

Connection with graphics memory

The memory controller of Coral supports simple connection with SD/FCRAM by setting MMR(Memory Mode Register).

If there is N(=11 to 13) address pins in SD/FCRAM, please connect the SD/FCRAM address(A[n]) pin to the Coral's memory address(MA[n]) pin and SD/FCRAM bank pin to the Coral's next address(MA[N]) pin. Then please set MMR by a number and type of memory.

The follows are the connection table between Coral pin and SD/FCRAM pin.

64M bit SDRAM(x16 bit)

Coral	SDRAM
MA[11:0]	A[11:0]
MA12	BA0
MA13	BA1

64M bit SDRAM(x32 bit)

Coral	SDRAM
MA[10:0]	A[10:0]
MA11	BA0
MA12	BA1

128M bit SDRAM(x16 bit)

Coral	SDRAM
MA[11:0]	A[11:0]
MA12	BA0
MA13	BA1

128M bit SDRAM(x32 bit)

Coral	SDRAM
MA[11:0]	A[11:0]
MA12	BA0
MA13	BA1

256M bit SDRAM(x16 bit)

Coral	SDRAM
MA[12:0]	A[12:0]
MA13	BA0
MA14	BA1

16M bit FCRAM(x16 bit)

Coral	FCRAM
MA[10:0]	A[10:0]
MA11	BA