

VGA Basics

Last updated 5/20/20

VGA Basics

These slides describe the operation of a VGA display

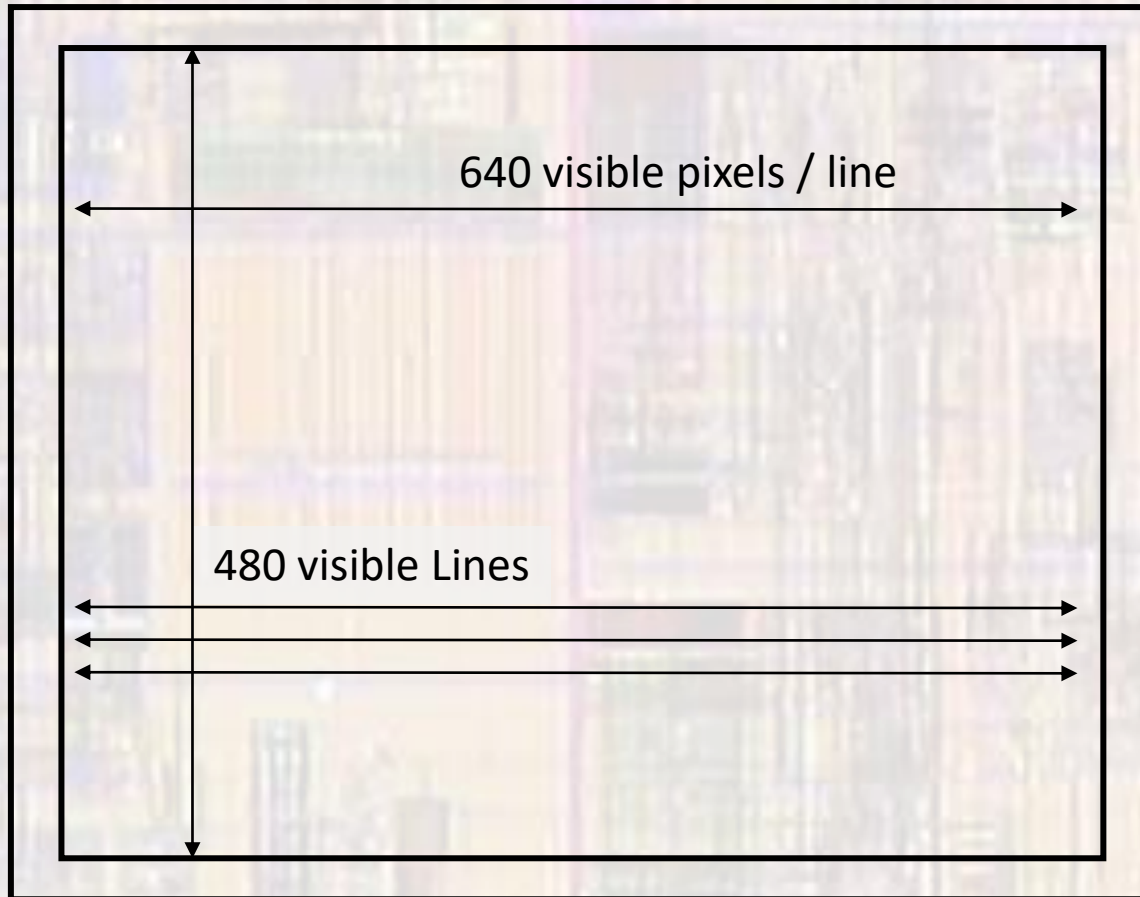
Upon completion: You should be able to describe and operation of a VGA display

VGA Basics

Video Graphics Array

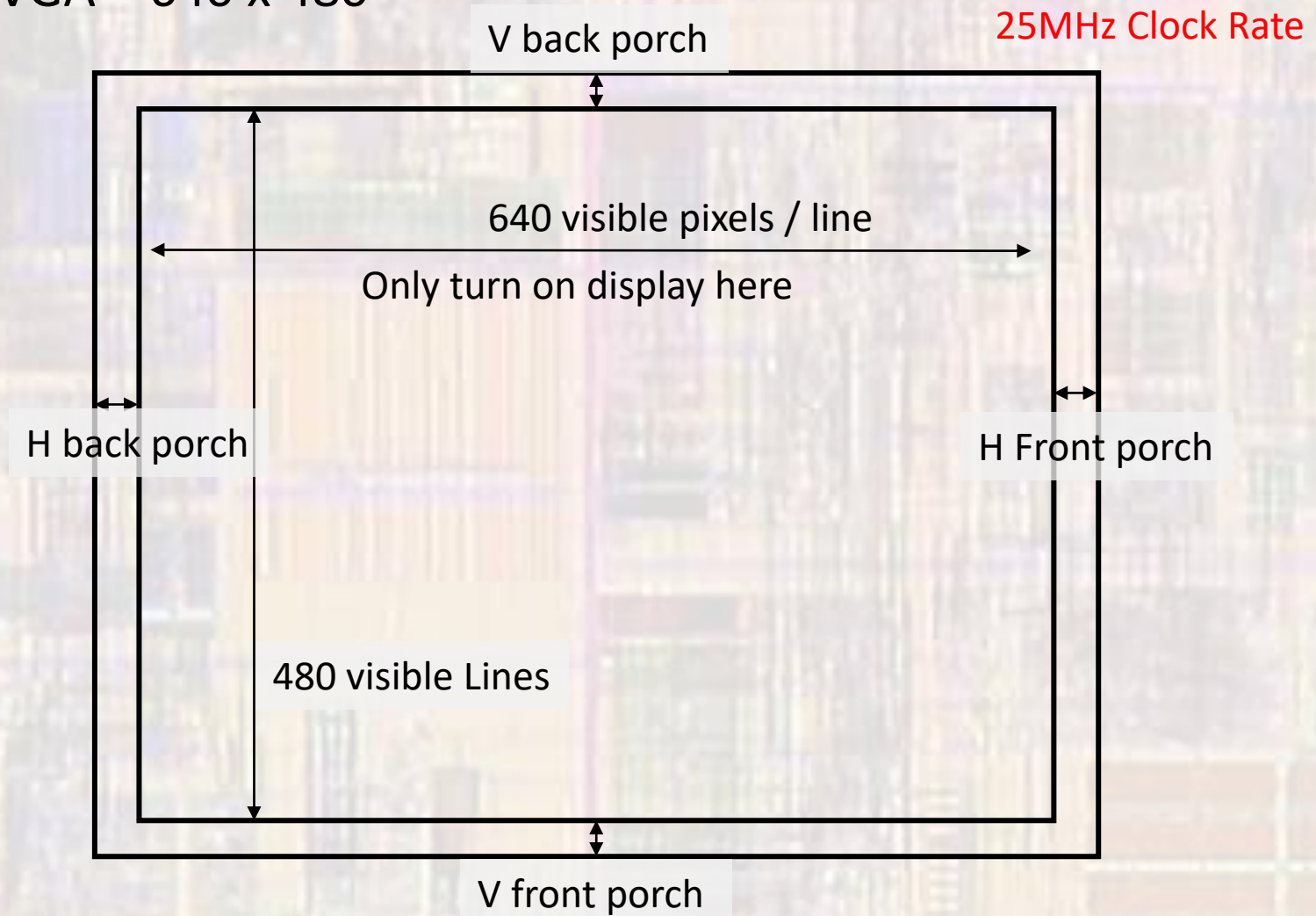
VGA Basics

- VGA – 640 x 480



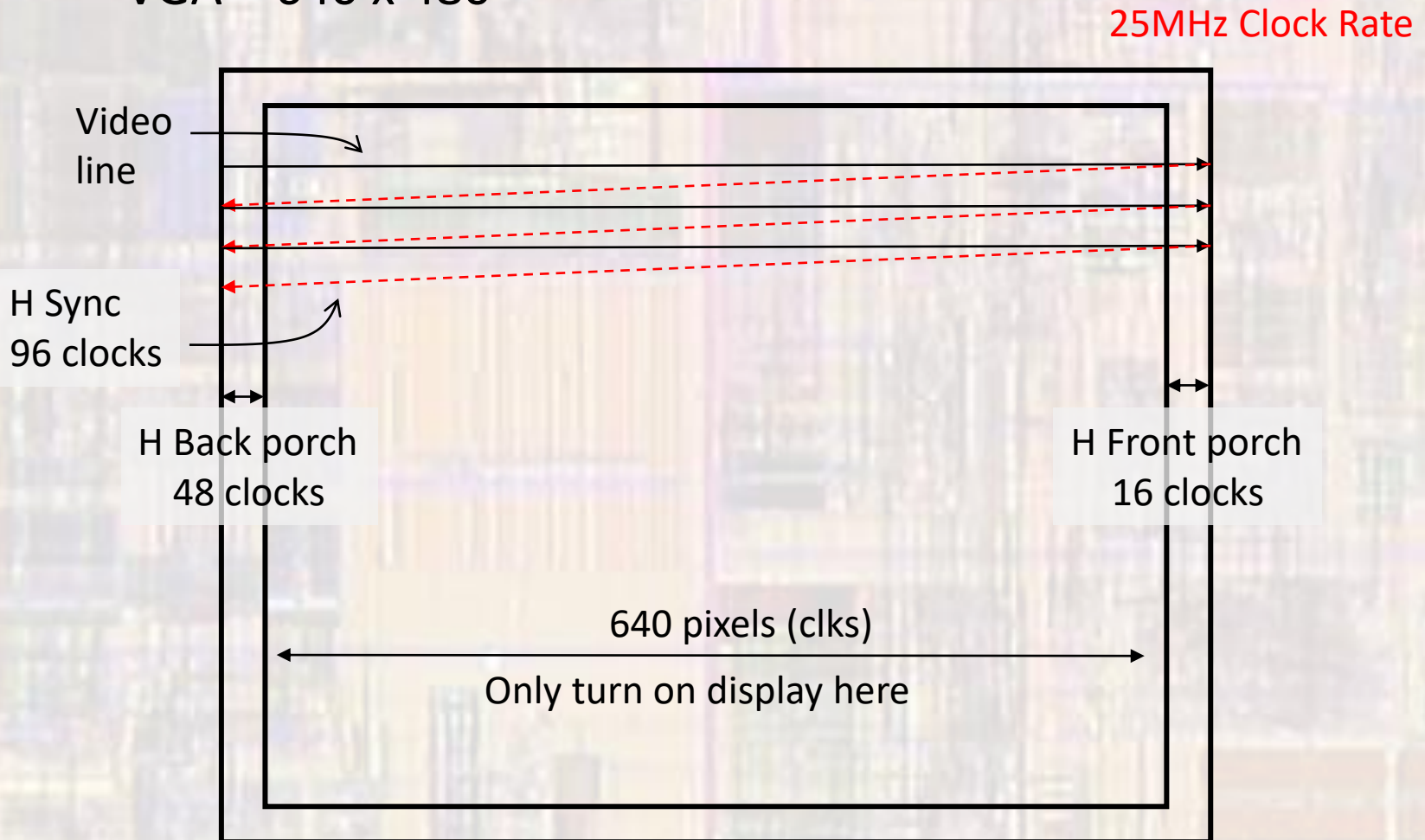
VGA Basics

- VGA – 640 x 480



VGA Basics

- VGA – 640 x 480

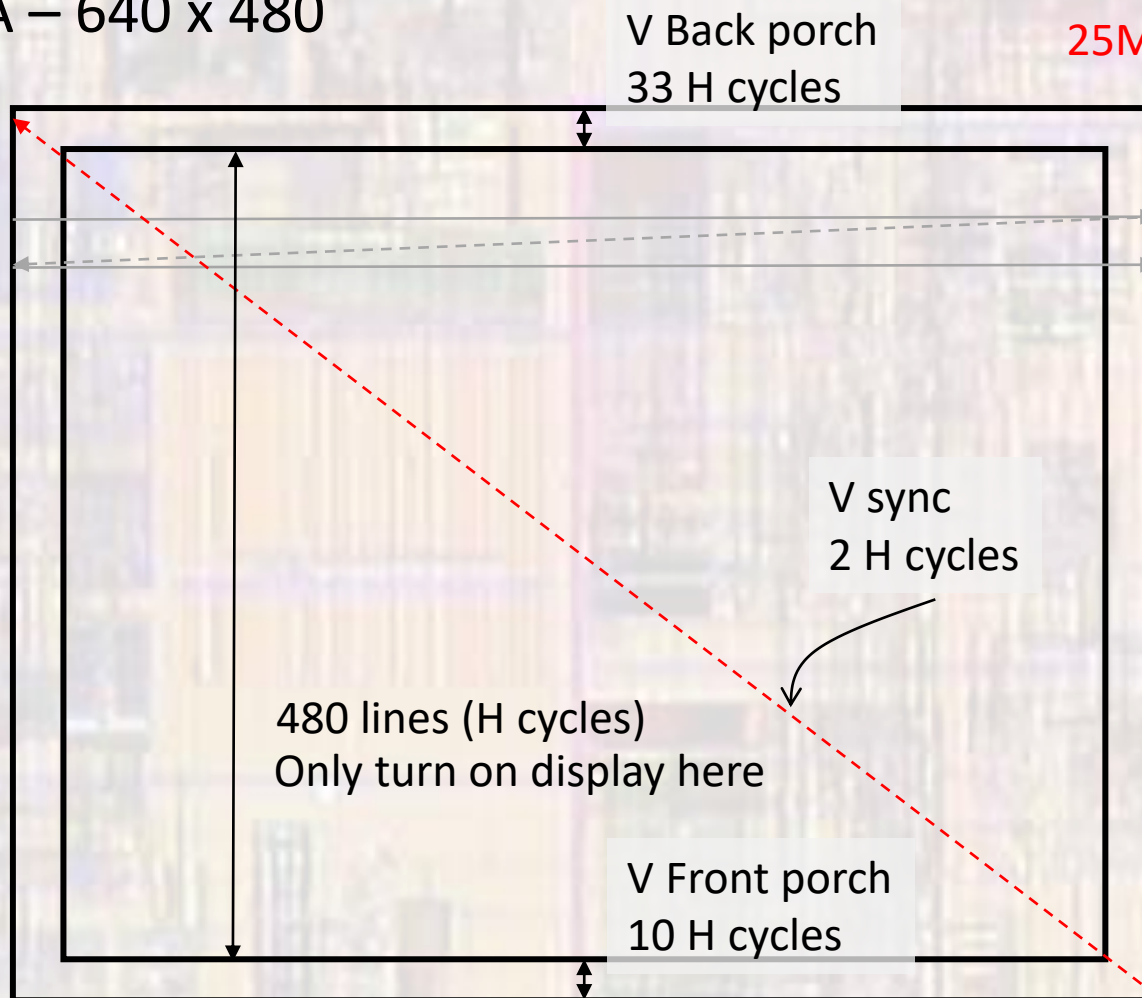


$$1 \text{ H cycle} = (48 + 640 + 16 + 96 = 800) \text{ clock cycles}$$

VGA Basics

- VGA – 640 x 480

25MHz Clock Rate



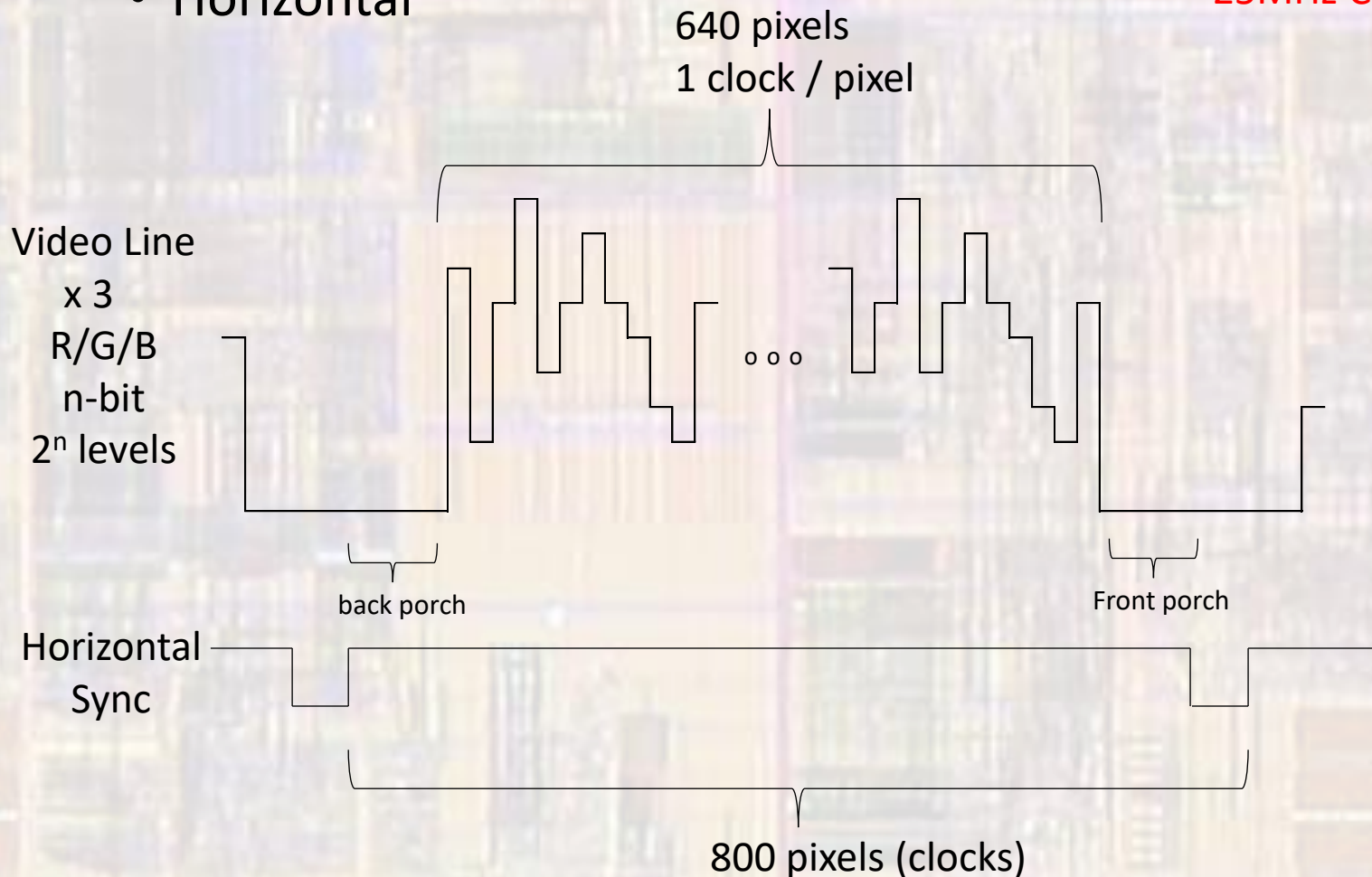
$$1 \text{ V cycle} = (33 + 480 + 10 + 2) \text{ H cycles}$$

VGA Basics

- VGA Signal Timing – 640x480

- Horizontal

25MHz Clock Rate

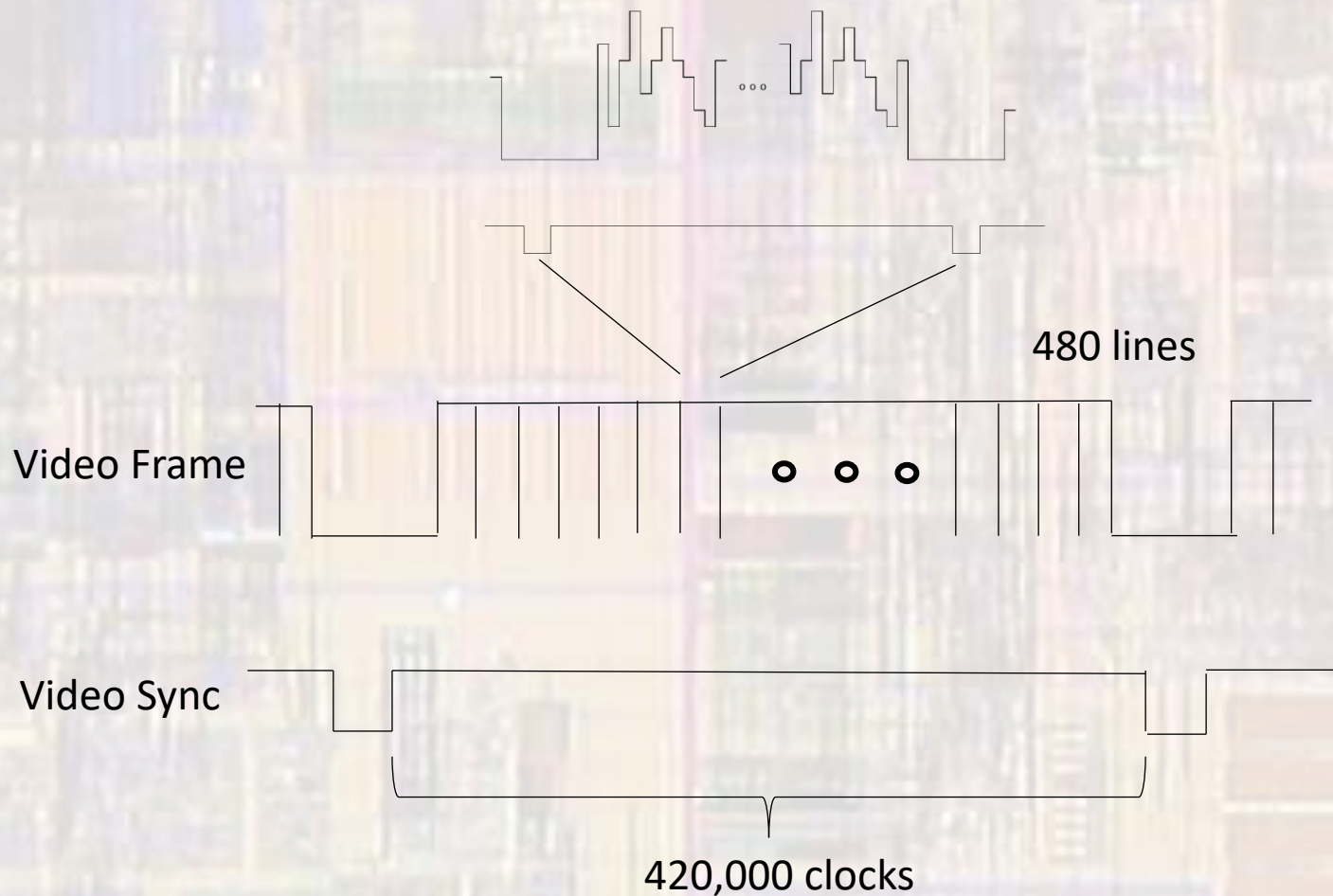


VGA Basics

- VGA Signal Timing – 640x480

- Vertical

25MHz Clock Rate



VGA Basics

- VGA Signal Timing – 640x480

$$800 \text{ clocks/H} * 525 \text{H/V} * (1/(25e^6 \text{ clocks/sec})) = 0.168 \text{sec/refresh}$$

→ 59.524 Hz refresh rate

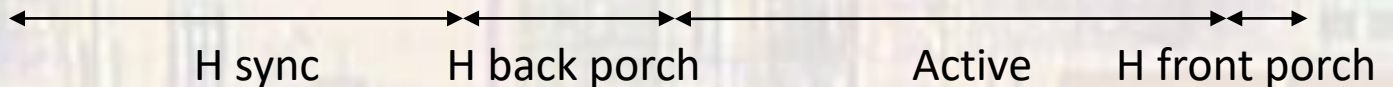
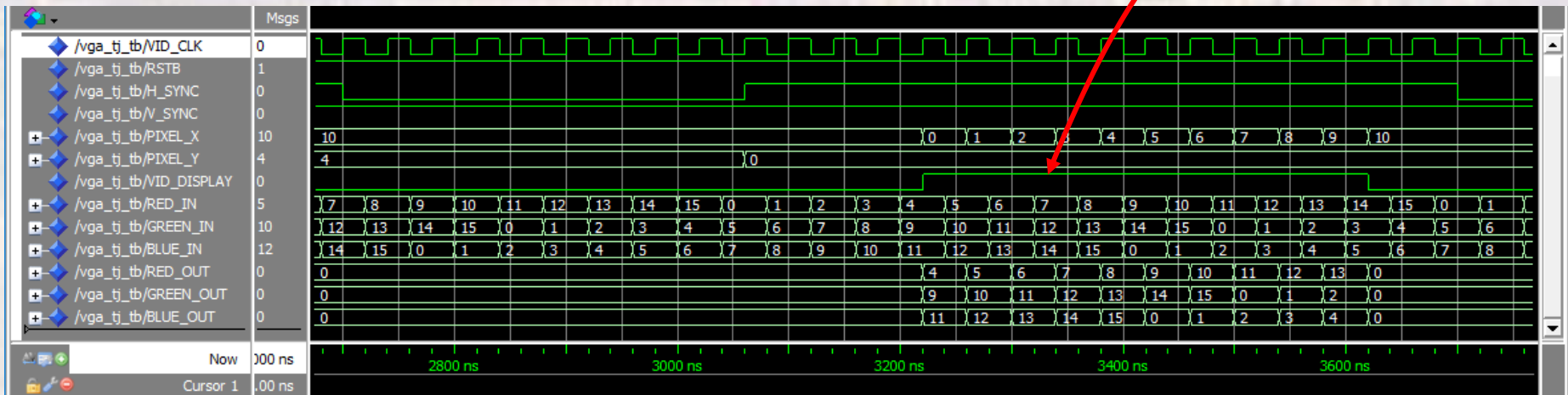
VGA Basics

- VGA Signal Timing – test case

- Horizontal

- 4 – H Back Porch
- 10 - Active
- 2 – H Front Porch
- 9 – H sync

Display On



VGA Basics

- VGA Signal Timing – test case

- Vertical

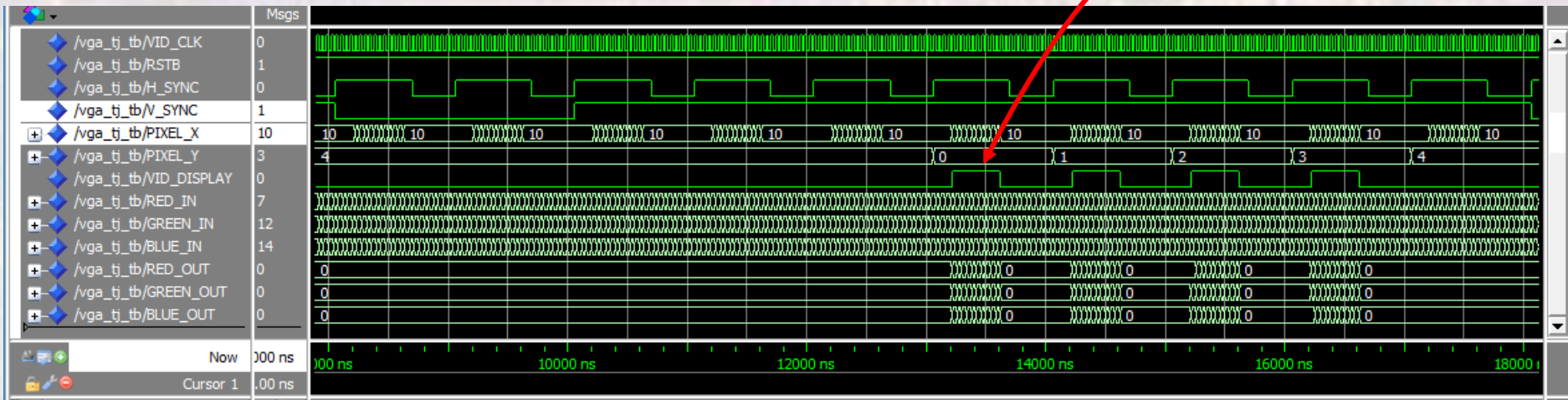
3 – V Back Porch

4 - Active

1 – V Front Porch

2 – V sync

Display On



V sync

V back porch

Active

V front porch