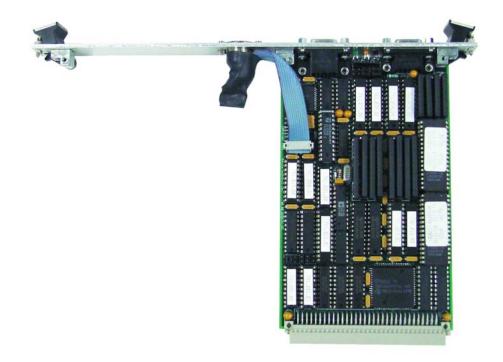


RG-741

3U VME Color Graphics Board



Features

- TMS34010 Graphics Processor
- 16 or 256 Colors
- Up to 1024 x 768 Screen Resolution
- Interlaced and Non-Interlaced Operation
- Mouse and Keyboard Interfaces
- 3U or 6U (shown above) face plate

The RG-741

The TMS34010-based RG-741 is a full function graphics board for use with VGA and SVGA color video monitors, complete with keyboard and mouse interfaces, programmable resolution, and on-board firmware. It supports flicker-free non-interlaced screen resolutions from 640 x 480 to 1024 x 768 @ 60Hz.

Hardware Features

- TMS34010 Graphics Processor
- 16/256 colors
- Standard Drawing Library (SDL) Firmware
- Up to 2 MB DRAM (512 KB standard)
- 1 MB display VRAM
- Video DAC with 256x24 color lookup table
- DB15 VGA Interface

Software support includes the Standard Drawing Library (SDL) firmware and drivers for VxWorks based systems. VMEbus board address is selectable with factory-installed. Please see ordering information for details. Custom addressing is also available for a nominal fee.

- Sync-On-Green
- RS-232 interface for use with Mouse or Serial Port
- AT keyboard interface
- Supports interlaced and non-interlaced video
- VMEbus addressing PAL sets: : -PS0, -PS1 and -PS2
- 6U Front Panel Option

Standard Drawing Library (SDL)

SDL, is a scaleable C graphics library. It is small, compact, ROMable, and offers device independent graphics functions for board level and embedded systems applications. Limiting the number of functions used in a given application can control its target code size. SDL is written in ANSI C and is supplied in library format. This simple to use library provides a complete set of graphics primitives that can be extended by adding utility functions for specialized graphics tasks. Included is a generic graphics driver module that provides the hardware specific routines needed to interface to the graphics hardware in a user's system.

SDL Software Features

- Solid (thin and wide) and Dashed Lines and Rectangles
- Circles, Ellipses, and Arcs
- Filled Circles, Chords, Sectors, and Polygons
- Solid and Pattern Fills Pixel Processing

Product Specifications

Graphics Controller Memory Configuration

Display Colors Programmable Resolutions

VMEbus interface Dimensions Video Connector Analog Monitor Support

Software Support Power Requirements

Environment

Operating temperature Storage temperature Humidity Altitude TMS34010 512KB or 2 MB DRAM 1 MB VRAM 16 or 256 color 640h x 480v x 4/8-bits 800h x 600v x 4/8-bits 1024h x 768v x 4/8-bits A16, D16; A24, D16 3U VME DB15-HD VESA (VGA) Standard and multifrequency monitors, including Sync-On-Green Standard Drawing Library (SDL) +5V @ 3.0 A (Max.) ±12V @ 0.2 A (Max.)

0°C to +55°C -40°C to +65°C 0% - 95% non-condensing 7,500 feet

- Proportional and Fixed Width Fonts
- Clipping Rectangle and Logical Origin
- Screen to Screen and Host to Screen Image Copy
- Mouse and Keyboard Support

Ordering Information

Standard Configuration:

RG-741 - 3U VME board, 512 KB DRAM, 3U Face Plate

Option	Description	A24 Address
-PS0	Interface PAL Set	E00000h or D00000h
-PS1	Interface PAL Set	C00000h or B00000h
-PS2	Interface PAL Set	A00000h or 900000h
-CP	Custom Interface PAL Set	xxxxxxh or xxxxxh
-6U	Specifies 6U front panel	
-50Hz	Specifies 50 Hz video timing	
-M2	Specifies 2MB of DRAM	

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