HDMI 1.4/2.0 Transmitter Subsystem v3.1

Product Guide
Vivado Design Suite

PG235 (v3.1) July 8, 2020
# Table of Contents

## Chapter 1: Introduction
- Features .......................................................... 4
- IP Facts ......................................................... 5

## Chapter 2: Overview
- Subsystem Overview ........................................ 6
- Applications .................................................... 6
- Unsupported Features ........................................ 6
- Licensing and Ordering Information ................... 7

## Chapter 3: Product Specification
- Introduction .................................................... 9
- Standards ...................................................... 20
- Performance and Resource Utilization ................ 20
- Port Descriptions ............................................. 21
- Clocks and Resets ........................................... 42

## Chapter 4: Designing with the Subsystem
- General Design Guidelines ............................... 43
- Interlaced Video .............................................. 50
- Clocking ....................................................... 53
- Resets .......................................................... 57

## Chapter 5: Design Flow Steps
- Customizing and Generating the Subsystem ....... 58
- Constraining the Subsystem ............................. 66
- Simulation ...................................................... 68
- Synthesis and Implementation ......................... 68

## Chapter 6: Example Design
- Summary ...................................................... 69
- Running the Example Design ........................... 77
Chapter 1

Introduction

The HDMI 1.4/2.0 Transmitter Subsystem is a hierarchical IP that bundles a collection of HDMI™ IP sub-cores and outputs them as a single IP. It is an out-of-the-box ready-to-use HDMI 1.4/2.0 Transmitter Subsystem and avoids the need to manually assemble sub-cores to create a working HDMI system.

Features

- HDMI 2.0 and 1.4b compatible
- 2 or 4 symbol/pixel per clock input
- Supports resolutions up to 4,096 x 2,160 @ 60 fps
- 8, 10, 12, and 16-bit deep color support
- Dynamic support for RGB, YUV 4:4:4, YUV 4:2:2, YUV 4:2:0 color formats
- Supports AXI4-Stream video input stream and native video input stream
- Audio support for up to 32 channels
- High bit rate (HBR) Audio
- 3D Audio support
- Optional HDCP 2.2/1.4 encryption support
- Info frames
- Data Display Channel (DDC)
- Hot-Plug Detection
- 3D video support
- Optional video over AXIS compliant NTSC/PAL support
- Optional video over AXIS compliant YUV420 support
- Optional HPD active polarity
### IP Facts

#### Subsystem Facts Table

<table>
<thead>
<tr>
<th>Subsystem Specifics</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Supported Device Family$^1$</td>
<td>UltraScale+™ Families (GTHE4, GYTE4)</td>
</tr>
<tr>
<td></td>
<td>UltraScale™ Architecture (GTHE3)</td>
</tr>
<tr>
<td></td>
<td>Zynq-7000 SoC</td>
</tr>
<tr>
<td></td>
<td>7 series (GTXE2)$^2$</td>
</tr>
<tr>
<td></td>
<td>Artix®-7 (GTPE2)$^2$</td>
</tr>
<tr>
<td>Supported User Interfaces</td>
<td>AXI4-Lite, AXI4-Stream</td>
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<tr>
<td>Resources</td>
<td>Performance and Resource Utilization web page</td>
</tr>
</tbody>
</table>

#### Provided with Subsystem

<table>
<thead>
<tr>
<th>Design Files</th>
<th>RTL</th>
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<tbody>
<tr>
<td>Example Design</td>
<td>Vivado® IP integrator and associated software application example</td>
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<tr>
<td>Test Bench</td>
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<tr>
<td>Constraints File</td>
<td>XDC</td>
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<td>Simulation Model</td>
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<tr>
<td>Supported S/W Driver$^3$</td>
<td>Standalone, Linux</td>
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</tbody>
</table>

#### Tested Design Flows$^4$

<table>
<thead>
<tr>
<th>Design Entry</th>
<th>Vivado® Design Suite</th>
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<tbody>
<tr>
<td>Simulation</td>
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<tr>
<td>Synthesis</td>
<td>Vivado Synthesis</td>
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#### Support

<table>
<thead>
<tr>
<th>Release Notes and Known Issues</th>
<th>Master Answer Record: 65911</th>
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</thead>
<tbody>
<tr>
<td>All Vivado IP Change Logs</td>
<td>Master Vivado IP Change Logs: 72775</td>
</tr>
</tbody>
</table>

#### Xilinx Support web page

### Notes:

1. For a complete list of supported devices, see the Vivado IP catalog
2. Only HDMI 1.4 is supported in Artix-7 and Kintex-7 -1 devices.
3. Standalone driver details can be found in `<Install Directory>/Vitis/<Release>/data/embeddedsw/doc/xilinx_drivers_api_toc.htm`
   - Linux OS and driver support information is available from the [Linux HDMI TX Driver Page](#).
4. For the supported versions of third-party tools, see the [Xilinx Design Tools: Release Notes Guide](#).
Overview

Subsystem Overview

The HDMI 1.4/2.0 Transmitter Subsystem is a feature-rich soft IP incorporating all the necessary logic to properly interface with PHY layers and provide HDMI™ encoding functionality. The subsystem is a hierarchical IP that bundles a collection of HDMI TX-related IP sub-cores and outputs them as a single IP. The subsystem takes incoming video and audio streams and transfers them to an HDMI stream. The stream is then forwarded to the PHY layer.

The subsystem can be configured at design time through a single interface in the Vivado® Integrated Design Environment (IDE) for performance and quality.

Applications

High-Definition Multimedia Interface (HDMI) is a common interface used to transport video and audio and is seen in almost all consumer video equipment such as DVD and media players, digital televisions, camcorders, mobile tablets and phones. The omnipresence of the interface has also spread to most professional equipment such as professional cameras, video switchers, converters, monitors and large displays used in video walls and public display signs.

For tested video resolutions for the subsystem see Appendix A, Verification, Compliance, and Interoperability.

Related Information

Verification, Compliance, and Interoperability

Unsupported Features

The following features are not supported in this subsystem:

- Lip sync
Licensing and Ordering Information

License Type

This Xilinx® module is provided under the terms of the Xilinx Core License Agreement. The module is shipped as part of the Vivado® Design Suite. For full access to all subsystem functionalities in simulation and in hardware, you must purchase a license for the subsystem. To generate a full license, visit the product licensing web page. Evaluation licenses and hardware timeout licenses might be available for this subsystem. Contact your local Xilinx sales representative for information about pricing and availability.

For more information, visit the Xilinx HDMI web page.

Information about other Xilinx® IP modules is available at the Xilinx Intellectual Property page. For information about pricing and availability of other Xilinx® IP modules and tools, contact your local Xilinx sales representative.

**IMPORTANT!** Xilinx provides the HDCP IP License (including evaluation license) for HDCP adopters only. See the DPC Licensee list for details.

License Checkers

If the IP requires a license key, the key must be verified. The Vivado® design tools have several license checkpoints for gating licensed IP through the flow. If the license check succeeds, the IP can continue generation. Otherwise, generation halts with an error. License checkpoints are enforced by the following tools:

- Vivado Synthesis
- Vivado Implementation
- write_bitstream (Tcl command)

**Note:** IP license level is ignored at checkpoints. The test confirms a valid license exists. It does not check IP license level.
If a Hardware Evaluation License is being used, the core stops transmitting HDMI Stream after timeout. This timeout is based on system CPU clock. For example, if system is running at 100 MHz, the IP times out after approximately 4 hours of normal operation when Hardware Evaluation License is being used.
Product Specification

This chapter includes a description of the subsystem and details about the performance and resource utilization.

Introduction

Because the HDMI 1.4/2.0 TX Subsystem is hierarchically packaged, you can configure it by setting the parameters in the Vivado® Integrated Design Environment (IDE) interface and the subsystem creates the required hardware accordingly.

A high-level block diagram of the HDMI 1.4/2.0 TX Subsystem is shown in the following figure.

Figure 1: Subsystem Block Diagram
The HDMI 1.4/2.0 TX Subsystem is constructed on top of an HDMI TX core. Various supporting modules are added around the HDMI TX core with respect to your configuration. The HDMI TX core is designed to support native video interface, however many of the existing video processing IP cores are AXI4-Stream-based. It is a natural choice to add supporting modules (Video Timing Controller and AXI4-Stream to Video Out Bridge) to allow the HDMI 1.4/2.0 TX Subsystem to support AXI4-Stream-based video input. Doing this allows the HDMI 1.4/2.0 TX Subsystem to work seamlessly with other Xilinx video processing IP cores. The HDMI 1.4/2.0 TX Subsystem has a built-in capability to optionally support both HDCP 1.4 and HDCP 2.2 encryption.

The HDMI 1.4/2.0 TX Subsystem supports the following types of video interface:

- AXI4-Stream Video Interface
- Native Video Interface
- Native Video (Vectored Data Enable (DE)) Interface

The following figure shows the internal structure of the HDMI 1.4/2.0 TX Subsystem when AXI4-Stream is selected as the video interface. In this illustration, both HDCP 1.4 and HDCP 2.2 are selected and both Video over AXIS compliant NTSC/PAL Support and Video over AXIS compliant YUV420 Support are selected.

*Figure 2: HDMI TX Subsystem Internal Structure in AXI4-Stream Video Interface Mode*
The HDMI 1.4/2.0 TX Subsystem also provides an option to support a native video interface. Some applications require support of customized resolutions, which are not divisible by the PPC setting (4 or 2). Therefore, the HDMI 1.4/2.0 TX Subsystem also provides a native video (Vectored DE) interface option to enable this application. When native video interface (with or without Vectored DE) is selected, the HDMI 1.4/2.0 TX Subsystem is constructed without the Video Timing Controller and AXI4-Stream to Video Out bridge. Therefore, the HDMI 1.4/2.0 TX Subsystem is allowed to take native video from its own video devices and convert into HDMI signals. In native video mode, the HDMI 1.4/2.0 TX Subsystem still has a built-in capability to optionally support both HDCP 1.4 and HDCP 2.2 encryption.

The following figure shows the internal structure of the HDMI 1.4/2.0 TX Subsystem when native video is selected as the video interface. In this illustration, both HDCP 1.4 and HDCP 2.2 are selected.

Figure 3: HDMI TX Subsystem Internal Structure in Native Video Interface Mode

The following figure shows the internal structure of the HDMI 1.4/2.0 TX Subsystem when Native Video (Vectored DE) interface is selected as the video interface. In this illustration, both HDCP 1.4 and HDCP 2.2 are selected.
The data width of the video interface is configured in the Vivado IDE by setting the **Number of Pixels Per Clock on Video Interface** and the **Max Bits Per Component** parameters.

The audio interface is a 32-bit AXI4-Stream slave bus, which transports multiple channels of uncompressed audio data to the subsystem.

The CPU interface is an AXI4-Lite bus interface, which is connected to a MicroBlaze, Zynq-7000 SoC, or Zynq® UltraScale+™ MPSoC processor. Multiple sub-modules are used to construct the HDMI 1.4/2.0 TX Subsystem and all the sub-modules which require software access are connected through an AXI crossbar. Therefore, the MicroBlaze, Zynq®-7000 SoC, or Zynq® UltraScale+™ MPSoC processor is able to access and control each individual sub-modules inside the HDMI 1.4/2.0 TX Subsystem.

**IMPORTANT!** The *direct register level access to any of the sub-modules is not supported.*

The HDMI 1.4/2.0 TX Subsystem device driver has an abstract layer of API to allow you to implement certain functions. This AXI4-Lite slave interface supports single beat read and write data transfers (no burst transfers).

The subsystem converts the video stream and audio stream into an HDMI stream, based on the selected video format set by the processor core through the CPU interface. The subsystem then transmits the HDMI stream to the PHY Layer (Video PHY Controller) which converts the data into electronic signals which are then sent to an HDMI sink through an HDMI cable.

The subsystem also supports the features described in the following sections.
Audio Clock Regeneration Signals

The transmitter audio peripherals provide a dedicated Audio Clock Regeneration (ACR) input interface.

The audio clock regeneration architecture is not part of the HDMI 1.4/2.0 TX Subsystem. You must provide an audio clock to the application. This can be achieved by using an internal PLL or external clock source, depending on the audio clock requirements, audio sample frequency and jitter. When the HDMI 1.4/2.0 TX Subsystem is used in DVI mode, the ACR inputs are ignored. You can decide to leave them open or connect them to some fixed values (for example, connecting acr_cts, acr_n, and acr_valid to 0).

Related Information
Example Design

Display Data Channel (DDC)

The subsystem allows the end-user to build an HDMI source device, which negotiates with the targeted HDMI sink device for supported features and capabilities. The communication between the source device(s) and the sink device is implemented through the DDC lines, which is an I2C bus included on the HDMI cable.

Status and Control Data Channel (SCDC)

The subsystem supports the following two bits in the SCDC register address offset 0x20 for TMDS configurations (Table 10-19 of the HDMI 2.0 specification, HDMI Specifications (http://www.hdmi.org/manufacturer/specification.aspx)).

- Bit 1: TMDS_Bit_Clock_Ratio
- Bit 0: Scrambling_Enable

Automatically handled by the HDMI TX subsystem driver at Stream Start through the API, XV_HdmiTxSs_StreamStart.

Two underlining subcore API drivers are called to set the two SCDC bits, depending on the output video stream.

- XV_HdmiTx_Scrambler(InstancePtr->HdmiTxPtr);
  - Enables HDMI TX scrambler for HDMI 2.0 video and disable scrambler for HDMI 1.4 video stream
  - Updates the scrambler bit in the sink TMDS Configuration register

- V_HdmiTx_ClockRatio(InstancePtr->HdmiTxPtr);
  - sets the TMDS clock ratio bit for HDMI 2.0 video.
An API is also available for the HDMI TX subcore to show the SCDC register values of the sink (for debugging or advanced use cases).

```c
void XV_HdmiTx_ShowSCDC(XV_HdmiTx *InstancePtr);
```

## Hot Plug Detect

The subsystem supports the Hot Plug Detect (HPD) feature, which is a communication mechanism between the HDMI source and HDMI sink devices. For example, when an HDMI cable is inserted between the HDMI source and sink devices, the HPD signal is asserted, which triggers the subsystem to start communicating with the sink device.

**IMPORTANT!** The HPD from HDMI Sink is at 5V. Therefore, a level shifter is required before connecting it to the corresponding FPGA input pin in the HDMI 1.4/2.0 TX Subsystem design. For example, if the HPD pin of the HDMI 1.4/2.0 TX Subsystem is at 3.3V bank, a level shifter is required to translate HPD signal from 5V to 3.3V.

## AUX Packets

For HDMI, all data island packets consist of a 4-byte packet header and a 32 bytes of packet contents. The packet header, represented in the following figure, contains 24 data bits (3 bytes) and 8 bits (1 byte) of BCH ECC parity.

### Figure 5: Packet Header

<table>
<thead>
<tr>
<th>Byte\Bit #</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>HB0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
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<td>HB1</td>
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<td>packet-specific data</td>
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<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HB2</td>
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<td></td>
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<td></td>
<td></td>
<td></td>
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<tr>
<td>ECC</td>
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<tr>
<td>ECC</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The packet body, represented in the following figure, is made from four subpackets; each subpacket includes 56 bits (7 bytes) of data and 8 bits (1 byte) of BCH ECC parity.
Figure 6: Packet Body

<table>
<thead>
<tr>
<th>Subpacket #</th>
<th>Packet # &amp; Byte/Bit #</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Subpacket 0 (Checksum + 6 data bytes + ECC)</td>
<td>PB0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Checksum</td>
</tr>
<tr>
<td>Subpacket 1 (7 data bytes + ECC)</td>
<td>PB0, PB1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 1</td>
</tr>
<tr>
<td>Subpacket 2 (7 data bytes + ECC)</td>
<td>PB2..PB5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 2 - Data Byte 5</td>
</tr>
<tr>
<td></td>
<td>PB6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 6</td>
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<tr>
<td></td>
<td>ECC1</td>
<td></td>
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<td></td>
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<td></td>
<td></td>
<td>ECC</td>
</tr>
<tr>
<td>Subpacket 3 (7 data bytes + ECC)</td>
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<td></td>
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<td>Data Byte 7</td>
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<td>Data Byte 8 - Data Byte 12</td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ECC</td>
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<td>Subpacket 2 (7 data bytes + ECC)</td>
<td>PB14</td>
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<td></td>
<td></td>
<td>Data Byte 14</td>
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<tr>
<td>Subpacket 1 (7 data bytes + ECC)</td>
<td>PB15..PB19</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 15 - Data Byte 19</td>
</tr>
<tr>
<td></td>
<td>PB20</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 20</td>
</tr>
<tr>
<td></td>
<td>ECC3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ECC</td>
</tr>
<tr>
<td>Subpacket 3 (7 data bytes + ECC)</td>
<td>PB21</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 21</td>
</tr>
<tr>
<td>Subpacket 1 (7 data bytes + ECC)</td>
<td>PB22..PB26</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Data Byte 22 - Data Byte 26</td>
</tr>
<tr>
<td></td>
<td>PB27</td>
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<td>Data Byte 27</td>
</tr>
<tr>
<td></td>
<td>ECC3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ECC</td>
</tr>
</tbody>
</table>

Note:

- ECC is calculated in the HDMI 1.4/2.0 TX Subsystem. Therefore, you must construct HB0...HB2, and PB0, PB1...PB26, PB27 according to HDMI specs in the software.

- When calculating the checksum value (PB0), the ECC values are ignored.

- Refer to section 5.2.3.4 and 5.2.3.5 of the HDMI 1.4 specification HDMI Specifications (http://www.hdmi.org/manufacturer/specification.aspx) for more information on the Aux packet structure.

In the following table, the packet types highlighted in blue are handled by hardware and the packet types highlighted in yellow are handled by software.

Table 1: Hardware and Software Packet Types

<table>
<thead>
<tr>
<th>Packet Type Value</th>
<th>Packet Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>Null</td>
</tr>
<tr>
<td>0x01</td>
<td>Audio Clock Regeneration (N/CTS)</td>
</tr>
<tr>
<td>0x02</td>
<td>Audio Sample (L-PCM and IEC 61937 compressed formats)</td>
</tr>
<tr>
<td>0x03</td>
<td>General Control</td>
</tr>
<tr>
<td>0x04</td>
<td>ACP Packet</td>
</tr>
<tr>
<td>0x05</td>
<td>ISRC1 Packet</td>
</tr>
<tr>
<td>0x06</td>
<td>ISRC2 Packet</td>
</tr>
<tr>
<td>0x07</td>
<td>One Bit Audio Sample Packet</td>
</tr>
</tbody>
</table>
### Table 1: Hardware and Software Packet Types (cont'd)

<table>
<thead>
<tr>
<th>Packet Type Value</th>
<th>Packet Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x08</td>
<td>DST Audio Packet</td>
</tr>
<tr>
<td>0x09</td>
<td>High Bitrate (HBR) Audio Stream Packet (IEC 61937)</td>
</tr>
<tr>
<td>0x0A</td>
<td>Gamut Metadata Packet</td>
</tr>
<tr>
<td>0x0B</td>
<td>3D Audio Sample Packet (LPCM Format Only)</td>
</tr>
<tr>
<td>0x0C</td>
<td>One Bit 3D Audio Sample Packet</td>
</tr>
<tr>
<td>0x0D</td>
<td>Audio MetaData Packet</td>
</tr>
<tr>
<td>0x80+InfoFrame Type</td>
<td>InfoFrame Packet</td>
</tr>
<tr>
<td>0x00</td>
<td>Reserved</td>
</tr>
<tr>
<td>0x01</td>
<td>Vendor-Specific</td>
</tr>
<tr>
<td>0x02</td>
<td>Auxiliary Video Information (AVI)</td>
</tr>
<tr>
<td>0x03</td>
<td>Source Product Descriptor</td>
</tr>
<tr>
<td>0x04</td>
<td>Audio</td>
</tr>
<tr>
<td>0x05</td>
<td>MPEG Source</td>
</tr>
<tr>
<td>0x06</td>
<td>NTSC VBI</td>
</tr>
<tr>
<td>0x07</td>
<td>Dynamic Range and Mastering (HDR)</td>
</tr>
</tbody>
</table>

In the HDMI 1.4/2.0 TX Subsystem driver, a common API is defined for sending auxiliary packets.

```c
void XV_HdmiTxSs_SendGenericAuxInfoframe(XV_HdmiTxSs *InstancePtr, void *Aux)
```

where,

- **InstancePtr** is a pointer to the HDMI 1.4/2.0 TX Subsystem instance.
- **Aux** is a 36 byte array contains the complete AUX packet.

The aux packet data structure defined in the driver is:

```c
typedef union {
    u32 Data;
    u8 Byte[4];
} XHdmiC_AuxHeader;
typedef union {
    u32 Data[8];
    u8 Byte[32];
} XHdmiC_AuxData;
typedef struct {
    XHdmiC_AuxHeader Header;
    XHdmiC_AuxData Data;
} XHdmiC_Aux;
```

For packet types not highlighted in the previous table (MPEG Source, NTSC VBI), you can construct packets with respect to the specification, and send them using the same API call. In this case, you must calculate the CRC whenever needed and place the CRC at the right location so that the HDMI Sink can decode the packet.
InfoFrames

As shown in the previous table, the software handles the Vendor Specific InfoFrame (VSIF), the Auxiliary Video Information (AVI) InfoFrame, and the Audio InfoFrame. The three InfoFrame types are added as part of the HDMI 1.4/2.0 TX Subsystem data structure, each having its own well-defined structure.

AVI InfoFrame

Use the following code example for AVI InfoFrames:

```c
typedef struct XHDMIC_AVI_InfoFrame {
  unsigned char Version;
  XHdmIC_Colorspace ColorSpace;
  u8 ActiveFormatDataPresent;
  XHdmIC_BarInfo BarInfo;
  XHdmIC_ScanInfo ScanInfo;
  XHdmIC_Colorimetry Colorimetry;
  XHdmIC_PicAspectRatio PicAspectRatio;
  unsigned char Itc;
  XHdmIC_ExtendedColorimetry ExtendedColorimetry;
  XHdmIC_RGBQuantizationRange QuantizationRange;
  XHdmIC_nonUniformPictureScaling NonUniformPictureScaling;
  unsigned char VIC;
  XHdmIC_YccQuantizationRange YccQuantizationRange;
  XHdmIC_ContentTypeInfo ContentType;
  XHdmIC_PixelRepetitionFactor PixelRepetition;
  u16 TopBar;
  u16 BottomBar;
  u16 LeftBar;
  u16 RightBar;
} XHdmIC_AVI_InfoFrame;
```

Audio InfoFrame

Use the following code example for Audio InfoFrames:

```c
typedef struct XHdmIC_Audio_InfoFrame {
  unsigned char Version;
  XHdmIC_AudioChannelCount ChannelCount;
  XHdmIC_AudioCodingType CodingType;
  XHdmIC_SampleSize SampleSize;
  XHdmIC_SamplingFrequency SampleFrequency;
  u8 CodingTypeExt;
  u8 ChannelAllocation;
  XHdmIC_LFEPlaybackLevel LFE_Playback_Level;
  XHdmIC_LevelShiftValue LevelShiftVal;
  unsigned char Downmix_Inhibit;
} XHdmIC_AudioInfoFrame;
```
Vendor Specific InfoFrame (VSIF)

Use the following code example for VSIF:

```c
typedef struct {
    u8 Version;
    u32 IEEE_ID;
    XHdmiC_VSIF_Video_Format Format;
    union {
        u8 HDMI_VIC;
        XHdmiC_3D_Info Info_3D;
    }
} XHdmiC_VSIF;
```

Dynamic Range and Mastering InfoFrame

Use the following code example for Dynamic Range and Mastering (HDR) InfoFrames:

```c
typedef struct XHdmiC_DRM_InfoFrame {
    XHdmiC_DRM_EOTF EOTF;
    XHdmiC_DRM_Static_Metadata_Descp_Id Static_Metadata_Descriptor_ID;
    struct {
        u16 x,y;
    } disp_primaries[3];
    struct {
        u16 x,y;
    } white_point;
    u16 Max_Disp_Mastering_Luminance;
    u16 Min_Disp_Mastering_Luminance;
    u16 Max_Content_Light_Level;
    u16 Max_Frame_Average_Light_Level;
} XHdmiC_DRMInfoFrame;
```

The following API functions are defined in the HDMI Common driver to facilitate the construction of the InfoFrame packets. You must set the corresponding fields in the data structure and use the call functions below based on InfoFrame type. The API function constructs the packet and simultaneously calculates a CRC for both packet header and packet body.

```c
XHdmiC_Aux XV_HdmiC_AVIIF_GeneratePacket(XHdmiC_AVI_InfoFrame *infoFramePtr);
XHdmiC_Aux XV_HdmiC_AudioIF_GeneratePacket(XHdmiC_AudioInfoFrame *AudioInfoFrame);
XHdmiC_Aux XV_HdmiC_VSIF_GeneratePacket(XHdmiC_VSIF *VSIFPtr);
void XV_HdmiC_DRMIF_GeneratePacket(XHdmiC_DRMInfoFrame *DRMInfoFrame, XHdmiC_Aux *aux);
```

General Control Packet

The General Control Packet (GCP) is primarily handled by the hardware but is also passed to the software so that the information can be used at the system application level.
The General Control Packet is automatically generated by the HDMI 1.4/2.0 TX Subsystem according to the video stream and sent out within 384 clocks after vsync. Four API functions are defined to set or clear the AVMUTE field as per their system application requirement.

```c
void XV_HdmiTxSs_SetGcpAvmuteBit(XV_HdmiTxSs *InstancePtr);
void XV_HdmiTxSs_ClearGcpAvmuteBit(XV_HdmiTxSs *InstancePtr);
void XV_HdmiTxSs_SetGcpClearAvmuteBit(XV_HdmiTxSs *InstancePtr);
void XV_HdmiTxSs_ClearGcpClearAvmuteBit(XV_HdmiTxSs *InstancePtr);
```

**HDCP**

As part of the HDMI 1.4/2.0 TX Subsystem, the Xilinx LogiCORE IP High-bandwidth Digital Content Protection (HDCP) transmitters are designed to transmit audiovisual content securely between two devices that are HDCP capable. In this HDMI 1.4/2.0 TX Subsystem, both HDCP 1.4 and HDCP 2.2 transmitter IP cores are included, and can be enabled by the HDCP option in the Vivado IDE. However because HDCP 2.2 supersedes the HDCP 1.4 protocol and does not provide backwards compatibility, you need to decide and choose targeted content protection schemes from the Vivado IDE. Four different options are available to choose from:

- No HDCP
- HDCP 1.4 only
- HDCP 2.2 only
- HDCP 1.4 and HDCP 2.2

As a guideline, HDCP 2.2 is used to encrypt content at Ultra-High Definition (UHD) while HDCP 1.4 is the legacy content protection scheme used at lower resolutions.

The following figure shows a configuration of the HDMI TX where both HDCP 1.4 and 2.2 are enabled. With both HDCP protocols enabled, the HDMI Subsystem configures itself in the cascade topology where the HDCP 1.4 and HDCP 2.2 are connected back-to-back. The HDCP Egress interface of the HDMI transmitter sends unencrypted audiovisual data, which is encrypted by the active HDCP block and sent back into the HDMI transmitter over the HDCP Ingress interface for transmission over the link. The HDMI TX Subsystem ensures that only one of the HDCP protocols is active at any given time and the other is passive by calling the relevant HDMI 1.4/2.0 TX Subsystem API functions.
Figure 7: HDCP 1.4 and HDCP 2.2 over HDMI Transmitter

For more details on HDCP, see the HDCP 1.x Product Guide (PG224) and the HDCP 2.2 LogiCORE IP Product Guide (PG249).

Standards

The HDMI 1.4/2.0 TX Subsystem is compliant with the AXI4-Stream Video Protocol and AXI4-Lite interconnect standards. See the Vivado Design Suite: AXI Reference Guide (UG1037) and the AXI4-Stream Video IP and System Design Guide (UG934) for additional information. Also, see the HDMI specifications.

The HDMI 1.4/2.0 TX Subsystem is designed to be compliant with the HDMI 1.4b and HDMI 2.0 specification.

The Xilinx HDCP 1.4 is designed to be compliant with the High-bandwidth Digital Content Protection system Revision 1.4.

The Xilinx HDCP 2.2 is designed to be compliant with the HDCP 2.2 specification entitled High-bandwidth Digital Content Protection, Mapping HDCP to HDMI, Revision 2.2, issued by Digital Content Protection (DCP) LLC.

Performance and Resource Utilization

For full details about performance and resource utilization, visit the Performance and Resource Utilization web page.
Maximum Frequencies

Refer to the following documents for information on DC and AC switching characteristics. The frequency ranges specified in these documents must be adhered to for proper transceiver and core operation.

- Kintex UltraScale FPGAs Data Sheet: DC and AC Switching Characteristics (DS892)
- Virtex UltraScale FPGAs Data Sheet: DC and AC Switching Characteristics (DS893)
- Kintex-7 FPGAs Data Sheet: DC and AC Switching Characteristics (DS182)
- Virtex-7 FPGAs Data Sheet: DC and AC Switching Characteristics (DS183)
- Artix-7 FPGAs Data Sheet: DC and AC Switching Characteristics (DS181)
- Zynq-7000 SoC (Z-7030, Z-7035, Z-7045, and Z-7100) Data Sheet: DC and AC Switching Characteristics (DS191)
- Kintex UltraScale+ FPGAs Data Sheet: DC and AC Switching Characteristics (DS922)
- Virtex UltraScale+ FPGA Data Sheet: DC and AC Switching Characteristics (DS923)
- Zynq UltraScale+ MPSoC Data Sheet: DC and AC Switching Characteristics (DS925)
- Zynq UltraScale+ RFSoC Data Sheet: DC and AC Switching Characteristics (DS926)

Port Descriptions

The HDMI 1.4/2.0 TX Subsystem supports two types of video input stream interfaces, which eventually is mapped to the HDMI 1.4/2.0 TX Subsystem VIDEO_IN interface.

- AXI4-Stream Video interface
- Native Video Interface
- Native Video Vectored DE

AXI4-Stream Pinouts

The following four figures show the HDMI 1.4/2.0 TX Subsystem ports when AXI4-Stream is selected as the video interface. The VIDEO_IN port is expanded in the figure to show the detail of the AXI4-Stream video bus signals. The subsystem has the following default interfaces:

- AXI4-Lite CPU control interface (S_AXI_CPU_IN)
- AXI4-Stream Video Interface (VIDEO_IN)
- AXI4-Stream Audio Interface (AUDIO_IN)

**Note:** In the following diagrams, for all AXI4-Stream interfaces $\text{video\_data\_width} = \left(\text{int}\left(\frac{3\times\text{BPC}\times\text{PPC}+7}{8}\right)\right)\times8$ and for all native interfaces $\text{video\_data\_width} = 3\times\text{BPC}\times\text{PPC}$.

*Figure 8: HDMI TX Subsystem Pinout – AXI4-Stream Video Interface (No HDCP)*
Figure 9: HDMI TX Subsystem Pinout – AXI4-Stream Video Interface (HDCP 1.4 Only)
Figure 10: HDMI TX Subsystem Pinout – AXI4-Stream Video Interface (HDCP 2.2 Only)
Native Video Pinouts

The following four figures show the HDMI 1.4/2.0 TX Subsystem ports when native video is selected as the video interface. The VIDEO_IN port is expanded in the figure to show the detailed native video bus signals.

**Note:** In the following diagrams, for all native interfaces \( \text{video}\_\text{data}\_\text{width} = 3*\text{BPC}*\text{PPC} \).
Figure 12: HDMI TX Subsystem Pinout – Native Video Interface (No HDCP)
Figure 13: HDMI TX Subsystem Pinout – Native Video Interface (HDCP 1.4 Only)
Figure 14: HDMI TX Subsystem Pinout – Native Video Interface (HDCP 2.2 Only)
Figure 15: HDMI TX Subsystem Pinout – Native Video Interface (HDCP 1.4 and HDCP 2.2)

Native Video (Vectored DE)

Note: In the following diagrams, for all native interfaces video_data_width = 3*BPC*PPC.
Figure 16: HDMI TX Subsystem Pinout – Native Video (Vectored DE) (No HDCP)

S_AXI_CPU_IN
AUDIO_IN
video_data_arb[video_data_width-1:0]
video_hs_arb[PPC-1:0]
video_vs_arb[PPC-1:0]
video_de_arb[PPC-1:0]
SB_STATUS_IN
s_axi_cpu_aclk
s_axi_cpu_arsetn
s_axis_audio_aclk
s_axis_audio_arsetn
acr_cts[19:0]
acr_n[19:0]
acr_valid
video_clk
hpd

LINK_DATA0_OUT
LINK_DATA1_OUT
LINK_DATA2_OUT
link_clk
DDC_OUT
irq
video_rst

X23457-103019
Figure 17: HDMI TX Subsystem Pinout – Native Video (Vectored DE) (HDCP 1.4 Only)
Figure 18: HDMI TX Subsystem Pinout – Native Video (Vectored DE) (HDCP 2.2 Only)
**CPU Interface**

The following table shows the AXI4-Lite control interface signals. This interface is an AXI4-Lite interface and runs at the `s_axi_cpu_aclk` clock rate. Control of the subsystem is only supported through the subsystem driver.

**IMPORTANT!** Direct register level access to any of the sub-modules is not supported. Instead, all accesses are done through the HDMI 1.4/2.0 TX Subsystem driver APIs.

**Table 2: CPU Interface Ports**

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s_axi_cpu_arsetn</td>
<td>1</td>
<td>1</td>
<td>Reset (Active-Low)</td>
</tr>
<tr>
<td>s_axi_cpu_aclek</td>
<td>1</td>
<td>1</td>
<td>Clock for AXI4-Lite control interface</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_awaddr</td>
<td>1</td>
<td>17</td>
<td>Write address</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_awprot</td>
<td>1</td>
<td>3</td>
<td>Write address protection</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_awvalid</td>
<td>1</td>
<td>1</td>
<td>Write address valid</td>
</tr>
</tbody>
</table>
### Table 2: CPU Interface Ports (cont’d)

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>S_AXI_CPU_IN_awready</td>
<td>O</td>
<td>1</td>
<td>Write address ready</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_wdata</td>
<td>I</td>
<td>32</td>
<td>Write data</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_wstrb</td>
<td>I</td>
<td>4</td>
<td>Write data strobe</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_wvalid</td>
<td>I</td>
<td>1</td>
<td>Write data valid</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_wready</td>
<td>O</td>
<td>1</td>
<td>Write data ready</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_bresp</td>
<td>O</td>
<td>2</td>
<td>Write response</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_bvalid</td>
<td>O</td>
<td>1</td>
<td>Write response valid</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_bready</td>
<td>I</td>
<td>1</td>
<td>Write response ready</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_araddr</td>
<td>I</td>
<td>17</td>
<td>Read address</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_arprot</td>
<td>I</td>
<td>3</td>
<td>Read address protection</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_arvalid</td>
<td>I</td>
<td>1</td>
<td>Read address valid</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_aready</td>
<td>O</td>
<td>1</td>
<td>Read address ready</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_rdata</td>
<td>O</td>
<td>32</td>
<td>Read data</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_rresp</td>
<td>O</td>
<td>2</td>
<td>Read data response</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_rvalid</td>
<td>O</td>
<td>1</td>
<td>Read data valid</td>
</tr>
<tr>
<td>S_AXI_CPU_IN_rready</td>
<td>I</td>
<td>1</td>
<td>Read data ready</td>
</tr>
</tbody>
</table>

### AXI4-Stream Video Interface

The following table shows the signals for AXI4-Stream video input interface. This interface is an AXI4-Stream slave interface and runs at the `s_axis_video_aclk` clock rate. The data width is user-configurable in the Vivado IDE by setting **Max Bits Per Component (BPC)** and **Number of Pixels Per Clock on Video Interface (PPC)**.

### Table 3: AXI4-Stream Video Interface

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s_axis_video_aclk</td>
<td>I</td>
<td>1</td>
<td>AXI4-Stream clock</td>
</tr>
<tr>
<td>s_axis_video_arresetn</td>
<td>I</td>
<td>1</td>
<td>Reset (Active-Low)</td>
</tr>
<tr>
<td>VIDEO_IN_tdata</td>
<td>I</td>
<td>(int((3*BPC+PPC+7)/8))*8</td>
<td>Data</td>
</tr>
<tr>
<td>VIDEO_IN_tlast</td>
<td>I</td>
<td>1</td>
<td>End of line</td>
</tr>
<tr>
<td>VIDEO_IN_tready</td>
<td>O</td>
<td>1</td>
<td>Ready</td>
</tr>
<tr>
<td>VIDEO_IN_tuser</td>
<td>I</td>
<td>1</td>
<td>Start of frame</td>
</tr>
<tr>
<td>VIDEO_IN_tvalid</td>
<td>I</td>
<td>1</td>
<td>Valid</td>
</tr>
</tbody>
</table>

**Notes:**
1. The Video Data width for AXI4-Stream interface is byte aligned. For example, for 10 bpc, 2 ppc, the data width is 64 bits.
Native Video Interface

The following table shows the signals for the native video interface. This interface is a standard video interface and runs at the `video_clk` clock rate. The data width is user-configurable in the Vivado IDE by setting Max Bits Per Component (BPC) and Number of Pixels Per Clock on Video Interface (PPC).

**Table 4: Native Video Interface**

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>video_clk</code></td>
<td>I</td>
<td>1</td>
<td>Video clock</td>
</tr>
<tr>
<td><code>VIDEO_IN_active_video</code></td>
<td>I</td>
<td>1</td>
<td>Active video</td>
</tr>
<tr>
<td><code>VIDEO_IN_data</code></td>
<td>I</td>
<td><code>video_data_width</code></td>
<td>Data</td>
</tr>
<tr>
<td><code>VIDEO_IN_hsync</code></td>
<td>I</td>
<td>1</td>
<td>Horizontal sync</td>
</tr>
<tr>
<td><code>VIDEO_IN_vsync</code></td>
<td>I</td>
<td>1</td>
<td>Vertical sync</td>
</tr>
</tbody>
</table>

**Notes:**
1. `video_clk` is generated by the Video PHY Controller.
2. When native video interface is selected, `s_axis_video_aclk` and `s_axis_video_arstn` are removed from the HDMI 1.4/2.0 TX Subsystem interface ports.
3. `video_data_width = 3*BPC*PPC`.
4. When native video interface is selected, there is no hardware reset.
5. You must provide the correct video timing information. You can choose to use the Xilinx® Video Timing Controller (vtc) or design your own vtc module to generate the timing control signals for the native video interface.

Native Video (Vectored DE) Interface

Both the AXI4-Stream and native video interface can only support resolutions with video timing divisible by PPC (2 or 4). To extend support to resolutions with video timing not divisible by PPC (2 or 4), the Native Video (Vectored Date Enable (DE)) interface can be used. The following table shows the signals. The data width is user-configurable in the Vivado IDE by setting Max Bits Per Component (BPC) and Number of Pixels Per Clock on Video Interface (PPC).

**Table 5: Native Video (Vectored DE) Interface**

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>video_clk</code></td>
<td>I</td>
<td>1</td>
<td>Video clock</td>
</tr>
<tr>
<td><code>video_data_arb</code></td>
<td>I</td>
<td><code>video_data_width</code></td>
<td>Data</td>
</tr>
<tr>
<td><code>video_hs_arb</code></td>
<td>I</td>
<td>PPC</td>
<td>Horizontal sync</td>
</tr>
<tr>
<td><code>video_vs_arb</code></td>
<td>I</td>
<td>PPC</td>
<td>Vertical sync</td>
</tr>
</tbody>
</table>
Table 5: Native Video (Vectored DE) Interface (cont’d)

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>video_de_arb</td>
<td>I</td>
<td>PPC</td>
<td>Active video data enable</td>
</tr>
</tbody>
</table>

Notes:
1. `video_clk` is generated by the Video PHY Controller.
2. `video_data_width = 3*BPC*PPC`.
3. When native video interface is selected, `s_axis_video_aclk` and `s_axis_video_aresetn` are removed from the HDMI 1.4/2.0 TX Subsystem interface ports.
4. When native video interface is selected, there is no hardware reset.

The following table summarizes the supported video timing for each interface, depending on the PPC settings.

Table 6: Supported Video Timing

<table>
<thead>
<tr>
<th>Video Interface</th>
<th>PPC</th>
<th>Video Timing</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Divisible by 4</td>
</tr>
<tr>
<td>AXI4-Stream</td>
<td>2</td>
<td>Supported</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Supported</td>
</tr>
<tr>
<td>Native</td>
<td>2</td>
<td>Supported</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Supported</td>
</tr>
<tr>
<td>Native (Vectored DE)</td>
<td>2</td>
<td>Supported</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Supported</td>
</tr>
</tbody>
</table>

Note: For YUV 420, the video timing not divisible by PPC*2 is not supported for AXI4-Stream and Native interface.

Audio Input Stream Interface

The following table shows the signals for AXI4-Stream audio streaming interfaces. The audio interface transports 24-bits L-PCM or 16-bits HBR audio samples in the IEC 60958 format. A maximum of 32 channels are supported. The audio interface is a 32-bit AXI4-Stream slave interface and runs at the `s_axis_audio_aclk` clock rate.

Table 7: Audio Input Stream Interface

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s_axis_audio_aclk</td>
<td>I</td>
<td>1</td>
<td>Clock (The audio streaming clock must be greater than or equal or greater than 128 times the audio sample frequency)</td>
</tr>
<tr>
<td>s_axis_audio_aresetn</td>
<td>I</td>
<td>1</td>
<td>Reset (Active-Low)</td>
</tr>
</tbody>
</table>
Table 7: Audio Input Stream Interface (cont’d)

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUDIO_IN_tdata</td>
<td>I</td>
<td>32</td>
<td>Data</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[31] P (Parity)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[30] C (Channel status)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[29] U (User bit)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[28] V (Validity bit)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[27:4] Audio sample word for L-PCM/3D-Audio</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[27:12] Audio sample word for HBR</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>[3:0] Preamble code</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4'b0001 Subframe 1/start of audio block</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4'b0010 Subframe 1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4'b0011 Subframe 2</td>
</tr>
<tr>
<td>AUDIO_IN_tid</td>
<td>I</td>
<td>8</td>
<td>Channel ID</td>
</tr>
<tr>
<td>AUDIO_IN_tready</td>
<td>O</td>
<td>1</td>
<td>Ready</td>
</tr>
<tr>
<td>AUDIO_IN_tvalid</td>
<td>I</td>
<td>1</td>
<td>Valid</td>
</tr>
</tbody>
</table>

Note: The L-PCM (Packet Type 0x02 and 0x0B) allows you to pack up to 24 bits of audio from the Audio Data Stream. The HBR (Packet Type 0x09) allows you to pack up to 16 bits of audio from the Audio Data Stream. The data is taken from MSB (bit 27:12). Compressed Audio (IEC 61937) can also be sent the same as L-PCM data (IEC60958). However, it is your responsibility to compress the audio data with your custom logic.

Audio Clock Regeneration Interface

The audio clock regeneration (ACR) interface has a Cycle Time Stamp (CTS) parameter vector and an Audio Clock Regeneration Value (N) parameter vector. Both vectors are 20 bits wide. The valid signal is driven High when the CTS and N parameters are stable. For more information, see Chapter 7 of the HDMI 1.4 specification.

On the rising edge of the valid signal, the TX reads the CTS and N parameters from the ACR input interface and transmits an audio clock regeneration packet.

The following table shows the Audio Clock Regeneration (ACR) interface signals. This interface runs at the s_axis_audio_aclk clock rate.

Table 8: Audio Clock Regeneration (ACR) Interface

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>acr_cts</td>
<td>I</td>
<td>20</td>
<td>CTS</td>
</tr>
<tr>
<td>acr_n</td>
<td>I</td>
<td>20</td>
<td>N</td>
</tr>
<tr>
<td>acr_valid</td>
<td>I</td>
<td>1</td>
<td>Valid</td>
</tr>
</tbody>
</table>

If an HDMI system does not require audio, tie the following input ports Low:
• AUDIO_IN (except tready)
• s_axis_audio_aresetn
• s_axis_audio_aclk
• acr_cts
• acr_n
• acr_valid

IMPORTANT! When multiple channel audio is enabled in the system, ensure that the audio data is properly sent to its respective channel allocation. Unused channels must be packed with zero (that is, Mute) to avoid audio channel swapping, which means audio data might appear in unexpected channel locations.

HDMI Link Output Interface

The following table shows the HDMI Link interface signals. This interface runs at the link_clk clock rate.

Table 9: HDMI Link Interface

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>link_clk</td>
<td>I</td>
<td>1</td>
<td>Link clock</td>
</tr>
<tr>
<td>LINK_DATA0_OUT_tdata</td>
<td>Output</td>
<td>ppc*10</td>
<td>Link data 0</td>
</tr>
<tr>
<td>LINK_DATA0_OUT_tvalid</td>
<td>Output</td>
<td>1</td>
<td>Link Data 0 Valid</td>
</tr>
<tr>
<td>LINK_DATA1_OUT_tdata</td>
<td>Output</td>
<td>ppc*10</td>
<td>Link data 1</td>
</tr>
<tr>
<td>LINK_DATA1_OUT_tvalid</td>
<td>Output</td>
<td>1</td>
<td>Link Data 1 Valid</td>
</tr>
<tr>
<td>LINK_DATA2_OUT_tdata</td>
<td>Output</td>
<td>ppc*10</td>
<td>Link data 2</td>
</tr>
<tr>
<td>LINK_DATA2_OUT_tvalid</td>
<td>Output</td>
<td>1</td>
<td>Link Data 2 Valid</td>
</tr>
</tbody>
</table>

Data Display Channel Interface

The following table shows the Data Display Channel interface signals.

Table 10: Data Display Channel (DDC) Interface

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ddc_scl_i</td>
<td>I</td>
<td>1</td>
<td>DDC serial clock in</td>
</tr>
<tr>
<td>ddc_scl_o</td>
<td>O</td>
<td>1</td>
<td>DDC serial clock out</td>
</tr>
<tr>
<td>ddc_scl_t</td>
<td>O</td>
<td>1</td>
<td>DDC serial clock tri-state</td>
</tr>
<tr>
<td>ddc_sda_i</td>
<td>I</td>
<td>1</td>
<td>DDC serial data in</td>
</tr>
<tr>
<td>ddc_sda_o</td>
<td>O</td>
<td>1</td>
<td>DDC serial data out</td>
</tr>
<tr>
<td>ddc_sda_t</td>
<td>O</td>
<td>1</td>
<td>DDC serial data tri-state</td>
</tr>
</tbody>
</table>
HDCP 1.4 Key Input Interface (AXI4-Stream Slave Interface)

The following table shows the signals for HDCP 1.4 key interface. This interface runs at the `hdcp14_key_aclk` (which is running at the AXI4-Lite clock).

**Table 11: HDCP 1.4 Key Input Interface**

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HDCP_KEY_IN_tdata</td>
<td>I</td>
<td>64</td>
<td>HDCP 1.4 key data</td>
</tr>
<tr>
<td>HDCP_KEY_IN_tlast</td>
<td>I</td>
<td>1</td>
<td>End of key data</td>
</tr>
<tr>
<td>HDCP_KEY_IN_tready</td>
<td>O</td>
<td>1</td>
<td>Ready</td>
</tr>
<tr>
<td>HDCP_KEY_IN_tuser</td>
<td>I</td>
<td>8</td>
<td>Start of key data</td>
</tr>
<tr>
<td>HDCP_KEY_IN_tvalid</td>
<td>I</td>
<td>1</td>
<td>Valid</td>
</tr>
<tr>
<td>hdcp14_key_aclk</td>
<td>O</td>
<td>1</td>
<td>AXI4-Stream clock</td>
</tr>
<tr>
<td>hdcp14_key_arsetn</td>
<td>O</td>
<td>1</td>
<td>Reset (Active-Low)</td>
</tr>
<tr>
<td>hdcp14_start_key_transmit</td>
<td>O</td>
<td>1</td>
<td>Start key transmit</td>
</tr>
<tr>
<td>hdcp14_reg_key_sel</td>
<td>O</td>
<td>3</td>
<td>Key select</td>
</tr>
</tbody>
</table>

For the HDCP 1.4 transmitter, an HDCP Key Management module is needed, which is able to send keys over the AXI4-Stream interface to the HDCP 1.4 controller. The following figure shows an example of how the HDMI 1.4/2.0 TX Subsystem is connected to the HDCP Key Management module through a Key Management Bus (AXI4-Stream). The HDCP Key Management module is not part of the HDMI 1.4/2.0 TX Subsystem. For HDCP 1.4 design details, see the *HDCP 1.x Product Guide* (PG224).

**Figure 20: HDCP 1.4 Key Management Bus (AXI4-Stream)**

However, the HDCP 2.2 key is handled slightly differently as it is solely controlled by the software application. The user application is responsible for providing the infrastructure to securely store and retrieve the keys to be loaded into the HDCP 2.2 drivers. For the detailed list of keys that are required to be loaded by the user application, see the *HDCP 2.2 LogiCORE IP Product Guide* (PG249).
HDCP 2.2 Interrupt Outputs

The following table shows the signals for HDCP 2.2 interrupt output ports.

**Table 12: HDCP 2.2 Interrupt Output Interface**

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hdcp22_irq</td>
<td>O</td>
<td>1</td>
<td>HDCP 2.2 interrupt</td>
</tr>
<tr>
<td>hdcp22_timer_irq</td>
<td>O</td>
<td>1</td>
<td>HDCP 2.2 timer interrupt</td>
</tr>
</tbody>
</table>

HDCP 1.4 Interrupt Outputs

The following table shows the signals for HDCP 1.4 interrupt output ports.

**Table 13: HDCP 1.4 Interrupt Output Interface**

<table>
<thead>
<tr>
<th>Name</th>
<th>Direction</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hdcp14_irq</td>
<td>Output</td>
<td>1</td>
<td>HDCP 1.4 interrupt</td>
</tr>
<tr>
<td>Hdcp14_timer_irq</td>
<td>Output</td>
<td>1</td>
<td>HDCP 1.4 timer interrupt</td>
</tr>
</tbody>
</table>

Miscellaneous Signals with AXI4-Stream Video Interface

The following table shows the miscellaneous signals with AXI4-Stream video interface selected.

**Table 14: Miscellaneous Signals**

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hpd</td>
<td>I</td>
<td>1</td>
<td>If XGUI option: Hot Plug Detect active-High (Default)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 - Hot Plug Detect is released</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 - Hot Plug Detect is asserted</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If XGUI option: Hot Plug Detect active-Low</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 - Hot Plug Detect is asserted</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 - Hot Plug Detect is released</td>
</tr>
<tr>
<td>locked</td>
<td>O</td>
<td>1</td>
<td>Flag indicating the AXI4-Stream to Video Out Bridge in the subsystem is locked to the incoming video stream.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 - no lock</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 - locked</td>
</tr>
<tr>
<td>irq</td>
<td>O</td>
<td>1</td>
<td>Interrupt request for CPU. Active-High.</td>
</tr>
<tr>
<td>video_clk</td>
<td>I</td>
<td>1</td>
<td>Reference Native Video Clock</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>When AXI4-Stream is selected as Video Interface, an AXI4-Stream to Video Out Bridge module is added to the HDMI 1.4/2.0 TX Subsystem to convert AXI4-Stream Video into Native Video. The HDMI TX core uses this video_clk to clock in the Video Data together with the video_cke_in.</td>
</tr>
</tbody>
</table>
Table 14: Miscellaneous Signals (cont’d)

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SB_STATUS_IN_tdata</td>
<td>I</td>
<td>2</td>
<td>Side Band Status input signals</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bit 0: link_rdy</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bit 1: video_rdy</td>
</tr>
<tr>
<td>SB_STATUS_IN_tvalid</td>
<td>I</td>
<td>1</td>
<td>Side Band Status input valid</td>
</tr>
<tr>
<td>fid</td>
<td>I</td>
<td>1</td>
<td>Field ID for AXI4-Stream bus. Used only for interlaced video.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 - even field</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 - odd field</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>This bit is sampled coincident with the SOF on the AXI4-Stream bus. If the signal is not used, set the input to Low.</td>
</tr>
</tbody>
</table>

Notes:
1. The Hot Plug Detect (HPD) signal is driven by an HDMI sink and asserted when the HDMI cable is connected to notify the HDMI source of the presence of an HDMI sink. In some cases, the HDMI sink is simply connected to 5V power signal. Therefore, in the PCB, if you choose to use a voltage divider or level shifter, the HPD polarity remains as active-High. However, if you add an inverter to the HPD signal, then the HPD polarity must be set to active-Low in the HDMI 1.4/2.0 TX Subsystem GUI.

Miscellaneous Signals with Native Video Interface

The following table shows the miscellaneous signals with native video interface selected.

Table 15: Miscellaneous Signals with Native Video Interface

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hpd</td>
<td>I</td>
<td>1</td>
<td>If XGUI option: Hot Plug Detect Active-High (Default)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 - Hot Plug Detect is released</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 - Hot Plug Detect is asserted</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If XGUI option: Hot Plug Detect Active-Low¹</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 - Hot Plug Detect is asserted</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 - Hot Plug Detect is released</td>
</tr>
<tr>
<td>irq</td>
<td>O</td>
<td>1</td>
<td>Interrupt request for CPU. Active-High.</td>
</tr>
<tr>
<td>SB_STATUS_IN_tdata</td>
<td>I</td>
<td>2</td>
<td>Side Band Status input signals</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bit 0: link_rdy</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Bit 1: video_rdy</td>
</tr>
<tr>
<td>SB_STATUS_IN_tvalid</td>
<td>I</td>
<td>1</td>
<td>Side Band Status input valid</td>
</tr>
<tr>
<td>video_rst</td>
<td>O</td>
<td>1</td>
<td>Video reset signal in video_clk domain. Active-High.</td>
</tr>
</tbody>
</table>

Notes:
1. The Hot Plug Detect (HPD) signal is driven by an HDMI sink and asserted when the HDMI cable is connected to notify the HDMI source of the presence of an HDMI sink. In most cases, the HDMI sink is simply connected to 5V power signal. Therefore, in the PCB, if you choose to use a voltage divider or level shifter, the HPD polarity remains as Active-High. However, if you add an inverter to the HPD signal, then the HPD polarity must be set to Active-Low in the HDMI 1.4/2.0 TX Subsystem GUI.
Clocks and Resets

The following table provides an overview of the clocks and resets. See Clocking and Resets for more information.

Table 16: Clocks and Resets

<table>
<thead>
<tr>
<th>Name</th>
<th>I/O</th>
<th>Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>s_axi_cpu_aclk</td>
<td>I</td>
<td>1</td>
<td>AXI4-Lite CPU control interface clock.</td>
</tr>
<tr>
<td>s_axi_cpu_aresetn</td>
<td>I</td>
<td>1</td>
<td>Reset, associated with s_axi_cpu_aclk (active-Low). The s_axi_cpu_aresetn signal resets the entire subsystem including the data path and AXI4-Lite registers.</td>
</tr>
<tr>
<td>s_axis_video_aclk</td>
<td>I</td>
<td>1</td>
<td>AXI4-Stream video input clock.</td>
</tr>
<tr>
<td>s_axis_video_aresetn</td>
<td>I</td>
<td>1</td>
<td>Reset, associated with s_axis_video_aclk (active-Low). Resets the AXI4-Stream data path for the video input.</td>
</tr>
<tr>
<td>s_axis_audio_aclk</td>
<td>I</td>
<td>1</td>
<td>AXI4-Stream Audio input clock. (The audio streaming clock must be greater than or equal to 128 times the audio sample frequency)</td>
</tr>
<tr>
<td>s_axis_audio_aresetn</td>
<td>I</td>
<td>1</td>
<td>Reset, associated with s_axis_audio_aclk (active-Low). Resets the AXI4-Stream data path for the audio input.</td>
</tr>
<tr>
<td>link_clk</td>
<td>I</td>
<td>1</td>
<td>HDMI Link data output clock. This connects to the Video PHY Controller link clock output.</td>
</tr>
<tr>
<td>video_clk</td>
<td>I</td>
<td>1</td>
<td>Clock for the native video interface.</td>
</tr>
</tbody>
</table>

Notes:
1. The reset should be asserted until the associated clock becomes stable.

Related Information
Clocking
Resets
Chapter 4

Designing with the Subsystem

This chapter includes guidelines and additional information to facilitate designing with the subsystem.

General Design Guidelines

The subsystem connects to other hardware components to construct a complete HDMI TX system. These hardware components usually are different from device to device. For example, Kintex®-7 devices have a different PLL architecture from UltraScale™ devices. You must fully understand the system and adjust the subsystem parameters accordingly.

Control Interface

The HDMI 1.4/2.0 TX Subsystem is controlled over an AXI4-Lite interface using the Xilinx API described in Appendix D: Application Software Development; the appendix also describes how to integrate the subsystem API into a software application. The API is the only provided control for the HDMI TX subsystems and the register interface descriptions are not provided.

Audio Data Stream

An AXI4-Stream audio cycle is illustrated in the following figure. The data is captured when both the valid (TVLD) and ready (TRDY) signals are asserted. The HDMI 1.4/2.0 TX Subsystem expects the channels in sequential order. If the channel data is not in order, the channel data might be mapped into other channel sample slots. Therefore, ensure that the audio stream source sends out adjacent channels in sequential order (CH0, CH1, etc).

![Figure 21: Audio Cycle](image-url)
In the HDMI 1.4/2.0 TX Subsystem, L-PCM (IEC 60958, Packet Type 0x02), HBR (Packet Type 0x09), and 3D Audio (Packet Type 0x0B) are handled by the hardware. The audio information, such as the format and number of channels, are set through API calls. Then the hardware packs the audio into the blanking period of the video stream accordingly.

```c
void XV_HdmiTxSs_SetAudioFormat(XV_HdmiTxSs *InstancePtr, u8 format);
void XV_HdmiTxSs_SetAudioChannels(XV_HdmiTxSs *InstancePtr, u8 AudioChannels);
```

where:

1. `InstancePtr` is a pointer to the `XV_HdmiTxSs` instance.
2. `format` is a selector of Audio Format
   - 0: L-PCM
   - 1: HBR
   - 2: 3D Audio

**IMPORTANT! When multiple channel audio is enabled in the system, ensure that the audio data is properly sent to their perspective channel allocation. Unused channels must be packed with zero (i.e. Mute) to avoid audio channel swapping, which means audio data might appear in unexpected channel locations.**

**Video Input Stream Interface**

The AXI4-Stream video interface supports dual or quad pixels per clock with 8 bits, 10 bits, 12 bits and 16 bits per component for RGB, YUV444, and YUV420 color spaces. The color depth in YUV422 color space is always 12-bits per pixel.

When the parameter, **Max Bits Per Component**, is set to 16, the following figure shows the data format for quad pixels per clock to be fully compliant with the AXI4-Stream video protocol.
**Figure 22: Quad Pixels Data Format (Max Bits Per Component = 16)**

<table>
<thead>
<tr>
<th>RGB / YUV444</th>
<th>B3 / Y3</th>
<th>G3 / Y3</th>
<th>B2 / Y2</th>
<th>R2 / V2</th>
<th>G2 / Y2</th>
<th>B1 / Y1</th>
<th>G1 / Y1</th>
<th>R1 / V1</th>
<th>B0 / U0</th>
<th>G0 / Y0</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
<td>8-bits</td>
</tr>
<tr>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
<td>10-bits</td>
</tr>
<tr>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
<td>12-bits</td>
</tr>
<tr>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
<td>16-bits</td>
</tr>
</tbody>
</table>

A data format for a fully compliant AXI4-Stream video protocol dual pixels per clock is illustrated in the following figure.

**Figure 23: Dual Pixels Data Format (Max Bits Per Component = 16)**
When the parameter, Max Bits Per Component, is set to 12, video formats with actual bits per component larger than 12 is truncated to the Max Bits Per Component. The remaining least significant bits are discarded. If the actual bits per component is smaller than Max Bits Per Component set in the Vivado IDE, all bits are transported with the MSB aligned and the remaining LSB bits are padded with 0. This applies to all Max Bits Per Component settings.

### Table 17: Max Bits Per Component Support

<table>
<thead>
<tr>
<th>Max Bits Per Component</th>
<th>Actual Bits Per Component</th>
<th>Bits Transported by Hardware</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>8</td>
<td>[7:0]</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td>[9:0]</td>
</tr>
<tr>
<td></td>
<td>12</td>
<td>[11:0]</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>[15:0]</td>
</tr>
<tr>
<td>12</td>
<td>8</td>
<td>[7:0]</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td>[9:0]</td>
</tr>
<tr>
<td></td>
<td>12</td>
<td>[11:0]</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>[15:4]</td>
</tr>
<tr>
<td>10</td>
<td>8</td>
<td>[7:0]</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td>[9:0]</td>
</tr>
<tr>
<td></td>
<td>12</td>
<td>[11:2]</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>[15:6]</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td>[7:0]</td>
</tr>
<tr>
<td></td>
<td>10</td>
<td>[9:2]</td>
</tr>
<tr>
<td></td>
<td>16</td>
<td>[15:8]</td>
</tr>
</tbody>
</table>

As an illustration, when Max Bits Per Component is set to 12, the following figure shows the data format for quad pixels per clock to be fully compliant with the AXI4-Stream video protocol.
A data format for a fully compliant AXI4-Stream video protocol with dual pixels per clock is illustrated in the following figure.

The video interface can also transport quad and dual pixels in the YUV420 color space. The following figures show the data format for quad and dual pixels formats, respectively.
Similarly, for YUV 4:2:0 deep color (10, 12, or 16 bits), the data representation is the same as shown in the previous two figures. The only difference is that each component carries more bits (10, 12, and 16). However the current data format is not compliant with the AXI4-Stream video protocol. Therefore, a remapping feature is added to the HDMI Receiver Subsystem to convert HDMI native video into AXI4-Stream video. This feature can be enabled from the HDMI Receiver Subsystem GUI. To illustrate how the data remapping feature works for YUV 4:2:0 video from Native Video into AXI4-Stream, the previous figure is extended and represented in the following figure to show native video data associated with the clock and control signals.
When transporting using AXI4-Stream, the data representation must be compliant with the protocol defined in the AXI4-Stream Video IP and System Design Guide (UG934). With the remapping feature, the same native video data is converted into AXI4-Stream formats, shown in the following figure. As stated in AXI4-Stream Video IP and System Design Guide (UG934), the 4:2:0 format adds vertical sub-sampling to the 4:2:2 format, which is implemented in Video over AXI4-Stream by omitting the chroma data on every other line.
Figure 29: YUV 4:2:0 AXI4-Stream Video Data (Dual Pixel per Clock)

Note: For RGB/YUV444/YUV422 formats, video data is directly mapped from AXI4-Stream to the native video interface without any line buffer. Therefore, the Quad and Dual Pixels Data Format graphics shown previously, represent the data interface for both AXI4-Stream and native video. The control signals are omitted in the figures.

The subsystem provides full flexibility to construct a system using the configuration parameters, maximum bits per component and number of pixels per clock. Set these parameters so that the video clock and link clock are supported by the targeted device. For example, when dual pixels per clock is selected, the AXI4-Stream video need to run at higher clock rate comparing with quad pixels per clock design. In this case, it is more difficult for the system to meet timing requirements. Therefore the quad pixels per clock data mapping is recommended for designs intended to send higher video resolutions, for example, 4kp60 video.

Some video resolutions (for example, 720p60) have horizontal timing parameters (1650) which are not a multiple of 4. In this case the dual pixels per clock data mapping must be chosen.

For more information on the video AXI4-Stream interface and video data format, see the AXI4-Stream Video IP and System Design Guide (UG934).

Interlaced Video

The HDMI 1.4/2.0 TX Subsystem supports both AXI4-Stream video and native video interface.
When AXI4-Stream is selected, an AXI4-Stream to Video Out core is used to support the HDMI 1.4/2.0 TX Subsystem. Because the AXI4-Stream carries only active video data, the AXI4-Stream to Video Out core takes input from an AXI4-Stream slave interface and converts it into a Native Video stream, which is then fed to the HDMI TX core.

When Native Interface is selected, the native video stream must be prepared and fed to the Video_In port of the HDMI 1.4/2.0 TX Subsystem, which is directly connected to the HDMI TX core inside the HDMI 1.4/2.0 TX Subsystem.

When Native Interface (Vectored DE) is selected, the native video stream must be prepared and fed to the video_*_arb ports of the HDMI 1.4/2.0 TX Subsystem, which is directly connected to the HDMI TX core inside the HDMI 1.4/2.0 TX Subsystem.

The HDMI 1.4/2.0 TX Subsystem is designed to support both progressive and interlaced video. In this section, the focus is to show how to handle interlaced video as it is more straightforward for progressive video.

Taking 1920x1080@50 Hz (I) as an example, the detailed timing information is shown in the following table.

Table 18: Timing Data

<table>
<thead>
<tr>
<th>Name</th>
<th>Timing Field Subset</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>HActive</td>
<td></td>
<td>1920</td>
</tr>
<tr>
<td>HBlank</td>
<td>HFrontPorch</td>
<td>528</td>
</tr>
<tr>
<td></td>
<td>HSyncWidth</td>
<td>44</td>
</tr>
<tr>
<td></td>
<td>HBackPorch</td>
<td>148</td>
</tr>
<tr>
<td>HTotal</td>
<td></td>
<td>2640</td>
</tr>
<tr>
<td>VActive</td>
<td></td>
<td>540</td>
</tr>
<tr>
<td>F0VBlank</td>
<td>F0PVFrontPorch</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>F0PVSyncWidth</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>F0PVBackPorch</td>
<td>15</td>
</tr>
<tr>
<td>F0PVTotal</td>
<td></td>
<td>562</td>
</tr>
<tr>
<td>F1VBlank</td>
<td>F1VFrontPorch</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>F1VSyncWidth</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td>F1VBackPorch</td>
<td>15</td>
</tr>
<tr>
<td>F1VTotal</td>
<td></td>
<td>563</td>
</tr>
</tbody>
</table>

For interlaced video, each frame consists of two fields. One field carries the odd lines and the other field carries the even lines. After putting both fields together, you get the complete frame. Therefore,

Vertical Active per Field = Vertical Active Lines / 2
Frame Rate = Field Rate / 2.

In this example,

\[ V_{Active} = \frac{1080}{2} = 540 \]
\[ \text{Field Rate} = 50 \text{ Hz} \]
\[ \text{Frame Rate} = \frac{50}{2} = 25 \text{ Hz} \]

To design using the AXI4-Stream Interface, generate two fields of video with timing using the values from the previous table. For complete timing information, refer to CEA-861-F. Only active video data compliant with AXI4-Stream protocol is needed. The AXI4-Stream to Video Out core inside the HDMI 1.4/2.0 TX Subsystem converts the AXI4-Stream video into native video. Ensure that \( \text{fid} \) is driven to align with the field video data. For details, refer to the AXI4-Stream to Video Out LogiCORE IP Product Guide (PG044).

To design using the Native interface, generate two fields of native video with timing using the values from the previous table. Ensure that the HSYNC and VSYNC are driven using the values from the previous table. Because a frame can have odd number of lines (for example, 1125 for 1080i50), the two fields might result in a different total number of lines (for example, Field 0 has 522 lines, and Field 1 has 523 lines).

**Interlaced Video with Pixel Repetition**

For some video formats with TMDS rates below 25 MHz (for example, 13.5 for 480i/NTSC) can be transmitted using a pixel-repetition scheme.

In the HDMI 1.4/2.0 TX Subsystem,

- Enabled through GUI parameter upon IP generation (select Video over AXIS compliant NTSC/PAL Support)
- Pixel repetition is only available for the AXI4-Stream interface

**Note:** Using AXI4-Stream, pixel repetition only supports RGB and YUV444 color space, but not 12-bit YUV422. Using the native interface, you can create customized pixel replication logic that supports all color spaces including 12-bit YUV422.

After it is enabled in the HDMI 1.4/2.0 TX Subsystem, you must prepare interlaced video as normal, then the HDMI 1.4/2.0 TX Subsystem replicates each pixel twice before sending the data out.

Because only NTSC/480i60 and PAL/576i50 are supported for pixel repetition, ensure that the correct XVDIC from the Video Common library is selected:

- XVIDC_VM_1440x576_50_I => PAL/576i50
- XVIDC_VM_1440x480_60_I => NTSC/480i60

For example,
480i60 video is 720x480 @ 30 Hz, which is made from two fields of 720x240 @ 30 Hz video.

You must select XVIDC_VM_1440x480_60_I in the software. Then in the hardware system, prepare two fields of 720x240 @ 30 Hz video (AXI4-Stream Video) and send them to the HDMI 1.4/2.0 TX Subsystem. Then HDMI 1.4/2.0 TX Subsystem repeats each pixel twice. When the video is sent out by the HDMI 1.4/2.0 TX Subsystem, it is sent as two fields of 1440x240 @ 30 Hz video.

<table>
<thead>
<tr>
<th>HDMI TX timing</th>
</tr>
</thead>
<tbody>
<tr>
<td>HDMI TX Mode - HDMI</td>
</tr>
<tr>
<td>HDMI Video Mask is disabled</td>
</tr>
</tbody>
</table>

Clocking

The S_AXI_CPU_IN, VIDEO_IN, and AUDIO_IN can be run at their own clock rate. The HDMI link interfaces and native video interface also run at their own clock rate. Therefore, five separate clock interfaces are provided called s_axi_cpu_aclk, s_axis_video_aclk, s_axis_audio_aclk, link_clk, and video_clk respectively.

The audio streaming clock must be greater than or equal to 128 times the audio sample frequency. Because audio clock regeneration is not part of the HDMI 1.4/2.0 TX Subsystem you must provide an audio clock to the application. This can be achieved by using an internal PLL or external clock source.

**IMPORTANT!** As stated in HDMI 1.4b Specification section 7.2.4: For any IEC 61937 compressed audio with an IEC 60958 frame rate at or below 192 kHz, the ACR fs value shall be equal to the frame rate. For any such stream with an IEC 60958 frame rate above 192 kHz, the ACR fs value shall be a quarter of the frame rate. Therefore, for HBR audio, while calculating N & CTS, the fs to be used is a quarter of the frame rate. (for example, 768 kHz => 768/4=192 kHz).

The HDMI clock structure is illustrated in the following figure and table.
**Figure 30: HDMI Clocking Structure**

**Table 19: HDMI Clocking**

<table>
<thead>
<tr>
<th>Clock</th>
<th>Function</th>
<th>Freq/Rate</th>
<th>Example¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>TMDS</td>
<td>Source synchronous clock to HDMI interface (This is the actual clock on the HDMI cable).</td>
<td>= 1/10 data rate (for data rates &lt; 3.4 Gb/s)</td>
<td>Data rate = 2.97 Gb/s TMDS clock = 2.97/10 = 297 MHz</td>
</tr>
<tr>
<td></td>
<td></td>
<td>= 1/40 data rate (for data rates &gt; 3.4 Gb/s)</td>
<td>Data rate = 5.94 Gb/s TMDS clock = 5.94/40 = 148.5 MHz</td>
</tr>
<tr>
<td>Data</td>
<td>This is the actual data rate clock. This clock is not used in the system. It is only listed to illustrate the clock relations.</td>
<td>= TMDS clock (for data rates &lt; 3.4 Gb/s)</td>
<td>Data rate = 2.97 Gb/s Data clock = TMDS clock * 1 = 297 MHz</td>
</tr>
<tr>
<td></td>
<td></td>
<td>= TMDS clock * 4 (for data rates &gt; 3.4 Gb/s)</td>
<td>Data rate = 5.94 Gb/s Data clock = TMDS clock * 4 = 594 MHz TMDS clock = 148.5 MHz</td>
</tr>
<tr>
<td>Link</td>
<td>Clock used for data interface between the Video PHY layer module and subsystem</td>
<td>for dual pixel video: clock=data clock/2</td>
<td>TMDS clock = 297 MHz Data clock = 297 MHz Link clock = 297 MHz/2 = 148.5 MHz for dual pixel wide interface Link clock = 297 MHz/4 = 74.25 MHz for quad pixel wide interface Data clock = 594 MHz Link clock = 594 MHz/2 = 297 MHz for dual pixel wide interface Link clock = 594 MHz/4 = 148.5 MHz for quad pixel wide interface</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for quad pixel video: clock=data clock/4</td>
<td>Data clock = 594 MHz Link clock = 594 MHz/4 = 148.5 MHz for quad pixel wide interface</td>
</tr>
<tr>
<td>Pixel</td>
<td>This is the internal pixel clock. This clock is not used in the system. It is only listed to illustrate the clock relations.</td>
<td>for 8 bpc pixel clock = data clock</td>
<td>Data clock = 297 MHz For 8 bpc pixel clock = 297 MHz</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for 10 bpc pixel clock = data clock/1.25</td>
<td>For 10 bpc pixel clock = 297/1.25 = 237.6 MHz</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for 12 bpc pixel clock = data clock/1.5</td>
<td>For 10 bpc pixel clock = 297/1.5 = 198 MHz</td>
</tr>
<tr>
<td></td>
<td></td>
<td>for 16 bpc pixel clock = data clock/2</td>
<td>For 16 bpc pixel clock = 297/2 = 148.5 MHz</td>
</tr>
</tbody>
</table>
Table 19: HDMI Clocking (cont’d)

<table>
<thead>
<tr>
<th>Clock</th>
<th>Function</th>
<th>Freq/Rate</th>
<th>Example¹</th>
</tr>
</thead>
<tbody>
<tr>
<td>Video</td>
<td>Clock used for video interface</td>
<td>for dual pixel video clock = pixel clock/2 for quad pixel video clock = pixel clock/4</td>
<td>297 MHz/2 = 148.5 MHz for dual pixel wide interface 297 MHz/4 = 74.25 MHz for quad pixel wide interface For more information on how to choose the correct PLL in the targeted devices, see the Video PHY Controller LogiCORE IP Product Guide (PG230).</td>
</tr>
</tbody>
</table>

Notes:
1. The examples in the Example column are only for reference and do not cover all the possible resolutions. Each GT has its own hardware requirements and limitations. Therefore, to use the HDMI 1.4/2.0 TX Subsystem with different GT devices, calculate the clock frequencies and make sure the targeted device can support it. When using the HDMI 1.4/2.0 TX Subsystem with the Xilinx Video PHY Controller IP core, more information can be found in the Video PHY Controller LogiCORE IP Product Guide (PG230).

For example, 1080p60, 12 BPC, and 2 PPC are used to show how all the clocks are derived.

Table 20: Example Settings

<table>
<thead>
<tr>
<th>Video Resolution</th>
<th>Horizontal Total</th>
<th>Horizontal Active</th>
<th>Vertical Total</th>
<th>Vertical Active</th>
<th>Frame Rate (Hz)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1080p60</td>
<td>2200</td>
<td>1920</td>
<td>1125</td>
<td>1080</td>
<td>60</td>
</tr>
</tbody>
</table>

The pixel clock represents the total number of pixels that need to be sent every second.

Therefore,

- Pixel clock = Htotal × Vtotal × Frame Rate = 2200 × 1125 × 60 = 148,500,000 = 148.5 MHz
- Video clock = (Pixel clock)/PPC = 148.5/2 = 74.25 MHz
- Data clock = Pixel clock × BPC/8 = 148.5× 12/8 = 222.75 MHz
- Link clock = (Data clock)/PPC = 222.75/2 = 111.375 MHz

Using the associative property in this example,

- Data clock = 222.75 MHz < 340 MHz

then

- TMDS clock = Data clock = 222.75 MHz

The following figure shows how the clock is distributed in the HDMI 1.4/2.0 TX Subsystem and the relationship to the Video PHY Controller.
The HDMI 1.4/2.0 TX Subsystem can support either AXI4-Stream video or native video.

- When AXI4-Stream is selected, the video stream is sent to the HDMI 1.4/2.0 TX Subsystem through the video interface in AXI4-Stream format running at `axis_video_aclk`. The AXI4-Stream is then processed and converted into native video stream by the AXI4-Stream to Video Out bridge core with the help of the Video Timing Controller module. Because the AXI4-Stream carries only active video data, the AXI4-Stream to Video Out core takes input from an AXI4-Stream slave interface and converts it into a native video stream, which is then fed to the HDMI TX core. The HDMI TX core then packs the native video data with audio data and other auxiliary data into Link Data and sent to the Video PHY Controller at Link Clock.

- When the native (or native vectored DE) interface is selected, a video stream is sent to the HDMI 1.4/2.0 TX Subsystem as native video and directly passed to the HDMI TX core. The data is then packed with audio data and other auxiliary data into Link Data and sent to Video PHY Controller at Link Clock.

Based on the system requirement, the Video PHY Controller generates Link Clock and Video Clock for the HDMI 1.4/2.0 TX Subsystem for each targeted video resolution. Meanwhile, the `axis_audio_aclk`, `axis_video_aclk`, and AXI4-Lite clocks are free running clocks in the system usually generated by the clock wizard.
Resets

Each AXI input interface has its own reset signal. The reset signals, s_axi_cpu_arestn, s_axis_video_arestn and s_axis_audio_arestn are for S_AXI_CPU_IN, VIDEO_IN (AXI4-Stream Video Interface), and AUDIO_IN respectively. These three reset signals are active-Low. Because the reset signal is used across multiple sub-blocks in the subsystem, keep the system in the reset state until all the clocks are stabilized. You can use the locked signal from the clock generation block as a reset signal.

*Note:* There is no dedicated hardware reset for the VIDEO_IN interface when Native Video interface is selected. However, the HDMI 1.4/2.0 TX Subsystem outputs a video_rst signal, which you can use to reset its Native Video Source generation modules.
Design Flow Steps

This chapter describes customizing and generating the subsystem, constraining the subsystem, and the simulation, synthesis and implementation steps that are specific to this IP subsystem. More detailed information about the standard Vivado® design flows and the IP integrator can be found in the following Vivado Design Suite user guides:

- Vivado Design Suite User Guide: Designing with IP (UG896)
- Vivado Design Suite User Guide: Getting Started (UG910)

Customizing and Generating the Subsystem

This section includes information about using Xilinx® tools to customize and generate the subsystem in the Vivado® Design Suite.

The HDMI 1.4/2.0 TX Subsystem can be added to a Vivado IP integrator block design in the Vivado Design Suite and can be customized using IP catalog.

If you are customizing and generating the subsystem in the Vivado IP integrator, see the Vivado Design Suite User Guide: Designing IP Subsystems using IP Integrator (UG994) for detailed information. IP integrator might auto-compute certain configuration values when validating or generating the design. To check whether the values do change, see the description of the parameter in this chapter. To view the parameter value, run the validate_bd_design command in the Tcl console.

You can customize the IP for use in your design by specifying values for the various parameters associated with the IP subsystem using the following steps:

1. In the Flow Navigator, click on Create Block Diagram or Open Block Design under the IP Integrator heading.

2. Right click in the diagram and select Add IP.

   A searchable IP catalog opens. You can also add IP by clicking on the Add IP button on the left side of the IP Integrator Block Design canvas.

3. Click on the IP name and press the Enter key on your keyboard or double click on the IP name.
4. Double-click the selected IP block or select the **Customize Block** command from the right-click menu.

For details, see the *Vivado Design Suite User Guide: Designing with IP* ([UG896](#)) and the *Vivado Design Suite User Guide: Getting Started* ([UG910](#)).

Figures in this chapter are illustrations of the Vivado IDE. The layout depicted here might vary from the current version.

**Top Level Tab**

The top level tab is shown in the following figure.

*Figure 32: Top Level Tab*

![Top Level Tab](image)

The parameters on the top level tab are as follows.

- **Component Name**: The component name is set automatically by IP integrator.

- **Video Interface**: This option selects the video interface for the HDMI 1.4/2.0 TX Subsystem. The allowable options are AXI4-Stream, Native Video, or Native Video (Vectored DE).

- **Include HDCP 1.4 Encryption**: This option enables HDCP 1.4 encryption.

- **Include HDCP 2.2 Encryption**: This option enables HDCP 2.2 encryption.

*Note*: HDCP Encryption options are only configurable if you have a HDCP license; otherwise it is disabled and grayed out from the GUI.

- **Video over AXIS compliant NTSC/PAL Support**: This option enables the HDMI 1.4/2.0 TX Subsystem to support Video over AXIS compliant NTSC/PAL.
A pixel repetition of 2 is supported by current hardware. 480i60 and 576i50 resolutions are supported in the current software. Set the corresponding fields in the AVI InfoFrame so that the Pixel repetition information is sent to the HDMI sink device.

Note: Using AXI4-Stream, Pixel Repetition only supports RGB and YUV444 color space, but not 12-bit YUV422. You can use the native interface to create customized pixel replication logic to support all color spaces including 12-bit YUV422.

Video over AXIS Compliant YUV420 Support: This option allows you to select internal or external YUV420 conversion.

IMPORTANT! For YUV420 video, the line width is doubled, therefore, all the horizontal resolution fields must be divided by 2 to be supported in the HDMI 1.4/2.0 TX Subsystem. For example, when PPC=2 is selected in the Vivado IDE, the total horizontal resolution must be divisible by 4 (instead of 2). In this case, because 720p60 has a total horizontal pixel of 1650, which is not divisible by 4, it is not supported for YUV420 format. Similarly, when PPC=4 is selected in Vivado, the total horizontal resolution need to be divisible by 8 (instead of 4).

Max bits per component: This option selects the maximum bits per component. The allowable options are, 8, 10, 12 or 16 bits. This parameter is to set the maximum "allowed" bits per component, and the actual bits per component can be set from the software API to a different value. However, the actual bits per component is bounded by the Max bits per component. For example, if the Max bits per component is set to 16, the user can set the actual bits per component from the software API to any of the values, 8, 10, 12 or 16. But if the Max bits per component is set to 8, you can only set the actual bits per component to 8 through the software API.

Number of pixels per clock on Video Interface: This option selects the number of pixels per clock. The allowable options are 2 or 4 pixels.

IMPORTANT! Pixels per clock (PPC) can only be selected at IP generation time, and must remain static in the design. Some video format with a total horizontal timing that is NOT divisible by 4 (for example, 720p60 has a total horizontal pixel of 1650, which is not divisible by 4) are not supported. If the design is intended to support resolutions not divisible by 4, ensure that PPC=2 is selected in the Vivado IDE. Custom resolutions not divisible by 2 should not be used with the subsystem.

Hot Plug Detect Active: This option selects the HPD active polarity. The allowable options are High or Low.

Video Bridge Tab

The Video Bridge tab is shown in the following figure.
The parameters on the Video Bridge tab are as follows:

- **Hysteresis Level**: Allowable range: 0—1023. Defines the "cushion" level of the frame buffer, that is, the number of locations that are considered the minimum fill level for FIFO operation to start. Generally, this value should be between 12 and 20. It must be at least 16 less than the depth of the FIFO, and at least 16 less than the number of active video lines.

- **FIFO Depth**: Specifies the number of locations in the input FIFO. The allowable values are 32, 1024, 2048, 4096, and 8192.

**Example Design Tab**

The Example Design tab is shown in the following figure.
- **Design Topology**: Allows you to choose the topology of example design to be generated. The allowable options are Pass-Through, TX Only, and Pass-Through+ I2S Audio (ZCU102 Only).

- Pass-Through showcases the HDMI system built with one HDMI TX Subsystem and one HDMI RX Subsystem, sharing the same Video PHY Controller.

- Tx-Only showcases the HDMI system built with only one HDMI TX Subsystem and Video PHY Controller. A Frame CRC helper core is added to the Tx-Only topology to facilitate system monitor and debugging. An illustration is shown in the following figure.

- Pass-Through + I2S Audio (ZCU102 Only) showcases the I2S Audio functionality using HDMI as carrier for the video. Unlike the Pass-Through design, the HDMI RX Audio is forwarded to HDMI TX to playback. In Pass-Through + I2S Audio system, the HDMI RX audio is forwarded to I2S TX. Similarly, the I2S RX audio is passed to HDMI TX for playback. A system illustration is shown in the following figure.
• **Axilite Frequency**: Allows you to choose the AXI4-Lite CPU clock. In this release, the following options have been verified.
  
  • 7 series: 50 MHz, 100 MHz, 150 MHz
  • UltraScale/UltraScale+ Devices: 50 MHz, 100 MHz, 150 MHz, 200 MHz
  
  • **Video Phy Controller Setting**: Allows the configuration of the Transmitter PLL type and Receiver PLL Type to the Video PHY Controller prior generating the example design. It also allows user to selectively opt-out the NI-DRU to optimize resource use if the video resolution they plan to support does not require NI-DRU. See the *Video PHY Controller LogiCORE IP Product Guide (PG230)* for details about NI-DRU requirements.
  
  • **Example Design Overview**: A system block diagram to show the overview of the example design to be generated.

**IMPORTANT!** *When the example design targets the VCU118 board and Design Topology is set to Pass-Through, the Include NIDRU option under the Video PHY Controller setting is grayed out and unchecked by default.*

*Note*: When the AXI4-Lite clock is set at a higher frequency, it is more likely to have timing violations. You must adjust the clock rate to achieve timing closure without impacting system performance.

### Native Video/Native Video (Vectored DE) Interface Option

The native video interface option window is shown in the following figure.
Figure 35: Native Video Interface Option

- Include HDCP 1.4 Encryption: This option enables HDCP 1.4 encryption
- Include HDCP 2.2 Encryption: This option enables HDCP 2.2 encryption.

Note: HDCP 1.4 and 2.2 Encryption options are only configurable if you have a HDCP license, else it is disabled and cannot be selected from the GUI.

**IMPORTANT!** The Open Example Design is not supported for Native Video Interface. Therefore, the Example Design Tab is not available when Native Video is selected.

User Parameters

The following table shows the relationship between the fields in the Vivado IDE and the User Parameters (which can be viewed in the Tcl Console).

Table 21: Vivado IDE Parameter to User Parameter Relationship

<table>
<thead>
<tr>
<th>Vivado IDE Parameter/Value</th>
<th>User Parameter/Value</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Video Interface</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AXI4-Stream</td>
<td>C_VID_INTERFACE</td>
<td>AXI4-Stream</td>
</tr>
<tr>
<td>Native Video</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Native Video (Vectored DE)</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Include HDPC 1.4 Encryption</td>
<td>C_INCLUDE_HDCP_1_4</td>
<td>Exclude</td>
</tr>
<tr>
<td>Exclude (Untick)</td>
<td>FALSE</td>
<td></td>
</tr>
<tr>
<td>Include (Tick)</td>
<td>TRUE</td>
<td></td>
</tr>
<tr>
<td>Include HDPC 2.2 Encryption</td>
<td>C_INCLUDE_HDCP_2_2</td>
<td>Exclude</td>
</tr>
<tr>
<td>Exclude (Untick)</td>
<td>FALSE</td>
<td></td>
</tr>
<tr>
<td>Include (Tick)</td>
<td>TRUE</td>
<td></td>
</tr>
<tr>
<td>Video over AXIS compliant NTSC/PAL Support</td>
<td>C_INCLUDE_LOW_RESO_VID</td>
<td>Exclude</td>
</tr>
<tr>
<td>Exclude (Untick)</td>
<td>FALSE</td>
<td></td>
</tr>
<tr>
<td>Include (Tick)</td>
<td>TRUE</td>
<td></td>
</tr>
</tbody>
</table>
Table 21: Vivado IDE Parameter to User Parameter Relationship (cont'd)

<table>
<thead>
<tr>
<th>Vivado IDE Parameter/Value</th>
<th>User Parameter/Value</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Video over AXIS compliant YUV420 Support</td>
<td>C_INCLUDE_YUV420_SUP</td>
<td>Exclude</td>
</tr>
<tr>
<td>Exclude (Untick)</td>
<td>FALSE</td>
<td></td>
</tr>
<tr>
<td>Include (Tick)</td>
<td>TRUE</td>
<td></td>
</tr>
<tr>
<td>Max bits per component</td>
<td>C_MAX_BITS_PER_COMPONENT</td>
<td>8</td>
</tr>
<tr>
<td>8</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>12</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>Number of pixels per clock on Video Interface</td>
<td>C_INPUT_PIXELS_PER_CLOCK</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Hot Plug Detect Active</td>
<td>C_HPD_INVERT</td>
<td>High</td>
</tr>
<tr>
<td>High</td>
<td>High</td>
<td></td>
</tr>
<tr>
<td>Low</td>
<td>Low</td>
<td></td>
</tr>
<tr>
<td>Video Bridge</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hysteresis Level</td>
<td>C_HYSTERESIS_LEVEL</td>
<td>511</td>
</tr>
<tr>
<td>FIFO Depth</td>
<td>C_ADDR_WIDTH</td>
<td>1024</td>
</tr>
<tr>
<td>32</td>
<td>32</td>
<td></td>
</tr>
<tr>
<td>1024</td>
<td>1024</td>
<td></td>
</tr>
<tr>
<td>2048</td>
<td>2048</td>
<td></td>
</tr>
<tr>
<td>4096</td>
<td>4096</td>
<td></td>
</tr>
<tr>
<td>8192</td>
<td>8192</td>
<td></td>
</tr>
<tr>
<td>Example Design</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Design Topology</td>
<td>C_EXDES_TOPOLOGY</td>
<td>0</td>
</tr>
<tr>
<td>Pass-Through</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Tx Only</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Pass-Through + I2S Audio</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>AXI4-Lite Frequency</td>
<td>C_EXDES_AXILITE_FREQ</td>
<td>100</td>
</tr>
<tr>
<td>50</td>
<td>50</td>
<td></td>
</tr>
<tr>
<td>100</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>150</td>
<td>150</td>
<td></td>
</tr>
<tr>
<td>200</td>
<td>200</td>
<td></td>
</tr>
<tr>
<td>TX PLL Type</td>
<td>C_EXDES_TX_PLL_SELECTION</td>
<td>0 (GTXE2)</td>
</tr>
<tr>
<td>CPLL</td>
<td>0</td>
<td>6 (GTHE3/4)</td>
</tr>
<tr>
<td>QPLL(GTXE2)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>QPLL01(GTHE3/4)</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>RX PLL Type</td>
<td>C_EXDES_RX_PLL_SELECTION</td>
<td>3 (GTXE2)</td>
</tr>
<tr>
<td>CPLL</td>
<td>0</td>
<td>0 (GTHE3/4)</td>
</tr>
<tr>
<td>QPLL(GTXE2L)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>QPLL01(GTHE3/4)</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Include NIDRU</td>
<td>C_EXDES_NIDRU</td>
<td>true</td>
</tr>
<tr>
<td>Exclude (Untick)</td>
<td>false</td>
<td></td>
</tr>
<tr>
<td>Include (Tick)</td>
<td>true</td>
<td></td>
</tr>
</tbody>
</table>
Output Generation

For details, see the Vivado Design Suite User Guide: Designing with IP (UG896).

Constraining the Subsystem

This section contains information about constraining the subsystem in the Vivado Design Suite.

Required Constraints

Clock frequency constraints are required for the s_axi_cpu_aclk, s_axis_video_aclk, s_axis_audio_aclk, link_clk, and video_clk.

```
create_clock -name s_axi_cpu_aclk -period 10.0 [get_ports s_axi_cpu_aclk]
create_clock -name s_axis_audio_aclk -period 10.0 [get_ports s_axis_audio_aclk]
create_clock -name link_clk -period 13.468 [get_ports link_clk]
create_clock -name video_clk -period 6.734 [get_ports video_clk]
create_clock -name s_axis_video_aclk -period 5.0 [get_ports s_axis_video_aclk]
```

When using this subsystem in the Vivado Design Suite flow with Video PHY Controller modules, link_clk and video_clk are generated from the Video PHY Controller. Therefore, the clock constraints are set to the Video PHY Controller constraints instead of these generated clocks. See Clocking in the Video PHY Controller LogiCORE IP Product Guide (PG230) for more information.

The s_axi_cpu_aclk, s_axis_video_aclk, and s_axis_audio_aclk constraints are generated at system level, for example by using a clock wizard.

Device, Package, and Speed Grade Selections

For more information on the device constraint/dependency, see the Video PHY Controller LogiCORE IP Product Guide (PG230).

The following table shows the device and speed grade selections for HDMI 1.4/2.0 TX Subsystem.
Table 22: Device and Speed Grade Selections

<table>
<thead>
<tr>
<th>Device Family</th>
<th>PPC</th>
<th>2</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>BPC</td>
<td>8 10 12 16</td>
<td>8 10 12 16</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed Grade</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Zynq-7000 SoC</td>
<td>-1</td>
<td>HDMI 1.4</td>
<td>HDMI 1.4</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td>Zynq UltraScale + MPSoC</td>
<td>-1</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Artix-7</td>
<td>-1</td>
<td>HDMI 1.4</td>
<td>HDMI 1.4</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td>HDMI 1.4</td>
<td>HDMI 1.4</td>
</tr>
<tr>
<td>Kintex-7</td>
<td>-1</td>
<td>HDMI 1.4</td>
<td>HDMI 1.4</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td>Kintex UltraScale</td>
<td>-1</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Virtex-7</td>
<td>-1</td>
<td>HDMI 1.4</td>
<td>HDMI 1.4</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td>Virtex UltraScale</td>
<td>-1</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Virtex UltraScale+</td>
<td>-1</td>
<td>HDMI 2.0</td>
<td>HDMI 2.0</td>
</tr>
<tr>
<td></td>
<td>-2, -3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:
1. All HDMI 1.4 resolutions can be supported.
2. Full HDMI 2.0 resolutions support up to 4096 x 2160 @ 60fps.

Clock Frequencies

See the Clocking section for more information.

Related Information
Clocking

Clock Management

This section is not applicable for this IP subsystem.

Clock Placement

This section is not applicable for this IP subsystem.
Banking

This section is not applicable for this IP subsystem.

Transceiver Placement

This section is not applicable for this IP subsystem.

I/O Standard and Placement

This section is not applicable for this IP subsystem.

Simulation

Simulation of the subsystem is not supported.

Synthesis and Implementation

For details about synthesis and implementation, see the Vivado Design Suite User Guide: Designing with IP (UG896).
Example Design

This chapter contains step-by-step instructions for generating an HDMI Example Design from the HDMI 1.4/2.0 TX Subsystem by using the Vivado® Design Suite flow.

Summary

The HDMI 1.4/2.0 TX Subsystem allows users to customize the example design based on their system requirements. The following table shows a summary of the hardware required for each targeted board, supported processors, topologies, and the corresponding Vitis™ software platform import example options.

Table 23: Example Design Support Summary

<table>
<thead>
<tr>
<th>Development Boards</th>
<th>Additional Hardware</th>
<th>Processor</th>
<th>Topology</th>
<th>Vitis Import Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>KC705/KCU105/VCU118†</td>
<td>inrevium TB-FMCH-HDMI4K</td>
<td>MicroBlaze™</td>
<td>Pass-through</td>
<td>Passthrough_Microblaze</td>
</tr>
<tr>
<td></td>
<td>FMC daughter card</td>
<td></td>
<td>TX Only</td>
<td>TxOnly_Microblaze</td>
</tr>
<tr>
<td>ZC706</td>
<td></td>
<td>A9</td>
<td>Pass-through</td>
<td>Passthrough_A9</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>TX Only</td>
<td>TxOnly_A9</td>
</tr>
</tbody>
</table>
Table 23: Example Design Support Summary (cont’d)

<table>
<thead>
<tr>
<th>Development Boards</th>
<th>Additional Hardware</th>
<th>Processor</th>
<th>Topology</th>
<th>Vitis Import Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>ZCU102/ZCU104/ZCU106</td>
<td>-</td>
<td>A53</td>
<td>Pass-through</td>
<td>Passthrough_A53</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>TX Only</td>
<td>TxOnly_A53</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Pass-Through</td>
<td>Repeater_A53³</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Pass-Through + I2S Audio (ZCU102 Only)</td>
<td>Passthrough_Audio_I2S_A53</td>
</tr>
<tr>
<td>R5</td>
<td>Pass-through</td>
<td></td>
<td></td>
<td>Passthrough_R5</td>
</tr>
<tr>
<td></td>
<td>TX Only</td>
<td></td>
<td></td>
<td>TxOnly_R5</td>
</tr>
</tbody>
</table>

Notes:
1. For VCU118 board, no dedicated on-board GT reference clocks are available to support the HDMI Transmitter and NI-DRU on the HDMI Receiver simultaneously due to board design limitations. Therefore, if Pass-through topology is selected for the VCU118 board, NI-DRU is disabled.
2. The HDMI + I2S-PMOD Audio can be generated only using the configurations in the following table.
3. A dedicated repeater application is added to demonstrate repeater functionality. Note the following:
   - The Repeater feature has been removed from standard pass-through application for all supported processors.
   - This application passes repeater compliance tests (CTS) on SL8800 running on a ZCU102 A53 processor.
   - The same application can also be used for other applications.
   - You must increase the BRAM size from 512K to 1M in hardware IP integrator to run repeater function on the MicroBlaze™ processor. This is because that the repeater functionality is more complex and requires more resources.

Table 24: HDMI + I2S-PMOD Audio Configuration

<table>
<thead>
<tr>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Board</td>
<td>ZCU102 Revision 1.x</td>
</tr>
<tr>
<td>Video Interface</td>
<td>AXI4-Stream</td>
</tr>
<tr>
<td>Include HDCP 1.4 Encryption</td>
<td>Disabled</td>
</tr>
<tr>
<td>Include HDCP 2.2 Encryption</td>
<td>Disabled</td>
</tr>
<tr>
<td>Video over AXIS compliant NTSC/PAL Support</td>
<td>Disabled</td>
</tr>
<tr>
<td>Video over AXIS compliant YUV420 Support</td>
<td>Disabled</td>
</tr>
<tr>
<td>Max bits per component</td>
<td>8</td>
</tr>
<tr>
<td>Number of pixels per clock on Video Interface</td>
<td>2</td>
</tr>
<tr>
<td>Design Topology</td>
<td>Pass-Through + I2S Audio</td>
</tr>
<tr>
<td>Axilite Frequency</td>
<td>100</td>
</tr>
<tr>
<td>Tx PLL Type</td>
<td>QPLL0/1</td>
</tr>
<tr>
<td>Rx PLL Type</td>
<td>CPLL</td>
</tr>
<tr>
<td>Include NIDRU</td>
<td>Enabled</td>
</tr>
</tbody>
</table>

This chapter covers the design considerations of a High-Definition Multimedia Interface (HDMI) 2.0 implementation using the performance features of these Xilinx® subsystems and IP:
- HDMI 1.4/2.0 with HDCP 1.4/2.2 Transmitter Subsystem
• HDMI 1.4/2.0 with HDCP 1.4/2.2 Receiver Subsystem (For Pass-through topology only)
• Video PHY Controller

The design features the transmit-only and the pass-through operation modes for the HDMI solution. In the transmit-only mode, the design displays a color bar pattern from the LogiCORE IP Test Pattern Generator (TPG) core. In the pass-through mode, an external HDMI source is used to send video data over the HDMI design. The reference design demonstrates the use of the High-bandwidth Digital Content Protection System (HDCP) Revision 1.4/2.2 capability of the HDMI solution. HDCP is used to securely send audiovisual data from an HDCP protected transmitter to HDCP protected downstream receivers. Typically, HDCP 2.2 is used to encrypt content at Ultra High Definition (UHD) while HDCP 1.4 is used as a legacy encryption scheme for lower resolutions.

Hardware

The example design is built around the HDMI 1.4/2.0 Transmitter Subsystem (HDMI_TX_SS), the HDMI 1.4/2.0 Receiver Subsystem (HDMI_RX_SS) (Optional), and the Video PHY Controller (VPHY) core and leverages existing Xilinx IP cores to form the complete system. The following two figures are illustrations of the overall HDMI example design block diagram targeting various Xilinx evaluation kits.

*Figure 36: KC705/KCU105/ZC706/VCU118 HDMI Example Design Block Diagram*
**Figure 37: ZCU102/ZCU104/ZCU106 HDMI Example Design Block Diagram**

**IMPORTANT!** When an unpowered HDMI source is connected to the HDMI receiver in a pass-through system, the HDMI example design UART can get flooded with a Starting Colorbar message because of a limitation of the ZCU102 board design.

The Video PHY Controller core has been configured for the HDMI application that allows transmission and reception (optional) of HDMI video/audio to and from the HDMI 2.0 daughter card or on-board HDMI 2.0 circuitry.
Figure 38: KC705/KCU105/ZC706/VCU118 HDMI Reference Design Clock and Datapath Diagram
Note: The ZCU104 Evaluation Kit has IDT8T49N241 as the clock generator.

IMPORTANT! The TI HDMI cable driver chip DP159 is used in all the example design, either on the evaluation board itself or on the inrevium TB-FMCH-HDMI4K FMC daughter card. In the HDMI example design software, a sample DP159 driver is provided as reference. In HDMI example design, DP159 mode depends on HDMI line rate. Automatic re-driver to re-timer crossover at 1.0 Gb/s (default) for HDMI1.4, Automatic re-timer for HDMI2.0 The settings have not been calibrated for various use cases. If you are using the DP159 in your product, you need to adjust the settings based on the circuit design. Some further fine tuning might still be needed depending on the compliance results.

TMDS DATA PCB trace rules required to meet HDMI compliance requirements for the TMDS181 (only when RX is used) and SN68DP159 devices are as follows.

Inter-pair skew for DATA[0:2] lanes must be:

- Max 10 ps inter-pair skew FPGA→ retimer
- Max 10 ps inter-pair skew retimer→ connector

Intra-pair skew for DATA[0:2] lanes must be:

- Max 1 ps intra-pair skew FPGA→ retimer
• Max 1 ps intra-pair skew retimer→ connector
• Target impedance to be 100Ω ±7% (Max ±10%)
  ○ A single excursion is permitted out to a max/min of 100Ω ±25% and of a duration less than 250 ps

In pass-through mode, the Video PHY Controller core receives the high-speed serial video stream, converts it to parallel data streams, forwards it to the HDMIRX_SS core, which extracts the video and audio streams from the HDMI stream and converts it to separate AXI video and audio streams. The AXI video goes through the TPG core and the AXI audio goes through a customized audio generation block. The two AXI streams eventually reach the HDMI_TX_SS core, which converts the AXI video and audio streams back to an HDMI stream before being transmitted by the Video PHY Controller core as a high-speed serial data stream. The transition minimized differential signaling (TMDS) clock from the HDMI In interface is forwarded to the HDMI TX transceiver through the SI53xx clock generator in the HDMI 2.0 FMC card or on-board HDMI 2.0 circuitry.

Note: The ZCU104 uses a different clock generator, the IDT 8T49N24x. A sample driver is provided as part of example application software. It is not calibrated for the best performance to pass compliance. You might need to fine tune its settings in your design if you are using the same chip.

In TX-only mode, the colorbar pattern is generated by the TPG as an AXI video stream and the low frequency audio is generated by the customized audio processing block as an AXI audio stream. The two streams are forwarded to the HDMI_TX_SS for HDMI stream conversion and then to the Video PHY Controller for transmission.

High-level control of the system is provided by a simplified embedded processor subsystem containing I/O peripherals and processor support IP. A clock generator block and a processor system reset block supply clock and reset signals for the system, respectively. See the following two figures for block diagrams of the three types of processor subsystems supported by the HDMI example design flow.
**Example Design Specifics**

In addition to the Video PHY Controller, HDMI Transmitter Subsystem and HDMI Receiver Subsystem core, the complete example design includes the following cores:

- MicroBlaze, Zynq, or Zynq UltraScale+ MPSoC
• MicroBlaze Debug Module (Only for MicroBlaze based processor subsystem)
• AXI Interconnect
• Local Memory Bus (LMB) (Only for MicroBlaze based processor subsystem)
• LMB BRAM Interface Controller (Only for MicroBlaze based processor subsystem)
• Block Memory Generator (Only for MicroBlaze based processor subsystem)
• Clocking Wizard
• Processor System Reset Module
• AXI UART Lite (Only for MicroBlaze based processor subsystem)
• AXI Interrupt Controller (INTC) (Only for MicroBlaze based processor subsystem)
• AXI IIC Bus Interface
• AXI GPIO
• Video Test Pattern Generator
• AXI4-Stream Register Slice
• Utility Buffer
• Utility Vector Logic
• AUD_PAT_GEN (Custom IP)
• HDMI_ACR_CTRL (Custom IP)
• HDCP_KEYMNGMT_BLK (Custom IP)

Note: When a Custom IP is added to an IP integrator design as RTL reference module, the auto assigned address can be maximized to any of the available space. Therefore, if you unmap AUD_PAT_GEN, HDMI_ACR_CTRL or HDCP_KEYMNGMT_BLK for the Example design, after reassigning the address, you must set the address to a smaller range (for example, 64k).

Running the Example Design

1. Open the Vivado Design Suite and create a new project.
2. In the pop-up window, press Next until you get to the page to select the Xilinx part or board for the project.
3. Select the target board, then click **Next › Finish**. (KC705, KCU105, ZC706, ZCU102, ZCU104, ZCU106, and VCU118 are supported.)

4. A Vivado Project opens. In Flow Navigator, PROJECT MANAGER, click **IP Catalog** to open it. Then double-click HDMI 1.4/2.0 Transmitter Subsystem in Video Connectivity.
5. A Customize IP window opens. Configure the HDMI 1.4/2.0 TX Subsystem, then select OK.
   a. Refer to the Design Flow Steps chapter for a detailed description on Customizing and Generating the Subsystem.
   b. You can rename the IP component name, which is used as example design project name.
   c. The native video interface, including the native video (Vectored DE) interface, is not supported in the example design flow.

   **Note:** You can optionally select Skip if you only want to create an example design and leave the IP generation to a later stage.

7. The IP component with provided name is added to Design Sources. Right click on it and select **Open IP Example Design**.
8. Choose the target Example project directory, then select OK.

9. A new Vivado project launches, in which an HDMI Example Design is generated with Block Design to show the system structure. Select Run Synthesis, Implementation, and Generate Bitstream to build the design. An overall system IP integrator block diagram of the KC705-based example design is shown:

Note: If you close the block design and re-open it again, then re-run Validate Design, the following warning message, which does not have any functionality impact, is shown in the console.

WARNING: [BD 41-1731] Type mismatch between connected pins: /v_hmdi_tx/s_axis_video_aresetn_out(undef) and /v_axi4s_vid_out/aresetn(rst)

Related Information
Customizing and Generating the Subsystem
Export the Generated Example Design

After the hardware is created successfully, the next step is to export the generated the HDMI example design hardware to build the HDMI application software using the Xilinx Vitis Integrated Design Environment (IDE).

1. To export the hardware design, in the generated HDMI example design Vivado project, select `File → Export → Export Hardware`.

   ![Export Hardware dialog box]

   - In the Export Hardware window, select OK. The hardware definition file is exported to a folder (usually the Vivado project root directory).

2. In the Export Hardware window, select OK. The hardware definition file is exported to a folder (usually the Vivado project root directory).

3. Create a directory for the Vitis workspace on the Vivado Tcl console.

   ```
   mkdir <vitis_workspace>
   ```

4. Go to the `<vitis_workspace>` directory and execute the Vitis IDE on the Vivado Tcl console.

   ```
   cd <vitis_workspace>
   vitis &
   ```

Build Software Application Using Vitis IDE

1. Open the Vitis IDE.

2. Select `File → New → Platform Project` to create a new platform project.
3. Set the desired Project Name and select Next.
4. Select Create from hardware specification (XSA) and select Next.

5. Select the generated XSA from the HDMI 2.0 Example Design, and select Finish.

6. Build/Generate the platform - Right-click Platform and select Build Project.
7. At the platform.spr page, Select **Board Support Package** under the standalone, and expand the Peripheral Drivers.

8. Find the v_hdmi_rx_ss or v_hdmi_tx_ss, and select **Import Examples**.
9. An Import Examples window opens with a list of applications. See the screenshot and select the respective application and click OK. See the Example Design Support Summary table in the Summary topic to select the respective application.

10. Build the application.
The Example Application will be built and a .elf file is ready to use.

Related Information

Summary

**HDCP Key Utility**

An optional hdcp_key_utility application software is available for using the same hardware to program your own HDCP encryption keys into the EEPROM (FMC or on-board).

To hdcp_key_utility application:

1. Import Example from the Vitis software platform and choose hdcp_key_utility.
2. Open `hdcp_key_utility.c` from the Vitis project.
3. The arrays Hdcp22Lc128, Hdcp22Key, Hdcp14Key1, and Hdcp14Key2 hold the HDCP keys and are empty. Fill these arrays with the acquired HDCP keys. The arrays are defined in big endian byte order.
4. Save the file and compile the design.
5. Run the design.
The terminal displays the following output:

HDCP Key EEPROM v1.0
This tool encrypts and stores the HDCP 2.2 certificate and HDCP 1.4 keys into the EEPROM on the HDMI FMC board
Enter Password ->

The HDCP keys are encrypted using this password. The same password is used in the reference design to decrypt the HDCP keys.

The application is terminated after completing the programming of HDCP keys.

Note: The keys only need to be programmed into the EEPROM once.

**Formatting HDCP Keys for HDCP 1.x**

The `hdcp_key_utility.c` has two (empty) HDCP 1.x key arrays.

- The Hdcp14Key1 array
  This array holds the HDCP 1.x RX KSV and Keys.
- The Hdcp14Key2 array.
  This array holds the HDCP 1.x RX KSV and Keys.

The arrays have a size of 328 bytes and contain the Key Selection Vector (KSV) (5 bytes padded with zeros to 8 bytes) and key set (320 bytes), where each key is 7 bytes padded with zeros to 8 bytes.

To format the HDCP 1.x keys for the key_utility, use the following steps:

1. Discard the 20 byte SHA-1.
2. Pad each key on the right with one byte of 0s (KSV is already padded).
   You should now have 1 x 8 byte KSV + 40 x 8 byte Keys.
3. Byte swap each 8 byte set to reverse their order (convert from Little-endian to Big-endian).
   
   Note: The facsimile keys given in HDCP 1.4 spec are already in little-endian format, so byte swap is not needed when using them for test purpose.
   
   The final result should be a 328 byte HDCP 1.4 keyset.

**Formatting HDCP Keys for HDCP 2.2**

The `hdcp_key_utility.c` has two (empty) HDCP 2.2 key arrays.

- The `hdcp22_lc128` array
  The global secret constant for the HDCP 2.2 TX. The size is 16 bytes and the license constant from the HDCP 2.2 TX certificate is placed into the array (position 4-19).
- **The Hdcp22RxPrivateKey array**

  This array holds the HDCP 2.2 RX certificate. The array has a size of 902 bytes. The contents are the header (4), license constant (36 bytes) and key set (862), so the total is 902 bytes.

  *Note:* If a pass-through example design is built which contains an HDMI RX component, you can use the same `hdcp_key_utility` application to program the HDCP 2.2 RX Private Key.

### Running the Reference Design (MicroBlaze)

Use the following steps to execute the system using generated bitstream and software elf from the example design.

1. Launch the Xilinx System Debugger by selecting `Start → All Programs → Xilinx Design Tools → Vivado 2020.1 → Vivado 2020.1 Tcl Shell`.
2. In the Xilinx command shell window, change to the Example Design Project directory:

   ```
   Vivado% cd ./<IP instance name>_ex
   ```
3. Invoke Xilinx System Debugger (xsdb).

   ```
   Vivado% xsdb
   ```
4. Establish connections to debug targets.

   ```
   xsdb% connect
   ```
5. Download the bitstream to the FPGA.

   ```
   xsdb% fpga -file ./<IP instance name>_ex.runs/impl_1/exdes_wrapper.bit
   ```
6. Set the target processor.

   ```
   xsdb% target
   1* xcvu9p
   2 MicroBlaze Debug Module at USER2
   3 MicroBlaze #0 (Running)
   xsdb% target -set 3
   ```
7. Download the software .elf to the FPGA.

   ```
   xsdb% dow ./<vitis_workspace>/<application_name>_1/Debug/<application_name>_1.elf
   ```
8. Run the software.

   ```
   xsdb% stop
   xsdb% rst
   xsdb% con
   ```
9. Exit the XSDB command prompt.

   ```
   xsdb% exit
   ```
Running the Reference Design (A53 on Zynq UltraScale+ Devices)

1. Launch the Xilinx System Debugger by selecting Start → All Programs → Xilinx Design Tools → Vivado 2020.1 → Vivado 2020.1 Tcl Shell.

2. In the Xilinx command shell window, change to the Example Design Project directory:

   ```
   Vivado% cd ./<IP instance name>_ex
   ```

3. Invoke Xilinx System Debugger (xsdb).

   ```
   Vivado% xsdb
   ```

4. Establish connections to debug targets.

   ```
   xsdb% connect
   ```

5. List all available JTAG targets.

   ```
   xsdb% targets
   1 PS TAP
   2 PMU
   3 PL
   4 PSU
   5 RPU (Reset)
   6 Cortex-R5 #0 (RPU Reset)
   7 Cortex-R5 #1 (RPU Reset)
   8 APU
   9* Cortex-A53 #0 (Running)
   10 Cortex-A53 #1 (Power On Reset)
   11 Cortex-A53 #2 (Power On Reset)
   12 Cortex-A53 #3 (Power On Reset)
   ```

   **Note:** The target number for PSU, PL, APU and Cortex™-A53 might be different. Run the targets and ensure they are using the correct target number.

6. Download the bitstream to the FPGA.

   ```
   xsdb% target -set 3 (PL)
   xsdb% fpga -file ./<IP instance name>_ex.runs/impl_1/exdes_wrapper.bit
   ```

7. Set the target processor.

   ```
   xsdb% target -set 9 (Cortex-A53 #0)
   xsdb% rst -processor
   xsdb% dow ./<vitis_workspace>/<platform_name>/export/<platform_name>/sw/<platform_name>/boot/fsbl.elf
   ```

   ```
   xsdb% after 1000
   ```

   ```
   xsdb% con
   ```

   ```
   xsdb% after 1000
   ```

   ```
   xsdb% stop
   ```

   ```
   xsdb% after 1000
   ```
8. Download the software .elf to the FPGA.

```
xbdb% dow ./<vitis_workspace>/<application_name>_1/Debug/<application_name>_1.elf
```

9. Run the software.

```
xbdb% con
```

10. Exit the XSDB command prompt.

```
xbdb% exit
```

**Running the Reference Design (R5 on Zynq UltraScale+ Devices)**

1. Launch the Xilinix System Debugger by selecting Start → All Programs → Xilinx Design Tools → Vivado 2020.1 → Vivado 2020.1 Tcl Shell.

2. In the Xilinx command shell window, change to the Example Design Project directory.

```
Vivado% cd ./<IP instance name>_ex
```

3. Invoke Xilinix System Debugger (xsdb).

```
Vivado% xsdb
```

4. Establish connections to debug targets.

```
xbdb% connect
```

5. List all available JTAG targets.

```
xbdb% targets
  1 PS TAP
  2 PMU
  3 PL
  4 PSU
  5 RPU (Reset)
  6 *Cortex-R5 #0 (RPU Reset)
  7 Cortex-R5 #1 (RPU Reset)
  8 APU
  9 Cortex-A53 #0 (Running)
 10 Cortex-A53 #1 (Power On Reset)
 11 Cortex-A53 #2 (Power On Reset)
 12 Cortex-A53 #3 (Power On Reset)
```

*Note: The target number for the PSU, PL, RPU, and Cortex-R5F might be different. Run the targets and ensure they are using the correct target number.*
6. Download the bitstream to the FPGA.

```
xsdb% source <Vitis Install folder>/scripts/vitis/util/zynqmp_utils.tcl
xsdb% targets -set 4 (PSU)
xsdb% rst -system
xsdb% after 3000
xsdb% target -set 3 (PL)
xsdb% fpga -file ./<IP instance name>_ex.runs/impl_1/exdes_wrapper.bit
```

7. Set the target processor.

```
xsdb% target -set 9 (Cortex-A53 #0)
xsdb% rst -processor
xsdb% dow ./<vitis_workspace>/<platform_name>/export/<platform_name>/sw/<platform_name>/boot/fsbl.elf
xsdb% after 1000
xsdb% con
xsdb% after 1000
xsdb% stop
xsdb% after 1000
```

8. Download the software .elf to the FPGA.

```
xsdb% target -set 6 (Cortex-R5 #0)
xsdb% rst -processor
xsdb% dow ./<vitis_workspace>/<application_name>_1/Debug/<application_name>_1.elf
```

9. Run the software.

```
xsdb% con
```

10. Exit the XSDB command prompt.

```
xsdb% exit
```

**Running the Reference Design (A9 on Zynq)**

1. Launch the Xilinx System Debugger by selecting **Start → All Programs → Xilinx Design Tools → Vivado 2020.1 → Vivado 2020.1 Tcl Shell**.

2. In the Xilinx command shell window, change to the Example Design Project directory.

```
Vivado% cd ./<IP instance name>_ex
```

3. Invoke Xilinx System Debugger (xsdb).

```
Vivado% xsdb
```

4. Establish connections to debug targets.

```
xsdb% connect
```
5. List all available JTAG targets.

```bash
xsdb% targets
  1 APU
  2* ARM Cortex-A9 MPCore #0 (Suspended)
  3 ARM Cortex-A9 MPCore #1 (Suspended)
  4 xc7z045
```

6. Download the bitstream to the FPGA.

```bash
xsdb% source <Vitis Install folder>/scripts/vitis/util/zynqutils.tcl
xsdb% targets -set 1 (APU)
xsd% rst -system
xsdb% after 3000
xsdb% target -set 4 (xc7z045)
xsd% fpga -file ./<IP instance name>_ex.runs/impl_1/exdes_wrapper.bit
```

7. Set the target processor.

```bash
xsdb% targets -set 1 (APU)
xsd% loadhw ./<vitis_workspace>/<platform_name>/hw/exdes_wrapper.xsa
xsdb% targets -set 1 (APU)
xsd% ps7_init
xsdb% ps7_post_config
xsdb% targets -set 2 (ARM Cortex-A9 MPCore #0)
```

8. Download the software .elf to the FPGA.

```bash
xsdb% dow ./<vitis_workspace>/<application_name>_1/Debug/<application_name>_1.elf
```

9. Run the software.

```bash
xsdb% con
```

10. Exit the XSDB command prompt.

```bash
xsdb% exit
```

**IMPORTANT!** When using the TB-FMCH-HDMI4K example design with the KCU105 board, you must set the FMC VADJ_1V8 Power Rail before programming the FPGA with the bitstream generated in the Example Design flow. The following topic shows how to set the VADJ power rail when using the KCU105 board. For more details about the KCU105 board, see the KCU105 Board User Guide (UG917).

## KCU105 Board FMCH VADJ Adjustment

The KCU105 board system controller must apply power to the VADJ power rail for the HDMI 2.0 FMC card (TB-FMCH-HDMI4K). Most new boards are per-programmed and should be detected. The VADJ is powered when the DS19 LED (located near the power switch on the KCU105 board) is ON.

If an older version KCU105 board is used, or the board is not properly programmed upon receiving, you must manually set the VADJ power rail to 1.8V for the HDMI 2.0 FMC card prior to bitstream configuration.
Perform these steps to set the VADJ power rail through the UART terminal:

1. Connect a USB cable between the USB UART connector of the KCU105 board and a PC running Windows.

2. Use the Windows Device Manager to determine which virtual COM port is assigned to the UART for the Zynq®-7000 SoC system controller and which is assigned to the UART for the UltraScale™ device. In the list of COM ports in the Device Manager window, the enhanced COM port associated with the CP210x is the one connected to the KCU105 board system controller and the standard COM port is the one connected to the device UART.

3. Open a terminal window (115200, 8, N, 1) and set the COM port to the one communicating with the KCU105 board system controller.

4. After the UART terminal is connected, power cycle the KCU105 board to refresh the system controller menu in the UART terminal. Select this option in the system controller menu:
   a. Adjust FPGA Mezzanine Card (FMC) Settings.

5. In the next menu, select:
   a. Set FMC VADJ to 1.8V.

IMPORTANT! Ensure that the jumpers are set correctly on their HDMI 2.0 FMC daughter card.
Appendix A

Verification, Compliance, and Interoperability

Interoperability

Interoperability tests for the HDMI 1.4/2.0 TX Subsystem have been conducted with the following hardware setup.

Hardware Testing

The HDMI 1.4/2.0 TX Subsystem has been validated using

- Kintex®-7 FPGA Evaluation Kit (KC705)
- Kintex UltraScale FPGA Evaluation Kit (KCU105)
- Inrevium Artix®-7 FPGA ACDC A7 Evaluation Board
- Zynq-7000 SoC evaluation board (ZC706)
- Zynq® UltraScale+™ MPSoC ZCU102 Evaluation Kit
- Zynq UltraScale+ MPSoC ZCU104 Evaluation Kit
- Zynq UltraScale+ MPSoC ZCU106 Evaluation Kit
- Virtex® UltraScale+™ FPGA VCU118 Evaluation Kit

The HDMI 1.4/2.0 TX Subsystem is tested with the following sink devices:

- Quantum Data 980B
- Quantum Data 780B
- Dell U2414Q
- Dell U2412M
- Dell U2713HM
- Acer S277HK
Video Resolutions

The following figure shows the hardware setup for the AXI4-Stream video Interface. An HDMI source connects to the Video PHY Controller, which converts the HDMI Video into LINK DATA and sends to the HDMI RX Subsystem. Then, the HDMI RX Subsystem translates the LINK DATA into AXI4-Stream Video and sends to the Test Pattern Generator. By setting the Test Pattern Generator to pass-through mode, the AXI4-Stream Video from the HDMI RX Subsystem is passed to HDMI TX Subsystem where it gets translated to LINK DATA again and sends back to the Video PHY Controller. The Video PHY Controller then converts it back to HDMI Video and sends to the HDMI Sink.

The Test Pattern Generator can also be configured to generate certain video pattern in the AXI4-Stream video format, which can be used to test the HDMI 1.4/2.0 TX Subsystem alone instead of relying on the video received from the RX Subsystem.
For Video PHY Controller settings and PLL selections, see the Video PHY Controller LogiCORE IP Product Guide (PG230).

Similarly, the following figure shows the hardware setup for the native Video Interface. The only difference is that two Video Bridge modules are added in between the HDMI RX Subsystem and the Test Pattern Generator, and between the Test Pattern Generator to the HDMI TX Subsystem.

This is because the Test Pattern Generator can be configured to generate certain video pattern in AXI4-Stream video format, which can be used to test the HDMI TX Subsystem alone instead of relying on the video received from the HDMI RX Subsystem.
The following tables show the video resolutions that were tested as part of the release for different video formats.

**Tested Video Resolutions for RGB 4:4:4 and YCbCr 4:4:4**

*Table 25: Tested Video Resolutions for RGB 4:4:4 and YCbCr 4:4:4*

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Horizontal</th>
<th>Vertical</th>
<th>Frame Rate (Hz)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Total</td>
<td>Active</td>
<td>Total</td>
</tr>
<tr>
<td>480i60¹</td>
<td>858 (1716)</td>
<td>720 (1440)</td>
<td>525</td>
</tr>
<tr>
<td>576i50¹</td>
<td>864 (1728)</td>
<td>720 (1440)</td>
<td>625</td>
</tr>
<tr>
<td>1080i50</td>
<td>2640</td>
<td>1920</td>
<td>1125</td>
</tr>
<tr>
<td>1080i60</td>
<td>2200</td>
<td>1920</td>
<td>1125</td>
</tr>
<tr>
<td>480p60</td>
<td>858</td>
<td>720</td>
<td>525</td>
</tr>
<tr>
<td>576p50</td>
<td>864</td>
<td>720</td>
<td>625</td>
</tr>
<tr>
<td>720p50</td>
<td>1980</td>
<td>1280</td>
<td>750</td>
</tr>
<tr>
<td>720p60</td>
<td>1650</td>
<td>1280</td>
<td>750</td>
</tr>
<tr>
<td>1080p24</td>
<td>2750</td>
<td>1920</td>
<td>1125</td>
</tr>
</tbody>
</table>
### Table 25: Tested Video Resolutions for RGB 4:4:4 and YCbCr 4:4:4 (cont’d)

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Horizontal</th>
<th>Vertical</th>
<th>Frame Rate (Hz)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Total</td>
<td>Active</td>
<td>Total</td>
</tr>
<tr>
<td>1080p25</td>
<td>2640</td>
<td>1920</td>
<td>1125</td>
</tr>
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<td>1080p30</td>
<td>2200</td>
<td>1920</td>
<td>1125</td>
</tr>
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<td>1080p50</td>
<td>2640</td>
<td>1920</td>
<td>1125</td>
</tr>
<tr>
<td>1080p60</td>
<td>2200</td>
<td>1920</td>
<td>1125</td>
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<td>1080p120</td>
<td>2200</td>
<td>1920</td>
<td>1125</td>
</tr>
<tr>
<td>2160p24</td>
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<td>2250</td>
</tr>
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<td>2160p25</td>
<td>5280</td>
<td>3840</td>
<td>2250</td>
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<tr>
<td>2160p30</td>
<td>4400</td>
<td>3840</td>
<td>2250</td>
</tr>
<tr>
<td>2160p60²</td>
<td>4400</td>
<td>3840</td>
<td>2250</td>
</tr>
<tr>
<td>4096x2160p60³</td>
<td>4400</td>
<td>4096</td>
<td>2250</td>
</tr>
<tr>
<td>vgap60</td>
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<td>640</td>
<td>525</td>
</tr>
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<td>800</td>
<td>628</td>
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<td>1024</td>
<td>806</td>
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<td>1600</td>
<td>1250</td>
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<td>1920</td>
<td>1245</td>
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<tr>
<td>wsgap60</td>
<td>2240</td>
<td>1680</td>
<td>1089</td>
</tr>
</tbody>
</table>

**Notes:**
1. Pixel repetition is enabled for 480i60 and 576i50. Therefore, the actual horizontal pixels are double the actual resolution.
2. Not all resolutions can be supported due to VPHY limitation. For details, see the Video PHY Controller LogiCORE IP Product Guide (PG230).
3. For 4kp60 YUV444/RGB video, only 8-bits is supported as defined by HDMI 2.0 spec due to bandwidth limitation.

### Table 26: Tested Video Resolutions for YCbCr 4:2:2 at 12 Bits/Component

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Horizontal</th>
<th>Vertical</th>
<th>Frame Rate (Hz)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Total</td>
<td>Active</td>
<td>Total</td>
</tr>
<tr>
<td>1080i50</td>
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<td>480p60</td>
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<td>720p50</td>
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<td>750</td>
</tr>
<tr>
<td>720p60</td>
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<td>750</td>
</tr>
<tr>
<td>1080p24</td>
<td>2750</td>
<td>1920</td>
<td>1125</td>
</tr>
</tbody>
</table>
### Table 26: Tested Video Resolutions for YCbCr 4:2:2 at 12 Bits/Component (cont’d)

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Horizontal Total</th>
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<th>Vertical Total</th>
<th>Vertical Active</th>
<th>Frame Rate (Hz)</th>
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<tr>
<td>1080p30</td>
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<td>30</td>
</tr>
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<td>1080p50</td>
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<td>1080</td>
<td>50</td>
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<td>2240</td>
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<td>1089</td>
<td>1050</td>
<td>60</td>
</tr>
</tbody>
</table>

### Tested Video Resolutions for YCbCr 4:2:0

**Table 27: Tested Video Resolutions for YCbCr 4:2:0 at 8, 10, 12, 16 Bits/Component in TMDS Mode**

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Horizontal Total</th>
<th>Horizontal Active</th>
<th>Vertical Total</th>
<th>Vertical Active</th>
<th>Frame Rate (Hz)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2160p60</td>
<td>4400</td>
<td>3840</td>
<td>2250</td>
<td>2160</td>
<td>60</td>
</tr>
</tbody>
</table>

### Supported NTSC/PAL Resolutions

**Table 28: Supported NTSC/PAL Resolutions**

<table>
<thead>
<tr>
<th>PPC</th>
<th>Color Space</th>
<th>Color Depth</th>
</tr>
</thead>
<tbody>
<tr>
<td>480p60</td>
<td>RGB, YUV444</td>
<td>8,10,12,16</td>
</tr>
<tr>
<td>576p50</td>
<td>RGB, YUV444</td>
<td>8,10,12,16</td>
</tr>
<tr>
<td>480i60</td>
<td>RGB, YUV444</td>
<td>8,10,12,16</td>
</tr>
<tr>
<td>576i50</td>
<td>RGB, YUV444</td>
<td>8,10,12,16</td>
</tr>
<tr>
<td>480p60</td>
<td>YUV422</td>
<td>12</td>
</tr>
<tr>
<td>576p50</td>
<td>YUV422</td>
<td>12</td>
</tr>
</tbody>
</table>
Appendix B

Upgrading

This appendix contains information about upgrading to a more recent version of the IP core.

Port Changes for 2020.1

`AUDIO_IN_tid` port increased to 8 bits to Support 3D Audio (Up to 32 Channels)

Related Information
Audio Input Stream Interface

Port Changes for 2019.2

The Native Video (Vectored DE) interface has been added. If you select this interface, the `VIDEO_IN` interface is replaced with individual ports. See Native Video (Vectored DE) for details.

Related Information
Native Video (Vectored DE)

Parameter Changes

The following table lists the parameter changes across the core versions.

Table 29: Vivado IDE Parameters Changes across Versions

<table>
<thead>
<tr>
<th>Vivado IDE Parameter</th>
<th>v2.0</th>
<th>v3.0</th>
<th>v3.1</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Design Topology</td>
<td>Not Applicable&lt;sup&gt;1&lt;/sup&gt;</td>
<td>New&lt;sup&gt;3&lt;/sup&gt;</td>
<td>No Change&lt;sup&gt;2&lt;/sup&gt;</td>
<td>New options in v3.0 for example design configuration. See the Customizing and Generating the Subsystem section for details.</td>
</tr>
<tr>
<td>Tx PLL Type</td>
<td>Not Applicable&lt;sup&gt;1&lt;/sup&gt;</td>
<td>New&lt;sup&gt;3&lt;/sup&gt;</td>
<td>No Change&lt;sup&gt;2&lt;/sup&gt;</td>
<td></td>
</tr>
<tr>
<td>Rx PLL Type</td>
<td>Not Applicable&lt;sup&gt;1&lt;/sup&gt;</td>
<td>New&lt;sup&gt;3&lt;/sup&gt;</td>
<td>No Change&lt;sup&gt;2&lt;/sup&gt;</td>
<td></td>
</tr>
<tr>
<td>Include NIDRU</td>
<td>Not Applicable&lt;sup&gt;1&lt;/sup&gt;</td>
<td>New&lt;sup&gt;3&lt;/sup&gt;</td>
<td>No Change&lt;sup&gt;2&lt;/sup&gt;</td>
<td></td>
</tr>
</tbody>
</table>
Table 29: Vivado IDE Parameters Changes across Versions (cont’d)

<table>
<thead>
<tr>
<th>Vivado IDE Parameter</th>
<th>v2.0</th>
<th>v3.0</th>
<th>v3.1</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Axilite Frequency</td>
<td>Not Applicable¹</td>
<td>Not Applicable¹</td>
<td>New²</td>
<td>New option in v3.1 for example design configuration. See the Customizing and Generating the Subsystem section for details.</td>
</tr>
</tbody>
</table>

Notes:
1. Vivado IDE option is not available in this version.
2. Vivado IDE option remains as in previous version.
3. New Vivado IDE option added in this version.

Related Information
Customizing and Generating the Subsystem

Port Changes

The Link Data port width has changed to be configurable based on pixel per clock selection. The port width is reduced to 20 bits from the original 40 bits when user selects 2 pixels per clock.

The Link Data port width remains the default 40 bits for 4 pixels per clock.

Other Changes

N/A.

Migration Notes

When migrating from version 2016.3 or earlier, note the following:

- Hot Plug Detect Active has been added to HDMI 1.4/2.0 Transmitter Subsystem GUI.
  Choose High in the Example Design (according to board design).
- Hot Plug Detect Active has been added to HDMI 1.4/2.0 Receiver Subsystem GUI.
  Choose Low in Example Design (according to board design).
- Cable Detect Active has been added to HDMI 1.4/2.0 Receiver Subsystem GUI.
  Choose Low in Example Design (according to board design).
• HDCP 1.4/2.2 is enabled by default in Example Design application software.
  Removed UART option to Enable HDCP 1.4 or HDCP 2.2.
• Auto switching has been added to the Example Design Application software.
  You do not need to choose HDCP 1.4 or HDCP 2.2 from UART. A corresponding HDCP is selected according to the capability of connected source/sink. If the device support both HDCP 1.4 and HDCP 2.2, the priority is given to HDCP 2.2.
• HDCP repeater feature has been added.
  You can enabled/disable it by selecting h from the UART menu.
• System log is moved from direct UART printout to event log.
  You can display the event log by selecting z from the UART menu.
Appendix C

Debugging

This appendix includes details about resources available on the Xilinx Support website and debugging tools.

If the IP requires a license key, the key must be verified. The Vivado® design tools have several license checkpoints for gating licensed IP through the flow. If the license check succeeds, the IP can continue generation. Otherwise, generation halts with an error. License checkpoints are enforced by the following tools:

- Vivado Synthesis
- Vivado Implementation
- write_bitstream (Tcl command)

**IMPORTANT! IP license level is ignored at checkpoints. The test confirms a valid license exists. It does not check IP license level.**

Finding Help on Xilinx.com

To help in the design and debug process when using the subsystem, the Xilinx Support web page contains key resources such as product documentation, release notes, answer records, information about known issues, and links for obtaining further product support. The Xilinx Community Forums are also available where members can learn, participate, share, and ask questions about Xilinx solutions.

Documentation

This product guide is the main document associated with the subsystem. This guide, along with documentation related to all products that aid in the design process, can be found on the Xilinx Support web page or by using the Xilinx® Documentation Navigator. Download the Xilinx Documentation Navigator from the Downloads page. For more information about this tool and the features available, open the online help after installation.
Answer Records

Answer Records include information about commonly encountered problems, helpful information on how to resolve these problems, and any known issues with a Xilinx product. Answer Records are created and maintained daily ensuring that users have access to the most accurate information available.

Answer Records for this subsystem can be located by using the Search Support box on the main Xilinx support web page. To maximize your search results, use keywords such as:

- Product name
- Tool message(s)
- Summary of the issue encountered

A filter search is available after results are returned to further target the results.

**Master AR for HDMI 1.4/2.0 TX Subsystem**

AR: 65911

Technical Support

Xilinx provides technical support on the Xilinx Community Forums for this LogiCORE™ IP product when used as described in the product documentation. Xilinx cannot guarantee timing, functionality, or support if you do any of the following:

- Implement the solution in devices that are not defined in the documentation.
- Customize the solution beyond that allowed in the product documentation.
- Change any section of the design labeled DO NOT MODIFY.

To ask questions, navigate to the Xilinx Community Forums.

Debug Tools

There are many tools available to address HDMI 1.4/2.0 TX Subsystem design issues. It is important to know which tools are useful for debugging various situations.
Vivado Design Suite Debug Feature

The Vivado® Design Suite debug feature inserts logic analyzer and virtual I/O cores directly into your design. The debug feature also allows you to set trigger conditions to capture application and integrated block port signals in hardware. Captured signals can then be analyzed. This feature in the Vivado IDE is used for logic debugging and validation of a design running in Xilinx® devices.

The Vivado logic analyzer is used to interact with the logic debug LogiCORE IP cores, including:

- ILA 2.0 (and later versions)
- VIO 2.0 (and later versions)

See the Vivado Design Suite User Guide: Programming and Debugging (UG908).

Reference Boards

Various Xilinx development boards support the HDMI 1.4/2.0 TX Subsystem. These boards can be used to prototype designs and establish that the subsystem can communicate with the system.

- 7 series FPGA evaluation board
  - KC705
- UltraScale FPGA evaluation board
  - KCU105
- Zynq-7000 SoC evaluation board
  - ZC706
- UltraScale+ FPGA evaluation board
  - ZCU102
  - ZCU104
  - ZCU106
  - VCU118
Hardware Debug

Hardware issues can range from link bring-up to problems seen after hours of testing. This section provides debug steps for common issues. The Vivado debug feature is a valuable resource to use in hardware debug. The signal names mentioned in the following individual sections can be probed using the debug feature for debugging the specific problems.

General Checks

- Ensure that all the timing constraints and all other constraints were met during implementation.
- Ensure that all clock sources are active and clean.
- If using MMCMs in the design, ensure that all MMCMs have obtained lock by monitoring the locked port.
- If your outputs go to 0, check your licensing.
  - User LEDs (KC705/KCU105/ZC706/ZCU102/ZCU104/ZCU106/VCU118)
  - LED0 - HDMI 1.4/2.0 TX Subsystem lock (when the HDMI Example Design is used)
  - Use the debug port to check if there are link data driven to the Video PHY Controller.
  - See the Debugging Appendix in the Video PHY Controller LogiCORE IP Product Guide (PG230), and ensure there is no problem with clocking.

**IMPORTANT! If you observe any issues, test the same design on more than one HDMI sink to ensure that the issue observed is not specific to one particular sink model.**

In-system Debug

For in-system debugging, relevant information can be verified using UART before checking the hardware signals.

1. Press i to check the system information.
2. Press z to check the event log.
   
   The following table shows two examples of system flow event logs.
Table 30: System Flow Event Log

<table>
<thead>
<tr>
<th>At System Start-up</th>
<th>While Changing Video Stream from UART Menu</th>
</tr>
</thead>
<tbody>
<tr>
<td>VPHY log</td>
<td>VPHY log</td>
</tr>
<tr>
<td>GT init start</td>
<td>TX frequency event</td>
</tr>
<tr>
<td>GT init done</td>
<td>QPLL lost lock</td>
</tr>
<tr>
<td>TX frequency event</td>
<td>TX frequency event</td>
</tr>
<tr>
<td>TX timer event</td>
<td>TX timer event</td>
</tr>
<tr>
<td>TX MMCM reconfig done</td>
<td>TX MMCM reconfig done</td>
</tr>
<tr>
<td>QPLL reconfig done</td>
<td>TX MMCM reconfig done</td>
</tr>
<tr>
<td>GT TX reconfig start</td>
<td>GT TX reconfig done</td>
</tr>
<tr>
<td>GT TX reconfig done</td>
<td>TX MMCM lock</td>
</tr>
<tr>
<td>TX MMCM lock</td>
<td>QPLL lock</td>
</tr>
<tr>
<td>QPLL lock</td>
<td>TX reset done</td>
</tr>
<tr>
<td>TX reset done</td>
<td>TX alignment done</td>
</tr>
<tr>
<td>TX alignment done</td>
<td>TX alignment done</td>
</tr>
<tr>
<td>HDMI TX log</td>
<td>HDMI TX log</td>
</tr>
<tr>
<td>Initializing HDMI TX core....</td>
<td>TX Set Stream, with TMDS (128)</td>
</tr>
<tr>
<td>Initializing VTC core....</td>
<td>TX Stream is Down</td>
</tr>
<tr>
<td>Reset HDMI TX Subsystem....</td>
<td>TX Audio Unmuted</td>
</tr>
<tr>
<td>TX cable is connected....</td>
<td>TX Stream is Up</td>
</tr>
<tr>
<td>TX Stream is Down</td>
<td>TX Stream is Down</td>
</tr>
<tr>
<td>TX Set Stream, with TMDS (32)</td>
<td>TX Stream is Down</td>
</tr>
<tr>
<td>TX Audio Unmuted</td>
<td>TX Stream is Down</td>
</tr>
<tr>
<td>TX Stream is Up</td>
<td>TX Stream is Down</td>
</tr>
</tbody>
</table>

3. Press e to check the EDID.

In this release, the application software reads and parses the sink EDID to determine the sink capability. However, the current application does not block you from setting certain video formats although it is not supported by the sink. Instead, a warning message is prompted to indicate the sink limitation when you type e.

In this release, for the EDID parsing feature, three VERBOSITY levels are defined. You can set it according to your requirements. It is accessible from the video_common library, in xvidc_cea861.h.

```
#define XVIDC_EDID_VERBOSITY 0
```

where XVIDC_EDID_VERBOSITY is defined in the following table.

<table>
<thead>
<tr>
<th>XVIDC_EDID_VERBOSITY</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 (Default)</td>
<td>Read and parse the EDID</td>
</tr>
<tr>
<td></td>
<td>No display of capability</td>
</tr>
<tr>
<td>1</td>
<td>Read and parse the EDID</td>
</tr>
<tr>
<td></td>
<td>Display of basic capability of the sink</td>
</tr>
<tr>
<td>2</td>
<td>Read and parse the EDID</td>
</tr>
<tr>
<td></td>
<td>Display of full capability of the sink</td>
</tr>
</tbody>
</table>
IMPORTANT! In the Example design running on MicroBlaze™, limited BRAM resources are allocated to store the software binary. If you enable the `XVIDC_EDID_VERBOSITY` to a higher level, which consumes more software resources, you might need to increase the BRAM allocation. Otherwise, you might experience system instability such as UART hangs.

4. Press `h` to check the HDCP status.

   **Note:** The HDCP debug menu is not enabled by default. You can enable it by setting it in `xhdmie_example.h`.

   ```
   /* Enabling this will enable HDCP Debug menu */
   #define HDCP_DEBUG_MENU_EN 1
   ```

   **Note:** You must check the software size so that it does not exceed the allocated BRAM.

5. It is recommended that you use the following steps while changing the video mode through the HDMI application during TX-Only mode (as a color bar or any supported video pattern available) in a pass-through topology or TX-only topology example design:

   a. Select the intended resolution from the menu (by default, the video mode color space is set to RGB, frame rate is set to 60 Hz (except, 576p and 576i which are 50 Hz, and the 3840x2160p (SB) which is 30 Hz, and the color depth is set to 8 BPC)
   
   b. Select the intended frame rate from the menu (this will only change the frame rate on top of the video mode set in 5.a)
   
   c. Select the intended color space from the menu (this will only change the color space on top of the video mode set in 5.b)
   
   d. Select the intended color depth from the menu (this will only change the color depth on top of the video mode set in 5.c)

   **Note:** Color depth option should be set at the last step.

---

### Interface Debug

#### AXI4-Lite Interfaces

Read from a register that does not have all 0s as a default to verify that the interface is functional. Output `s_axi_arready` asserts when the read address is valid, and output `s_axi_rvalid` asserts when the read data/response is valid. If the interface is unresponsive, ensure that the following conditions are met:

- The `s_axi_aclk` and `aclk` inputs are connected and toggling.
- The interface is not being held in reset, and `s_axi_arreset` is an active-Low reset.
- The interface is enabled, and `s_axi_aclken` is active-High (if used).
- The main subsystem clocks are toggling and that the enables are also asserted.
• Add AXI4-Lite interface to ILA, and analysis data captured when triggering at `s_axi_rvalid`.

**AXI4-Stream Interfaces**

If data is not being transmitted or received, check the following conditions:

- If the receive `<interface_name>_tready` is stuck Low, the subsystem cannot send data. Check if there is an issue at the AXI4-Stream Slave.
- Check that the `aclk` inputs are connected and toggling.
- Check that the AXI4-Stream waveforms are being followed.
- Check subsystem configuration.

**AXI4-Stream Audio Interface**

To ensure that the audio is working in the HDMI 1.4/2.0 TX Subsystem, the AXI4-Stream must be constructed as described below.

The HDMI 1.4/2.0 TX Subsystem supports up to 32 audio channels. The audio data is transmitted through an AXI4-Stream audio interface, which is a customized AXI4-Stream protocol that is used to send audio samples with sideband signals defined in the AES3 specification.

The sub-frame format for audio sample is shown as follows.

*Figure 44: Sub-Frame Format*

![Sub-Frame Format Diagram]

A frame is uniquely composed of two sub-frames. The first sub-frame normally starts with preamble X, and the second sub-frame always starts with preamble Y. However, every 192 frames forms one Audio Block. And the first sub-frame in each Audio Block starts with a preamble Z. An illustration is shown as follows.

*Figure 45: Audio Sub-Frames*
In the case of more than 2 channels, every 2 channels are considered as a single AES3 audio block. For example, using 8 audio channels, one audio block consists of 192*8 audio samples. For the first 8 samples of an audio block, the preamble for audio ch0, ch2, ch4, ch6 are Z. In remaining part of audio block, the preamble for audio ch0, ch2, ch4, ch6 are X. The preambles for audio ch1, ch3, ch5, ch7 are always Y throughout the whole audio block. An illustration of 8 channel audio is shown below.

**Figure 46: 8 Channel Audio Timing**

If 8 channel audio is enabled in your design, and only N Channels (where N is less than 8, for example, 6) out of 8 channels carry valid audio data, for the unused channels, you must pack the audio data with zeros and the sub-frame data allocation follows as shown above.
Appendix D

Application Software Development

Device Drivers

The HDMI 1.4/2.0 TX Subsystem driver abstracts the included supporting elements and provides you with an API for control. The API can be easily integrated into your application thereby providing an out-of-the-box solution.

The subsystem driver is a bare-metal driver, which provides an abstracted view of the feature set provided by each sub-core. It dynamically manages the data and control flow through the processing elements, based on the input/output stream configuration set at run time. Internally, it relies on sub-core drivers to configure the sub-core IP blocks.

Architecture

The subsystem driver provides an easy-to-use, well-defined API to help integrate the subsystem in an application without having to understand the underlying complexity of configuring each and every sub-core.

The subsystem driver consists of the following:

- **Subsystem layer:** Queries exported hardware to determine the subsystem hardware configuration and pull-in sub-core drivers, at build time. It abstracts sub-core drivers, which interface with hardware at register level, into a set of functional APIs. The subsystem driver uses these APIs to dynamically manage the data flow through processing elements.

- **Sub-core drivers:** Every included sub-core has a driver associated with it that provides APIs to interface with the core hardware.

The following figure shows the HDMI 1.4/2.0 TX Subsystem architecture.
The HDMI 1.4/2.0 TX Subsystem is a MAC subsystem which works with a Video PHY Controller (PHY) to create a video connectivity system. The HDMI 1.4/2.0 TX Subsystem is tightly coupled with the Xilinx Video PHY Controller, which itself is independent and offers flexible architecture with multiple-protocol support. Both MAC and PHY are dynamically programmable through the AXI4-Lite interface.

### Usage

The HDMI 1.4/2.0 TX Subsystem provides a set of API functions for application code to use. Additionally, when the HDMI 1.4/2.0 TX Subsystem hardware interrupts are generated, the subsystem driver is invoked to configure the system accordingly. The HDMI 1.4/2.0 TX Subsystem provides a callback structure to hook up your own callback functions.
First, the video stream must be started in the application. Then, valid AUX data and audio data can be inserted after the video is locked. However, because the application knows what video format is being sent and what audio format is embedded, the ACR number can be calculated and set before the audio stream is ready to be sent.

In the following sections, only HDMI related modules are covered. The user application needs to take care of system peripheral, such as timer, UART, external system clock generator, etc.

Note: Because the HDMI Transmit and Receive Subsystems have many common features, the HDMI Common Library is introduced for the purpose of defining common data structures which can be shared by both subsystems.

**HDMI TX Subsystem Flow**

The HDMI 1.4/2.0 TX Subsystem in general responds to the following two events:

- Hot-plug signal (HPD) from the sink device
- Software user application to indicate a change of video stream (for example, change of video resolution)

The main program flow is shown in the following figure. At execution, the software application initializes the HDMI 1.4/2.0 TX Subsystem IP and registers the callback functions in the provided hooks.
Figure 49: TX Flow

START

IP Initialization and Callback Setup

HDMI TX: HPD Assert Intr?
N

SW start/change video?
Y

HDMI TX: TX Stream Up Intr?
N

Y

HDMI TX: Vertical Sync Intr?
N

B

N

Send InfoFrame, General Control Packets & Vendor-specific InfoFrame

IF STREAM_UP:
Enable AUX peripheral & AUX interrupt
IF STREAM_DOWN:
Disable AUX peripheral & AUX interrupt

• Update VPHY TX Reference clock
• Program external clock generator

• Reset TX DDC
• Disable VPHY TMDS output buffer when HPD is asserted
• Enable VPHY TMDS output buffer when HPD is released

• Configure HDMI Retimer chip (if needed)
• Enable TX TMDS output clock buffer
• Configure Audio

X23121-061519
**Application Integration**

The following figure shows example code to show how an HDMI 1.4/2.0 TX Subsystem can be used in your application.

**Figure 50: Application Example Code**

```c
XV_HdmiTxSs HdmiTxSs;  // HDMI TX SS structure */
XV_HdmiTxSs_Config *XV_HdmiTxSs_ConfigPtr;

// Initialize HDMI TX Subsystem
XV_HdmiTxSs_ConfigPtr = XV_HdmiTxSs_LookupConfig(XPAR_V_HDMI_TX_SS_0_V_HDMI_TX_DEVICE_ID);
if(XV_HdmiTxSs_ConfigPtr == NULL)
{
    HdmiTxSs.IsReady = 0;
}

// Initialize top level and all included sub-cores
Status = XV_HdmiTxSs_CmdInitialize(&HdmiTxSs, XV_HdmiTxSs_ConfigPtr,
                                  XV_HdmiTxSs_ConfigPtr->BaseAddress);
if(Status != XST_SUCCESS)
{
    xil_printf("ERR:: HDMI TX Subsystem Initialization failed \r\n", Status);
}

// Register HDMI TX SS Interrupt Handler with Interrupt Controller
Status |= XIntc_Connect(&Intc,
                        XPAR_MICROBLAZE_SS_AXI_INTC_0_V_HDMI_TX_SS_0_IRQ_INTR,
                        (XInterruptHandler)XV_HdmiTxSs_HdmiTxIntrHandler,
                        (void *)&HdmiTxSs);
if (Status == XST_SUCCESS)
{
    XIntc_Enable(&Intc,
                 XPAR_MICROBLAZE_SS_AXI_INTC_0_V_HDMI_TX_SS_0_IRQ_INTR);
}
```

To integrate and use the HDMI 1.4/2.0 TX Subsystem driver in your application, the following steps must be followed:

1. Include the subsystem header file `xv_hdmitxss.h` that defines the subsystem object.
2. Declare and allocate space for the subsystem instance in your application code. For example:
   ```c
   XV_HdmiTxSs HdmiTxSs;
   ```
3. In the subsystem driver instance, there is a metadata structure to store the subsystem hardware configuration. Declare a pointer variable in the application code to point to the instance:
   ```c
   XV_HdmiTxSs_Config *XV_HdmiTxSs_ConfigPtr;
   ```
4. For each subsystem instance, the data structures declared in the previous two steps need to be initialized based on its hardware configuration, which is passed through metadata structure from xparameters.h uniquely identified by device ID.

To initialize the subsystem, call the following two API functions:

```c
XV_HdmiTxSs_Config* XV_HdmiTxSs_LookupConfig(u32 DeviceId);
int XV_HdmiTxSs_CfgInitialize(XV_HdmiTxSs *InstancePtr,
                               XV_HdmiTxSs_Config *CfgPtr,
                               u32 EffectiveAddr);
```

The Device ID can be found in xparameters.h:

`XPAR_[HDMI TX Subsystem Instance Name in IPI]_DEVICE_ID`

5. Each interrupt source has an associated ISR defined in the subsystem. Register the ISR with the system interrupt controller and enable the interrupt.

```c
int XIntc_Connect(XIntc *InstancePtr,
                 u8 Id,
                 XInterruptHandler Handler,
                 void *CallBackRef);
void XIntc_Enable(XIntc *InstancePtr,
                  u8 Id);
```

where ID can be found in xparameters.h.

**HDCP TX Overview**

The HDMI 1.4/2.0 TX Subsystem driver is responsible for combining the HDCP 1.4 and HDCP 2.2 driver APIs into a single common API for use by the user level application. The common HDCP driver API is able to handle the following HDCP configurations: HDCP 1.4 only, HDCP 2.2 only, and both. When both protocols are enabled, the common HDCP driver ensures that only one is active at any given time.

**HDCP TX Driver Integration**

This section describes the steps required to initialize and run the HDCP TX. The application should call the functions roughly in the order specified to ensure that the driver operates properly. When only a single HDCP protocol is enabled, either 1.4 or 2.2, a subset of the function calls might be needed.

1. Load the HDCP production keys into the HDMI subsystem. This function needs to be called for each key that is loaded. If HDCP 1.4 and 2.2 are enabled all the keys must be loaded, otherwise a subset of the keys are loaded. Note that the byte arrays used to store the key octet strings for HDCP are defined in big endian byte order.

   - `XV_HdmiTxSs_HdcpSetKey`
     - `XV_HDMITXSS_KEY_HDCP14`
     - `XV_HDMITXSS_KEY_HDCP22_LC128` (128-bit DCP Licensed Constant)`
IMPORTANT! In an HDCP-enabled system, after the key management block is successfully initialized, a bit is set to block reading out the key again. The bit remains set until the device is reprogrammed. Therefore, the keys can only be read once during initialization.

2. Initialize the HDMI 1.4/2.0 TX Subsystem driver after the HDCP keys have been loaded. Initializing the subsystem starts the HDCP 1.4/2.2 drivers internally.

3. Connect the HDCP interrupt handlers to the interrupt controller interrupt ID:
   - XV_HdmiTxSS_HdcpIntrHandler
   - XV_HdmiTxSS_HdcpTimerIntrHandler
   - XV_HdmiTxSS_Hdcp22TimerIntrHandler

4. Set the HDCP user callback functions. These callback functions are optional and used to hook into the HDCP state machine and allow the user to take action at various stages of the HDCP protocol. If there is no use for the callback at the application level, then the callback can be left undefined.
   - XV_HdmiTxSs_SetCallback
     - XV_HDMITXSS_HANDLER_HDCP_AUTHENTICATED
     - XV_HDMITXSS_HANDLER_HDCP_DOWNSTREAM_TOPOLOGY_AVAILABLE
     - XV_HDMITXSS_HANDLER_HDCP_UNAUTHENTICATED

5. Execute the poll function to run the HDCP state machine. This function checks to see which HDCP protocol is enabled, and then execute only the active protocol. The call to this function can be inserted in the main loop of the user application and should execute continuously. Because the HDCP TX state machine is run using this poll function, it is important to ensure that this function is given adequate CPU runtime, especially during authentication attempts.
   - XV_HdmiTxSs_HdcpPoll

6. Optionally, set the HDCP protocol capability. The default option is both, which means that if both HDCP 1.4 and HDCP 2.2 are included as part of the HDMI subsystem, the transmitter tries to authenticate with either protocol based on the capability of the downstream device. Note that HDCP 2.2 is given priority over HDCP 1.4. If the capability is set to none, then authentication attempts are ignored.
   - XV_HdmiTxSs_HdcpSetCapability
     - XV_HDMITXSS_HDCP_NONE
     - XV_HDMITXSS_HDCP_14
     - XV_HDMITXSS_HDCP_22
     - XV_HDMITXSS_HDCP_BOTH
7. Authentication should be initiated only after the transmission of video to the downstream device. It is the responsibility of the user application to determine when to issue authentication requests. Authentication requests are commonly initiated for the following events: stream-up, and HPD toggle. In the event that the first authentication request is not successful, the user application can issue another authentication request.

- XV_HdmiTxSs_HdcpPushEvent
- XV_HDMITXSS_HDCP_AUTHENTICATE_EVT

8. Check the status of authentication. These checks could be performed before issuing authentication requests.

- XV_HdmiTxSs_HdcpIsAuthenticated
- XV_HdmiTxSs_HdcpIsInProgress

9. When authentication is successful, the application is allowed to enable encryption. The enablement of encryption can happen any time after successful authentication and is the responsibility of the application to manage. For example, an application might decide to enable encryption only for restricted content, but disable encryption for standard content.

- XV_HdmiTxSs_HdcpEnableEncryption
- XV_HdmiTxSs_HdcpDisableEncryption

10. Check the status of the cipher encryption. This is the instantaneous encryption status of the cipher and can change between subsequent frames. For repeater or pass-through applications, special care must be taken to block downstream content if the upstream interface is encrypted while the downstream interface is not encrypted.

- XV_HdmiTxSs_HdcpIsEncrypted

11. Check the overall HDCP protocol status and log data. You can also set the level of detail for log information reported.

- XV_HdmiTxSs_HdcpInfo
- XV_HdmiTxSs_SetInfoDetail

**Integrate Video PHY Controller Driver for HDMI 1.4/2.0 TX Subsystem Use**

Because the HDMI 1.4/2.0 TX Subsystem is closely coupled with the Video PHY Controller, the following example code demonstrates how a Video PHY Controller can be used in your application.
To integrate and use the Video PHY Controller for the HDMI 1.4/2.0 TX Subsystem in the application code, the following steps must be followed:

1. Include the subsystem header file `xvphy.h` that defines the subsystem object.

2. Declare and allocate space for a Video PHY Controller instance in your application code.

   Example:

   ```c
   XVphy Vphy;
   ```

3. In the Video PHY Controller instance, there is a metadata structure to store its hardware configuration. Declare a pointer variable in the application code to point to the instance:

   ```c
   XVphy_Config *XVphyCfgPtr;
   ```

4. For each Video PHY Controller instance, the above data structure needs to be initialized based on its hardware configuration, which is passed through meta-structure from `xparameters.h` uniquely identified by the device ID.
To initialize the Video PHY Controller, call the following two API functions:

```c
XVphy_Config *XVphy_LookupConfig(u16 DeviceId);
u32 XVphy_HdmiInitialize(XVphy *InstancePtr,
    u8 QuadId,
    XVphy_Config *CfgPtr,
    u32 SystemFrequency);
```

The Device ID can be found in `xparameters.h`:

```c
 XPAR_[Video PHY Controller Instance Name in IPI]_DEVICE_ID
```

Similarly, `SystemFrequency` is the system frequency, which can also be found in `xparameters.h`

**Note:**
- Xilinx recommends initializing the PHY controller after the HDMI 1.4/2.0 TX Subsystem initialization is completed.
- Registering the PHY Controller interrupts are part of system application integration. Steps are shown in the previous section and not repeated here.

**Interrupts**

All interrupts generated by the HDMI 1.4/2.0 TX Subsystem are listed here:

1. HPD – Peripheral I/O to detect HDMI cable 5.0V signal
   a. Rising edge – If HPD disconnect interrupt has happened and HPD line is asserted for more than 10 ms.
   b. Falling edge – If HPD line is de-asserted for more than 100 ms.
   c. Toggle - A pulse occurred on the HPD line with a pulse width between 50 and 99 ms.
2. Link Ready – Every time the PHY Controller is reconfigured, the `link_clk` is regenerated. An HDMI TX sub-core register bit (link status bit) reflects the change of `link_clk` status. When stable `link_clk` is detected, it is set to 1. When `link_clk` becomes unstable, it is set to 0. The Link Ready is an interrupt to detect the change of the link status bit.
   a. Rising edge – Link is up
   b. Falling edge – Link is down
3. Vertical Sync – This is to reflect the change of HDMI TX sub-core `vsync` input signal in its video interface bus.
   a. Rising edge – Vertical Sync is detected
4. Video Bridge Unlocked - The AXI4-Stream to Video Out Bridge lost lock with the incoming AXI4 Video Stream.
5. HDCP1.4 Interrupt (only available when HDCP 1.4 is enabled in hardware)
6. HDCP 1.4 Timer Interrupt (only available when HDCP 1.4 is enabled in hardware)
7. HDCP 2.2 Timer Interrupt (only available when HDCP 2.2 is enabled in hardware)

Table 31: Mapping Between Interrupt Sources and Application Callback Functions

<table>
<thead>
<tr>
<th>Interrupts</th>
<th>Callback</th>
</tr>
</thead>
<tbody>
<tr>
<td>HPD</td>
<td>XV_HDMITXSS_HANDLER_CONNECT</td>
</tr>
<tr>
<td></td>
<td>XV_HDMITXSS_HANDLER_TOGGLE</td>
</tr>
<tr>
<td>Link Ready (note this is edge triggered)</td>
<td>XV_HDMITXSS_HANDLER_STREAM_UP</td>
</tr>
<tr>
<td></td>
<td>XV_HDMITXSS_HANDLER_STREAM_DOWN</td>
</tr>
<tr>
<td>Note: Two callbacks are mapped to the same interrupt source.</td>
<td></td>
</tr>
<tr>
<td>Link Ready rising edge: Stream Up</td>
<td></td>
</tr>
<tr>
<td>Link Ready falling edge: Stream Down</td>
<td></td>
</tr>
<tr>
<td>Vertical Sync</td>
<td>XV_HDMITXSS_HANDLER_VS</td>
</tr>
<tr>
<td>Video Bridge Unlocked</td>
<td>XV_HDMITXSS_HANDLER_BRDGUNLOCK</td>
</tr>
<tr>
<td>HDCP 1.4 Interrupt</td>
<td>XV_HDMITXSS_HANDLER_HDCP_AUTHENTICATE</td>
</tr>
<tr>
<td>HDCP 1.4 Timer Interrupt</td>
<td>XV_HDMITXSS_HANDLER_HDCP_DOWNSTREAM_TOPOLOGY_AVAILABLE</td>
</tr>
<tr>
<td>HDCP 2.2 Interrupt</td>
<td>XV_HDMITXSS_HANDLER_HDCP_UNAUTHENTICATED</td>
</tr>
<tr>
<td>HDCP 2.2 Timer Interrupt</td>
<td>XV_HDMITXSS_HANDLER_HDCP_AUTHENTICATE</td>
</tr>
<tr>
<td></td>
<td>XV_HDMITXSS_HANDLER_HDCP_DOWNSTREAM_TOPOLOGY_AVAILABLE</td>
</tr>
<tr>
<td>Note: This callback function is not directly mapped to any interrupt source. Instead it is executed when the HDCP authentication state machine has reached the authenticated state.</td>
<td></td>
</tr>
</tbody>
</table>

Application Callback Functions

The subsystem driver provides a mechanism for the application to register a user-defined function that gets called within an interrupt context.

Callback functions defined in the application code must be registered with provided handlers, using the following defined API:

```c
int XV_HdmiTxSs_SetCallback(XV_HdmiTxSs *InstancePtr, 
                           u32 HandlerType, 
                           void *CallbackFuncPtr, 
                           void *CallbackRef);
```

Available handlers are defined in `xv_hdmitxss.h`:

- XV_HDMITXSS_HANDLER_CONNECT
- XV_HDMITXSS_HANDLER_STREAM_UP
- XV_HDMITXSS_HANDLER_STREAM_DOWN
- XV_HDMITXSS_HANDLER_VS
- XV_HDMITXSS_HANDLER_HDCP_AUTHENTICATE
**XV_HDMITXSS_HANDLER_CONNECT**

This interrupt is triggered every time an HDMI TX cable connection or disconnection (HPD level transition) occurs. The callback function must perform the following:

1. Check if the event is cable connected or cable disconnected:
   ```c
   XV_HdmiTxSs *HdmiTxSsPtr = (XV_HdmiTxSs *)CallbackRef;
   HdmiTxSsPtr->IsStreamConnected
   1 - Connected
   0 - Disconnected
   ```

2. Enable or disable the differential input clock buffer depending on if cable connection or disconnection occurs, respectively.
   ```c
   void XVphy_IBufDsEnable(XVphy *InstancePtr, u8 QuadId, XVphy_DirectionType Dir, u8 Enable);
   ```

3. Detect if the HDMI sink connected is HDMI 2.0 capable and if cable is connected.
   ```c
   int XV_HdmiTxSs_DetectHdmi20(XV_HdmiTxSs *InstancePtr);
   ```

4. Now, the HDMI sink has been detected, retrieve the sink EDID information, and store it in a local buffer (256 bytes) using the following API:
   ```c
   int XV_HdmiTxSs_ReadEdid(XV_HdmiTxSs *InstancePtr, u8 *Buffer);
   ```

**XV_HDMITXSS_HANDLER_STREAM_UP**

This interrupt is triggered every time the Video PHY Controller is reconfigured and the output clock is stabilized and ready for the HDMI 1.4/2.0 TX Subsystem to transmit a video stream.

The callback function must perform the following:

1. If an HDMI Retimer or equalizer is used in the system, configure the Retimer with the correct setting based on the required line rate.

2. Enable the TX TMDS clock by calling the Video PHY Controller API:
   ```c
   void XVphy_Clkout10BufTdsEnable(XVphy *InstancePtr, XVphy_DirectionType Dir, u8 Enable);
   ```

3. Set HDMI 1.4/2.0 TX Subsystem sampling rate with the Video PHY Controller TX sampling rate.
   ```c
   void XV_HdmiTxSs_SetSamplingRate(XV_HdmiTxSs *InstancePtr, u8 SamplingRate);
   ```
**XV_HDMITXSS_HANDLER_STREAM_DOWN**

This interrupt is triggered every time the Video PHY Controller is reconfigured and the output clock is not stable for the HDMI 1.4/2.0 TX Subsystem to stream video.

The callback function might disable the TX TMDS clock by calling the Video PHY Controller API:

```c
void XVphy_Clkout10BufTdsEnable(XVphy *InstancePtr,
                                XVphy_DirectionType Dir,
                                u8 Enable);
```

**XV_HDMITXSS_HANDLER_VS**

This interrupt is triggered every time when an input video stream vertical sync is detected by the HDMI TX sub-core.

The callback function can be used to construct and send InfoFrames to the sink.

```c
void XV_HdmiTxSs_SendAuxInfoframe(XV_HdmiTxSs *InstancePtr,
                                   void *Aux);
```

**XV_HDMITXSS_HANDLER_HDCP_AUTHENTICATE**

This interrupt is triggered when a cable is connected, a HDCP 1.4 or HDCP 2.2 is enabled, and HDCP is entering an authentication state.

The callback function must perform the following:

1. Enable HDCP encryption.
2. Signal to the system that authentication has successfully completed.

**Video PHY Controller Interrupt Handlers for HDMI 1.4/2.0 TX Subsystem**

There are several interrupt handlers available in the Video PHY Controller driver to hook up with user-defined callback functions to support HDMI 1.4/2.0 TX Subsystem functionality. These interrupt handlers are defined in `xvphy.h`:

- XVPHY_HDMI_HANDLER_TXINIT
- XVPHY_HDMI_HANDLER_TXREADY

Callback functions need to be defined in the application code and hooked up with these interrupt handlers.

```c
void XVphy_SetHdmiCallback(XVphy *InstancePtr,
                           XVphy_HdmiHandlerType HandlerType,
                           void *CallbackFunc,
                           void *CallbackRef);
```
**XVPHY_HDMI_HANDLER_TXINIT**

This interrupt is triggered every time the Video PHY Controller detects an HDMI TX reference clock change.

The callback function must initialize a reference clock change process for the HDMI 1.4/2.0 TX Subsystem.

```c
void XV_HdmiTxSs_RefClockChangeInit(XV_HdmiTxSs *InstancePtr);
```

**XVPHY_HDMI_HANDLER_TXREADY**

This interrupt is triggered every time the Video PHY Controller TX reset lock is done or when the Video PHY Controller TX alignment is done.

The callback function can update the Video PHY Controller ready for TX information to the application software.

Follow the steps in the Example Design chapter to create an example design, which contains all the procedures implemented and can serve as a reference for integrating the HDMI 1.4/2.0 TX Subsystem into your system.

**Example Use Cases**

In this section, some typical use cases are illustrated with how system reacts at runtime to certain events and what is expected for you to perform. For actions expected in the callback functions, see Application Callback Functions for more information.

**Related Information**

**Application Callback Functions**

**Use Case 1: Cable Plug In**

HPD interrupt is received indicating Cable Connection.

- Callback function registered to XV_HDMITXSS_HANDLER_CONNECT Interrupt type is called.

**Use Case 2: Cable Plug Out**

HPD interrupt is received indicating Cable Disconnection.

- Callback function registered to XV_HDMITXSS_HANDLER_CONNECT Interrupt type is called.
Use Case 3: Send Infoframe

Vertical Sync (VS) interrupt is received.

- Callback function registered to XV_HDMITXSS_HANDLER_VS Interrupt type is called.

Use Case 4: Send Video Stream

1. Disable the Video PHY Controller TMDS clock for the HDMI 1.4/2.0 TX Subsystem through the API:

   ```
   XVphy_Clkout10BufTdsEnable(XVphy *InstancePtr, 
   XVphy_DirectionType Dir, 
   u8 Enable);
   ```

   Example:

   ```
   XVphy_Clkout10BufTdsEnable(VphyPtr, 
   XVPHY_DIR_TX, 
   (FALSE));
   ```

2. Set the HDMI 1.4/2.0 TX Subsystem stream parameters through the API:

   ```
   u32 XV_HdmiTxSs_SetStream(XV_HdmiTxSs *InstancePtr, 
   XVidC_VideoMode VideoMode, 
   XVidC_ColorFormat ColorFormat, 
   XVidC_ColorDepth Bpc, 
   XVidC_3DInfo *Info3D);
   ```

   Example:

   ```
   TmdsClock = XV_HdmiTxSs_SetStream(HdmiTxSsPtr, 
   VideoMode, 
   ColorFormat, 
   Bpc, 
   NULL);
   ```

3. Set the Video PHY Controller TX reference clock:

   ```
   VphyPtr->HdmiTxRefClkHz = TmdsClock;
   ```

4. Set the HDMI TX parameter for the Video PHY Controller:

   ```
   u32 XVphy_SetHdmiTxParam(XVphy *InstancePtr, 
   u8 QuadId, 
   XVphy_ChannelId ChId, 
   XVidC_PixelsPerClock Ppc, 
   XVidC_ColorDepth Bpc, 
   XVidC_ColorFormat ColorFormat);
   ```
5. Program the external clock generator to provide the Reference TMDS clocks for the Video PHY Controller.

6. Video PHY Controller HDMI TX Init interrupt is received.
   • Callback function registered to XVPHY_HDMI_HANDLER_TXINIT Interrupt type is called.

7. Video PHY Controller HDMI TX Ready interrupt is received.
   • Callback function registered to XVPHY_HDMI_HANDLER_TXREADY Interrupt type is called.

8. HDMI TX Stream UP interrupt is received.
   • Callback function registered to XV_HDMITXSS_HANDLER_STREAM_UP Interrupt type is called.

**Use Case 5: Support Multiple Channels Audio**

Define: N = Number of Audio Channel

1. Change the Audio Infoframe by setting the channel count in the API

```c
void XV_HdmiTxSs_SendAuxInfoframe(XV_HdmiTxSs *InstancePtr, void *AuxPtr);
/* 2 Channel count. Audio coding type refer to stream */
```

2. Set HDMI TX SS audio channels using this API:

```c
void XV_HdmiTxSs_SetAudioChannels(XV_HdmiTxSs *InstancePtr, u8 AudioChannels);
```

Example:

```c
XV_HdmiTxSs_SetAudioChannels(&HdmiTxSs, N);
```

3. To demo using example design application software, update the following section of codes in xhdmi_example.c:

```c
/* Enable 2-channel audio */
XhdmiAudGen_SetEnabChannels(&AudioGen, 2);
XhdmiAudGen_SetPattern(&AudioGen, 1, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 2, XAUD_PAT_PING);
```
Example: To support eight channel audio:

```c
/* Enable 8-channel audio */
XhdmiAudGen_SetEnabChannels(&AudioGen, 8);
XhdmiAudGen_SetPattern(&AudioGen, 1, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 2, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 3, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 4, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 5, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 6, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 7, XAUD_PAT_PING);
XhdmiAudGen_SetPattern(&AudioGen, 8, XAUD_PAT_PING);
```

**Note:** If you enable eight channel audio in your design, only six out of eight channels are used to carry valid audio data. For the unused channels, you must pack the audio data with zeros by muting them.

```c
XhdmiAudGen_SetPattern(&AudioGen, 7, XAUD_PAT_MUTE);
XhdmiAudGen_SetPattern(&AudioGen, 8, XAUD_PAT_MUTE);
```

To update the audio channel allocation.

Information can be found in Table 20 in CED-861-D, under Audio InfoFrame Data Byte 4.

In the API,

```c
void XV_HdmiTxSs_SendAuxInfoframe(XV_HdmiTxSs *InstancePtr, void *AuxPtr);
```

You must set the data byte value before calculating the CRC.

Example

```c
/* Channel Allocation */
```

You can choose to construct your own infoframe in the application software, and use API `XV_HdmiTxSs_SendGenericAuxInfoframe` to send out.

**Use Case 6: Enable HDMI Mode**

Use the following API:

```c
XV_HdmiTxSS_SetHdmiMode(&HdmiTxSs);
XV_HdmiTxSs_AudioMute(&HdmiTxSs, FALSE);
```

**Use Case 7: Enable DVI Mode**

Use the following API:

```c
XV_HdmiTxSS_SetDviMode(&HdmiTxSs);
XV_HdmiTxSs_AudioMute(&HdmiTxSs, TRUE);
```
Appendix E

Additional Resources and Legal Notices

Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see Xilinx Support.

Documentation Navigator and Design Hubs

Xilinx® Documentation Navigator (DocNav) provides access to Xilinx documents, videos, and support resources, which you can filter and search to find information. To open DocNav:

- From the Vivado® IDE, select Help → Documentation and Tutorials.
- On Windows, select Start → All Programs → Xilinx Design Tools → DocNav.
- At the Linux command prompt, enter docnav.

Xilinx Design Hubs provide links to documentation organized by design tasks and other topics, which you can use to learn key concepts and address frequently asked questions. To access the Design Hubs:

- In DocNav, click the Design Hubs View tab.
- On the Xilinx website, see the Design Hubs page.

Note: For more information on DocNav, see the Documentation Navigator page on the Xilinx website.

References

These documents provide supplemental material useful with this guide:
2. Kintex UltraScale FPGAs Data Sheet: DC and AC Switching Characteristics (DS892)
3. Virtex UltraScale FPGAs Data Sheet: DC and AC Switching Characteristics (DS893)
4. Kintex-7 FPGAs Data Sheet: DC and AC Switching Characteristics (DS182)
5. Virtex-7 FPGAs Data Sheet: DC and AC Switching Characteristics (DS183)
6. Artix-7 FPGAs Data Sheet: DC and AC Switching Characteristics (DS181)
9. Kintex UltraScale+ FPGAs Data Sheet: DC and AC Switching Characteristics (DS922)
10. Virtex UltraScale+ FPGA Data Sheet: DC and AC Switching Characteristics (DS923)
11. Zynq UltraScale+ MPSoC Data Sheet: DC and AC Switching Characteristics (DS925)
12. Zynq UltraScale+ RFSoC Data Sheet: DC and AC Switching Characteristics (DS926)
13. HDMI Specifications (http://www.hdmi.org/manufacturer/specification.aspx)
15. AXI4-Stream Video IP and System Design Guide (UG934)
19. KCU105 Board User Guide (UG917)
22. AXI Interconnect LogiCORE IP Product Guide (PG059)
24. HDCP 2.2 LogiCORE IP Product Guide (PG249)
25. HDCP 1.x Product Guide (PG224)
26. AXI4-Stream to Video Out LogiCORE IP Product Guide (PG044)
# Revision History

The following table shows the revision history for this document.

<table>
<thead>
<tr>
<th>Section</th>
<th>Revision Summary</th>
</tr>
</thead>
<tbody>
<tr>
<td>07/08/2020 Version 3.1</td>
<td></td>
</tr>
<tr>
<td>Features</td>
<td></td>
</tr>
<tr>
<td>AUX Packets</td>
<td>Added 3D Audio Support</td>
</tr>
<tr>
<td>Audio Input Stream Interface</td>
<td></td>
</tr>
<tr>
<td>Audio Clock Regeneration Interface</td>
<td></td>
</tr>
<tr>
<td>Audio Data Stream</td>
<td></td>
</tr>
<tr>
<td>Device, Package, and Speed Grade Selections</td>
<td></td>
</tr>
<tr>
<td>Running the Reference Design (A53 on Zynq UltraScale+ Devices)</td>
<td></td>
</tr>
<tr>
<td>11/21/2019 Version 3.1</td>
<td></td>
</tr>
<tr>
<td>Chapter 6: Example Design</td>
<td>Updated Example Design from SDK to the Vitis software platform.</td>
</tr>
<tr>
<td>Native Video (Vectored DE)</td>
<td>Added support for Vectored DE to the native video interface.</td>
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<tr>
<td>Native Video/Native Video (Vectored DE) Interface Option</td>
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</tr>
<tr>
<td>02/12/2019 Version 3.1</td>
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<tr>
<td>N/A</td>
<td>• Added HDCP Repeater functionality</td>
</tr>
<tr>
<td></td>
<td>• Added Pass-through + I2S support</td>
</tr>
<tr>
<td></td>
<td>• Added PCB design guidelines for TMDS181 and DP159</td>
</tr>
<tr>
<td></td>
<td>• Updated Example Design steps</td>
</tr>
<tr>
<td>04/04/2018 Version 3.1</td>
<td></td>
</tr>
<tr>
<td>N/A</td>
<td>• Added new board supports (ZCU104, ZCU106, VCU118).</td>
</tr>
<tr>
<td></td>
<td>• Added new Example design features.</td>
</tr>
<tr>
<td></td>
<td>• Updated Example Design steps.</td>
</tr>
<tr>
<td></td>
<td>• Added Migrating and upgrading section.</td>
</tr>
<tr>
<td></td>
<td>• Added debug information.</td>
</tr>
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<td></td>
<td>• Updated AXI-Lite CPU clock supports.</td>
</tr>
<tr>
<td></td>
<td>• Updated YUV420 remapping feature illustration.</td>
</tr>
<tr>
<td>12/20/2017 Version 3.0</td>
<td></td>
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<td>• Updated Example Design steps..</td>
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<tr>
<td></td>
<td>• Added notes for DP159 Settings.</td>
</tr>
<tr>
<td></td>
<td>• Updated notes for CPU clock requirements.</td>
</tr>
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<td>Section</td>
<td>Revision Summary</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
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<tr>
<td></td>
<td><strong>10/04/2017 Version 3.0</strong></td>
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<tr>
<td>N/A</td>
<td>• Added Example design topology supports (TX-Only, Pass-through).</td>
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<tr>
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<td>• Added Example design VPHY Configuration Support (NI-DRU Enable/Disable, TXPLL selection, RXPLL selection).</td>
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<tr>
<td></td>
<td>• Added Example design new board supports (ZCU102).</td>
</tr>
<tr>
<td></td>
<td>• Added SDK application supports (RX, Pass-through and HDCP key utility)</td>
</tr>
<tr>
<td></td>
<td>• Added Information for Example design description.</td>
</tr>
<tr>
<td></td>
<td>• Added Software Flow diagram.</td>
</tr>
<tr>
<td></td>
<td>• Added Information if not all audio channels are used.</td>
</tr>
<tr>
<td></td>
<td>• Added Information about Native Video.</td>
</tr>
<tr>
<td></td>
<td>• Added Information about Interlaced Video.</td>
</tr>
<tr>
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<td><strong>04/05/2017 Version 2.0</strong></td>
</tr>
<tr>
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<td>Removed single pixel per clock support</td>
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<td>Added example design migration notes.</td>
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<td>• Added example design flow.</td>
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<td>• Added HPD XGUI option.</td>
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<td>• Added software use cases.</td>
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<td></td>
<td>• Updated Xilinx AUTOMOTIVE APPLICATIONS DISCLAIMER.</td>
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<td>Updated optional video over AXI4-Stream support.</td>
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<td>• Added Features section in IP Facts.</td>
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<td>• Updated Unsupported Features in Overview chapter</td>
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<td>• Updated Designing with the Subsystem chapter.</td>
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<td>• Updated Design Flow Steps chapter.</td>
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<td>• Updated Hardware Testing and Video Resolutions sections.</td>
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<td>• Updated Application Software Development appendix.</td>
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<tr>
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<td><strong>11/18/2015 Version 1.0</strong></td>
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Appendix E: Additional Resources and Legal Notices

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