









i.Core STM32MP1

i.Core STM32MP1 is based on the new STM32MP157 processor from ST® equipped with a dualcore Cortex® -A7 and Cortex-M4. The new module offers very high performance, real-time capabilities, and low-power operation. The wide range of peripherals makes this SOM suitable for many different applications.



YOCTO
PROJECT

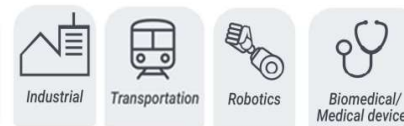
FEATURES








 CPU	ST® STM32MP157
 CORES	Dual-Core Cortex-A7 @650/800MHz and Cortex M4@200MHz
 MEMORY	Up to 1GB LPDDR3L
 GRAPHICS	3D GPU: Vivante®-OpenGL® ES2.0 – Up to 26 Mtriangle/s, 133 Mpixel/s LCD-TFT controller, up to 24-bit // RGB888 – up to WXGA (1366x768) @60 fps – Two layers with programmable colour LUT MIPI® DSI data lanes up to 1GHz each
 VIDEO INTERFACES	<ul style="list-style-type: none"> LCD-TFT controller, up to 24-bit up to parallel RGB888 MIPI®DSI 2 data lanes up to 1GHz each LVDS Single channel via MIPI-DSI bridge
 VIDEO PROCESSING	Up to WXGA (1366x768) @60fps
 AUDIO	<ul style="list-style-type: none"> I²S interface
 NETWORKING	LAN 10/100 Ethernet interfaces

HIGHLIGHTS

- Powerful dual core Cortex A7+Cortex M4
- Low Power Consumption
- Suitable for a fan-less application with high-end

APPLICATIONS



 USB	<ul style="list-style-type: none"> • 1x USB HOST 2.0 • 1x USB OTG 2.0
 MASS STORAGE	<ul style="list-style-type: none"> • 512MB expandible Nand Flash • 4GB eMMC drive soldered on-board
 PERIPHERAL INTERFACES	UART, I²C, SPI, CAN Bus, PWM, SDIO i/f, JTAG i/f
 POWER SUPPLY	+5V DC
 OPERATING SYSTEM	<ul style="list-style-type: none"> • Linux • Yocto
 OPERATING TEMPERATURE*	Industrial and consumer qualified
 DIMENSIONS	67,6 x 32,1 mm

* Valid for all components except CPU. Customer shall consider junction temperature for CPU. Temperature will widely depend on application. Specific cooling solutions could be necessary for the final system.

BLOCK DIAGRAM

