



CMOS, 80 MHz Monolithic 256 Word Power-Down Color Palette RAM-DACs

ADV477/ADV475

FEATURES

Personal System/2* and VGA* Compatible
 80, 66, 50 and 35 MHz Pipelined Operation
 ADV478/ADV471 (ADV®) Pin and Functional Compatible

Power-Down Mode
 On-Board Voltage Reference
 Antisparkle Circuit
 Analog Output Comparators

ADV477:
 Triple 8-Bit D/A Converters
 256 x 24 Color Palette RAM
 15 x 24 Overlay Registers

ADV475:
 Triple 6-Bit D/A Converters
 256 x 18 Color Palette RAM
 15 x 18 Overlay Registers

RS-343A/RS-170 Compatible Outputs
 Sync on all Three Channels
 Programmable Pedestal
 +5 V CMOS Monolithic Construction
 44-Pin PLCC Package

APPLICATIONS

High Resolution Color Graphics
 CAE/CAD/CAM Applications
 Image Processing
 Instrumentation
 Laptop Computers
 Desktop Publishing

AVAILABLE CLOCK RATES

80 MHz
 66 MHz
 50 MHz
 35 MHz

GENERAL DESCRIPTION

The ADV477 and ADV475 are pin-, functional-, and software-compatible RAM-DACs designed specifically for Personal System/2 (PS/2) compatible color graphics. They are a direct plug-in upgrade for the ADV478 and ADV471. Both support the existing 6-bit color VGA standard while also allowing for an upgrade path to 8-bit color resolution.

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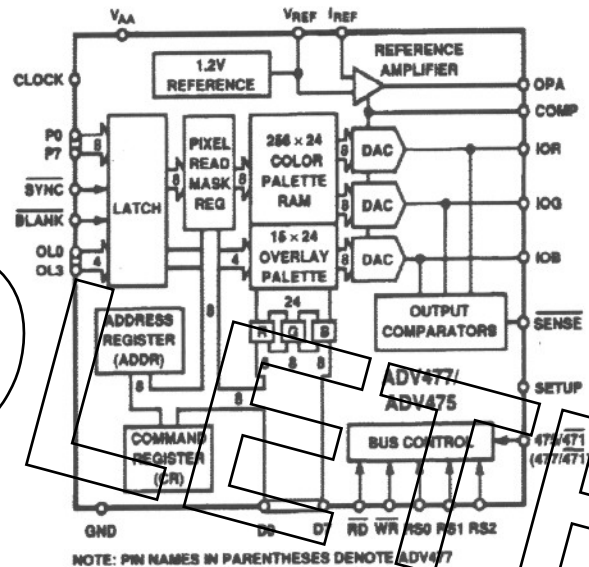
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REV. 0

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FUNCTIONAL BLOCK DIAGRAM



The ADV477 has a 256 x 24 color lookup table with triple 8-bit video D/A converters. The ADV475 has a 256 x 18 color lookup table with triple 6-bit video D/A converters. New features on the ADV477/ADV475 include an on-board 1.2 V voltage reference, analog output comparators for self diagnostics and debugging as well as a power-down or sleep mode.

The power-down mode allows the ADV477/ADV475 to be put into a sleep mode with significant reduction in power consumption. This is ideal for laptop computers that may occasionally require the optional ability to drive an analog RGB monitor, but whose design is dictated by a desire to minimize power consumption.

Options on both parts include a programmable pedestal (0 or 7.5 IRE) and use of an external voltage or current reference. 15 overlay registers provide for overlaying cursors, grids, menus, EGA emulation, etc., at the hardware level. Also supported is a pixel read mask register and the ability to encode sync information on all three channels.

The ADV477/ADV475 generates RS343A compatible video signals into a doubly terminated 75 Ω load, and RS-170 compatible video signals into a singly terminated 75 Ω load, without requiring external buffering.

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ADV477/ADV475—SPECIFICATIONS

($V_{AA}^1 = 5\text{ V}$; $SETUP = 477/475 = V_{AA}$; $V_{REF} = 1.235\text{ V}$;
 $R_L = 37.5\ \Omega$, $C_L = 10\text{ pF}$; $R_{SET} = 147\ \Omega$. All specifications
 T_{MIN} to T_{MAX}^2 , unless otherwise noted.)

| Parameter | ADV477 | ADV475 | Units | Test Conditions/Comments |
|---|-----------|------------|-------------------|--|
| STATIC PERFORMANCE | | | | |
| Resolution (Each DAC) | 8 | 6 | Bits | |
| Accuracy (Each DAC) | | | | |
| Integral Nonlinearity | ± 1 | ± 0.25 | LSB max | Guaranteed Monotonic |
| Differential Nonlinearity | ± 1 | ± 0.25 | LSB max | |
| Gray Scale Error | ± 5 | ± 5 | % Gray Scale | |
| Coding | | | Binary | |
| DIGITAL INPUTS | | | | |
| Input High Voltage, V_{INH} | 2 | 2 | V min | $V_{IN} = 0.4\text{ V or } 2.4\text{ V}$ $f = 1\text{ MHz}$, $V_{IN} = 2.4\text{ V}$ |
| Input Low Voltage, V_{INL} | 0.8 | 0.8 | V max | |
| Input Current, I_{IN} | ± 1 | ± 1 | $\mu\text{A max}$ | |
| Input Capacitance, C_{IN} | 7 | 7 | pF max | |
| DIGITAL OUTPUTS | | | | |
| Output High Voltage, V_{OH} | 2.4 | 2.4 | V min | $I_{SOURCE} = 400\ \mu\text{A}$ $I_{SINK} = 3.2\ \text{mA}$ |
| Output Low Voltage, V_{OL} | 0.4 | 0.4 | V max | |
| Floating-State Leakage Current | 50 | 50 | $\mu\text{A max}$ | |
| Floating-State Leakage Capacitance | 7 | 7 | pF max | |
| ANALOG OUTPUTS | | | | |
| Gray Scale Current Range | 20 | 20 | mA max | Typically 17.62 mA Typically 1.44 mA, $SETUP = V_{AA}$ Typically 5 μA , $SETUP = GND$ Typically 7.62 mA Typically 5 μA Typically 5 μA Typically 2% $f = 1\text{ MHz}$, $I_{OUT} = 0\ \text{mA}$ |
| Output Current | | | | |
| White Level Relative to Black | 16.74 | 16.74 | mA min | |
| | 18.50 | 18.50 | mA max | |
| Black Level Relative to Blank (Pedestal = 7.5 IRE) | 0.95 | 0.95 | mA min | |
| Black Level Relative to Blank (Pedestal = 0 IRE) | 1.90 | 1.90 | mA max | |
| Blank Level | 0 | 0 | $\mu\text{A min}$ | |
| Blank Level (Sync Enabled) | 50 | 50 | $\mu\text{A max}$ | |
| Blank Level (Sync Disabled) | 6.29 | 6.29 | mA min | |
| Sync Level | 8.96 | 8.96 | mA max | |
| Sync Level | 0 | 0 | $\mu\text{A min}$ | |
| Sync Level | 50 | 50 | $\mu\text{A max}$ | |
| Sync Level | 0 | 0 | $\mu\text{A min}$ | |
| Sync Level | 50 | 50 | $\mu\text{A max}$ | |
| LSB size | 69.1 | 279.68 | $\mu\text{A typ}$ | |
| DAC to DAC Matching | 5 | 5 | % max | |
| Output Compliance, V_{OC} | -1 | -1 | V min | |
| | +1.5 | +1.5 | V max | |
| Output Capacitance, C_{OUT} | 30 | 30 | pF max | |
| Output Impedance, R_{OUT} | 10 | 10 | k Ω typ | |
| VOLTAGE REFERENCE | | | | |
| Internal Voltage Reference | 1.1/1.3 | 1.1/1.3 | V min/V max | Typically 1.235 V |
| External Voltage Reference Range | 1.14/1.26 | 1.14/1.26 | V min/V max | |
| POWER SUPPLY | | | | |
| Supply Voltage, V_{AA} | 4.75/5.25 | 4.75/5.25 | V min/V max | 80 MHz and 66 MHz Parts 50 MHz and 35 MHz Parts |
| | 4.50/5.50 | 4.50/5.50 | V min/V max | |
| Supply Current, I_{AA} | | | | Typically 160 mA Typically 5 mA $f = 1\text{ kHz}$, $COMP = 0.1\ \mu\text{F}$ |
| Normal Operation | 200 | 200 | mA max | |
| Power Down Mode ³ | 10 | 10 | mA max | |
| Power Supply Rejection Ratio | 0.5 | 0.5 | %/ % max | |
| DYNAMIC PERFORMANCE | | | | |
| Clock and Data Feedthrough ^{4, 5} | -30 | -30 | dB typ | |
| Glitch Impulse ^{4, 5} | 75 | 75 | pV secs typ | |
| DAC to DAC Crosstalk ⁶ | -23 | -23 | dB typ | |

NOTES

¹ $\pm 5\%$ for 80 MHz and 66 MHz parts; $\pm 10\%$ for 50 MHz and 35 MHz parts.

² Temperature Range (T_{MIN} to T_{MAX}): 0°C to $+70^\circ\text{C}$.

³ External Voltage/Current Reference disabled. Temperature: $+25^\circ\text{C}$ to $+70^\circ\text{C}$. All digital inputs at 0.4 V.

⁴ Clock and data feedthrough is a function of the amount of overshoot and undershoot on the digital inputs. Glitch impulse includes clock and data feedthrough.

⁵ TTL input values are 0 to 3 volts, with input rise/fall times $\leq 3\text{ ns}$, measured the 10% and 90% points. Timing reference points at 50% for inputs and outputs.

⁶ DAC-to-DAC Crosstalk is measured by holding one DAC high while the other two are making low to high and high to low transitions.

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ADV477/ADV475

TIMING CHARACTERISTICS¹ ($V_{AA}^2 = 5\text{ V}$; SETUP = 477/471 = V_{AA} ; $V_{REF} = 1.235\text{ V}$; $R_L = 37.5\ \Omega$, $C_L = 10\text{ pF}$; $R_{SET} = 147\ \Omega$. All specifications T_{MIN} to T_{MAX} ³, unless otherwise noted.)

| Parameter | 80 MHz Version | 66 MHz Version | 50 MHz Version | 35 MHz Version | Units | Conditions/Comments |
|------------|-------------------|-------------------|-------------------|-------------------|-------------------|--|
| f_{max} | 80 | 66 | 50 | 35 | MHz | Clock Rate |
| t_1 | 10 | 10 | 10 | 10 | ns min | RS0-RS2 Setup Time |
| t_2 | 10 | 10 | 10 | 10 | ns min | RS0-RS2 Hold Time |
| t_3^4 | 5 | 5 | 5 | 5 | ns min | \overline{RD} Asserted to Data Bus Driven |
| t_4^4 | 40 | 40 | 40 | 40 | ns max | \overline{RD} Asserted to Data Valid |
| t_5^5 | 20 | 20 | 20 | 20 | ns max | \overline{RD} Negated to Data Bus 3-Stated |
| t_6^5 | 5 | 5 | 5 | 5 | ns min | Read Data Hold Time |
| t_7 | 10 | 10 | 10 | 10 | ns min | Write Data Setup Time |
| t_8 | 10 | 10 | 10 | 10 | ns min | Write Data Hold Time |
| t_9 | 50 | 50 | 30 | 50 | ns min | \overline{RD} , \overline{WR} Pulse Width Low |
| t_{10} | $6 \times t_{13}$ | $6 \times t_{13}$ | $6 \times t_{13}$ | $6 \times t_{13}$ | ns min | \overline{RD} , \overline{WR} Pulse Width High |
| t_{11} | 3 | 3 | 3 | 3 | ns min | Pixel and Control Setup Time |
| t_{12} | 3 | 3 | 3 | 3 | ns min | Pixel and Control Hold Time |
| t_{13} | 12.5 | 15.15 | 20 | 28 | ns min | Clock Cycle Time |
| t_{14} | 4 | 5 | 6 | 7 | ns min | Clock Pulse Width High Time |
| t_{15} | 4 | 5 | 6 | 9 | ns min | Clock Pulse Width Low Time |
| t_{16} | 30 | 30 | 30 | 30 | ns max | Analog Output Delay |
| t_{17} | 3 | 3 | 3 | 3 | ns typ | Analog Output Rise/Fall Time |
| t_{18}^6 | 13 | 13 | 20 | 28 | ns max | Analog Output Settling Time |
| t_{19} | 1 | 1 | 1 | 1 | $\mu\text{s typ}$ | SENSE Output Delay |
| t_{SK} | 2 | 2 | 2 | 2 | ns max | Analog Output Skew |
| t_{PD} | $4 \times t_{13}$ | $4 \times t_{13}$ | $4 \times t_{13}$ | $4 \times t_{13}$ | ns min | Pipeline Delay |

NOTES
¹TTL input values are 0 to 3 volts, with input rise/fall times $\leq 3\text{ ns}$, measured between the 10% and 90% points. Timing reference points at 50% for inputs and outputs. Analog output load $\leq 10\text{ pF}$, D0-D7 output load $\leq 50\text{ pF}$. See timing notes in Figure 2a.

² $\pm 5\%$ for 80 MHz and 66 MHz parts; $\pm 10\%$ for 50 MHz and 35 MHz parts.

³Temperature Range (T_{MIN} to T_{MAX}): 0°C to $+70^\circ\text{C}$.

⁴ t_3 and t_4 are measured with the load circuit of Figure 3 and are defined as the time required for an output to cross 0.4 V or 2.4 V.

⁵ t_5 and t_6 are derived from the measured time taken by the data outputs to change by 0.5 V when loaded with the circuit of Figure 3. The measured number is then extrapolated back to remove the effects of charging the 50 pF capacitor. This means that the times, t_5 and t_6 , quoted in the timing characteristics are the true values for the device and as such are independent of external bus loading capacitances.

⁶Settling time does not include clock and data feedthrough.

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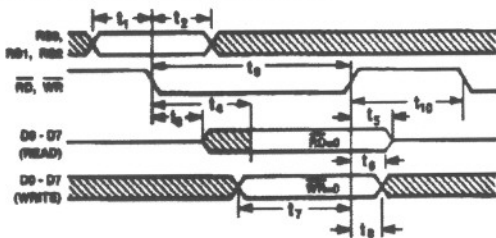
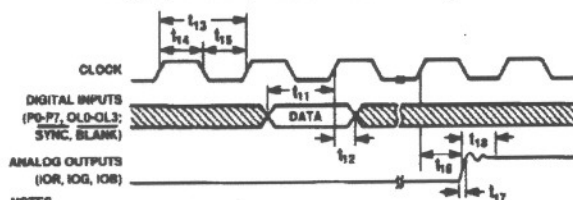


Figure 1. MPU Read/Write Timing



- NOTES**
1. OUTPUT DELAY MEASURED FROM THE 50% POINT OF THE RISING EDGE OF CLOCK TO THE 50% POINT OF FULL-SCALE TRANSITION.
 2. SETTLING TIME MEASURED FROM THE 90% POINT OF FULL-SCALE TRANSITION TO THE OUTPUT REMAINING WITHIN $\pm 1\text{ LSB}$ (ADV477) AN $\pm 0.25\text{ LSB}$ (ADV475).
 3. OUTPUT RISE/FALL TIME MEASURED BETWEEN THE 10% AND 90% POINTS OF FULL-SCALE TRANSITION

Figure 2a. Video Input/Output Timing

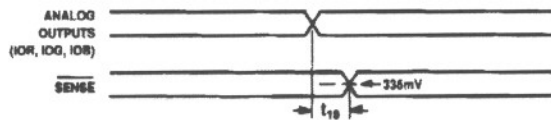


Figure 2b. Video Output vs. SENSE Timing

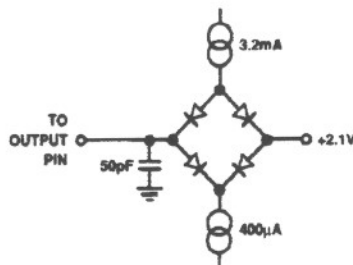


Figure 3. Load Circuit for Bus Access and Relinquish Time

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