

Arducam Mega SPI Camera Series

Mega SPI Camera Series Application Note

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1. Introduction

This application note describes the detail hardware messages of Arducam Mega SPI Camera Module.

2. SPI Slave Interface

Arducam Mega SPI slave interface is fixed SPI mode 0 with POL = 0 and PHA= 0. The recommended speed of SCLK is 8MHz. Also note that the performance may vary across different platforms. The SPI protocol is designed with a command phase with variable data phase. The chip select signal should always keep asserted during the SPI read or write bus cycle.

3. Arducam Mega Timing Diagram

3.1 Single Read Timing

The SPI bus single read timing is for read operation of Arducam Mega internal registers and single FIFO read function. It is composed of a command phase and a data phase during the assertion of chip select signal CSn. The first 8 bits is the command byte which is decoded as a register address. The second 8 bits is the dummy data, which is used to provide a delay area in a very short time to prepare data for the camera. The final 8 bits is written to the SPI bus MOSI signal, and the content read back from register is appeared on the SPI bus MISO signal.

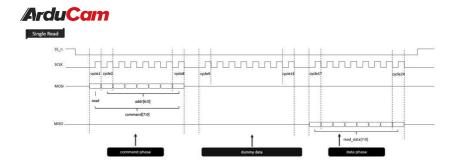


Figure 1. Single Read Timing

3.2 Single Write Timing

The SPI bus write timing composed of a command phase and a data phase during the assertion of the chip select signal CSn. The first 8 bits is command byte which is decoded as a register address, and the second 8 bits is data byte to be written to the Arducam Mega internal registers.

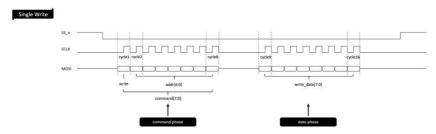


Figure 2. Single Write Timing

3.3 First Time Burst Read Timing

SPI bus burst read timing only applies to burst FIFO read operations. It consists of a burst read command phase and multiple data phases to achieve multiple times throughput compared to a single FIFO read operation. Similar to a single read



mode, when formally burst reading data, the first byte is the dummy data(Allow enough time for data preparation) and the subsequent data is valid.

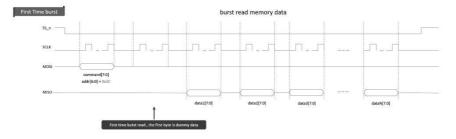


Figure 3. First Time Burst Read Timing

3.4 Nth Burst Read Timing(N>=2)

Different from the First Time burst read mode, when the Nth burst read command is issued, the data will start to be prepared directly, and all subsequent data received will be valid data.

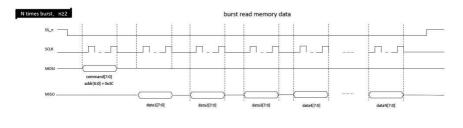


Figure 4. Nth Burst Read Timing



4. Register Table

Table1. Arducam Mega SPI Camera Register Table

| FPGA Register | Register Type | MEGA-5MP | MEGA-3MP | Default Value |
|----------------|---------------|--|------------------------|---------------|
| Address(8-bit) | | Camera | Camera | |
| 0x00 | RW | Test register | Test register | 0x00 |
| 0x01 | RW | Bit[7:0]: Number of sh | nooting frames | 0x00 |
| | | 0~254: Number of fra | mes = value + 1 | |
| | | (unless full) | | |
| | | 255: Indicates that the | e memory is full | |
| | | (8MB) | | |
| 0x02 | RW | Bit[2]:cam_power_en | . 1: Normal. 0: Power | 0x05 |
| | | off | | |
| | | Bit[1]: cam_pwdn. 1: | Sleep. 0: normal | |
| | | Bit[0]: cam_rst_n. 1: N | Normal. 0: reset | |
| 0x04 | RW | memory control | | Default |
| | | Bit[1]: Write 1 to start | taking pictures | |
| | | Bit[0]: Write 1 to clear | r the write memory | |
| | | completion flag | | |
| 0x05 | RW | Bit[7]: Select camera data or simulation | | 0x00 |
| | | data | | |
| | | 0: camera data | | |
| | | 1: Simulated data | | |
| | | Bit[1]: In 16-bit mode | , convert the input 10 | |
| | | bits into 16 bits. | | |
| | | Choose whether to fil | I the high bit or the | |
| | | low bit with 0 | | |
| | | 0: Fill in the high 6 bit | s with 0 | |
| | | 1: Fill in the lower 6 b | its with 0 | |



| FIGUE | | | | 1 | |
|-------|----|---------------------------|---|---------|--|
| | | Bit[0]: 8-bit mode or 1 | L6-bit mode | | |
| | | 0: 8-bit mode | 0: 8-bit mode | | |
| | | 1: 10-bit mode | 1: 10-bit mode | | |
| 0x06 | RW | Bit[7]: test data (32-bi | t counter) | 0x01 | |
| | | 0: normal data | | | |
| | | 1: Test data | | | |
| | | Bit[0]: VSYN field signs | al level is valid high or | | |
| | | low | | | |
| | | 0: Highly effective | | | |
| | | 1: low effective | | | |
| 0x07 | RW | Bit[7]: Write 1, reset o | ache (SDRAM, 8M) | Default | |
| | | Bit[6]: Write 1 to rese | t FPGA | | |
| | | Bit[1]: Write 1 to rese | t I2C | | |
| | | Bit[0]: Write 1 to initia | ate an I2C direct read | | |
| | | camera operation. | camera operation. | | |
| 0x0A | RW | Directly write camera | Directly write camera register, I2C device | | |
| | | address | address | | |
| 0x0B | RW | Directly write camera | Directly write camera register, the upper 8 | | |
| | | bits of the I2C register | bits of the I2C register address | | |
| 0x0C | RW | Directly write camera | Directly write camera register, the lower 8 | | |
| | | bits of the I2C register | bits of the I2C register address | | |
| | | | | | |
| 0x20 | WO | Bit[1:0]: write basic co | Bit[1:0]: write basic configuration | | |
| | | 0: Write basic configu | 0: Write basic configuration | | |
| | | 1: Write JPG basic con | 1: Write JPG basic configuration | | |
| | | 2: Write RGB basic co | 2: Write RGB basic configuration | | |
| | | 3: Write YUV basic cor | 3: Write YUV basic configuration | | |
| 0x21 | WO | Bit[6:0]: Resolution | Bit[6:0]: Resolution | Default | |
| | | 1:320x240 | 1:320x240 | | |
| | | 2: 640x480 | 2: 640x480 | | |

| #Yrau Cart | | | | |
|------------|----|---------------------------------|--------------|---------|
| | | 4: 1280x720 | 4: 1280x720 | |
| | | 6: 1600x1200 | 6: 1600x1200 | |
| | | 7: 1920x1080 | 7: 1920x1080 | |
| | | 9:2592x1944 | 8:2048x1536 | |
| | | 10:96x96 | 10:96x96 | |
| | | 11:128x128 | 11:128x128 | |
| | | 12: 320x320 | 12: 320x320 | |
| 0x22 | wo | Bit[3:0]: brightness ac | ljustment | Default |
| | | 0: default | | |
| | | 1: +1 | | |
| | | 2: -1 | | |
| | | 3: +2 | | |
| | | 4: -2 | | |
| | | 5: +3 | | |
| | | 6: -3 | | |
| | | 7: +4 | | |
| | | 8: -4 | | |
| 0x23 | wo | Bit[3:0]: Contrast adjustment | | Default |
| | | 0: default | | |
| | | 1: +1 | | |
| | | 2: -1 | | |
| | | 3: +2 | | |
| | | 4: -2 | | |
| | | 5: +3 | | |
| | | 6: -3 | | |
| 0x24 | wo | Bit[2:0]: Saturation adjustment | | Default |
| | | 0: default | | |
| | | 1: +1 | | |
| | | 2: -1 | | |
| | | 3: +2 | | |

| | | 4: -2 | | |
|------|----|------------------------|-----------------------|---------|
| | | 5: +3 | | |
| | | 6: -3 | | |
| 0x25 | wo | Bit[2:0]: Exposure con | npensation | Default |
| | | adjustment | | |
| | | 0: default | | |
| | | 1: +1 | | |
| | | 2: -1 | | |
| | | 3: +2 | | |
| | | 4: -2 | | |
| | | 5: +3 | | |
| | | 6: -3 | | |
| 0x26 | wo | Bit[2:0]: White balanc | e mode | Default |
| | | 0: automatic | | |
| | | 1: Daylight | | |
| | | 2: Office | | |
| | | 3: cloudy day | | |
| | | 4: Indoor | | |
| 0x27 | wo | Bit[3:0]: Special | Bit[3:0]: Special | Default |
| | | effect selection | effect selection | |
| | | 0: No special effects | 0: No special effects | |
| | | 1: cool color | 1: cool color | |
| | | 2: Warm color | 2: Warm color | |
| | | 3: black and white | 3: black and white | |
| | | 4: yellowing | 4: yellowing | |
| | | 5: reverse color | 5: reverse color | |
| | | 6: Greenish | 6: Greenish | |
| | | | 9: light yellow | |
| 0x28 | wo | - | Bit[2:0]: Sharpness | Default |
| | | | adjustment | |

| | | | 0: automatic | |
|------|----|------------------------------------|----------------|---------|
| | | | 1: Sharpness 1 | |
| | | | 2: Sharpness 2 | |
| | | | 3: Sharpness 3 | |
| | | | 4: Sharpness 4 | |
| | | | 5: Sharpness 5 | |
| | | | 6: Sharpness 6 | |
| | | | 7: Sharpness 7 | |
| | | | 8: Sharpness 8 | |
| 0x29 | WO | Bit[1:0]: Autofocus | - | Default |
| | | 0: Turn on the | | |
| | | autofocus base | | |
| | | configuration (the | | |
| | | configuration is | | |
| | | very long; Default | | |
| | | single focus) | | |
| | | 1: Single autofocus | | |
| | | 2: Continuous | | |
| | | autofocus | | |
| | | 3: Pause autofocus | | |
| | | 4: Turn off | | |
| | | autofocus | | |
| 0x2A | WO | Bit[1:0]: JPG mode image quality | | Default |
| | | 0: High quality | | |
| | | 1: Medium quality | | |
| | | 2: Low quality | | |
| 0x30 | WO | Bit[7]: Turn on/off automatic mode | | Default |
| | | 1: Turn on Automatic | | |
| | | 0: Turn off automatic | | |
| | | Bit[1:0]: | | |

| | 1 | | |
|------|----|-----------------------------------|---------|
| | | 0: Automatic gain | |
| | | 1: Auto exposure | |
| | | 2: Auto white balance | |
| 0x31 | wo | Bit[1:0]: Manual gain [9:8] | Default |
| 0x32 | wo | Bit[7:0]: Manual gain [7:0] | Default |
| 0x33 | wo | Bit[3:0]: Manual exposure [19:16] | Default |
| 0x34 | wo | Bit[7:0]: Manual exposure [15:8] | Default |
| 0x35 | WO | Bit[7:0]: Manual exposure [7:0] | Default |

5. Brief of Mega SDK

Arducam Mega SDK is a C and C++ package, containing convenience classes and functions that help in most common tasks while using Arducam Mega API. We support both C API and C++ API. The SDK contains HAL layer and Arducam Mega Cam protocol layer and API.

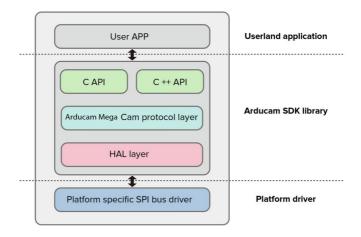


Figure 5. Arducam Mega SDK Framework



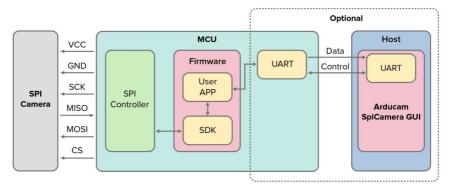


Figure 6. Typical System Block

For more information about Arducam Mega SDK, API, and Arducam Mega GUI, please refer to the following link:

https://www.arducam.com/docs/arducam-mega/arducam-mega-getting-started/index.html