



# DaVinci dm6446 Digital Video Software Development Kit (DVSDK)

## DVSDK 2.00.00.22

### Release Notes Tue May 26 15:05:50 PDT 2009

Document Revision: i30

## Introduction

This DVSDK Software release coupled with the Demonstration Version of Montavista Linux Pro v5.0 for DaVinci gives developers the ability to evaluate the hardware and software capabilities of the DaVinci platform. In conjunction with the demonstration version of Montavista Linux, developers will be able to experience the ARM side Linux programming environment and easily utilize pre-built codec executables for performance capability evaluation of the 64x+ DSP.

## Notice

This release of the DVSDK does not install the DM6446 and DM6467 Codec Servers when the DVSDK is installed. This is a change from previous releases and allows the DVSDK to be distributed anonymously. The CODEC Servers may be downloaded from the same site as the corresponding DVSDK.

Before attempting to build this DVSDK, please follow the additional steps listed here for installing this DVSDK.

1. Install DVSDK as described in the Getting Started Guide. The CODECS Servers for your platform must then be installed in the same directory as the DVSDK (Usually \$HOME/2\_00\_00\_22)
2. Download and install the CODEC Servers for your platform (dm6446\_codecs\_setu linux\_2\_00\_00\_22.bin or dm6467\_codecs\_setu linux\_2\_00\_00\_22.bin). Remember to install the Servers in the same directory as you installed the DVSDK. If you decide to install them elsewhere, please remember to update the location in Rules.make (CODEC\_INSTALL\_DIR=).
3. Follow the rest of the instructions in the GSG

Example command line setup would be:

```
<Download Location>/dv sdk_setu linux_2_00_00_22.bin --mode console --prefix $HOME
```

Then either:

```
<Download Location>/dm6446_codecs_setu linux_2_00_00_22.bin --mode console --prefix $HOME OR  
<Download Location>/dm6467_codecs_setu linux_2_00_00_22.bin --mode console --prefix $HOME
```

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Please note, since DM355 does not use CODEC Servers, no changes are required for this platform.

This document is divided into the following sections:

- [Documentation](#)
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## Documentation

- Latest up to the minute DaVinci information and updates may be found on [DaVinci Technology Developers Wiki](#), [TI eXpressDSP Software Wiki](#) or [DVSDK 2.0 Errata](#).
- [DVEVM Getting Started Guide](#) - Hardware and software overview, including how to run demos, install software, and build the demos.
- [Bios Utilities](#).
- [Codec Engine](#).
- [Contiguous Memory Allocator](#).
- [DMAI API](#) Davinci Multimedia Application Interface API.
- [Decode Demo Information](#)
- [Encode Demo Information](#)
- [Encodedecode Information](#)
- [Framework Components](#)
- [XDAIS documentation](#)
- [Linux Kernel documentation](#)
- [RTSC Codec and Server Package Wizards](#)
- [Quilt Installation for MVL 5.0 Demo Version](#)

## Adding Quilt To Montavista Linux 5.0 Demonstration Version

The Quilt software package is used to manage changes to the Linux kernel. Future changes to the kernel will be distributed as "patches" which can be added or removed to the base kernel using Quilt. Please see the instructions on Quilt installation [here](#).

## Adding GDB to Montavista Linux 5.0 Demonstration Version

The GDB Debugger is not provided with this release. Customers wishing to obtain a GDB Debugger have several options:

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- Purchase the DVSBP product from TI. This provides access to a fully supported, pre-built GDB (and other tools) for the OMAP-L137 device from Monta Vista.
- Download the appropriate GDB and related component sources from [www.gnu.org](http://www.gnu.org) at no charge and build them.
- Download the G++ tools for ARM GNU/LINUX from [www.codesourcery.com](http://www.codesourcery.com). Both no charge evaluation versions and fully supported versions are available. Please note that developers should only use the GDB from these tools and NOT attempt to replace the gcc compiler version in the DVSDK as this may result in build issues.

Instructions for building GDB server may be found at [http://wiki.davincidsp.com/index.php?title=Debugging\\_Linux\\_Application\\_on\\_OMAP-L\\_137](http://wiki.davincidsp.com/index.php?title=Debugging_Linux_Application_on_OMAP-L_137).

## What's New

Following have been updated since the last release

- LSP 2.00 (2.6.18 kernel)
- Separation of Servers and DVSDK
- Unified DVTB
- Demo Updates
- MFP Components v2.23.01
- Demo MontaVista Tools v5.0

The DVSDK contains the following components.

biosutils_1_01_00	Bios Utilities.
cg_xml_2_12_00	Perl scripts used to process the XML files that come from the TI code generation tools
linuxutils_2_23_01	Contiguous memory allocator for Linux
clips	Demo A/V clips. Please note, A/V clips are not populated until after performing the steps under "Installing the A/V Demo Files" of the GSG
ceutils_1_06	CE utils is a collection of utilities that aid CodecEngine usability.
codec_engine_2_23_01	The Codec Engine provides a framework for creating and interacting with multimedia codecs
dm6446_dvSDK_combos_2_05	Codecs for both encoding and decoding H.264 and decoding MPEG2.
dvSDK_demos_2_00_00_07/dm6446	Demo applications that illustrate usage of Linux drivers and codecs
dmai_1_20_00_06	Davinci Multimedia Application Interface
dsplink_1_61_03	Foundation software for the inter-processor communication across the GPP-DSP boundary.

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dvtb_4_00_08	Digital Video Test Bench (DVTB) an interactive application for evaluating codec performance
edma3_ild_1_05_00	Drivers for submitting and synchronizing with EDMA3 based DMA transfers.
framework_components_2_23_01	Framework Components, a collection of framework-independent utility libraries which other software frameworks can build upon.
kernel_binaries	Platform/LSP specific prebuilt .ko files
xdais_6_23	xDAIS product contains the DSP Algorithm Interface Standard specification and related documentation and examples.
PSP_02_00_00_140	Linux Kernel Files Device and Board boot support: a low-level initial bootloader (UBL) and u-boot 1.2.0, with support for booting from NAND and Ethernet.

In addition, a complete Linux development and runtime environment is provided. Each of the components listed below is packaged in a separate installer, described in the Getting Started Guide (GSG).

- Montavista Linux Tools: cross-compiler tools for ARM
- Montavista Linux Target File system: a complete bootable file system with extensive Linux tools and runtimes.
- Linux 2.6.18 kernel or Linux Support Package (LSP) for dm6446: complete ARM Linux kernel with device drivers for peripherals on the dm6446 SoC device and the dm6446 EVM board.

## Installation and Usage

You should follow the [DVEVM Getting Started Guide \(GSG\) sprue66f.pdf](#) for installation and usage instructions.

### U-Boot and Linux Kernel

Please note that the kernel associated with this release is not pre-built for a particular platform. Please refer to the [kernel documentation](#) for information. You must insure that you are running the versions of U-Boot and Linux kernel supplied with this release in the mv1\_5\_0\_demo\_lsp\_setuplinux\_xx\_xx\_xx\_xxx.bin installer. Consult the Release Notes under [dvsdk\\_2\\_00\\_00\\_22/PSP\\_02\\_00\\_00\\_140](#) for directions on working with U-Boot and the Linux kernel, including how to flash the board.

You should see the following version string or later for U-Boot when the board is first turned on:

- U-Boot 1.2.0 (May 20 2009 - 01:04:51)

This is a combined LSP so the uImage must be configured and built for each platform. An exact LSP string is not possible, but running "uname -srvm" should produce a date equal to or greater than 3 December, 2008:

- Linux 192.168.1.92 2.6.18\_pro500-davinci\_evm-arm\_v5t\_le #1 PREEMPT Wed Dec 3 09:10:43 PST 2008 armv5tejl GNU/Linux

After re-compiling U-Boot or the Linux kernel, the version string will remain the same but the date/time string will change to when the kernel was recompiled.

## Host Support

This release supports installation and development on Linux Redhat 4 and 5 workstations.

## Dependencies

The only dependency known at this time is for Code Composer Studio (CCS) 3.3. CCS 3.3 and a compatible emulator is needed for initial (or recovery) flashing of the initial bootloader (UBL) and U-Boot. As long as these components remain functional, CCS 3.3 will not be needed.

## Device Support

This release supports the Texas Instruments dm6446 SoC as well as the Spectrum Digital dm6446 Evaluation Module (EVM). For Spectrum Digital dm6446 Evaluation Module drivers and firmware, please visit the Spectrum Digital dm6446 site at <http://c6000.spectrumdigital.com/davinciem/revf/>.

## Validation Information

This release has been through a complete test cycle.

## Upgrade and Compatibility Information

This is an update release of the dm6446 DVSDK. If upgrading from DVSDK 1.30, the Demonstration MontaVista Tools and Target File System have been updated to MVL 5.0 and new version of MVL as well as the DVSDK software will need to be installed. After downloading this release, please refer to the GSG instructions under "Restoring and Updating the EVM Hard Disk Drive" for installing the new binaries on the dm6446.

MP3 has been taken out of this release. In order to add it back in, please see:

[http://wiki.davincisp.com/index.php?title=How do I Integrate new codecs into DVSDK](http://wiki.davincisp.com/index.php?title=How+do+I+Integrate+new+codecs+into+DVSDK)

## ATTENTION PAL VIDEO USERS

The DVSDK can be configured to select either the NTSC or PAL video standard at boot time. This is

```
bootargs="mem=118 console=ttyS0,115200n8 root=/dev/hda1 rw noinitrd ip=dhcp"  
bootcmd="setenv setboot setenv bootargs \$(bootargs) video=dm64xxfb:output=\$(videostd);run setbo
```

When the "boot" command is run in U-Boot, the value of "videostd" is substituted based on the set

Notes:

1. The bootargs examples given in the rest of the GSG assume default NTSC video output. If you ar

2. There may be some jaggedness on the small LCD display when running the PAL decoder. This is c

## SPECIAL NOTE ON INTERLACED VIDEO

MPEG4-Simple Profile & H.264-Base Profile standards are designed for progressive video. Interlaced video can lead to visual artifacts, including blockiness, edge distortions & frame skipping. The camera product produces interlaced content and hence users may observe some of these artifacts in the demo product bundle that use MPEG-4 Simple profile and H.264 Base Profile codecs. Production systems that use interlaced video content must include software de-interlacers during the encode / decode

## Known Issues

- If the board's Ethernet controller is not connected to a DHCP server, there will be several minutes of additional delay in booting the board.
- In some scenarios with VBR the FPS can drop to 23 frames per second
- Under codec engine examples, video\_copy/dualcpu\_separateconfig\_dll/enduser\_app and video\_copy/dualcpu\_separateconfig/enduser\_app will fail to build.
- To restore UBL and U-Boot binaries on your EVM, please follow the "LSP 2.00 DaVinci Linux EVM Installation User's Guide" at PSP\_###\_###\_###\_####/docs. The instructions for upgrading U-Boot from U-Boot (both NAND and NOR boot modes) do not work. So you can restore U-Boot binaries only using CCS.
- DM6446 encodedecode demo using D1 resolution may not meet 30fps

## Outstanding Defects

SDOCM00052209	DM355-dvtb. Board during Video+Speech Decode operations
SDOCM00052462	DM6467 Demo. Ctrl+C during demo operations causes the board to crash
SDOCM00053390	DM6446, dvtb demo decode, the video test files play back with poor quality (jumpy, jerkey)
SDOCM00053399	DM355 DVTB Goes into infinite loop during jpeg encode operation
SDOCM00053504	DM6467, dvtb, aac encode ext params, I have some test showing cmem error I am using default loadmodules.sh
SDOCM00053526	DM6467, dvtb, aac-ext, encode most test create files that play back too slow or too fast see test example
SDOCM00054294	Using CTRL+C on DM6446 decode demo causes kernel

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	oops
SDOCM00054322	Codec Engine example applications fail to build
SDOCM00054325	DVTB Dm6446 System crashes if an audio decode request is made before a previous request has finished
SDOCM00054393	dsplinkk buildmodules script not in unix format
SDOCM00054406	Demos do not display block diagram
SDOCM00054460	DM6446: Updated u-boot from u-boot in NAND instructions fail
SDOCM00054508	u-boot build has interworking compiler warnings
SDOCM00054554	Section on building drivers as modules is incorrect is LSP User's Guide
SDOCM00054556	DM6467, DVTB-aac-extparms setp aacheenc1 crcFlag 0 causes "Audio Encode Control failed (-1)"
SDOCM00054559	PSP examples for DM6446 do not compile without warnings
SDOCM00054560	PSP Example apps need usage documentation
SDOCM00054617	DVTB DM355. Area decode does not work for Image decode operations using JPEG extended parameters
SDOCM00054638	DM6467: stop button does not return to demo setup screen
SDOCM00054662	DM6467: codec engine example applications fail to build
SDOCM00054734	DM6467: instructions for upgrading u-boot from u-boot do not work without errors
SDOCM00054774	DM6467: DMAI fails to rebuild
SDOCM00054907	DMAI Video Decode io2 does not not flush the decoded video frames completely
SDOCM00055344	Dm355, DM6446, DM6467 demo encode speech with mic creates a file with very low levels.

SDOCM00057384	AAC files result in noisy output
SDOCM00057491	ARM CPU utilization values might not be accurate - large values above 200% are seen in few cases
SDOCM00057986	DM6467, AACEXT encode failed with error in shell
SDOCM00058026	DVSDK_200 LSP 200 when using boot from nand and nfs FS boot up hangs can not get IP address

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## Versioning

This is build 2.00.00.22 of DVSDK 2.0.

## Technical Support and Product Updates

### General Support

- For questions and support on the 2.00 DVSDK, please visit [support.ti.com](http://support.ti.com).
- Please be sure to read the DVSDK Read Me 1st guide, printed documentation and [Getting Started Guide](#) for general DVSDK information.

### Custom Support

Third-Party Developer Support for DaVinci (c) technology: Valued members of the TI DSP Developer Network provide integral components and tools that complement DaVinci technology. Third-party developers offer various levels of video system integration, optimization and system expertise on products based on DaVinci Technology worldwide. Visit [www.ti.com/davinci3p](http://www.ti.com/davinci3p) for a list of third-party developers who support DaVinci technology and information on their application.

### Additional Resources

For more information, visit [www.ti.com](http://www.ti.com).