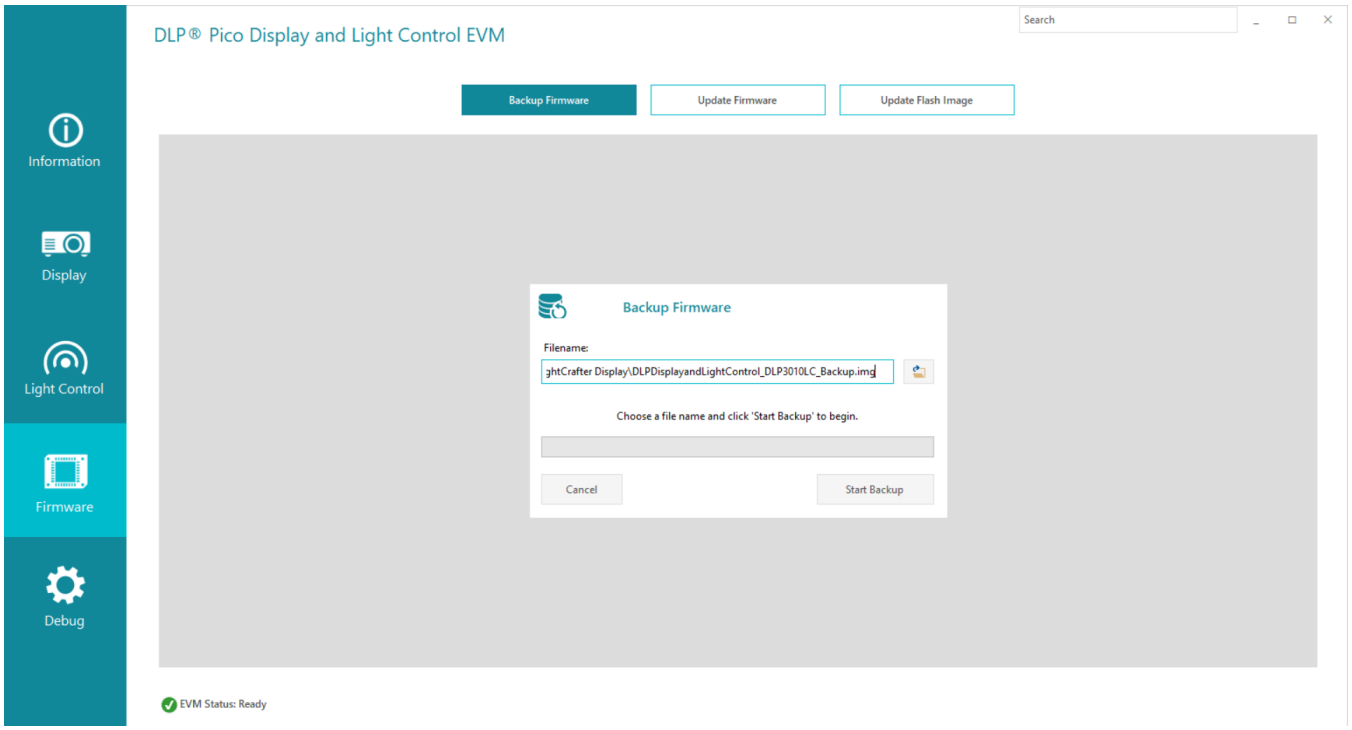


Figure 13. Backup Firmware Page

The Backup Firmware page allows the user to back up their EVM firmware. Click the browser button to select the folder and image filename for the backup.

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4.4.2 Update Firmware Page

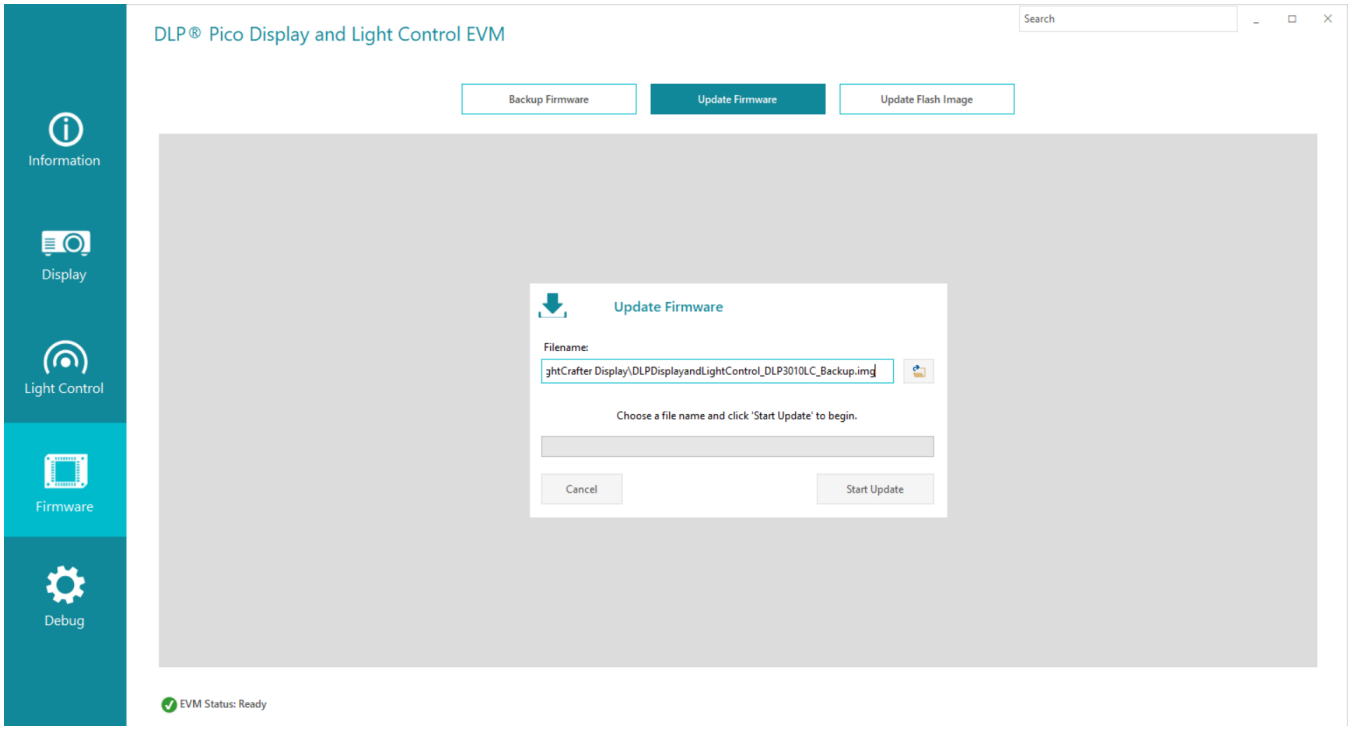


Figure 14. Update Firmware Page

The Update Firmware page allows the user to update their EVM firmware. Click the browser button to select folder and image filename for the update.

4.4.3 Update Flash Image Pages

The user has the option to modify settings in the flash image through the Update Flash Image wizard.

The DLP Display and Light Control EVM GUI Tool gives users the ability to customize the default flash image provided on ti.com. The customizable components of the flash image are:

- Splash images
- Start-up image orientation
- Start-up splash image
- Start-up LED current
- Auto-initialization routine

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4.4.3.1 Update Flash Image Start Page

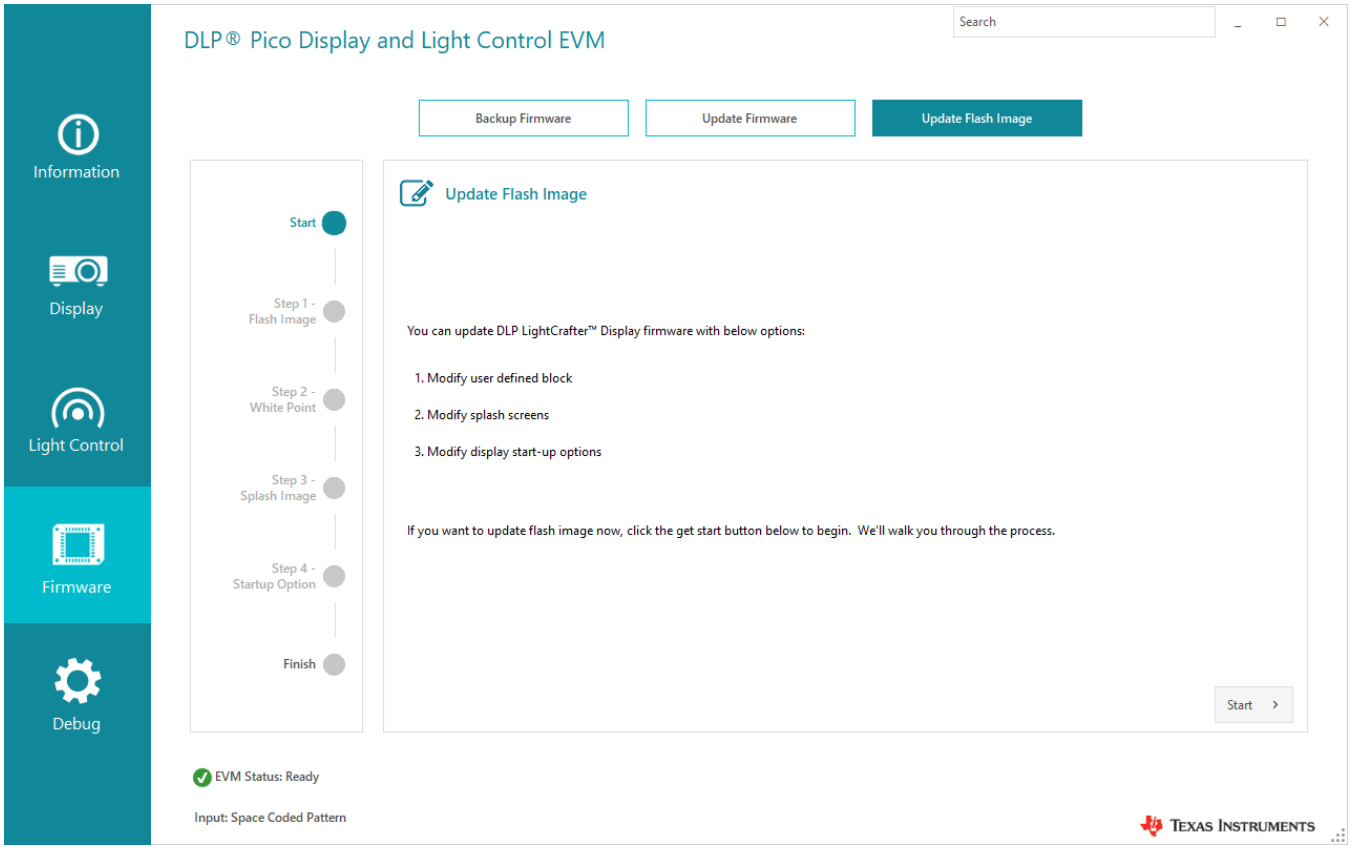


Figure 15. Update Flash Image - Start Page

The start page for Update Flash Image outlines the options that can be modified in the flash. Press the Start button on the bottom-right corner or the "Step 1 - Flash Image" button on the left to continue. The user can also select any of the button (Step 1, 2, 3, or 4) on the left to move to the other pages.

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4.4.3.2 Update Flash Image Flash Image Page

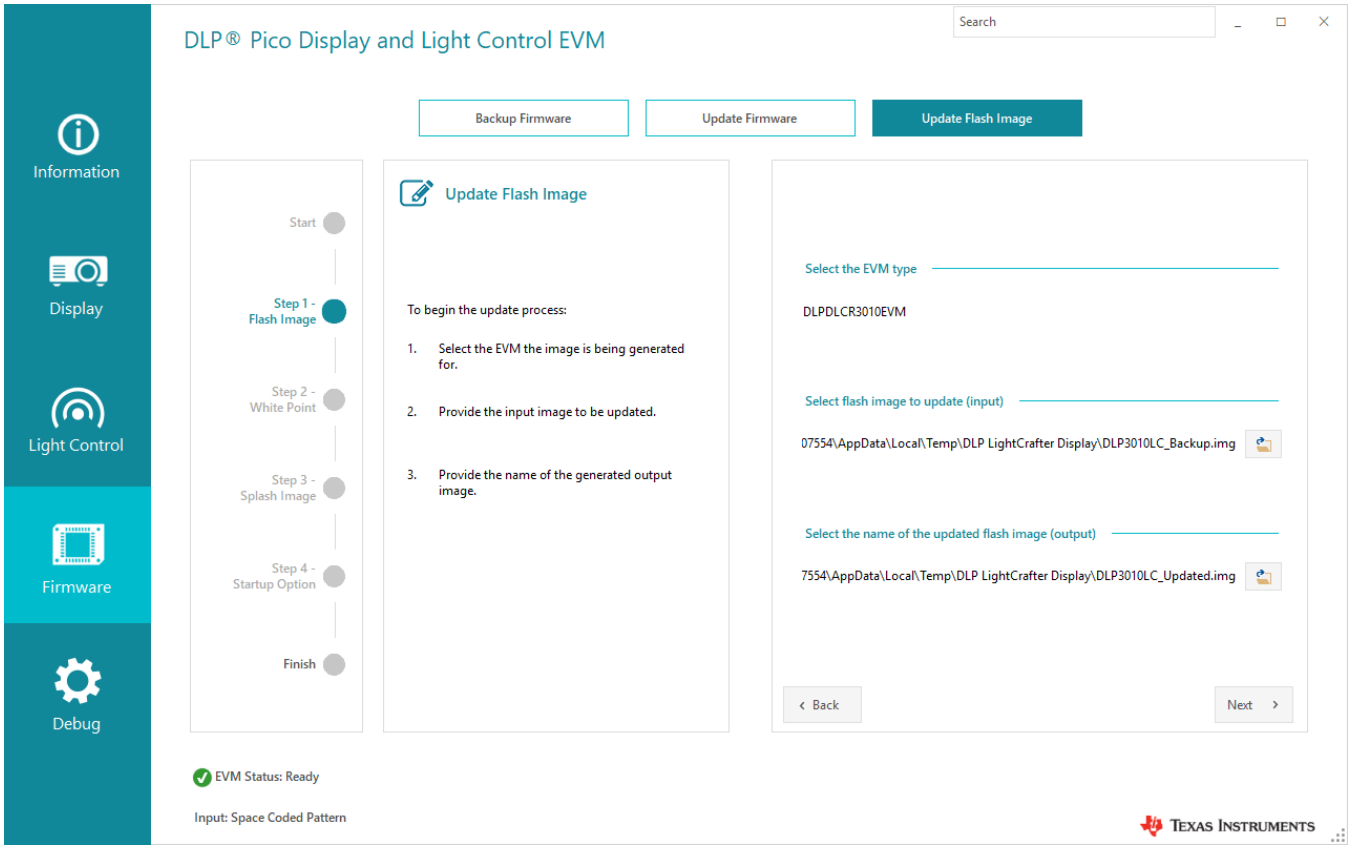


Figure 16. Update Flash Image - Flash Image Page

The flash image page for Update Flash Image lets the user select the EVM Type, input flash image file, and output flash image file. Press the Next button on the bottom-right corner or the "Step 2 - White Point" button on the left to continue. The user can also press the Back button at the bottom-left of the section to go back to the start page or any of the buttons (Step 1, 2, 3, or 4) on the left to move to other pages.

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4.4.3.3 Update Flash Image White Point Page

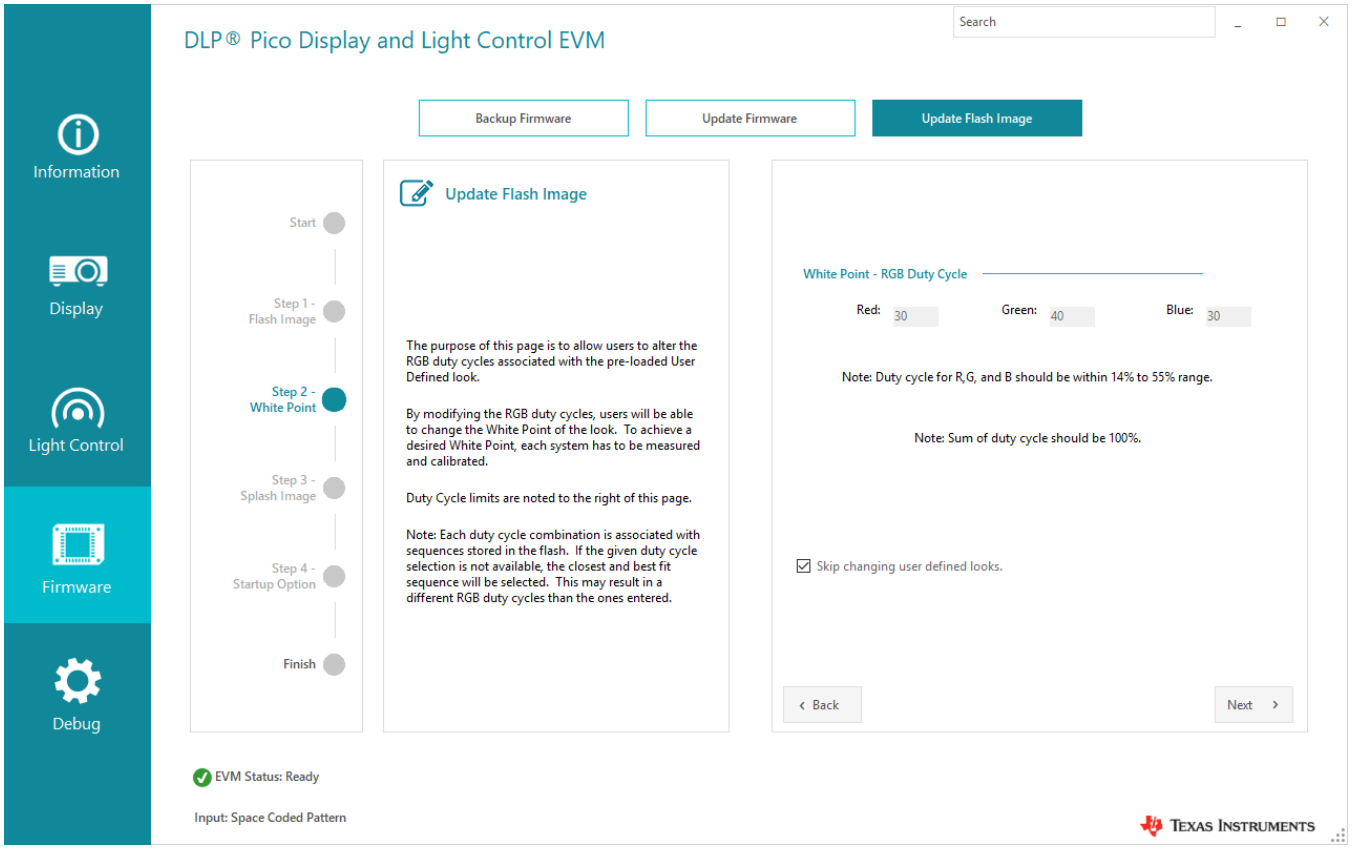


Figure 17. Update Flash Image - White Point Page

The white point page of Update Flash Image lets the user overwrite the Red/Green/Blue Duty Cycle values. The user can also skip changing the values. Press the Next button on the bottom-right corner or the "Step 3 - Splash Image" button on the left to continue. The user can also press the Back button at bottom-left of the section to go back to the Step 1 - Flash Image page or any of the buttons (Step 1, 2, 3, or 4) on the left to move to other pages.

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4.4.3.4 Update Flash Image Splash Image Page

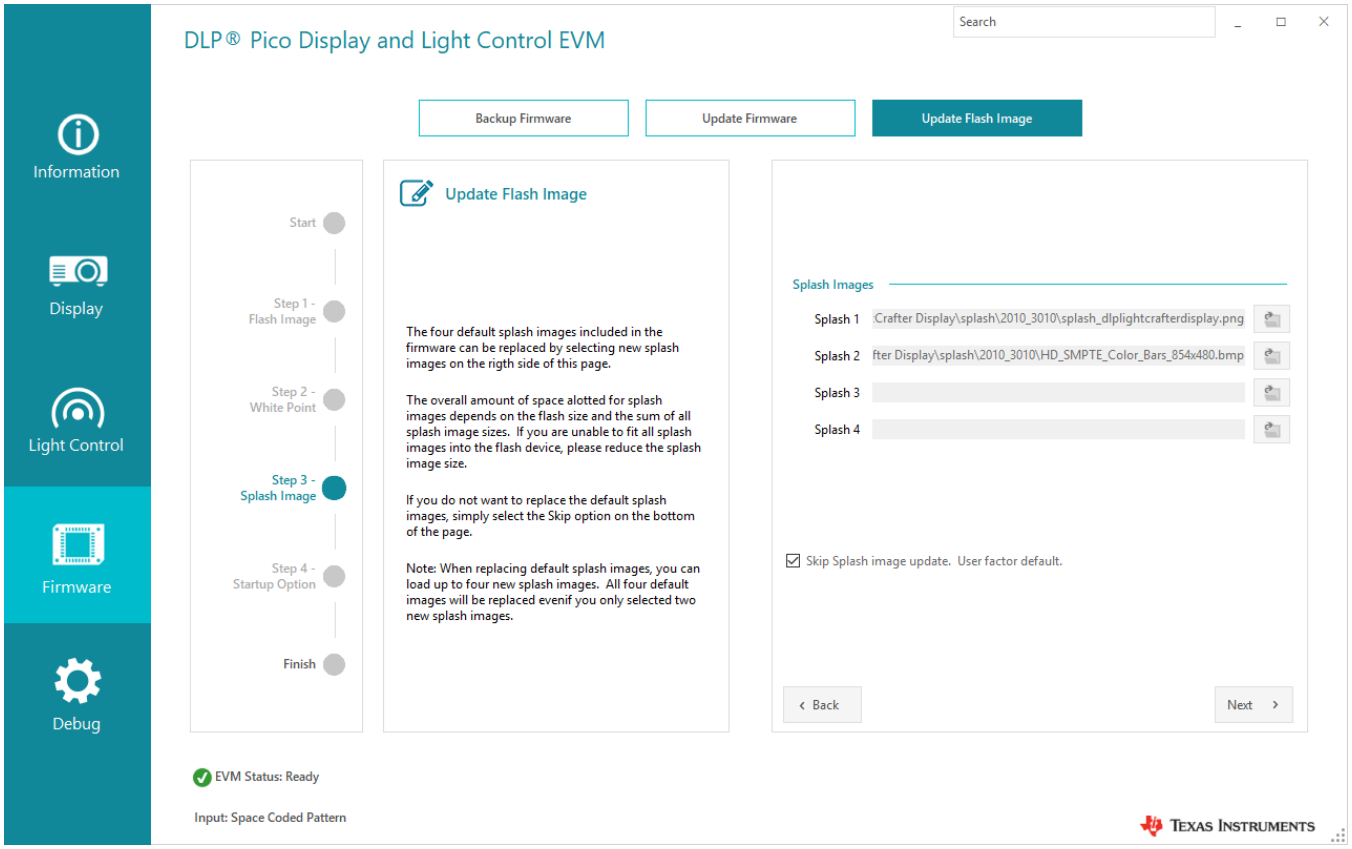


Figure 18. Update Flash Image - Splash Image Page

The splash image page for Update Flash Image lets the user overwrite and select the different image file(s) to store in the flash. The user can also skip the splash image update screen. Press the Next button on the bottom-right corner or the "Step 4 - Startup Option" button on the left to continue. User can also press the Back button at the bottom-left of the section to go back to the Step 2 - White Point page or any of the buttons (Step - 1, 2, 3, or 4) on the left to move to other pages.

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4.4.3.5 Update Flash Image Startup Option Page

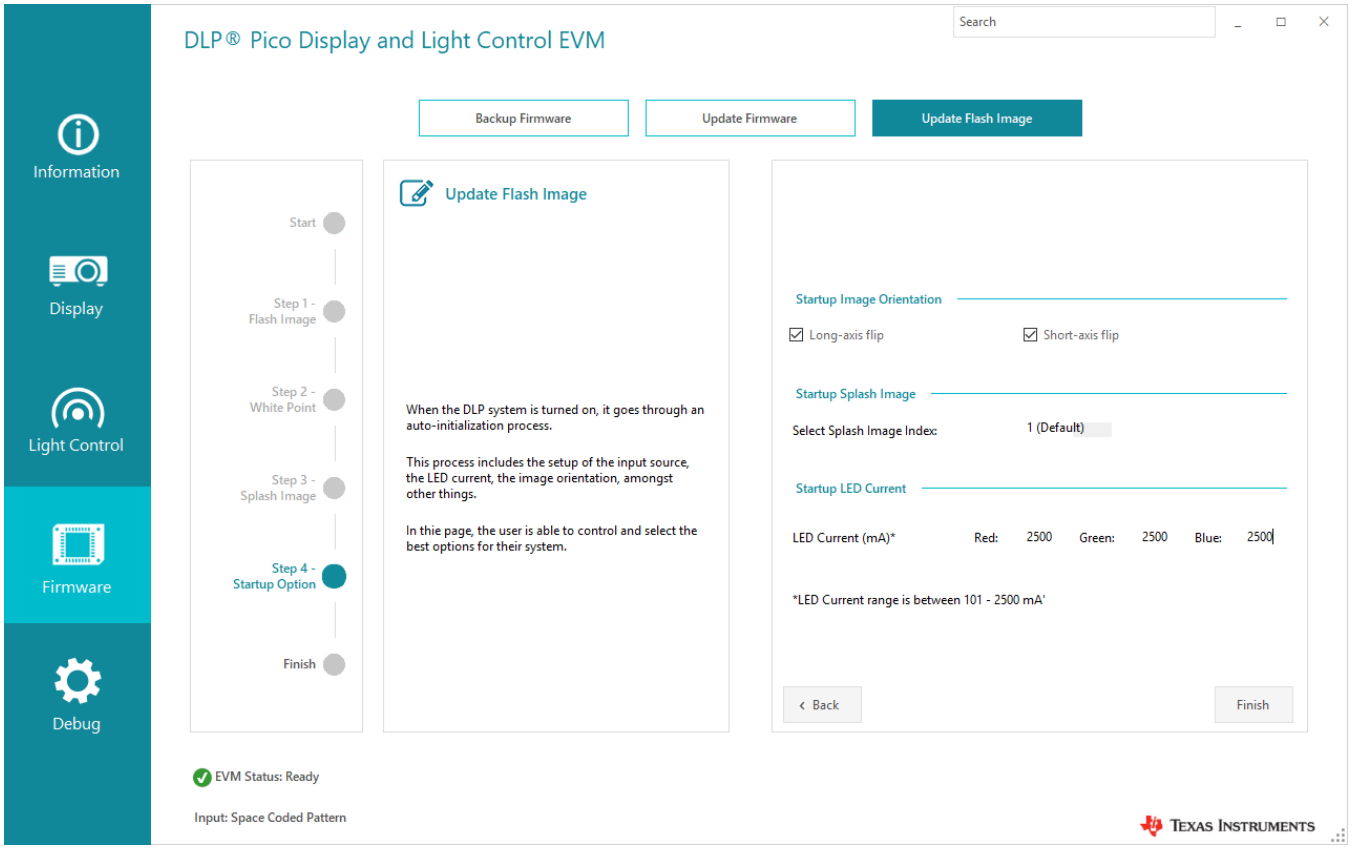


Figure 19. Update Flash Image - Startup Option Page

The option page for Update Flash Image lets the user overwrite the startup option (long/short-axis flip, startup image file, and startup Red/Green/Blue LED Current. Press the finish button on the bottom-right corner to build the flash image. The user can also press the Back button at the bottom-left of the section to go back to the Step 3 - Splash Image page or any of the buttons (Step 1, 2, 3, or 4) on the left to move to other pages.

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4.4.3.6 Update Flash Image Finish Page

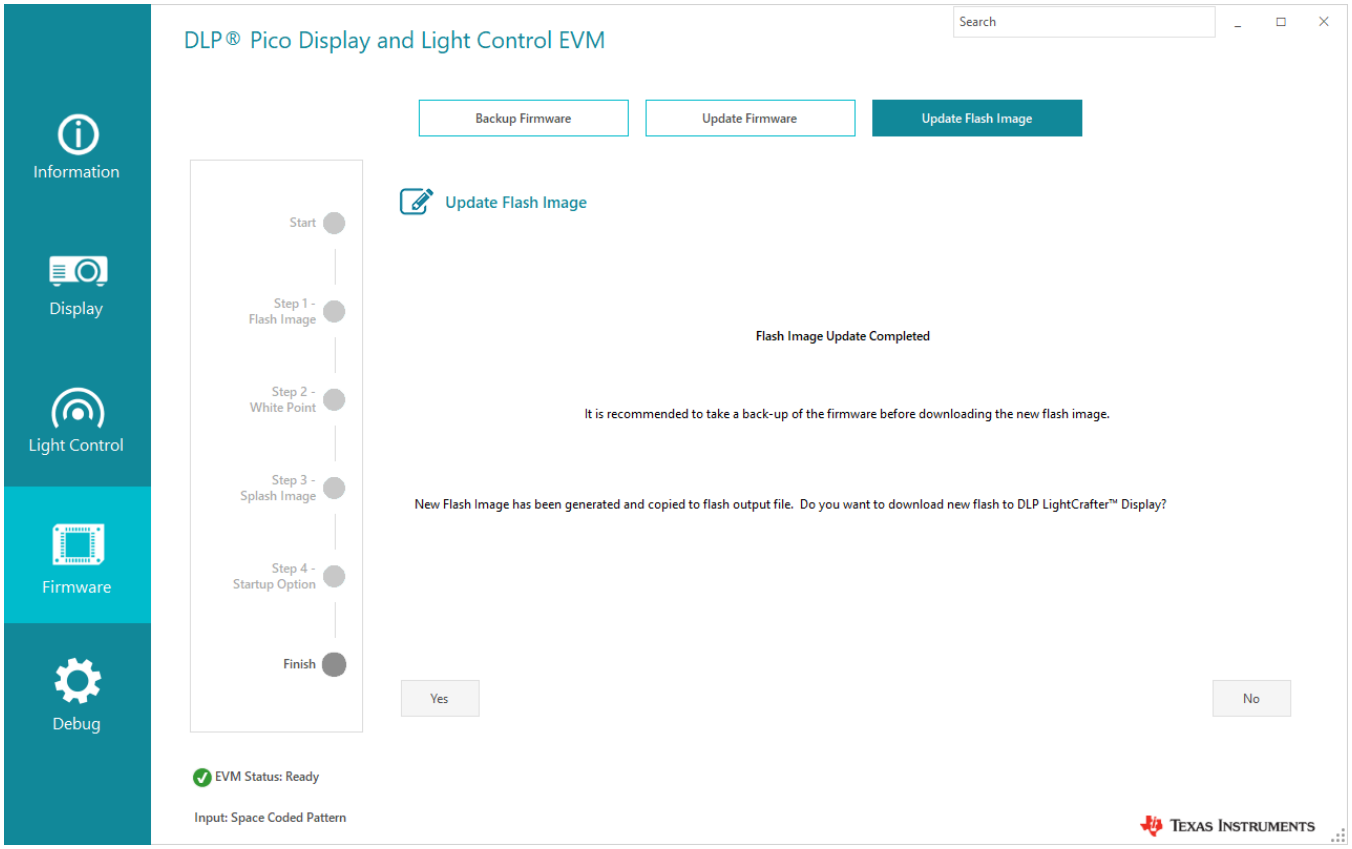


Figure 20. Update Flash Image - Finish Page

This page is not selectable. When the flash image build is completed, the finish page for Update Flash Image will display the information. The user can select the Yes button on the bottom-left to go to the Backup Firmware page to run the backup, or select the No button on the bottom-right to go to the Update Firmware page to update the EVM with the newly created flash image.

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4.5 Debug Tab

4.5.1 Event Viewer Page

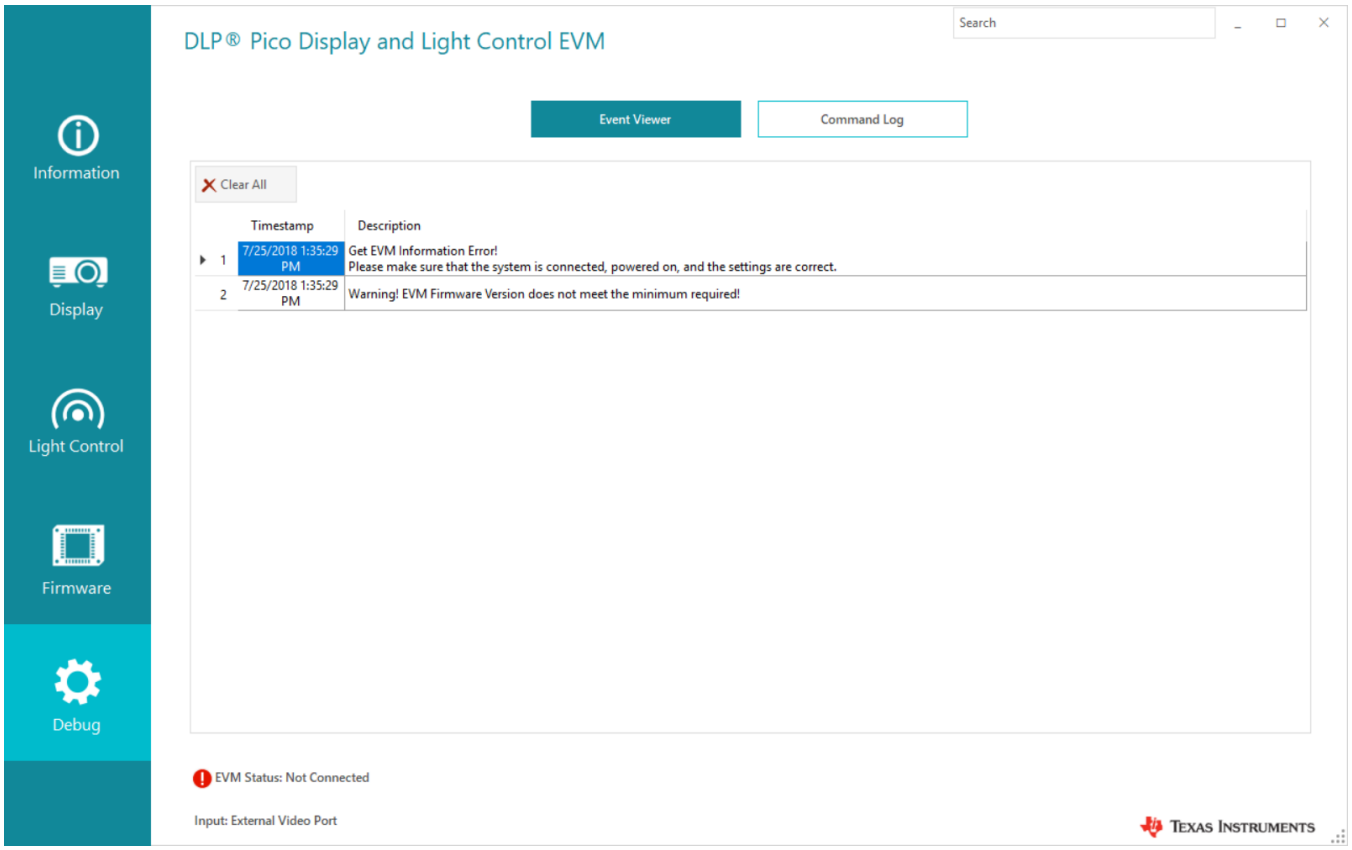


Figure 21. Event Viewer Page

The Event Viewer Page lists the timestamp and description of the event(s) occurred on the EVM system.

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4.5.2 Command Log Page

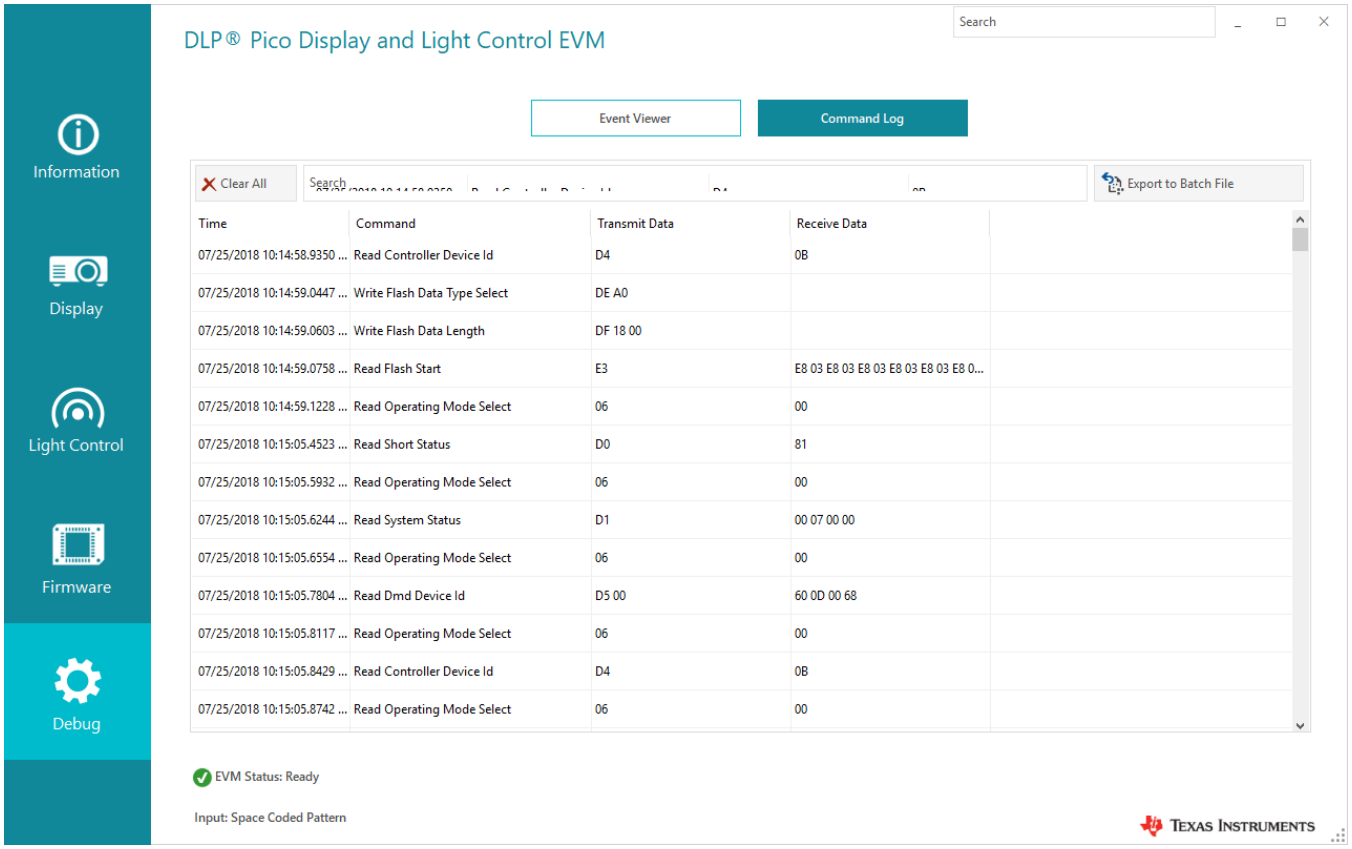


Figure 22. Command Log Page

The Command Log Page lists the command(s) sent to the EVM System with the option to clear all entries or export the allowable write command(s) to a batch file.

4.6 Advanced Tool

Advanced GUI Tool lets the more experienced user to have better/more control of the EVM system with utilities like connection settings, scripting, and direct command communication with the EVM. The tool also has the Event Viewer and Command Log like the simple tool, plus the console, watch variables, and variable list when working with the scripting tool.

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4.6.1 Connection Page

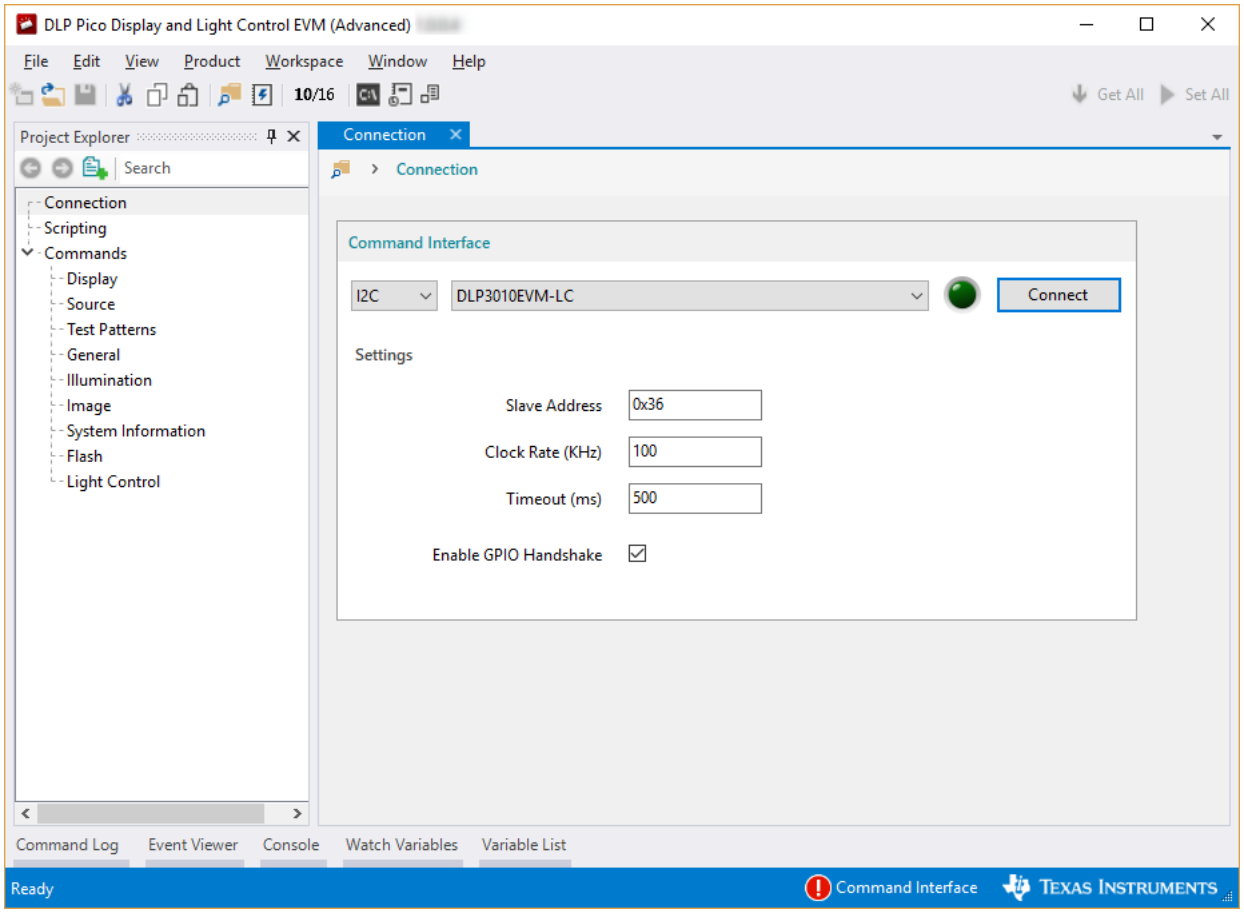


Figure 23. Connection Page

The Connection page lets the user select (while disconnected) the interface (I^2C or SPI), EVM, and the interface's settings, and then connect or disconnect from the system.

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4.6.2 Scripting Page

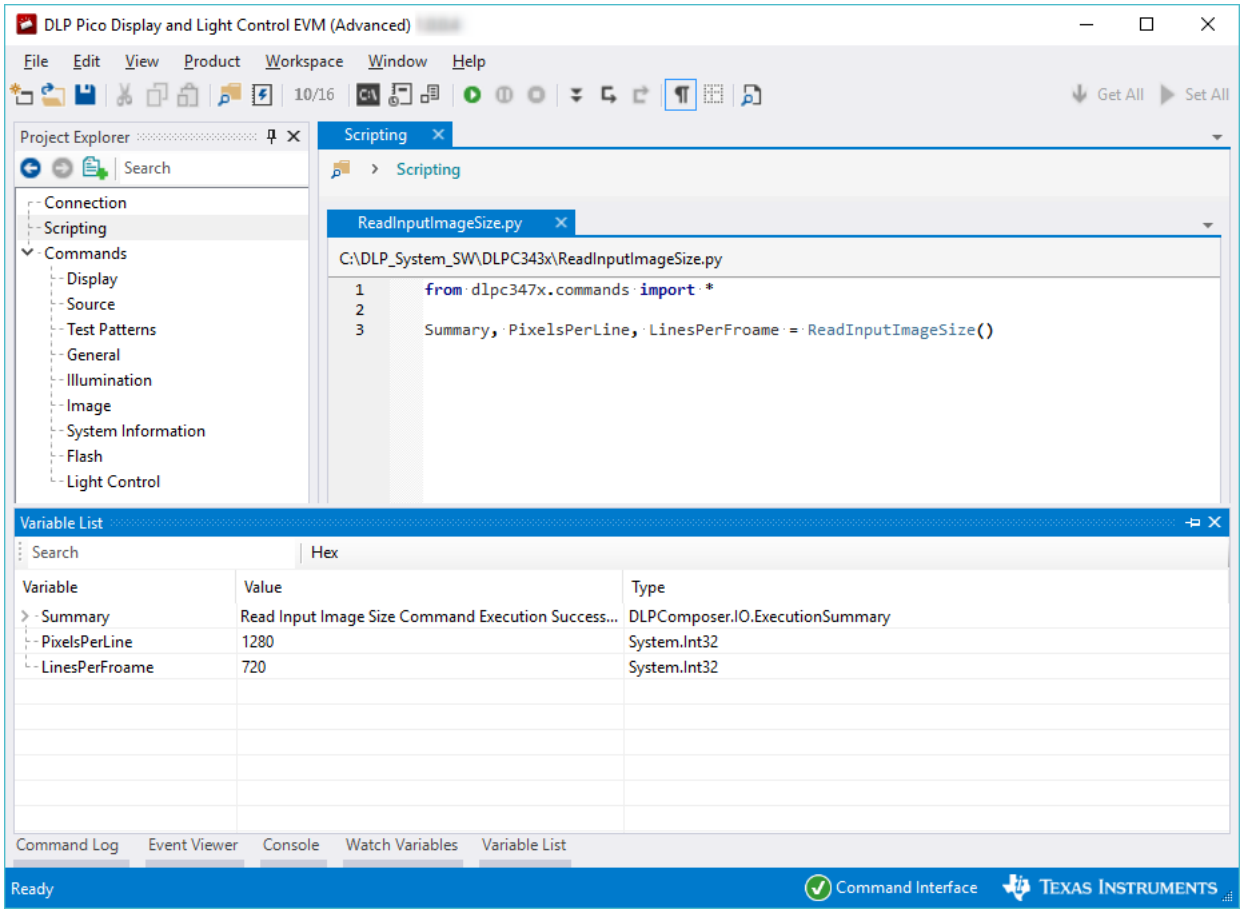


Figure 24. Scripting Page

The Scripting page lets the user write command scripts to execute on the EVM system and the user can monitor the execution of the script through the console, watch variables, and variable pages listed on the bottom of the page. Click Help -> Scripting Reference to see the list of commands available and the syntax for each command.

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4.6.3 Command Pages

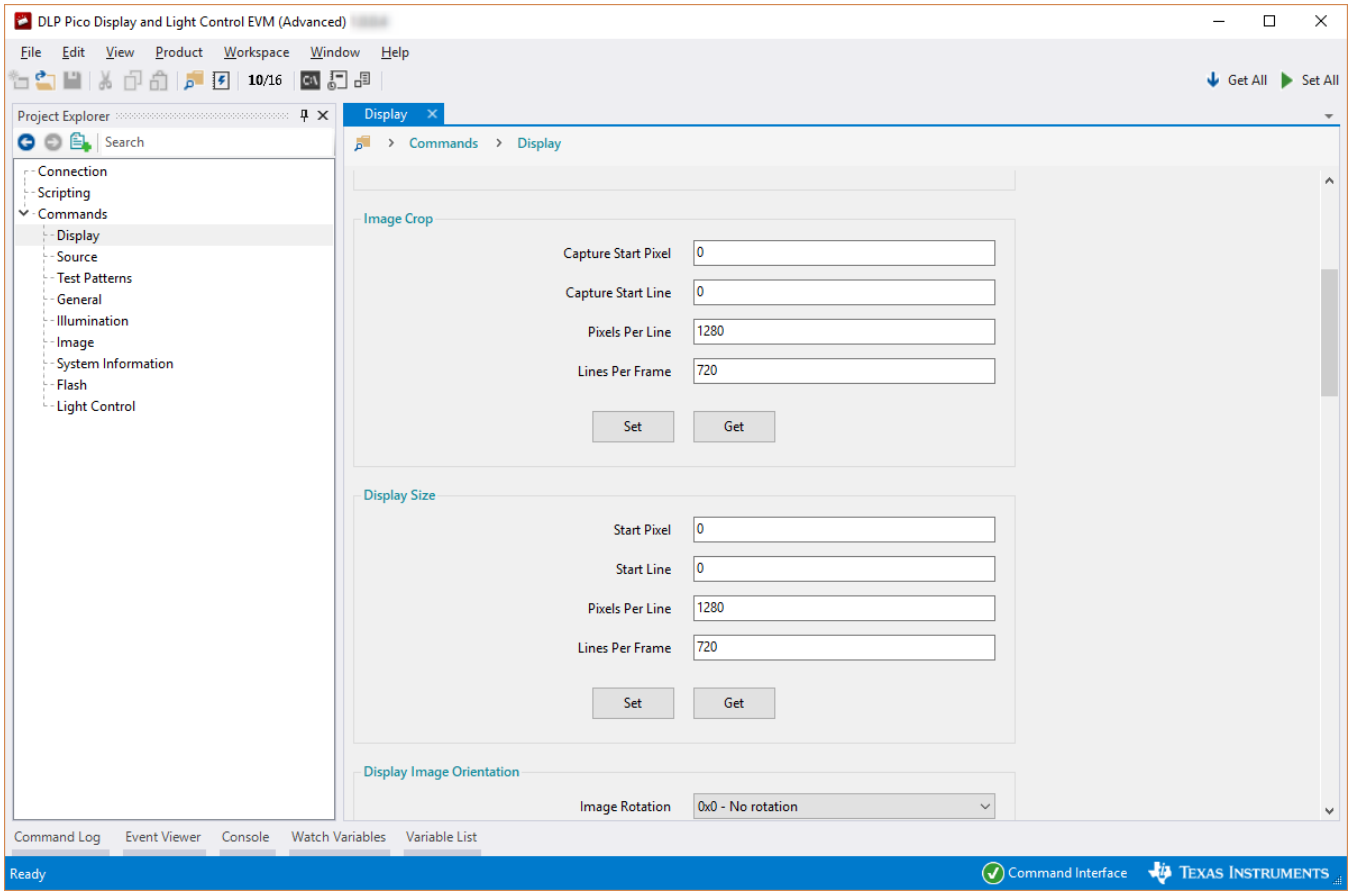


Figure 25. Command Pages

The Command Pages let the user issue the command (Set or Get) from the GUI. Click on the command group (Display, Source, Test Pattern, and so forth) on the left of the page to see the list of commands available for that group. Then the user can set the parameters of the individual command, get the parameters for the command, or click the "Get All" or "Set All" at the top-right hand corner of the page to send all the commands for the group selected.

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