How to use this demo.

This project demonstrates the result of image display from both sources, being a life
video image captured from a CMOS camera OV9650 (TechToys part no. TGA130V10)
and still image display in jpeg and bitmap format just like the previous demo at Doc 22.

One needs to refer to documentation at Doc 22 for preparation of jpeg and bmp images for
SD card, plus a 1.3MPixel CMOS camera module connected to the camera interface on LVC75Z779.

Both PIC32 and PIC24 series are supported. However, there is an problem with unknown reason
that, random graphics leading to unstable display (sometimes system hangup) when PIC32MX
is onboard. However, display is perfectly stable when PIC24FJ series and PIC32MX Starter
Kit is used for the same project.

So, the whole section of random graphics display has been commented as a tentative measure.

The program flows from CMOS camera displaying life video and then proceed to jpeg and
bmp images display from SD card. The flow is not automatic! One needs to push Button 0
to proceed from CMOS camera to image codec API demo.

John Leung
17th April 2009

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The problem of unstable random-graphics-display solved by simply soldering a 0.1uF 0603
ceramic capacitor on R5. The detail has been fully described under a pdf document
at http://www.techtoys.com.hk/Displays/LVC75Z779%20Eval/Error_report1_LVC75Z779.pdf

The whole section of random-graphics-display enabled now.

The program flows from CMOS camera displaying life video + random graphics and then proceed
jpeg and bmp images display from SD card. The flow is not automatic! One needs to push Button 0
to proceed from CMOS camera to image codec API demo.

John Leung
29th April 2009