



IEI Technology Corp.

The background of the top half of the page is a red-to-black gradient. It features a white grid of lines that recede into the distance, creating a 3D effect. Several spheres of different colors (blue, yellow, grey) are scattered across the grid. On the right side, there is a faint, semi-transparent image of a computer monitor displaying lines of code.

MODEL: HDC-3x Series SDK (Linux)

A SDK software development kit facilitates development of
Linux-based application for the HDC-3x Series

User Manual

Rev. 1.02 – 4 May, 2011



Revision

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4 May, 2011	1.02	Added information for the HDC-302E
30 March, 2011	1.01	Added information for the HDC-301 and the HDC-301E and renamed the manual to HDC-3x Series
13 January, 2011	1.00	Initial release

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Table of Contents

1 HDCAPTURE SDK (LINUX)	6
1.1 HDCAPTURE SDK OVERVIEW	7
1.2 SYSTEM REQUIREMENTS	7
1.3 SOFTWARE INSTALLATION	7
1.4 LAUNCH HDCAPTURE SDK.....	8
1.5 VIDEO CAPTURE.....	10
1.5.1 Encoding Setting	10
1.5.2 Encoding	15
1.5.2.1 One Picture Encoding	17
1.6 DECODING.....	18
1.6.1 Decoding Setting.....	18
1.6.2 Video I/O Setting	22
1.6.3 Decoding.....	24
1.6.3.1 One Picture Decoding.....	26
2 PROGRAMMING GUIDE	28
2.1 MAIN THREAD	29
2.2 ENCODE	31
2.3 DECODE	32
2.4 FUNCTIONS REFERENCE	33
2.4.1 OnFmbMessage	33
2.4.2 FmbInitInfo	33
2.4.3 FmbReleaseInfo	33
2.4.4 FmbCreatDevInfoAll.....	33
2.4.5 FmbDellDevInfoAll.....	34
2.4.6 FmbGetDeviceTotal.....	34
2.4.7 FmbGetBoardTotal.....	34
2.4.8 FmbSetCurDeviceNum	34
2.4.9 FmbGetCurDeviceNum.....	35
2.4.10 FmbGetCurDevNumOnBoard	35
2.4.11 FMBDeviceNumEnum	35

HDC-3x Series SDK (Linux)

2.4.12 <i>FmbSetFirstDev</i>	36
2.4.13 <i>FmbSetNextDev</i>	36
2.4.14 <i>DrvBootAll</i>	36
2.4.15 <i>MmuxInit</i>	37
2.4.16 <i>MmuxRelease</i>	37
2.4.17 <i>MmuxGetVer</i>	37
2.4.18 <i>MmuxGetCodecSrcResolution</i>	37
2.4.19 <i>MmuxIsCodecSrcConnect</i>	38
2.4.20 <i>MmuxGetOutputSrc</i>	39
2.4.21 <i>MmuxSetOutputSrc</i>	39
3 LINUX OPEN SOURCE CODE	41

Chapter

1

HDCapture SDK (Linux)

HDC-3x Series SDK (Linux)

1.1 HDCapture SDK Overview

The HDCapture SDK is a video capture tool that allows user to capture video through the HDMI input ports in Linux environment. The HDCapture SDK also includes decoding function that decodes the video signal for video output to the HDMI-enabled display device.

This manual includes SDK information for the HDC-3x Series, which includes:

- HDC-301
- HDC-301E
- HDC-302E
- HDC-304E

1.2 System Requirements

The following programs must be installed in order to use the HDCapture SDK in Linux:

- Kernel: Fedora10 Distribution (based on Kernel 2.6.27)
- Tool chain: Runs on Fedora10 (binutils 2.18, gcc 4.3.2, glibc 2.9)

1.3 Software Installation

To install the HDCapture SDK to a system running Linux, please follow the steps below.

Step 1: Copy the **HDCapture_SDK_Linux_vx.x.x.x_rxxx.tar** file from the utility CD to the system hard drive. The user can also get the latest version from IEI website.

Step 2: Unzip the file by typing:

```
$ tar xf HDCapture_SDK_Linux_v0.0.2.0_r101.tar
```

Step 3: Change to HDCapture directory by typing:

```
$ cd HDCapture_SDK
```

Step 4: Login as root by typing:

```
$ su
```

Step 5: Enter the password:

```
password: *****  
$
```

Step 6: Install the HDCapture SDK by typing:

```
# ./install.sh
```

Step 7: The system starts to install the HDCapture SDK and shows:

```
Installation start.  
Making fmb_player_apl...done.  
Installing fmb_player_apl...done.  
Installing firm...done.  
Making fmb_driver...done.  
Making mmux_driver...done.  
Unloading old MB86H55 device driver...done.  
Loading new MB86H55 device driver...done.  
Unloading old media_mux device driver...done.  
Loading new media_mux device driver...done.  
Installation completed.  
#
```

Step 8: Type “exit” to logout from root:

```
# exit
```

1.4 Launch HDCapture SDK

Step 1: To launch the HDCapture SDK, type “hdcapture” as below:

```
$ hdcapture
```

Step 2: The system starts to launch the HDCapture SDK. When the main menu appears, it is ready to use.

```
[dev-0] Boot ...  
[dev-1] Boot ...  
[dev-2] Boot ...  
[dev-3] Boot ...  
[dev-4] Boot ...
```


HDC-3x Series SDK (Linux)

```
[dev-5] Boot ...
[dev-6] Boot ...
[dev-7] Boot ...

/_____/|
| ||
| HDCapture SDK for HDC series    ||
| firm : 2009-0421-0441-0000      ||
| cpld : 0304e003                 ||
| fpga : 0304e003                 ||
| mcu : 8051A101                  ||
| mmux-driver: 0.0.1.0            ||
| fmb-driver : 1.1.0.0            ||
| apl : 0.0.1.0                   ||
| kernel : 2.6.33.6-147.fc13.i686.PAE ||

|_____|/
-----

< Main menu >
Select following character.

1 Encoding
2 Decoding
3 Decoding(Start pause)

4 One-picture encoding
5 One-picture decoding

6 Encode settings
7 Decode settings

8 Video I/O settings

9 Exit
fmb-0?>
```



The contents marked in blue are especially for the HDC-302E and the HDC-304E video capture cards.

1.5 Video Capture

There two main procedures to capture video by the HDCapture SDK in Linux. First, setup the encoding setting. Second, start capturing video. These two procedures are described in the following sections.

1.5.1 Encoding Setting

Before capturing the video, please connect the hardware and follow the instruction below to configure the encoding settings.

Step 1: Launch the HDCapture SDK (refer to **Section 1.4**).

Step 2: Type **6** to select “6 Encode settings” from the main menu.

```
fmb-0?>6
```

Step 3: The following message shows.

```
-----  
-----  
< Device list >  
Select following number.  
  
1 /dev/h55fmb0  
2 /dev/h55fmb1  
3 /dev/h55fmb2  
4 /dev/h55fmb3  
  
fmb-0?>
```

Step 4: Select a port to configure by entering the port number. For example, type **1** to select the first port.

```
fmb-0?>1
```

HDC-3x Series SDK (Linux)

Step 5: The following message shows.

```
< Encode settings - Sub menu >
      'B'<-----
Select following number. (Current settings)

1 Output port setting      (File ./stream-0.mpg)
2 Video resolution setting (1920x1080_59.94p)
3 Video bitrate setting    (CBR, 6000kbps)
4 Audio format             (MPEG1L2, 256kbps)

fmb-0?>
```



NOTE:

The user can enter **B** at anytime to go back to the previous page.

Step 6: Configure the file name of the encoded file. To configure the file name, type **1** to select the “Output port setting”.

```
fmb-0?>1
```

Step 7: The following message shows.

```
[[[ Encode settings - Sub menu -> Output port ]]]
      'B'<----->Enter
Select following number. (* is current setting)
1 * File
fmb-0?>
```

Step 8: Type **1** to select “File”.

```
fmb-0?>1
```

Step 9: The following message shows the current file name is “stream-0.mpg”.

```
[[[ Encode settings - Sub menu -> Output port -> File ]]]
      'B'<----->Enter
```

```
Input filepath of stream.  
Current filepath is ./stream-0.mpg.  
fmb-0?>
```

Step 10: Type the new file name. Take “video1.mpg” as an example.

```
fmb-0?>video1.mpg
```

Step 11: The encoding setting sub menu appears. The file name has been changed to “video1.mpg”.

```
< Encode settings - Sub menu >  
      'B'<-----  
Select following number. (Current settings)  
  
1 Output port setting      (File video1.mpg)  
2 Video resolution setting (1920x1080_59.94p)  
3 Video bitrate setting    (CBR, 6000kbps)  
4 Audio format             (MPEG1L2, 256kbps)  
  
fmb-0?>
```

Step 12: Video resolution settings. The encoding video resolution is automatically detected by the hardware and can not be changed from the HDCapture SDK. If the video resolution is changed and does not match the current settings list in the SDK sub-menu, please type **2** to select “Video resolution setting”.

```
fmb-0?>2
```

Step 13: When the following message shows, press **Enter** to reload the current setting.

```
[[[ Encode settings - Sub menu -> Video resolution ]]]  
      'B'<----->Enter  
Select following number.  
      1920x1080_60p  
* 1920x1080_59.94p  
      1920x1080_50p  
      1920x1080_60i
```

HDC-3x Series SDK (Linux)

```

1920x1080_59.94i
1920x1080_50i
1440x1080_60i
1440x1080_59.94i
1440x1080_50i
1280x720_60p
1280x720_59.94p
1280x720_50p
720x480_60i
720x480_59.94i
720x480_50i
(* is current setting)
Please change the input source resolution if you
want to use select others. Then press "Enter"
to reload.
fmb-0?>

```



NOTE:

The contents marked in blue are especially for the HDC-302E and the HDC-304E video capture cards. The HDC-301 and HDC-301E can not detect the resolution automatically. The user needs to select the input source resolution manually.

Step 14: Type **B** to go back to the sub-menu of the encode setting.

```

fmb-0?>b

< Encode settings - Sub menu >
      'B'<-----
Select following number. (Current settings)

```

```
1 Output port setting      (File video1.mpg)
2 Video resolution setting (1920x1080_59.94p)
3 Video bitrate setting    (CBR, 6000kbps)
4 Audio format             (MPEG1L2, 256kbps)

fmb-0?>
```

Step 15: Configure the video bitrate. To configure the video bitrate, type **3** to select the “Video bitrate setting”.

```
fmb-0?>3
```

Step 16: The following message shows.

```
[[[ Encode settings - Sub menu -> Video ratecontrol -> Video bitrate ]]]
          'B'<----->Enter

Select following number. (* is current setting)

  1 * CBR
  2 VBR

fmb-0?>
```

Step 17: To configure the video bitrate as CBR, type **1** to select “CBR”. To configure the video bitrate as VBR, type **2** to select “VBR”. Now we take CBR as an example.

```
fmb-0?>1
```

Step 18: The following message shows the current CBR value.

```
[[[ Encode settings - Sub menu -> Video rate control -> Video bitrate ]]]
          'B'<----->Enter

Input bitrate in kbps. (6000kbps -- 24000kbps(I) or 30000kbps(P))
Current value is 6000kbps.

fmb-0?>
```

Step 19: To change the value, enter a bitrate.

```
fmb-0?>24000
```

HDC-3x Series SDK (Linux)

```

< Encode settings - Sub menu >
      'B'<-----
Select following number. (Current settings)

1 Output port setting      (File video1.mpg)
2 Video resolution setting (1920x1080_59.94p)
3 Video bitrate setting    (CBR, 24000kbps)
4 Audio format             (MPEG1L2, 256kbps)

fmb-0?>
    
```



NOTE:

The audio format of the encoding and decoding settings is set by default and can not be changed.

1.5.2 Encoding

After configuring encoding settings, the user can start capturing the video by following the steps below.

Step 1: Access to the main menu. Type **1** to select “1 Encoding” from the main menu.

```
fmb-0?>1
```

Step 2: The following message shows. The option marked with * is the selected port for capturing video. The unsupported port appears with an “unknown” message. Type the port number to select or deselect the port. In this example, port 1 is selected.

```

< Device list >
      'B'<-----
Select following number. (* is current setting)

1 <*> /dev/h55fmb0 link : 1920x1080@59.94p
    
```

```
2 < > /dev/h55fmb1 no link : unknown
3 < > /dev/h55fmb2 link : 1920x1080@59.94p
4 < > /dev/h55fmb3 no link : unknown

o Ok

fmb-0?>
```



The contents marked in blue are especially for the HDC-302E and the HDC-304E video capture cards.

Step 3: After selecting the port(s), type **o**.

```
fmb-0?>o
```

Step 4: The current settings of the selected port shows as following.

```
[[[ Encoding - confirm -> Encoding ]]]
      'B'<----->Enter
Current settings
Stream output      File ./stream-0.mpg
Video format       1920x1080
Video framerate    59.94p
Video rate control CBR
Video bitrate      6000kbps
Audio format       MPEG1L2
Audio bitrate      256kbps
Press <Enter> key to start encoding.
fmb-0?>
```

Step 5: Press **Enter**. The system shows the following message and starts capturing video.

```
[[[ Encoding ]]]
Press <Enter> key to stop.
```


HDC-3x Series SDK (Linux)

```
fmb-0?>
```

Step 6: Press **Enter** again to stop capturing video.

1.5.2.1 One Picture Encoding

To encode just one image from the video, follow the steps below.

Step 1: Access to the main menu. Type **4** to select “4 One-picture encoding” from the main menu.

```
fmb-0?>4
```

Step 2: The following message shows. Type the port number to select the port for one picture encoding.

```
< Device list >
Select following number.

1 /dev/h55fmb0
2 /dev/h55fmb1
3 /dev/h55fmb2
4 /dev/h55fmb3

fmb-0?>
```

Step 3: The current settings of the selected port shows as following.

```
[[[ One-picture encoding - confirm ]]]
          'B'<----->Enter

Current settings
Stream output      File ./stream-3.mpg
Video format       1920x1080
Video framerate    59.94p
Video rate control CBR
Video bitrate      6000kbps
System bitrate     6675kbps[Muxrate:7175kbps]
Audio format       MPEG1L2
```

```
Audio bitrate      256kbps
Press <Enter> key to start.
fmb-3?>
```

Step 4: Press **Enter**. The system captures one picture and shows the following message.

```
The one picture was encoded.
-----
```

1.6 Decoding

There three main procedures to decode video through the HDCapture SDK in Linux. First, configure the decoding setting. Second, configure the video output port setting. Third, start decoding video. These three procedures are described in the following sections.

1.6.1 Decoding Setting

Please connect the hardware and follow the instruction below to configure the decoding settings before decoding the video.

Step 1: Launch the HDCapture SDK (refer to **Section 1.4**).

Step 2: Type **7** to select “7 Decode settings” from the main menu.

```
fmb-0?>7
```

Step 3: The following message shows.

```
-----
-----
< Device list >
Select following number.

1 /dev/h55fmb0
2 /dev/h55fmb1
3 /dev/h55fmb2
4 /dev/h55fmb3
```

HDC-3x Series SDK (Linux)

```
fmb-0?>
```

Step 4: Select a port to configure by entering the port number. For example, type **1** to select the first port.

```
fmb-0?>1
```

Step 5: The following message shows.

```
< Encode settings - Sub menu >
```

```
'B'<-----
```

```
Select following number. (Current settings)
```

```
1 Input port setting      (File ./stream-0.mpg)
```

```
2 Video resolution setting (1920x1080_59.94i)
```

```
3 Audio format           (MPEG1L2)
```

```
fmb-0?>
```



NOTE:

The user can enter **B** at anytime to go back to the previous page.

Step 6: Configure the file name of the decoded file. To configure the file name, type **1** to select the “Input port setting”.

```
fmb-0?>1
```

Step 7: The following message shows.

```
[[[ Encode settings - Sub menu -> Input port ]]]
```

```
'B'<----->Enter
```

```
Select following number. (* is current setting)
```

```
1 * File
```

```
fmb-0?>
```

Step 8: Type **1** to select “File”.

```
fmb-0?>1
```

Step 9: The following message shows the current file name is “stream-0.mpg”.

```
[[[ Decode settings - Sub menu -> Input port -> File]]]
                                     'B'<----->Enter

Input filepath of stream.
Current filepath is ./stream-0.mpg.
fmb-0?>
```

Step 10: Type the new file name. Take “video1.mpg” as an example.

```
fmb-0?>video1.mpg
```

Step 11: The following message shows.

```
[[[ Decode settings - Sub menu -> Input port -> File -> Start position ]]]
                                     'B'<----->Enter

Input start position in byte.
Current value is 0 (Max.18474912)
fmb-0?>
```

Step 12: Setup the start point to decode the video. Type **0** to decode the video from the beginning.

```
fmb-0?>0
```

Step 13: The decoding setting sub menu shows. The file name has been changed to “video1.mpg”.

```
< Decode settings - Sub menu >
                                     'B'<----->

Select following number. (Current settings)

1 Input port setting          (File video1.mpg)
2 Video resolution setting    (1920x1080_59.94i)
3 Audio format                (MPEG1L2)

fmb-0?>
```

HDC-3x Series SDK (Linux)

Step 14: Configure video resolution settings. Type **2** to select “Video resolution setting” to configure the video resolution.

```
fmb-0?>2
```

Step 15: When the following message shows, select the resolution of the video which will be decoded.

```
[[[ Decode settings - Sub menu -> Video resolution ]]]
      'B'<----->Enter
Select following number.
1  1920x1080_60p
2 * 1920x1080_59.94p
3  1920x1080_50p
4  1920x1080_60i
5  1920x1080_59.94i
6  1920x1080_50i
i  1280x720_60p
j  1280x720_59.94p
k  1280x720_50p
l  720x480_60i
m  720x480_59.94i
n  720x480_50i
(* is current setting)
fmb-0?>
```



NOTE:

The audio format of the encoding and decoding settings is set by default and can not be changed.

1.6.2 Video I/O Setting



NOTE:

This section is only for the HDC-302E and the HDC-304E video capture cards.

The HDC-302E and the HDC-304E both support HDMI output port(s) that broadcast encoded video bypass or display via decoded port. To configure the video output port which displays the decoded video, please follow the steps below.

Step 1: Type **8** to select “8 Video I/O settings” from the main menu.

```
fmb-0?>8
```

Step 2: The following message shows.

Installed with HDC-302E:

```
< Device list >
Select following character.

== Card 1 ==
1 Video output      [Video-0]
2 Video output      [Video-1]

fmb-0?>
```

Installed with HDC-304E:

```
< Device list >
Select following character.

1 Video output      [Codec-0]

fmb-0?>
```

HDC-3x Series SDK (Linux)

Step 3: Type **1** to select the first video output port. If two HDC-3x Series capture cards are installed, there will be two video output ports to select.

```
fmb-0?>1
```

Step 4: The following message shows.

```
< Device list >
      'B'<----->Enter
Select following number. (* is current setting)
1 Bypass Mode
2 H.264 Mode
fmb-0?>
```

Step 5: Type **2** to select “H.264 Mode” from the sub-menu.

```
fmb-0?>2
```

Step 6: The following message shows. Select the codec chip that is used for decoding the video. Please note that the codec chip options may vary by the installed capture card.

```
< Device list >
      'B'<----->Enter
Select following number. (* is current setting)
1 * Codec chip 0
2  Codec chip 1
3  Codec chip 2
4  Codec chip 3
fmb-0?>
```

**NOTE:**

To broadcast the encoding video directly, please select “1 Bypass mode” from **Step 5**. When the following message shows, select the input port that is used for encoding the video. Please note that the input port options may vary by the installed capture card.

```
< Device list >
          'B'<----->Enter
Select following number. (* is current setting)
1 * Input 0
2  Input 1
3  Input 2
4  Input 3
fmb-0?>
```

1.6.3 Decoding

After configuring decoding settings and video I/O setting, the user can start decoding the video by following the steps below.

Step 1: Access to the main menu. Type **2** to select “2 Decoding” from the main menu.

```
fmb-0?>2
```

Step 2: The following message shows.

```
< Device list >
Select following number.

1 /dev/h55fmb0
2 /dev/h55fmb1
3 /dev/h55fmb2
4 /dev/h55fmb3

fmb-0?>
```


HDC-3x Series SDK (Linux)

Step 3: Select a port by entering the port number. The selected port must be same with the port selected in the decoding setting. The first port is selected in the encoding setting (**Section 1.6.1 Step 4**), so type **1** to select the first port.

```
fmb-0?>1
```

Step 4: The current settings of the selected port shows as following.

```
[[[ Decoding - confirm -> Decoding ]]]
      'B'<----->Enter
Current settings
Stream input      File ./video1.mpg
Start file position 0 / 18474912 byte
Video format      1920x1080
Video framerate   59.94i
Audio format      MPEG1L2
Press <Enter> key to start decoding.
fmb-0?>
```

Step 5: Press **Enter**. The system shows the following message and starts decoding video.

```
[[[ Decoding ]]]
Select following character.
  p  Pause
  s  Slow
  m  Mute (OFF)
  e  Stop and return
fmb-0?>
```

Step 6: While decoding, the user can type **P** to pause, type **S** to slow down or type **M** to mute the video.

Step 7: Type **e** to stop decoding video.

```
fmb-0?>e
```

```
[[[ Decoding - finished -> Main menu ]]]  
      ~~~~~->Enter  
Finished decoding.  
Press <Enter> key to return to Main menu.  
fmb-0?>
```

**NOTE:**

The third option of the main menu, Decoding (Start pause), is similar with **Section 1.6.3 Decoding**. The only difference is when press Enter in **Step 5**, the system will not start decoding right away until the user type the decoding command (d).

1.6.3.1 One Picture Decoding

To decode just one image, follow the steps below.

Step 1: Access to the main menu. Type **5** to select “5 One-picture decoding” from the main menu.

```
fmb-0?>5
```

Step 2: The following message shows. Type the port number to select the port for one picture decoding.

```
< Device list >  
Select following number.  
  
1 /dev/h55fmb0  
2 /dev/h55fmb1  
3 /dev/h55fmb2  
4 /dev/h55fmb3  
  
fmb-0?>
```

Step 3: The current settings of the selected port shows as following.

HDC-3x Series SDK (Linux)

```

[[[ One-picture decoding - confirm -> One-picture decoding ]]]
                                'B'<----->Enter

Current settings
Stream input          File ./stream-3.mpg
Video format          1920x1080
Video framerate       59.94i
Audio format          MPEG1L2

Press <Enter> key to start.
fmb-3?>
    
```

Step 4: Press **Enter**. The system decodes the video to one picture and shows the following message.

```

[[[ One-picture decoding ]]]
Press <Enter> key to stop.
fmb-3?>
-----

[[[ One-picture decoding - finished -> Main menu ]]]
~----->Enter

Finished One-picture decoding.
Press <Enter> key to return to Main menu.
fmb-3?>
    
```

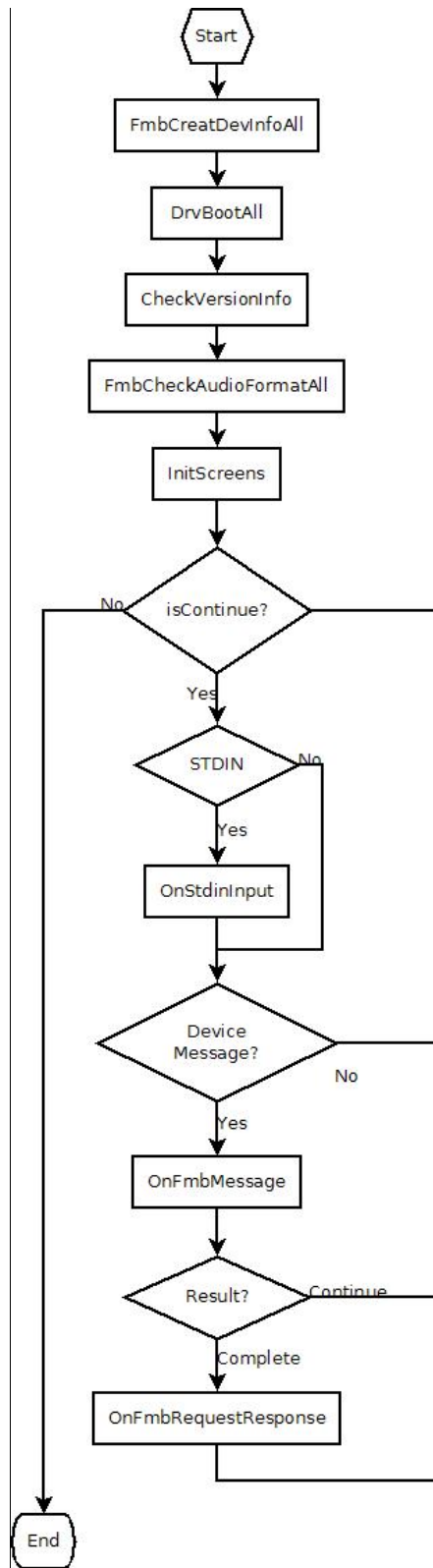
Chapter

2

Programming Guide

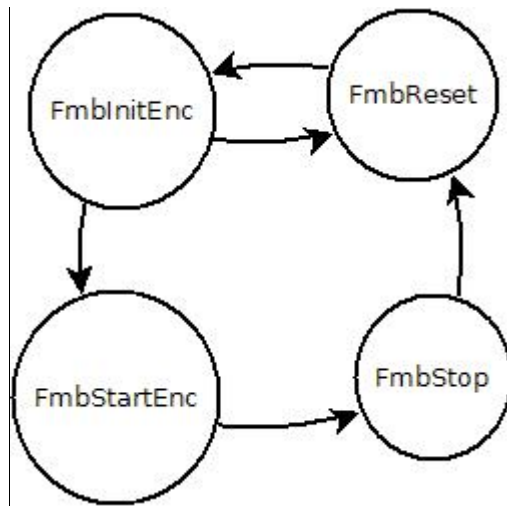
2.1 Main Thread

- Step 1:** Initialize global variables (FmbInitInfo).
- Step 2:** Set the default of all devices (FmbCreatDevInfoAll) and create a thread for each device (fmbRecvThread). This thread will receive Events sent by codec chip, and send the message to the main thread through the pipe.
- Step 3:** Write firmware to the codec chip and boot codec chip (DrvBootAll).
- Step 4:** Read the current version of the codec chip (CheckVersionInfo).
- Step 5:** Set the audio compression format supported by the current version of the codec chip (FmbCheckAudioFormatAll).
- Step 6:** Initialize the screen (InitScreens).
- Step 7:** Wait for the keyboard input and execute the commands of the codec chip setting (OnStdinInput)
- Step 8:** Receive the message sent by FmbRecvThread. Determine the current state of the codec chip and execute the corresponding actions (OnFmbMessage).
- Step 9:** Determine whether the device setup is completed and go to next step (OnFmbRequestResponse).
- Step 10:** Repeat **Step 7 ~ Step 9**.



2.2 Encode

- void FmbReset(void);
- void FmbInitEnc(void);
- void FmbStartEnc(void);
- void FmbStop(void);

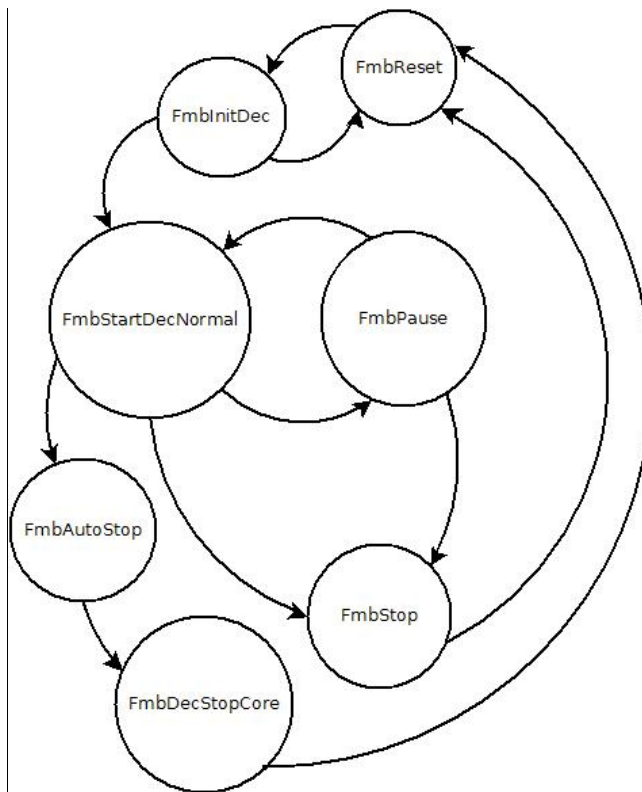


NOTE:

Be sure to use OnFmbMessage () function to confirm the codec chip return the message to switch the state (return FMBEnmResultRequestComplete), then continue to the next action.

2.3 Decode

- void FmbReset(void);
- void FmbInitDec(void);
- void FmbStartDecNormal(void);
- void FmbPause(void);
- void FmbSetMuteMode(void);
- void FmbStop(void);
- void FmbAutoStop(void);
- void FmbDecStopCore(void);



NOTE:

Be sure to use OnFmbMessage () function to confirm the codec chip return the message to switch the state (return FMBEnmResultRequestComplete), then continue to the next action.

2.4 Functions Reference

2.4.1 OnFmbMessage

Description: receive the returned message from codec chip to determine the current state

Prototype: enum FMBResultEnum OnFmbMessage (int fd)

Parameters: fd: device (codec chip) handle

Return Value: Current state: FMBEnmResultContinue, FMBEnmResultRequestComplete
enum FMBResultEnum {FMBEnmResultContinue, FMBEnmResultRequestComplete}

2.4.2 FmbInItInfo

Description: card initialized

Prototype: int FmbInItInfo (void)

Parameters: NONE

Return Value: TRUE: function succeeded; FALSE: functioned failed

2.4.3 FmbReleaseInfo

Description: release the card resources

Prototype: void FmbReleaseInfo (void)

Parameters: NONE

Return Value: NONE

2.4.4 FmbCreatDevInfoAll

Description: create and initialize all the codec chip resources

Prototype: int FmbCreatDevInfoAll(void)

Parameters: NONE

Return Value: TRUE: function succeeded; FALSE: function failed

2.4.5 FmbDellDevInfoAll

Description: release all of codec chip resources

Prototype: void FmbDellDevInfoAll(void)

Parameters: None

Return Value: None

2.4.6 FmbGetDeviceTotal

Description: get the current number of codec chip

Prototype: int FmbGetDeviceTotal(void)

Parameters: None

Return Value: codec chip number

2.4.7 FmbGetBoardTotal

Description: get the current number of card

Prototype: int FmbGetBoardTotal (void)

Parameters: None

Return Value: card number

2.4.8 FmbSetCurDeviceNum

Description: set the codec chip number

Prototype: void FmbSetCurDeviceNum(enum FMBDeviceNumEnum deviceNum)

Parameters: enum FMBDeviceNumEnum, device number

```
enum FMBDeviceNumEnum {  
    FMBEnmDevice_NONE = -1,  
};
```

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```
FMBEnmDevice_0 = 0,  
FMBEnmDevice_1,  
FMBEnmDevice_2,  
FMBEnmDevice_3,  
FMBEnmDevice_4,  
FMBEnmDevice_5,  
FMBEnmDevice_6,  
FMBEnmDevice_7,  
FMBEnmDeviceMax  
};
```

Return Value: None

2.4.9 FmbGetCurDeviceNum

Description: get the chip number of the current operating codec (numbering by the order of all the codec on the board)

Prototype: enum FMBDeviceNumEnum FmbGetCurDeviceNum(void);

Parameters: None

Return Value: enum FMBDeviceNumEnum, device number

2.4.10 FmbGetCurDevNumOnBoard

Description: get the chip number of the current operating codec (numbering by the order of the codec on a board)

Prototype: enum FMBDeviceNumEnum FmbGetCurDevNumOnBoard (void);

Parameters: None

Return Value: enum FMBDeviceNumEnum, device number

2.4.11 FMBDeviceNumEnum

Description: get the chip number of the current operating codec

Prototype: enum FMBDeviceNumEnum FmbGetCurDeviceNum(void)

Parameters: None

Return Value: enum FMBDeviceNumEnum, device number

2.4.12 FmbSetFirstDev

Description: set to switch the current operating device to the first available device code

Prototype: enum FMBDeviceNumEnum FmbSetFirstDev(void)

Parameters: None

Return Value: enum FMBDeviceNumEnum: return the device number set, return FMBEnmDevice_NONE if there is no available devices

2.4.13 FmbSetNextDev

Description: set to switch the current operating device to the next available device number of the current device

Prototype: enum FMBDeviceNumEnum FmbSetNextDev(void)

Parameters: None

Return Value: enum FMBDeviceNumEnum: return the device number set, return FMBEnmDevice_NONE if there is no available devices

2.4.14 DrvBootAll

Description: load the firmware of all the codec chip and start the codec chip

Prototype: int DrvBootAll(void)

Parameters: None

Return Value: 0: function succeeded, other values: function failed

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2.4.15 MmuxInit

Description: initialize the CPLD to control handle

Prototype: MmuxHandle MmuxInit(int deviceNum)

Parameters: deviceNum: request to initialize the version of card number and strat from 0

Return Value: MmuxHandle

2.4.16 MmuxRelease

Description: release CPLD and control handle

Prototype: void MmuxRelease(MmuxHandle hdMmux)

Parameters: hdMmux: get handle when MmuxInit executes

Return Value: None

2.4.17 MmuxGetVer

Description: get the current version of CPLD, FPGA and driver

Prototype: int MmuxGetVer(MmuxHandle hdMmux, struct MmuxVer *p_Ver)

```
struct MmuxVer {
    unsigned long    CPLD;
    unsigned long    FPGA;
    char             driver[MMUX_VER_LEN];
};
```

Parameters: hdMmux: handle obtained when MmuxInit executes, p_Ver: the structure indicator of stored information

Return Value: 0: get version successfully, the other value failed

2.4.18 MmuxGetCodecSrcResolution

Description: get the current resolution of the codec chip input

Prototype: enum MMUX_RESOLUTION MmuxGetCodecSrcResolution(MmuxHandle hdMmux, int codecNum);

```
enum MMUX_RESOLUTION {  
    MMUX_RESOLUTION_1080P_60,  
    MMUX_RESOLUTION_1080P_59,  
    MMUX_RESOLUTION_1080P_50,  
    MMUX_RESOLUTION_1080I_60,  
    MMUX_RESOLUTION_1080I_59,  
    MMUX_RESOLUTION_1080I_50,  
    MMUX_RESOLUTION_1080P_24,  
    MMUX_RESOLUTION_1080P_23,  
    MMUX_RESOLUTION_720P_60,  
    MMUX_RESOLUTION_720P_59,  
    MMUX_RESOLUTION_720P_50,  
    MMUX_RESOLUTION_720P_24,  
    MMUX_RESOLUTION_720P_23,  
    MMUX_RESOLUTION_480i,  
    MMUX_RESOLUTION_576i_50,  
    MMUX_RESOLUTION_UNKNOWN = 0x1f,  
};
```

Parameters: hdMmux: Get handle when MmuxInit executes, codecNum: Request the codec chip number

Return Value: the current resolution (enum MMUX_RESOLUTION)

2.4.19 MmuxIsCodecSrcConnect

Description: request whether there is signal input from the current codec chip

Prototype: int MmuxIsCodecSrcConnect(MmuxHandle hdMmux, int codecNum)

Parameters: hdMmux: Get handle when MmuxInit executes, codecNum: request the codec chip number

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Return Value: 0: no signal, 1: signal input

2.4.20 MmuxGetOutputSrc

Description: get the current source set of the video output

Prototype: enum MMUX_OUTPUT_SRC MmuxGetOutputSrc(MmuxHandle hdMmux, int outputNum)

```
enum MMUX_OUTPUT_SRC {
    MMUX_OUT_NONE = -1,
    MMUX_OUT_IN_0 = 0,
    MMUX_OUT_IN_1,
    MMUX_OUT_IN_2,
    MMUX_OUT_IN_3,
    MMUX_OUT_CODEC_0,
    MMUX_OUT_CODEC_1,
    MMUX_OUT_CODEC_2,
    MMUX_OUT_CODEC_3,
    MMUX_OUT_SRC_MAX,
};
```

Parameters: Get handle when MmuxInit executes, outputNum: request the output number (currently always 0)

Return Value: enum MMUX_OUTPUT_SRC: the sources of current set

2.4.21 MmuxSetOutputSrc

Description: set the source of the video output

Prototype: int MmuxSetOutputSrc(MmuxHandle hdMmux, int outputNum, enum MMUX_OUTPUT_SRC outputSrc)

Parameters: hdMmux: Get handle when MmuxInit executes, outputNum: request the output number (currently always 0), outputSrc: set the image source

Return Value: 0: set succeeded

Chapter

3

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Linux Open Source Code

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