LogiCORE IP Video On-Screen Display v5.01a

Product Guide

PG010 December 18, 2012

Table of Contents

SECTION II: VIVADO DESIGN SUITE

Chapter 5: Customizing and Generating the Core

Chapter 6: Constraining the Core

SECTION III: ISE DESIGN SUITE

Chapter 7: Customizing and Generating the Core

Chapter 8: Constraining the Core

Chapter 9: Detailed Example Design

SECTION IV: APPENDICES

SECTION I: SUMMARY

Introduction

The Xilinx LogiCORE™ IP Video On-Screen Display core provides a flexible video processing block for alpha blending and compositing as well as simple text and graphics generation. Support for up to eight layers using a combination of external video inputs (from frame buffer or streaming video cores via AXI4-Stream interfaces) and internal graphics controllers (including text generators) is provided. The core is programmable through a comprehensive register interface to set and control screen size, background color, layer position, and more using logic or a microprocessor. A comprehensive set of interrupt status bits is provided for processor monitoring.

Features

- Supports alpha-blending 8 video/graphics layers
- Provides programmable background color
- Provides programmable layer position, size and z-plane order
- Generates filled and outlined transparent boxes
- Generates text with 1-bit or 2-bit per pixel color depth
- Provides configurable internal text string memory
- Provides configurable internal font memory for 8x8 or 16x16 pixel fixed distance fonts
- Provides scaling text by 1x, 2x, 4x or 8x
- Supports graphics color palette of 16 or 256 colors

LogiCORE IP Facts Table	
Core Specifics	
Supported Device Family(1)	Zynq-7000 (2), Artix-7, Virtex®-7, Kintex®-7, Virtex-6, Spartan®-6
Supported User Interfaces	AXI4-Lite, AXI4-Stream (3)
Resources	See Table 2-3 through Table 2-8.
Provided with Core	
Documentation	Product Guide
Design Files	ISE: NGC netlist, Encrypted HDL Vivado: Encrypted RTL
Example Design	Not Provided
Test Bench	Verilog (4)
Constraints File	Not Provided
Simulation Models	VHDL or Verilog Structural, C-Model (4)
Supported Software Drivers	Stand Alone
Tested Design Flows (6)	
Design Entry Tools	CORE Generator™ 14.4 tool, Vivado™ Design Suite v.2012.4 (7), Platform Studio (XPS)
Simulation(5)	Mentor Graphics ModelSim, Xilinx® ISim
Synthesis Tools	Xilinx Synthesis Technology (XST) Vivado Synthesis
Support	
Provided by Xilinx, Inc.	

1. For a complete listing of supported devices, see the release notes for this core.
2. Supported in ISE Design Suite implementations only.
3. Video protocol as defined in the *Video IP: AXI Feature Adoption* section of UG761 AXI Reference Guide [Ref 1].
4. HDL test bench and C-Model available on the product page on Xilinx.com at http://www.xilinx.com/products/ipcenter/EF-DI-OSD.htm
5. For the supported versions of the tools, see the ISE Design Suite 14: Release Notes Guide.
6. For the supported versions of the tools, see the Xilinx Design Tools: Release Notes Guide.
7. Supports only 7 series devices.

- Optional AXI4-Lite control interface
- AXI4-Stream data interfaces
- Supports 2 or 3 color component channels
- Supports 8, 10, and 12-bits per color component input and output
- Supports video frame sizes up to 4096x4096 pixels
  - Supports 1080P60 in all supported device families [(1)]

1. Performance on low power devices may be lower.

Overview

The Xilinx LogiCORE™ IP Video On-Screen Display (OSD) produces output video from multiple external video sources and multiple internal graphics controllers. Each graphics controller generates simple text and graphics overlays. Each video and graphics source is assigned an image layer. Up to eight image layers can be dynamically positioned, resized, brought forward or backward, and combined using alpha-blending.

Alpha-blending is the convex combination of two image layers allowing for transparency. Each layer in the OSD has a definite Z-plane order; or conceptually, each layer resides closer or farther from the observer having a different depth. Thus, the image and the image directly "over" it are blended. The order and amount of blending is programmable in real-time.

An example Xilinx Video On-Screen Display Output is shown in Figure 1-1.

Figure 1-1: **Example of OSD Output**

Figure 1-1 shows an example OSD output with multiple video and graphics layers. The three video layers (Video 1, 2 and 3) can be still images or live video, and are combined with transparency to the programmable background color. Simple boxes and text are generated with one or multiple internal graphics controllers (shown with yellow text and menu buttons) and are blended with the other layers. Another video layer (the Xilinx logo), can be generated from on-chip or external memory, showing that the OSD output can be easily extended with external logic, a microprocessor, or memory storage.

Feature Summary

The Video On-Screen Display core supports the AXI4-Lite and a constant interface mode. The AXI4-Lite interface allows the core to be easily incorporated into an EDK project. The constant interface mode provides configuration options by the core Graphical User Interface (GUI). The user can use the GUI to configure a fixed screen layout by setting the position and size of each AXI4-Stream input layer. (Graphics controllers are not currently supported in constant mode). These configurable interfaces allow the OSD to be easily integrated with AXI4 based processor systems, non-AXI4-compliant processor systems with little logic, and systems without a processor.

In addition, the OSD supports the AXI4-Stream Video Protocol on the input interfaces. These configurable input interfaces allow easy integration with other Xilinx Video IP cores including the AXI VDMA, Video Scaler, Color Space Converters, Chroma Resampler and Video Timing Controller. Other AXI4-Stream Video IP is also supported.

The Video On-Screen Display core is capable of operating at frequencies beyond those for 1080p60 or 1080p50 with 2 or 3 color components channels at 8, 10 or 12 bits per color component channel (equivalent supported bits per pixel: 16, 20, 24, 30 or 36 bits). This allows frame sizes up to 4096 x 4096 pixels to be displayed. The OSD also accepts up to eight input sources and performs alpha blending. The user can configure multiple input video sources from AXI4-Stream or external memory through the AXI VDMA. Each video source layer can be displayed at different cropped sizes, positions, and transparency to a programmable background color and other layers. In addition, each source layer can be displayed on top of or below other layers with a few register writes. Each layer can use pixel-level alpha values to enable non-rectangular masks and non-rectangular graphics overlays.

When using the Video On-Screen Display core, the eight video layers are not limited to external sources. The OSD also allows instantiating a set of internal graphics controllers. Each layer can be driven by a graphics controller, and each graphics controller can be configured independently. The graphics controllers contain box and text generators that can be reconfigured at runtime to move or resize text and boxes. Boxes can be filled or outlined and the outline width is configurable. Text is generated from an internal font that the user can load or reload at run time. Text can also be scaled up to eight times of the internal font with two or four colors for each string on the screen. The graphics controllers can be configured for 16 or 256 colors, and each color has an independent transparency alpha value. The runtime configurability of the graphics controller allows the user to generate dynamic animated displays that blend seamlessly with multiple video sources.

Applications

Applications range from broadcast and consumer to automotive, medical and industrial imaging and can include:

- Video Surveillance
- Machine Vision
- Video Conferencing
- Set-top box displays

Unsupported Features

The Video On-Screen Display core does not natively convert input layer data color spaces. The OSD expects all input layers to be the same format as the output. However, video data with different color spaces can be used with the OSD with the addition of the Xilinx RGB-to-YCrCb, YCrCb-to-RGB and Chroma Resampler cores.

The internal graphics controllers are not currently supported when the AXI4-Lite interface is disabled. The AXI4-Stream input interfaces are supported in a fixed size and position for each layer.

Licensing and Ordering Information

This Xilinx LogiCORE IP module is provided at no additional cost with the Xilinx Vivado Design Suite and ISE Design Suite tools under the terms of the Xilinx End User License. Information about this and other Xilinx LogiCORE IP modules is available at the Xilinx Intellectual Property page. For information about pricing and availability of other Xilinx LogiCORE IP modules and tools, contact your local Xilinx sales representative.

Product Specification

Standards

The Video On-Screen Display core is compliant with the AXI4-Stream Video Protocol and AXI4-Lite interconnect standards. Refer to the *Video IP: AXI Feature Adoption* section of the (UG761) *AXI Reference Guide* [Ref 1] for additional information.

Performance

This section contains data about the typical performance of the Video On-Screen Display core.

Maximum Frequencies

This section contains typical clock frequencies for the target devices. The maximum achievable clock frequency can vary. The maximum achievable clock frequency and all resource counts can be affected by other tool options, additional logic in the FPGA device, using a different version of Xilinx tools, and other factors.

- Virtex-7, Virtex-6, Kintex-7, Zynq (XC7Z030, XC7Z045): 225MHz
- Artix-7, Spartan-6, Zynq (XC7Z010, XC7Z020): 150MHz

Latency

The Video On-Screen Display core can be configured for AXI4-Stream input interfaces. The latency to and from AXI4-Stream interfaces is a minimum of 16 + 4*C_NUM_LAYERS, but `tready` and `tvalid` will increase the overall latency of the core. The number of layers affects the latency. Each layer (configured by C_NUM_LAYERS) adds approximately four cycles.

Throughput

The Video On-Screen Display core throughput is mostly limited by the clock frequency and frame size (4096 x 4096 pixels). The other limiting factor is that the OSD also requires one extra line of initialization time each frame. This time is usually absorbed by the vertical blanking period in most video applications.

The typical maximum output throughput (AXI4-Stream output) is calculated by Equation 2-1.

$$\frac{\text{cycles per second} \cdot \text{lines per frame} \cdot \text{channels per pixel} \cdot \text{bits per channel}}{\text{cycles per frame}}$$ *Equation 2-1*

For AXI4-Stream output, this reduces to Equation 2-2:

$$\frac{\text{cycles per second} \cdot 4096 \cdot \text{channels per pixel} \cdot \text{bits per channel}}{4097}$$ *Equation 2-2*

Table 2-1 shows the maximum achievable output throughput for the different target frequencies for AXI4-Stream interface.

Table 2-1: **AXI4-Stream Throughput**

Channels	Alpha Channel	Channel Data Width	Bits per Pixel	Max Throughput F_{MAX} = 150 MHz (Mbits/s)	Max Throughput F_{MAX} = 225 MHz (Mbits/s)
2	0	8	16	2399414206	3599121308
2	0	10	20	2999267757	4498901635
2	0	12	24	3599121308	5398681962
3	0	8	24	3599121308	5398681962
3	0	10	30	4498901635	6748352453
3	0	12	36	5398681962	8098022944
2	1	8	24	3599121308	5398681962
2	1	10	30	4498901635	6748352453
2	1	12	36	5398681962	8098022944
3	1	8	32	4798828411	7198242617
3	1	10	40	5998535514	8997803271
3	1	12	48	7198242617	10797363925

In addition, the Video On-Screen Display core pads all input and output AXI4-Stream interfaces to the nearest byte. Table 2-2 shows the maximum achievable output throughput with the padding bits included.

Table 2-2: **AXI4-Stream Throughput with Padding Bits**

Channels	Alpha Channel	Channel Data Width	Bits per Pixel	Max Throughput F_{MAX} = 150 MHz (bits/s)	Max Throughput F_{MAX} = 225 MHz (bits/s)
2	0	8	16	2399414206	3599121308
2	0	10	32	4798828411	7198242617
2	0	12	32	4798828411	7198242617
3	0	8	32	4798828411	7198242617
3	0	10	32	4798828411	7198242617
3	0	12	64	9597656822	14396485233
2	1	8	32	4798828411	7198242617
2	1	10	32	4798828411	7198242617
2	1	12	64	9597656822	14396485233
3	1	8	32	4798828411	7198242617
3	1	10	64	9597656822	14396485233
3	1	12	64	9597656822	14396485233

This can be compared to the user required throughput for any given video size by performing the calculation shown in Equation 2-3.

$$\frac{bits}{seconds} = \frac{frames}{second} \times \frac{lines}{frame} \times \frac{pixels}{line} \times \frac{channels}{pixel} \times \frac{bits}{channel}$$

Equation 2-3

Resource Utilization

Resources required for devices are estimated in Table 2-3 through Table 2-8 and use the same configuration for estimating resources for Virtex-7, Kintex-7, Virtex-6, and Spartan-6 devices.

Resource usage values were generated using the Xilinx CORE Generator in ISE® 14.2 tools. (Resource usage values generated using Vivado tools are expected to be similar.) They are derived from post-MAP reports, but may change due to optimization settings or post-PAR optimization.

All resource estimate configurations containing Graphics Controller layers have the Graphics Controller parameters set to the following:

- Instructions = 48
- Number of Colors = 16
- Number of Characters = 96
- Character Width = 8

- Character Height = 8
- ASCII Offset = 32
- Character Bits per Pixel = 1
- Number of Strings = 8
- Maximum String Length = 32

Different Graphics Controller parameter settings affect block RAM utilization. The following equation yields the upper bound of the block RAM utilization for Virtex-5 and Virtex-6 devices. The actual utilization may be lower due to block RAM data packing.

Number of Block RAMs <=

*(Maximum Screen Width) * LOG2(Number of Colors) /8192*

+ Instructions / 128

*+ (Number of Characters) * (Character Width) * (Character Height) * (Character Bits per Pixel) / 8192*

*+ (Number of Strings) * (Maximum String Length) / 1024*

The following equation yields the upper bound of the block RAM utilization for Spartan-3A DSP and Spartan-6 devices. The actual utilization may be lower due to block RAM data packing.

Number of Block RAMs <=

*(Maximum Screen Width) * LOG-2(Number of Colors) /4096*

+ Instructions / 128

*+ (Number of Characters) * (Character Width) * (Character Height) * (Character Bits per Pixel) / 8192*

*+ (Number of Strings) * (Maximum String Length) / 1024*

The Maximum Screen Width parameter does not affect the AXI4-Stream input layer resources.

Table 2-3 shows the resource estimates for Virtex-7 devices, and Table 2-4 shows the resource estimates for Kintex-7 devices. Table 2-8 shows the resource estimates for Spartan-6 devices.

Table 2-3: **Virtex-7**

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_422	1	1280	2	2	2335	2500
Graphics Controller	8	yuva_422	2	1280	4	4	3804	3728
Graphics Controller	8	yuva_422	8	4095	16	24	11816	12344
Graphics Controller	8	yuva_444	1	1280	3	2	2338	2595
Graphics Controller	8	yuva_444	2	1280	6	4	3850	3898
Graphics Controller	8	yuva_444	8	4095	24	24	11746	13322
Graphics Controller	12	yuva_422	1	1280	2	2	2373	2723
Graphics Controller	12	yuva_422	2	1280	4	4	3893	4142
Graphics Controller	12	yuva_422	8	4095	16	24	12189	14162
Graphics Controller	12	yuva_444	1	1280	3	2	2384	2864
Graphics Controller	12	yuva_444	2	1280	6	4	3939	4419
Graphics Controller	12	yuva_444	8	4095	24	24	14107	16468
AXI4-Stream	8	yuva_422	1	1280	2	0	1245	1772
AXI4-Stream	8	yuva_422	2	1280	4	0	1536	2300
AXI4-Stream	8	yuva_422	8	4095	16	0	5119	7261
AXI4-Stream	8	yuva_444	1	1280	3	0	1256	1890
AXI4-Stream	8	yuva_444	2	1280	6	0	1565	2515
AXI4-Stream	8	yuva_444	8	4095	24		5560	8155
AXI4-Stream	12	yuva_422	1	1280	2	0	1261	1966
AXI4-Stream	12	yuva_422	2	1280	4	0	1639	2654
AXI4-Stream	12	yuva_422	8	4095	16		5865	8723
AXI4-Stream	12	yuva_444	1	1280	3	0	1282	2142
AXI4-Stream	12	yuva_444	2	1280	6	0	1694	3000
AXI4-Stream	12	yuva_444	8	4095	24	0	6991	11012

Table 2-4: **Kintex-7**

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_422	1	1280	2	2	2335	2500
Graphics Controller	8	yuva_422	2	1280	4	4	3803	3728
Graphics Controller	8	yuva_422	8	4095	16	24	11118	12134
Graphics Controller	8	yuva_444	1	1280	3	2	2341	2595

Table 2-4: **Kintex-7 *(Cont'd)***

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_444	2	1280	6	4	3842	3898
Graphics Controller	8	yuva_444	8	4095	24	24	11635	13321
Graphics Controller	12	yuva_422	1	1280	2	2	2379	2723
Graphics Controller	12	yuva_422	2	1280	4	4	3889	4142
Graphics Controller	12	yuva_422	8	4095	16	24	13091	14701
Graphics Controller	12	yuva_444	1	1280	3	2	2377	2864
Graphics Controller	12	yuva_444	2	1280	6	4	3940	4419
Graphics Controller	12	yuva_444	8	4095	24	24	14103	16468
AXI4-Stream	8	yuva_422	1	1280	2	0	1244	1772
AXI4-Stream	8	yuva_422	2	1280	4	0	1529	2300
AXI4-Stream	8	yuva_422	8	4095	16	0	5129	7261
AXI4-Stream	8	yuva_444	1	1280	3	0	1252	1890
AXI4-Stream	8	yuva_444	2	1280	6	0	1568	2515
AXI4-Stream	8	yuva_444	8	4095	24		5516	8153
AXI4-Stream	12	yuva_422	1	1280	2	0	1261	1966
AXI4-Stream	12	yuva_422	2	1280	4	0	1637	2654
AXI4-Stream	12	yuva_422	8	4095	16		5827	8723
AXI4-Stream	12	yuva_444	1	1280	3	0	1285	2142
AXI4-Stream	12	yuva_444	2	1280	6	0	1692	3000

Table 2-5: **Artix-7**

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	Xtreme DSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_422	1	1280	2	2	2334	2500
Graphics Controller	8	yuva_422	2	1280	4	4	3806	3728
Graphics Controller	8	yuva_422	8	4095	16	24	11004	12131
Graphics Controller	8	yuva_444	1	1280	3	2	2345	2595
Graphics Controller	8	yuva_444	2	1280	6	4	3845	3898
Graphics Controller	8	yuva_444	8	4095	24	24	12562	13511
Graphics Controller	12	yuva_422	1	1280	2	2	2361	2723
Graphics Controller	12	yuva_422	2	1280	4	4	3896	4142
Graphics Controller	12	yuva_422	8	4095	16	24	11987	14139

Table 2-5: **Artix-7 *(Cont'd)***

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	Xtreme DSP Slices	BRAM	LUTs	FFs
Graphics Controller	12	yuva_444	1	1280	3	2	2373	2864
Graphics Controller	12	yuva_444	2	1280	6	4	3938	4419
Graphics Controller	12	yuva_444	8	4095	24	24	12764	15835
AXI4-Stream	8	yuva_422	1	1280	2	0	1243	1772
AXI4-Stream	8	yuva_422	2	1280	4	0	1534	2300
AXI4-Stream	8	yuva_422	8	4095	16	0	5127	7261
AXI4-Stream	8	yuva_444	1	1280	3	0	1256	1890
AXI4-Stream	8	yuva_444	2	1280	6	0	1566	2515
AXI4-Stream	8	yuva_444	8	4095	24	0	5703	8456
AXI4-Stream	12	yuva_422	1	1280	2	0	1262	1966
AXI4-Stream	12	yuva_422	2	1280	4	0	1641	2654
AXI4-Stream	12	yuva_422	8	4095	16	0	6111	9122
AXI4-Stream	12	yuva_444	1	1280	3	0	1285	2142
AXI4-Stream	12	yuva_444	2	1280	6	0	1691	3000

Table 2-6: **Zynq -7000**

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_422	1	1280	2	2	2077	1800
Graphics Controller	8	yuva_422	2	1280	4	4	3374	2978
Graphics Controller	8	yuva_422	8	4095	16	24	11326	12066
Graphics Controller	8	yuva_444	1	1280	3	2	2159	1895
Graphics Controller	8	yuva_444	2	1280	6	4	3498	3164
Graphics Controller	8	yuva_444	8	4095	24	24	11823	13292
Graphics Controller	12	yuva_422	1	1280	2	2	2256	2007
Graphics Controller	12	yuva_422	2	1280	4	4	3643	3339
Graphics Controller	12	yuva_422	8	4095	16	24	12201	14119
Graphics Controller	12	yuva_444	1	1280	3	2	2329	2134
Graphics Controller	12	yuva_444	2	1280	6	4	3820	3588
Graphics Controller	12	yuva_444	8	4095	24	24	13064	15896
AXI4-Stream	8	yuva_422	1	1280	2	0	1041	1130
AXI4-Stream	8	yuva_422	2	1280	4	0	1430	1656

Table 2-6: **Zynq -7000 *(Cont'd)***

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
AXI4-Stream	8	yuva_422	8	4095	16	0	6343	7108
AXI4-Stream	8	yuva_444	1	1280	3	0	1094	1232
AXI4-Stream	8	yuva_444	2	1280	6	0	1511	1850
AXI4-Stream	12	yuva_422	1	1280	2	0	1164	1306
AXI4-Stream	12	yuva_422	2	1280	4	0	1613	1959
AXI4-Stream	12	yuva_444	2	1280	6	0	1725	2240

Table 2-7: **Virtex-6**

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_422	1	1280	2	2	1856	1796
Graphics Controller	8	yuva_422	2	1280	4	4	3018	2971
Graphics Controller	8	yuva_422	8	4095	16	24	10991	12113
Graphics Controller	8	yuva_444	1	1280	3	2	1784	1891
Graphics Controller	8	yuva_444	2	1280	6	4	3132	3150
Graphics Controller	8	yuva_444	8	4095	24	24	10931	13257
Graphics Controller	12	yuva_422	1	1280	2	2	1990	2000
Graphics Controller	12	yuva_422	8	4095	16	24	12551	14112
Graphics Controller	12	yuva_444	1	1280	3	2	2063	2130
Graphics Controller	12	yuva_444	2	1280	6	4	3470	3580
Graphics Controller	12	yuva_444	8	4095	24	24	13686	15845
AXI4-Stream	8	yuva_422	1	1280	2	0	936	1128
AXI4-Stream	8	yuva_422	2	1280	4	0	1340	1652
AXI4-Stream	8	yuva_422	8	4095	16	0	4933	7068
AXI4-Stream	8	yuva_444	1	1280	3	0	1006	1230
AXI4-Stream	8	yuva_444	2	1280	6	0	1417	1845
AXI4-Stream	8	yuva_444	8	4095	24	0	5510	8314
AXI4-Stream	12	yuva_422	1	1280	2	0	1062	1302
AXI4-Stream	12	yuva_422	8	4095	16	0	5878	8905
AXI4-Stream	12	yuva_444	1	1280	3	0	1106	1449
AXI4-Stream	12	yuva_444	2	1280	6	0	1634	2234
AXI4-Stream	12	yuva_444	8	4095	24	0	6754	10771

Table 2-8: **Spartan-6**

Layer Type	Data Channel Width	Video Format	Layers	Maximum Screen Width	XtremeDSP Slices	BRAM	LUTs	FFs
Graphics Controller	8	yuva_422	1	1280	2	2	2093	1867
Graphics Controller	8	yuva_422	2	1280	4	4	3393	3112
Graphics Controller	8	yuva_422	8	4095	16	40	11759	12609
Graphics Controller	8	yuva_444	1	1280	3	2	2157	1961
Graphics Controller	8	yuva_444	2	1280	6	4	3549	3293
Graphics Controller	8	yuva_444	8	4095	24	40	12306	13831
Graphics Controller	12	yuva_422	1	1280	2	2	2257	2069
Graphics Controller	12	yuva_422	2	1280	4	4	3685	3472
Graphics Controller	12	yuva_422	8	4095	16	40	13009	14694
Graphics Controller	12	yuva_444	1	1280	3	2	2350	2198
Graphics Controller	12	yuva_444	2	1280	6	4	3878	3722
Graphics Controller	12	yuva_444	8	4095	24	40	14044	16406
AXI4-Stream	8	yuva_422	1	1280	2	0	1112	1169
AXI4-Stream	8	yuva_422	2	1280	4	0	1687	1799
AXI4-Stream	8	yuva_422	8	4095	16	0	5389	7156
AXI4-Stream	8	yuva_444	1	1280	3	0	1189	1268
AXI4-Stream	8	yuva_444	2	1280	6	0	1800	1985
AXI4-Stream	8	yuva_444	8	4095	24	0	7004	9114
AXI4-Stream	12	yuva_422	1	1280	2	0	927	1308
AXI4-Stream	12	yuva_422	2	1280	4	0	1924	2104
AXI4-Stream	12	yuva_422	8	4095	16	0	7401	9707
AXI4-Stream	12	yuva_444	1	1280	3	0	1289	1486
AXI4-Stream	12	yuva_444	2	1280	6	0	2116	2378
AXI4-Stream	12	yuva_444	8	4095	24	0	8538	11579

Port Descriptions

The Video On-Screen Display core uses industry standard control and data interfaces to connect to other system components. The following sections describe the various interfaces available with the core. Figure 2-1 illustrates an I/O diagram of the OSD core with one AXI4-Stream input shown. Some signals are optional and not present for all configurations of the core. The AXI4-Lite interface and the IRQ pin are present only when the core is configured via the GUI with an AXI4-Lite control interface. The INTC_IF interface is present only when the core is configured via the GUI with the INTC interface enabled.

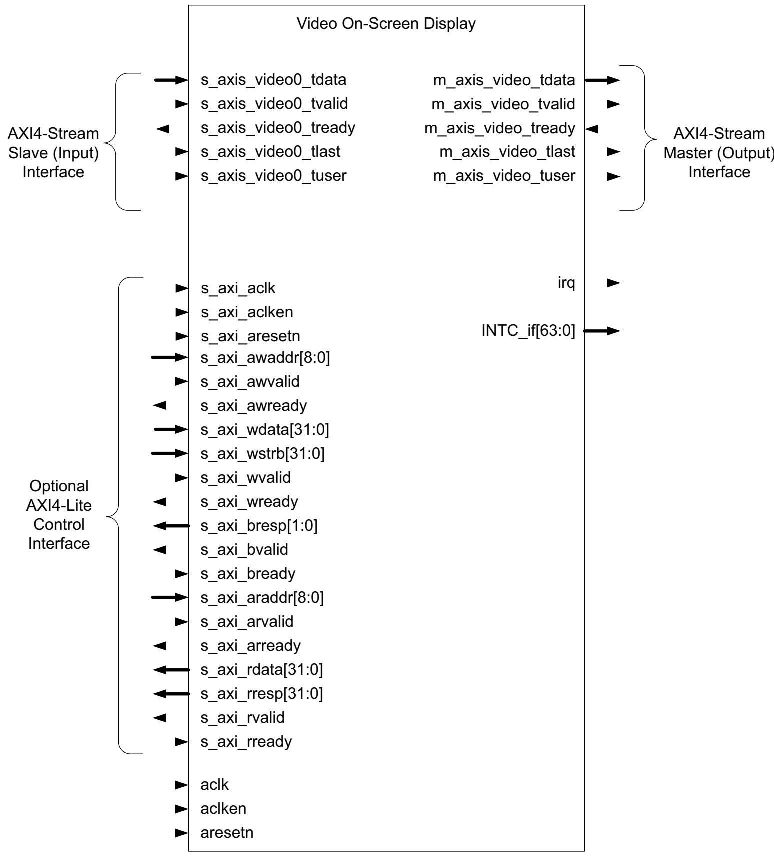


Figure 2-1: **OSD Core Top-Level Signaling Interface**

Core Interfaces

AXI4-Stream Interface

The Video On-Screen Display core uses an AXI4-Stream interface to connect to the AXI VDMA and other Video IP with AXI4-Stream interfaces. The AXI VDMA core provides access to external memory, and registers that allow the user to specify the location in memory of the various layer data buffers that the OSD core accesses. The OSD core provides registers for configuring the placement, size and transparency of each video layer. The output is an AXI4-Stream interface.

Processor Interface

There are many video systems that use an integrated processor system to dynamically control the parameters within the system. This is important when several independent image processing cores are integrated into a single FPGA. The Video On-Screen Display core can be configured with an optional AXI4-Lite interface.

Common Interface Signals

Table 2-9 summarizes the signals which are NOT included in the AXI4 interfaces (AXI4-Lite and AXI4-Stream).

Table 2-9: **Common Interface Signals**

Signal Name	Direction	Width	Description
ACLK	In	1	Video Core Clock
ACLKEN	In	1	Video Core Active High Clock Enable
ARESETn	In	1	Video Core Active Low Synchronous Reset
INTC_IF	Out	6	INTERRUPT CONTROL INTERFACE Optional External Interrupt Controller Interface. Available only when "Include INTC_IF" is selected on GUI.
IRQ	Out	1	PROCESSOR INTERRUPT Optional Interrupt Request. Available only when "Include AXI4-Lite interface" is selected on GUI.

The ACLK, ACLKEN and ARESETn signals are shared between the core and the AXI4-Stream data interfaces. The AXI4-Lite control interface has its own set of clock, clock enable and reset pins: S_AXI_ACLK, S_AXI_ACLKEN and S_AXI_ARESETn. Refer to Interrupts for a detailed description of the INTC_IF and IRQ pins.

ACLK

The AXI4-Stream interface must be synchronous to the core clock signal ACLK. All AXI4-Stream interface input signals are sampled on the rising edge of ACLK. All AXI4-Stream output signal changes occur after the rising edge of ACLK. The AXI4-Lite interface is unaffected by the ACLK signal.

ACLKEN

The ACLKEN pin is an active-high, synchronous clock-enable input pertaining to AXI4-Stream interfaces. Setting ACLKEN low (de-asserted) halts the operation of the core despite rising edges on the ACLK pin. Internal states are maintained, and output signal levels are held until ACLKEN is asserted again. When ACLKEN is de-asserted, core inputs are not sampled, except ARESETn, which supersedes ACLKEN. The AXI4-Lite interface is unaffected by the ACLKEN signal.

ARESETn

The ARESETn pin is an active-low, synchronous reset input pertaining to only AXI4-Stream interfaces. ARESETn supersedes ACLKEN, and when set to 0, the core resets at the next rising edge of ACLK even if ACLKEN is de-asserted. The ARESETn signal must be synchronous to the ACLK and must be held low for a minimum of 32 clock cycles of the slowest clock. The AXI4-Lite interface is unaffected by the ARESETn signal.

Table 2-10 describes the AXI4-Stream signal names and descriptions.

Table 2-10: **Common Port Descriptions**

Port Name	Dir	Width	Description
Slave AXI4-Stream Interfaces[4]			
s_axis_video<*LAYER_NUM*>_axis_tdata	I	[n-1: 0][1]	AXI4- STREAM DATA IN Input AXI4-Stream data. Input layer data for layers set to External AXIS. Data is read the clock cycle s<LAYER_NUM>_axis_tvalid and s<LAYER_NUM>_axis_tready are both High. *m* is C_DATA_WIDTH for the following bit definitions. Data format for Layer 0 (2 Channels): • Bits (n-1)–3*m: RESERVED[3] • Bits (3*m-1)–2*m: Alpha Channel • Bits (2*m-1)–m: Data Channel 1 • Bits (m-1)–0: Data Channel 0 Data format for Layer 0 (3 Channels): • Bits (n-1)–4*m: RESERVED[3] • Bits (4*m-1)–3*m: Alpha Channel • Bits (3*m-1)–2*m: Data Channel 2 • Bits (2*m-1)–m: Data Channel 1 • Bits (m-1)–0: Data Channel 0 Data format for Layers 1–7 is the same for Layer 0.
s_axis_video<*LAYER_NUM*>_axis_tuser	I	1	AXI4-STREAM VIDEO SOF Indicates the start of frame of the video stream. • 1 = Start of frame; first pixel of frame • 0 = Not first pixel of frame
s_axis_video<*LAYER_NUM*>_axis_ tvalid	I	1	AXI4- STREAM VALID IN Indicates AXI4-Stream data bus, s<*LAYER_NUM*>_axis_tdata, is valid. • 1 = Write data is valid. • 0 = Write data is not valid.
s_axis_video<*LAYER_NUM*>_axis_ tready	O	1	AXI4- STREAM READY Indicates AXI4-Stream target is ready to receive stream data. • 1 = Ready to receive data. • 0 = Not ready to receive data.

Table 2-10: **Common Port Descriptions *(Cont'd)***

Port Name	Dir	Width	Description
s_axis_video<*LAYER_NUM*>_axis_ tlast	I	1	AXI4-STREAM LAST Indicates last data beat per video line of AXI4-Stream data. • 1 = Last data beat of video line. • 0 = Not last data beat.
Master AXI4-Stream Interface			
m_axis_video_tdata	O	[n -1: 0] [2]	AXI4- STREAM DATA OUT Output AXI4-Stream data. Data format is the same as the s0_axis_tdata format except the m_axis_tdata bus has no alpha channel.
m_axis_video_tuser	O	1	AXI4-STREAM VIDEO SOF Indicates the start of frame of the video stream. • 1 = Start of frame; first pixel of frame • 0 = Not first pixel of frame
m_axis_ video_tvalid	O	1	AXI4- STREAM VALID OUT Indicates AXI4-Stream data bus, m_axis_tdata, is valid. • 1 = Write data is valid. • 0 = Write data is not valid.
m_axis_ video_tready	I	1	AXI4- STREAM READY Indicates AXI4-Stream target is ready to receive stream data. • 1 = Ready to receive data. • 0 = Not ready to receive data.
m_axis_ video_tlast	O	1	AXI4-STREAM LAST Indicates last data beat per video line of AXI4-Stream data. • 1 = Last data beat of video line. • 0 = Not last data beat.

1. The data width, n of the s<LAYER_NUM>_axis_tdata bus is calculated as the next multiple of 8 (padded to nearest byte) greater than the data channel width multiplied by the number of data channels including the alpha channel, or (C_NUM_DATA_CHANNELS+C_ALPHA_CHANNEL_EN)*C_DATA_WIDTH.
2. The data width, n, of the m_axis_tdata bus is calculated as the next multiple of 8 (padded to nearest byte) greater than the data channel width multiplied by the number of data channels excluding the alpha channel, or C_NUM_DATA_CHANNELS*C_DATA_WIDTH.
3. All reserved input pins must be driven by '0'.
4. LAYER_NUM in the Slave AXI4-Stream interfaces indicates the layer number for that input. For example, if layer 3 is configured for AXI4-Stream Input, then the ports for this input ares_axis_video3_tdata, s_axis_video3_tuser, s_axis_video3_tvalid, s_axis_video3_tready, and s_axis_video3_tlast.

The `ACLK`, `ACLKEN` and `ARESETn` signals are shared between the core, the AXI4-Stream data interfaces, and the AXI4-Lite control interface.

Control Interface

When configuring the core, the user has the option to add an AXI4-Lite register interface to dynamically control the behavior of the core. The AXI4-Lite slave interface facilitates integrating the core into a processor system, or along with other video or AXI4-Lite compliant IP, connected via AXI4-Lite interface to an AXI4-Lite master. In a static configuration with a fixed set of parameters (constant configuration), the core can be instantiated without the AXI4-Lite control interface, which reduces the core Slice footprint.

Constant Configuration

The constant configuration enables users to instantiate the On-Screen Display core in a fixed screen layout. The number of layers, their size, their position, their priority and alpha (if not using pixel-level alpha) is set at build time. Since there is no AXI4-Lite interface, the core is not programmable, but can be reset, enabled, or disabled using the ARESETn and ACLKEN ports. OSD graphics controllers are currently not supported by the constant configuration.

AXI4-Lite Interface

The AXI4-Lite interface allows a user to dynamically control parameters within the core. Core configuration can be accomplished using an AXI4-Lite or AXI4-MM master state machine, or an embedded ARM or soft system processor such as MicroBlaze.

The OSD core can be controlled via the AXI4-Lite interface using read and write transactions to the OSD register space. Table 2-11 describes the I/O signals associated with the OSD core.

Table 2-11: **AXI4-Lite Interface Signals**

Signal Name	Direction	Width	Description
s_axi_aclk	In	1	AXI4-Lite clock
s_axi_aclken	In	1	AXI4-Lite clock enable
s_axi_aresetn	In	1	AXI4-Lite synchronous Active Low reset
s_axi_awvalid	In	1	AXI4-Lite Write Address Channel Write Address Valid.
s_axi_awread	Out	1	AXI4-Lite Write Address Channel Write Address Ready. Indicates DMA ready to accept the write address.
s_axi_awaddr	In	32	AXI4-Lite Write Address Bus
s_axi_wvalid	In	1	AXI4-Lite Write Data Channel Write Data Valid.
s_axi_wready	Out	1	AXI4-Lite Write Data Channel Write Data Ready. Indicates DMA is ready to accept the write data.
s_axi_wdata	In	32	AXI4-Lite Write Data Bus
s_axi_bresp	Out	2	AXI4-Lite Write Response Channel. Indicates results of the write transfer.

Table 2-11: **AXI4-Lite Interface Signals *(Cont'd)***

Signal Name	Direction	Width	Description
s_axi_bvalid	Out	1	AXI4-Lite Write Response Channel Response Valid. Indicates response is valid.
s_axi_bready	In	1	AXI4-Lite Write Response Channel Ready. Indicates target is ready to receive response.
s_axi_arvalid	In	1	AXI4-Lite Read Address Channel Read Address Valid
s_axi_arready	Out	1	Ready. Indicates DMA is ready to accept the read address.
s_axi_araddr	In	32	AXI4-Lite Read Address Bus
s_axi_rvalid	Out	1	AXI4-Lite Read Data Channel Read Data Valid
s_axi_rready	In	1	AXI4-Lite Read Data Channel Read Data Ready. Indicates target is ready to accept the read data.
s_axi_rdata	Out	32	AXI4-Lite Read Data Bus
s_axi_rresp	Out	2	AXI4-Lite Read Response Channel Response. Indicates results of the read transfer.

S_AXI_ACLK

The AXI4-Lite interface must be synchronous to the S_AXI_ACLK clock signal. The AXI4-Lite interface input signals are sampled on the rising edge of ACLK. The AXI4-Lite output signal changes occur after the rising edge of ACLK. The AXI4-Stream interfaces signals are not affected by the S_AXI_ACLK.

S_AXI_ACLKEN

The S_AXI_ACLKEN pin is an active-high, synchronous clock-enable input for the AXI4-Lite interface. Setting S_AXI_ACLKEN low (de-asserted) halts the operation of the AXI4-Lite interface despite rising edges on the S_AXI_ACLK pin. AXI4-Lite interface states are maintained, and AXI4-Lite interface output signal levels are held until S_AXI_ACLKEN is asserted again. When S_AXI_ACLKEN is de-asserted, AXI4-Lite interface inputs are not sampled, except S_AXI_ARESETn, which supersedes S_AXI_ACLKEN. The AXI4-Stream interfaces signals are not affected by the S_AXI_ACLKEN.

S_AXI_ARESETn

The S_AXI_ARESETn pin is an active-low, synchronous reset input for the AXI4-Lite interface. S_AXI_ARESETn supersedes S_AXI_ACLKEN, and when set to 0, the core resets at the next rising edge of S_AXI_ACLK even if S_AXI_ACLKEN is de-asserted. The S_AXI_ARESETn signal must be synchronous to the S_AXI_ACLK and must be held low for a minimum of 32 clock cycles of the slowest clock. The S_AXI_ARESETn input is resynchronized to the ACLK clock domain. The AXI4-Stream interfaces and core signals are also reset by S_AXI_ARESETn.

I/O Interface and Timing

This section describes the signals and timing of the different interfaces of the Xilinx Video On-Screen Display.

Input AXI4-Stream Slave Interface(s)

The Xilinx Video On-Screen Display can be configured to have up to eight input AXI4-stream slave interfaces. These interfaces include and require the TDATA, TKEEP, TVALID, TREADY and TLAST AXI4-Stream signals. The s<LAYER_NUM>_axis_tkeep (TKEEP) bus must be asserted to all ones for every valid s<LAYER_NUM>_axis_tdata (TDATA) transfer. The s<LAYER_NUM>_axis_tlast (TLAST) must be asserted High during the last TDATA transaction of each video line. The s<LAYER_NUM>_axis_tdata (TDATA) width must be a multiple of 8, with valid widths of 16, 24, 32, 40 or 48. Unused bits should be driven by zero. Figure 2-7 shows that the s<LAYER_NUM>_axis_tlast port is asserted High during the last pixel transfer of each line, denoted by P_{04} and P_{14}s.

Video Data

The AXI4-Stream interface specification restricts TDATA widths to integer multiples of 8 bits. Therefore, 10 and 12 bit data must be padded with zeros on the MSB to form N*8 bit wide vector before connecting to s_axis_video_tdata. Padding does not affect the size of the core.

Similarly, data on the OSD output m_axis_video_tdata is packed and padded to multiples of 8 bits as necessary, as seen in the RGB/YCbCr examples shown in Figure 2-2, Figure 2-3, and Figure 2-4. Zero padding the most significant bits is only necessary for 10 and 12 bit wide data.

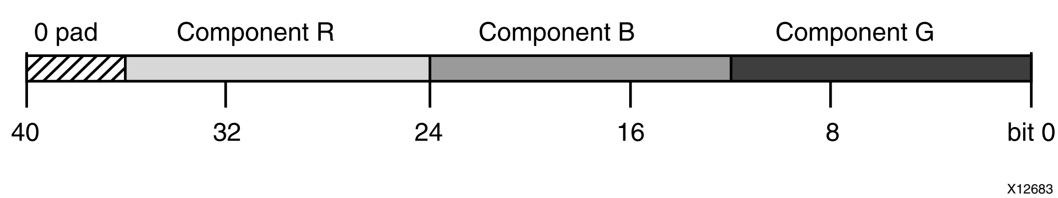


Figure 2-2: **12-bit RGB Data Encoding on TDATA**

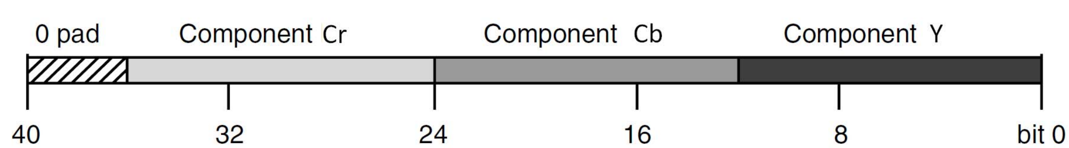


Figure 2-3: **12-bit YCbCr (4:4:4) Data Encoding on TDATA**

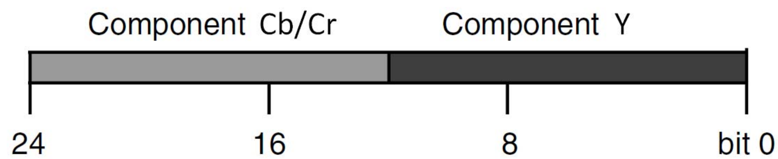


Figure 2-4: **12-bit YCbCr (4:2:2) Data Encoding on TDATA**

READY/VALID Handshake

A valid transfer occurs whenever READY, VALID, ACLKEN, and ARESETn are high at the rising edge of ACLK, as seen in Figure 2-5. During valid transfers, DATA only carries active video data. Blank periods and ancillary data packets are not transferred via the AXI4-Stream video protocol.

Guidelines on Driving s_axis_video_tvalid

Once s_axis_video_tvalid is asserted, no interface signals (except the OSD core driving s_axis_video_tready) may change value until the transaction completes (s_axis_video_tready, s_axis_video_tvalid, and ACLKEN are high on the rising edge of ACLK). Once asserted, s_axis_video_tvalid may only be de-asserted after a transaction has completed. Transactions may not be retracted or aborted. In any cycle following a transaction, s_axis_video_tvalid can either be de-asserted or remain asserted to initiate a new transfer.

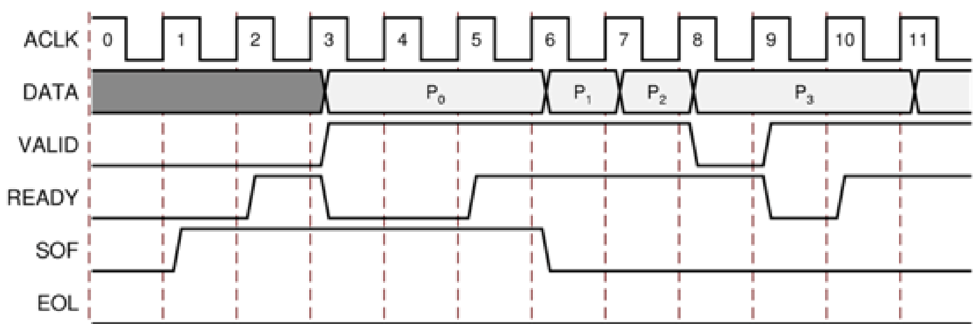


Figure 2-5: **Example of READY/VALID Handshake, Start of a New Frame**

Guidelines on Driving m_axis_video_tready

The m_axis_video_tready signal may be asserted before, during or after the cycle in which the OSD core asserted m_axis_video_tvalid. The assertion of m_axis_video_tready may be dependent on the value of m_axis_video_tvalid. A slave that can immediately accept data qualified by m_axis_video_tvalid, should pre-assert its m_axis_video_tready signal until data is received. Alternatively, m_axis_video_tready can be registered and driven the cycle following VALID assertion. It is recommended that the AXI4-Stream slave should drive READY independently, or pre-assert READY to minimize latency.

Start of Frame Signals - m_axis_video_tuser0, s_axis_video_tuser0

The Start-Of-Frame (SOF) signal, physically transmitted over the AXI4-Stream TUSER0 signal, marks the first pixel of a video frame. The SOF pulse is 1 valid transaction wide, and must coincide with the first pixel of the frame, as seen in Figure 2-5. SOF serves as a frame synchronization signal, which allows downstream cores to re-initialize, and detect the first pixel of a frame. The SOF signal may be asserted an arbitrary number of ACLK cycles before the first pixel value is presented on DATA, as long as a VALID is not asserted.

End of Line Signals - m_axis_video_tlast, s_axis_video_tlast

The End-Of-Line signal, physically transmitted over the AXI4-Stream TLAST signal, marks the last pixel of a line. The EOL pulse is 1 valid transaction wide, and must coincide with the last pixel of a scan-line, as seen in Figure 2-6.

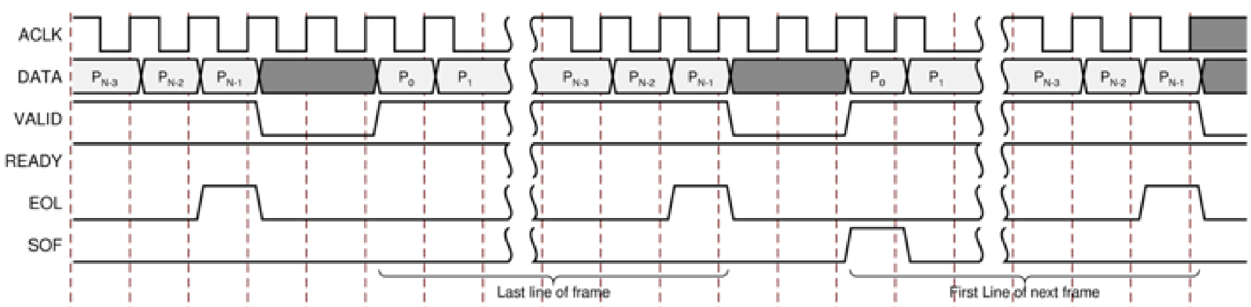


Figure 2-6: **Use of EOL and SOF Signals**

Output AXI4-Stream Master Interface

The output interface of the Xilinx Video On-Screen Display can be configured to be a AXI4-Stream interface. This interface includes and requires the TDATA, TKEEP, TVALID, TREADY and TLAST AXI4-Stream signals. The m_axis_tkeep (TKEEP) bus will be driven to all ones for every valid m_axis_tdata (TDATA) transfer. The m_axis_tlast (TLAST) will be driven High during the last TDATA transaction of each video line. The m_axis_tdata (TDATA) width must be a multiple of 8, with valid widths of 16, 24, 32 or 40. Unused bits will be driven by zero.

Figure 2-7 shows example AXI4-Stream transactions for two video frames that are 5 pixels by 2 lines.

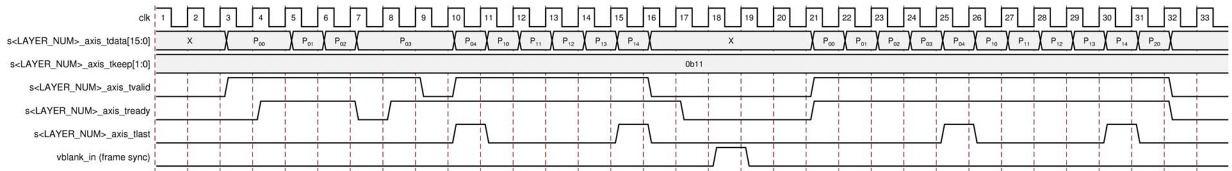


Figure 2-7: **Input AXI4-Stream Timing**

Figure 2-8 shows example AXI4-Stream transactions for 2 video frames of size 5 pixels by 2 lines.

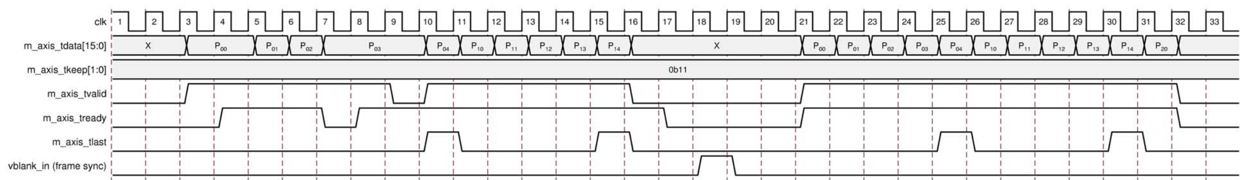


Figure 2-8: **Output AXI4-Stream Timing**

Figure 2-8 shows that the `m_axis_tlast` port is driven High during the last pixel transfer of each line, denoted by P_{04} and P_{14}.

Interrupts

The Xilinx Video On-Screen Display provides an optional 64-bit output bus, INTC_IF[63:0], for host processor interrupt status when the Include `INTC_IF` option is set in the core GUI. All interrupt status bits can trigger an interrupt on the active High edge. Status bits are set High when the internal event occurs and are cleared ether at the start or at the end of the vertical blanking interval period defined by the `vblank_in` port.

Interrupt status bits 31-3 are cleared at the start of the vertical blanking interval period. These bits include the graphics controller address overflow, the graphics controller instruction error, the output FIFO overflow error, the input FIFOs underflow error and the vertical blanking interval end interrupt status bits.

Interrupt status bits 2-0 are cleared at the end of the vertical blanking interval period. These bits include the vertical blanking interval period start, frame error and frame done interrupt status bits.

The interrupt status output bus can easily be integrated with an external interrupt controller that has independent interrupt enable/mask, interrupt clear and interrupt status registers and that allows for interrupt aggregation to the system processor. An example system showing the OSD and other processor peripherals connected to an interrupt controller is depicted in Figure 2-9.

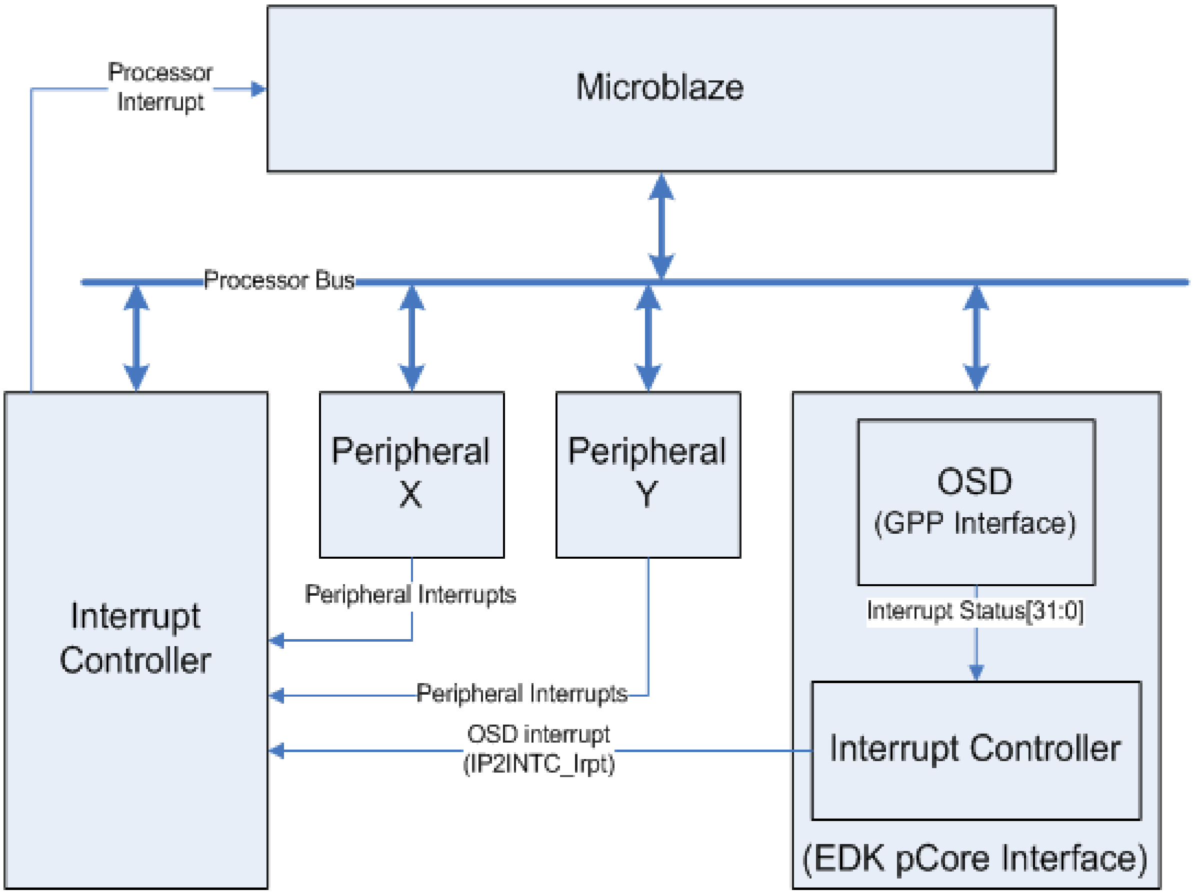


Figure 2-9: **Interrupt Controller Processor Peripherals**

The Xilinx Video On-Screen Display, when configured for the AXI4-Lite Interface, automatically contains an internal interrupt controller for enabling/masking and clearing each interrupt. The 1-bit output port, `IRQ`, is the interrupt output in this mode.

AXI4-Lite Interface

The Xilinx Video On-Screen Display uses the AXI4-Lite Interface to interface to a microprocessor. Refer to the AMBA AXI4 Interface Protocol website (http://www.xilinx.com/ipcenter/axi4.htm) for more information on the AXI4 and AXI4-Lite interface signals.

Register Space

This section contains details about the OSD registers.

Address Map

All registers default to 0x00000000 on power-up or software reset unless configured otherwise by the OSD GUI.

Table 2-12: **Address Map**

Address Offset	Name	Read/ Write	Double Buffered	Default Value	Description
0x0000	CONTROL	R/W	Yes	0	General Control
0x0004	STATUS	R/W	No	0	Core/Interrupt Status
0x0008	ERROR	R/W	No	0	Additional Status & Error Conditions
0x000C	IRQ_ENABLE	R/W	No	0	Interrupt Enable/Clear
0x0010	VERSION	R	N/A	0x0400a001	Core Hardware Version
0x0014 ... 0x001C	RESERVED	R	N/A	0	RESERVED
0x0020	OUTPUT ACTIVE_SIZE	R/W	Yes	Specified via GUI	Horizontal and Vertical Frame Size (without blanking)
0x0025	RESERVED	R	N/A	0	RESERVED
0x0028	OUTPUT ENCODING	R	N/A	Specified via GUI	Frame encoding
0x002C ... 0x00FC	RESERVED	R	N/A	0	RESERVED
0x0100	OSD BACKGROUND COLOR 0	R/W	Yes	Specified via GUI	Background Color Channel 0
0x0104	OSD BACKGROUND COLOR 1	R/W	Yes	Specified via GUI	Background Color Channel 1
0x0108	OSD BACKGROUND COLOR 2	R/W	Yes	Specified via GUI	Background Color Channel 2
0x010C	RESERVED	R	N/A	0	RESERVED
0x0110	OSD LAYER 0 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0114	OSD LAYER 0 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0118	OSD LAYER 0 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x011C	RESERVED	R	N/A	0	RESERVED

Table 2-12: **Address Map**

Address Offset	Name	Read/ Write	Double Buffered	Default Value	Description
0x0120	OSD LAYER 1 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0124	OSD LAYER 1 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0128	OSD LAYER 1 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x012C	RESERVED	R	N/A	0	RESERVED
0x0130	OSD LAYER 2 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0134	OSD LAYER 2 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0138	OSD LAYER 2 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x013C	RESERVED	R	N/A	0	RESERVED
0x0140	OSD LAYER 3 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0144	OSD LAYER 3 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0148	OSD LAYER 3 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x014C	RESERVED	R	N/A	0	RESERVED
0x0150	OSD LAYER 4 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0154	OSD LAYER 4 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0158	OSD LAYER 4 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x015C	RESERVED	R	N/A	0	RESERVED
0x0160	OSD LAYER 5 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0164	OSD LAYER 5 Position	R/W	Yes	Specified via GUI	Video Layer Position

Table 2-12: **Address Map**

Address Offset	Name	Read/ Write	Double Buffered	Default Value	Description
0x0168	OSD LAYER 5 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x016C	RESERVED	R	N/A	0	RESERVED
0x0170	OSD LAYER 6 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0174	OSD LAYER 6 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0178	OSD LAYER 6 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x017C	RESERVED	R	N/A	0	RESERVED
0x0180	OSD LAYER 7 Control	R/W	Yes	Specified via GUI	Video Layer Enable, Priority, Alpha. Each layer must have a unique priority setting.
0x0184	OSD LAYER 7 Position	R/W	Yes	Specified via GUI	Video Layer Position
0x0188	OSD LAYER 7 Size	R/W	Yes	Specified via GUI	Video Layer Size
0x018C	RESERVED	R	N/A	0	RESERVED
0x0190	OSD GC Write Bank Address	R/W	No	0	Graphics Controller Write Bank Address. Used for all Instantiated Graphics Controllers
0x0194	OSD GC Active Bank Address	R/W	Yes	0	Graphics Controller Active Bank Addresses. Selected after next vblank. Used for all Instantiated Graphics Controllers
0x0198	OSD GC Data	R/W	No	0	Graphics Controller Data Register Used to write instructions, Character Map, ASCII text strings and color. Used for all Instantiated Graphics Controllers.

Note: All registers are little endian.

Table 2-13: **Control Register (Address Offset 0x0000)**

0x0000	CONTROL	R/W
Name	**B its**	**Description**
SW_RESET	31	Core reset. Writing a '1' will reset the core. This bit automatically clears when reset complete.
FSYNC_RESET	30	Frame Sync Core reset. Writing a '1' will reset the core after the start of the next input frame. This bit automatically clears when reset complete.
RESERVED	29:2	Reserved
REG_UPDATE	1	OSD Register Update Enable Setting this bit to 1 will cause the OSD to re-read all register values after the next start of frame. Setting this bit to 0 will cause the OSD to use its internally buffered register values. This Register update enable is not used for Graphics Controller Registers.
SW_ENABLE	0	Enable/Start the OSD This will cause the OSD to start reading from external memory and writing output

Table 2-14: **Stats Register (Address Offset 0x0004)**

0x0004	STATUS	R/W
Name	**B its**	**Description**
RESERVED	31:24	Reserved
LAYER7_ERROR	23	Layer 7 Error. When high check Error Register (0x0008) bits [31:28] for error status.
LAYER6_ERROR	22	Layer 6 Error. When high check Error Register (0x0008) bits [27:24] for error status.
LAYER5_ERROR	21	Layer 5 Error. When high check Error Register (0x0008) bits [23:20] for error status.
LAYER4_ERROR	20	Layer 4 Error. When high check Error Register (0x0008) bits [19:16] for error status.
LAYER3_ERROR	19	Layer 3 Error. When high check Error Register (0x0008) bits [15:12] for error status.
LAYER2_ERROR	18	Layer 2 Error. When high check Error Register (0x0008) bits [11:8] for error status.
LAYER1_ERROR	17	Layer 1 Error. When high check Error Register (0x0008) bits [7:4] for error status.
LAYER0_ERROR	16	Layer 0 Error. When high check Error Register (0x0008) bits [3:0] for error status.
RESERVED	15:2	Reserved
EOF	1	End-of-Frame. 1: Processing has reached end of frame. Occurs at the end of every frame. 0: Not currently at EOF.
PROC_STARTED	0	Processing Started. 1: Processing of frame data has begun. 0: Not currently processing.

Note: Writing a '1' to a bit in the STATUS register clears the corresponding interrupt when set. Writing a '1' to a bit that is cleared, has no effect.

Table 2-15: **Error Register (Address Offset 0x0008)**

0x0008	ERROR	R/W
Name	**B its**	**Description**
LAYER7_SOF_LATE	31	AXI4-Stream input detected SOF later than configured.
LAYER7_SOF_EARLY	30	AXI4-Stream input detected SOF earlier than configured.
LAYER7_EOL_LATE	29	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER7_EOL_EARLY	28	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER6_SOF_LATE	27	AXI4-Stream input detected SOF later than configured.
LAYER6_SOF_EARLY	26	AXI4-Stream input detected SOF earlier than configured.
LAYER6_EOL_LATE	25	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER6_EOL_EARLY	24	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER5_SOF_LATE	23	AXI4-Stream input detected SOF later than configured.
LAYER5_SOF_EARLY	22	AXI4-Stream input detected SOF earlier than configured.
LAYER5_EOL_LATE	21	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER5_EOL_EARLY	20	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER4_SOF_LATE	19	AXI4-Stream input detected SOF later than configured.
LAYER4_SOF_EARLY	18	AXI4-Stream input detected SOF earlier than configured.
LAYER4_EOL_LATE	17	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).

Table 2-15: **Error Register (Address Offset 0x0008) *(Cont'd)***

0x0008	ERROR	R/W
Name	**B its**	**Description**
LAYER4_EOL_EARLY	16	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER3_SOF_LATE	15	AXI4-Stream input detected SOF later than configured.
LAYER3_SOF_EARLY	14	AXI4-Stream input detected SOF earlier than configured.
LAYER3_EOL_LATE	13	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER3_EOL_EARLY	12	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER2_SOF_LATE	11	AXI4-Stream input detected SOF later than configured.
LAYER2_SOF_EARLY	10	AXI4-Stream input detected SOF earlier than configured.
LAYER2_EOL_LATE	9	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER2_EOL_EARLY	8	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER1_SOF_LATE	7	AXI4-Stream input detected SOF later than configured.
LAYER1_SOF_EARLY	6	AXI4-Stream input detected SOF earlier than configured.
LAYER1_EOL_LATE	5	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER1_EOL_EARLY	4	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.
LAYER0_SOF_LATE	3	AXI4-Stream input detected SOF later than configured.
LAYER0_SOF_EARLY	2	AXI4-Stream input detected SOF earlier than configured.

Table 2-15: **Error Register (Address Offset 0x0008) *(Cont'd)***

0x0008	ERROR	R/W
Name	**B its**	**Description**
LAYER0_EOL_LATE	1	In AXI4-Stream Input mode: Slave input detected EOL later than configured. In Graphics Controller mode: Instruction Overflow Interrupt Indicates that the HOST tried to write beyond the maximum address for the instruction ram, font ram, text ram or color ram (for the currently selected write bank address).
LAYER0_EOL_EARLY	0	In AXI4-Stream Input mode: Slave input detected EOL earlier than configured. In Graphics Controller mode: Instruction Error Interrupt Indicates that the GC could not complete all instructions. This interrupt is asserted if an END opcode (binary 0000) is not found before the end of each graphics line.

Note: Writing a '1' to a bit in the ERROR register will clear the corresponding bit when set. If the bit is cleared and a '1' is written, this bit will be set.

Table 2-16: **IRQ Enable Register (Address Offset 0x000C)**

0x000C	IRQ_ENABLE	R/W
Name	**B its**	**Description**
RESERVED	31:24	Reserved
LAYER7_ERROR_EN	23	Layer 7 Error interrupt enable.
LAYER6_ERROR_EN	22	Layer 6 Error interrupt enable.
LAYER5_ERROR_EN	21	Layer 5 Error interrupt enable.
LAYER4_ERROR_EN	20	Layer 4 Error interrupt enable.
LAYER3_ERROR_EN	19	Layer 3 Error interrupt enable.
LAYER2_ERROR_EN	18	Layer 2 Error interrupt enable.
LAYER1_ERROR_EN	17	Layer 1 Error interrupt enable.
LAYER0_ERROR_EN	16	Layer 0 Error interrupt enable.
RESERVED	15:2	Reserved
EOF_EN	1	End-of-Frame interrupt enable.
PROC_STARTED_EN	0	Processing Started interrupt enable.

Note: Setting a bit high in the IRQ_ENABLE register enables the corresponding interrupt. Bits that are low mask the corresponding interrupt from triggering.

Table 2-17: **Version Register (Address Offset 0x0010)**

0x0010	VERSION	R
Name	**B its**	**Description**
MAJOR	31:24	Major version as a hexadecimal value (0x00 - 0xFF)
MINOR	23:16	Minor version as a hexadecimal value (0x00 - 0xFF)

Table 2-17: **Version Register (Address Offset 0x0010)**

0x0010	VERSION	R
Name	**B its**	**Description**
REVISION	15:12	Revision letter as a hexadecimal character from ('a' - 'f'). Mapping is as follows: 0XA->'a', 0xB->'b', 0xC->'c', 0xD->'d', etc.
PATCH_REVISION	11:8	Core Revision as a single 4-bit Hexadecimal value (0x0 - 0xF) Used for patch tracking.
INTERNAL_REVISION	7:0	Internal revision number. Hexadecimal value (0x00 - 0xFF)

Table 2-18: **Output Active Size Register (Address Offset 0x0020)**

0x0020	OUTPUT ACTIVE_SIZE	R/W
Name	**B its**	**Description**
RESERVED	31:28	Reserved
ACTIVE_VSIZE	27:16	Vertical Active Frame Size. The height of the output frame without blanking in number of lines.
RESERVED	15:12	Reserved
ACTIVE_HSIZE	11:0	Horizontal Active Frame Size. The width of the output frame without blanking in number of pixels/clocks.

Table 2-19: **Output Encoding Register (Address Offset 0x0028)**

0x0028	OUTPUT ENCODING	R
Name	**B its**	**Description**
RESERVED	31:6	Reserved
NBITS	5:4	Number of bits per color component channel 0: 8-bits 1: 10-bits 2: 12-bits 3: 16-bits (not currently supported)
VIDEO_FORMAT	3:0	Output Video Format 0: YUV 4:2:2 1: YUV 4:4:4 2: RGB 3: YUV 4:2:0

Table 2-20: **OSD Background Color 0 Register (Address Offset 0x0100)**

0x0100	OSD BACKGROUND COLOR 0	R/W
Name	**B its**	**Description**
RESERVED	31: C_S_AXIS_VIDEO_DATA_WIDTH	Reserved
BACKGROUND COLOR 0	[C_S_AXIS_VIDEO_DATA_WIDTH-1:0]	Background Color component of channel 0. Typically, Y (luma) or Green

Table 2-21: **OSD Background Color 1 Register (Address Offset 0x0104)**

0x0104	OSD BACKGROUND COLOR 1	R/W
Name	**B its**	**Description**
RESERVED	31: C_S_AXIS_VIDEO_DATA_WIDTH	Reserved
BACKGROUND COLOR 1	[C_S_AXIS_VIDEO_DATA_WIDTH-1:0]	Background Color component of channel 1. Typically, U (Cb) or Blue

Table 2-22: **OSD Background Color 2 Register (Address Offset 0x0108)**

0x0108	OSD BACKGROUND COLOR 2	R/W
Name	**B its**	**Description**
RESERVED	31: C_S_AXIS_VIDEO_DATA_WIDTH	Reserved
BACKGROUND COLOR 2	[C_S_AXIS_VIDEO_DATA_WIDTH-1:0]	Background Color component of channel 2. Typically, V (Cr) or Red

Table 2-23: **OSD Layer 0 Control Register (Address Offset 0x0110)**

0x0110	OSD LAYER 0 CONTROL	R/W
Name	**B its**	**Description**
RESERVED	31:16+ C_S_AXIS_VIDEO_DATA_WIDTH	Reserved
LAYER0_ALPHA	16+ C_S_AXIS_VIDEO_DATA_WIDTH-1:16	Layer 0 Global Alpha Value 0 = Layer 100% transparent 255 = Layer 0% transparent (100% opaque)
RESERVED	15:11	Reserved

Table 2-23: **OSD Layer 0 Control Register (Address Offset 0x0110)**

0x0110	**OSD LAYER 0 CONTROL**	**R/W**
Name	**B its**	**Description**
LAYER0_PRIORITY	10:8	Layer 0 Priority 0 = Lowest 1 = Higher .. 7 = Highest ***Note:*** Each layer must have a unique priority setting. Setting 2 or more layers to the same priority will have undesired effects on screen.
RESERVED	7:2	Reserved
LAYER0_GALPHA_EN	1	Layer 0 Global Alpha Enable
LAYER0_EN	0	Layer 0 Enable

Table 2-24: **OSD Layer 0 Position Register (Address Offset 0x0x114)**

0x0x114	OSD Layer 0 Position	R/W
Name	Bits	Description
Reserved	31:28	Reserved
Y position	27:16	Vertical start line of origin of layer. Origin of screen is located at (0,0).
Reserved	15:12	
X position	11:0	Horizontal start pixel of origin of layer. Origin of screen is located at (0,0).

Table 2-25: **OSD Layer 0 Size Register (Address Offset 0x0118)**

0x0118	OSD Layer 0 Size	R/W
Name	Bits	Description
Reserved	31:28	
Y size	27:16	Vertical Size of Layer
Reserved	15:12	
X size	11:0	Horizontal Size of Layer

Note: 0x0110 - 0x0118 are repeated for Layers 1 through 7 at addresses 0x120 - 0x0188.

Table 2-26: **OSD GC Write Bank Address Register (Address Offset 0x0190)**

0x0190	OSD GC Write Bank Address		R/W
Name	Bits	Description	
Reserved	31:11		
GC Number	10:8	Graphics Controller Number The Graphics Controller Layer Number. If a layer is configured for a graphics controller, then setting the layer number here will allow writing data to that graphics controller.	
Reserved	7:3		
GC_Write_Bank_ Addr	2:0	**OSD GC Bank Write Address** Controls which memory bank to write data. 000: Write data into Instruction RAM 0 001: Write data into Instruction RAM 1 010: Write data into Color RAM 0 011: Write data into Color RAM 1 100: Write data into Text RAM 0 101: Write data into Text RAM 1 110: Write data into Font RAM 0 111: Write data into Font RAM 1	

Table 2-27: **OSD GC Active Bank Address Register (Address Offset 0x0194)**

0x0194	OSD GC Active Bank Address		R/W
Name	Bits	Description	
GC_Char_ActBank	31:24	Sets the Active CharacterMap/Font Bank. Bit 31 = Active Font RAM Bank for GC 7 Bit 30 = Active Font RAM Bank for GC 6 Bit 29 = Active Font RAM Bank for GC 5 Bit 28 = Active Font RAM Bank for GC 4 Bit 27 = Active Font RAM Bank for GC 3 Bit 26 = Active Font RAM Bank for GC 2 Bit 25 = Active Font RAM Bank for GC 1 Bit 24 = Active Font RAM Bank for GC 0	
GC_Text_ActBank	23:16	Sets the active Text Bank. Bit 23 = Active Text RAM Bank for GC 7 Bit 22 = Active Text RAM Bank for GC 6 Bit 21 = Active Text RAM Bank for GC 5 Bit 20 = Active Text RAM Bank for GC 4 Bit 19 = Active Text RAM Bank for GC 3 Bit 18 = Active Text RAM Bank for GC 2 Bit 17 = Active Text RAM Bank for GC 1 Bit 16 = Active Text RAM Bank for GC 0	
GC_Col_ActBank	15:8	Sets the active Color Table Bank. Bit 15 = Active Color RAM Bank for GC 7 Bit 14 = Active Color RAM Bank for GC 6 Bit 13 = Active Color RAM Bank for GC 5 Bit 12 = Active Color RAM Bank for GC 4 Bit 11 = Active Color RAM Bank for GC 3 Bit 10 = Active Color RAM Bank for GC 2 Bit 09 = Active Color RAM Bank for GC 1 Bit 08 = Active Color RAM Bank for GC 0	
GC_Ins_ActBank	7:0	Sets the active Instruction Bank. Bit 07 = Active Instruction RAM Bank for GC 7 Bit 06 = Active Instruction RAM Bank for GC 6 Bit 05 = Active Instruction RAM Bank for GC 5 Bit 04 = Active Instruction RAM Bank for GC 4 Bit 03 = Active Instruction RAM Bank for GC 3 Bit 02 = Active Instruction RAM Bank for GC 2 Bit 01 = Active Instruction RAM Bank for GC 1 Bit 00 = Active Instruction RAM Bank for GC 0	

Table 2-28: **OSD GC Data Register (Address Offset 0198)**

0x0198	OSD GC Data		R/W
Name	Bits	Description	
GC_Data	31:0	Graphics Controller Data	

Chapter 3

Designing with the Core

This chapter includes guidelines and additional information to make designing with the core easier.

General Design Guidelines

The Xilinx LogiCORE™ IP On-Screen Display core reads 2D video image data in raster order from up to eight sources. Each data source can be configured to be an AXI4-Stream or internal graphics controller. If an AXI4-Stream interface is selected, ports on the OSD are available for connecting to and reading data from other Xilinx Video IP or from the AXI Video Direct Memory Access Controller (AXI VDMA). These ports are also generic enough for easy integration with any FIFO. If an internal graphics controller is selected to be a source, then the OSD automatically handles interfacing to each graphics controller.

Pixel data from each source is combined using alpha-blending. The resultant output is a 2D video image stream will be presented to an AXI4-Stream interface. The `m_axis_tready` and the s<LAYER_NUM>_axis_tvalid (from each slave AXI4-Stream video layer input source) will halt operation of the OSD. Each AXI4-Stream input has a small internal FIFO with a depth of 8. See Chapter 2, AXI4-Lite Interface for more information.

An example OSD configuration with three data sources (layers) is shown in Figure 3-1. Data for layer 0 and layer 1 are read from input FIFOs. Data for layer 2 are read from a graphics controller instance.

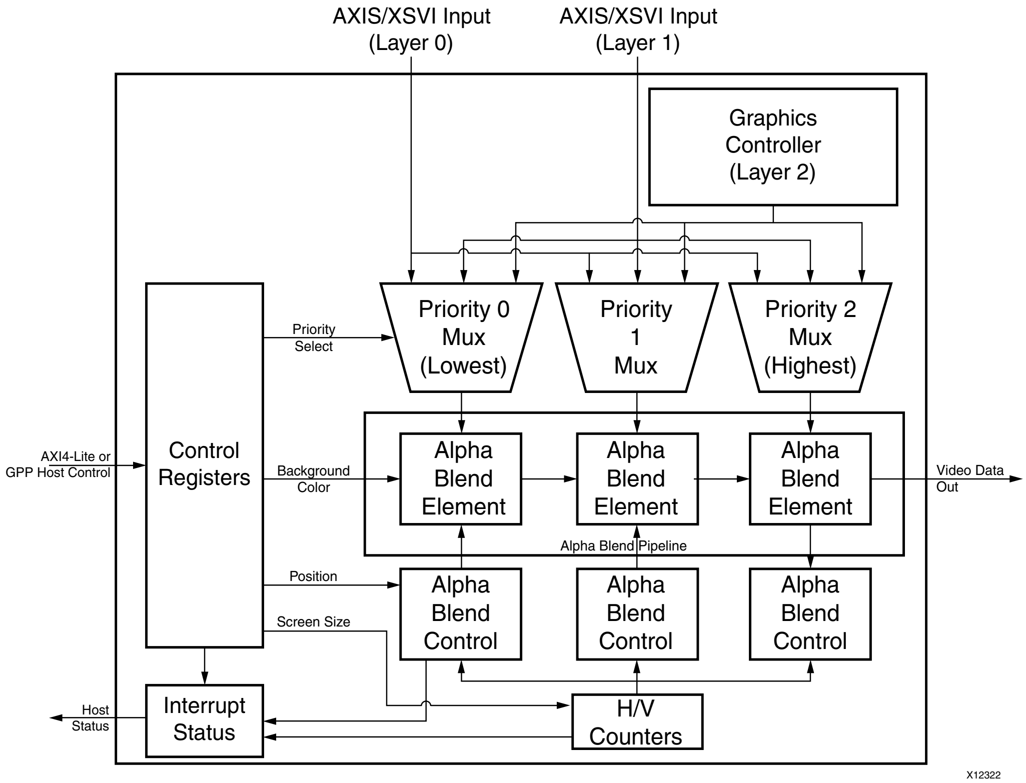


Figure 3-1: **Example OSD Block Diagram**

In addition to the video data interfaces, the Xilinx On-Screen Display has a control interface for setting registers that control the background color and screen size. The size, (x,y) position and priority (Z-plane order) of each layer can also be configured. Registers for overriding pixel based alpha values with a global alpha and for enabling/disabling layers are also provided.

All control registers can be set dynamically in real time. The OSD internally double-buffers all control registers every frame. Thus, control registers can be updated without introducing artifacts on screen. In addition, the OSD provides a “Register Update Enable” bit in the control register that allows controlling the timing of the double-buffered register updates for further flexibility.

A 32-bit interrupt status register output is also provided that flags internal errors or general events that may require host processor intervention. Interrupt status bits flag events for vertical blanking start and end, frame error, frame complete, incorrect AXI4-Stream tlast placement, and graphics controller errors (discussed later).

Alpha-Blending Pipeline

The Xilinx On-Screen Display alpha-blending pipeline includes from one to eight alpha-blending elements connected in succession. Each element blends the pixel data from one layer to the pixel data from the layer underneath, and controls whether a layer is enabled and if pixel-level alpha should be read from the input alpha channel or a global alpha value should be used.

Layer data is blended in the order dictated by the priority setting for each layer in the control registers. The priority values are used to multiplex layer data to the correct alpha-blending element.

A basic flow chart diagram showing the alpha-blending process is shown in Figure 3-2.

The alpha-blending pipeline architecture takes advantage of the high-performance XtremeDSP™ DSP48 slices available in the target device families. These slices are utilized for multiplication and some addition operations and time-shared efficiently between color component channels.

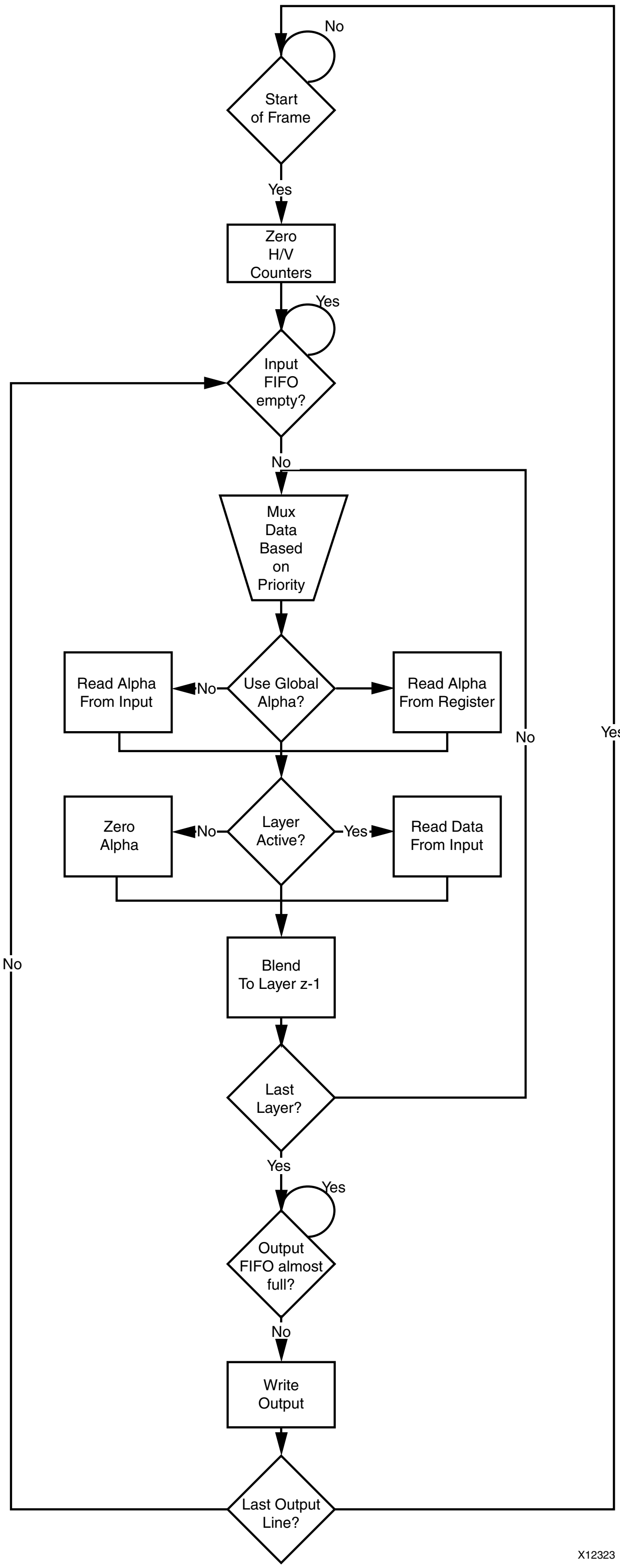


Figure 3-2: **Alpha-Blending Pipeline Flow Chart**

Graphics Controller

The Xilinx On-Screen Display internal graphics controller can generate two graphics elements: boxes and text strings. Boxes can be drawn filled or outlined. The color, position, size and outline weight of each box are configurable via host control registers (graphics controller host interface). Text strings can be drawn with a scale factor of 1x, 2x, 4x, or 8x the original size. The color and position are also configurable.

Figure 3-3 shows the internal structure of the graphics controller.

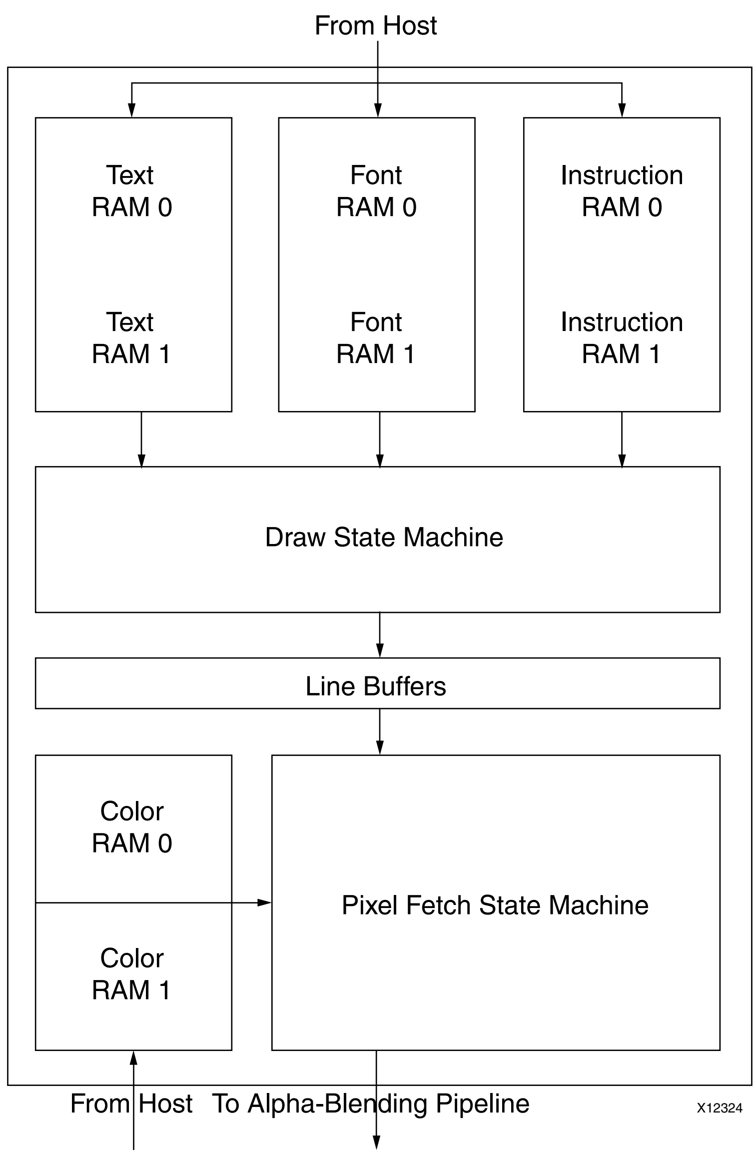


Figure 3-3: **OSD Graphics Controller Block Diagram**

The graphics controller is configured to draw boxes and text by a host processor. The host processor must write graphics instructions into an Instruction RAM. Each instruction can configure the graphics controller to draw a box, a text string, a combined box/text graphics element or to perform an internal function. The maximum number of instructions is configured with the "Instructions" field of the CORE Generator™ tool GUI.

During every video line, the draw state-machine fetches instructions from an Instruction RAM and draws multiple graphics elements to a line buffer. A box draw instruction will cause the draw state-machine to draw a box of the selected color to a line buffer. A text draw instruction will cause the draw state-machine to fetch a text string from a Text RAM. This text string is used to fetch character data from a Font RAM. The character data along with the color selected by the instruction is used to write pixels in a line buffer.

The pixel fetch state-machine generates output pixel data. It reads the data in the line buffers and uses this data to select a color from the Color RAM for any given pixel. Output pixel data is generated in real-time in raster order. The color and alpha for each output pixel is decided upon when requested. This eliminates the need for external memory storage. The pixel fetch state-machine never reads from the same line buffer that is being written to by the draw state-machine.

Note that for each memory type (Instruction, Color, Text and Font), there are two memories – RAM 0 and RAM 1. This duplication allows the host processor to write to one memory while the graphics controller is reading from another. This eliminates screen artifacts while the processor is configuring the graphics controller.

Memory boundaries are conceptual only. Some graphics controller memories may be efficiently combined to save Block RAM or Distributed RAM storage.

Each graphics controller has a set of parameters that controls its configuration. These parameters affect the size of each memory and the resources used by the Xilinx On-Screen Display. See Chapter 7, Global Parameters for more information on the graphics controller parameters.

If the OSD is configured for 2 color channels (YUV 4:2:2 or YUV 4:2:0 modes), then the box and text draw instructions are drawn on even horizontal pixel boundaries. Odd horizontal start positions are rounded down to the nearest even start position. Odd horizontal stop positions are rounded up to the nearest even start position, automatically

Algorithm

This section explains the alpha-blending concept used in the Xilinx On-Screen Display. For more information on the internal structure of the OSD and the Alpha-Blending Pipeline, see Alpha-Blending Pipeline.

Alpha-Compositing and Alpha-Blending

Alpha-compositing is the process of combining two images with the appearance of partial transparency. To perform this composition, a matte (or array) is created that contains the coverage information for each pixel within each image. This matte information is typically stored in a channel and transmitted alongside each pixel color. This is referred to as the alpha channel. The alpha channel range of values is from 0 to 1, where "0" represents that the current pixel does not contribute to the final image and is fully transparent. "1" represents that the current pixel is fully opaque. Any value in between represents a partially transparent pixel.

Different algebraic compositing algorithms define different image blending operations. These operations range from "over," "in," "out," "atop," to "xor" and other logical operations. For this design, the only concern is the "over" operation. The "over" operation describes the combination of one image that resides over another.

Alpha blending is the convex combination of two pixels, allowing for transparency, and describes one subset of the alpha compositing operations—the over alpha-compositing operation. The two pixels to be blended reside within two different image layers. Each layer has a definite Z-plane order. In other words, each layer resides closer or farther from the observer and has a different depth. Thus, the image pixel and the image pixel directly "over" it are to be blended.

The equation for alpha-blending one layer to the layer directly behind in the Z-plane is below. This operation is conceptually simple linear interpolation between each color component of each layer. Since the operation is the same for each color component, this implies that the same hardware could be reused for each color component given a high enough operating frequency.

$$Component'_{(x,y,z)} = \alpha_{(x,y,z)} Component_{(x,y,z)} + (1 - \alpha_{(x,y,z)}) Component_{(x,y,z-1)}$$

Where:

- $\alpha_{(x,y,z)}$ is the alpha value in the range {0.0 .. 1.0} from the alpha channel associated with the pixel at coordinates (x,y) in Layer z.
- $Component_{(x,y,z)}$ represents one color component channel from the color space triplet (RGB, YUV, etc.) associated with the pixel at coordinates (x,y) in Layer z.
- $Component_{(x,y,z-1)}$ represents the same color component at the same (x,y) coordinates in Layer z-1 (one layer below in Z-plane order).
- $Component'_{(x,y,z)}$ is the resulting output component value after alpha-blending the component values from coordinates (x,y) from Layer z and Layer z-1.

The same equation for the next layer above, Layer z+1:

$$Component'_{(x,y,z+1)} = \alpha_{(x,y,z+1)} Component_{(x,y,z+1)} + (1 - \alpha_{(x,y,z+1)}) Component_{(x,y,z)}$$

These alpha-blending operations can be chained together simply by taking the resultant output, $Component'_{(x,y,z)}$, and substituting it into the Layer z+1 equation for $Component_{(x,y,z)}$. This implies that the result of blending Layer z with the background becomes the new background for Layer z+1, or the layer directly over it. In this way, any number of image layers can be blended by taking the blended result of the layer below it. This also implies that the Z-plane order could affect the final result. This is especially true if all alpha values are 1.

Typically, the order in which layers are blended is determined by their priority setting. Each image layer is assigned a priority number. The higher the priority, the more in the foreground it is and the "closer" it is to the observer. Thus, those layers with a higher priority reside on top of layers with a lower priority. This priority is also referred to as the Z-plane order and is real-time configurable.

Clock, Enable, and Reset Considerations

ACLK

The master and slave AXI4-Stream video interfaces use the ACLK clock signal as their shared clock reference, as shown in Figure 3-4.

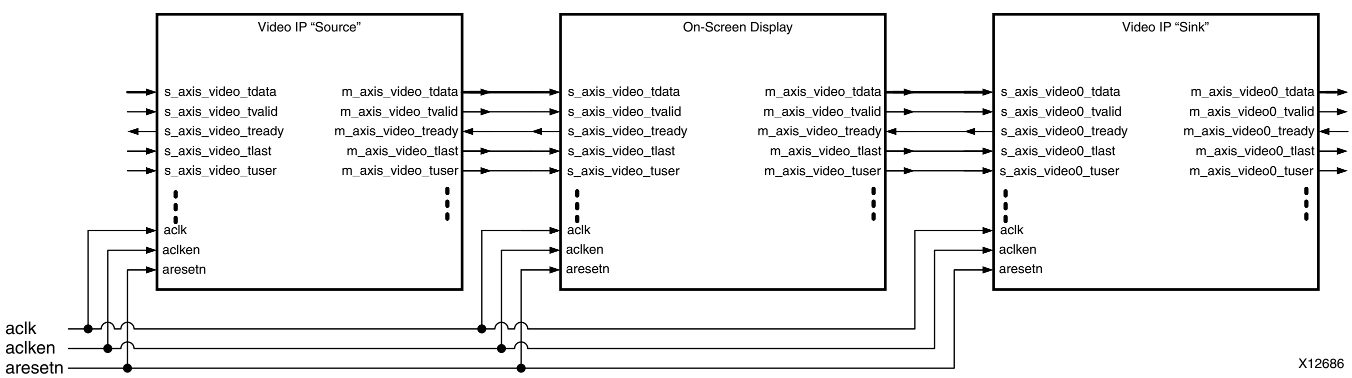


Figure 3-4: **Example of ACLK Routing in an ISP Processing Pipeline**

S_AXI_ACLK

The AXI4-Lite interface uses the S_AXI_ACLK pin as its clock source. The ACLK pin is not shared between the AXI4-Lite and AXI4-Stream interfaces. The On-Screen Display core contains clock-domain crossing logic between the ACLK (AXI4-Stream and Video Processing) and S_AXI_ACLK (AXI4-Lite) clock domains. The core automatically ensures that the AXI4-Lite transactions will complete even if the video processing is stalled with ARESETn, ACLKEN or with the video clock not running.

ACLKEN

The On-Screen Display core has two enable options: the ACLKEN pin (hardware clock enable), and the software reset option provided via the AXI4-Lite control interface (when present).

ACLKEN is by no means synchronized internally to AXI4-Stream frame processing therefore de-asserting ACLKEN for extended periods of time may lead to image tearing.

The ACLKEN pin facilitates:

- Multi-cycle path designs (high speed clock division without clock gating),
- Standby operation of subsystems to save on power
- Hardware controlled bring-up of system components

IMPORTANT: *To prevent transaction errors when ACLKEN (clock enable) pins are used (toggled) in conjunction with a common clock source driving the master and slave sides of an AXI4-Stream interface, the ACLKEN pins associated with the master and slave component interfaces must also be driven by the same signal (Figure 2-2).*

IMPORTANT: *When two cores connected via AXI4-Stream interfaces, where only the master or the slave interface has an ACLKEN port that is not permanently tied high, the two interfaces should be connected via the AXI4-Stream Interconnect or AXI-FIFO cores to avoid data corruption (Figure 2-3).*

S_AXI_ACLKEN

The S_AXI_ACLKEN is the clock enable signal for the AXI4-Lite interface only. Driving this signal low will only affect the AXI4-Lite interface and will not halt the video processing in the ACLK clock domain.

ARESETn

The On-Screen Display core has two reset source: the ARESETn pin (hardware reset), and the software reset option provided via the AXI4-Lite control interface (when present).

CAUTION! *ARESETn is not synchronized internally to AXI4-Stream frame processing. Therefore, de-asserting ARESETn while a frame is being process leads to image tearing.*

The external reset pulse needs to be held for 32 ACLK cycles to reset the core. The ARESETn signal will only reset the AXI4-Stream interfaces. The AXI4-Lite interface is unaffected by the ARESETn signal to allow the video processing core to be reset without halting the AXI4-Lite interface.

IMPORTANT: *When resetting a system with multiple-clocks and corresponding reset signals, the reset generator must ensure that all reset signals are asserted/de-asserted long enough for all interfaces and clock-domains in all IP cores to correctly reinitialize.*

S_AXI_ARESETn

The S_AXI_ARESETn signal is synchronous to the S_AXI_ACLK clock domain, but is internally synchronized to the ACLK clock domain. The S_AXI_ARESETn signal will reset the entire core including the AXI4-Lite and AXI4-Stream interfaces.

System Considerations

The On-Screen Display core must be configured for the actual image frame-size to operate properly. To gather the frame size information from the incoming video stream, it can be connected to the Video In to AXI4-Stream input and the Video Timing Controller. The timing detector logic in the Video Timing Controller will gather the image sensor timing signals. The AXI4-Lite control interface on the Video Timing Controller allows the system processor to read out the measured frame dimensions, and program all downstream cores, such as the On-Screen Display, with the appropriate image dimensions.

If the target system uses only one, stationary image size, you may choose to consolidate the active-size and enhancement filter gains values, and create a constant configuration by removing the AXI4-Lite interface. This option allows reducing the core Slice footprint.

Clock Domain Interaction

The ARESETn and ACLKEN input signals will not reset or halt the AXI4-Lite interface. This allows the video processing to be reset or halted separately from the AXI4-Lite interface without disrupting AXI4-Lite transactions.

The AXI4-Lite interface will respond with an error if the core registers cannot be read or written within 128 S_AXI_ACLK clock cycles. The core registers cannot be read or written if the ARESETn signal is held low, if the ACLKEN signal is held low or if the ACLK signal is not connected or not running. If core register read does not complete, the AXI4-Lite read transaction will respond with **10** on the S_AXI_RRESP bus. Similarly, if a core register write does not complete, the AXI4-Lite write transaction will respond with **10** on the S_AXI_BRESP bus. The S_AXI_ARESETn input signal resets the entire core.

Programming Sequence

If processing parameters such as the image size needs to be changed on the fly, or the system needs to be reinitialized, it is recommended that pipelined Video IP cores are disabled/reset from system output towards the system input, and programmed/enabled from system input to system output. STATUS register bits allow system processors to identify the processing states of individual constituent cores, and successively disable a pipeline as one core after another is finished processing the last frame of data.

C Model Reference

The Xilinx LogiCORE™ IP Video OSD has a bit accurate C model for 32-bit Windows, 64-bit Windows, 32-bit Linux and 64-bit Linux platforms. The model has an interface consisting of a set of C functions, which reside in a statically link library (shared library). Full details of the interface are given in Interface, page 56. An example piece of C code is provided in Example Code, page 66 to show how to call the model.

The model is bit accurate, as it produces exactly the same output data as the core on a frame-by-frame basis. However, the model is not cycle accurate, as it does not model the core's latency or its interface signals. The latest version of the model is available for download on the Xilinx LogiCORE IP Video OSD web page at:

http://www.xilinx.com/products/ipcenter/EF-DI-OSD.htm

Unpacking and Model Contents

Unzip the `v_osd_v5_01_a_bitacc_model.zip` file, containing the bit accurate models for the On-Screen Display IP Core. This creates the directory structure and files in Table 4-1.

Table 4-1: **Directory Structure and Files of the Video On-Screen Display v5.01.a Bit Accurate C Model**

File Name	Contents
/doc	C Model documentation
README.txt	Release notes
pg010_v_osd.pdf	*LogiCORE IP Video On-Screen Display Product Guide*
Makefile	Makefile for running GCC via make for 32-bit and 64-bit Linux platforms
v_osd_v5_01_a_bitacc_cmodel.h	Model header file
rgb_utils.h	Header file declaring the RGB image/video container type and support functions
yuv_utils.h	Header file declaring the YUV (.yuv) image file I/O functions
bmp_utils.h	Header file declaring the bitmap (.bmp) image file I/O functions
video_utils.h	Header file declaring the generalized image/video container type, I/O and support functions

Table 4-1: **Directory Structure and Files of the Video On-Screen Display v5.01.a Bit Accurate C Model**

File Name	Contents
video_fio.h	Header file declaring support functions for test bench stimulus file I/O
run_bitacc_cmodel.c	Example code calling the C model
run_bitacc_cmodel_config.c	Example code calling the C model; uses command line and config file arguments
/lin64	Precompiled bit accurate ANSI C reference model for simulation on 64-bit Linux platforms
libIp_v_osd_v5_01_a_bitacc_cmodel.so	Model shared object library
libstlport.so.5.1	STL library, referenced by libIp_ v_osd_v5_01_a_bitacc_cmodel.so
run_bitacc_cmodel	64-bit Linux fixed configuration executable
run_bitacc_cmodel_config	64-bit Linux programmable configuration executable
/lin	Precompiled bit accurate ANSI C reference model for simulation on 32-bit Linux platforms.
libIp_v_osd_v5_01_a_bitacc_cmodel.so	Model shared object library
libstlport.so.5.1	STL library, referenced by libIp_ v_osd_v5_01_a_bitacc_cmodel.so
run_bitacc_cmodel	32-bit Linux fixed configuration executable
run_bitacc_cmodel_config	32-bit Linux programmable configuration executable
/nt64	Precompiled bit accurate ANSI C reference model for simulation on 64-bit Windows platforms
libIp_v_osd_v5_01_a_bitacc_cmodel.lib	Precompiled library file for 64-bit Windows platforms compilation
run_bitacc_cmodel.exe	64-bit Windows fixed configuration executable
run_bitacc_cmodel_config.exe	64-bit Windows programmable configuration executable
/nt	Precompiled bit accurate ANSI C reference model for simulation on 32-bit Windows platforms
libIp_v_osd_v5_01_a_bitacc_cmodel.lib	Precompiled library file for 32-bit Windows platforms compilation
run_bitacc_cmodel.exe	32-bit Windows fixed configuration executable
run_bitacc_cmodel_config.exe	32-bit Windows programmable configuration executable
examples	Example input files to be used with the run_bitacc_cmodel_config executable
example0.cfg	Example config file; internal test patterns, no graphics controller and BMP output
example1.cfg	Example config file; no input, internal test patterns , no graphics controller and YUV output
example2.cfg	Example config file; BMP input, no graphics controller and BMP output

Table 4-1: **Directory Structure and Files of the Video On-Screen Display v5.01.a Bit Accurate C Model**

File Name	Contents
example3.cfg	Example config file., BMP input, graphics overlay and BMP output
clut.txt	Example graphics controller color look-up table/pallet file
string.txt	Example graphics controller text/strings file
font.txt	Example graphics controller font file
instructions.txt	Example graphics controller instruction list
bridge.bmp	Example 24-bit 576x720 bitmap

Installation

For Linux, make sure the following files are in a directory in the $LD_LIBRARY_PATH environment variable:

- `libIp_v_osd_v5_01_a_bitacc_cmodel.so`
- `libstlport.so.5.1`

Software Requirements

The Video On-Screen Display C models were compiled and tested with the software listed in Table 4-2.

Table 4-2: **Compilation Tools for the Bit Accurate C Models**

Platform	C Compiler
Linux 32-bit and 64-bit	GCC 3.4.6 & 4.1.6
Windows 32-bit and 64-bit	Microsoft Visual Studio 2008

Interface

The video OSD bit accurate C model core function is a statically linked library. This model is accessed through a set of functions and data structures that are declared in the `v_osd_v5_01_a_bitacc_cmodel.h` file. A higher level software project can make function calls to this function:

```
/**
 * Create a new state structure for this C-Model.
```

```
 *
 * IMPORTANT: Client is responsible for calling
 *            xilinx_ip_v_osd_v5_01_a_destroy_state()
 *            to free state memory.
 *
 * @param generics    Generics to be used to configure C-Model
 *                    state.
 *
 * @returns xilinx_ip_v_osd_v5_01_a_state*  Pointer to the internal
 *                                          state.
 */
struct xilinx_ip_v_osd_v5_01_a_state*
xilinx_ip_v_osd_v5_01_a_create_state(struct xilinx_ip_v_osd_v5_01_a_generics generics);

/**
 * Simulate this bit-accurate C-Model.
 *
 * @param     state      Internal state of this C-Model. State
 *                       may span multiple simulations.
 * @param     inputs     Inputs to this C-Model.
 * @param     outputs    Outputs from this C-Model.
 *
 * @returns   Exit code   Zero for SUCCESS, Non-zero otherwise.
 */
int xilinx_ip_v_osd_v5_01_a_bitacc_simulate
(
 struct xilinx_ip_v_osd_v5_01_a_state*   state,
 struct xilinx_ip_v_osd_v5_01_a_inputs   inputs,
 struct xilinx_ip_v_osd_v5_01_a_outputs* outputs
);
```

Before using the model, the structures holding the generics, inputs, and outputs of the OSD instance must be defined:

```
struct  xilinx_ip_v_osd_v5_01_a_generics generics;
struct  xilinx_ip_v_osd_v5_01_a_inputs   inputs;
struct  xilinx_ip_v_osd_v5_01_a_outputs  outputs;
```

The declaration of these structures is in the `v_osd_v5_01_a_bitacc_cmodel.h` file.

Before making the function call, complete these steps:

1. Populate the *generics* structure. It defines the values of build time parameters. See OSD Generics Structure for more information on the structure and an example of how to initialize.
2. Populate the *inputs* structure. It defines the values of run time parameters. See OSD Inputs Structure for more information on the structure and an example of how to initialize.
3. Populate the *outputs* structure. See OSD Outputs Structure for more information on the structure and an example of how to initialize.

After the inputs are defined and all `video_structs` are initialized, the model can be simulated by calling the following functions:

```
state = xilinx_ip_v_osd_v5_01_a_create_state(generics);
if (state == NULL) {
  printf("ERROR: could not create state object\n");
  return 1;
}

// Simulate the core
printf("Running the C model...\n");
if(xilinx_ip_v_osd_v5_01_a_bitacc_simulate(state, inputs, &outputs) != 0) {
  printf("ERROR: simulation did not complete successfully\n");
  return 1;
} else {
  printf("Simulation completed successfully\n");
}
```

The results are provided in the outputs structure, which contains only one member of type `video_struct`. See OSD Video Structure for more information on `video_struct`.

The successful execution of all provided functions return a value of 0, otherwise a non-zero error code indicates that problems occurred during function calls.

OSD Generics Structure

The Xilinx LogiCORE IP Video OSD Core bit accurate C model takes multiple generic parameters. All generic parameters are integers or integer arrays. See Table 4-3 for generic definitions.

Table 4-3: **OSD Generics Structure**

Generic	Designation
C_DATA_WIDTH	Data width of each color component channel; valid values are 8, 10 and 12.
C_NUM_LAYERS	The number of layers.
C_LAYER_TYPE[8]	Defines the layer type of each layer: • 1=Graphics Controller • 2=VFBC • 3=XSVI All other values are reserved.
C_LAYER_INS_BOX_EN[8]	Enable box instructions.
C_LAYER_INS_TEXT_EN[8]	Enable text instructions.
C_LAYER_CLUT_SIZE[8]	Maximum number of colors.
C_LAYER_TEXT_NUM_STRINGS[8]	Maximum number of strings.
C_LAYER_TEXT_MAX_STRING_LENGTH[8]	Maximum string length.
C_LAYER_FONT_NUM_CHARS[8]	Maximum number of characters.
C_LAYER_FONT_WIDTH[8]	Maximum font width.

Table 4-3: **OSD Generics Structure**

Generic	Designation
C_LAYER_FONT_HEIGHT[8]	Maximum font height.
C_LAYER_FONT_BPP[8]	Font bits per pixel.
C_LAYER_FONT_ASCII_OFFSET[8]	The ASCII value of the first character in the font file.

Calling `xilinx_ip_v_osd_v5_01_a_get_default_generics()` initializes the generics structure, `xilinx_ip_v_osd_v5_01_a_generics`, with the OSD defaults. An example of initialization of the generics structure with layer two configured as a graphics controller is as follows:

```
generics = xilinx_ip_v_osd_v5_01_a_get_default_generics(); //Get Defaults
generics.C_NUM_LAYERS = 3;
generics.C_LAYER_TYPE[2] = 1; // Graphics Controller

// Setup Graphics Controller
generics.C_LAYER_INS_BOX_EN[2]  = 1;
generics.C_LAYER_INS_TEXT_EN[2] = 1;
generics.C_LAYER_CLUT_SIZE[2]   = 256;

// Setup Font RAM
generics.C_LAYER_FONT_NUM_CHARS[2]    = 128;
generics.C_LAYER_FONT_WIDTH[2]        = 8;
generics.C_LAYER_FONT_HEIGHT[2]       = 8;
generics.C_LAYER_FONT_BPP[2]          = 1;
generics.C_LAYER_FONT_ASCII_OFFSET[2] = 0;

// Setup Text RAM
generics.C_LAYER_TEXT_NUM_STRINGS[2] = 16; // Set number of strings
generics.C_LAYER_TEXT_MAX_STRING_LENGTH[2] = 64; //Set max string length
```

OSD Inputs Structure

The structure `xilinx_ip_v_osd_v5_01_a_inputs` defines the values of run time parameters and the actual input video frames/images for each layer.

```
struct xilinx_ip_v_osd_v5_01_a_inputs
{
  struct  video_struct video_in[OSD_MAX_LAYERS];

  struct frame_cfg_struct * frame_cfg;
  struct layer_cfg_struct *layer_cfg[OSD_MAX_LAYERS];
  struct graphics_cfg_struct * gfx_cfg[OSD_MAX_LAYERS];

  int     num_frames;
  int     color_space;

}; // end xilinx_ip_v_osd_v5_01_a_inputs
```

The `video_in` variable is an array of `video_struct` structures, one structure per layer. See the OSD Video Structure for a description of the `video_in` structure. The `video_in` structure must be initialized if neither the internal graphics controller nor the test pattern generator is used.

Frame Configuration

The `frame_cfg` variable is a pointer to the `frame_cfg_struct`. The `frame_cfg_struct` is defined as:

```
struct frame_cfg_struct
{
  int y_size;
  int x_size;
  int bg_color[3];

  struct frame_cfg_struct * next; // For Changing parameters each Frame
};
```

The `frame_cfg` variable points to the first element in the frame config linked list. For each frame, the OSD model reads the x and y size of output frame and the background color from the `frame_cfg_struct` pointed to by `frame_cfg`. At the end of the frame, if the next pointer is not NULL, the OSD model updates the background color and the output size from the next structure in the linked list. Consequently, if the number of video frames is more than the number of elements in the linked list, the last element is used for the remaining frames. The user is responsible for initializing the linked list.

Layer Configuration

The `layer_cfg` variable is an array of pointers to the `layer_cfg_struct` structure, one pointer per layer. The `layer_cfg_struct` is defined as:

```
struct layer_cfg_struct
{
  int enable;
  int g_alpha_en;
  int priority;
  int alpha;
  int x_pos;
  int y_pos;
  int x_size;
  int y_size;

  int chan_mode[4];
  int chan_color[4];

  struct layer_cfg_struct * next; // For Changing parameters each Frame
};
```

Each pointer must be initialized to point to the first element in the layer config linked list. For each frame, the OSD model reads the layer registers and the test parameter arrays (`chan_mode[4]` and `chan_color[4]`) from the `layer_cfg_struct` pointed to by the `layer_cfg` pointer. This linked list enables the user to change the layer configuration (size, position, transparency, z-plane, and so on) for each video frame.

At the end of the frame, if the next pointer is not NULL, the OSD model updates the layer configuration from the next structure in the linked list. Consequently, if the number of video frames is more than the number of elements in the linked list, the last element is used for the remaining frames. The user is responsible for initializing the linked list.

Graphics Configuration

The `gfx_cfg` variable is an array of pointers to the `graphics_cfg_struct` structure, one pointer per layer. This variable is only used if the layer is configured for graphics controller input. The `graphics_cfg_struct` is defined as:

```
struct graphics_cfg_struct
{
  int layer_num;

  uint16 * clut; // Color Table
  char * text_ram; // Text Ram
  int * font_ram; // Font Ram

  struct graphics_list * graph_instruction;

  struct graphics_cfg_struct * next; // For Changing parameters each Frame
};
```

Each pointer must be initialized to point to the first element in the graphics config linked list. For each frame, the OSD model reads the graphics controller memories from the `graphics_cfg_struct` pointed to by the `gfx_cfg` pointer. This linked list enables the user to change the graphics controller output (boxes, text, color, size, position, transparency, font and strings) for each video frame.

The CLUT pointer points to an array of 16-bit unsigned integers. This array contains the color entries for the current video frame. Each color entry contains four integers, one for each color component and one for alpha. The CLUT array must contain 4*16 or 4*256 integers.

The `text_ram` pointer points to an array of characters. This array contains all strings for the current video frame. The number of characters in the array must equal the (maximum string length) * (the number of strings).

The `font_ram` pointer points to an array of integers. This array contains the font for the current video frame. The number of integers in the array must equal the (number of characters) * (font width) * (font height). The number of bits used in each integer is 8, 16 or 32 depending on the setting of the `font_width` and `font_bpp`.

The `graph_instruction` pointer points to a linked list of graphics instructions (defined by the `graphics_list` structure). This linked list contains the graphics instructions for the current video frame. The Graphics Controller draws each instruction in the linked list until a NULL pointer is encountered. The `graphic_list` structure is defined as:

```
struct graphics_list
```

```
{
  int opcode;
  int xstart;
  int xstop;
  int ystart;
  int ystop;
  int color_index;
  int text_index;
  int object_size;

  struct graphics_list * next;

};
```

This structure contains the same fields as in the instruction file defined previously. The opcode variable can be `OSD_INS_BOX`, `OSD_INS_TEXT` or `OSD_INS_BOXTEXT` (each defined in the `v_osd_v_2_0_bitacc_cmodel.h` file). See Table D-1, page 126 through Table D-5, page 129 for more information on xstart, xstop, ystart, ystop, color_index and text_index definitions.

At the end of the frame, if the next pointer is not NULL, the OSD model updates the graphics controller configuration from the next structure in the linked list. Consequently, if the number of video frames is more than the number of elements in the linked list, the last element is used for the remaining frames. The user is responsible for initializing the linked list. Example initialization code of the inputs structure is as follows:

```
  inputs.frame_cfg   = (struct frame_cfg_struct *) calloc(1, sizeof(struct
frame_cfg_struct));
  inputs.frame_cfg->x_size      = 1280;
  inputs.frame_cfg->y_size      =  720;
  inputs.frame_cfg->bg_color[0] = 0x88;
  inputs.frame_cfg->bg_color[1] = 0x3a;
  inputs.frame_cfg->bg_color[2] = 0xbd;
  inputs.frame_cfg->next        = NULL; // End of Frame Config

  // Setup Layer 0 Configuration
   inputs.layer_cfg[0] = (struct layer_cfg_struct *) calloc(1, sizeof(struct
layer_cfg_struct));
  inputs.layer_cfg[0]->enable      = 1;
  inputs.layer_cfg[0]->g_alpha_en  = 0;
  inputs.layer_cfg[0]->priority    = 2;
  inputs.layer_cfg[0]->alpha       = 0x80;
  inputs.layer_cfg[0]->x_pos       = 0;
  inputs.layer_cfg[0]->y_pos       = 0;
  inputs.layer_cfg[0]->x_size      = 1280;
  inputs.layer_cfg[0]->y_size      = 720;

  inputs.layer_cfg[0]->chan_mode[0] = OSD_SOLID_MODE;
  inputs.layer_cfg[0]->chan_mode[1] = OSD_SOLID_MODE;
  inputs.layer_cfg[0]->chan_mode[2] = OSD_SOLID_MODE;
  inputs.layer_cfg[0]->chan_mode[3] = OSD_HRAMP_MODE;

  inputs.layer_cfg[0]->chan_color[0] = 0xe0;
  inputs.layer_cfg[0]->chan_color[1] = 0x5a;
  inputs.layer_cfg[0]->chan_color[2] = 0xbf;
  inputs.layer_cfg[0]->chan_color[3] = 0x80; // Alpha
```

```
inputs.layer_cfg[0]->next = NULL;
```

OSD Outputs Structure

The structure `xilinx_ip_v_osd_v5_01_a_outputs` provides the actual output video frames/images of the OSD core. This structure is a wrapper to the standard `video_struct` used by other Xilinx video core C models.

```
struct xilinx_ip_v_osd_v5_01_a_outputs
{
  struct  video_struct video_out;
}; // xilinx_ip_v_osd_v5_01_a_outputs
```

The `video_out` structure must be initialized. The following code shows a typical `video_out` initialization.

```
// Setup Output Video Buffer
outputs.video_out.frames           = inputs.num_frames;
outputs.video_out.rows             = inputs.frame_cfg->y_size;
outputs.video_out.cols             = inputs.frame_cfg->x_size;
outputs.video_out.mode             = FORMAT_C444;
outputs.video_out.bits_per_component = generics.C_DATA_WIDTH;
outputs.video_out.data[0]          = NULL;
outputs.video_out.data[1]          = NULL;
outputs.video_out.data[2]          = NULL;
```

OSD Video Structure

Input images or video streams can be provided to the OSD v5.01.a reference model using the `video_struct` structure, defined in `video_utils.h`. Output images or video streams are also placed within a `video_struct` structure. The video_struct is defined as:

```
struct video_struct{
  int       frames, rows, cols, bits_per_component, mode;
  uint16*** data[5]; };
```

The structure member variables are defined in Table 4-4.

Table 4-4: **Member Variables of the Video Structure**

Member Variable	Designation
frames	Number of video/image frames in the data structure
rows	Number of rows per frame Pertains to the image plane with the most rows and columns, such as the luminance channel for YUV data. Frame dimensions are assumed constant through the all frames of the video stream, however different planes, such as y, u and v can have different smaller dimensions.

Table 4-4: **Member Variables of the Video Structure**

cols	Number of columns per frame Pertains to the image plane with the most rows and columns, such as the luminance channel for YUV data. Frame dimensions are assumed constant through the all frames of the video stream, however different planes, such as y, u and v can have different smaller dimensions.
bits_per_component	Number of bits per color channel/component. All image planes are assumed to have the same color/ component representation. Maximum number of bits per component is 16.
mode	Contains information about the designation of data planes. Named constants to be assigned to `mode` are listed in Table 4-5.
data	Set of 5 pointers to 3 dimensional arrays containing data for image planes. `data` is in 16 bit unsigned integer format accessed as data[plane][frame][row][col]

Add Note that the following formats are supported by the OSD.

Note: The OSD core supports four formats: FORMAT_RGB, FORMAT_C444, FORMAT_C422, and FORMAT_C420

Table 4-5: **Named Constants for Video Modes With Corresponding Planes and Representations**

Mode	Planes	Video Representation
FORMAT_MONO	1	Monochrome – luminance only
FORMAT_RGB	3	RGB image/video data
FORMAT_C444	3	444 YUV, or YCrCb image/video data
FORMAT_C422	3	422 format YUV video, (u, v chrominance channels horizontally sub-sampled)
FORMAT_C420	3	420 format YUV video, (u, v sub-sampled both horizontally and vertically)
FORMAT_MONO_M	3	Monochrome (luminance) video with motion
FORMAT_RGBA	4	RGB image/video data with alpha (transparency) channel
FORMAT_C420_M	5	420 YUV video with motion or alpha
FORMAT_C422_M	5	422 YUV video with motion or alpha
FORMAT_C444_M	5	444 YUV video with motion or alpha
FORMAT_RGBM	5	RGB video with motion

Working With Video_struct Containers

The `video_utils.h` file defines functions to simplify access to video data in `video_struct`.

```
int video_planes_per_mode(int mode);
int video_rows_per_plane(struct video_struct* video, int plane);
int video_cols_per_plane(struct video_struct* video, int plane);
```

Function `video_planes_per_mode` returns the number of component planes defined by the mode variable, as described in Table 4-5. Functions `video_rows_per_plane` and `video_cols_per_plane` return the number of rows and columns in a given plane of the selected video structure. The following example demonstrates using these functions in conjunction to process all pixels within a video stream stored in variable `in_video`, with this construct:

```
for (int frame = 0; frame < in_video->frames; frame++) {
  for (int plane = 0; plane < video_planes_per_mode(in_video->mode); plane++) {
    for (int row = 0; row < rows_per_plane(in_video,plane); row++) {
      for (int col = 0; col < cols_per_plane(in_video,plane); col++) {
    // User defined pixel operations on
// in_video->data[plane][frame][row][col]
      }
    }
  }
```

```
}
```

Delete the Video Structure

Finally, large arrays such as the `video_in` element in the video structure must be deleted to free up memory. As an example, the following function is defined as part of the `video_utils` package.

```
void free_video_buff(struct video_struct* video )
{
  int plane, frame, row;

  if (video->data[0] != NULL) {
    for (plane = 0; plane <video_planes_per_mode(video->mode); plane++) {
      for (frame = 0; frame < video->frames; frame++) {
        for (row = 0; row<video_rows_per_plane(video,plane); row++) {
          free(video->data[plane][frame][row]);
        }
        free(video->data[plane][frame]);
      }
      free(video->data[plane]);
    }
  }
}
```

This function can be called in the following way to free the video input buffers (up to eight) and the video output buffer:

```
// Free Layer Buffers
for(i=0; i < generics.C_NUM_LAYERS; i++)
{
  printf("Freeing Layer Video Buffer #%d...\n", i);
  free_video_buff(&inputs.video_in[i]);
}
printf("Freeing Output Buffer...\n");
free_video_buff(&outputs.video_out);
```

Example Code

Two example C files, `run_bitacc_cmodel.c` and `bitacc_cmodel_config.c`,are provided. The 32-bit and 64-bit Windows and Linux executables for these examples are also included. This C file has these characteristics:

The `run_bitacc_cmodel` example executable provides:

- Shows a fixed implementation of the OSD, including two VFBC layers populated from the internal test pattern generator and one graphics controller layer.

- Contains an example of how to write an application that makes all necessary function calls to the OSD C model core function.
- Contains an example of how to populate the video structures at the input and output, including allocation of memory to these structures.
- Uses a YUV file reading function to extract video information from YUV files for use by the model.
- Uses a YUV file writing function to provide an output YUV file, which allows the user to visualize the result of the core.

The `run_bitacc_cmodel` example executable does not use command line parameters. To run the executable:

1. Use the **cd** command to go to the platform directory (lin64, lin, win64 or win32).
2. Enter this command at the shell or DOS prompt:

    run_bitacc_cmodel

The `run_bitacc_cmodel_config` example executable provides:

- Shows configurable implementations of the OSD configured from a config file or command line arguments.
- Includes a config file parser, allowing the user to pass parameters into the model for multiple test cases.
- Uses YUV or BMP file reading functions to extract video information from YUV or BMP files for use by the model.
- Uses YUV or BMP file writing functions to provide an output YUV or BMP file, which allows the user to visualize the result of the core.

The `run_bitacc_cmodel` _config example executable uses multiple command line parameters. To run the executable:

1. Use the **cd** command to go to the platform directory (lin64, lin, win64 or win32).
2. Enter this command at the shell or DOS prompt:

    run_bitacc_cmodel_config -c <*Config Filename*> <*-parameter=value ...*>

Config File Format

The config file defines configuration generics, register settings and test parameters for each video frame to be simulated by the C model. The basic file format is a series of lines each containing a parameter-value pair separated by an '='. An example config file snippet is provided here:

```
C_DATA_WIDTH = 8
```

```
C_NUM_LAYERS = 2
T_NUM_FRAMES = 2
# FORMAT_RGB
T_COLORSPACE = 8
C_NUM_DATA_CHANNELS = 3
C_OUTPUT_MODE = 1
C_LAYER0_TYPE = 2
C_LAYER1_TYPE = 2
T_OUTFILE = example0.bmp

[FRAME 1]
R_X_SIZE = 1280
R_Y_SIZE = 720
R_BGCOLOR0 = 0x10
R_BGCOLOR1 = 0x80
R_BGCOLOR2 = 0x80

R_LAYER0_ENABLE = 1
R_LAYER0_G_ALPHA_EN = 1
R_LAYER0_PRIORITY = 1
R_LAYER0_ALPHA = 0xff
R_LAYER0_X_POS = 0
R_LAYER0_Y_POS = 0
R_LAYER0_X_SIZE = 640
R_LAYER0_Y_SIZE = 720

T_LAYER0_CHAN0_MODE = 5
T_LAYER0_CHAN1_MODE = 5
T_LAYER0_CHAN2_MODE = 5
T_LAYER0_CHAN3_MODE = 5
T_LAYER0_CHAN0_COLOR = 2
T_LAYER0_CHAN1_COLOR = 0xa0
T_LAYER0_CHAN2_COLOR = 0xb0
T_LAYER0_CHAN3_COLOR = 0xc0
```

Configuration generics are prefixed with “C_”, OSD hardware registers are prefixed with “R_” and test parameters are prefixed with “T_”. Settings can be changed for each video frame. Video frame settings are delineated by a single line containing “[FRAME <*num*>]”, where <*num*> is an integer denoting the frame number. Global parameters (generics and some test parameters) must be before the first “[FRAME <*num*>]” line. Comment lines are those lines in which the first non-white-space character is '#' or ';'. See Table 4-6 for a full list of all valid parameters.

Table 4-6: **Global Parameters**

Parameter	Valid Range	Description
Global Parameters		Global parameters must be outside of [FRAME <*num*>] sections.
C_DATA_WIDTH	8,10,12	Data width of each color component channel.
C_NUM_LAYERS	1-8	Number of layers.

Table 4-6: **Global Parameters *(Cont'd)***

Parameter	Valid Range	Description
C_LAYER<*num*>_TYPE	1,2,3	Defines the layer type: 1 = Graphics Controller 2 = VFBC. Loads data from a file or from an internally generated test pattern. The T_LAYER<*num*>_CHAN0_MODE (see below) defines if the layer data is from internal test pattern or from file. If the T_COLORSPACE is set to 8, the file format expected is .bmp. If T_COLOR_SPACE is set to 1,2 or 3, the file format expected is .yuv. 3 = XSVI. Same as VFBC.
C_LAYER<*num*>_INS_BOX_EN	0,1	Enable Box instructions. If 0, then all box instructions in the instruction files are ignored.
C_LAYER<*num*>_INS_TEXT_EN	0,1	Enable Text Instructions. If 0, then all text instructions in the instruction files are ignored. Both C_LAYER<*num*>_INS_BOX_EN and C_LAYER<*num*>_INS_TEXT_EN must be enabled to enable the box text instruction.
C_LAYER<*num*>_IMEM_SIZE	4-4096	Maximum number of instructions .
C_LAYER<*num*>_CLUT_SIZE	16 or 256	Maximum number of colors.
C_LAYER<*num*>_TEXT_NUM_ STRINGS	1 – 256	Maximum number of strings.
C_LAYER<*num*>_TEXT_MAX_ STRING_LENGTH	32,64,128,256	Maximum string length.
C_LAYER<*num*>_FONT_NUM_ CHARS	1-256	Maximum number of characters.
C_LAYER<*num*>_FONT_WIDTH	8,16	Maximum Font Width.
C_LAYER<*num*>_FONT_HEIGHT	8,16	Maximum Font Height.
C_LAYER<*num*>_FONT_BPP	1,2	Font bits per pixel. 1 corresponds to 2 color font and 2 corresponds to 4 color font.
C_LAYER<*num*>_FONT_ASCII_ OFFSET	0 - (C_LAYER<*num*>_FONT _NUM_CHARS) -1	ASCII value of the first character in the font file.
T_NUM_FRAMES	1-	Number of frames to simulate
T_COLORSPACE	1,2,3,8	Color space: 1 = YUV 4:2:0 2 = YUV 4:2:2 3 = YUV 4:4:4 8 = RGB
T_OUTFILE	Any String	Destination file name to write output data. If the T_COLORSPACE is set to 8, this file will be in 24-bit .bmp format, otherwise this file is a planar .yuv file.

Table 4-6: **Global Parameters *(Cont'd)***

Parameter	Valid Range	Description
T_LAYER<*num*>_VIDEO_FILE	Any String	Defines the .bmp or .yuv file used to read layer data if the C_LAYER<*num*>_TYPE is set to 2.
T_LAYER<*num*>_INSTRUCTION_FILE	Any String	File name of instruction file. The OSD C model does not include a default set of instructions internally. This parameter must be set if using the graphics controller. See Instruction File Format.
T_LAYER<*num*>_CLUT_FILE	Any String	File name of color LUT file. The OSD C model does not include a default color LUT internally. This parameter must be set if using the graphics controller. See Color LUT File Format.
T_LAYER<*num*>_FONT_FILE	Any String	File name of font file. The OSD C model does not include a default font internally. This parameter must be set if using the graphics controller. See Font File Format.
T_LAYER<*num*>_TEXT_FILE	Any String	File name of string file. The OSD C model does not include a default set of strings internally. This parameter must be set if using the graphics controller. See String File Format.
Frame Parameters		Frame Parameters can be defined and redefined for each frame.
R_X_SIZE	1 – 4096	Width of OSD output frames.
R_Y_SIZE	1 – 4096	Height of OSD output frames.
R_BGCOLOR0	0x00 – 0xfff	Background color component 0 – R or Y. Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
R_BGCOLOR1	0x00 – 0xfff	Background color component 1 – G or U. Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
R_BGCOLOR2	0x00 – 0xfff	Background color component 2 – B or V.Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
R_LAYER<*num*>_ENABLE	0,1	Enables layer when 1.
R_LAYER<*num*>_G_ALPHA_EN	0,1	Enables global alpha when 1. When 0, pixel alpha values are used.
R_LAYER<*num*>_PRIORITY	0-7	Z-plane order. Lower values denotes layers that are below layers with higher priority. Each layer must have a unique priority setting.

Table 4-6: **Global Parameters *(Cont'd)***

Parameter	Valid Range	Description
R_LAYER<*num*>_ALPHA	0-0xfff	Alpha value for 100% opaque to 100% transparent. Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
R_LAYER<*num*>_X_POS	0 – (R_X_SIZE-1)	X position of upper-left corner of layer.
R_LAYER<*num*>_Y_POS	0 – (R_Y_SIZE-1)	Y position of upper-left corner of layer.
R_LAYER<*num*>_X_SIZE	0 – R_X_SIZE	Width of layer.
R_LAYER<*num*>_Y_SIZE	0 – R_Y_SIZE	Height of layer.

Table 4-6: **Global Parameters *(Cont'd)***

Parameter	Valid Range	Description
T_LAYER<*num*>_CHAN0_MODE	0 – 7	The test mode of color channel/component 0 (R or Y) 0 = OSD_PREFILL_MODE: Denotes that the layer buffer is pre-filled with data before the OSD core simulation begins. The OSD model will expect to read input data from the T_LAYER<*num*>_VIDEO_FILE in this mode. 1 = OSD_GRAPHICS_MODE: Denotes that the layer data will be generated from the graphics controller. All the graphics controller files must be setup. 2 = OSD_CHECKER_MODE: Channel data is generated from internal test pattern generator. Channel data filled with T_LAYER<*num*>_CHAN0_COLOR in the upper-left and lower-right quadrants and filled with the bit-reversed color in the upper-right and lower-left quadrants. 3 = OSD_RAND_MODE: Channel data is generated from internal test pattern generator. Channel data is filled with random data. The value of T_LAYER<*num*>_CHAN0_MODE is used as the seed. 4 = OSD_SOLID_MODE: Channel data is generated from internal test pattern generator. Channel data is filled with the value of T_LAYER<*num*>_CHAN0_MODE. 5 = OSD_HRAMP_MODE: Channel data is generated from internal test pattern generator. Channel data is filled with a horizontal ramp, values incremented every pixel. 6 = OSD_VRAMP_MODE: Channel data is generated from internal test pattern generator. Channel data is filled with a vertical ramp, values incremented every line. 7 = OSD_TEMPR_MODE: Channel data is generated from internal test pattern generator. Channel data is filled with a temporal ramp, values incremented every frame. NOTE: If T_LAYER<*num*>_CHAN0_MODE is set to 0 or 1, then T_LAYER<*num*>_CHAN1_MODE through T_LAYER<*num*>_CHAN3_MODE is ignored.
T_LAYER<*num*>_CHAN1_MODE	0 - 7	Same as T_LAYER<*num*>_CHAN0_MODE for channel 1
T_LAYER<*num*>_CHAN2_MODE	0 - 7	Same as T_LAYER<*num*>_CHAN0_MODE for channel 2
T_LAYER<*num*>_CHAN3_MODE	0 - 7	Same as T_LAYER<*num*>_CHAN0_MODE for channel 3 (alpha)

Table 4-6: **Global Parameters *(Cont'd)***

Parameter	Valid Range	Description
T_LAYER<*num*>_CHAN0_COLOR	0 – 0xfff	Used when T_LAYER<*num*>_CHAN0_MODE is set to 2-7. Used to set the color or to configure the internal test pattern generator for channel 0. Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
T_LAYER<*num*>_CHAN1_COLOR	0 – 0xfff	Same as T_LAYER<*num*>_CHAN0_COLOR for channel 1 Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
T_LAYER<*num*>_CHAN2_COLOR	0 – 0xfff	Same as T_LAYER<*num*>_CHAN0_COLOR for channel 2 Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.
T_LAYER<*num*>_CHAN3_COLOR	0 – 0xfff	Same as T_LAYER<*num*>_CHAN0_COLOR for channel 3 (alpha) Maximum value for data width of 8 is 0xff. Maximum value for data width of 10 is 0x3ff. Maximum value for data width of 12 is 0xfff.

Color LUT File Format

The color LUT file defines the color pallet used by the graphics controller. Each graphics controller can have a different color LUT file just as the OSD hardware can have different color LUT memory. The format of the file is plain text containing a series of decimal or hexadecimal numbers separated by white space or new line characters. Only the lower 8-bits of each number are used.

The order of the file is channel0, channel1, channel2, and alpha for each color entry starting at entry zero. Here is an example color LUT file:

```
0x00 0x00 0x00 0x00
0x10 0x80  128 0xc0
0x51 0x5a 0xef 0x80
0x89 0x52 0x46  128
0x6b 0xba 0x65 0x80
```

The first line shows all color 0 and has all channels including alpha set to zero. The second line defines color 1 to be black in YUV with an alpha of 192. The remaining lines define color 2, 3 and 4 as red, green and blue in YUV, all with an alpha of 128 or 50% transparent.

The OSD can have a color LUT with 16 colors or 256 colors (64 or 1024 separate numbers for all channels). Not all entries need to be defined. Those entries not defined are set to zero.

Consequently, the previous example defines only color entries 0, 1, 2, 3 and 4. Entries 5 through to the end of the table are zero.

Colors can be changed for each video frame (just as in the OSD hardware) by providing multiple color LUTs within the file. The first C_LAYER<*num*>_CLUT_SIZE numbers are used for frame 1, the next C_LAYER<*num*>_CLUT_SIZE numbers are used for the next frame, and so on. If the number of frames is more than the number of color LUTs in the file, then the last color LUT is used for all remaining frames.

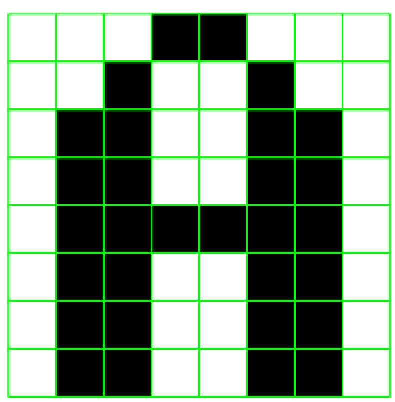
The Xilinx LogiCORE IP Video OSD C model does not include a default color LUT internally. The color LUT must be initialized from file if using the graphics controller.

Font File Format

The font file defines the bits used to define each pixel of each line of each character used by the graphics controller. Each graphics controller can have a different font file just as the OSD hardware can have different font memory. The format of the file is plain text containing a series of decimal or hexadecimal numbers separated by white space or new-line characters.

The order of the file is line 0, line 1, line 2, etc for each character. The number of lines for each character is defined by the C_LAYER<num>_FONT_HEIGHT parameter. The number of bits for each line is defined by C_LAYER<*num*>_FONT_WIDTH * C_LAYER<*num*>_FONT_BPP. The first character in the font file does not have to define character 0. Instead, the first character is set by the C_LAYER<*num*>_FONT_ASCII_OFFSET. Here is an example font file:

0x18
0x24
0x66
0x66
0x7e
0x66
0x66
0x66



This example shows a snippet of the font file for C_LAYER<*num*>_FONT_WIDTH=8, C_LAYER<*num*>_FONT_HEIGHT=8, C_LAYER<*num*>_FONT_BPP=1 and C_LAYER<*num*>_FONT_ASCII_OFFSET=32. The eight lines shown are for the capital letter 'A', ASCII 65. These lines would be the 33rd (65-32) character definition and lines 265 through 272 in the font file.

Fonts can be changed in each video frame (just as in the OSD hardware) by providing multiple fonts within the file. The first C_LAYER<*num*>_FONT_NUM_CHARS *

C_LAYER<*num*>_FONT_WIDTH * C_LAYER<*num*>_FONT_HEIGHT numbers are used for frame 1, the next C_LAYER<*num*>_FONT_NUM_CHARS *C_LAYER<*num*>_FONT_WIDTH * C_LAYER<*num*>_FONT_HEIGHT numbers are used for the next frame, and so on. If the number of frames is more than the number of fonts in the file, then the last font is used for all remaining frames.

The Xilinx LogiCORE IP Video OSD C model does not include a default font internally. The font must be initialized from a file if using the graphics controller.

String File Format

The string file defines the text strings used by the graphics controller. Each graphics controller can have a different font file just as the OSD hardware can have different font memory. The format of the file is plain text containing one string of characters including spaces per line.

The order of the file is string 0, string 1, string 2, and so on, again, one string per line. The number of strings for each graphics controller is defined by this parameter:

C_LAYER<*num*>_TEXT_NUM_STRINGS

The maximum number of characters (including the terminating NULL character) is defined by this parameter:

C_LAYER<*num*>_TEXT_MAX_STRING_LENGTH parameter

Here is an example string file:

```
This is String # 0.  It is on one line!
String 1
Xilinx
OSD
Menu
!&^%!@#*
```

In the previous example file, only the first lines (up to C_LAYER<num>_TEXT_NUM _STRINGS number of lines) are used. All other lines are ignored. Also, the first characters of each line (up to C_LAYER<num>_TEXT_MAX_STRING_LENGTH) are used. All other characters are ignored. If the maximum string length was set to 8, the first string would be truncated to "This is\0".

Note: In the OSD hardware, any character after the first NULL character in a string is ignored and not displayed.

Strings can be changed in each video frame by providing multiple sets of strings within the string file. The first C_LAYER<*num*>_TEXT_NUM_STRINGS number of lines are used for frame 1, the next C_LAYER<*num*>_TEXT_NUM_STRINGS number of lines are used for the next frame, and so on. If the number of frames is more than the number of sets of strings in the file, then the last set of strings are used for all remaining frames.

The Xilinx LogiCORE IP Video OSD C model does not include a default set of strings internally. The text strings must be initialized from a file if using the graphics controller.

Instruction File Format

The instruction file defines the instructions used by the graphics controller. Each graphics controller can have a different instruction file just as the OSD hardware can have different instruction memory. The format of the file is plain text containing one string of characters including spaces per line. One full instruction is contained on each line.

The order of the file is instruction, x_start, x_stop, y_start, y_stop, color_index, text_index and object_size on each line. The instruction field is a text string describing the graphics instruction. All other fields are either decimal or hexadecimal numbers for the parameters of the instruction.

Here is an example instruction file:

```
###########################
# Frame 1 Instructions
###########################
BOX       10   20   40   80  1  0  4
BOX       40   60   70   90  3  0  4
TEXT     100  100   50   50  2  1  0x40
BOXTEXT   30   40   30   40  2  2  0x14
END
###########################
# Frame 2 Instructions
###########################
TEXT     100  100   50   50  2  1  0x40
BOX       20   40   40   80  1  0  4
BOX       40   80   70   90  3  0  4
TEXT     200  100   50   50  2  1  0x40
BOXTEXT   30   40   30   40  2  2  0x14
END
```

Each field is described in Table 4-7.

Table 4-7: **Instruction File Fields**

Field	Valid Range	Description
Instruction	BOX, TEXT, BOXTEXT, END	The graphics instruction.
Xstart	0 – end of line	Starting draw x position of the instruction.
Xstop	0 – end of line	Ending draw x position of the instruction.
Ystart	0 – end of frame	Starting draw y position of the instruction.
Ystop	0 – end of frame	Ending draw y position of the instruction.

Table 4-7: **Instruction File Fields**

Color index	0 – 15 or 255	The color to be used for the graphics object. For boxes, this color index is used directly. For Text with BPP=1, the color index is used for the background and the color index + 1 is used for the foreground. For Text with BPP=2, the color index is used for bits "00" in the font, color index + 1 for bits "01", color index + 2 for "10" and color index + 3 for "11".
Text index	0 – (number of strings -1)	The text string to draw.
Object Size	0 – 0xff	For BOX, Size of boxes. For BOXTEXT, [3:0] size of boxes, [7;4] size of text. For TEXT, bits [7:4] size of text.

See Instruction RAM in Appendix D for more information on the format of each instruction.

There are two "END"s in the example instruction file because the file is used to describe the instructions for each video frame. All instructions from the beginning of the file to the first END are displayed on frame 1. For each frame following, the instructions between each subsequent "END" are displayed. If the number of frames is more than the number of "END"s in the file, then the last set of instructions are displayed for all remaining frames.

The Xilinx LogiCORE IP Video OSD C model does not include a default set of instructions internally.   The instructions must be initialized from a file if using the graphics controller.

Initializing the OSD Input Video Structure

The easiest way to assign stimuli values to the input video structure is to initialize it with an image or video. The `bmp_util.h`, `yuv_utils.h`, `rgb_utils.h` and `video_util.h` header files packaged with the bit accurate C models contain functions to facilitate file I/O.

Bitmap Image Files

The `rgb_utils.h` and `bmp_utils.h` files declare functions that help access files in Windows bitmap format (http://en.wikipedia.org/wiki/BMP_file_format). However, this format limits color depth to a maximum of 8 bits per pixel, and operates on images with three planes (R,G,B). Consequently, the following functions operate on arguments type rgb8_video_struct, which is defined in `rgb_utils.h`. Also, both functions support only true color, non-indexed formats with 24 bits per pixel.

```
int write_bmp(FILE *outfile, struct rgb8_video_struct *rgb8_video);
int read_bmp(FILE *infile, struct rgb8_video_struct *rgb8_video);
```

These functions are used to dynamically allocate and free memory for RGB structure storage:

```
int alloc_rgb8_frame_buff(struct rgb8_video_struct* rgb8video );
void free_rgb_frame_buff(struct rgb_video_struct* rgb_video );
```

Exchanging data between rgb8_video_struct and general video_struct type frames/videos is facilitated by functions:

```
int copy_rgb8_to_video(struct rgb8_video_struct* rgb8_in,
struct video_struct* video_out );
int copy_video_to_rgb8( struct video_struct* video_in,
struct rgb8_video_struct* rgb8_out );
```

Note: All image / video manipulation utility functions expect both input and output structures initialized; for example, pointing to a structure that has been allocated in memory, either as static or dynamic variables. Additionally, the input structure must have the dynamically allocated containers (data, r, g, b, y, u, and v arrays) already allocated and initialized with the input frame(s). If the output container structure is pre-allocated at the time of the function call, the utility functions verify and issue an error if the output container size does not match the size of the expected output. If the output container structure is not pre-allocated, the utility functions create the appropriate container to hold results.

YUV Image/Video Files

The `yuv_utils.h` file declares functions that support file access in YUV format. These functions are used to dynamically allocate and free memory for YUV structure storage:

```
int alloc_yuv8_frame_buff(struct yuv8_video_struct* yuv8video );
void free_yuv_frame_buff(struct yuv_video_struct* yuv_video );
```

These functions allow reading and writing of YUV functions (used to initialize or write yuv8_video data):

```
int write_yuv(FILE *outfile, struct yuv8_video_struct *yuv8_video);
int read_yuv(FILE *infile, struct yuv8_video_struct *yuv8_video);
```

Exchanging data between yuv8_video_struct and general video_struct type frames/videos is facilitated by functions:

```
int copy_yuv8_to_video(struct yuv8_video_struct* yuv8_in,
struct video_struct* video_out );
int copy_video_to_yuv8( struct video_struct* video_in,
struct yuv8_video_struct* yuv8_out );
```

YUV formats (4:2:0, 4:2:2 and 4:4:4) can be converted with these functions:

```
int yuv8_420to444(struct yuv8_video_struct* video_in, struct yuv8_video_struct* video_out);
int yuv8_422to444(struct yuv8_video_struct* video_in, struct yuv8_video_struct* video_out);
int yuv8_444to420(struct yuv8_video_struct* video_in, struct yuv8_video_struct* video_out);
int yuv8_444to422(struct yuv8_video_struct* video_in, struct yuv8_video_struct* video_out);
```

Binary Image/Video Files

The `video_utils.h` file declares functions that help load and save generalized video files in raw, uncompressed format. These functions effectively serialize the video_struct structure:

```
int read_video( FILE* infile,  struct video_struct* in_video);
int write_video(FILE* outfile, struct video_struct* out_video);
```

The corresponding file contains a small, plain text header defining, "Mode", "Frames", "Rows", "Columns", and "Bits per Pixel". The plain text header is followed by binary data, 16-bits per component in scan line continuous format. Subsequent frames contain as many component planes as defined by the video mode value selected. Also, the size (rows, columns) of component planes can differ within each frame as defined by the actual video mode selected.

These functions are used to dynamically allocate and free memory for video structure storage:

```
int alloc_video_buff(struct video_struct* video );
void free_video_buff(struct video_struct* video );
```

Compiling on 32-bit and 64-bit Windows Platforms

Precompiled library `v_osd_v5_01_a_bitacc_cmodel.lib`, top level demonstration code `run_bitacc_cmodel_config.c` and example code `run_bitacc_cmodel.c` must be compiled with an ANSI C compliant compiler under Windows 32-bit or Windows 64-bit. This section describes an example using Microsoft Visual Studio.

In Visual Studio create a new, empty Win32 Console Application project. As existing items, add:

- `libIpv_osd_v5_01_a_bitacc_cmodel.lib` to the "Resource Files" folder of the project
- `run_bitacc_cmodel.c` or the `run_bitacc_cmodel_config.c` to the "Source Files" folder of the project
- `v_osd_v5_01_a_bitacc_cmodel.h` header file to the "Header Files" folder of the project
- `bmp_utils.h` file to the "Header Files" folder of the project
- `rgb_utils.h` file to the "Header Files" folder of the project
- `video_fio.h` file to the "Header Files" folder of the project
- `video_utils.h` file to the "Header Files" folder of the project
- `yuv_utils.h` file to the "Header Files" folder of the project

To build the x64 executable for 64-bit Windows platforms, perform these steps. These steps can be skipped if building the Win32 executable.

1. Right-click on the solution in the Solution Explorer and click **Properties** at the bottom of the pop-up menu.
2. Click **Configuration Manager**.
3. In the Active solution platform drop-down box, select **<New...>**.
4. In the new platform drop-down box, select **x64** and click **OK**.

   Make sure that all the projects now have x64 as the default platform in the Configuration Manager.

5. After the project is created and populated, it must be compiled and linked (built) to create a Win32 or x64 executable. To perform the build step, select **Build Solution** from the Build menu. An executable matching the project name is created either in the Debug or Release subdirectories under the project location based on whether "Debug" or "Release" has been selected in the "Configuration Manager" under the Build menu.

Note: The `run_bitacc_cmodel.c` file is an example demonstration that reads no input but generates an output .yuv file from internally generated test patterns. The `run_bitacc_cmodel_config.c` file is a configurable demonstration and requires several input files to run. See Running the Executables for information on command line arguments and input file formats.

Compiling under 32-bit and 64-bit Linux Platforms

Example Demonstration

To compile the example demonstration, go to the directory where the header files, the library files and `run_bitacc_cmodel.c` were unpacked. The libraries and header files are referenced during the compilation and linking process. In this directory, perform these steps:

1. Set your LD_LIBRARY_PATH environment variable to include the root directory where the model zip file was unzipped. For example:

```
setenv LD_LIBRARY_PATH <unzipped_c_model_dir>:${LD_LIBRARY_PATH}
```

2. Copy these files from the /lin32 or /lin64 directory to the root directory:

```
libstlport.so.5.1
libIp_v_osd_v5_01_a_bitacc_cmodel.so
libIp_v_tc_v5_01_a_bitacc_cmodel.so
```

3. In the root directory, compile using the GNU C Compiler by typing this command at the shell prompt:

```
gcc -m32 -x c++ ../run_bitacc_cmodel.c ../parsers.c -o run_bitacc_cmodel -L.
-lIp_v_osd_v5_01_a_bitacc_cmodel -Wl,-rpath,.

gcc -m64 -x c++ ../run_bitacc_cmodel.c ../parsers.c -o run_bitacc_cmodel -L.
-lIp_v_osd_v5_01_a_bitacc_cmodel -Wl,-rpath,.
```

4. This results in the creation of the executable run_bitacc_cmodel, which can be run using this command:

```
./run_bitacc_cmodel
```

A make file is also included that runs GCC. To clean the executable and compile the example code, enter this command at the shell prompt:

```
make clean all
```

Configurable Demonstration

To compile the configurable demonstration, go to the directory where the header files, the library files and `run_bitacc_cmodel_config.c` were unpacked. The libraries and header files are referenced during the compilation and linking process. In this directory, perform these steps:

1. Set your LD_LIBRARY_PATH environment variable to include the root directory where the model zip-file was unzipped. For example:

```
setenv LD_LIBRARY_PATH <unzipped_c_model_dir>:${LD_LIBRARY_PATH}
```

2. Copy these files from the /lin64 directory to the root directory:

```
libstlport.so.5.1
libIp_v_osd_v5_01_a_bitacc_cmodel.so
libIp_v_tc_v5_01_a_bitacc_cmodel.so
```

3. In the root directory, compile using the GNU C Compiler by entering this command at the shell prompt:

```
gcc -x c++ run_bitacc_cmodel_config.c -o run_bitacc_cmodel_config -L.
-lIp_v_osd_v5_01_a_bitacc_cmodel -Wl,-rpath,.
```

4. This results in the creation of the executable run_bitacc_cmodel, which can be run using this command:

```
./run_bitacc_cmodel_config –c <Config Filename> <-parameter=value ...>
```

A make file is also included that runs GCC. To clean the executable and compile the example code, enter this following command at the shell prompt:

```
make clean run_bitacc_cmodel_config
```

Running the Executables

Included in the zip file are precompiled executable files for use with 32-bit and 64-bit Windows and Linux platforms. The instructions for running on each platform are included in this section.

Example Demonstration

The example demonstration does not use command line parameters. To run on a 32-bit or 64-bit Linux platform, perform these steps:

1. Set your $LD_LIBRARY_PATH environment variable to include the root directory where the model zip file was unzipped. For example:

   ```
   setenv LD_LIBRARY_PATH <unzipped_c_model_dir>:${LD_LIBRARY_PATH}
   ```

2. Copy these files from the /lin64 (for 64-bit Linux) or from the /lin (for 32-bit Linux) directory to the root directory:

   ```
   libstlport.so.5.1
   libIp_v_osd_v5_01_a_bitacc_cmodel.so
   libIp_v_tc_v5_01_a_bitacc_cmodel.so
   run_bitacc_cmodel
   ```

3. Execute the model. From the root directory, enter this command at a shell prompt:

   ```
   run_bitacc_cmodel
   ```

To run on a 32-bit or 64-bit Windows platform, perform these steps:

1. Copy this file from the /nt64 (for 64-bit Windows) or from the /nt (for 32-bit Windows) directory to the root directory:

   ```
   run_bitacc_cmodel.exe
   ```

2. Execute the model. From the root directory, enter this command at a DOS prompt:

   ```
   run_bitacc_cmodel
   ```

During successful execution, the `test.yuv` file is created in the directory containing the run_bitacc_cmodel executable. This file is a planar YUV file in 4:4:4 format. The example demonstration is set up to generate three frames of video data at 1280x720 resolution. Each frame contains the output of three video layers and background color.

Figure 4-1 shows frame 1 of the `test.yuv` file. The image shows a background color of orange, a video layer with a horizontal ramp, another video layer with random data, and a graphics controller layer with text and boxes.

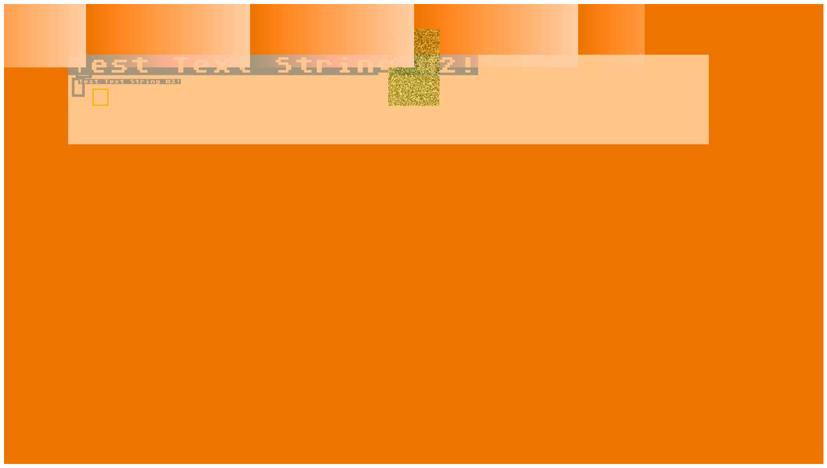


Figure 4-1: **Example Demonstration Output Image**

Configurable Demonstration

The configurable demonstration takes multiple command line parameters. To run on a 32-bit or 64-bit Linux platform, perform these steps:

1. Set your $LD_LIBRARY_PATH environment variable to include the root directory where the model zip-file was unzipped. For example:

```
setenv LD_LIBRARY_PATH <unzipped_c_model_dir>:${LD_LIBRARY_PATH}
```

2. Copy these files from the /lin64 (for 64-bit Linux) or from the /lin (for 32-bit Linux) directory to the root directory:

```
libstlport.so.5.1
libIp_v_osd_v5_01_a_bitacc_cmodel.so
libIp_v_tc_v5_01_a_bitacc_cmodel.so
```

   run_bitacc_cmodel_config

3. Execute the model. From the root directory, enter this command at a shell prompt:

```
run_bitacc_cmodel_config –c <Config Filename> <-parameter=value …>
```

To run on a 32-bit or 64-bit Windows platform, perform these steps:

1. Copy this file from the /nt64 (for 64-bit Windows) or from the /nt (for 32-bit Windows) directory to the root directory:

   run_bitacc_cmodel_config.exe

2. Execute the model. From the root directory, enter this command at a DOS prompt:

```
run_bitacc_cmodel_config -c <Config Filename> <-parameter=value …>
```

The configurable demonstration reads parameters from the config file specified with the -i <config_file> argument where <config_file> is the relative path and filename of the config file. See Config File Format for more information. Parameters in the config file can be overridden on the command line by prefixing the parameter with a dash ('-') and removing white spaces. For example, the number of frames to simulate can be overridden with this command line argument "-T_NUM_FRAMES=2". Config parameters set on the command line must be set after the -i argument to take effect.

Figure 4-2 shows frame 1 of the output of the configurable demonstration from this command line:

```
run_bitacc_cmodel_config -c examples/example0.cfg
```

The image shows a background color of green, a video layer with a horizontal ramp and another video layer with random data.

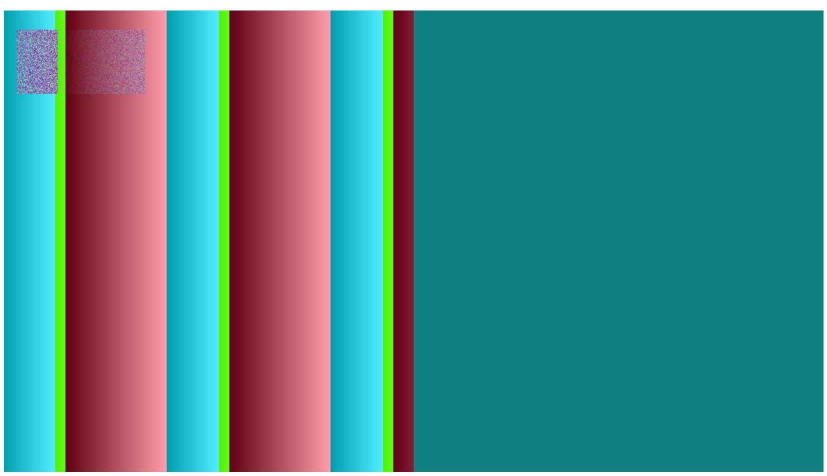


Figure 4-2: **Configurable Demonstration Output Image (Example 0)**

Figure 4-3 shows frame 1 of the output of the configurable demonstration from this command line:

```
run_bitacc_cmodel_config -c examples/example1.cfg
```

The image shows a background color of grey, a video layer with a horizontal ramp and another video layer with a vertical ramp. Each ramp layer (vertical and horizontal) have different ramp starting values for each color component.

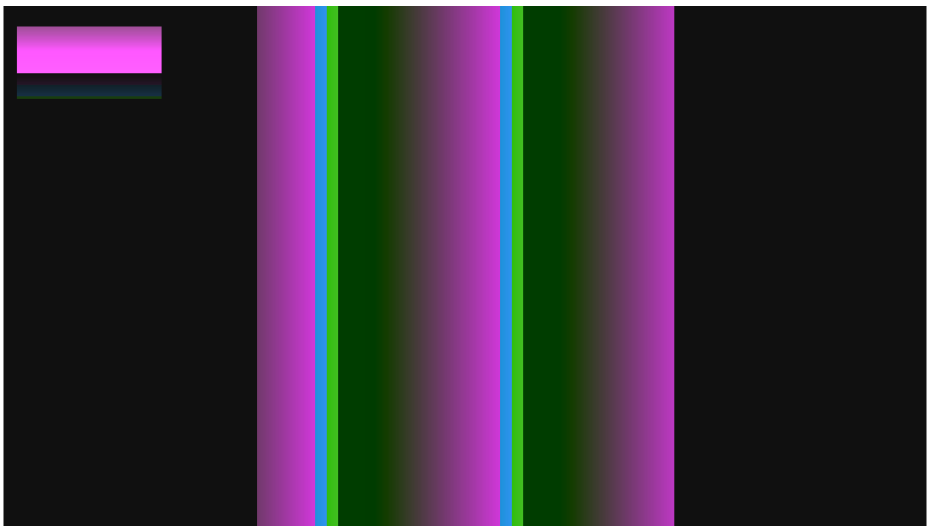


Figure 4-3: **Configurable Demonstration Output Image (Example 1)**

Figure 4-4 shows frame 1 of the output of the configurable demonstration from this command line:

```
run_bitacc_cmodel_config -c examples/example2.cfg
```

The image shows a background color of red, a video layer from a BMP file input and another video layer with random data.

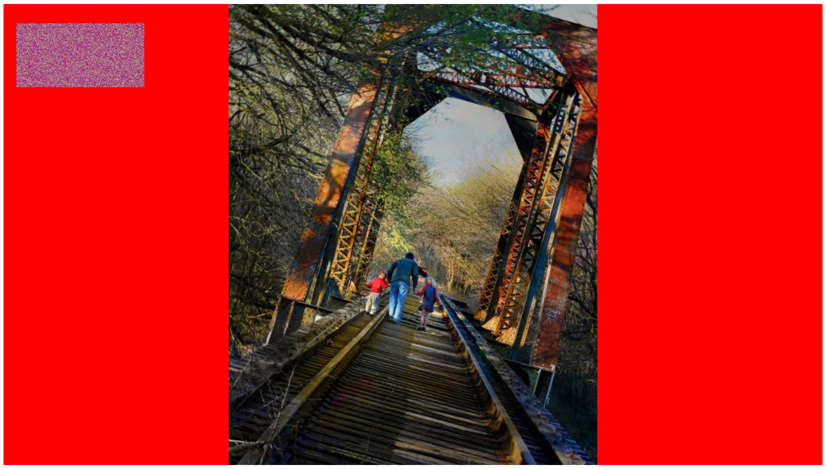


Figure 4-4: **Configurable Demonstration Output Image (Example 2)**

Figure 4-5 shows frame 1 of the output of the configurable demonstration from this command line:

```
run_bitacc_cmodel_config -c examples/example3.cfg
```

The image shows a background color of grey, a video layer from a BMP file input, six other video layers with checkerboard, horizontal ramp and vertical ramp patterns. One graphics controller layer is also displayed generating multi-colored lines, boxes and text.

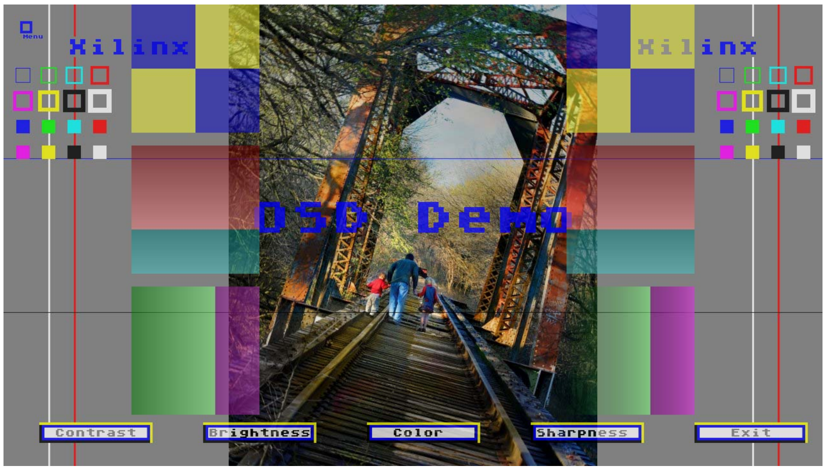


Figure 4-5: **Configurable Demonstration Output Image (Example 3)**

SECTION II: VIVADO DESIGN SUITE

Chapter 5

Customizing and Generating the Core

This chapter includes information about using Xilinx tools to customize and generate the core in the Vivado™ Design Suite environment.

GUI

The Video On-Screen Display core is easily configured to meet the developer's specific needs through the Vivado GUI shown in Figure 5-1, Figure 5-2, and Figure 5-3. This section provides a quick reference to parameters that can be configured at generation time.

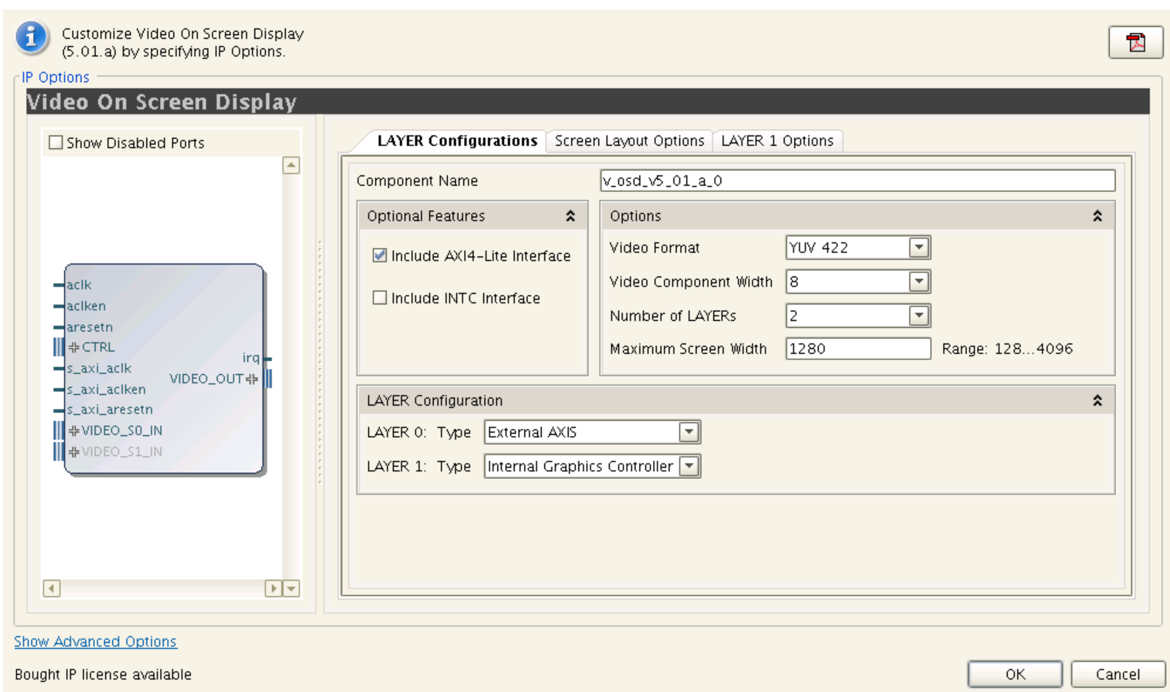


Figure 5-1: **Vivado IP Catalog GUI - Main Window**

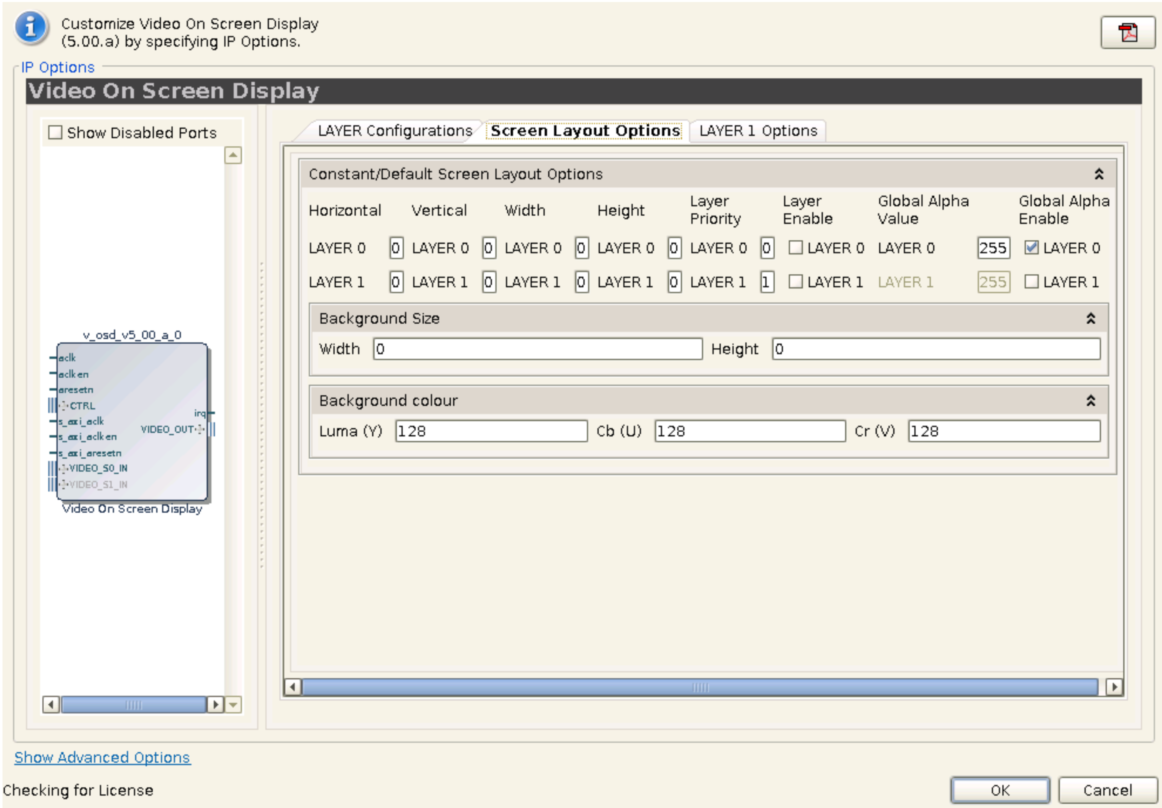


Figure 5-2: **Vivado IP Catalog GUI - Constant Mode Options Window**

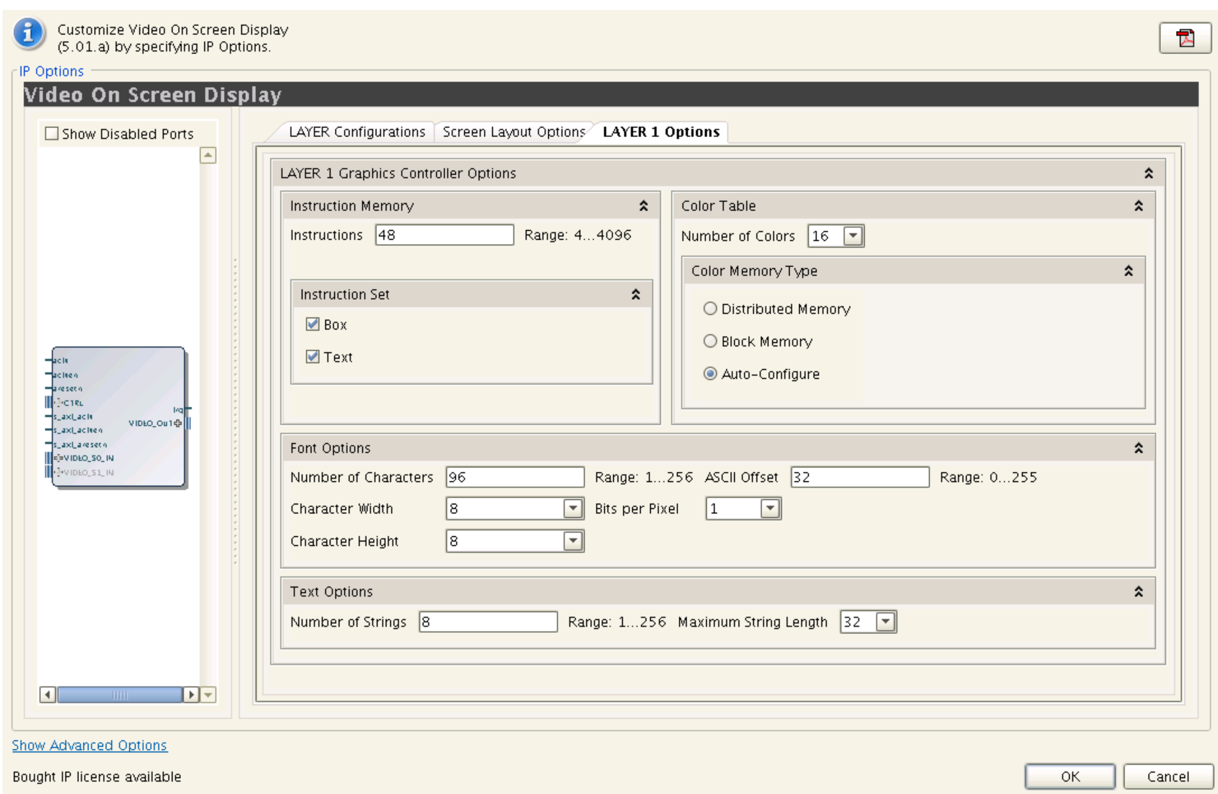


Figure 5-3: **Vivado IP Catalog GUI - Graphics Controller Options Window**

Note: The Graphics Controller Options Window is available only if the Layer Type is set to "Internal Graphics Controller."

Global Parameters

- **Component Name**: The component name is used as the base name of output files generated for the module. Names must begin with a letter and must be composed from characters: a to z, 0 to 9and "_". The name **v_osd_v5_01_a** is not allowed.
- **Optional Features**:
    - **Include AXI4-Lite Interface**: When selected, the core will be generated with an AXI4-Lite interface, which gives access to dynamically program and change processing parameters. For more information, refer to Chapter 2, Core Interfaces.
    - **Include INTC Interface**: When selected, the core will generate the optional INTC_IF port, which gives parallel access to signals indicating frame processing status and error conditions. For more information, refer to Interrupts in Chapter 2.
- **Maximum Screen Width**: This field configures the maximum allowed screen size. The Maximum screen width is configurable. Changing this field affects several counters, comparators and memory (Block RAM) usage. Increased screen size increases resource usage. Valid range for Screen Width is {128 .. 4095}.
- **Number of Layers**: This field configures the number of layers to alpha blend together. Each layer can be configured to read data from the FIFO inputs or from one of the internal Graphics Controllers. Valid range is (1 .. 8). Corresponds to the `C_NUM_LAYERS` Parameter of the EDK pCore.
- **Video Format**: This field configures the input format of the AXI4-Stream interfaces. Valid values are YUV 422, YUV 444, RGB, YUVa 422, YUVa 444 and RGBa.

  Note: If the input is YUVa 422, YUVa 444 or RGBa the output will be YUV 422, YUV 444 or RGB respectively (no alpha on output stream).

  Corresponds to the `C_NUM_DATA_CHANNELS` Parameter of the EDK pCore.
- **Video Component Width**: This field configures the data width of each color component channel. Valid values are 8, 10 and 12. Configuring the Video Component Width and the Video Format yields an effective bits per pixel of 16, 24, 32, 40 or 48 bits.
- **Layer Configuration – Layer # Type**: These fields configure the type, or data source, of each layer, one field for each layer. Each layer is numbered from 0 to 7. The maximum number of layers is set by the Number of Layers field. Three data sources are valid:
    - **External AXI4-Stream**: This is an input AXI4-Stream slave interface with tdata, tkeep, tvalid, tready and tlast. See Input AXI4-Stream Slave Interface(s) in Chapter 2.
    - **Internal Graphics Controller**: If the layer is configured for this type, then the AXI4-Stream slave interfaces are removed and all data is generated and read from an internal Graphics Controller.

Screen Layout Parameters

- **Position**: These fields configure the horizontal and vertical position of the upper-left corner of each layer.
- **Size**: These fields configure the horizontal and vertical size of each layer.
- **Layer Priority**: These fields configure the Z-plane order of each layer. Layers with higher priority will be on-top layers with lower priority. Each layer must have a unique priority setting.
- **Layer Enable**: These fields configure if a layer is enabled or disabled by default.
- **Global Alpha Value**: These fields configure the Alpha Value used for the entire layer.

  Note: This should be used if no Alpha is supplied with the AXI4-Stream input.
- **Global Alpha Enable**: These fields enable or disable the use of the global alpha value for the given layer. If the Global Alpha Enable is disabled, then the alpha-value supplied from the AXI4-Stream input (for each pixel) is used.

  Note: Graphics Controller Layers should not have the Global Alpha enabled.
- **Background Width**: This field configures the width of the background.
- **Background Height**: This field configures the height of the background.
- **Background Color**: The fields configure the default background color.

Graphics Controller Parameters

- **Instructions**: This field configures the maximum number of Graphics Controller instructions that can be executed per frame. Increasing this number increases the number of Block RAMs utilized.
- **Instruction Set**: This field configures which instructions are valid for the Graphics Controller implementation. Two instructions are currently configurable: box and text. Other instructions, including NoOp, are always available.
- **Number of Colors**: This field configures the size of the color palette used by the Graphics Controller. Valid values are 16 and 256.
- **Color Memory Type**: This field configures how the color palette is implemented in hardware, as Distributed RAM, as Block RAM or Auto-Configured. In auto-configuration mode, distributed RAM will be used if the color palette is small enough. The RAM type can be overridden if it is known which type is preferred for the application.
- **Number of Characters**: This field configures the number of characters to be stored within the internal Font RAM. Valid values are 1 to 256. This field, along with the Character Width, Character Height, ASCII Offset and Bit per Pixel fields, affects the overall size of the Font RAM.
- **Character Width**: This field configures the width of each character. The width is in pixels. Valid values are 8 and 16.

- **Character Height**: This field configures the height of each character. The height is in video lines. Valid values are 8 and 16.
- **ASCII Offset**: This field configures the ASCII value of the first location in the Font RAM. This is useful if it is known that certain ASCII values will not be used.
- **Bits per Pixel**: This field configures the bits per pixel of each character. Valid values are 1 and 2.
  - 1 = One bit per pixel. This yields a foreground and a background color for each character.
  - 2 = Two bits per pixel. This allows each character pixel to be programmed to one of four different colors.
- **Number of Strings**: This field configures the maximum number of strings to be stored within the Text RAM. This field, along with the Maximum String Length field, affects the overall size of the Text RAM. The maximum number of strings cannot exceed 256.
- **Maximum String Length**: This field configures the maximum string length allowed for each string within the Text RAM. Valid values are 32, 64, 128 and 256.

Output Generation

Vivado generates the files necessary to build the core and place those files in the `<project>/<project>.srcs/sources_1/ip/<core>` directory.

File Details

The Vivado tools software output consists of some or all the files shown in Table 5-1.

Table 5-1: **Output Files**

Name	Description
v_osd_v5_01_a	Library directory for the v_osd_v5_01_a core IP-XACT XML file describes which options were used to generate the core. An XCI file can also be used as a source file.
v_osd_v5_01_a.veo	Verilog instantiation template
v_osd_v5_01_a.vho	VHDL instantiation template
v_osd_v5_01_a.xci	IP-XACT XML file describes which options were used to generate the core. An XCI file can also be used as a source file.
v_osd_v5_01_a.xml	IP-XACT XML file describes how the core is constructed to build the core.

Constraining the Core

Required Constraints

The ACLK pin should be constrained at the pixel clock rate desired for your video stream. The S_AXI_ACLK pin should be constrained at the frequency of the AXI4-Lite sub-system.

Device, Package, and Speed Grade Selections

There are no device, package or speed grade requirements for this core. For a complete listing of supported devices, see the release notes for this core.

Clock Frequencies

The pixel clock (ACLK) frequency is the required frequency for this core. See Maximum Frequencies in Chapter 2. The S_AXI_ACLK maximum frequency is the same as the ACLK maximum.

Clock Management

The core automatically handles clock domain crossing between the ACLK (video pixel clock and AXI4-Stream) and the S_AXI_ACLK (AXI4-Lite) clock domains. The S_AXI_ACLK clock can be slower or faster than the ACLK clock signal, but must not be more than 128x faster than ACLK.

Clock Placement

There are no specific clock placement requirements for this core.

Banking

There are no specific banking rules for this core.

Transceiver Placement

There are no transceiver placement requirements for this core.

I/O Standard and Placement

There are no specific I/O standards and placement requirements for this core.

SECTION III: ISE DESIGN SUITE

Customizing and Generating the Core

This chapter includes information about using Xilinx tools to customize and generate the core in the ISE® Design Suite environment.1

GUI

This section contains details about the CORE Generator™ tool GUI and the EDK GUI.

CORE Generator Tool GUI

The CORE Generator tool GUI is shown in Figure 7-1, Figure 7-2, and Figure 7-3. Field descriptions are provided in Global Parameters, page 100. Each field sets a parameter used at build time to configure different hardware options.

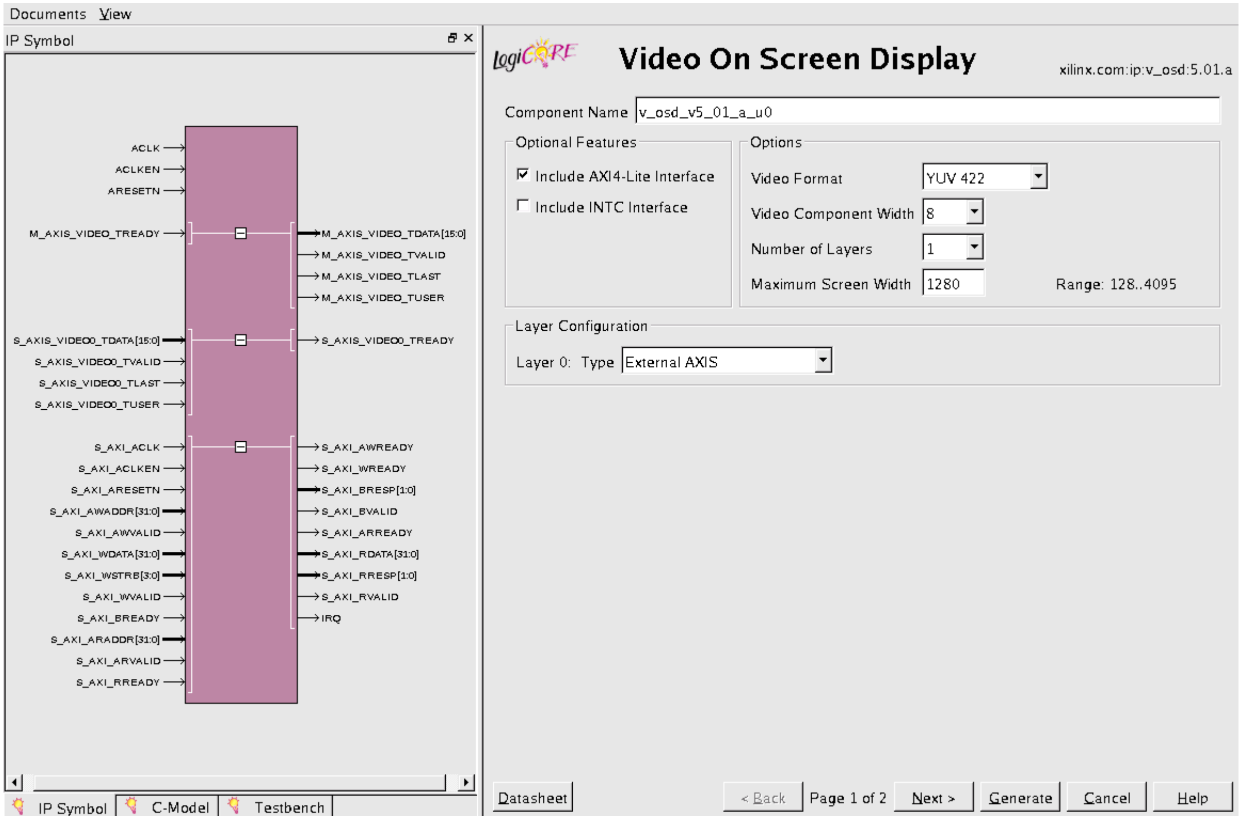


Figure 7-1: **CORE Generator GUI - Main Window**

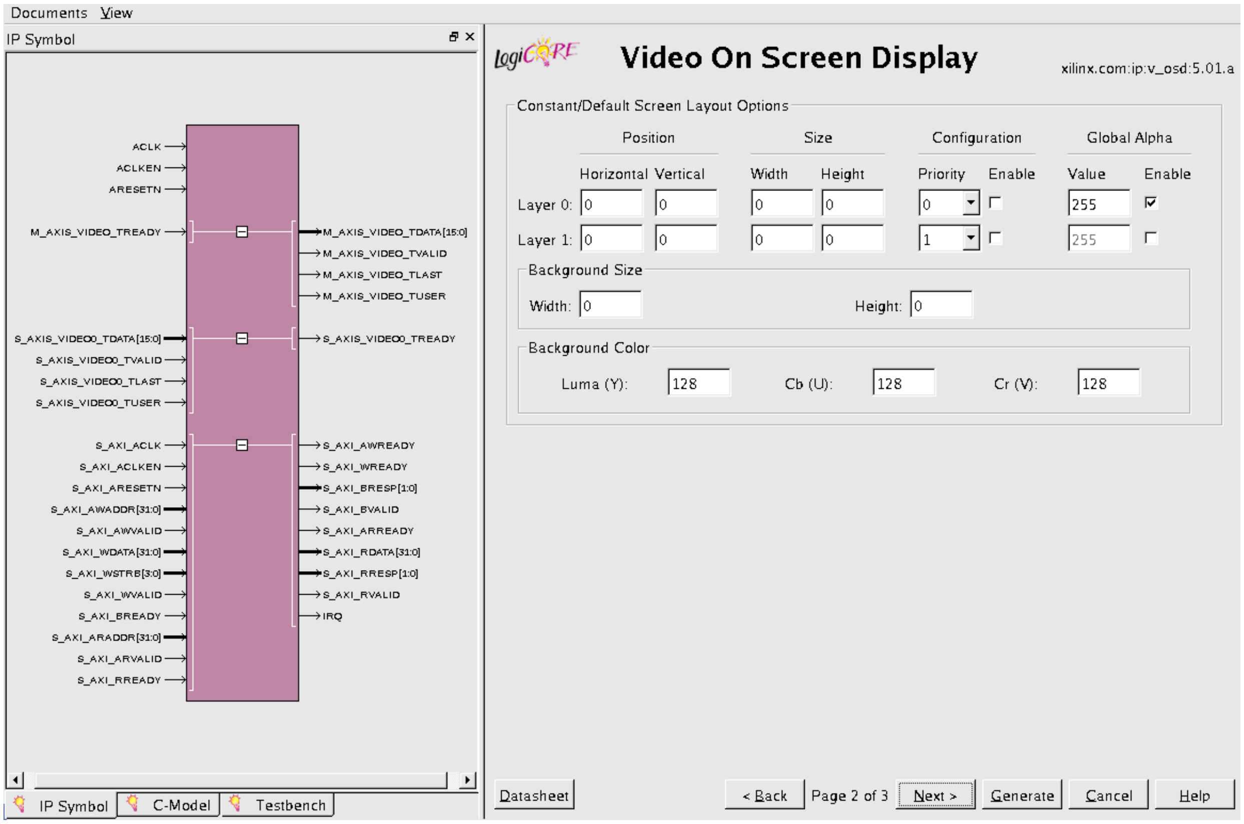


Figure 7-2: **CORE Generator GUI - Constant Mode Options Window**

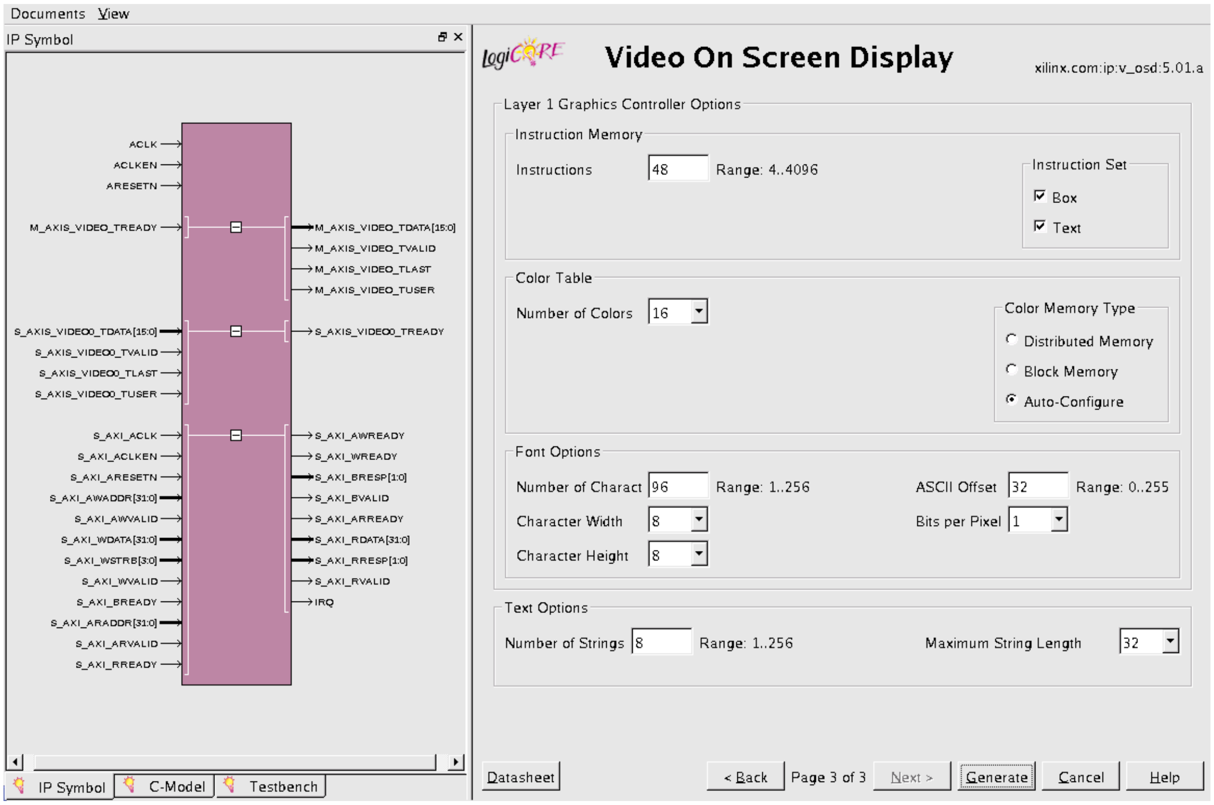


Figure 7-3: **CORE Generator GUI - Graphics Controller Options Window**

Note: The Graphics Controller Options Window is available only if the Layer Type is set to "Internal Graphics Controller."

Global Parameters

- **Component Name**: The component name is used as the base name of output files generated for the module. Names must begin with a letter and must be composed from characters: a to z, 0 to 9and "_". The name **v_osd_v5_01_a** is not allowed.
- **Optional Features**:
  - **Include AXI4-Lite Interface**: When selected, the core will be generated with an AXI4-Lite interface, which gives access to dynamically program and change processing parameters. For more information, refer to Chapter 2, Core Interfaces.
  - **Include INTC Interface**: When selected, the core will generate the optional INTC_IF port, which gives parallel access to signals indicating frame processing status and error conditions. For more information, refer to Interrupts in Chapter 2.
- **Maximum Screen Width**: This field configures the maximum allowed screen size. The Maximum screen width is configurable. Changing this field affects several counters, comparators and memory (Block RAM) usage. Increased screen size increases resource usage. Valid range for Screen Width is {128 .. 4095}.

- **Number of Layers**: This field configures the number of layers to alpha blend together. Each layer can be configured to read data from the FIFO inputs or from one of the internal Graphics Controllers. Valid range is (1 .. 8). Corresponds to the `C_NUM_LAYERS` Parameter of the EDK pCore.
- **Video Format**: This field configures the input format of the AXI4-Stream interfaces. Valid values are YUV 422, YUV 444, RGB, YUVa 422, YUVa 444 and RGBa.

  Note: If the input is YUVa 422, YUVa 444 or RGBa the output will be YUV 422, YUV 444 or RGB respectively (no alpha on output stream).

  Corresponds to the `C_NUM_DATA_CHANNELS` Parameter of the EDK pCore.
- **Video Component Width**: This field configures the data width of each color component channel. Valid values are 8, 10 and 12. Configuring the Video Component Width and the Video Format yields an effective bits per pixel of 16, 24, 32, 40 or 48 bits.
- **Layer Configuration – Layer # Type**: These fields configure the type, or data source, of each layer, one field for each layer. Each layer is numbered from 0 to 7. The maximum number of layers is set by the Number of Layers field. Three data sources are valid:
  - **External AXI4-Stream**: This is an input AXI4-Stream slave interface with tdata, tkeep, tvalid, tready and tlast. See Input AXI4-Stream Slave Interface(s) in Chapter 2.
  - **Internal Graphics Controller**: If the layer is configured for this type, then the AXI4-Stream slave interfaces are removed and all data is generated and read from an internal Graphics Controller.

Screen Layout Parameters

- **Position**: These fields configure the horizontal and vertical position of the upper-left corner of each layer.
- **Size**: These fields configure the horizontal and vertical size of each layer.
- **Layer Priority**: These fields configure the Z-plane order of each layer. Layers with higher priority will be on-top layers with lower priority. Each layer must have a unique priority setting.
- **Layer Enable**: These fields configure if a layer is enabled or disabled by default.
- **Global Alpha Value**: These fields configure the Alpha Value used for the entire layer.

  Note: This should be used if no Alpha is supplied with the AXI4-Stream input.
- **Global Alpha Enable**: These fields enable or disable the use of the global alpha value for the given layer. If the Global Alpha Enable is disabled, then the alpha-value supplied from the AXI4-Stream input (for each pixel) is used.

  Note: Graphics Controller Layers should not have the Global Alpha enabled.
- **Background Width**: This field configures the width of the background.

- **Background Height**: This field configures the height of the background.
- **Background Color**: The fields configure the default background color.

Graphics Controller Parameters

- **Instructions**: This field configures the maximum number of Graphics Controller instructions that can be executed per frame. Increasing this number increases the number of Block RAMs utilized.
- **Instruction Set**: This field configures which instructions are valid for the Graphics Controller implementation. Two instructions are currently configurable: box and text. Other instructions, including NoOp, are always available.
- **Number of Colors**: This field configures the size of the color palette used by the Graphics Controller. Valid values are 16 and 256.
- **Color Memory Type**: This field configures how the color palette is implemented in hardware, as Distributed RAM, as Block RAM or Auto-Configured. In auto-configuration mode, distributed RAM will be used if the color palette is small enough. The RAM type can be overridden if it is known which type is preferred for the application.
- **Number of Characters**: This field configures the number of characters to be stored within the internal Font RAM. Valid values are 1 to 256. This field, along with the Character Width, Character Height, ASCII Offset and Bit per Pixel fields, affects the overall size of the Font RAM.
- **Character Width**: This field configures the width of each character. The width is in pixels. Valid values are 8 and 16.
- **Character Height**: This field configures the height of each character. The height is in video lines. Valid values are 8 and 16.
- **ASCII Offset**: This field configures the ASCII value of the first location in the Font RAM. This is useful if it is known that certain ASCII values will not be used.
- **Bits per Pixel**: This field configures the bits per pixel of each character. Valid values are 1 and 2.
  - 1 = One bit per pixel. This yields a foreground and a background color for each character.
  - 2 = Two bits per pixel. This allows each character pixel to be programmed to one of four different colors.
- **Number of Strings**: This field configures the maximum number of strings to be stored within the Text RAM. This field, along with the Maximum String Length field, affects the overall size of the Text RAM. The maximum number of strings cannot exceed 256.
- **Maximum String Length**: This field configures the maximum string length allowed for each string within the Text RAM. Valid values are 32, 64, 128 and 256.

EDK pCore GUI

When the OSD core is generated from the EDK software, it is generated with each option set to the default value. All customizations of the pCore are done with the EDK pCore GUI. Figure 7-4 illustrates the EDK pCore GUI for the Video On-Screen Display pCore. All of the options in the EDK pCore GUI for the OSD core correspond to the same options in the CORE Generator software GUI. See CORE Generator Tool GUI, page 97 for details about each option.

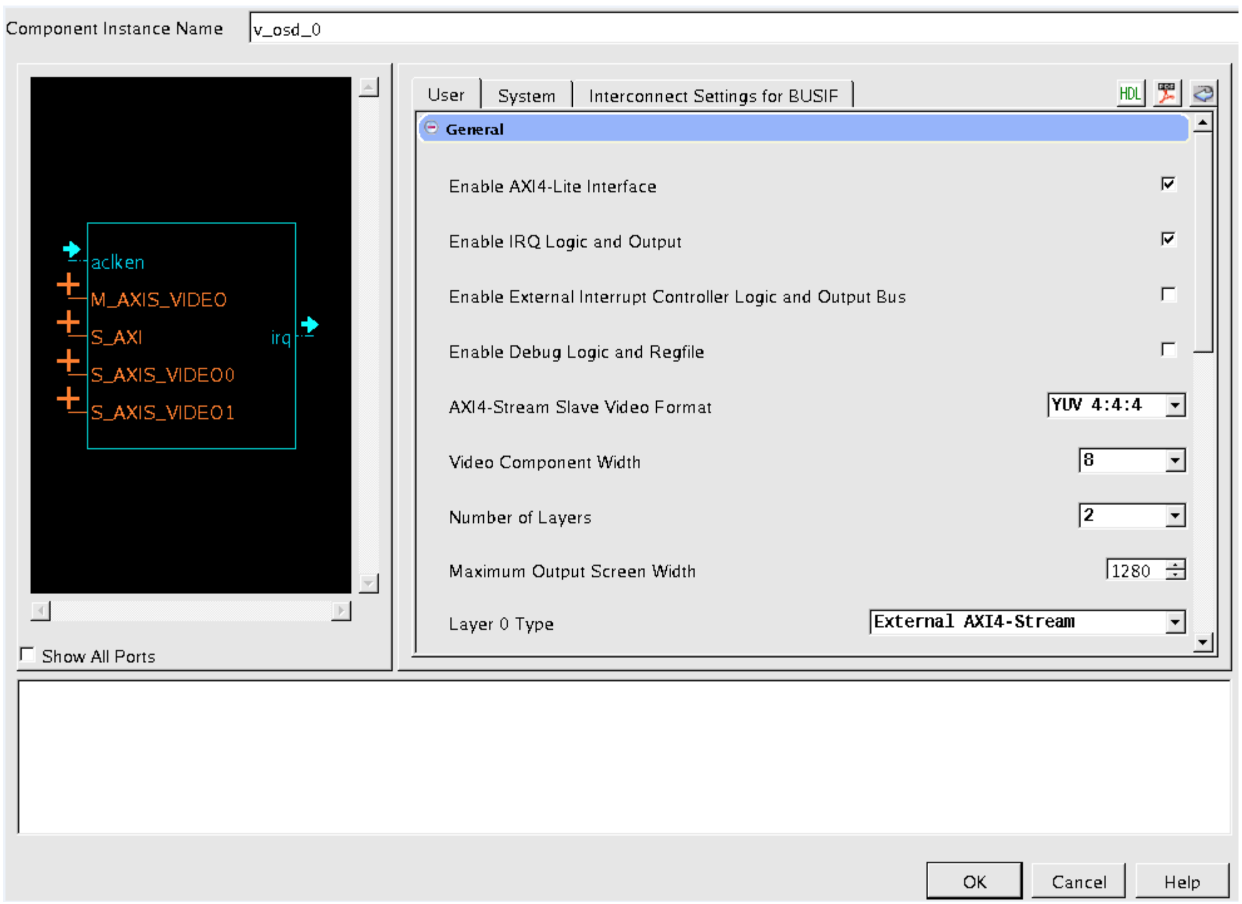


Figure 7-4: **EDK GUI**

Parameter Values in the XCO File

Table 1 defines valid entries for the Xilinx CORE Generator software (XCO) parameters. Xilinx strongly suggests that XCO parameters are not manually edited in the XCO file; instead, use the CORE Generator software GUI to configure the core and perform range and parameter value checking. The XCO parameters are helpful in defining the interface to other Xilinx tools.

Table 7-1: **XCO Parameters**

XCO Parameter	Default	Valid Values
component_name	v_osd_v5_01_a_u0	ASCII text using characters: a..z, 0..9 and "_" starting with a letter. ***Note:*** "v_osd_v5_01_a" is not allowed.
data_channel_width	8	8,10,12
screen_width	1280	128-4096
has_axi4_lite	true	true, false
has_intc_if	false	true, false
m_axis_video_format	YUV_422	YUV_422, YUV_444, RGB, YUVa_422, YUVa_444, RGBa
bg_color0	128	0-4095
bg_color1	128	0-4095
bg_color2	128	0-4095
m_axis_video_width	0	0-4095
m_axis_video_height	0	0-4095
layer<#>_horizontal_start_position	0	0-4095
layer<#>_vertical_start_position	0	0-4095
layer<#>_width	0	0-4095
layer<#>_height	0	0-4095
layer<#>_priority	0	0-7 ***Note:*** Each layer must have a unique priority setting.
layer<#>_global_alpha_value	255	0-4095
layer<#>_global_alpha_enable	true	true, false
layer<#>_enable	true	true, false
layer<#>_box_instruction_enable[1]	true	true, false
layer<#>_text_instruction_enable[1]	true	true, false
layer<#>_instruction_memory_size[1]	48	4-4095
layer<#>_color_table_memory_type[1]	Auto-Configure	Auto-Configure, Distributed_Memory, Block_Memory
layer<#>_color_table_size[1]	16	16,256
layer<#>_font_character_width[1]	8	8,16
layer<#>_font_character_height[1]	8	8,16
layer<#>_font_bits_per_pixel[1]	1	1,2
layer<#>_font_ascii_offset[1]	32	0-255

Table 7-1: **XCO Parameters *(Cont'd)***

XCO Parameter	Default	Valid Values
layer<#>_font_number_of_characters[(1)]	96	1-256
layer<#>_text_max_string_length[(1)]	32	32,64,128,256
layer<#>_text_number_of_strings[(1)]	8	1-256
layer<#>_type=External_AXIS[(1)]	External_AXIS	External_AXIS, External_XSVI, Internal_Graphics_Controller

1. <#> is the layer number. The valid values are 0 to 7.

Output Generation

This section contains a list of the files generated from CORE Generator.

File Details

The CORE Generator software output consists of some or all the files shown in Table 7-2.

Table 7-2: **Output Files**

Name	Description
<component_name>_readme.txt	Readme file for the core.
<component_name>.ngc	The netlist for the core.
<component_name>.veo <component_name>.vho	The HDL template for instantiating the core.
<component_name>.v <component_name>.vhd	The structural simulation model for the core. It is used for functionally simulating the core.
<component_name>.xco	Log file from CORE Generator software describing which options were used to generate the core. An XCO file can also be used as an input to the CORE Generator software.
<component_name>_flist.txt	A text file listing all of the output files produced when the customized core was generated in the CORE Generator software.
<component_name>.asy	IP symbol file
<component_name>.gise <component_name>.xise	ISE software subproject files for use when including the core in ISE software designs.

Constraining the Core

Required Constraints

The ACLK pin should be constrained at the pixel clock rate desired for your video stream. The S_AXI_ACLK pin should be constrained at the frequency of the AXI4-Lite sub-system.

Device, Package, and Speed Grade Selections

There are no device, package or speed grade requirements for this core. For a complete listing of supported devices, see the release notes for this core.

Clock Frequencies

The pixel clock (ACLK) frequency is the required frequency for this core. See Maximum Frequencies in Chapter 2. The S_AXI_ACLK maximum frequency is the same as the ACLK maximum.

Clock Management

The core automatically handles clock domain crossing between the ACLK (video pixel clock and AXI4-Stream) and the S_AXI_ACLK (AXI4-Lite) clock domains. The S_AXI_ACLK clock can be slower or faster than the ACLK clock signal, but must not be more than 128x faster than ACLK.

Clock Placement

There are no specific clock placement requirements for this core.

Banking

There are no specific banking rules for this core.

Transceiver Placement

There are no transceiver placement requirements for this core.

I/O Standard and Placement

There are no specific I/O standards and placement requirements for this core.

Detailed Example Design

No example design is available for this core. For a comprehensive listing of Video and Imaging application notes, white papers, related IP cores including the most recent reference designs available, see the Video and Imaging Resources page at:

http://www.xilinx.com/esp/video/refdes_listing.htm

Multiple AXI4-Stream Input to AXI4-Stream Output

In this example, the Xilinx Video On-Screen Display reads data from multiple AXI4-Stream interfaces and writer video data to an AXI4-Stream output interface. The Video On-Screen display processing can be halted if any input AXI4-Stream tvalid is de-asserted or if the output AXI4-Stream tready is de-asserted. Figure 9-1 also shows 4 input AXI4-Stream interfaces. Layers 4-7 can also be graphics controllers. The Video On-Screen Display will automatically synchronize the graphics controllers to the output.

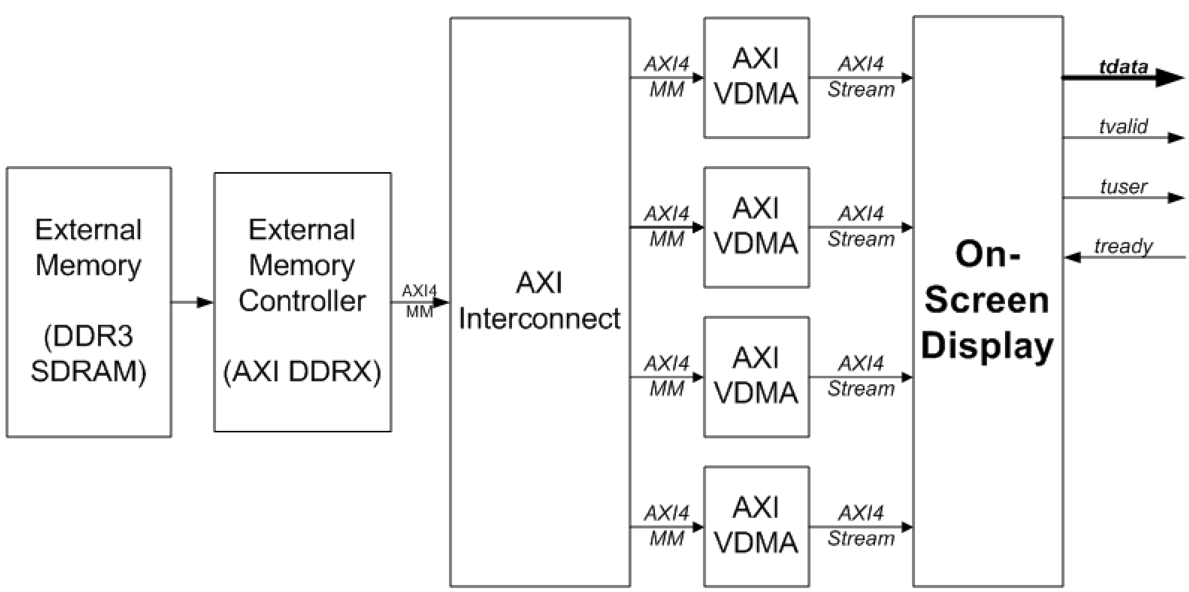


Figure 9-1: **Multiple AXI4-Stream On-Screen Display System**

No Video Timing Controller is required for the Xilinx Video On-Screen Display v5.01.a. Synchronization will be automatically handled by the AXI4-Stream protocol.

For more information on these cores, refer to the following:

- PG020, LogiCORE IP AXI *Video Direct Memory Access (VDMA) Product Guide*
- DS768, LogiCORE *AXI Interconnect IP Data Sheet*

Directory and File Contents

The example design contains the following directories and files:

- Expected

  The Expected directory contains the pre-generated expected/golden data used by the test bench to compare to the actual output data.

  - reg_out.txt
  - video_out.txt

- Stimuli

  The Stimuli directory contains the pre-generated input data used by the test bench to simulate the core.

  - `osd.cfg`
  - `reg_in.txt`
  - `video_in0.txt`
  - `video_in1.txt`
  - `video_in2.txt`
  - `video_in3.txt`
  - `video_in4.txt`
  - `video_in5.txt`
  - `video_in6.txt`
  - `video_in7.txt`

- Results

  The Results directory is where the actual simulation output data file is written.

- src

  The src directory contains the .vhd and .xco files of the core.

  - `v_osd_v5_01_a_u0.vhd`

The .vhd file is a netlist generated using CORE Generator™ software.

- v_osd_v5_01_a_u0.xco

The .xco file can be used with the CORE Generator software to regenerate the netlist.

- tb_src

  The tb_src directory contains the top-level test bench design. This directory also contains other packages used by the test bench.

  - tb_main.v
  - ce_generator.v
  - axi4lite_mst.v
  - axi4s_video_mst.v
  - axi4s_video_slv.v
- isim_wave.wcfg: Waveform configuration file for iSim
- mti_wave.do: Waveform configuration for ModelSim
- run_isim.bat: Runscript for iSim in Windows OS
- run_isim.sh: Runscript for iSim in Linux OS
- run_mti.bat: Runscript for ModelSim in Windows OS
- run_mti.sh: Runscript for ModelSim in Linux OS

Demonstration Test Bench

The demonstration test bench is provided as an introductory package that enables core users to observe the core generated by the CORE Generator tool operating in a waveform simulator. The user is encouraged to observe core-specific aspects in the waveform, make simple modifications to the test conditions, and observe the changes in the waveform.

Simulation

To start a simulation using ModelSim for Linux, type **source run_mti.sh** from the console.

To start a simulation using ModelSim for Windows, double-click on run_mti.bat.

To start a simulation using iSim for Linux, type **source run_isim.sh** from the console.

To start a simulation using iSim for Windows, double-click on `run_isim.bat`.

Messages and Warnings

Memory collision errors have been observed when running the demonstration test bench. The issue has been investigated, and it has been determined that these errors can be safely ignored. This error message can be suppressed in ModelSim when the global SIM_COLLISION_CHECK option is set to NONE.

SECTION IV: APPENDICES

Verification, Compliance, and Interoperability

This appendix includes information about how the IP was tested for compliance with the protocol to which it was designed.

Simulation

A highly parameterizable test bench was used to test the Video On-Screen Display core. Testing included the following:

- Register accesses
- Processing of multiple frames of data
- Testing of various frame sizes including 1080p, 720p and 480p
- Varying instantiations of the core
- Varying the data width including 8, 10 and 12
- Varying the number of data channels including 2 and 3
- Varying the number and type of layers including AXI4-Stream input interfaces and Graphics controllers
- Varying size, location, transparency and over/under of video layers
- Varying the background color
- Varying the number, size, color and transparency of boxes, text generated from the internal graphics controller

Hardware Testing

The Video On-Screen Display core has been tested in a variety of hardware platforms at Xilinx to represent a variety of parameterizations, including the following:

- A test design was developed for the core that incorporated a MicroBlaze™ processor, AXI4 Interconnect and various other peripherals. The software for the test system included live video input and output for the Video On-Screen Display core. Various tests could be supported by varying the configuration of the Video On-Screen Display core or by loading a different software executable. The MicroBlaze processor was responsible for:
  - Initializing the appropriate input and output buffers in external memory
  - Initializing the Video On-Screen Display core
  - Initializing the HDMI/DVI input and output cores for live video
  - Launching the test
  - Configuring the Video On-Screen Display for various input frame sizes, positions and transparency
  - Launching various graphics controller tests for box and text placement, color, size and transparency
  - Launching OSD demos including video/graphics resize/movement and on-screen menu demos
  - Controlling the peripherals including the UART and AXI VDMAs

Interoperability

The core slave (input) AXI4-Stream interface can work directly with any Video core which produces RGB, YCrCb 4:4:4, YCrCb 4:2:2, or YCrCb 4:2:0 data. The core master (output) RGB interface can work directly with any Video core which consumes RGB, YCrCb 4:4:4, YCrCb 4:2:2, or YCrCb 4:2:0 data.

Migrating

This appendix describes migrating from older versions of the IP to the current IP release.

Migrating to the AXI4-Lite Interface

The Video On-Screen Display v3.0 changed from the PLB processor interface to the AXI4-Lite interface. As a result, all of the PLB-related connections have been replaced with an AXI4-Lite interface. For more information, see:

http://www.xilinx.com/support/documentation/ip_documentation/ug761_axi_reference_guide.pdf

Migrating to the AXI4-Stream Interface

The Video On-Screen Display v5.01.a removed all XSVI inputs and outputs, replacing the functionality with AXI4-Stream interfaces. For more information bridging the XSVI and AXI4-Stream interfaces, see:

http://www.xilinx.com/support/documentation/application_notes/xapp521_XSVI_AXI4.pdf

The Video On-Screen Display v3.0 changed from the Video Frame Buffer Controller (VFBC) native interfaces to the AXI4-Stream interfaces. As a result, all of the VFBC-related connections have been replaced with an AXI4-Lite interface. For more information, see:

http://www.xilinx.com/support/documentation/ip_documentation/ug761_axi_reference_guide.pdf

Parameter Changes in the XCO File

The Video On-Screen Display v5.01.a added the following parameters:

- has_axi4_lite
- has_intc_if
- m_axis_video_format
- bg_color0
- bg_color1
- bg_color2
- m_axis_video_width
- m_axis_video_height
- layer<#>_horizontal_start_position
- layer<#>_vertical_start_position
- layer<#>_width
- layer<#>_height
- layer<#>_priority
- layer<#>_global_alpha_value
- layer<#>_global_alpha_enable
- layer<#>_enable

Port Changes

The Video On-Screen Display v5.01.a removed all TKEEP ports form the AXI4-Stream interfaces.

TUSER ports were added to the AXI4-Stream interfaces.

All XSVI ports were removed.

The IP2INTC_Irpt output port was renamed to IRQ.

The INTC_IF output bus was added.

The Video On-Screen Display v3.0 changed the port widths of all VFBC interfaces, and added the video_data_in input port.

Functionality Changes

The Video On-Screen Display v3.0 added the ability to drive the video output from one XSVI input video source. This allows overlaying graphics (from Internal Graphics Controller) from live streaming video without the use of external memory. The option to select an XSVI output has been removed in v5.01.a. If live video out is needed, then the user can use the AXI4-Stream to Video Out or AXI4-Stream to XSVI, using components from XAPP521 (v1.0), Bridging Xilinx Streaming Video Interface with the AXI4-Stream Protocol located at:

http://www.xilinx.com/support/documentation/application_notes/xapp521_XSVI_AXI4.pdf.

Debugging

This appendix includes details about resources available on the Xilinx Support website and debugging tools. In addition, this appendix provides a step-by-step debugging process and a flow diagram to guide you through debugging the On-Screen Display core.

The following topics are included in this appendix:

- Finding Help on Xilinx.com
- Debug Tools
- Hardware Debug
- Interface Debug
- AXI4-Stream Interfaces

Finding Help on Xilinx.com

To help in the design and debug process when using the On-Screen Display core, the Xilinx Support web page (www.xilinx.com/support) contains key resources such as product documentation, release notes, answer records, information about known issues, and links for opening a Technical Support Web Case.

Documentation

This product guide is the main document associated with the On-Screen Display core. This guide, along with documentation related to all products that aid in the design process, can be found on the Xilinx Support web page (www.xilinx.com/support) or by using the Xilinx Documentation Navigator.

Download the Xilinx Documentation Navigator from the Design Tools tab on the Downloads page (www.xilinx.com/download). For more information about this tool and the features available, open the online help after installation.

Release Notes

Known issues for all cores, including the On-Screen Display core are described in the IP Release Notes Guide (XTP025).

Known Issues

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 core are listed below, and can also be located by using the Search Support box on the main Xilinx support web page. To maximize your search results, use proper 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.

Contacting Technical Support

Xilinx provides premier technical support for customers encountering issues that require additional assistance.

To contact Xilinx Technical Support:

1. Navigate to www.xilinx.com/support.
2. Open a WebCase by selecting the WebCase link located under Support Quick Links.

When opening a WebCase, include:

- Target FPGA including package and speed grade.
- All applicable Xilinx Design Tools and simulator software versions.
- A block diagram of the video system that explains the video source, destination and IP (custom and Xilinx) used.
- Additional files based on the specific issue might also be required. See the relevant sections in this debug guide for guidelines about which file(s) to include with the WebCase.

Debug Tools

There are many tools available to address On-Screen Display core design issues. It is important to know which tools are useful for debugging various situations.

Example Design

No example design is delivered with the On-Screen Display, however, you can generate a functional test bench for an instantiation of the video core. You can find more information in *Chapter 6, Example Design for the Vivado™ Design Suite*.

ChipScope Pro Tool

The ChipScope™ Pro tool inserts logic analyzer, bus analyzer, and virtual I/O cores directly into your design. The ChipScope Pro tool allows you to set trigger conditions to capture application and integrated block port signals in hardware. Captured signals can then be analyzed through the ChipScope Pro Logic Analyzer tool. For detailed information for using the ChipScope Pro tool, see www.xilinx.com/tools/cspro.htm.

Vivado Lab Tools

Vivado Lab Tools inserts logic analyzer, bus analyzer, and virtual I/O cores directly into your design. Vivado Lab Tools allows you to set trigger conditions to capture application and integrated block port signals in hardware. Captured signals can then be analyzed.

Reference Boards

Various Xilinx development boards support On-Screen Display core. These boards can be used to prototype designs and establish that the core can communicate with the system.

- 7 series evaluation boards
  - KC705
  - ZC702

C-Model Reference

Please see *C Model Reference in Chapter 4* in this guide for tips and instructions for using the provided C-Model files to debug your design.

License Checkers

If the IP requires a license key, the key must be verified. The ISE and Vivado tool flows have a number of license check points for gating licensed IP through the flow. If the license check succeeds, the IP may continue generation. Otherwise, generation halts with error. License checkpoints are enforced by the following tools:

- ISE flow: XST, NgdBuild, Bitgen
- Vivado flow: RDS, RDI, Bitgen

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

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 ChipScope tool is a valuable resource to use in hardware debug. The signal names mentioned in the following individual sections can be probed using the ChipScope tool for debugging the specific problems.

Many of these common issues can also be applied to debugging design simulations. Details are provided on General Checks

General Checks

Ensure that all the timing constraints for the core were properly incorporated from the example design and that all constraints were met during implementation.

- Does it work in post-place and route timing simulation? If problems are seen in hardware but not in timing simulation, this could indicate a PCB issue. 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. The evaluation version of the core will time out after running for 8 hours at 75 MHz.

Interface Debug

AXI4-Lite Interfaces

Table C-1 describes how to troubleshoot the AXI4-Lite interface.

Table C-1: **Troubleshooting the AXI4-Lite Interface**

Symptom	Solution
Readback from the Version Register via the AXI4-Lite interface times out, or a core instance without an AXI4-Lite interface seems non-responsive.	Are the `S_AXI_ACLK` and `ACLK` pins connected? In EDK, verify that the `S_AXI_ACLK` and `ACLK` pin connections in the system.mhs file. The `VERSION_REGISTER` readout issue may be indicative of the core not receiving the AXI4-Lite interface.
Readback from the Version Register via the AXI4-Lite interface times out, or a core instance without an AXI4-Lite interface seems non-responsive.	Is the core enabled? Is `s_axi_aclken` connected to `vcc`? In EDK, verify that signal `ACLKEN` is connected in the **`system.mhs`** to either `net_vcc` or to a designated clock enable signal.
Readback from the Version Register via the AXI4-Lite interface times out, or a core instance without an AXI4-Lite interface seems non-responsive.	Is the core in reset? `S_AXI_ARESETn` and `ARESETn` should be connected to `vcc` for the core not to be in reset. In EDK, verify that the `S_AXI_ARESETn` and `ARESETn` signals are connected in the **`system.mhs`** to either `net_vcc` or to a designated reset signal.
Readback value for the `VERSION_REGISTER` is different from expected default values	The core and/or the driver in a legacy EDK/SDK project has not been updated. Ensure that old core versions, implementation files, and implementation caches have been cleared.

Assuming the AXI4-Lite interface works, the second step is to bring up the AXI4-Stream interfaces.

AXI4-Stream Interfaces

Table C-2 describes how to troubleshoot the AXI4-Stream interface.

Table C-2: **Troubleshooting AXI4-Stream Interface**

Symptom	Solution
Bit 0,4,8,12,16,20,24,28 of the ERROR register reads back set.	These bits of the ERROR register, EOL_EARLY, indicates the number of pixels received between the latest and the preceding End-Of-Line (EOL) signal for the given AXI4-Stream Slave/Layer was less than the value programmed into the OSD Layer # Size registers. If the values were provided by the Video Timing Controller core, read out ACTIVE_SIZE register value from the VTC core again, and make sure that the TIMING_LOCKED flag is set in the VTC core. Otherwise, using Chipscope, measure the number of active AXI4-Stream transactions between EOL pulses.
Bit 1,5,9,13,17,21,25,29 of the ERROR register reads back set.	These bits of the ERROR register, EOL_LATE, indicates the number of pixels received between the last End-Of-Line (EOL) signal for the given AXI4-Stream Slave/Layer surpassed the value programmed into the OSD Layer # Size register. If the values were provided by the Video Timing Controller core, read out ACTIVE_SIZE register value from the VTC core again, and make sure that the TIMING_LOCKED flag is set in the VTC core. Otherwise, using Chipscope, measure the number of active AXI4-Stream transactions between EOL pulses.
Bit 2,6,10,14,18,22,26,30 or Bit 3,7,11,15,19,23,27,31 of the `ERROR` register reads back set.	These bits of the ERROR register, SOF_EARLY, and SOF_LATE indicate the number of pixels received between the latest and the preceding Start-Of-Frame (SOF) for the given AXI4-Stream Slave/Layer differ from the value programmed into the OSD Layer # Size register. If the values were provided by the Video Timing Controller core, read out ACTIVE_SIZE register value from the VTC core again, and make sure that the TIMING_LOCKED flag is set in the VTC core. Otherwise, using Chipscope, measure the number EOL pulses between subsequent SOF pulses.
s_axis_video#_tready stuck low, the upstream core cannot send data.	During initialization, line-, and frame-flushing, the OSD core keeps its s_axis_video#_tready input low. Afterwards, the core should assert s_axis_video#_tready automatically. Is m_axis_video_tready low? If so, the OSD core cannot send data downstream, and the internal FIFOs are full. Typically the OSD only needs one output size line time to initialize.
m_axis_video_tvalid stuck low, the downstream core is not receiving data	• No data is generated during the first two lines of processing. • If the programmed Layer size or is radically smaller than the actual incoming size, the core drops most of the pixels waiting for the (`s_axis_video#_tlast`) End-of-line signal. Check the `ERROR` register.
Generated SOF signal (m_axis_video_tuser[0]) signal misplaced.	Check the ERROR register.
Generated EOL signal (m_axis_video_tlast) signal misplaced.	Check the `ERROR` register.

Table C-2: **Troubleshooting AXI4-Stream Interface *(Cont'd)***

Symptom	Solution
Data samples lost between Upstream core and the OSD core. Inconsistent EOL and/ or SOF periods received.	• Are the Master and Slave AXI4-Stream interfaces in the same clock domain? • Is proper clock-domain crossing logic instantiated between the upstream core and the OSD core (Asynchronous FIFO)? • Did the design meet timing? • Is the frequency of the clock source driving the OSD ACLK pin lower than the reported Fmax reached?
Data samples lost between Downstream core and the OSD core. Inconsistent EOL and/ or SOF periods received.	• Are the Master and Slave AXI4-Stream interfaces in the same clock domain? • Is proper clock-domain crossing logic instantiated between the upstream core and the OSD core (Asynchronous FIFO)? • Did the design meet timing? • Is the frequency of the clock source driving the OSD ACLK pin lower than the reported Fmax reached?

If the AXI4-Stream communication is healthy, but the data seems corrupted, the next step is to find the correct configuration for this core.

Other Interfaces

Table C-3 describes how to troubleshoot third-party interfaces.

Table C-3: **Troubleshooting Third-Party Interfaces**

Symptom	Solution
Severe color distortion or color-swap when interfacing to third-party video IP.	Verify that the color component logical addressing on the AXI4-Stream `TDATA` signal is in according to Data Interface in Chapter 2. If misaligned: In HDL, break up the `TDATA` vector to constituent components and manually connect the slave and master interface sides. In EDK, create a new vector for the slave side `TDATA` connection. In the MPD file, manually assign components of the master-side `TDATA` vector to sections of the new vector.
Severe color distortion or color-swap when processing video written to external memory using the AXI-VDMA core.	Unless the particular software driver was developed with the AXI4-Stream TDATA signal color component assignments described in Data Interface in Chapter 2 in mind, there are no guarantees that the software correctly identifies bits corresponding to color components. Verify that the color component logical addressing `TDATA` is in alignment with the data format expected by the software drivers reading/writing external memory. If misaligned: In HDL, break up the `TDATA` vector to constituent components, and manually connect the slave and master interface sides. In EDK, create a new vector for the slave side `TDATA` connection. In the MPD file, manually assign components of the master-side `TDATA` vector to sections of the new vector.

Application Software Development

This chapter includes information about programming the Graphics Controller(s), as well as, controlling the Xilinx Video On-Screen Display via a software driver.

Programming the Graphics Controller(s)

This section outlines the data format of each Internal Graphics Controller memory and how to program each. To program any of the internal graphics controllers, the host processor must write data into the Instruction RAM, the Color RAM and, if text is enabled, the Font and Text RAMs.

Data can be written before the OSD graphics controller output is enabled or during operation. Each graphics controller contains two of each memory type to allow the host processor to write to one while the other is being used for display. The *Graphics Controller Active Bank Address* register selects which memories are used for display. The *Graphics Controller Write Bank Address* register selects which memory is to be written by the host.

The OSD Graphics Controller RAM is not preloaded with data. The OSD software driver includes example instruction, color, font and string data that can be programmed into the OSD. Multiple Xilinx or user generated instruction, color, font and string data sets can be stored in external memory and written into the OSD to be used during the next video frame after the instruction list data is enabled.

Enable the new graphics controller instruction list is by setting the active instruction bank address in the **OSD GC Active Bank Address Register** (Address Offset 0x0194). The instruction, font, text string, and color table RAM banks can be selected independently and each has 2 banks - one active bank that is currently being drawn and one bank for the host processor to write.

At the start of each line, the OSD reads the active instruction bank from bits 7:0 from address 0x0194 and executes the code until the first End (OpCode 0000) is reached. By default the graphics controller reads from bank 0. If bank 0 is enabled, the software should write instructions into bank 1. Once all instructions have been written, the End OpCode should be written at the end of the instruction set. You can then switch the active instruction bank by setting bits 7:0 at address 0x0194 for the appropriate graphics controller. At the next start of frame, the OSD graphics controller executes the code in the new active bank.

Instruction RAM

The Instruction RAM stores instructions that tell the OSD Graphics Controller to draw objects at programmable locations on the screen. Each instruction is a set of four 32-bit words. The *Instructions* parameter of the CORE Generator™ tool GUI will configure the maximum number of instruction supported by each graphics controller. Table D-1 shows the OSD Graphics Controller instruction format.

Table D-1: **OSD Instruction Format**

<table>
<tr><th></th><th>31</th><th>30</th><th>29</th><th>28</th><th>27</th><th>26</th><th>25</th><th>24</th><th>23</th><th>22</th><th>21</th><th>20</th><th>19</th><th>18</th><th>17</th><th>16</th><th>15</th><th>14</th><th>13</th><th>12</th><th>11</th><th>10</th><th>09</th><th>08</th><th>07</th><th>06</th><th>05</th><th>04</th><th>03</th><th>02</th><th>01</th><th>00</th></tr>
<tr><td>0</td><td colspan="4">OpCode</td><td colspan="4">Reserved</td><td colspan="12">Xstop (X1)</td><td colspan="12">Xstart (X0)</td></tr>
<tr><td>1</td><td colspan="24">Reserved</td><td colspan="8">Text Index</td></tr>
<tr><td>2</td><td colspan="8">Object Size</td><td colspan="12">Ystop (Y1)</td><td colspan="12">Ystart (Y0)</td></tr>
<tr><td>3</td><td colspan="24">Reserved</td><td colspan="8">Color Index</td></tr>
</table>

Word 0 contains the instruction opcode and the horizontal start and stop positions. Word 1 is the text index. Word 2 contains the vertical start and stop positions and the objects size. Word 3 is the color index. Table D-2 through Table D-5 show the specific bit fields for each instruction word.

Table D-2: **OSD Instruction Word 0**

<table>
<tr><th colspan="32">GC Instruction Word 0</th></tr>
<tr><td>31</td><td>30</td><td>29</td><td>28</td><td>27</td><td>26</td><td>25</td><td>24</td><td>23</td><td>22</td><td>21</td><td>20</td><td>19</td><td>18</td><td>17</td><td>16</td><td>15</td><td>14</td><td>13</td><td>12</td><td>11</td><td>10</td><td>09</td><td>08</td><td>07</td><td>06</td><td>05</td><td>04</td><td>03</td><td>02</td><td>01</td><td>00</td></tr>
<tr><td colspan="4">OpCode</td><td colspan="4">R</td><td colspan="12">Xstop (X1)</td><td colspan="12">Xstart (X0)</td></tr>
<tr><td colspan="8">Name</td><td colspan="4">Bits</td><td colspan="20">Description</td></tr>
<tr><td colspan="8">OpCode</td><td colspan="4">31:28</td><td colspan="20">OSD GC OpCode
0000: END
0001 – 01111: Reserved
1000: NOP
1001: Reserved
1010: Draw Box
1011-1101: Reserved
1110: Draw Text
1111: Draw Box-Text</td></tr>
<tr><td colspan="8">Reserved</td><td colspan="4">27:24</td><td colspan="20"></td></tr>
</table>

Table D-2: **OSD Instruction Word 0 *(Cont'd)***

Xstop (X1)	23:12	Horizontal end pixel of the object. Starts at pixel 0. Not used with Text (opcodes 1110 or 1111).
Xstart (X0)	11:0	Horizontal start pixel of the object. Starts at pixel 0.

Table D-3: **OSD Instruction Word 1**

GC Instruction Word 1																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
Reserved																								Text Index							

Name	Bits	Description
Reserved	31.8	
Text Index	7:0	String Index This is the offset into the Text RAM to read the string for the given instruction.

Table D-4: **OSD Instruction Word 2**

GC Instruction Word 2		
31 30 29 28 27 26 25 24	23 22 21 20 19 18 17 16 15 14 13 12	11 10 09 08 07 06 05 04 03 02 01 00
Object Size	YStop (Y1)	Ystart (Y0)

Name	Bits	Description
Object Size	31:24	The Object Size is the Line Width for Boxes and Lines and the Text Scale Factor for Text Boxes. For Opcode 1010 (Draw Box): ObjectSize[7:0] (bits 31:24) = Line Width. The width of the outline of a box or the width of a line. If the line width is set to 0 for a box opcode, the box will be filled instead of outline. For Opcode = 1110 (Draw Text): ObjectSize[7:4] (bits 31:28) = Text scale factor 0: Reserved 1: 1x text size 2: 2x text size 4: 4x text size 8: 8x text size For Opcode = 1111 (Draw Box-Text): ObjectSize[3:0] = Line Size (bits 27:24) ObjectSize[7:4] = Text Size (bits 31:28)
YStop (Y1)	23:12	Vertical end line of the object. Starts at line 0. Must be set to the same value as Y0 for text instruction (opcode 1110).
YStart (Y0)	11:0	Vertical start line of the object. Starts at line 0.

Table D-5: **OSD Instruction Word 3**

GC Instruction Word 3																															
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	09	08	07	06	05	04	03	02	01	00
Reserved																								Color Index							

Name	Bits	Description
Reserved	31:8	
Color Index	7:0	Box/Text Color This is the index into the GC color RAM. This is used as the address to the color RAM. The color RAM must be programmed with the 32bit color for any address used. Currently supporting 16 or 256 colors. For text color, color_index is the background color and (color_index+1) is the foreground color for BPP=1.

Each instruction word is shown for the AXI4-Lite interface (little-endian).

Supported Instructions

This section contains details about the supported instructions.

Draw Box (Opcode 1010)

This instruction draws a filled or outline box. The following can be configured with the instruction.

- **Position/Size:** The box is drawn from location (X0,Y0) to location (X1,Y1). (X0,Y0) is the upper left-hand corner and (X1,Y1) is the lower-right-hand corner of the box.
- **Color:** The color is set by the Color Index field. Bits [7:0] are used in 256-color mode and bits [3:0] are used in 16-color mode.
- **Line Width:** The draw box instruction reads the ObjectSize field in instruction Word 2 to set the Line Width of outlined boxes. Outline boxes can have a line width of 1 to 255. Box outlines are draw outside the box from (X0,Y0) to (X1,Y1). Setting the line width to zero (0x00) will cause the box to be a filled box from (X0,Y0) to (X1,Y1).

The placement for boxes in YUV-4:2:2 and YUV-4:2:0 systems may be limited to even horizontal pixel boundaries to avoid color boundary artifacts.

IMPORTANT: *If the OSD is configured for 2 color channels (YUV 4:2:2 or YUV 4:2:0 modes), then the box and text draw instructions are drawn on even horizontal pixel boundaries. Odd horizontal start positions are rounded down to the nearest even start position. Odd horizontal stop positions are rounded up to the nearest even start position, automatically.*

The number of cycles to complete a draw box instruction depends on the Horizontal Start Pixel, Horizontal End Pixel and Object Size settings for the instruction. The number of cycles also depends on the Number of Colors parameter. For the Number of Colors set to 16, then the number of clock cycles will be 11 + CEIL((2*Object_size + X1-X0)/8) maximum for each instruction. For the Number of Colors set to 256, then the number of clock cycles will be 11 + CEIL((2*Object_Size + X1 - X0)/4) maximum for each instruction.

In the preceding equations, CEIL is the ceiling function and returns the results of the input, rounding up to the nearest integer. The number of clock cycles can be 1 cycle less depending on placement on screen within a 4 pixel boundary.

Each draw box instruction takes 8 cycles on each line outside the boundaries of the box. This time is required to check if the instruction should be drawn on the current line.

Draw Text (Opcode 1110)

This instruction draws a text string. The following can be configured with the instruction.

- **Position:** The position of the text string is defined by X0 and Y0. (X0,Y0) is the upper left-hand corner of the string. This instruction requires that Y0 and Y1 both be set to the same value. X1 is ignored.
- **Size:** Bits [31:28] of instruction word 2 set the text scale factor. Text can be drawn 1x, 2x, 4x or 8x the size stored internally. This allows for large text strings to be drawn with minimal memory storage. The text string is scaled according to "nearest-neighbor" interpolation.
- **Color:** The color is set by the Color Index field. Bits [7:0] are used in 256-color mode and bits [3:0] are used in 16-color mode. See the Font RAM and Text RAM sections to see how the color index is used along with the Font and Text RAM entries to set the color of each pixel of text.

IMPORTANT: *If the OSD is configured for 2 color channels (YUV 4:2:2 or YUV 4:2:0 modes), then the box and text draw instructions are drawn on even horizontal pixel boundaries. Odd horizontal start positions are rounded down to the nearest even start position. Odd horizontal stop positions are rounded up to the nearest even start position, automatically.*

Draw Box-Text (Opcode 1111)

This instruction draws a combined box and text string. The box is located at (X0,Y0) to (X1,Y1) and the text is drawn starting at location (X0, Y1+4), just below the lower-left-hand corner of the box. The following can be configured with the instruction:

- **Box Position/Size:** The box is drawn from location (X0,Y0) to location (X1,Y1). (X0,Y0) is the upper left-hand corner and (X1,Y1) is the lower right-hand corner of the box.
- **Text Position:** The position of the text string is defined by X0 and Y1. (X0,Y1+4) is the upper-left-hand corner of the string.

- **Text Size:** Bits [31:28] of instruction word 2 set the text scale factor. Text can be drawn 1x, 2x, 4x or 8x the size stored internally. This allows for large text strings to be drawn with minimal memory storage. The text string is scaled according to "nearest-neighbor" interpolation.
- **Box Line Width:** Bits [27:24] of instruction word 2 set the line width as in the draw box instruction, but the outline can be only from 1 to 16 pixels in weight.
- **Color:** The color is set by the Color Index field and is used to set both the box color and the text color. Bits [7:0] are used in 256-color mode and bits [3:0] are used in 16-color mode. See the Font RAM and Text RAM sections to see how the color index is used along with the Font and Text RAM entries to set the color of each pixel of text.

IMPORTANT: *If the OSD is configured for 2 color channels (YUV 4:2:2 or YUV 4:2:0 modes), then the box and text draw instructions are drawn on even horizontal pixel boundaries. Odd horizontal start positions are rounded down to the nearest even start position. Odd horizontal stop positions are rounded up to the nearest even start position, automatically.*

IMPORTANT: *The number of cycles to complete a draw box-text instruction is the greater number of cycles between the equivalent draw box an draw text instructions.*

NOP (Opcode 1000)

This instruction simply tells the graphics controller to do nothing for this instruction. It is available to allow the host processor to easily manipulate instruction lists. For example, the host processor may maintain a copy of the instruction list in an array in external memory. Instructions can be replaced with the NOP instruction to easily remove instructions from the list without shortening the array. The number of cycles to complete a No-Op instruction is 4 clock cycles.

END (Opcode 0000)

This instruction tells the graphics controller to stop processing.

The graphics controller operates on an instruction list stored within the Instruction RAM. Each instruction list is simply a list of instructions with the last instruction in the list set to the END instruction (opcode 0000). The instruction list is executed each line and must end with an END instruction to properly terminate processing.

Table D-6 shows an example graphics controller instruction list.

Table D-6: **Example Graphics Controller Instruction List (2 Boxes and 1 Box-Text)**

Address	Data[31:0]	Description
0x00	0xA005_E050	**Instruction 0:** Draw Box. X0=80, X1=94.
0x01	0x0000_0000	Text Index. Don't care for this instruction.

Table D-6: **Example Graphics Controller Instruction List (2 Boxes and 1 Box-Text)** ***(Cont'd)***

Address	Data[31:0]	Description
0x02	0x001f_f0ff	Fill box. Y0=255, Y1=511.
0x03	0x0000_0005	Color Index is 5. Box will be drawn with color in address 5 of the Color RAM.
0x04	0xA013_7120	**Instruction 1:** Draw Box. X0=288, X1=311.
0x05	0x0000_0000	Text Index. Don't care for draw box instruction.
0x06	0x042f_f2f0	Outline box. Line size of 4. Y0=752, Y1=767.
0x07	0x0000_000f	Color Index is 15. Box will be drawn with color in address 15 of the Color RAM.
0x08	0xf002_0010	**Instruction 2:** Draw Box-Text. X0=16, X1=32.
0x09	0x0000_0007	Text Index is 7. Text will be drawn with ASCII text string from location 7 in Text RAM.
0x0A	0x2405_0040	Text Box of size 2x (zoom text by 2). Line size of 4. Y0=64, Y1=80
0x0B	0x0000_0004	Color Index is 4. Box will be drawn with color in address 3 of the Color RAM. Text will be draw with colors 4 and 5 for 1-bit per pixel text and colors 4, 5, 6 and 7 for 2-bits per pixel.
0x0C	0x8000_0000	**Instruction 3:** NOP
0x0D	0xXXXX_XXXX	Don't Care.
0x0E	0xXXXX_XXXX	Don't Care.
0x0F	0xXXXX_XXXX	Don't Care.
0x10	0x0000_0000	**Instruction 4:** Instruction End Instruction List.
0x11	0x0000_0000	Zero fill word 1 for END OpCode.
0x12	0x0000_0000	Zero fill word 2 for END OpCode.
0x13	0x0000_0000	Zero fill word 3 for END OpCode.

To write the previous example data into the Instruction RAM and to program the OSD to use this data, the host processor must first select Instruction RAM 0 or 1 by writing to the *GC Write Bank Address* register (address offset 0x0190). Once the Instruction RAM is selected, the host processor must write the data found in Table D-6 to the *GC Data* register (address offset 0x0198). All data is written to the same OSD register address. Once all the instruction data is written, the host processor can enable the Instruction RAM by writing to the *GC Active Bank Address* register (address offset 0x0194). This will cause the OSD to use the new instruction list during the next video frame.

Table D-7 shows the OSD register addresses and the data written by the host processor. This example assumes that the host is configuring Instruction RAM 1 of the Graphics Controller on layer 2.

Table D-7: **Example OSD Instruction List (2 Boxes 1 TextBox)**

Address Offset	Data[31:0]	Description
0x0190	0x0000_0201	Sets the Graphics Controller Number to 2 and selects Instruction RAM 1.
0x0198	0xA005_E050	**Instruction 0:** Draw Box.. (x_start,x_stop) = (80, 94).
0x0198	0x0000_0000	Text Index. Don't care for instruction A (box draw).
0x0198	0x001f_f0ff	Fill box. (y_start, y_stop) = (255, 511)
0x0198	0x0000_0005	Color Index is 5. Lookup color set in address 5 of the internal color LUT BRAM.
0x0198	0xA013_7120	Draw Box. GC#=0. (x_start,x_stop) = (288, 311)
0x0198	0x0000_0000	Text Index. Don't care for instruction A (box draw).
0x0198	0x042f_f2f0	Outline box. Line size of 4. (y_start, y_stop) = (752, 767)
0x0198	0x0000_000f	Color Index is 15. Lookup color set in address 15 of the internal color LUT BRAM.
0x0198	0xf002_0010	Draw BoxText starting at pixel (x_start,x_stop) = (16, 32)
0x0198	0x0000_0007	Text Index is 7. Lookup the ASCII text string from location 7 in BRAM.
0x0198	0x2405_0040	Text Box of size 2x (zoom text by 2). Line size of 4. (y_start, y_stop) = (64, 80)
0x0198	0x0000_0003	Color Index is 3. Lookup color set in address 3 of the internal color LUT BRAM.
0x0198	0x8000_0000	No-OP.
0x0198	X	Don't Care.
0x0198	X	Don't Care.
0x0198	X	Don't Care.
0x0198	0x0000_0000	End Instruction List Instruction.
0x0198	0x0000_0000	Zero fill word 1 for END OpCode.

Table D-7: **Example OSD Instruction List (2 Boxes 1 TextBox) *(Cont'd)***

Address Offset	Data[31:0]	Description
0x0198	0x0000_0000	Zero fill word 2 for END OpCode.
0x0198	0x0000_0000	Zero fill word 3 for END OpCode.
0x0194	0x0000_0004	Sets Instruction RAM 1 of Graphics controller 2 active.

Host processor writes are shown for the AXI4-Lite interface (little-endian).

Writing to the *GC Active Bank Address* register will affect all selected memories for all Graphics Controllers. A read-modify-write operation is best performed on this register to avoid incorrectly selecting an invalid memory.

Boxes and text strings that overlap have a distinct Z-plane order and are neither mixed nor alpha-blended. Instructions are performed in the order written into the instruction RAM. Thus, those instructions written later will appear drawn on top of previous instructions.

Color RAM

The Color RAM can be configured to store 16 or 256 colors. Color RAM data is always written by the host processor in 32-bit data words. The color RAM internal storage is 32-bits wide when the "Data Channel Width" parameter is set to 8 and 64-bits wide when the "Data Channel Width" parameter is set to 10 or 12. Table 7-8 and 7-9 is shown with the "Data Channel Width" parameter set to 8. Table 7-10 and 7-11 is shown with the "Data Channel Width" parameter set to 10.

Within each data location, bits [7:0] contain the channel 0 color component, bits [15:8] contain the channel 1 color component and bits [23:16] contain the channel 2 color component. Bits [31:24] contain the alpha channel value for that color. The storage format is the same for 16 or 256 colors. The number of colors is configured by the "Number of Colors" parameter of the CORE Generator tool GUI.

Table D-8 shows an example Color RAM and its contents with the "Number of Colors" parameter set to 16 and the "Data Channel Width" parameter set to 8.

Table D-8: **Example Color RAM Memory Map (16-Colors , 8-bit Data Channel Width)**

Address	Data[31:0]	Description
0x00	0x00000000	Color 0 – 100% Transparent
0x01	0x800000ff	Color 1 – Light Red, 50% transparent
0x02	0x8000ff00	Color 2 – Light Green, 50% transparent
0x03	0x80ff0000	Color 3 – Light Blue, 50% transparent
0x04	0x80ffff00	Color 4 – Light Cyan, 50% transparent
0x05	0x8000ffff	Color 5 – Light Yellow, 50% transparent

Table D-8: **Example Color RAM Memory Map (16-Colors , 8-bit Data Channel Width)** ***(Cont'd)***

Address	Data[31:0]	Description
0x06	0x80ff00ff	Color 6 – Light Purple, 50% transparent
0x07	0x80ffffff	Color 7 – White, 50% transparent
0x08	0x80000000	Color 8 – Black, 50% transparent
0x09	0x80000080	Color 9 – Dark Red, 50% transparent
0x0a	0x80008000	Color 10 – Dark Green, 50% transparent
0x0b	0x80800000	Color 11 – Dark Blue, 50% transparent
0x0c	0x80000000	Color 12 – Black, 50% transparent
0x0d	0x80808080	Color 13 – Dark Grey – 50% transparent
0x0e	0x80c0c0c0	Color 14 – Light Grey – 50% transparent
0x0f	0x00000000	Color 15 – 100% Transparent

The color descriptions are assuming that the data values are for the RGBA color space with Red on Channel 0, Green on Channel 1 and Blue on Channel 2, but the Color RAM could be configured for any color space.

To write the previous example data into the Color RAM and to program the OSD to use this data, the host processor must first select Color RAM 0 or 1 by writing to the GC *Write Bank Address* register (address offset 0x0190). Once the Color RAM is selected, the host processor must write the data found in Table D-6 to the *GC Data register* (address offset 0x0198). All data is written to the same OSD register address. Once all the color data is written, the host processor can enable the Color RAM by writing to the *GC Active Bank Address* register (address offset 0x0194). This will cause the OSD to use the new color data during the next video frame.

Table D-9 shows the OSD register addresses and the data written by the host processor. This example assumes that the host is configuring Color RAM 1 of the Graphics Controller on layer 2.

Table D-9: **Example Color RAM Host Processor Writes (8-bit Data Channel Width)**

Address Offset	Data[31:0]	Description
0x0190	0x00000203	Sets the Graphics Controller Number to 2 and selects Color RAM 1.
0x0198	0x00000000	Color data for Color RAM address 0x00 (Color 0)
0x0198	0x800000ff	Color data for Color RAM address 0x01 (Color 1)
0x0198	0x8000ff00	Color data for Color RAM address 0x02 (Color 2)
0x0198	0x80ff0000	Color data for Color RAM address 0x03 (Color 3)
0x0198	0x80ffff00	Color data for Color RAM address 0x04 (Color 4)
0x0198	0x8000ffff	Color data for Color RAM address 0x05 (Color 5)
0x0198	0x80ff00ff	Color data for Color RAM address 0x06 (Color 6)
0x0198	0x80ffffff	Color data for Color RAM address 0x07 (Color 7)
0x0198	0x80000000	Color data for Color RAM address 0x08 (Color 8)
0x0198	0x80000080	Color data for Color RAM address 0x09 (Color 9)
0x0198	0x80008000	Color data for Color RAM address 0x0A (Color 10)
0x0198	0x80800000	Color data for Color RAM address 0x0B (Color 11)
0x0198	0x80000000	Color data for Color RAM address 0x0C (Color 12)
0x0198	0x80808080	Color data for Color RAM address 0x0D (Color 13)
0x0198	0x80c0c0c0	Color data for Color RAM address 0x0E (Color 14)
0x0198	0x00000000	Color data for Color RAM address 0x0F (Color 15)
0x0194	0x00000400	Sets Color RAM 1 of Graphics controller 2 active.

Host processor writes are shown for the AXI4-Lite interface (little-endian).

Writing to the *GC Active Bank Address* register will affect all selected memories for all Graphics Controllers. A read-modify-write operation is best performed on this register to avoid incorrectly selecting an invalid memory.

Table D-10 shows an example Color RAM and its contents with the "Number of Colors" parameter set to 16 and the "Data Channel Width" parameter set to 10. The storage format is similar to the 8-bit data channel case, but the color data is 64 bits wide instead of 32. Setting each color requires two data writes to the GC Data register.

Table D-10: **Example Color RAM Memory Map (16-Colors, 10-bit Data Channel Width)**

Address	Data[63:0]	Description
0x00	0x00000000_00000000	Color 0 – 100% Transparent
0x01	0x00000080_000003ff	Color 1 – Light Red, 50% transparent
0x02	0x00000080_000ffc00	Color 2 – Light Green, 50% transparent
0x03	0x00000080_3ff00000	Color 3 – Light Blue, 50% transparent
0x04	0x00000080_3ffffc00	Color 4 – Light Cyan, 50% transparent
0x05	0x00000080_000fffff	Color 5 – Light Yellow, 50% transparent
0x06	0x00000080_3ff003ff	Color 6 – Light Purple, 50% transparent
0x07	0x00000080_ffffffffff	Color 7 – White, 50% transparent
0x08	0x00000080_00000000	Color 8 – Black, 50% transparent
0x09	0x00000080_00000200	Color 9 – Dark Red, 50% transparent
0x0a	0x00000080_00080000	Color 10 – Dark Green, 50% transparent
0x0b	0x00000080_20000000	Color 11 – Dark Blue, 50% transparent
0x0c	0x00000080_00000000	Color 12 – Black, 50% transparent
0x0d	0x00000080_20080200	Color 13 – Dark Grey – 50% transparent
0x0e	0x00000080_300c0300	Color 14 – Light Grey – 50% transparent
0x0f	0x00000000_00000000	Color 15 – 100% Transparent

Table D-11 shows the OSD register addresses and the data written by the host processor. This example assumes that the host is configuring Color RAM 1 of the Graphics Controller on layer 2 and that the "Data Channel Width" has been set to 10.

Table D-11: **Example Color RAM Host Processor Writes (10-bit Data Channel Width)**

Address Offset	Data[31:0]	Description
0x0190	0x00000203	Sets the Graphics Controller Number to 2 and selects Color RAM 1.
0x0198	0x00000000	Color lower data for Color RAM address 0x00 (Color 0)
0x0198	0x00000000	Color upper data for Color RAM address 0x00 (Color 0)
0x0198	0x000003ff	Color lower data for Color RAM address 0x01 (Color 1)
0x0198	0x00000080	Color upper data for Color RAM address 0x01 (Color 1)
0x0198	0x000ffc00	Color lower data for Color RAM address 0x02 (Color 2)
0x0198	0x00000080	Color upper data for Color RAM address 0x02 (Color 2)
0x0198	0x3ff00000	Color lower data for Color RAM address 0x03 (Color 3)
0x0198	0x00000080	Color upper data for Color RAM address 0x03 (Color 3)
0x0198	0x3ffffc00	Color lower data for Color RAM address 0x04 (Color 4)
0x0198	0x00000080	Color upper data for Color RAM address 0x04 (Color 4)
0x0198	0x000fffff	Color lower data for Color RAM address 0x05 (Color 5)
0x0198	0x00000080	Color upper data for Color RAM address 0x05 (Color 5)
0x0198	0x3ff003ff	Color lower data for Color RAM address 0x06 (Color 6)
0x0198	0x00000080	Color upper data for Color RAM address 0x06 (Color 6)
0x0198	0xffffffffff	Color lower data for Color RAM address 0x07 (Color 7)
0x0198	0x00000080	Color upper data for Color RAM address 0x07 (Color 7)
0x0198	0x00000000	Color lower data for Color RAM address 0x08 (Color 8)
0x0198	0x00000080	Color upper data for Color RAM address 0x08 (Color 8)
0x0198	0x00000200	Color lower data for Color RAM address 0x09 (Color 9)
0x0198	0x00000080	Color upper data for Color RAM address 0x09 (Color 9)
0x0198	0x00080000	Color lower data for Color RAM address 0x0a (Color 10)
0x0198	0x00000080	Color upper data for Color RAM address 0x0a (Color 10)
0x0198	0x20000000	Color lower data for Color RAM address 0x0b (Color 11)
0x0198	0x00000080	Color upper data for Color RAM address 0x0b (Color 11)
0x0198	0x00000000	Color lower data for Color RAM address 0x0c (Color 12)
0x0198	0x00000080	Color upper data for Color RAM address 0x0c (Color 12)
0x0198	0x20080200	Color lower data for Color RAM address 0x0d (Color 13)
0x0198	0x00000080	Color upper data for Color RAM address 0x0d (Color 13)
0x0198	0x300c0300	Color lower data for Color RAM address 0x0e (Color 14)

Table D-11: **Example Color RAM Host Processor Writes (10-bit Data Channel Width) *(Cont'd)***

Address Offset	Data[31:0]	Description
0x0198	0x00000080	Color upper data for Color RAM address 0x0e (Color 14)
0x0198	0x00000000	Color lower data for Color RAM address 0x0f (Color 15)
0x0198	0x00000000	Color upper data for Color RAM address 0x0f (Color 15)
0x0194	0x00000400	Sets Color RAM 1 of Graphics controller 2 active.

Font RAM

The Font RAM can be configured to store fixed-distance fonts. The font can be configured either as 8-pixels wide and 8-pixels tall or as 16-pixels wide and 16-pixels tall. In addition, the font can be configured for 1-bit per pixel or for 2-bits per pixel color depth.

Figure D-1 shows an example character (the capital letter 'A') and the corresponding data in the Font RAM to represent that character when the graphics controller is configured for an 8x8 1-bit per pixel font. This example has 8-bits per character line.

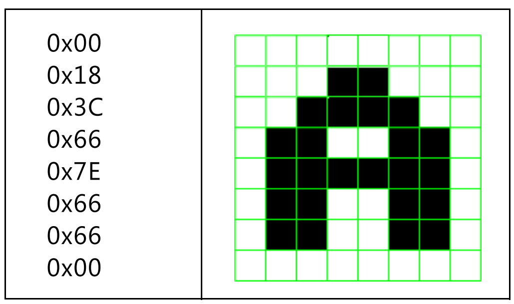


Figure D-1: **8x8 1-bit per Pixel Font Example**

Note: Actual memory writes for the character in Figure D-1 can be found in Table Table D-12.

When the graphics controller executes a text draw instruction, it uses the pixel data of each character along with the color index of the instruction to set the color of each pixel on screen. In 16-color mode, the graphics controller must set a 4-bit value (bits [3:0]) for each pixel of the character. his is the address used to select the color in the Color RAM (called the color address). The graphics controller will take bits [3:1] of the color address from the color index of the instruction and bit [0] from each bit in the font. Each bit in the font is negated before being used.

For example, if the Color RAM is programmed as shown in Table D-8 for 16-colors, and the current text draw instruction selects color 8 for a string containing the letter 'A', then the 'A' will be drawn as black text (color 8) on a dark-red background (color 9) with 50% transparency.

In 256-color mode, the graphics controller will take bits [7:1] of the color address from the color index of the instruction and bit [0] from each bit in the font.

Figure D-2 shows an example character (a small movie camera icon) and the corresponding data in the Font RAM to represent that character when the graphics controller is configured for a 16x16 2-bit per pixel font. This example has 32-bits per character line.

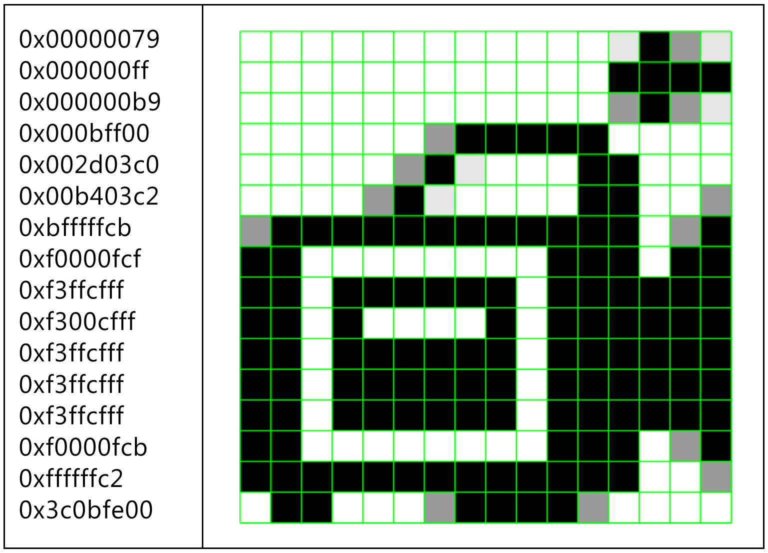


Figure D-2: **16x16 2-bits per Pixel Font Example**

In 16-color mode, the graphics controller will set the 4-bit color address (bits [3:0]) for each pixel of the character by taking bits [3:2] from the color index of the instruction and bits [1:0] from the font. Again, each bit in the font is negated before being used.

For example, if the Color RAM is programmed as shown in Table D-8, and the current text draw instruction selects color 12 for a string containing the icon character, then the icon will be drawn as shown in Figure D-2 with black, dark grey, light grey and transparent pixels. Here each set of 2-bits in the font data represents one pixel. “00” is transparent (color 15), “01” is light grey (color 14), “10” is dark grey (color 13) and “11” is black (color 12).

Table D-12 shows an example Font RAM and its contents when the graphics controller is configured for an 8x8 1-bit per pixel font with 96 characters (ASCII 32 to 127). Each 32-bit word represents 4 lines of each character. This example also assumes that the ASCII offset parameter has been set to 32. The ASCII offset is the ASCII value of the first location in memory. Here the first location holds data for the space character (ASCII 32).

Table D-12: **Font RAM Memory Map**

Address	Data[31:0]	Description
0x00	0x00000000	Character ' ' (space). Lines 0-3.
0x01	0x00000000	Character ' ' (space). Lines 4-7.
0x02	0x18181800	Character '!'. Lines 0-3.
0x03	0x00180018	Character '!'. Lines 4-7.
0x04	0x66666600	Character '"' (double-quotes). Lines 0-3.
0x05	0x00000000	Character '"' (double-quotes). Lines 4-7.
...		
0x20	0x6e663c00	'@'. Lines 0-3.
0x21	0x003e606e	Character '@'. Lines 4-7.
0x22	0x663c1800	Character 'A'. Lines 0-3.
0x23	0x00667e66	Character 'A'. Lines Character 4-7.
0x24	0x7c667c00	Character 'B'. Lines 0-3.
0x25	0x007c6666	Character 'B'. Lines 4-7.
...		
0x5a	0x04101050	Character '}'. Lines 0-3.
0x5b	0x00501010	Character '}'. Lines 4-7.
0x5c	0x44441111	Character '~'. Lines 0-3.
0x5d	0x00000000	Character '~'. Lines 4-7.
0x5e	0x00000000	Special Character. Lines 0-3.
0x5f	0x00000000	Special Character. Lines 4-7.

IMPORTANT: *All font data is arranged with top-most lines in the least significant bits. Each font line is arranged with pixel data from left to right. For example, for the 8-pixel wide 1bpp font above, for address 0x22 (top half of character 'A"), bits 7:0 are the top line, bits 15:8 are line 1 data, bits 23:16 are line 2 data and bits 31:24 are line 3 data.*

To write the previous example data into the Font RAM and to program the OSD to use this data, the host processor must first select Font RAM 0 or 1 by writing to the *GC Write Bank Address* register (address offset 0x0190). Once the Font RAM is selected, the host processor must write the data found in Table D-12 to the *GC Data* register (address offset 0x0198). All data is written to the same OSD register address. Once all the font data is written, the host processor can enable the Font RAM by writing to the *GC Active Bank Address* register (address offset 0x0194). This will cause the OSD to use the new font data during the next video frame.

Table D-13 shows the OSD register addresses and the data written by the host processor. This example assumes that the host is configuring Font RAM 1 of the Graphics Controller on layer 2.

Table D-13: **Example Color RAM Host Processor Writes**

Address Offset	Data[31:0]	Description
0x0190	0x00000207	Sets the Graphics Controller Number to 2 and selects Color RAM 1.
0x0198	0x00000000	Character ' ' (space). Lines 0-3.
0x0198	0x00000000	Character ' ' (space). Lines 4-7.
0x0198	0x18181800	Character '!'. Lines 0-3.
0x0198	0x00180018	Character '!'. Lines 4-7.
0x0198	0x66666600	Character '"' (double-quotes). Lines 0-3.
0x0198	0x00000000	Character '"' (double-quotes). Lines 4-7.
...		
0x0198	0x6e663c00	Character '@'. Lines 0-3.
0x0198	0x003e606e	Character '@'. Lines 4-7.
0x0198	0x663c1800	Character 'A'. Lines 0-3.
0x0198	0x00667e66	Character 'A'. Lines 4-7.
0x0198	0x7c667c00	Character 'B'. Lines 0-3.
0x0198	0x007c6666	Character 'B'. Lines 4-7.
...		
0x0198	0x04101050	Character '}'. Lines 0-3.
0x0198	0x00501010	Character '}'. Lines 4-7.
0x0198	0x44441111	Character '~'. Lines 0-3.
0x0198	0x00000000	Character '~'. Lines 4-7.
0x0198	0x00000000	Special Character. Lines 0-3.
0x0198	0x00000000	Special Character. Lines 4-7.
0x0194	0x04000000	Sets Color RAM 1 of Graphics controller 2 active.

Host processor writes are shown for the AXI4-Lite interface (little-endian).

Writing to the *GC Active Bank Address* register will affect all selected memories for all Graphics Controllers. A read-modify-write operation is best performed on this register to avoid incorrectly selecting an invalid memory.

The graphics controller can also be configured for an 8x8 2-bits per pixel font and a 16x16 1-bit per pixel font. Both of these modes are a 16-bit per line configuration with two lines of font data written to the Font RAM with every host processor write.

Text RAM

The text RAM stores null terminated ASCII strings. The maximum number of strings the text RAM can store is configured by the "Number of Strings" parameter of the CORE Generator GUI and can be set to any value between 1 and 256. The maximum string length for each string is configured by the "Maximum String Length" parameter and can be set to 32, 64, 128 or 256. See Chapter 7, Customizing and Generating the Core for more information.

Table D-14 shows an example Text RAM and its contents with the "Number of Strings" parameter set to 4 and the "Maximum String Length" parameter set to 8. The four strings stored in the Text RAM in this example are "String0," "Text001," "STRING2" and "Xilinx3."

Table D-14: **Example Text RAM Memory Map**

Address	Data[31:0]	Description
0x00	0x69727453	Start of String 0. Substring "Stri"
0x01	0x0030676e	Continuation of String 0. Substring "ng0"
0x02	0x74786554	Start of String 1. Substring "Text"
0x03	0x00313030	Continuation of String 1. Substring "001"
0x04	0x49525453	Start of String 2. Substring "STRI"
0x05	0x0032474e	Continuation of String 2. Substring "NG2"
0x06	0x696c6958	Start of String 3. Substring "Xili"
0x07	0x0033786e	Continuation of String 3. Substring "nx3"

Each text string must be terminated with a NULL character (0x00). If the string is not NULL character terminated, the text drawn could cause unpredictable results on screen. Any character after the first NULL (0x00) is ignored, and it does not matter what data is written after the first NULL character.

To write the previous example data into the Text RAM and to program the OSD to use this data, the host processor must first select Text RAM 0 or 1 by writing to the *GC Write Bank Address* register (address offset 0x0190). Once the Text RAM is selected, the host processor must write the data found in Table D-14 to the *GC Data* register (address offset 0x0198). All data is written to the same OSD register address. Once all the color data is written, the host processor can enable the Text RAM by writing to the *GC Active Bank Address* register (address offset 0x0194). This will cause the OSD to use the new text data during the next video frame.

Table D-15 shows the OSD register addresses and the data written by the host processor. This example assumes that the host is configuring Text RAM 1 of the Graphics Controller on layer 4.

Table D-15: **Example Text RAM Host Processor Writes**

Address Offset	Data[31:0]	Description
0x0190	0x00000405	Sets the Graphics Controller Number to 4 and selects Text RAM 1.
0x0198	0x69727453	Text data for Text RAM address 0x00 (String 0)
0x0198	0x0030676e	Text data for Text RAM address 0x01 (String 0)
0x0198	0x74786554	Text data for Text RAM address 0x02 (String 1)
0x0198	0x00313030	Text data for Text RAM address 0x03 (String 1)
0x0198	0x49525453	Text data for Text RAM address 0x04 (String 2)
0x0198	0x0032474e	Text data for Text RAM address 0x05 (String 2)
0x0198	0x696c6958	Text data for Text RAM address 0x06 (String 3)
0x0198	0x0033786e	Text data for Text RAM address 0x07 (String 3)
0x0194	0x00100000	Sets Text RAM 1 of Graphics controller 4 active.

Host processor writes are shown for the AXI4-Lite interface (little-endian).

Writing to the *GC Active Bank Address* register will affect all selected memories for all Graphics Controllers. A read-modify-write operation is best performed on this register to avoid incorrectly selecting an invalid memory.

EDK pCore Programmers Guide

This section introduces the concept of controlling the Xilinx Video On-Screen Display via a software driver. The EDK pCore address map and driver function calls are described.

pCore Device Driver

The Xilinx On-Screen Display pCore includes a software driver written in the C Language that can be used to control the Xilinx OSD devices. A high-level API is provided and can be used without detailed knowledge of the Xilinx OSD devices. Application developers are encouraged to use this API to access the device features. A low-level API is also provided in case applications prefer to access the devices directly through the system registers described in the previous section.

Table D-16 lists the files that are included with the Xilinx OSD pCore driver and their description.

Table D-16: **Device Driver Source Files**

File Name	Description
xosd.h	Contains all prototypes of high-level API to access all of the features of the Xilinx OSD devices.
xosd.c	Contains the implementation of high-level API to access all of the features of the Xilinx OSD devices except interrupts.
xosd_intr.c	Contains the implementation of high-level API to access interrupt feature of the Xilinx OSD devices.
xosd_sinit.c	Contains static initialization methods for the Xilinx OSD device driver.
xosd_g.c	Contains a template for configuration table of Xilinx OSD devices. This file is used by the high-level API and will be automatically generated to match the OSD device configurations by Xilinx EDK/SDK tools when the software project is built.
xosd_hw.h	Contains Low-level API (that is, register offset/bit definition and register-level driver API) that can be used to access the Xilinx OSD devices.
example.c	An example that demonstrates how to control the Xilinx OSD devices using the high-level API.

EDK pCore API Functions

This section describes the functions included in the pcore Driver files generated for the Video On-Screen Display pCore. The software API is provide to allow easy access to the registers of the pCore as defined in Table 2-2 in the Register Space section. To utilize the API functions provided, the following header files must be included in the user's C code:

```
#include "xparameters.h"
#include "xosd.h"
```

The hardware settings of the system, including the base address of the Video On-Screen Display core are defined in the `xparameters.h` file. The `xosd.h` file provides the API access to all of the features of the Object Segmentation device driver.

More detailed documentation of the API functions can be found by opening the file `index.html` in the pCore directory `osd_v1_03_a/doc/html/api`.

Functions in xosd.c

- int XOSD_CfgInitialize (XOSD *InstancePtr, XOSD_Config *CfgPtr, u32 EffectiveAddr)

  This function initializes an OSD device.

- void XOSD_SetBlankPolarity (XOSD *InstancePtr, int VerticalBlankPolarity, int HorizontalBlankPolarity)

  This function chooses the type of Vertical and Horizontal Blank Input Polarities.

- void XOSD_SetScreenSize (XOSD *InstancePtr, u32 Width, u32 Height)

  This function sets the screen size of the OSD Output.

- void XOSD_GetScreenSize (XOSD *InstancePtr, u32 *WidthPtr, u32 *HeightPtr)

  This function gets the screen size of the OSD Output.

- void XOSD_SetBackgroundColor (XOSD *InstancePtr, u16 Red, u16 Blue, u16 Green)

  This function sets the Background color used by the OSD output.

- void XOSD_GetBackgroundColor (XOSD *InstancePtr, u16 *RedPtr, u16 *BluePtr, u16 *GreenPtr)

  This function gets the Background color used by the OSD output.

- void XOSD_SetLayerDimension (XOSD *InstancePtr, u8 LayerIndex, u16 XStart, u16 YStart, u16 XSize, u16 YSize)

  This function sets the start position and size of an OSD layer.

- void XOSD_GetLayerDimension (XOSD *InstancePtr, u8 LayerIndex, u16 *XStartPtr, u16 *YStartPtr, u16 *XSizePtr, u16 *YSizePtr)

  This function gets the start position and size of an OSD layer.

- void XOSD_SetLayerAlpha (XOSD *InstancePtr, u8 LayerIndex, u16 GlobalAlphaEnble, u16 GlobalAlphaValue)

  This function sets the Alpha value and mode of an OSD layer.

- void XOSD_GetLayerAlpha (XOSD *InstancePtr, u8 LayerIndex, u16 *GlobalAlphaEnblePtr, u16 *GlobalAlphaValuePtr)

  This function gets the Alpha value and mode of an OSD layer.

- void XOSD_SetLayerPriority (XOSD *InstancePtr, u8 LayerIndex, u8 Priority)

  This function sets the priority of an OSD layer. Each layer must have a unique priority setting.

- void XOSD_GetLayerPriority (XOSD *InstancePtr, u8 LayerIndex, u8 *PriorityPtr)

  This function gets the priority of an OSD layer.

- void XOSD_EnableLayer (XOSD *InstancePtr, u8 LayerIndex)

  This function enables an OSD layer.

- void XOSD_DisableLayer (XOSD *InstancePtr, u8 LayerIndex)

  This function disables an OSD layer.

- void XOSD_LoadColorLUTBank (XOSD *InstancePtr, u8 GcIndex, u8 BankIndex, u32 *ColorData)

  This function loads color LUT data into an OSD Graphics Controller Bank.

- void XOSD_LoadCharacterSetBank (XOSD *InstancePtr, u8 GcIndex, u8 BankIndex, u32 *CharSetData)

  This function loads Character Set data (font) into an OSD Graphics Controller Bank.

- void XOSD_LoadTextBank (XOSD *InstancePtr, u8 GcIndex, u8 BankIndex, u32 *TextData)

  This function loads Text data into an OSD Graphics Controller Bank.

- void XOSD_SetActiveBank (XOSD *InstancePtr, u8 GcIndex, u8 ColorBankIndex, u8 CharBankIndex, u8 TextBankIndex, u8 InstructionBankIndex)

  This function chooses active banks for a GC in an OSD device.

- void XOSD_CreateInstruction (XOSD *InstancePtr, u32 *InstructionPtr, u8 GcIndex, u16 ObjType, u8 ObjSize, u16 XStart, u16 YStart, u16 XEnd, u16 YEnd, u8 TextIndex, u8 ColorIndex)

  This function creates an instruction for an OSD.

- void XOSD_LoadInstructionList (XOSD *InstancePtr, u8 GcIndex, u8 BankIndex, u32 *InstSetPtr, u32 InstNum)

  This function load an instruction list to be used by an Graphic Controller in an OSD device.

- void XOSD_GetVersion (XOSD *InstancePtr, u16 *Major, u16 *Minor, u16 *Revision)

  This function returns the version of an OSD device.

Functions in xosd_sinit.c

- XOSD_Config * XOSD_LookupConfig (u16 DeviceId)

XOSD_LookupConfig returns a reference to an XOSD_Config structure based on the unique device id, DeviceId.

Functions in xosd_intr.c

- void XOSD_IntrHandler (void *InstancePtr)

  This function is the interrupt handler for the On-Screen-Display driver.

- int XOSD_SetCallBack (XOSD *InstancePtr, u32 HandlerType, void *CallBackFunc, void *CallBackRef)

  This routine installs an asynchronous callback function for the given HandlerType.

Additional Resources

Xilinx Resources

For support resources such as Answers, Documentation, Downloads, and Forums, see the Xilinx Support website at:

http://www.xilinx.com/support.

For a glossary of technical terms used in Xilinx documentation, see:

http://www.xilinx.com/support/documentation/sw_manuals/glossary.pdf.

For a comprehensive listing of Video and Imaging application notes, white papers, reference designs and related IP cores, see the Video and Imaging Resources page at:

http://www.xilinx.com/esp/video/refdes_listing.htm#ref_des.

Solution Centers

See the Xilinx Solution Centers for support on devices, software tools, and intellectual property at all stages of the design cycle. Topics include design assistance, advisories, and troubleshooting tips.

References

These documents provide supplemental material useful with this user guide:

1. UG761 AXI Reference Guide

Technical Support

Xilinx provides technical support at www.xilinx.com/support for this LogiCORE™ IP product when used as described in the product documentation. Xilinx cannot guarantee timing, functionality, or support of product if implemented in devices that are not defined in the documentation, if customized beyond that allowed in the product documentation, or if changes are made to any section of the design labeled DO NOT MODIFY.

See the IP Release Notes Guide (XTP025) for more information on this core. For each core, there is a master Answer Record that contains the Release Notes and Known Issues list for the core being used. The following information is listed for each version of the core:

- New Features
- Resolved Issues
- Known Issues

Revision History

The following table shows the revision history for this document.

Date	Version	Revision
10/19/2011	1.0	Initial Xilinx release of Product Guide, replacing DS837 and UG684.
4/24/2012	2.0	Updated for core version. Added Zynq-7000 devices, added AXI4-Stream interfaces, deprecated GPP interface.
07/25/2012	3.0	Updated for core version. Added Vivado information.
12/18/2012	3.1	Updated fore core version. Added Maximum Frequencies, Clocking, and System Considerations. Updated OSD Layer Register Space and Debugging appendix.

Notice of Disclaimer