



# TEGRA LINUX DRIVER PACKAGE DEVELOPER GUIDE

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## Development Guide



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# Overview

Welcome to the *NVIDIA Tegra Linux Driver Package Development Guide*. It is intended for software engineers to help them understand the NVIDIA® Tegra® Linux Driver Package, commonly known as Linux for Tegra (L4T). Use this documentation to learn how to set up L4T, and how to get started developing systems software and applications that target compatible reference hardware from NVIDIA.

The following diagram shows the architecture of L4T and related components.



The following topics are included in the *Development Guide*.

Components	Description
•Sample Code/Applications	•Sample source code for developing embedded applications for the Jetson platform.
•NVIDIA® TensorRT™	•TBD •NVIDIA® JetPack installs this component as part of the Low-Level Multimedia API.
•V4L2	•A standard Linux V4L2 application that uses direct kernel IOCTL calls to access V4L2 functionality for encode, decode, scaling, and other media functions. •Tegra V4L2 camera driver bypasses the Tegra ISP and is based on Version 2 of the Linux kernel video capture and output device API and driver framework. •JetPack installs this component as part of the Low-Level Multimedia API.
•libArgus	•A low-level API based on the camera core stack. •JetPack installs this component as part of the Low-Level Multimedia API.
•Nvcamerasrc	•An NVIDIA camera GStreamer plugin that provides many options to control ISP properties. •JetPack installs this component as part of the Low-Level Multimedia API.
•GStreamer Framework	•Provides a higher-level Multimedia API. This framework provides a parallel capability to the collection of APIs in the Low-Level Multimedia API.

	<ul style="list-style-type: none"> <li>•The GStreamer framework is installed with the download for the Jetson Driver. It is also installed by NVIDIA JetPack.</li> </ul>
•X11	<ul style="list-style-type: none"> <li>•X11 X Window System driver.</li> </ul>
•libjpeg	<ul style="list-style-type: none"> <li>• C library for reading and writing JPEG image files.</li> </ul>
•CUDA	<ul style="list-style-type: none"> <li>•NVIDIA<sup>®</sup> CUDA<sup>®</sup> parallel computing platform and API for CUDA-enabled GPU.</li> </ul>
•VisionWorks	<ul style="list-style-type: none"> <li>•NVIDIA<sup>®</sup> VisionWorks<sup>™</sup> software development package for computer vision (CV) and image processing.</li> </ul>
<ul style="list-style-type: none"> <li>•EGL</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>•Interface between Khronos rendering APIs such as OpenGL ES or OpenVG and the underlying native platform window system.</li> </ul>
•OpenGL ES	<ul style="list-style-type: none"> <li>•Cross-platform API for full-function 2D and 3D graphics on embedded systems</li> </ul>
•cuDNN	<ul style="list-style-type: none"> <li>•NVIDIA<sup>®</sup> CUDA<sup>®</sup> Deep Neural Network library.</li> </ul>



# Package Manifest

The NVIDIA® Tegra® Linux Driver Package is provided in the following tar file:

```
Tegra<t-arch>_Linux_R<release_num>_<release_type>.tbz2
```

## Tip:

In the above expression, float your cursor over a place-holder to reveal the currently-defined value.

The following table lists the directories (denoted by a trailing slash /) and top-level files that are created when you expand the tar file.

Directory or Filename	Description
•bootloader/	•Boot loader and related components. For more information on this directory, see <a href="#">Boot Loader</a> in this topic.
•bootloader/<platform ver>/	•Platform-specific files.
•bootloader/<platform ver>/BCT/	•Platform-specific Boot Configuration Table (BCT) files.
•bootloader/<platform ver>/cfg/	•Configuration files for specific <platform ver>.
•bootloader/<platform ver>/<board_and_rev>/ •bootloader/p2371-2180-devkit/ •bootloader/p2371-2180-devkit-24x7/	•Boot-related DTB and configuration files for the specific <board_and_rev>.
•kernel/	•Kernel images and kernel modules. For more information on this directory, see <a href="#">Kernel</a> in this topic.
•nv_tegra/	•NVIDIA drivers and sample applications.
•nv_tegra/nv_sample_apps/	•NVIDIA sample applications.
•rootfs/	•Staging directory for the root filesystem.
•rootfs/README.txt	•README on installing the root filesystem.
•apply_binaries.sh	•Script to apply nv_tegra components.
•elf-get-entry.py	•Python script to extract and print entry point address of an ELF-format binary.
•flash.sh	•Script to flash the boot loader and kernel from the package.

<ul style="list-style-type: none"> <li>•&lt;platform&gt;.conf</li> <li>•&lt;board_and_rev&gt;.conf</li> <li>•p2371-2180-devkit.conf</li> <li>•p2371-2180-devkit-24x7.conf</li> </ul>	<ul style="list-style-type: none"> <li>•Configuration file(s) for <code>flash.sh</code> specific to the development platform represented by &lt;platform&gt; or &lt;board_and_rev&gt;.</li> </ul>
<ul style="list-style-type: none"> <li>•source_sync.sh</li> </ul>	<ul style="list-style-type: none"> <li>•Script to download kernel and U-Boot source.</li> </ul>

## Documentation

Tegra Linux Driver Package (LAT) also includes the following documentation:

- Tegra\_Linux\_Driver\_Package\_Release\_Notes\_<release>.pdf
- Tegra\_Linux\_Driver\_Package\_Documents\_<release>.tar

## Kernel

The `kernel` directory contains the following directories (denoted by a trailing slash /) and files.

Directory or Filename	Description
•dtb/	•SoC-specific kernel Device Tree Binary (DTB) files.
•dtb/*.dtb	•DTB files specific to various board types.
•dtc	•Device-tree-compiler binary.
•Image	•Kernel binary image.
•kernel_headers.tbz2	•Kernel header files needed for compiling kernel modules. You can download these headers and sources from the <code>nv_tegra</code> git server.
•kernel_supplements.tbz2	•Loadable kernel modules specific to the included kernel <code>zImage</code> that was built with the <code>defconfig</code> enabled for the device.
•LICENSE	•GNU General Public License (GPL).
•LICENSE.dtc	•GNU General Public License (GPL) for the device-tree-compiler binary.
•zImage	•Compressed kernel binary image.

## Kernel Supplements TBZ2

The following table lists the contents available upon decompressing the `kernel_supplements.tbz2` archive, located at:

```
kernel/kernel_supplements.tbz2
```

Filename	Description
•lib/	•-
•lib/firmware/	•-
•lib/firmware/tigon/	•-
•lib/firmware/tigon/tg3.bin	•TG3 USB kernel driver file.
•lib/firmware/tigon/tg3_tso5.bin	•TG3 USB kernel driver file.
•lib/firmware/tigon/tg3_tso.bin	•TG3 USB kernel driver file.
•lib/modules/	•-
•lib/modules/<linux_version>/*	•Kernel modules.

## Boot Loader

The `bootloader` directory contains the following directories (denoted by a trailing slash /) and files.

Directory or Filename	Description
•<platform ver>/	•<platform ver>-specific boot loader directory.
•<platform ver>/BCT/	•Platform-specific BCT directory.
•<platform ver>/BCT/*.cfg	•Boot Configuration Table (BCT) files for Jetson-TX1.
•<platform ver>/cfg/	•Platform-specific configuration directory.
•<platform ver>/cfg/ board_config_ers_e2220.xml	•Platform-specific configuration file.
•<platform ver>/cfg/ board_config_p2595.xml	•Platform-specific configuration file.
•<platform ver>/cfg/ board_config_p2597.xml	•Platform-specific configuration file.
•<platform ver>/cfg/board_config_p2597- devkit.xml	•Platform-specific configuration file.
•<platform ver>/cfg/flash_l4t_t210.xml	•Platform-specific configuration file.
•<platform ver>/cfg/ gnu_linux_fastboot_emmc_full.cfg	•Platform-specific configuration file.
•<platform ver>/cfg/ gnu_linux_tegraboot_emmc_full.xml	•Platform-specific configuration file.

•<platform ver>/<board_and_rev>/	•Boot loader <board_and_rev>-specific directory.
•<platform ver>/<board_and_rev>/ extlinux.conf.emmc	•<board_and_rev>-specific U-Boot config file for booting off the internal EMMC.
•<platform ver>/<board_and_rev>/ extlinux.conf.nfs	•<board_and_rev>-specific U-Boot config file for booting off the nfs root.
•<platform ver>/<board_and_rev>/ extlinux.conf.sdcard	•<board_and_rev>-specific U-Boot config file for booting off the SD card.
•<platform ver>/<board_and_rev>/ extlinux.conf.usb	•<board_and_rev>-specific U-Boot config file for booting off USB flash storage device.
•<platform ver>/<board_and_rev>/u-boot	•<board_and_rev>-specific U-Boot boot loader binary.
•<platform ver>/<board_and_rev>/u- boot.bin	•<board_and_rev>-specific U-Boot boot loader binary.
•<platform ver>/<board_and_rev>/u- boot.dtb	•<board_and_rev>-specific U-Boot device tree binary.
•<platform ver>/<board_and_rev>/u-boot- dtb.bin	•<board_and_rev>-specific U-Boot device tree binary.
•<platform ver>/p2371-2180-devkit/	•Boot loader p2371-2180-devkit specific directory used for jetson-tx1.
•<platform ver>/p2371-2180-devkit/ extlinux.conf.emmc	•p2371-2180-specific U-Boot config file for booting off the internal EMMC.
•<platform ver>/p2371-2180-devkit/ extlinux.conf.nfs	•p2371-2180-specific U-Boot config file for booting off the nfs root.
•<platform ver>/p2371-2180-devkit/ extlinux.conf.sdcard	•p2371-2180-specific U-Boot config file for booting off the SD card.
•<platform ver>/p2371-2180-devkit/ extlinux.conf.usb	•p2371-2180-specific U-Boot config file for booting off USB flash storage device.
•<platform ver>/p2371-2180-devkit-24x7/	•Boot loader p2371-2180-devkit-24x7 use case specific directory.
•<platform ver>/p2371-2180-devkit-24x7/ extlinux.conf.emmc	•p2371-2180-devkit-24x7 specific U-Boot config file for booting off the internal EMMC.
•<platform ver>/p2371-2180-devkit-24x7/ extlinux.conf.nfs	•p2371-2180-devkit-24x7 specific U-Boot config file for booting off the nfs root.
•<platform ver>/p2371-2180-devkit-24x7/ extlinux.conf.sdcard	•p2371-2180-devkit-24x7 specific U-Boot config file for booting off the SD card.
•<platform ver>/p2371-2180-devkit-24x7/ extlinux.conf.usb	•p2371-2180-devkit-24x7 specific U-

	Boot config file for booting off USB flash storage device.
•<platform ver>/cboot.bin	•CPU binary to load the kernel. It also supports Fastboot, charging, and display.
•<platform ver>/LICENSE.cboot	•LICENSE file for the cboot.bin binary.
•<platform ver>/nvtboot.bin	•Tegra boot specific boot loader binary (AVP bootloader, microboot, miniloader).
•<platform ver>/warmboot.bin	•Warm boot binary.
•bpmp.bin	•Boot and power management firmware.
•exec-uboot.sh	•Shell script used to load U-Boot into RAM and execute.
•gen-tboot-img.py	•Script used by the bootlaoder to add an nvtboot-specific header during the flash process.
•l4t_initrd.img	•L4T initrd image based on minimal Ubuntu environment.
•LICENSE	•Tegra software license.
•LICENSE.bpmp_and_tos-img	•License file for bpmp.bin and tos.img.
•LICENSE.mkbctpart	•License file for mkbctpart.
•LICENSE.mkbootimg_and_mkubootscript	•License for the mkbootimg and mkbootscript tools.
•LICENSE.mkgpt	•License file for the mkgpt tool.
•LICENSE.mksparse	•License file for the mksparse tool.
•LICENSE.u-boot_and_mkimage	•License for U-Boot and mkimage.
•mkbctpart	•BCT Partition updating library.
•mkbootimg	•Tool for img creation.
•mkgpt	•Tool that encodes both primary and secondary GPT into flashable binary image files.
•mkimage	•U-Boot tool for vmlinux.uimg creation.
•mksparse	•Sparse image flashing with the boot loader.
•mkubootscript	•Tool for flashing U-Boot.
•nvtboot_cpu.bin	•CPU part of Tegraboot for TLK hand over transition.

•nvtboot_recovery.bin	•AVP bootrom applet binary used by Tegraflash
•nvtboot_recovery_cpu.bin	•CPU part of Tegraboot used for RCM boot for MODS.
•tegrabct	•BCT operation helper binary.
•tegradevflash	•Boot loader device communication library.
•tegraflash.py	•Script used to flash the board.
•tegraflash_internal.py	•Helper implementation API script for tegraflash.py.
•tegrahost	•Boot loader encryption binary.
•tegraparser	•Parses partition layout, common BCT configuration, fuse bypass configuration and NVIDIA Configuration Table (NCT).
•tegarcm	•Bootrom RCM communications binary.
•tegrasign	•TegraSign creates signature data for PKC operating mode and hash, and encrypted data for SBK operating mode.
•tos.img	•The monitor binary running in the EL3 exception space on ARMv8 CPUs.

## NV Tegra

The `nv_tegra` directory contains the following directories (denoted by a trailing slash /) and files.

Direcotry or Filename	Description
•nv_sample_apps/	•NVIDIA sample applications.
•nv_sample_apps/LICENSE.gst-openmax	•License for the <code>libgstomx.so</code> , <code>libgstnvegl-1.0.so.0</code> , and <code>libnvgstjpeg.so</code> libraries included in <code>nvgstapps.tbz2</code> .
•nv_sample_apps/LICENSE.gstvideocuda	•License for Gstreamer 1.0 <a href="#">CUDA</a> post-processing plugin library.
•nv_sample_apps/nvgstapps.tbz2	•NVIDIA gstreamer components and applications. For details, see <a href="#">Nvgstapps TBZ2</a> table (below).
•nv_sample_apps/nvgstcapture-<version>_README.txt	•Read Me for NVIDIA Gstreamer-based camera capture application (nvgstcapture).

•nv_sample_apps/nvgstplayer-<version>_README.txt	•Read Me for NVIDIA Gstreamer-based multimedia player (nvgstplayer).
•config.tbz2	•Configuration files specific to the sample filesystem. For details, see <a href="#">Config TBZ2</a> table (below).
•LICENSE	•Tegra software license.
•LICENSE.brcm_patchram_plus	•License for brcm_patchram_plus.
•LICENSE.libargus	•License for the libargus API.
•LICENSE.libglvnd	•LICENSE file for libglvnd.
•LICENSE.libnvcam_imageencoder	•License for image encoder.
•LICENSE.libscf	•License for core camera driver.
•nvidia_drivers.tbz2	•NVIDIA driver components.
•nv_tools.tbz2	•The <code>tegrastats</code> application, a script for calculations for loads, frequencies, RAM sizes, using existing sysfs nodes. Refer to the <i>Development Guide</i> for usage.

## Nvgstapps TBZ2

The following table lists the directories (denoted by a trailing slash /) and files available upon decompressing the `nvgstapps.tbz2` archive, located at:

```
nv_tegra/nv_sample_apps/nvgstapps.tbz2
```

Filename	Description
•usr/bin/gst-install	•Script to build gstreamer from sources. Version can be specified with the <code>--version</code> option (1.6.0 is the default).
•usr/bin/nvgstcapture-<version>	•Multimedia capture camera application.
•usr/bin/nvgstplayer-<version>	•Multimedia video player application.
•usr/lib/< <a href="#">ABI_directory</a> >/gstreamer-<version>/	•Plug-ins and drivers for gstreamer.
•usr/lib/<ABI_directory>/gstreamer-<version>/libgstnvcamera.so	•gst-plugin library for camera.
•usr/lib/<ABI_directory>/gstreamer-1.0/libgstnvegllessink.so	•Accelerated Egl based renderer element for gstreamer-1.0.
•usr/lib/<ABI_directory>/gstreamer-1.0/libgstnveglstreamsrc.so	•EGLStream Consumer functionality library.

•usr/lib/<ABI_directory>/gststreamer-1.0/libgstnvegltransform.so	•NVM buffer conversion to EGLImage plugin library.
•usr/lib/<ABI_directory>/gststreamer-1.0/libgstnvivafilter.so	•CUDA post-processing plugin library for gststreamer-1.0.
•usr/lib/<ABI_directory>/gststreamer-<version>/libgstnvvidconv.so	•NVIDIA proprietary GStreamer conversion plug-in library.
•usr/lib/<ABI_directory>/gststreamer-1.0/libgstnvvideosink.so	•GStreamer 1.0 EGLProducer video sink plugin.
•usr/lib/<ABI_directory>/gststreamer-<version>/libgstomx.so	•OpenMax driver.
•usr/lib/<ABI_directory>/gststreamer-1.0/libgstvideocuda.so	•Gstreamer 1.0 CUDA post-processing plugin library.
•usr/lib/<ABI_directory>/gststreamer-<version>/libnvgstjpeg.so	•Accelerated libjpeg based jpeg decoding and encoding library.
•usr/lib/<ABI_directory>/libgstnvegl-1.0.so.0	•Gstreamer EGL API wrapper library.
•usr/lib/<ABI_directory>/libgstnvexifmeta.so	•Gstreamer buffer exif metadata library.
•usr/lib/<ABI_directory>/libgstnvivameta.so	•Interface library used to add and get gst metadata.
•usr/lib/<ABI_directory>/libsample_cudaprocess.so	•"gst-nvivafilter" sample for cuda post-processing.

## Config TBZ2

The following table lists the contents available upon decompressing the `config.tbz2` archive, located at:

`nv_tegra/config.tbz2`

Filename	Description
•etc/init/argus-daemon.conf	•Configuration file for the argus-daemon.
•etc/init/nv.conf	•NVIDIA-specific initialization script.
•etc/init/nvcamera-daemon.conf	•nvcamera-daemon service configuration launcher.
•etc/init/nvfb.conf	•NVIDIA specific first-boot script.
•etc/init/nvwifibt.conf	•NVIDIA bluetooth/wifi init script.
•etc/init/ttyS0.conf	•Initialization script for getty on ttyS0.
•etc/modprobe.d	•Configuration directory/file for modprobe.



•etc/modprobe.d/bcmdhd.conf	•NVIDIA specific modprobe configuration file for bcmdhd driver loading.
•etc/nv/nvfirstboot	•Control file used for for first boot.
•etc/pulse/daemon.conf	•Configuration file for the PulseAudio daemon.
•etc/pulse/default.pa.hdmi	•PulseAudio configuration file.
•etc/pulse/default.pa.orig	•PulseAudio configuration file.
•etc/sysctl.d/90-tegra-settings.conf	•Control file for sysrq.
•etc/udev/rules.d/90-alsa-asound-tegra.rules	•Rules configuration for proper asound.conf selection.
•etc/udev/rules.d/91-xorg-conf-tegra.rules	•Rules configuration for proper xorg.conf selection.
•etc/udev/rules.d/92-hdmi-audio-tegra.rules	•Rules configuration for proper /etc/pulse/default.pa selection.
•etc/udev/rules.d/99-nv-wifibt.rules	•Rules configuration for Wi-Fi and Bluetooth.
•etc/udev/rules.d/99-tegra-devices.rules	•Permission setting for Tegra devices.
•etc/udev/rules.d/99-tegra-mmc-ra.rules	•SD card read_ahead_kb configuration.
•etc/X11/xorg.conf	•Configuration file for xorg.
•etc/X11/xorg.conf.jetson_e	•Configuration file for <board_and_rev>-specific xorg.
•etc/amixer_settings/amixer_settings	•Audio configuration.
•etc/asound.conf.hdmi	•ALSA sound configuration for HDMI audio.
•etc/asound.conf.tegrasnd<platform ver>	•ALSA sound configuration for onboard audio.
•etc/encctune.conf	•Default multimedia encoding parameters for NVIDIA reference platforms.
•etc/modules	•Lists bluedroid as a supporting module for Bluetooth.
•etc/motd	•One time factory output message file.
•etc/wpa_supplicant.conf	•Sample WPA supplicant.

## NVIDIA Drivers TBZ2

The following table lists the contents available upon decompressing the `nvidia_drivers.tbz2` archive, located at:

nv\_tegra/nvidia\_drivers.tbz2

Filename	Description
•etc/ld.so.conf.d/nvidia-tegra.conf	•Ldconf file for tegra directories.
•etc/nv_tegra_release	•Tegra driver versioning file.
•lib/firmware/brcm/	•BCM firmware directory.
•lib/firmware/brcm/fw_bcmdhd.bin	•Firmware for Jetson-tx1 on-board wifi.
•lib/firmware/brcm/nvram.txt	•File containing tuning parameters for the jetson-tx1 on-board wifi.
•lib/firmware/tegra21x/	•Firmware files for Jetson TX1 and other Tegra X1 devices.
•lib/firmware/tegra21x/acr_ucose.bin	•High secure mode PMU code.
•lib/firmware/tegra12x/fecs.bin	•GPU FECS firmware.
•lib/firmware/tegra12x/fecs_sig.bin	•Signature of FECS microcode.
•lib/firmware/tegra12x/gpccs.bin	•GPU GPCCS firmware.
•lib/firmware/tegra12x/gpmu_ucose.bin	•GPU PMU ucode firmware
•lib/firmware/tegra12x/gpmu_ucose_desc.bin	•Descriptor data for LS PMU.
•lib/firmware/tegra12x/gpmu_ucose_image.bin	•Low-secure mode PMU code.
•lib/firmware/tegra21x/gpu2cde.bin	•GPU shader program used for converting GPU compression metadata to be read by VIC and Display.
•lib/firmware/tegra21x/NETB_img.bin	•GPU device hardware description.
•lib/firmware/tegra21x/nvhost_nvdec020.fw	•NVDEC firmware file for video decode.
•lib/firmware/tegra21x/nvhost_nvdec020_ns.fw	•NVDEC firmware that runs without boot loader.
•lib/firmware/tegra21x/nvhost_nvdec020_prod.fw	•NVDEC firmware.
•lib/firmware/tegra21x/nvhost_nvdec_bl020_prod.fw	•NVDEC boot loader firmware.
•lib/firmware/tegra21x/nvhost_nvenc050.fw	•NVENC firmware file for video decode.
•lib/firmware/tegra21x/nvhost_nvjpg010.fw	•NVJP firmware file for jpeg encode and decode.

•lib/firmware/tegra21x/nvhost_tsec.fw	•Firmware for TSEC security engine.
•lib/firmware/tegra21x/pmu_bl.bin	•Boot loader loading acr_ucode.bin.
•lib/firmware/tegra21x/pmu_sig.bin	•Signature of gpmu_ucode_image.bin.
•lib/firmware/tegra21x/vic04_ucode.bin	•VIC hardware-specific ucode control firmware.
•lib/firmware/tegra21x_xusb_firmware	•USB 3.0 firmware.
•lib/firmware/bcm4354.hcd	•Bluetooth firmware for the BCM4354 chip.
•usr/bin/nvidia-bug-report-tegra.sh	•NVIDIA bug reporting script. Run for usage tips.
•usr/lib/	•-
•usr/lib/<ABI_directory>/	•-
•usr/lib/<ABI_directory>/libv4l/plugins/libv4l2_nvvidconv.so	•Gstreamer (nv to raw and raw to nv) conversion plugin.
•usr/lib/<ABI_directory>/libv4l/plugins/libv4l2_nvvideocodec.so	•Video encode/decode libv4l2 plugin library.
•usr/lib/<ABI_directory>/tegra/	•-
•usr/lib/<ABI_directory>/tegra/libargus.so	•libargus camera library.
•usr/lib/<ABI_directory>/tegra/libargus_socketclient.so	•A library that supports the multiprocess implementation of the libargus API.
•usr/lib/<ABI_directory>/tegra/libargus_socketserver.so	•A library that supports the multiprocess implementation of the libargus API.
•usr/lib/<ABI_directory>/tegra/libcuda.so.1.1	•CUDA library.
•usr/lib/<ABI_directory>/tegra/libdrm.so.2	•Alternative OSS libdrm library.
•usr/lib/<ABI_directory>/tegra/libGL.so.1	•GL graphics support library.
•usr/lib/<ABI_directory>/tegra/libGLdispatch.so.0	•OpenGL dispatching and TLS library.
•usr/lib/<ABI_directory>/tegra/libglx.so	•GLX extension module for X. Module is used by the X server to provide server-side GLX support.
•usr/lib/<ABI_directory>/tegra/libnvapputil.so	•Host (x86) shared object for application utilities.
•usr/lib/<ABI_directory>/tegra/libnvavp.so	•User-space interface to the AVP for audio/video acceleration via the nvavp kernel driver.

•usr/lib/<ABI_directory>/tegra/libnvbuf_utils.so.1.0.0	•libv2 helper library.
•usr/lib/<ABI_directory>/tegra/libnvcameratools.so	•Supporting library for NVIDIA camera utilities.
•usr/lib/<ABI_directory>/tegra/libnvcamerautils.so	•Supporting library for NVIDIA camera utilities.
•usr/lib/<ABI_directory>/tegra/libnvcam_imageencoder.so	•Library encodes camera YUV frames to JPEG using the NVIDIA TVMR architecture.
•usr/lib/<ABI_directory>/tegra/libnvcamlog.so	•Camera runtime tracing and logging helper library.
•usr/lib/<ABI_directory>/tegra/libnvcolorutil.so	•NvColor utility library.
•usr/lib/<ABI_directory>/tegra/libnvdc.so	•DC driver file.
•usr/lib/<ABI_directory>/tegra/libnvddk_2d_v2.so	•DDK 2D.
•usr/lib/<ABI_directory>/tegra/libnvddk_vic.so	•DDK VIC.
•usr/lib/<ABI_directory>/tegra/libnveglstream_camconsumer.so	•The libargus consumer library.
•usr/lib/<ABI_directory>/tegra/libnveglstreamproducer.so	•Library that implements EGLStream Producer functionality.
•usr/lib/<ABI_directory>/tegra/libnvexif.so	•Helper library to generate exif header.
•usr/lib/<ABI_directory>/tegra/libnvfnet.so	•OpenGL image postprocessing helper library.
•usr/lib/<ABI_directory>/tegra/libnvfnetstoredefog.so	•Filter service for image post-processing helper library.
•usr/lib/<ABI_directory>/tegra/libnvfnetstorehdfx.so	•Memory management utility library used by libdrm.so.2.
•usr/lib/<ABI_directory>/tegra/libnvidia-eglcore.so.<release_num>	•EGL core library.
•usr/lib/<ABI_directory>/tegra/libnvidia-fatbinaryloader.so.<release_num>	•A library that supports interactions between the CUDA driver and CUDA fatbinaries. Fatbinary is a container format that packages different PTX and Cubins compiled for different architectures.
•usr/lib/<ABI_directory>/tegra/libnvidia-glcore.so.<release_num>	•OpenGL core library. This library is implicitly used by libGL and by libglx,

	and contains the core accelerated 3D functionality.
•usr/lib/<ABI_directory>/tegra/libnvidia-glsl.so.<release_num>	•OpenGL System Interaction library.
•usr/lib/<ABI_directory>/tegra/libnvidia-ptxjitcompiler.so.<release_num>	•A library that provides a JIT compiler that compiles PTX into GPU machine code and is used by the CUDA driver.
•usr/lib/<ABI_directory>/tegra/libnvidia-rmapi-tegra.so.<release_num>	•Utility library that implements common code for using kernel-level graphics drivers on Tegra.
•usr/lib/<ABI_directory>/tegra/libnvidia-tls.so.<release_num>	•NVIDIA tls libraries.
•usr/lib/<ABI_directory>/tegra/libnvjpeg.so	•Accelerated libjpeg for Tegra.
•usr/lib/<ABI_directory>/tegra/libnvll.so	•TBD
•usr/lib/<ABI_directory>/tegra/libnvmedia.so	•Multimedia programming API to access hardware units like encoder, decoder, and video post-processing on Tegra.
•usr/lib/<ABI_directory>/tegra/libnvmm.so	•NVIDIA Multimedia Framework.
•usr/lib/<ABI_directory>/tegra/libnvmm_contentpipe.so	•Content pipe implementation (file source abstraction).
•usr/lib/<ABI_directory>/tegra/libnvmm_lite.so	•NVIDIA Multimedia driver.
•usr/lib/<ABI_directory>/tegra/libnvmm_lite_image.so	•NVIDIA Multimedia image driver.
•usr/lib/<ABI_directory>/tegra/libnvmm_lite_utils.so	•NVIDIA Multimedia utilities.
•usr/lib/<ABI_directory>/tegra/libnvmm_lite_video.so	•NVIDIA Multimedia video driver.
•usr/lib/<ABI_directory>/tegra/libnvmm_parser.so	•NVIDIA Multimedia parser.
•usr/lib/<ABI_directory>/tegra/libnvmm_utils.so	•Multimedia Framework utilities.
•usr/lib/<ABI_directory>/tegra/libnvodm_imager.so	•Tegra development platform ODM adaptation for imager.
•usr/lib/<ABI_directory>/tegra/libnvomx.so	•OpenMAX IL implementation.
•usr/lib/<ABI_directory>/tegra/libnvomxilclient.so	•OpenMAX IL client.

•usr/lib/<ABI_directory>/tegra/libnvos.so	•NVIDIA OS abstraction library.
•usr/lib/<ABI_directory>/tegra/libnvparsr.so	•Parser used for NVIDIA NvMMLite.
•usr/lib/<ABI_directory>/tegra/libnvrn.so	•Resource Manager kernel interface.
•usr/lib/<ABI_directory>/tegra/libnvrn_gpu.so	•NVIDIA kernel graphics driver abstraction library.
•usr/lib/<ABI_directory>/tegra/libnvrn_graphics.so	•Resource Manager (NvRM) graphics host, AVP communication library, and graphics drivers.
•usr/lib/<ABI_directory>/tegra/libnvtestresults.so	•Test results library.
•usr/lib/<ABI_directory>/tegra/tegra/libnvtmr.so	•Temporal Noise Reduction (TNR) interface.
•usr/lib/<ABI_directory>/tegra/libnvtvrmr.so	•Multimedia Tegra video mixer/renderer.
•usr/lib/<ABI_directory>/tegra/libnvwinsys.so	•Winsys library.
•usr/lib/<ABI_directory>/tegra/libOpenGL.so	•Provides symbols for OpenGL entry point library.
•usr/lib/<ABI_directory>/tegra/libscf.so	•Core camera driver.
•usr/lib/<ABI_directory>/tegra/libtegrv4l2.so	•V4L2 driver for Tegra.
•usr/lib/<ABI_directory>/tegra/nvidia_icd.json	•Vulkan ICD configuration file.
•usr/lib/<ABI_directory>/tegra-egl/	•-
•usr/lib/<ABI_directory>/tegra-egl/ld.so.conf	•Ldconf file for tegra-egl directories.
•usr/lib/<ABI_directory>/tegra-egl/libEGL.so.1	•OpenGL ES driver file.
•usr/lib/<ABI_directory>/tegra-egl/libEGL_nvidia.so.0	•OpenGL ES driver file.
•usr/lib/<ABI_directory>/tegra-egl/libGLv1_CM.so.1	•OpenGL ES driver file.
•usr/lib/<ABI_directory>/tegra-egl/libGLv2.so.2	•OpenGL ES driver file.
•usr/lib/xorg/	•X Windows System libraries and drivers
•usr/lib/xorg/modules/	•-

•usr/lib/xorg/modules/drivers/	•-
•usr/lib/xorg/modules/drivers/ nvidia_drv.so	•Tegra X driver.
•usr/lib/xorg/modules/extensions/	•-
•usr/lib/xorg/modules/extensions/ libglx.so	•Symbolic link pointing to /usr/lib/ <ABI_directory>/tegra/libglx.so in the rootfs.
•usr/sbin/	•-
•usr/sbin/argus_daemon	•System daemon process that is run at startup and provides libargus clients access to the libargus camera API in a multiprocess environment.
•usr/sbin/brcm_patchram_plus	•Utility for loading the broadcom bluetooth firmware.
•usr/sbin/nvcamera-daemon	•Daemon process for using multiple or simultaneous camera instances on L4T platform using core_scf library.
•usr/sbin/nvtunerd	•Support for image quality tuning tools.
•var/nvidia/	•-
•var/nvidia/nvcam/	•-
•var/nvidia/nvcam/apps/	•-
•var/nvidia/nvcam/apps/README.txt	•Nvcam application README.txt file.
•var/nvidia/nvcam/input/	•-
•var/nvidia/nvcam/input/ model_frontal.xml	•
•var/nvidia/nvcam/input/README.txt	•Nvcam input README.txt file.
•var/nvidia/nvcam/output/	•-
•var/nvidia/nvcam/output/README.txt	•Nvcam output README.txt file.
•var/nvidia/nvcam/settings/	•-
•var/nvidia/nvcam/settings/README.txt	•Nvcam settings README.txt file.

# Getting Started

To ensure success with NVIDIA<sup>®</sup> Tegra<sup>®</sup> Linux Driver Package (L4T), review this topic before you start developing on targeted NVIDIA<sup>®</sup> Tegra<sup>®</sup> devices. L4T software drivers require setup and configuration before use.

This guide describes the following L4T functions:

- Setting up L4T on your host system
- Building the kernel
- Flashing binary images
- Installing and testing multimedia
- Bug reporting programs

Consult your board documentation for guidance on setting up and configuring your reference board.

**Note:**

**NVIDIA JetPack performs many of the tasks that this chapter describes. For example, it can:**

- Install this Linux for Tegra package
- Configure or flash your Tegra device
- Run samples

**If you use JetPack for any of these purposes, you can skip the corresponding topics in this chapter. For more information, see the JetPack documentation.**

## Reference Board Preparation

When developing systems and application software with L4T, you run and test your code on an actual reference platform, such as the NVIDIA<sup>®</sup> Jetson<sup>™</sup> TX1 developer kit. Your code targets this hardware directly, rather than a software simulator or emulator.

Accordingly, you must acquire and set up your reference board before using L4T. Consult your board documentation for guidance on setting up and configuring your board.

Although the reference board supports a variety of peripheral devices, you can start developing on L4T with a board that has the following:

- One of the storage devices specified in [Boot Options](#) in this topic.
- A USB cable to plug into the board recovery port.



## Boot Options

Boot L4T on the Jetson TX1 reference board from a root file system (rootfs) on integrated, attached, or network-accessible storage. The boot loader must be loaded from the internal eMMC. Root filesystem options include:

- USB stick (formatted to EXT4)
- USB hard disk (formatted to EXT4)
- SD card (formatted to EXT4)
- Internal eMMC
- Network File System (NFS)

## Linux Host System Prerequisites

To use L4T on a Linux host system, the following hardware and software prerequisites must be met:

- Host PC running Linux [<os\\_ver\\_host>](#).
- A kernel image (Image). L4T contains a kernel image for your use. Alternatively, you can download and rebuild the kernel image from source.
- Boot loader. Flashing on a Tegra X1 series (Jetson TX1) developer board requires a boot loader, which is a combination of NVIDIA T-Boot (nvtboot) and U-Boot.
- NFS if you intend to boot L4T on the reference board from your Linux host system or a network-accessible server.
- A USB cable to plug into the recovery port.

## Extracting Tegra Linux Driver Package

Use the following procedures to extract your L4T package.

**Note:** Commands in the examples assume you extracted the release package in ~/.

### To extract Tegra Linux Driver Package

- Extract the package manually by executing the following command:

```
$ sudo tar -vxjf Tegra<t-arch|ver>_Linux_R<release_num>_<release_type>.tbz2
```

**Tip:**

In the above expression, float your cursor over a placeholder to reveal the currently-defined value.

## Setting Up Your File System

L4T requires a root file system. You must create one the Linux host system and then copy it to your reference board.

## Sample Root File System

L4T comes with a pre-built sample root file system created for the Jetson TX1 developer kit. If you wish to create an Ubuntu sample root file system, see <https://wiki.ubuntu.com/ARM/RootfsFromScratch>.

## Setting Up the Root File System

Before booting the target board, you must configure the root file system (rootfs) to:

- Set up the rootfs
- Copy it to the rootfs on the device

### Step 1: Set Up the Root File System

This procedure uses the sample file system provided by NVIDIA as the base. If you wish to use your own file system, set the `LDK_ROOTFS_DIR` environment variable to point to the location of your rootfs and skip the steps for setting the root file system.

#### To set up the rootfs

1. Download the following file to your home directory:

```
Tegra-Linux-Sample-Root-Filesystem_<release_type>.tbz2
```

This file contains the NVIDIA-provided sample root file system.

2. Extract the compressed file as follows:

- Navigate to the rootfs directory of the extracted NVIDIA driver package with this command:

```
$ cd <your_L4T_root>/Linux_for_Tegra/rootfs
```

Where `<your_L4T_root>` is your L4T root directory, which is assumed to be your home directory (~).

For more information, see [Extracting Tegra Linux Driver Package](#) in this section.

- Extract the sample file system to the rootfs directory with this command:

```
$ sudo tar -jxpf ../../Tegra-Linux-Sample-Root-Filesystem_<release_type>.tbz2
```

3. Run the `apply_binaries.sh` script to copy the NVIDIA user space libraries into the target file system:

```
$ cd ..
```

```
$ sudo ./apply_binaries.sh
```

4. If you are using a different rootfs, or if you have already configured your rootfs, apply the NVIDIA user space libraries by setting the `LDK_ROOTFS_DIR` environment variable to point to your rootfs. Then run the script, as shown above, to copy the binaries into your target file system.
5. If the `apply_binaries.sh` script installs the binaries correctly, the last message output from the script is "Success!".

You have now completed setting up the root filesystem. Proceed to flash the rootfs onto the target Tegra device.

## Step 2: Copy the rootfs to the Device

Use these procedures to copy the file system to the Tegra device.

1. Pick a device to place your rootfs.
  - If you are using the internal EMMC, skip ahead to [Flashing the Bootloader and Kernel](#).
2. If you prefer to use an external storage device for the root filesystem, use the following procedure.

### To copy the file system to an external storage device

1. Plug your rootfs device into the host system.
2. If your device is not formatted as Ext4, enter the following command to format it with an Ext4 file system:

```
$ sudo mkfs.ext4 /dev/sd<port><device number>
```

Where:

- <port> is the port to which your device is mounted.
- <device\_number> is the device number of the device attached to the port. You can use the `dmesg` command to determine the port.

3. If needed, mount your device with the following command:

```
$ sudo mount /dev/sdX1 <mntpoint>
```

Where <mntpoint> is the mount point on the host system for your rootfs device.

4. Copy the file system. If `LDK_ROOTFS_DIR` is set, execute these commands:

```
$ cd ${LDK_ROOTFS_DIR}
$ sudo cp -a * <mntpoint> && sync
```

5. If it is not set, copy the rootfs directory that is included in the release by executing the following commands:

```
$ cd <your_L4T_root>/Linux_for_Tegra/rootfs
$ sudo cp -a * <mntpoint> && sync
```

6. After copying the content to the external disk or device, unmount the disk and connect it to the target Tegra device.

Proceed to flashing the device with the instructions provided in [Flashing the Boot Loader and Kernel](#).

## Flashing the Boot Loader and Kernel

This section describes the steps to flash and boot the target Tegra device. It also provides usage information for the `flash.sh` helper script.

### Flash Procedure

First, flash the board with the boot loader and kernel, and, optionally, flash the rootfs to internal eMMC.

## Prerequisites

The following directories must be present:

- `bootloader`—boot loader plus flashing tools (NvFlash, CFG, [BCT](#), etc.)
- `kernel`—a kernel `zImage` `/vmlinux.uimg`, DTB files, and kernel modules
- `rootfs`—the root file system that you download (This directory starts empty and you populate it with the sample file system.)
- `nv_tegra`—NVIDIA® Tegra® user space binaries and sample applications

Additionally, before running the following commands, you must have the USB cable connected to the recovery port.

## To flash the boot loader and kernel

1. Put the target into reset/recovery mode.
  - Power on the carrier board and hold the RECOVERY button.
  - Then press the RESET button.
2. Run the `flash.sh` script that is in the top level directory of this release. The script must be supplied with the target board (`jetson-tx1`) for the root file system:

```
sudo ./flash.sh <platform> <rootdev>
```

Where `<rootdev>` depends on where the root file system will be:

- If the root file system will be on the Jetson TX1 internal eMMC, execute the script as follows:

```
sudo ./flash.sh jetson-tx1 mmcblk0p1
```

- If the root file system will be on a USB disk, execute the script as follows:

```
sudo ./flash.sh jetson-tx1 sda1
```

**Note:** If a SATA device is connected, that device enumerates as `sda1`.

- If the root file system will be on an SD card, execute the script as follows:

```
sudo ./flash.sh jetson-tx1 mmcblk1p1
```

The above examples are for U-Boot. For Fastboot, add the following argument:

```
-L <PATH_TO_FASTBOOT_BIN_FILE>
```

For example:

```
sudo ./flash.sh -L bootloader/<platform|ver>/fastboot.bin <platform> <rootdev>
```

This loads the boot loader and kernel.

## Flash Script Usage

Locate the most up-to-date usage information by running `flash.sh -h` (using the `flash.sh` script included in the release). The basic usage is as follows.

```
sudo ./flash.sh [options] <platform> <rootdev>
```

Where you specify the required parameters and one or more of the options shown in the following table.

Parameters	Description
•<platform>	•Is the <a href="#">platform</a> for your release.
•<rootdev>	•Is one of following:
•	•mmcblk0p1 •Specifies internal eMMC.
	•mmcblk1p1 •Specifies external SDCARD.
	•sda1 •Specifies external USB device (such as, USB memory stick or HDD).
	•eth0 •Specifies nfsroot via external USB Ethernet interface.
Options	Description
•-h	•Specifies to print this usage information.
•-b <bct_file>	•Specifies the NvFlash Boot Configuration Table (BCT) file.
•-c <cfg_file>	•Specifies the NvFlash configuration file.
•-d <dtb_file>	•Optionally specifies a device tree file to use instead of the default.
•-e <emmc_file>	•Specifies the eMMC size of the target device.
•-f <flashapp>	•Specifies the path to flash application: nvflash or tegra-rcm.
•-i	•Specifies to pass the user kernel command line to the kernel as-is.
•-k <partition id>	•Specifies the kernel partition ID to be updated (minimum = 5).
•-n <nfs args>	•Specifies the static NFS network assignments: <div>&lt;Client IP&gt;:&lt;Server IP&gt;:&lt;Gateway IP&gt;:&lt;Netmask&gt;</div>
•-o <odmdata>	•Specifies the ODM data value.
•-p	•Total eMMC HW boot partition size.
•-r	•Specifies to skip building and reuse existing <code>system.img</code> .
•-s <ubootscript>	•Specifies the boot script file for U-Boot.

•-C <cmdline>	•Specifies the kernel command line. <b>Warning:</b> Each option in this kernel command-line gets higher precedence over the same option from fastboot. In case of NFS booting, this script adds NFS booting related arguments if the -i option is omitted.
•-F <flasher>	•Specifies the flash server, such as <code>fastboot.bin</code> .
•-I <initrd>	•Specifies <code>initrd</code> file. Null <code>initrd</code> is the default.
•-K <kernel>	•Specifies the kernel image, such as <code>zImage</code> .
•-L <bootloader>	•Specifies the full path to the boot loader, such as <code>fastboot.bin</code> or <code>u-boot.bin</code> .
•-P <end_of_PPT_plus_1>	•Specifies the sum of the primary GPT start address, the size of PPT, plus 1.
•-R <rootfs_dir>	•Specifies the sample rootfs directory.
•-N <nfsroot>	•Specifies the nfsroot, for example: •<my IP addr>:/my/exported/nfs/rootfs
•-S <size>	•Specifies the rootfs size in bytes. This is valid only for internal rootdev. KiB, MiB, GiB style shorthand is allowed. For example, 1GiB signifies 1024 * 1024 * 1024 bytes.
•-T <ITS_file>	•ITS file name. Valid only for u-boot.

## Increasing the Internal Memory Partition for the Root File System

The suggested rootfs partition size for the Jetson TX1 platform is 15 gigabytes (GB) and is specified by default in the `<target_board>.conf` file used by the `flash.sh` script.

The “-S <size-in-bytes>” argument to `flash.sh` can be used to change the partition size.

### To flash for a larger partition

- Execute the following command:

```
$ sudo ./flash.sh -S <size> <platform> <rootdev>
```

Where:

- <size> is the desired size for the partition, such as 8589934592 (or 8 GiB) for 8 GB, if you want to decrease the size of the partition.
- <rootdev> is the rootfs partition’s internal memory, for example `mmcblk0p1`.

## Determining the Success of a Driver Update

After updating drivers on a target board, verify that the update completed successfully. You can determine the success or failure of a driver update by using the following commands.

## To determine the success of a driver update

- Execute the following command on a booted target device:

```
$ shalsum -c /etc/nv_tegra_release
```

If the driver update succeeded, the output displays the word *OK* after the file name. A typical success message looks like this:

```
/usr/lib/xorg/modules/drivers/nvidia_drv.so: OK
```

The driver update fails if the file is missing. A typical error message looks like this:

```
shalsum: /usr/lib/xorg/modules/drivers/nvidia_drv.so: No such file or directory
/usr/lib/xorg/modules/drivers/nvidia_drv.so: FAILED open or read
```

The driver update also fails if the new file is not the same as the existing file, producing an error such as:

```
/usr/lib/xorg/modules/drivers/nvidia_drv.so: FAILED
```

## Installing Additional Packages

L4T comes with additional NVIDIA packages, including packages for Ubuntu and Google Chrome.

### Installing Additional NVIDIA Packages

Additional NVIDIA packages may be posted alongside the release. To make full use of the features in the release, install these additional packages.

Directly after the `apply_binaries` step in [Setting Up the Root File System](#), you can install the package into the configured rootfs.

### Installing Additional Ubuntu Packages

Install additional packages from Ubuntu, using the provided sample file system.

**Note:** L4T is tested with the provided sample file system Ubuntu packages. Periodic Ubuntu package updates from Canonical are not validated.

## To receive notifications

1. Locate and edit the following file:

```
/etc/apt/sources.list
```

2. Add the following line:

```
deb http://ports.ubuntu.com/ubuntu-ports <OS_version (target)>-updates main universe
```

For example, for a rootfs based on the Xenial Xerus distribution of Ubuntu, add the line:

```
deb http://ports.ubuntu.com/ubuntu-ports xenial-updates main universe
```

## Prerequisite

You have attached an Ethernet cable to the device through either the Ethernet port (if available) or through the USB Ethernet adapter.

### To install more packages

1. Boot the target device.
2. Verify your Ethernet connection.
3. Update the package list by executing:

```
$ sudo apt-get update
```

**Note:** Ensure that you run `sudo apt-get update` and not `apt-get upgrade`, which upgrades already installed packages. Do not confuse the two commands.

4. Install packages using `apt-get`. For example, to install `wget` execute this command:

```
$ sudo apt-get install wget
```

## Configuring NFS Root on the Linux Host

To boot the target device from NFS, you must provide an NFS root mount point on your Linux host machine. Following are the general steps for configuring an NFS root on the Linux host.

### Prerequisites

- An Ethernet connection to install packages on the host.
- An Ethernet connection on the target.

### To configure NFS root on the Linux host

1. Install the `nfs` components on your host machine:

```
$ sudo apt-get install nfs-common nfs-kernel-server
```

2. The NFS server must know which directories you want to 'export' for clients. This information is specified in the `/etc/exports` file.

- Modify `/etc/exports` to look somewhat like this:

```
$ /nfsroot *(rw,nohide,insecure,no_subtree_check,async,no_root_squash)
```

- After adding the entry, restart using the following command:

```
$ sudo /etc/init.d/nfs-kernel-server restart
```

3. Create an `/nfsroot` directory on your Linux host machine:

```
$ sudo mkdir /nfsroot
```

4. Copy the file system to the `nfsroot` directory:

```
$ cd ./rootfs
```

```
$ sudo cp -a * /nfsroot
```



## 5. Export the root point:

```
$ sudo exportfs -a
```

Alternatively, you can export or un-export all directories by using the `-a` and `-u` flags. The following command un-exports all directories:

```
$ sudo exportfs -au
```

## 6. (Optional) If the Ubuntu firewall blocks NFS root access, it must be disabled depending upon your configuration. You can do so with the following command:

```
$ sudo ufw disable
```

## 7. If there are issues performing the NFS boot, to separately verify everything on the 'host' machine is configured properly, you can perform the following step on a booted target board through USB/SD/internal eMMC. It should be possible to mount the host NFS root point on the target device:

```
$ mkdir rootfs
```

```
$ sudo mount -v -o nfsvers=3 <IP-ADDR>:/nfsroot rootfs
```

Where `<IP-ADDR>` is the IP address of the Linux Host machine as taken from the `ifconfig` command. This proves that the host configuration is correct.

**Note:** Prior to executing the mount command on the target machine, you must install the `nfs-common` package using the following command:

```
$ sudo apt-get install nfs-common
```

To boot the target with the NFS root point, see the [Flashing the Boot Loader and Kernel](#) topic in this section and be sure to include the `-N` option for the nfs root point.

# Getting the Kernel Sources

You can manually rebuild the kernel used for this package. Internet access is required.

## Sync with git

### Prerequisites

- You have installed Git. Install Git with the following command:

```
$ sudo apt-get install git-core
```

- Your system has the default Git port 9418 open for outbound connections.

### To sync the kernel sources

- Get the kernel source by running the `source_sync.sh` script:

```
$ sudo ./source_sync.sh -k
```

When prompted enter a 'tag' name, as provided in the release notes.

You can sync to any Linux tag you like. However, the tag provided in the release notes syncs the sources to the same source revision the release binary was built from. To see a list of the available release tags, use:

```
$ git tag -l tegra-l4t*
```

## Manually Download and Expand

As an alternative, you can download the kernel source files and then manually expand them. If possible, it is recommended to instead sync with git.

### To manually download and expand

1. In a browser, navigate to:

<https://developer.nvidia.com/embedded/downloads>

2. Locate and download the L4T Sources for your release.
3. Expand the TBZ2 file.

```
$ sudo tar -vxjf sources.tbz2
```

4. Manually expand the TBZ2 files in the resulting `source` directory.

## Building the NVIDIA Kernel

Follow the steps in this procedure to build the NVIDIA kernel.

### Prerequisites

- You have downloaded the kernel source code.

### To build the Tegra Kernel

1. Export the following environment variables:

```
$ export CROSS_COMPILE=<crossbin>
$ export CROSS32CC=<cross32bin>gcc
$ export TEGRA_KERNEL_OUT=<outdir>
$ export ARCH=arm64
```

Where:

- `<crossbin>` is the prefix applied to form the path to the tool chain for cross compilation targeting arm64, e.g., `gcc`. For the reference toolchain, this is:

```
<aarch64_toolchain_install>/bin/aarch64-unknown-linux-gnu-
```

**Note:** This example requires GCC 4.8 or above. See [Building the AARCH 64 Toolchain and glibc](#) for information on how to obtain the reference toolchains.

- `<cross32bin>` is the prefix applied to form the path to the tool chain for cross compilation targeting arm32, e.g., `gcc`. For our reference toolchain, this is:

```
<csinstall>/arm-2009q1-203-arm-none-linux-gnueabi/bin/arm-none-linux-gnueabi-
```

And `CROSS32CC` is:

```
<arm32_toolchain_install>/bin/arm-unknown-linux-gnueabi-gcc
```

**Note:** This example requires GCC 4.7 or above. For information on obtaining the reference toolchains, see [Building the AARCH 64 Toolchain and glibc](#) in this guide.

- <outdir> is the desired destination for the compiled kernel.

2. Execute the following commands to create the .config:

```
$ cd <myworkspace>/<kernel_source>
$ mkdir $TEGRA_KERNEL_OUT
```

Where <kernel\_source> directory contains the kernel sources.

For Tegra X1, Jetson TX1, use:

```
$ make O=$TEGRA_KERNEL_OUT tegra21_defconfig
```

Where <myworkspace> is the parent of the Git root.

3. Execute the following commands to build the kernel:

```
$ make O=$TEGRA_KERNEL_OUT zImage
```

4. Execute the following command to create the kernel device tree components:

```
$ make O=$TEGRA_KERNEL_OUT dtbs
```

5. Execute the following commands to build the kernel modules (and optionally install them)

```
$ make O=$TEGRA_KERNEL_OUT modules
$ make O=$TEGRA_KERNEL_OUT modules_install INSTALL_MOD_PATH=<your_destination>
```

6. Copy both the uncompressed (Image) and compressed (zImage) kernel images over the ones present in the following directory:

```
Linux_for_Tegra/kernel
```

7. Replace the contents of Linux\_for\_Tegra/kernel/dtb/ with the contents of:

```
$TEGRA_KERNEL_OUT/arch/arm64/boot/dts/
```

8. Archive the kernel modules created in Step 5 using the following command:

```
cd <modules_install_path>
tar --owner root --group root -cjf kernel_supplements.tbz2 lib/modules
```

Use the archive to replace the one in the kernel directory of the release:

```
Linux_for_Tegra/kernel/kernel_supplements.tbz2
```

## Building External Kernel Modules

The procedures in this section describe how to build an out-of-tree kernel module against kernel headers included in the BSP.

The kernel headers are installed at: /usr/src/linux-headers-<kernel version>

## To compile natively on the target system

1. Determine user space architecture with the following command:

```
getconf LONG_BIT
```

The command returns 64 for AARCH64.

2. In AARCH64 user space, prepare the kernel headers with the following commands:

```
$ cd /usr/src/linux-headers-`uname -r`
$ sudo make modules_prepare
```

3. Build the kernel module.

## To cross-compile on another system

1. Uncompress the following kernel headers to a local directory:

```
<top>/Linux_for_Tegra/kernel/kernel_headers.tbz2
```

with the following commands:

```
cd <local src dir>
tar xpf <top>/Linux_for_Tegra/kernel/kernel_headers.tbz2
```

2. Set up the cross-compile toolchain with the following commands:

```
export CROSS_COMPILE=<crossbin>
export ARCH=arm64
```

Where <crossbin> completes path to the tool chain for cross compilation targeting arm64, e.g., gcc. For this reference toolchain, this is:

```
<aarch64_toolchain_install>/bin/aarch64-unknown-linux-gnu-
```

For a Linaro tool chain, the path is similar to the following:

```
<linaro_install>/aarch64-unknown-linux-gnu/bin/aarch64-unknown-linux-gnu-
```

See [Jetson-TX1 Toolchains](#) for how to obtain the reference toolchains.

3. Prepare the kernel headers with the following commands:

```
cd <local src dir>/linux-headers-<kernel version>
export ARCH=arm64
sudo make modules_prepare
```

4. Specify <local\_source\_directory>/linux-headers-<kernel version> as the kernel source path, with the following line in the make file:

```
make -C <local src dir>/linux-headers-<kernel version> M=$(PWD) modules
```

5. Build the kernel module.

## OpenGL/EGL Gears Test Application

To run a sample OpenGL/EGL test application, you can run the open-source Gears application.

### To install and run Gears test application

1. Boot the target system with an Ethernet connection.
2. Enable package download from the “universe” repository by editing `/etc/apt/sources.list` as root:

```
$ sudo vi /etc/apt/sources.list
```

3. Uncomment the following line in the file by removing the leading # character:

```
# deb http://ports.ubuntu.com/ubuntu-ports/ xenial universe
```

4. Update the repository:

```
$ sudo apt-get update
```

5. Install the `mesa-utils` and `mesa-utils-extra` packages:

```
$ sudo apt-get install -y mesa-utils
```

```
$ sudo apt-get install -y mesa-utils-extra
```

6. At this point you should be able to run the application with the following steps:

```
$ export DISPLAY=:0
```

```
$ X&
```

```
$ /usr/bin/es2gears
```

## GStreamer-based Multimedia Playback (NvGstPlayer)

Use the GStreamer open source multimedia framework and the `NvGstPlayer` utility for testing multimedia local playback and HTTP/RTSP streaming playback use cases. The `NvGstPlayer` can be used as a reference implementation.

For more information about the `NvGstPlayer` application, refer to the `ReadMe` file included with the release.

### Installing GStreamer

Install GStreamer from the Internet directly on the target. The wrapper library, `gst-openmax`, is an interface between GStreamer and OpenMAX. It enables accelerated NVIDIA plug-ins in the GStreamer framework.

For more information about GStreamer, see the following website:

```
http://gstreamer.freedesktop.org
```

`NvGstPlayer` is a multimedia player test application.

Complete prerequisite steps in the file `nvgstcapture_README.txt` before running the `NvGstPlayer` and `NvGstCapture` applications.

Instructions for installing GStreamer are also included in that text file.

## Using NvGstPlayer

`NvGstPlayer` is a command line media file player. It plays audio/video files encapsulated in MP4, 3GP, AVI, ASF, WMA, MKV, M2TS, WEBM, and MOV. `NvGstPlayer` supports local file playback and playback over RSTP, HTTP, and UDP.

For information about `NvGstPlayer` runtime commands, default settings, and important notes see the `nvgstplayer_README.txt` file included in the release.

## Gstreamer-based Camera Capture (NvGstCapture)

The `NvGstCapture` application supports GStreamer version 0.10.36 by default. `NvGstCapture` captures audio and video data using a microphone and camera and encapsulate encoded A/V data in the container file.

For `NvGstCapture` installation and usage information, see the `nvgstcapture-<VERSION>_README.txt` file included with the release at `~Linux_for_Tegra/nv_tegra/nv_sample_apps`.

## Determining Version and Platform Information

Use the procedures in this section to determine the flashed BSP version, the kernel version, and other platform information.

### To determine the BSP version and other platform information

- Determine the BSP version and other platform information with the following command:

```
head -1 /etc/nv_tegra_release
```

Output from that command is similar to the following:

```
#R24 (release), REVISION: 1.0, GCID: 7164062, BOARD: t210ref, EABI: aarch64, DATE:
```

### To determine the kernel version

- Determine the kernel version, with the following command in the `kernel` directory:

```
head -4 Makefile
```

Output is similar to the following:

```
VERSION = 3
PATCHLEVEL = 10
SUBLEVEL = 96
```

Or, if the system is running, determine the kernel version with the following command:

```
uname -a
```

Output is similar to the following:

```
Linux tegra-ubuntu 3.10.96-tegra #1 SMP PREEMPT Tue May 17 16:29:05 PDT 2016 aar
```

## To determine boot configuration

Determine the boot configuration from the following information.

- Boot option: `l4t/config/t210ref/p2371-2180/extlinux.conf.emmc`
  - `'FDT /boot/tegra210-jetson-cv-base-p2597-2180-a00.dtb'` indicates the board device tree blob file. The source is located at `arch/arm64/boot/dts/tegra210-jetson-cv-base-p2597-2180-a00.dts`.
- Default u-boot build configuration: `3rdparty/u-boot/configs/p2371-2180_defconfig`
- Default kernel build configuration: `arch/arm64/configs/tegra21_defconfig`

## NVIDIA Bug Reporting Script

For debugging purposes, attach the log file to communicate issues found with the release. Use the `nvidia-bug-report-tegra.sh` script to generate log files.

### To generate a log file for bug reporting

- Log into the target board and enter the following command:

```
$ sudo /usr/bin/nvidia-bug-report-tegra.sh
```

### To generate a log file for bug reporting with extended logging mode

- Log into the target board and enter the following command:

```
$ sudo /usr/bin/nvidia-bug-report-tegra.sh -e
```

By default, the logfile generated by both these procedures is located at `$HOME/nvidia-bug-report-tegra.log`.

**Note:** Attach a log file when reporting any bugs to NVIDIA, whether through email or the forums.

## Software Features

NVIDIA® Tegra® Linux Driver Package (L4T) supports the following software features, which provide users a complete package to bring up Linux on targeted NVIDIA® Tegra® X1 devices.

This release supports the NVIDIA® Jetson™ TX1 developer kit and module.

**Note:**

•Always check the *Release Notes* for constraints related to these features.

## Boot Loaders

Boot Loader	Feature	Notes
•nvboot	•Boot Device	•eMMC
	•2 <sup>nd</sup> Stage Load Device	•eMMC
•U-Boot	•Storage Device Support	•eMMC (no CQ), SD card, USB (HS)
	•Display: Console	•UART
	•Display: Splash/Menu	•UART
	•I/O Bus Support	•I2C, USB (HS), USB (device)

## Toolchain

Feature	Tool Chains	Notes
•Aarch64	•gcc-4.8.2-glibc-2.17	•For 64-bit Kernel, Userspace, and U-Boot

## Kernel

Interface	Feature	Notes
•DSI	•DSI Display Support	•-
	•DSI Ganged Mode	•-
	•PWM Backlight	•-
	•DC Continuous Mode	•-
	•DC Driven Command Mode	•-



	•Host Write	•-
	•DSI One-Shot Mode	•-
	•Dual Display	•-
	•Run Time Power Management	•-
•HDMI	•EDID Support	•-
	•Hot-Plug Detection Mechanism	•-
	•HDMI 1.4	•480p, 720p, 1080p, RGB 444 4K @ 30 Hz
	•Driver Suspend/Resume for Low Power	•-
	•HDMI as Primary Display	•-
	•Dual Display	•-
	•HDMI: 1.4b compliance	•Pending certification
	•HDMI: 2.0 compliance	•Pending certification
	•Audio Support	•-
•Ethernet	•10/100/1000 BASE	•-
	•MAC Filtering	•-
•PWM	•Speed Control from sysfs	•-
	•Control from Temperature Variation	•-
•I2C	•Master Mode	•-
•Wifi	•802.11a/b/g/n/ac	•BCM4354
•Bluetooth	•Bluetooth 4.0	•BCM4354
•Camera support •(CSI input support)	•V4L2 Media-Controller •(V4L2 API bypasses ISP)	•CSI0, CSI1, CSI2, CSI3, CSI4, CSI5 •Note: The media-controller driver model is adopted in the 24.1 release. the Soc_camera driver is provided, but deprecated.
•Peripheral devices	•INA support •	•Current monitoring for: CPU/ GPU/VDD_IN
•Platform support	•Baseboard: P2597 •Jetson module: P2180	•
•Wifi	•Multi-Region support	•Region Support:

		<ul style="list-style-type: none"> <li>• U.S.</li> <li>• Taiwan</li> <li>• Europe</li> <li>• Japan</li> <li>• Korea</li> <li>• Canada</li> <li>• Isreal</li> <li>• Default (lowest-common-denominator)</li> </ul>
--	--	---

## I/O

I/O Type	Feature	Notes
•SPI	•Max Bus Speed	•SPI4: 65 MHz
		•SPI1: 65 MHz
		•SPI2: 65 MHz
	•Chip Select	•SPI4: 0
		•SPI1: 0/1
		•SPI2: 0/1
	•Packed/Unpacked	•SPI4, SPI1, SPI2
	•Full Duplex Mode	•SPI4, SPI1, SPI2
	•Both Enable Bit	•SPI4, SPI1, SPI2
	•Both Enable Byte	•SPI4, SPI1, SPI2
	•Bi-directional	•SPI4, SPI1, SPI2
	•Least Significant Bit	•SPI4, SPI1, SPI2
	•Least Significant Byte First	•SPI4, SPI1, SPI2
	•Software or Hardware Chip Select Polarity Section	•SPI4, SPI1, SPI2
	•Supported Modes 1/2/3/4	•SPI4, SPI1, SPI2
	•Purpose/Client	•SPI4: Touch
		•SPI1: Audio
		•SPI2: Cam/Display

•SDMMC	•I/O Speeds (Clock speed)	•SDMMC1: 204 MHz
		•SDMMC4: 200 MHz
		•SDMMC (M.2/SDIO): 204 MHz
	•Hot Plug Support	•SDMMC1
	•SD High Speed Mode	•SDMMC1, SDMMC (M.2/SDIO)
	•SDR50	•SDMMC1, SDMMC4, SDMMC (M.2/SDIO)
	•SDR104	•SDMMC1, SDMMC (M.2/SDIO)
	•HS533	•SDMMC4
	•HS400	•SDMMC4
	•HS200	•SDMMC4
	•DDR Mode	•SDMMC1, SDMMC4, SDMMC (M.2/SDIO)
	•Voltage Switching	•SDMMC1, SDMMC (M.2/SDIO)
	•Frequency Tuning	•SDMMC1, SDMMC4, SDMMC (M.2/SDIO)
	•Packed Commands	•SDMMC4, SDMMC (M.2/SDIO)
	•Cache Control	•SDMMC4
	•Discard	•SDMMC4
	•Sanitize	•SDMMC4
	•RPMB	•SDMMC4
	•HPI	•SDMMC4
	•BKOPS	•SDMMC4
	•Power Off Notification	•SDMMC4
	•Sleep	•SDMMC4
	•Field Firmware Upgrade	•SDMMC4
	•CMD Queuing	•-
	•Device Life Estimation Type A	•SDMMC4
	•Device Life Estimation Type B	•SDMMC4
	•PRE EOL Information	•SDMMC4
	•Power Management	•SDMMC1, SDMMC4, SDMMC (M.2/SDIO)
•SATA	•Speed	•GEN1

		•GEN2
	•AHCI Mode	•1.3.1
	•SATA Specification	•3.1
	•HIPM	•-
	•DIPM	•-
	•NCQ	•-
	•Port Multiplier Support	•CBS
	•Link Power Management States	•Partial
		•Slumber
	•Device Power Management States	•D0
		•D1
		•D2
	•Runtime Time Power Management	•-
	•S.M.A.R.T	•-
	•ATA Error Logging	•-
•I2C	•Master	•I2C GEN1, I2C GEN2, I2C GEN3, I2C DDC, I2C PWR, I2C6
		•Standard mode (SM - 100Kbps)
		•Fast mode (FM - 400Kbps)
		•Fast mode plus (FM+ - 1Mbps)
		•High speed mode. (HS - 3.4Mbps)
		•7-bit or 10-bit slave addressing
		•Lost arbitration detect
		•Only Packet mode
		•Dynamic clock gating
		•Multi-master support
		•PIO mode: For I2C message length <= 20 bytes DMA mode: For I2C message length > 20 bytes
		•Clock always ON feature for device which need faster responses

		<ul style="list-style-type: none"> <li>•Message split if message size is greater than 4K bytes</li> </ul>
		<ul style="list-style-type: none"> <li>•Runtime I2C bus clock frequency changes through sysfs</li> </ul>
		<ul style="list-style-type: none"> <li>•Bit banging through GPIOs</li> </ul>
		<ul style="list-style-type: none"> <li>•Clubbing 2 transactions and program their packets together.</li> </ul>
		<ul style="list-style-type: none"> <li>•Bus clear support</li> </ul>
•USB 2.0	•Device Mode	•USB0
	•OTG Mode	•USB0
	•Host Mode	•USB0, USB1
	•Host - Low Speed Devices	•USB0
	•Host - Full Speed Devices	•USB0
	•Host - High Speed Devices	•USB0, USB1
	•Host - Auto Suspend Support	•USB0
•USB 3.0	•Speeds	•USB0: HS/480 Mbps
		•USB1: SS/5 Gbps
	•Lanes	•USB1: pex5
	•USB 3.0 Support	•USB1
	•Connector	•USB0: Micro AB
		•USB1: TYPE A
	•USB 2.0 Support	•USB0, USB1
	•Remote Wakeup Support	•USB0: USB 2.0
		•USB1: USB 2.0/3.0
	•Host - Auto Suspend Support	•USB0, USB1
	•OTG Support	•USB0
	•Class Support	•Mass storage (USB0, USB1)
		•USB video class (USB0, USB1)

		<ul style="list-style-type: none"> <li>•HID (USB0, USB1)</li> <li>•USB audio class (USB0, USB1)</li> <li>•MTP (USB0, USB1)</li> <li>•CDC - NCM/ECM (USB0, USB1)</li> </ul>
•GPIO	•Pinmux Configuration	•-
	•GPIO Configuration And Programming	•-
	•GPIO Interrupt Support	•-
•UART	•Speed	•UART0: 115200
		•UART2: 921600
		•UART3: 3000000
	•Hardware Flow Control	•UART2, UART3
	•PIO Mode	•UART0, UART2, UART3
	•DMA Mode	•UART0, UART2, UART3
	•FIFO Mode	•UART0, UART2, UART3
•PCIe	•Speed	•PCIe 0: Gen1/Gen2
		•PCIe 1: Gen1/Gen2
	•Lane Width	•PCIe 0: x1
		•PCIe 1: x1, x2, x4
	•Host Controller Features	•Lanes Xbar config (X4_X1, X2_X1)
		•Extended Config Space
		•Hardware Clock Gating
		•Deep Power Down (DPD)
	•PCI Features	•Message Signaled Interrupts
		•Vendor Specific Messages
		•PCI Express
		•MSI-X
	•PCIe Device Capabilities	•Max Payload
		•Extended Tag Field Support
		•Role-Based Error Reporting

		•Maximum Link Speed; Supports Up to Gen2 Speeds
		•Maximum Link Width; Supports Up to X4 Link Width
		•ASPM Support (L0s and L1)
		•L1 Clock Power Management
		•Data Link Layer Link Active Reporting Capable
		•Link Bandwidth Notification Capability
	•Link Control	•Read Completion Boundary
	•Root Control	•System Error on Correctable Error
		•System Error on Non-Fatal Error
		•System Error on Fatal Error
		•PME Interrupt Enable
	•Extended Capabilities	•Advanced Error Reporting (AER)
		•Latency Tolerance Reporting (LTR)
	•L1 PM Substates	•L1.1
		•L1.2
	•Misc Features	•Dynamic Voltage Frequency (DVFS)
		•Tegra Low Power Mode (LP0)
		•Runtime PM
•JTAG	•JTAG Attach	•-
	•JTAG Halt/Step/Go	•-

## CUDA

Feature	Version
CUDA	•Version 7.0.76 with FP16 support

## Graphics

Graphics APIs	Notes
---------------	-------

•OpenGL	•4.5
•OpenGL-ES	•3.1
•EGL	•1.4
<b>API Support</b>	<b>Notes</b>
•GL + GLX	•-
•GL + EGL	•-
•GL-ES + EGL	•-
•X11 ABI	•Through version 19
•Display API	•Direct Rendering Manager: Compatibility with DRM 2.0
•Vulkan	•Version 1
•64-bit support	•Kernel and Userspace

## EGL and OpenGL ES Support

EGL is an interface between Khronos rendering APIs, such as OpenGL ES, and the underlying native platform window system. It handles graphics context management, surface/buffer binding, and rendering synchronization. EGL enables high-performance, accelerated, mixed-mode 2D and 3D rendering using other Khronos APIs.

L4T supports the EGL 1.4 specification, [Khronos Native Platform Graphics Interface \(EGL 1.4 Specification\)](#).

The OpenGL ES driver in this release supports the following OpenGL ES specifications:

- [OpenGL ES Common Profile Specification 2.0](#)
- OpenGL 4.5

For more information on OpenGL ES, see the [Khronos OpenGL ES API Registry](#).

## Video Decoders

Video Decode	Output Formats	Sampling Frequency and Bit rate/Frame rate	Notes
•H.264	•NV12, NVMM:NV12	•3840 x 2160 at 60 fps Up to 120 Mbps	•Full-frame, Disable-DPB, Skip-Frames
•H.265	•NV12, NVMM:NV12	•3840 x 2160 at •60 fps •Up to 160 Mbps	•Decode Support in Gstreamer 1.4.5 and later
•JPEG	•I420, NVMM:I420	•600 MP/sec	•-



•VP8	NV12, NVMM:NV12	•3840 x 2160 at •60 fps •Up to 140 Mbps	•-
•VP9	NV12, NVMM:NV12	•3840 x 2160 at •60 fps •Up to 120 Mbps	•-

## Video Encoders

Input Formats	Sampling Frequency and Bit rate/Frame rate	Notes
•H.264, NV12, NVMM:1420, NVMM:NV12	•3840 x 2160 at •30 fps •Up to 120 Mbps	•Supported features: control-rate, Bitrate, Iframeinterval, Quality-Level, Low-Latency, SliceIntrarefreshEnable, Sliceintrarefreshinterval, Bit-Packetization, VBV-Size, temporal- tradeoff, Insert-SPS- PPS, Slice-Header- Spacing, Profile, num- B-Frames, Force-IDR
•JPEG, NVMM:I420	•600 MP/sec	•-
•H.265, NVMM:I420, NVMM:NV12	•3840 x 2160 at •30 fps •Up to 100 Mbps	•Supported features: control-rate, Bitrate, Iframeinterval, Quality-Level, SliceIntrarefreshEnable, Sliceintrarefreshinterval, Bit-Packetization, VBV-Size, temporal- tradeoff, Insert-SPS- PPS, Force-IDR
•VP8, NV12, NVMM:I420, NVMM:NV12	•3840 x 2160 at •30 fps •Up to 120 Mbps	•Supported features: control-rate, Bitrate, Iframeinterval, Quality-Level, Force- IDR
<b>Notes</b>		
•Use the <code>gst-inspct-1.0</code> utility to understand feature details. For example, the <code>gst-inspect-1.0</code>		

omxh264enc command provides feature details of the H.264 encoder.	
---	--

## Display Outputs

•nveglglessink	•nvxvimagesink	•nvoverlaysink	•nvhdmioverlaysink
•X11 Window	•X11 Window	•Panel Overlay	•HDMI Overlay
•-	•-	•Overlay	•Overlay
•-	•-	•Overlay-Depth	•Overlay-Depth
•-	•-	•Overlay-X	•Overlay-X
•-	•-	•Overlay-Y	•Overlay-Y
•-	•-	•Overlay-W	•Overlay-W
•-	•-	•Overlay-H	•Overlay-H

## Conversion, Scaling, and Rotation Formats

•Input Formats	•Output Formats	•Notes
•I420 •	•I420 •	•Flip-Method
•UYVY •	•UYVY •	•Flip-Method
•NV12 •	•NV12 •	•Flip-Method
•GRAY8 •	•GRAY8 •	•Flip-Method
•NVMM:I420 •	•NVMM:I420 •	•Flip-Method
•NVMM:NV12	•NVMM:NV12	•Flip-Method

## CSI and USB Camera Formats

Output Format	Options	Notes
•NVMM:I420	•Scene-Mode	•-
	•Color-Effect	•-
	•Auto-Exposure	•-

•Flicker	•-
•Contrast	•-
•Saturation	•-
•TNR-Strength	•-
•TNR-Mode	•-
•Edge-Enhancement	•-
•Intent	•Still, Video, Video snapshot, Preview
•Sensor-ID	•-
•Enable-EXIF	•-
•aeRegion	•-
•wbRegion	•-
•fpsRange	•-
•Exposure-Time	•-
•wbManualMode	•-
•wbGains	•-
•Embedded Metadata	•Precision timestamping, DCT-NR, V4L2 interface for sensor driver, Gyro service for L4T for VSTAB and AF
•libargus	•-
•RAW capture	•-
•EGL producer	•-
•Face detection	•-
•HDFX	•-
•Simultaneous Multi- Camera	•Pluggable/replacable 3A, 12- and 14-bit sensors, DPCM sensors
•VSTAB support	•AF2.8 support, Auto Iris
•Image De-Warping and Distortion Correction	•Global Shutter
•Coordinated Multi-Camera Support	•-



# U-Boot Guide

U-Boot is the default boot loader for NVIDIA® Tegra® Linux Driver Package (L4T). If you used an earlier release of L4T, check that your environment is fully updated for the new boot loader before compiling and flashing the boot loader and the kernel.

## Requirements

The software requirements and prerequisites required for Tegra Linux Driver Package (L4T) include:

- Linux-based Host System

Functionality of the U-Boot build and flashing utilities was validated using an Ubuntu <os ver host> host system. Later versions of Ubuntu or alternative Linux distributions may work with host-specific modifications.

- Tegra Linux Driver Package (L4T)

Download the latest L4T package from the Tegra Developer Zone and follow the installation instructions in the user documentation. You can find L4T on the Tegra Developer Zone:

<http://developer.nvidia.com/linux-tegra>

- Device Tree Compiler (dtc)

The Device Tree Compiler (dtc) is used to compile device tree files contained in the U-Boot source tree. Many of the dtc packages available from standard Linux distribution package management systems (like apt) are not yet updated with a version of dtc supporting the features required by the U-Boot makefile. Therefore, an example of building dtc from source is included in this chapter. For the procedure, see [Building Device Tree Compiler](#).

A pre-built dtc binary is also included in the kernel directory of the release. This binary is built from the kernel sources in this release. The sources are located in the `scripts/dtc` directory. You build dtc by building the kernel `dtbs` target.

- Download the Linaro Aarch64 tool chain
- U-Boot source.

For more information, see [Downloading and Building U-Boot](#) in this chapter.

- Kernel source

For information, see the following sections in the [Getting Started](#) chapter:

- [Setting up the Root File System](#)
- [Synchronizing the Kernel Sources](#)
- [Building the NVIDIA Kernel](#)

Also, see [Adding a Compiled Kernel to the Root File System](#) in this chapter.

## Downloading and Building U-Boot

Before flashing U-Boot to your reference platform, you must download and build it on your Linux host system. NVIDIA offers a Git repository containing the source code for a U-Boot build suitable for L4T.

### Prerequisite

Before copying U-Boot, back up all of the original U-Boot files in:

```
Linux_for_Tegra/bootloader/<platform|ver>/<board_and_rev>/
```

### To download and build U-Boot

1. Download the L4T U-Boot source code by executing the following commands:

```
$ git clone -n git://nv-tegra.nvidia.com/3rdparty/u-boot.git
```

Alternatively, you can use the `source_sync.sh` script in the L4T release.

If you run `source_sync.sh -u` without parameters, the script prompts for the `<TAG_NAME>`, which is provided in the *Release Notes*.

The "-k" option to `source_sync` syncs the kernel sources. A space between the `-u` and `-k` options is allowed. By default, if no option is provided, the script syncs the kernel and u-boot sources.

Also, you can run the script by passing the `<TAG_NAME>` as follows:

```
$ cd <your_L4T_root>/Linux_for_Tegra
$ ./source_sync.sh -u <TAG_NAME>
```

This syncs the source to:

```
<source_sync.sh_location>/sources/u-boot_source
```

The `<uboot_src_dir>` directory becomes:

```
<your_L4T_root>/Linux_for_Tegra/sources/u-boot_source
```

#### Note:

**Further instructions assume your current working directory is the U-Boot source tree.**

2. Check out the Git tag name:

```
$ git checkout -b <branch_name> <tag_name>
```

Where:

- `<branch_name>` is the name of your local branch.
- `<tag_name>` is the release tag name provided in the *Release Notes*.

3. Set the build environment:

```
$ export ARCH=arm64
$ export CROSS_COMPILE=<your_toolchain_location>
```

#### 4. Build U-Boot by executing:

```
$ make distclean
$ make <board_and_rev>_defconfig
$ make
```

## Flashing U-Boot

You must flash U-Boot to internal eMMC only. At boot time, U-Boot fetches the boot configuration file, kernel and device tree, all of which may reside on one of the following storage devices used for boot:

- Internal eMMC
- An SD card
- A USB storage device
- A TFTP/NFS server

When executing the script that flashes U-Boot, you must specify a command-line option to specify the storage device containing the root filesystem, so that the appropriate boot configuration file is selected. The boot configuration file contains kernel command line parameters that control where the Linux kernel looks for the root filesystem. The following sections describe the script command for each configuration.

### To flash U-Boot and mount the root filesystem from internal eMMC

- Use the following command to select a boot configuration file that causes the kernel to mount the root filesystem from internal eMMC:

```
$ sudo ./flash.sh <platform> mmcblk0p1
```

**Note:** Check that your environment is fully updated for this change in boot loader before compiling and flashing the boot loader and the kernel.

### To flash U-Boot and mount the root filesystem from an SD card

- Use the following command to select a boot configuration file that causes the kernel to mount the root filesystem from an SD card:

```
$ sudo ./flash.sh <platform> mmcblk1p1
```

### To flash U-Boot and mount the root filesystem from a USB storage device

- Use the following command to select a boot configuration file that causes the kernel to mount the root filesystem from a USB storage device, such as a Pen Drive.

```
$ sudo ./flash.sh <platform> sda1
```

**Note:** The U-Boot boot loader detects USB external storage. The kernel detects both USB external storage and external SATA storage.

Use one USB or SATA external storage device at a time. If using more than one external device, a random device may be chosen as the root device.

## To flash U-Boot and mount the root filesystem from an IP network

- Use the following command to select a boot configuration file that causes the kernel to mount the root filesystem from a TFTP/NFS server:

```
$ sudo ./flash.sh -N <IPA>:/<nfs_directory> [-n <target IPA>:<host IPA>:<gateway IPA>:<
```

Where:

- <interface name> is eth0 for RJ45 connector and eth1 for a USB Ethernet dongle.
- <IPA> is the NFS server hosting the root filesystem.
- <nfs\_directory> is the full path name of exported root filesystem.
- <target IPA> is the static IP address for the target device.
- <host IPA> is the static IP address for the NFS server.
- <gateway IPA> is the static IP address for the gateway.
- <netmask> is the static netmask for the local network.

**Note:** The `-n` option is recommended on point-to-point network connections where no DHCP server is configured.

## Flashing Just U-Boot

To flash the full L4T image to the reference platform see [Flashing U-Boot](#) in this chapter.

To flash U-Boot, proceed as follows.

### To copy U-Boot for flashing to the reference platform

- Execute the following on your Linux host system:

```
$ cp <uboot_src_dir>/u-boot{,.bin,.dtb,-dtb.bin} \
<your_L4T_root>/Linux_for_Tegra/bootloader/<platform|ver>/<board_and_rev>
```

### To flash just new U-Boot

- Execute the following:

```
$ sudo ./flash.sh -k EBT <platform> mmcblk0p1
```

## Changing the eMMC Partition Layout

The following information is based on eMMC hardware and software layout information in the following files:

- <target\_board>.conf
- Linux\_for\_Tegra/bootloader/<platform|ver>/<board\_and\_rev>/cfg/gnu\_linux\_tegraboot\_emmc\_full.xml



Where `<top>` is the L4T root directory.

**Note:** L4T U-Boot does not use the kernel partition. The kernel is installed into the filesystem alongside the boot configuration file. Aside from this difference, U-Boot has the same internal eMMC partition layout as that used by cboot.

## eMMC IC Parameter

The eMMC IC parameter is defined by 2 variables in the `<target_board>.conf` file. They limit the size of the total usable data area and determine the location of GPT partitions.

- `BOOTPARTSIZE`: specifies the eMMC boot partition size (boot0 partition size + boot1 partition size)
- `EMMCsize`: specifies the eMMC usable data size (`BOOTPARTSIZE` + user partition size)

**Note:** boot0, boot1, and user partition size can be obtained from the eMMC device datasheet.

## Root Filesystem Size

The root filesystem partition is the largest of the partitions, and its size is one of the key factors in partition layout determination. By default, `flash.sh` sets the root filesystem size to 14 GB.

### To modify the root filesystem partition size

- Modify the value of the `ROOTFSsize` variable in the `<target_board>.conf` file.

**Note:** The total space used by all partitions cannot exceed `EMMCsize`.

## GPT Partitions

The `flash.sh` script creates the primary and secondary GPT partitions automatically, based on the internal eMMC partition layout.

- The Protective MBR contains device information to prevent traditional boot loaders from performing destructive actions. It is located at LBA 0.
- The primary GPT partition contains the GUID Partition Table. It is located at LBA 1.
- The secondary GPT partition contains the same information as the primary GPT and serves as the backup. It is located at the last LBA of the boot device.
- The last Logical Block Address (LBA) varies from device to device. Both U-Boot and the kernel are able to obtain the last LBA.

## LNx Partition

The LNx partition is not used by U-Boot; however, for compatibility, an empty LNx partition is allocated.

## APP Partition

If root filesystem storage is in eMMC, the root filesystem is flashed to this partition. U-Boot expects the boot configuration file, kernel, and device tree files to exist in the `<rootfs>/boot` directory; consequently, `flash.sh` flashes the following kernel files in the APP partition:

- kernel (Image)
- device\_tree\_blob (tegra210-jetson-cv-base-p2597-2180-a00.dtb)
- boot configuration file (extlinux/extlinux.conf)

**Note:** Theflash.sh script treats the root filesystem-on-IP-network configuration as a special case and also flashes these kernel files in the <APP partition>:/boot directory.

## Example Full Internal eMMC Partition Layout

An eMMC layout configuration file has the following contents. The actual configuration file is named gnu\_linux\_tegraboot\_emmc\_full.xml.

**Note:** Under default settings, U-Boot does not use the kernel partition (LNX).

```
<?xml version="1.0"?>

<!-- Nvidia Tegra Partition Layout Version 1.0.0 -->

<partition_layout version="01.00.0000">
  <device type="sdmmc" instance="3">
    <partition name="BCT" id="2" type="boot_config_table">
      <allocation_policy> sequential </allocation_policy>
      <filesystem_type> basic </filesystem_type>
      <size> 4194304 </size>
      <file_system_attribute> 0 </file_system_attribute>
      <allocation_attribute> 8 </allocation_attribute>
      <percent_reserved> 0 </percent_reserved>
    </partition>

    <partition name="NXC" id="3" type="NVCTYPE">
      <allocation_policy> sequential </allocation_policy>
      <filesystem_type> basic </filesystem_type>
      <size> 4194304 </size>
      <file_system_attribute> 0 </file_system_attribute>
      <allocation_attribute> 8 </allocation_attribute>
      <percent_reserved> 0 </percent_reserved>
      <filename> NVCFILe </filename>
    </partition>

    <partition name="PPT" id="4" type="data">
      <allocation_policy> sequential </allocation_policy>
      <filesystem_type> basic </filesystem_type>
      <size> PPTSIZE </size>
      <file_system_attribute> 0 </file_system_attribute>
```

```

        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
    </partition>

    <partition name="GP1" id="5" type="GP1">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 2097152 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
    </partition>

    <partition name="APP" id="6" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> APPSIZE </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 0x8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> APPFILE </filename>
    </partition>

    <partition name="TXC" id="7" type="TBCTYPE">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 2097152 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> TBCFILE </filename>
    </partition>

    <partition name="EBT" id="8" type="bootloader">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 4194304 </size>

```

```

        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> EBTFILE </filename>
    </partition>

    <partition name="BXF" id="9" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 2097152 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <partition_attribute> 0 </partition_attribute>
        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> BPFFILE </filename>
    </partition>

    <partition name="WX0" id="10" type="WB0TYPE">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 6291456 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> WB0FILE </filename>
    </partition>

    <partition name="RP1" id="11" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 4194304 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 0x8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> DTBFILE </filename>
    </partition>

```

```

<partition name="TXS" id="12" type="data">
  <allocation_policy> sequential </allocation_policy>
  <filesystem_type> basic </filesystem_type>
  <size> 6291456 </size>
  <file_system_attribute> 0 </file_system_attribute>
  <partition_attribute> 0 </partition_attribute>
  <allocation_attribute> 8 </allocation_attribute>
  <percent_reserved> 0 </percent_reserved>
  <filename> TOSFILE </filename>
</partition>

<partition name="EXS" id="13" type="data">
  <allocation_policy> sequential </allocation_policy>
  <filesystem_type> basic </filesystem_type>
  <size> 2097152 </size>
  <file_system_attribute> 0 </file_system_attribute>
  <partition_attribute> 0 </partition_attribute>
  <allocation_attribute> 8 </allocation_attribute>
  <percent_reserved> 0 </percent_reserved>
  <filename> EKSFILE </filename>
</partition>

<partition name="FX" id="14" type="FBTYPE">
  <allocation_policy> sequential </allocation_policy>
  <filesystem_type> basic </filesystem_type>
  <size> 2097152 </size>
  <file_system_attribute> 0 </file_system_attribute>
  <allocation_attribute> 0x8 </allocation_attribute>
  <percent_reserved> 0 </percent_reserved>
  <filename> FBFILE </filename>
</partition>

<partition name="SOS" id="15" type="data">
  <allocation_policy> sequential </allocation_policy>
  <filesystem_type> basic </filesystem_type>
  <size> 20971520 </size>

```

```

        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 0x8 </allocation_attribute>
        <filename> SOSFILE </filename>
    </partition>

    <partition name="EXI" id="16" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> EFISIZE </size>
        <file_system_attribute> 0 </file_system_attribute>
        <partition_attribute> 0 </partition_attribute>
        <allocation_attribute> 0x8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> EFIFILE </filename>
    </partition>

    <partition name="LNX" id="17" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 67108864 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 0x8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> LNXFILE </filename>
    </partition>

    <partition name="DXB" id="18" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 4194304 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 0x8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
        <filename> DTBFILE </filename>
    </partition>

    <partition name="NXT" id="19" type="NCTTYPE">

```

```

    <allocation_policy> sequential </allocation_policy>
    <filesystem_type> basic </filesystem_type>
    <size> 2097152 </size>
    <file_system_attribute> 0 </file_system_attribute>
    <allocation_attribute> 0x8 </allocation_attribute>
    <percent_reserved> 0 </percent_reserved>
    <filename> NCTFILE </filename>
</partition>

<partition name="MXB" id="20" type="MPBTYPE">
    <allocation_policy> sequential </allocation_policy>
    <filesystem_type> basic </filesystem_type>
    <size> 6291456 </size>
    <file_system_attribute> 0 </file_system_attribute>
    <partition_attribute> 0 </partition_attribute>
    <allocation_attribute> 8 </allocation_attribute>
    <percent_reserved> 0 </percent_reserved>
    <filename> MPBFILE </filename>
</partition>

<partition name="MXP" id="21" type="MBPTYPE">
    <allocation_policy> sequential </allocation_policy>
    <filesystem_type> basic </filesystem_type>
    <size> 6291456 </size>
    <file_system_attribute> 0 </file_system_attribute>
    <partition_attribute> 0 </partition_attribute>
    <allocation_attribute> 8 </allocation_attribute>
    <percent_reserved> 0 </percent_reserved>
    <filename> MBPFILE </filename>
</partition>

<partition name="USP" id="22" type="data">
    <allocation_policy> sequential </allocation_policy>
    <filesystem_type> basic </filesystem_type>
    <size> 2097152 </size>
    <file_system_attribute> 0 </file_system_attribute>
    <allocation_attribute> 0x8 </allocation_attribute>

```

```

        <percent_reserved> 0 </percent_reserved>
    </partition>

    <partition name="UDA" id="23" type="data">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 2097152 </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 0x808 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
    </partition>

    <partition name="GPT" id="24" type="GPT">
        <allocation_policy> sequential </allocation_policy>
        <filesystem_type> basic </filesystem_type>
        <size> 0xFFFFFFFFFFFFFFFF </size>
        <file_system_attribute> 0 </file_system_attribute>
        <allocation_attribute> 8 </allocation_attribute>
        <percent_reserved> 0 </percent_reserved>
    </partition>
</device>
</partition_layout>

```

## Testing Root Filesystem By Device

You should test the root file system location by device. A Y in the output indicates that correct U-Boot initialization and hand-off to the kernel occurred.

Root filesystem Location	Jetson TX1
•mmcblk0p1	•Y
•mmcblk1p1	•Y
•sda1	•Y
•eth0	•Y
•eth1	•Y



## Building the Device Tree Compiler

Build the Device Tree Compiler (dtc) from source code included in L4T, specifying the features required by the U-Boot makefile.

**Note:** In the procedure below, if you do not want to pass in `dtc` as a parameter to the U-Boot environment, ensure a local command path (such as `/usr/local/bin` or another choice) is at the beginning of the shell command path. Furthermore, if you execute (in the last step):

```
$ make install
```

the `dtc` makefile installs the binary into the first entry of shell `PATH` variable. Therefore, it is important that the local command path is at the beginning of the shell `PATH` variable.

### To build DTC from source

1. Download `dtc` source code by executing the following `git clone` command:

```
$ git clone git://git.kernel.org/pub/scm/utils/dtc/dtc.git
$ cd dtc
```

Further instructions will assume your current working directory is the `dtc` source tree.

2. Build `dtc` by executing:

```
$ make
```

3. Install `dtc`.

To install into the default directory (`$HOME`), execute:

```
$ make install
```

To install to a specific directory, execute:

```
$ make install PREFIX=/usr/local
```

In either case, `bin`, `lib`, and `include` sub-directories will be created below the installation directory.

## Adding a Compiled Kernel to the Root File System

U-Boot requires a kernel image on the root filesystem. First you must configure the file system for U-Boot. Then you add the kernel image to the root filesystem.

### Prerequisite

- You have compiled the kernel as described in [Getting Started](#) in this guide.

### To configure a file system for U-Boot

1. Use the `apply_binaries` script to copy the Image file in the kernel directory into the root filesystem directory in the `/boot` folder.
2. Install the root filesystem directory onto your device.

For U-Boot to function properly, there must be Image and dtb files in the `/boot` directory of the target file system.

For more information on installing the root filesystem directory onto your device, see [Setting Up the Root File System](#) in the [Getting Started](#) chapter.

3. If you have already installed your root filesystem onto a device, manually copy the Image file and dtb files to the installed root file system.

### To configure a file system installed in the internal eMMC

1. Optionally, backup the existing release kernel and dtb files to avoid overwriting.
2. Copy the compiled Image and dtb files over the current L4T release kernel directory by executing the following commands:

```
$ cp arch/arm/boot/Image <L4T_path>/Linux_for_Tegra/kernel
```

```
$ cp arch/arm/boot/dts/tegra210-jetson-cv-base-p2597-2180-a00.dtb <L4T_path>/Linux_for_
```

flash.sh automatically copies the Image file to the internal eMMC root filesystem.

## Adding a new Kernel

After U-Boot has been flashed as the default boot loader, you can replace the kernel. The procedure you should follow depends on the kind of storage device from which your device boots.

### To replace the kernel in systems that boot from internal eMMC

1. Boot the Jetson TX1 system and log in.
2. Copy the new kernel files (using `scp`) into the `/boot` directory.
3. Reboot the Jetson TX1 system.

### To replace the kernel in systems that boot from an SD Card or USB Pen Drive

1. Connect the SD Card or USB Pen Drive to your host system.
2. Copy the new kernel files to the `/boot` directory on the SD Card or USB Pen Drive.
3. Disconnect the SD Card or USB Pen Drive from the host system.
4. Connect the SD Card or USB Pen Drive to the Jetson TX1 system.
5. Reboot the Jetson TX1 system.

### To replace the kernel in systems that boot from a TFTP/NFS server

1. Boot the Jetson TX1 system and log in.
2. On the target system enter the following command:

```
$ sudo mount /dev/mmcblk0p1 /mnt
```

3. Copy the new kernel files (using `scp`) to the `mnt/boot` directory.
4. Reboot the Jetson TX1 system.

## Example Sysboot Configuration Files

For external media, you must copy the root filesystem to the device **after** running the `flash.sh` command. Then you attach the device.

The U-Boot functionality includes a default booting scan sequence. It scans bootable devices in the following order:

- External SD Card
- Internal eMMC
- USB Device
- NFS Device

It looks for an `extlinux.conf` configuration file in the following directory of the bootable device:

```
<rootfs>/boot/extlinux
```

Upon finding the `extlinux.conf` file, U-Boot does the following.

- Uses the `sysboot` command to read out boot configuration from `extlinux.conf`,
- Loads kernel Image file and device tree file, and then
- Boots the kernel.

The Image and device tree files are all user-accessible in the `<rootfs>/boot` location after booting. The `extlinux.conf` file is user accessible in the `<rootfs>/boot/extlinux` location. Users can easily change these files to test their own kernel without flashing.

The file `extlinux.conf` is a standard text-format sysboot configuration file that contains all boot information. It indicates the kernel image filename, the device tree blob filename, and the kernel boot command line. There are four example `extlinux.conf` files provided in the L4T release for each supported board:

```
extlinux.conf.emmc
extlinux.conf.sdcard
extlinux.conf.usb
extlinux.conf.nfs
```

During flashing, `flash.sh` copies the appropriate variant to the following location on the target:

```
<rootfs>/boot/extlinux/extlinux.conf
```

The `extlinux.conf` files are very similar, except for different kernel boot command lines. You can find the `extlinux.conf` files on your host system at:

```
bootloader/<platform|ver>/<board_and_rev>/
bootloader/<platform|ver>/<board_and_rev>-devkit/
```

## eMMC Sysboot extlinux.conf File

The `extlinux.conf` file has the following contents.

```
TIMEOUT 30

DEFAULT primary

MENU TITLE p2371-2180 eMMC boot options

LABEL primary
    MENU LABEL primary kernel
    LINUX /boot/Image
    FDT /boot/tegra210-jetson-cv-base-p2597-2180-a00.dtb
    APPEND fbcon=map:1 console=tty0 console=ttyS0,115200n8 androidboot.modem=none and
```

Different boot methods have different APPEND strings in the `extlinux.conf` file. Check each file for details.

**Note:** NFS booting also uses eMMC as boot device. `<rootfs>/boot` is flashed into to eMMC but kernel mounts NFS device a root filesystem.

## Optimizing U-Boot Boot Time

By default, U-Boot includes a default configuration that enables all supported hardware features. It searches the available devices for boot scripts. This enables out-of-the-box support for the widest possible variety of storage devices and boot configurations.

This flexibility delays execution of the final operating system because hardware support takes time to initialize and scanning all attached storage and network devices takes time. In constrained or pre-configured systems, this flexibility may not be necessary. You may know, ahead of time, which storage device contains the required files, or that certain devices don't need to be initialized by the boot-loader. To optimize boot time, you can configure U-Boot to allow for these constraints and thereby reduce system boot time.

## Compile-Time Configuration

U-Boot pro-actively initializes certain types of devices when it starts. However, disabling features at compile time may be useful to reduce system boot time. For example, if PCIe and network support are enabled, the PCIe bus is enumerated at startup which can be a time-consuming process.

The U-Boot compile-time configuration is stored in the following files:

- `include/configs/<board>.h`
- `configs/<board>_defconfig`

Where:

- `<board>` is `jetson-tk1` or `p2371-2180`.

Disabling features reduces the size of the U-Boot binary and thereby reduces the time it takes to load and initialize U-Boot itself.

## Disabling PCIe

Since the PCIe bus is enumerated at startup, disabling it reduces overall system boot time.

### To disable PCIe

- Remove the definition of the following values from `include/configs/<board>.h`:

```
CONFIG_PCI
CONFIG_PCI_TEGRA
CONFIG_PCI_PNP
CONFIG_CMD_PCI
CONFIG_CMD_PCI_ENUM
CONFIG_RTL8169 (This is a PCIe device and thereby relies on PCIe support)
```

## Disabling USB Support

U-Boot delays enumerating and initializing USB devices until the user, or a boot script, explicitly attempts to access a USB device. Consequently, disabling USB support does not reduce boot time.

### To disable USB support

- Remove the following values from `include/configs/<board>.h`:

```
CONFIG_USB_EHCI
CONFIG_USB_EHCI_TEGRA
CONFIG_USB_MAX_CONTROLLER_COUNT
CONFIG_USB_STORAGE
CONFIG_CMD_USB
CONFIG_USB_HOST_ETHER
CONFIG_USB_ETHER_ASIX
```

- Edit `include/configs/<board>.h` to remove the `#include` of `tegra-common-usb-gadget.h`.
- Edit `include/configs/tegra-common-post.h` to remove the USB entry from `BOOT_TARGET_DEVICES`.

## Environment Configuration

U-Boot runtime behavior is controlled by scripts contained in the U-Boot environment. When U-Boot begins execution, it waits for `<bootdelay>` seconds before executing the automatic boot sequence. During this time, the user may interrupt the boot process to access the U-Boot shell. If not interrupted, U-Boot executes `<bootcmd>` as a shell command. `<bootcmd>` contains a series of commands to search storage devices for boot scripts and execute them.

By modifying the values of these variables at compile or manufacturing time, U-Boot can be directed to boot from a specific device in a specific manner, thereby reducing boot time.

The following table identifies the variables that can be modified.

Variable	Description
•bootdelay	<ul style="list-style-type: none"> <li>•Contains the number of seconds that U-Boot pauses to determine whether the user wishes to interrupt the boot sequence.</li> <li>•To avoid delay, set to 0.</li> <li>•<b>Note:</b> Although this value avoids delay, if the user has requested to interrupt the boot process before the U-Boot shell is reached, that request is honored.</li> <li>•To avoid a delay and user interruption of the boot process, set <code>bootdelay</code> to a negative value.</li> </ul>
•bootcmd	<ul style="list-style-type: none"> <li>•Contains a sequence of U-Boot shell commands to be executed automatically at boot.</li> <li>•For systems with custom requirements, this value can be completely replaced. However, simple customizations, such as selecting a specific storage device for booting, does not require editing this value.</li> </ul>
•boot_targets	<ul style="list-style-type: none"> <li>•Contains a space-separated list of storage devices or network protocols that U-Boot scans to find boot scripts.</li> <li>•Valid values include: <ul style="list-style-type: none"> <li>• mmc0 - the built-in eMMC.</li> <li>• mmc1 - the SD card slot.</li> <li>• usb0 - any attached USB Mass Storage device.</li> <li>• pxe - network, using DHCP to receive an IP address, then PXE to download a syslinux configuration file.</li> <li>• dhcp - network using DHCP to receive an IP address, then TFTP to download a U-Boot boot script.</li> </ul> </li> <li>•This variable can be set to a single specific device, or a more restrictive list than the default.</li> </ul>
<ul style="list-style-type: none"> <li>•<b>Applies to:</b> L4T R23 releases and later</li> <li>•scan_dev_for_boot_part</li> </ul>	<ul style="list-style-type: none"> <li>•Contains a script to parse the device partition table and determines which partition U-Boot must scan for boot files.</li> <li>•If the partition number is known ahead of time, replace the script with a simpler script that hardcodes the value of <code>&lt;devplist&gt;</code> with a single partition number (represented in hexadecimal), and then runs either or both of the following variables: <ul style="list-style-type: none"> <li>• scan_dev_for_extlinux or</li> <li>• scan_dev_for_boot_scripts</li> </ul> </li> </ul>
•boot_prefixes	<ul style="list-style-type: none"> <li>•Contains a list of filesystem directories to scan for boot scripts or configuration files.</li> <li>•File system layouts vary between installations.</li> <li>•For example, <code>/boot</code> may be a separate partition containing boot scripts, or part of the root filesystem.</li> <li>•By default, U-Boot searches both locations for boot scripts.</li> </ul>

	<ul style="list-style-type: none"> <li>• In constrained cases, the user may set this variable to a single directory name so that U-Boot does not search unnecessary directories.</li> <li>• <b>Note:</b> All entries in this variable must contain both a leading and a trailing /.</li> </ul>
•scan_dev_for_extlinux	<ul style="list-style-type: none"> <li>• Contains a script to search for extlinux configuration files. If found, boots the system based on their content.</li> <li>• If the system is known not to use extlinux configuration files, replace this script with commands that do nothing.</li> <li>• For best results, set this variable to an innocuous value, such as “true”, rather than leaving it empty, so that U-Boot does not complain about attempts to execute an empty variable as a script.</li> </ul>
•scan_dev_for_scripts	<ul style="list-style-type: none"> <li>• Contains a script to search for U-Boot boot scripts. If found, loads and executes them.</li> <li>• If the system is known not to use U-Boot boot scripts, replace this script with commands that do nothing.</li> <li>• <b>Note:</b> The default boot scripts execute &lt;scan_dev_for_extlinux&gt; prior to executing &lt;scan_dev_for_scripts&gt;. Therefore, modifying this variable does not affect systems that boot using extlinux configuration files because this script will never be executed.</li> <li>• For best results, set this variable to an innocuous value, such as “true”, rather than leaving it empty, so that U-Boot does not complain about attempts to execute an empty variable as a script.</li> </ul>
•boot_scripts	<ul style="list-style-type: none"> <li>• Contains a space-separated list of U-Boot script names for &lt;scan_dev_for_scripts&gt; to search for.</li> <li>• If the script name is known ahead of time, set this variable to the desired value rather than the default list.</li> </ul>

## Setting Environment Variables

You can set environment variable at:

- Compile-Time
- Manufacturing Time
- Flashing Time

## Compile-Time

When U-Boot starts executing, it attempts to initialize the environment variables from data stored in flash memory. The location of the data is determined by the U-Boot configuration file on the board. If the data is missing or corrupted, U-Boot uses the default set of values that are built into the U-Boot binary.

The default L4T flashing process does not write this data into flash memory, so the built-in copy is always used initially. The built-in default environment values are set in the following places in the U-Boot source code:

U-Boot Source Code	Variable Value
•include/config_distro_bootcmd.h	•This file defines the variables and scripts related to the automatic boot process.
•include/config_distro_defaults.h	•The value of CONFIG_BOOTDELAY determines the default value of <bootdelay>.
•include/configs/tegra-common-post.h	<ul style="list-style-type: none"> <li>•The value of BOOT_TARGET_DEVICES determines: <ul style="list-style-type: none"> <li>• The default value of &lt;boot_targets&gt;.</li> <li>• The set of legal values that can appear in &lt;boot_targets&gt;.</li> <li>•Removing entries from this variable prevents the use of those values in &lt;boot_targets&gt; at all.</li> <li>•To modify this value at compile-time: <ul style="list-style-type: none"> <li>• Modify include/config_distro_bootcmd.h to avoid setting &lt;boot_targets&gt; if the board-specific configuration file has already defined this value.</li> <li>• Modify include/config/&lt;board&gt;.h to set &lt;boot_targets&gt;.</li> </ul> </li> <li>•For example, see how CONFIG_BOOTCOMMAND is defined in L4T R23 and later.</li> </ul> </li> </ul>

## Manufacturing and Flashing Time

You can modify your manufacturing flow to add an extra step that writes a saved copy of the environment variables to flash. The following provides a set of alternatives to use for modifying your manufacturing flow:

- After flashing the board, arrange for the board to execute U-Boot, and cause U-Boot to execute commands that modify and save the environment:
  - Reset the board so that U-Boot runs and sends commands to U-Boot using the serial console. You must write and execute some program on your host system to send the commands to U-Boot.
  - Place the board into USB recovery mode. Download U-Boot into RAM. Package the required commands along with the U-Boot binary. Execute the following from the directory where you extracted L4T on your host system:

```
./bootloader/exec-uboot.sh <board> "<uboot_script>"
```

Where <uboot\_script> is a U-Boot script that sets the environment variables according to your needs.

**Note:** L4T Release 21 does not contain an equivalent of `exec-uboot.sh`. However, use `tegra-uboot-flasher` instead. See <https://github.com/NVIDIA/tegra-uboot-flasher-scripts> for details.

- Execute a sequence of commands similar to the following:

```
env default -f -a; setenv boot_targets mmc0; saveenv
```

- Manually edit the U-Boot environment interactively, save the result, and extract the appropriate flash



memory region to a file on your host system. Then, modify the L4T partition layout XML file so that the data is written to flash during any subsequent flashing process.

Alternatively, apply this technique if your manufacturing process programs flash chips directly, rather than using the L4T flashing tools on each board. You must merge the extracted saved environment data into your flash image file, rather than referencing it from the L4T partition layout XML file.

- Generate a set of saved environment data using the U-Boot `fw_env` tool located in the `tools/env` directory in the U-Boot source code. Then, modify the L4T partition layout XML file so that data is written to flash during any subsequent flashing process.

Alternatively, apply this technique if your manufacturing process programs flash chips directly, rather than using the L4T flashing tools on each board. You must merge the extracted saved environment data into your flash image file, rather than referencing it from the L4T partition layout XML file.

## extlinux.conf Modifications

L4T includes an `extlinux.conf` file that tells U-Boot which kernel and DT filenames to load. It also includes the command line to pass to the kernel. The file is configured to display a boot menu to the user for 3 seconds before automatically booting. To reduce boot processing time, you can remove this timeout.

### To remove extlinux.conf timeout boot menu

- Edit `extlinux.conf` file to remove the lines containing the following keywords:

```
TIMEOUT
MENU
```

On an installed L4T target system, this file is located at:

```
/boot/extlinux/extlinux.conf.emmc
```

Prior to flashing, this file is located in the host L4T flashing directory at

```
bootloader/<platform|ver>/<board_and_rev>/extlinux.conf.emmc
```

## Debugging U-Boot Environment

Use these debugging tips to help you debug your U-Boot environment. These examples do not represent a comprehensive listing of U-Boot functionality. For a full list of supported commands and their usage by U-Boot, consult U-Boot documentation and source.

## Interrupting U-Boot

You can interrupt U-Boot during boot.

### To interrupt U-Boot

- Connect a terminal application to the serial port of the board.
- Power on or reset the board.
- Wait for the U-Boot sign on message to appear. Key presses before this point in time may be ignored.

- Press any key to interrupt the automatic boot process.

## Getting Help

On the U-Boot terminal screen, type `help` at any time for the list of supported commands from the U-Boot terminal.

### To see the U-Boot Help text

- To see the U-Boot help text enter the following command:

```
# help
```

## Listing a Directory Structure

You can list the directory structure of a particular device.

### To list the directory structure

- To list the directory structure of eMMC device 0 partition 1, enter the following command on the target:

```
# ls mmc 0:1
```

This command functions correctly on EXT2/3/4 and FAT file systems.

Example output follows:

```
<DIR>      4096 .
<DIR>      4096 ..
<DIR>      4096 bin
<DIR>      4096 boot
<DIR>      4096 dev
<DIR>      4096 etc
<DIR>      4096 home
<DIR>      4096 lib
<DIR>      4096 lost+found
<DIR>      4096 media
<DIR>      4096 mnt
<DIR>      4096 opt
<DIR>      4096 proc
<DIR>      4096 root
<DIR>      4096 sbin
<DIR>      4096 selinux
<DIR>      4096 srv
<DIR>      4096 sys
```

```
<DIR>      4096 tmp
<DIR>      4096 usr
<DIR>      4096 var
```

## Listing the Contents of a Directory

You can list the contents of any directory.

### To list the contents of a directory

- List directory contents with the following command:

```
# ls mmc 0:1 <directory>
```

Where `<directory>` is a pathname in the filesystem.

For example, to list contents of the `/boot` directory where the `zImage` file should be, (as shown in the example output below), use the following command:

```
# ext2ls mmc 0:1 /boot
<DIR>      1024 .
<DIR>      1024 ..
          34642 tegra124-pm375.dtb
           908 extlinux.conf
        5910248 zImage
```

## Printing the U-Boot Environment

You can print the entire U-Boot environment.

### To print the U-Boot environment

- Execute the following command:

```
# printenv
```

## Printing/Setting Environment Variables

You can print and set environment variables.

### To print an environment variable

- Execute the following command:

```
# printenv <environment_variable>
```

Where `<environment_variable>` refers to an environment variable in U-Boot.

For example, to print the list of devices U-Boot sends console output to, execute:

```
# printenv stdout
```

Output can be as follows:

```
stdout=serial
```

## To set an environment variable

- Execute the following command:

```
# setenv <environment_variable> <new_value>
```

Where `<environment_variable>` refers to an environment variable in U-Boot and `<new_value>` is the new value for that variable.

For example, to modify the set of devices that U-Boot sends console output to, execute:

```
# setenv stdout serial
```

## To save the modified environment

- Execute the following command:

```
# saveenv
```

The saved modified environment is preserved in case of resets and reboots.

# Kernel Boot Time Optimization

NVIDIA® Tegra® Linux Driver Package (L4T) provides a generic boot kernel for development of your product. To decrease kernel boot time, you can customize the provided kernel based on the requirements of your product.

The kernel includes a default configuration that enables all supported hardware features, and searches all available devices for boot scripts. This enables out-of-the box support for the widest possible variety of controllers, features, storage devices, and boot configurations.

This flexibility comes at a cost:

- Some hardware support takes time to initialize
- Enabling all software features, mostly over Advanced Peripheral Bus (APB), takes time
- Scanning all attached storage and network devices takes time thereby delaying execution of the final operating system

In constrained or pre-configured systems, this flexibility may not be necessary; the system designer may know ahead of time which storage device contains the required files, or know that certain devices do not need to be initialized by the kernel. To reduce system boot time, you can configure the kernel to respect these constraints.

For a Jetson Tegra X1 system running L4T R24 with the default configuration, it takes 12 seconds from cold power-on to begin showing the login prompt. When the following optimization techniques are applied, that process can be reduced to approximately three seconds.

## Device Tree Nodes

If you are not using any controller from Tegra SoC, disable the Device Tree nodes for those device tree entries.

## PCIe

If you are not using PCIe, disable both the ports from the kernel Device Tree Blob (DTB). If you are using one port, disable the second one.

The Device Tree Source (DTS) file in the L4T package is available at:

```
arch/arm64/boot/dts/tegra210-jetson-cv-base-p2597-2180-a00.dts
```

### To disable PCIe ports

- Modify the controller and each PCIe port status as shown in the following example.

```
pcie-controller {
    nvidia,wake-gpio = <&gpio TEGRA_GPIO(A, 2) 0>;
    nvidia,lane-map = <0x14>;
    dvdd-pex-pll-supply = <&max77620_ldo1>;
    10-dvddio-pex-supply = <&max77620_ldo1>;
    11-dvddio-pex-supply = <&max77620_ldo1>;
    12-dvddio-pex-supply = <&max77620_ldo1>;
```

```

13-dvddio-pex-supply = <&max77620_ldo1>;
14-dvddio-pex-supply = <&max77620_ldo1>;
15-dvddio-pex-supply = <&max77620_ldo1>;
16-dvddio-pex-supply = <&max77620_ldo1>;
hvdd-pex-pll-e-supply = <&max77620_sd3>;
10-hvddio-pex-supply = <&max77620_sd3>;
11-hvddio-pex-supply = <&max77620_sd3>;
12-hvddio-pex-supply = <&max77620_sd3>;
13-hvddio-pex-supply = <&max77620_sd3>;
14-hvddio-pex-supply = <&max77620_sd3>;
15-hvddio-pex-supply = <&max77620_sd3>;
16-hvddio-pex-supply = <&max77620_sd3>;
vddio-pex-ctl-supply = <&max77620_sd3>;
status = "disabled";

pci@1,0 {
    status = "disabled";
};

pci@2,0 {
    status = "disabled";
};
};

```

## Pinmux

There is duplicity of pinmux and GPIO configuration in u-boot and the kernel; however you can remove this duplicity modifying the configuration. The default configurations are performed based on customer\_pinmux.xlsm sheet at one place (u-boot). Extra configuration can be performed by the specific driver.

### To eliminate pinmux duplicity

- Remove the following pinmux-name nodes from the device tree DTS file.

```

/ {
    pinmux: pinmux@700008d4 {
        status = "okay";
pinctrl-names = "default", "drive", "unused";
        pinctrl-0 = <&pinmux_default>;
        pinctrl-1 = <&drive_default>;
        pinctrl-2 = <&pinmux_unused_lowpower>;
    };
};

```

## Real-time Clock

Two Real-time Clocks (RTC) are enabled by default:

- Tegra RTC
- PMCI RTC

Enable one, both, or none, based on your development needs. Be aware of the following differences:

- Tegra RTC is the fastest in response, but cannot work as a backup RTC when the system is turned off.
- PMIC RTC can work as a backup RTC, however it is slow in response because of the transfer average to I2C.

If you do not shutdown the system, or if you are not concerned about backup time, then you do not need to enable RTC. Disabling RTC can speed up boot time.

### To disable the RTC

1. Remove the the following configuration from your `tegra21_defconfig` file.

```
CONFIG_TRC_DRV_MAX77620=y
```

2. Add the following configuration to the `tegra21_defconfig` file.

```
# CONFIG_RTC_HCTOSYS is not set
```

3. Set the Tegra RTC to disabled in the DTS file as follows:

```
rtc {
    compatible = "nvidia,tegra-rtc";
    reg = <0x00000000 0x00000003 0x00000002 0x0000009b>;
    interrupts = <0x00000000 0x00000005 0x00000002>;
    status = "disabled";
};
```

## Environment Configuration

You can optimize boot time by modifying the environment configuration in the root file system.

### Single Step Boot

If you are not using the Network File System (NFS), you can reduce the kernel boot time by approximately 3 seconds by modify the default initial ramdisk (`initrd`) to disable it from loading the temporary root file system.

By default, `initrd` is set for `rootdev_type` for network and external boot media. For example, SD card, USB stick.

### To modify the `initrd` settings

1. Execute the following command to rename the original `initrd` file.

```
mv l4t_initrd.img l4t_initrd.img_orig
```

2. Execute the following command:

```
touch l4t_initrd.img
```

## Disable Console over UART

Prints over UART are a major bottleneck in kernel boot time. To reduce this time, you can remove `console=ttyS0` from the `extlinux.conf` configuration file.

Once the system is ready for deployment, you can remove the UART console logs or review the console logs over the Framebuffer console. The console log is `console=tty1` in the `extlinux.conf` configuration file.

## Compile-Time Configuration

To reduce compile-time configuration, examine the generated configuration file to identify which configurations are required. Once the required configurations are defined, identify which ones to boot asynchronously. For those configurations, the drivers probe is executed asynchronously in a separate thread instead of the main initial thread.

Additionally, examine the required configurations and verify that they can be programmed as modules so that the drivers are loaded when it is called for use. When the drivers are not loaded, the kernel image is reduced and more RAM space is available.

The following topics provide examples of each of these conditions.

## Asynchronous Probe

The asynchronous probe feature is available, by default, in Kernel Version 3.18. For Kernel Version 3.10, you must cherry-pick the patches from the mainline available at:

<https://lkml.org/lkml/2015/1/16/576>

### To move the driver to another thread

- Add the `probe_type` in your driver as follows:

```
static struct platform_driver sdhci_tegra_driver = {
    .driver          = {
        .name       = "sdhci-tegra",
        .of_match_table = sdhci_tegra_dt_match,
        .pm         = SDHCI_PLTFM_PMOPS,
        .probe_type = PROBE_PREFER_ASYNCHRONOUS,
    },
    .probe           = sdhci_tegra_probe,
    .remove          = sdhci_tegra_remove,
    .shutdown        = sdhci_tegra_shutdown,
};
```



## File System

To decrease boot time the filesystem, modify the following configurations to set them as modules:

```
CONFIG_FUSE_FS=m  
CONFIG_VFAT_FS=m  
CONFIG_NTFS_FS=m
```

## Sound

Audio codec requires some time to initialize, To eliminate this initialization time, disable the audio configurations as follows:

```
# CONFIG_SND_SOC_TEGRA_ALT is not set  
# CONFIG_SND_SOC_TEGRA_T210REF_MOBILE_ALT is not set  
# CONFIG_SND_SOC_TEGRA_T210REF_MOBILE_ES755_ALT is not set
```

# Lauterbach Debugging Scripts

This release includes Lauterbach scripts for debugging NVIDIA® Tegra®. These scripts are delivered as a TAR file that you can access by clicking [Lauterbach scripts](#). Alternatively, you can find these scripts within the documentation files at:

Tegra\_Linux\_Driver\_Package\_Documents/<release\_num>/nv14t\_docs/Tegra Linux Driver Packag

The following table describes the Lauterbach scripts supplied In the TAR file.

Script	Description
axi_attach.cmm	Sets the CPU for AXI access
config_coredump.t32	Provides environment variable settings and driver settings
config_cpu.t32	Provides environment variable settings
config_cpu_win.t32	Provides environment variable settings
cpu_attach.cmm	Attaches to CPU on Tegra <platform> BSP for kernel
cpu_boot_attach.cmm	Attaches to CPU on Tegra <platform> BSP for Ethernet boot
•cpu_boot_sdram_noload.cmm	•Boots CPU with various configurations
cpu_dcc_setup.cmm	Configures DCC for the CPU
cpu_dcc_swi_setup.cmm	Configures DCC using SWI method
cpu_disable_mmu.cmm	Disables the CPU MMU and caches
cpu_kernel_attach.cmm	•Attaches to CPU with kernel symbols loaded
cpu_kernel_load.cmm	•Loads kernel image via JTAG loader
cpu_menu_setup.cmm	Installs CPU-side menu buttons
cpu_monitor_attach.cmm	Attaches to the CPU with the monitor symbols loaded
cpu_mp_attach.cmm	Sets up CPU for complex core/ multiprocessor settings
cpu_uboot-attach.cmm	Boots CPU on with U-Boot already present in SDRAM
csite_cpu.cmm	Dumps CoreSight CPU apertures
install_customer_scripts	Installs scripts to the \$T32SYS (Android)

	C:\T32 (Windows) directory, then prompts user to customize configuration script
install_scripts	Installs lauterbach scripts
physical_setup.cmm	Reconfigures for boot loader physical addressing mode
setup_customer_environment.cmm	Sets up paths and global environment variables used by other scripts
•t32.cmm	•Initializes TRACE32
•t32_customer.cmm	•Default startup program for TRACE32
•t32cpu.bat	•Specifies TRACE32 instance is CPU for start up
toolbar_setup.cmm	Sets up common toolbar items
user_config_customer.cmm	Sets user-specific parameters, such as script variables
virtual_setup.cmm	Reconfigures virtual addressing mode for kernel
windows.cmm	Provides Windows settings
•t21x/t21x_axi_attach.cmm	•Sets user-specific parameters for TRACE32
•t21x/t21x_cpu_jtag_setup.cmm	•Sets user-specific parameters for TRACE32
•t21x/t21x_cpu_mp_jtag_setup.cmm	•Sets user-specific parameters for TRACE32
•t21x/t21x_init_cpu.cmm	•Sets user-specific parameters for TRACE32

## Setting Up the Lauterbach Debugging Scripts Environment

Four sets of commands must be run to set up the environment to execute the Lauterbach scripts. These are detailed below.

### To setup to run Lauterbach

1. Add these variables to ~/.bashrc:

```
$ export T32SYS=<directory you chose as your Trace32 install directory>
$ export T32TMP=/tmp
$ export T32ID=T32
$ export PATH=$PATH:$T32SYS/bin/pc_linux64:$T32SYS
```

2. In your build directory, set the following:

```
$ export TEGRA_TOP=$(pwd)
$ export TARGET_BOARD=t210ref
```

```
$ export TARGET_OS_SUBTYPE=gnu_linux
```

3. Download the tar ball of Lauterbach scripts from the link to them under the "Downloads" button and extract them.

The correct paths for Image and vmlinux are setup in the `user_config_customer.cmm` script.

4. Copy the required files to your t32 directory:

```
$ sudo -E ./install_customer_scripts
$ cp user_config_customer.cmm /opt/t32/user_config.cmm
$ cp ./setup_customer_environment.cmm ./setup_environment.cmm
```

5. Execute the following command on the host system:

```
$ t32cpu-64 &
```

6. Execute the following commands on the device:

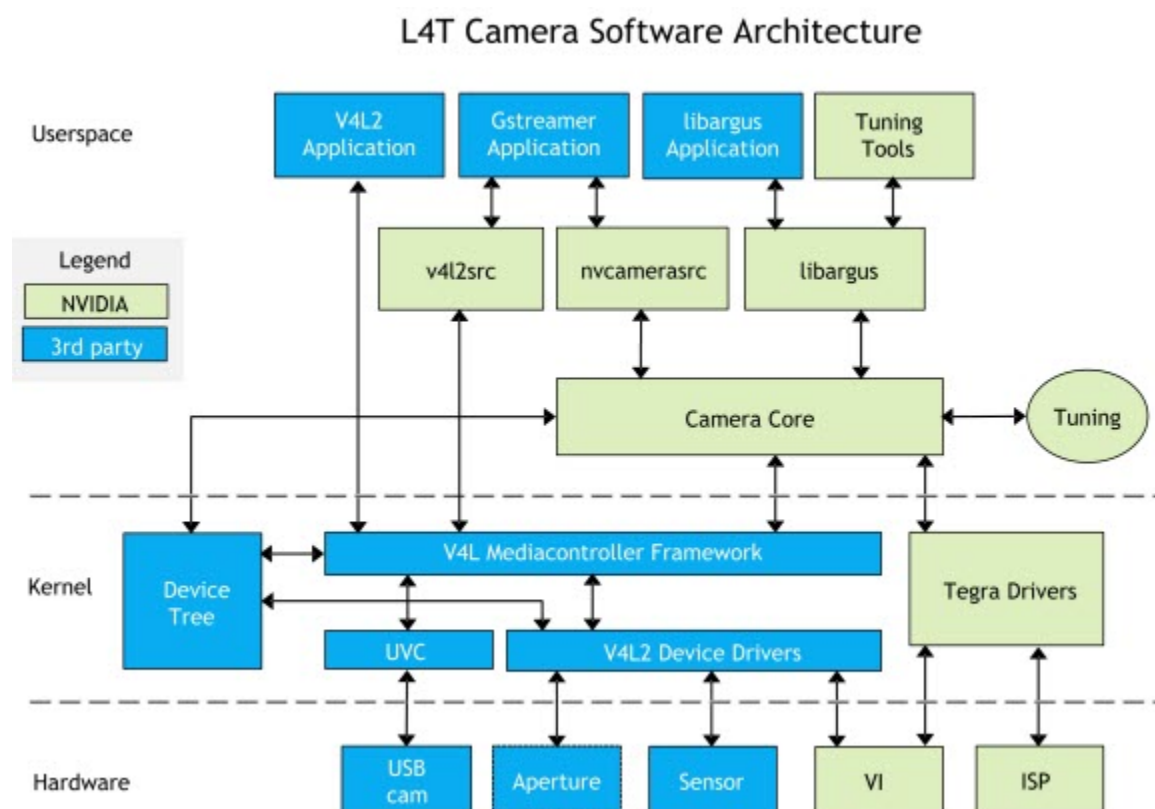
```
$ echo 0 > /sys/devices/system/cpu/cpuquiet/tegra_cpuquiet/enable
$ echo 1 > /sys/kernel/debug/cpuidle_t210/fast_cluster_states_enable
$ echo 1 > /sys/kernel/debug/cpuidle_t210/slow_cluster_states_enable
```

# Camera Software Development Solution

This document describes the NVIDIA® Jetson™ TX1 camera software solution and explains the NVIDIA supported and recommended camera software architecture for fast and optimal time to market. Development options are outlined and explained to customize the camera solution for USB, YUV, and Bayer camera support. Additionally, debugging approaches are explored to aid in the development process.

## Camera Architecture Stack

The NVIDIA camera software architecture includes NVIDIA components that allow for ease of development and customization:



The camera architecture includes the following NVIDIA components:

- **libargus**—Provides a low-level API based on the camera core stack.
- **nvcamerasrc**—An NVIDIA camera GStreamer plugin that provides many options to control ISP properties.
- **v4l2src**—A standard Linux V4L2 application that uses direct kernel IOCTL calls to access V4L2 functionality.

NVIDIA provides OV5693 Bayer sensor as a sample. NVIDIA tunes this sensor for the Jetson platform. The drive code, based on the media controller framework, is available at:

```
./kernel/drivers/media/i2c/ov5693.c
```

NVIDIA provides additional sensor support for BSP software releases. Developers must work with NVIDIA certified camera partners for any Bayer sensor and tuning support. The work involved includes:

- Sensor driver development
- Custom tools for sensor characterization
- Image quality tuning

These tools and operating mechanisms are NOT part of the public Jetson Embedded Platform (JEP) Board Support Package release.

For more information on sensor driver development, see the *NVIDIA Tegra X1 V4L2 Sensor Driver Programming Guide*.

## Camera API Matrix

The following table provides a matrix of the camera APIs available at each camera configuration.

	Uses Tegra ISP (CSI Interface)	Does not use Tegra ISP (CSI Interface)	USB (UVC) * (USB Interface)
Camera API	libargus GStreamer (GST-NVCamera)	V4L2	V4L2
• * Customer can support peripheral bus device such as: Ethernet Non-UVC USB			

**Note:** The default OV5693 camera does not contain an integrated ISP. Use of the V4L2 API with the reference camera records “raw” Bayer data.

## Approaches for Validating and Testing the V4L2 Driver

This topic provides various testing and debugging approaches to assist development and validation of the sensor functionality.

Once your driver development is complete, use the provided tools or application to validate and test the V4L2 driver interface.

For general GStreamer and multimedia operations, see the *Multimedia User Guide*, which is available from the NVIDIA Embedded Download Center at:

<https://developer.nvidia.com/embedded/downloads>

## Applications Using libargus Low-level APIs

The NVIDIA Multimedia API provides samples that demonstrate how to use the libargus APIs to preview, capture, and record the sensor stream.

The Multimedia API can be installed only with NVIDIA JetPack. It cannot be installed as a stand-alone package. JetPack is available for download from the NVIDIA Embedded Download Center at:

<https://developer.nvidia.com/embedded/downloads>

To view the *Multimedia API Reference*, click the API tab at the top of this page.

## Applications Using GStreamer with the nvcamerasrc Plugin

With GStreamer with the nvcamerasrc, you can:

- Enable ISP post-processing for Bayer sensors
- Perform format conversion
- Generate output directly for YUV sensor and USB camera

For example, for a Bayer sensor with the format 1080p/30/BGGR, you can:

- Save the preview into the file as follows:

```
gst-launch-1.0 nvcamerasrc num-buffers=200 sensor-id=0 ! 'video/x-raw(memory:NVMM),width=1920,height=1080,format=BGGR'
```

- Render the preview to an HDMI screen as follows:

```
gst-launch-1.0 nvcamerasrc sensor-id=0 ! 'video/x-raw(memory:NVMM),width=1920,height=1080,format=BGGR' ! videoconvert ! video/x-raw ! xv4l2sink
```

## Applications Using GStreamer with V4L2 Source Plugin

Use this approach for YUV sensor or USB camera to output YUV images without ISP post-processing. This approach does not use any of the NVIDIA camera software stack.

For example, a USB camera with the format 480p/30/YUY2, you can:

- Save the preview into a file as follows (based on software converter):

```
gst-launch-1.0 v4l2src num-buffers=200 device=/dev/video0 ! 'video/x-raw, format=YUY2, width=640, height=480' ! videoconvert ! video/x-raw ! xv4l2sink
```

- Render the preview to a screen as follows:

```
//export DISPLAY=:0 if you are operating from remote console
gst-launch-1.0 v4l2src device=/dev/video0 ! 'video/x-raw, format=YUY2, width=640, height=480' ! videoconvert ! video/x-raw ! xv4l2sink
```

For a YUV sensor with the format 480p/30/YUYV, you can:

- Save the preview into a file as follows (based on hardware accelerated converter):

```
gst-launch-1.0 -v v4l2src device=/dev/video0 ! 'video/x-raw, format=(string)UYVY, width=640, height=480' ! videoconvert ! video/x-raw ! xv4l2sink
```

- Render the preview to a screen as follows:

```
//export DISPLAY=:0 if you are operating from remote console
gst-launch-1.0 v4l2src device=/dev/video0 ! 'video/x-raw, format=(string)UYVY, width=(i
```

## Applications Using V4L2 IOCTL Directly

Use this approach to verify basic functionality during sensor bringup.

For example, capture from a Bayer sensor with the format 1080p/30/RG10:

```
v4l2-ctl --set-fmt-video=width=1920,height=1080,pixelformat=RG10 --stream-mmap --stream
```

## ISP Support

To enable ISP support

- Built-in to the Camera Core where the release package includes initial ISP configuration files for reference sensors.
- Place the ISP configuration file into RootFS so that when the system boots, it scans the pre-defined folders to search for the ISP configuration files that match the sensor module. This can be performed at runtime to provide more flexibility.

**Note:**

CSI cameras, with integrated ISP and USB camera, can work in ISP bypass mode. Provided ISP support is available for Jetson Developer Kit (OV5693) RAW camera module.

## Using the Leopard Imaging IMX185 Camera Module

The NVIDIA® Linux Tegra® Driver Package (L4T) provides a sample configuration file (Linux kernel device tree) to enable the Leopard Imaging IMX185 camera module.

The file, `tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dtb`, enables standard developer kit features along with the IMX185 camera module. The file enables the standard operating mode (UCM1). For UCM2 (24x7 operation mode), additional changes by the end-user are required.

### Prerequisites

- Jetson TX1 Developer Kit
- Leopard Imaging IMX185 camera module (not included in Developer Kit)

### To use the configuration file

1. If not already done, download and unpack the Linux for Tegra release R24.2 software
2. Create a copy of the flashing configuration file with the following command:

```
cp jetson-tx1.conf jetson-tx1-imx185.conf
```

3. Change the following line the configuration file entry for DTB:

```
DTB_FILE=tegra210-jetson-tx1-p2597-2180-a01-devkit.dtb
```



—To—

```
DTB_FILE=tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dtb
```

4. In the root file system image, modify the boot loader configuration file to load the modified device tree file:

- Locate and edit the following file

```
bootloader/t210ref/p2371-2180-devkit/extlinux.conf*
```

- In the above file, change:

```
FDT /boot/tegra210-jetson-tx1-p2597-2180-a01-devkit.dtb
```

—To—

```
FDT /boot/tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dtb
```

5. Flash the device, following the documented process, specifying the newly-created configuration file. For example:

```
flash.sh jetson-tx1-imx185 mmcblk0p1
```

After flashing, the developer kit should reboot with support for IMX185 enabled.

## To enable IMX185 supporting UCM2 (24x7 operation mode)

1. Locate and edit the following file:

```
arch/arm64/boot/dts/tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dts
```

2. Modify the file to include `tegra210-power-dvfs-override-ucm2c.dtsi` by making the changes shown in the following patch:

```
diff --git a/arch/arm64/boot/dts/tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dts
index 514b30f..7245512 100644
--- a/arch/arm64/boot/dts/tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dts
+++ b/arch/arm64/boot/dts/tegra210-jetson-cv-camera-li-mipi-adpt-a01-devkit.dts
@@ -115,3 +115,4 @@
    };

    };

    #include "tegra210-platforms/tegra210-jetson-cv-camera-li-mipi-adpt-a00.dtsi"
    #include "tegra210-platforms/tegra210-overrides/tegra210-power-dvfs-override-ucm2c.dtsi"
```

## Symlinks Changed by Mesa Installation

Installation of Mesa EGL may create a `/usr/lib/<ABI_directory>/libEGL.so` symlink, overwriting the symlink to the implementation library that should be used instead, `/usr/lib/<ABI_directory>/tegra-egl/libEGL.so`. This disrupts any client of EGL, including libraries in the release that use it for EGLStreams.

In this release, the symlink is replaced when the system is rebooted, fixing this issue on reboot. Similar workarounds have been applied in previous releases for other libraries such as libGL and libglx.

This topic provides advanced information for developing USB cameras and Bayer and YUV image sensor with NVIDIA® Tegra® Board Support Package (BSP) releases.

This topic describes the sensor driver architecture required by Tegra® platform software, and provides guidance on the implementation of drivers suitable for use with this software release. Implementation of a camera sensor driver will enable acquisition of camera data over the CSI bus, in the native format provided by the sensor, and is intended for use in enabling sensors that contain an ISP (e.g. YUV output).

The programming interfaces for the Tegra® ISP and associated image quality tuning are not covered in this document. NVIDIA provides a software implementation for supported camera modules. (For more information, refer to product documentation.)

NVIDIA Tegra BSP supports two types of camera programming paths, depending on the camera and the application.

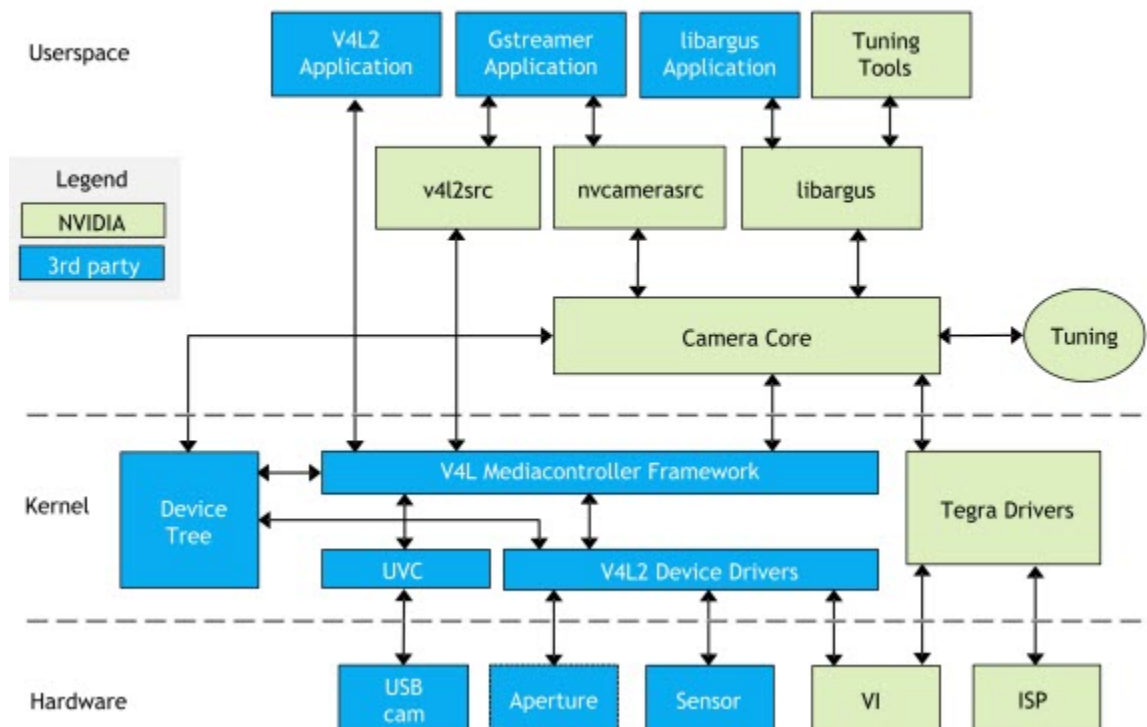
- Scalable Camera Framework
- Direct V4L2 Interface

## Scalable Camera Framework

The Scalable Camera Framework (SCF) user mode library provides all the controls and data processing between the application and kernel-mode V4L2 drivers. In applications that use the Tegra ISP functionality, use the Scalable Camera Framework. Typically, for Bayer sensors, applications use the SCF library to convert RGB format to YUV format and to do various post processing tasks.

The following block diagram shows how this framework with the application and kernel mode V4L2 drivers.

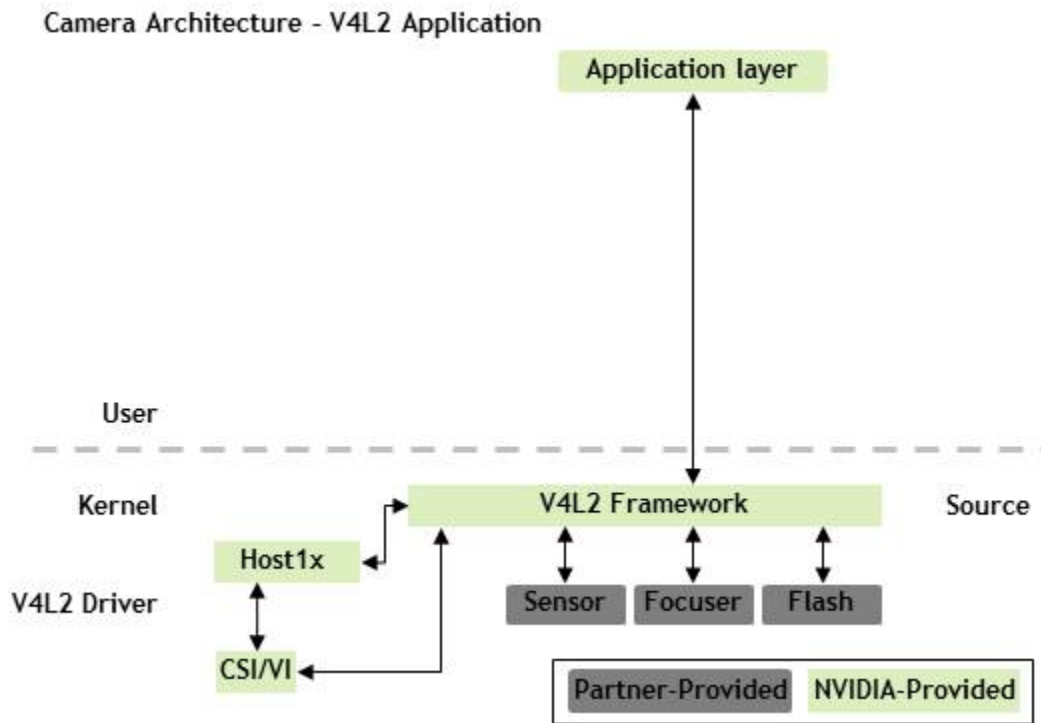
## L4T Camera Software Architecture



### Direct V4L2 Interface

In applications support a direct V4L2 interface, use this interface to communicate to the NVIDIA V4L2 driver without having to use the SCF library. Use this path for a YUV sensor since this sensor has a built-in ISP and frame does not need extra processing.

The following block diagram shows how an application uses the kernel mode V4L2 drivers:



This chapter describes how to bring up a Bayer sensor with the Tegra BSP. Bringing up the sensor requires customers to develop two things:

- Device Tree in the Linux kernel
- V4L2 sensor driver

Read the following sections to learn how to develop these; our examples use OmniVision OV5693 sensor, and the source code for OV5693 sensor is available to customers.

## Camera Modules

A camera module installed on the target platform can consist of one or more devices. A typical rear camera module includes a complementary metal-oxide semiconductor (CMOS) sensor, combined with a Voice Coil Motor (VCM) focuser. A typical front camera module might include a single CMOS sensor only.

To add one or more camera modules to a device tree, find or create a `tegra-camera-platform` device node in the kernel source tree. Usually, that node is in the following directory:

```
arch/arm64/boot/dts
```

In a `tegra-camera-platform` device node, you must create a module table (modules) with one or more modules. Each module must contain its basic information and the definition of the devices that are inside that module.

**Note:** All value fields in camera-related device nodes must use the string data type, except for the files that refer to other device nodes.

A typical device-tree node for a camera module looks like this:

```
tegra-camera-platform {
    compatible = "nvidia, tegra-camera-platform";
    modules {
        module0 {
            badge = "e3326_front_P5V27C";
            position = "rear";
            orientation = "1";
            drivernode0 {
                pcl_id = "v4l2_sensor";
                proc-device-tree = "/proc/device-tree/host1x/i2c@546c0000/ov5693_c@36";
            };
            drivernode1 {
                pcl_id = "v4l2_focuser_stub";
            };
        };
    };
};
```

## Module Properties

The following table shows the information for `moduleX`: `module` (or `moduleX`: `modules`).

Property	Value
• <code>badge</code>	<ul style="list-style-type: none"> <li>•A unique name that identifies this module.</li> <li>•Guidelines for naming the three parts of the <code>badge_info</code> property: <ul style="list-style-type: none"> <li>• The first part is the camera board ID (<code>camera_board_id</code>) of the module.</li> <li>• The second part contains the position of the module, for example, <code>rear</code> or <code>front</code>.</li> <li>• The third part contains the last six characters of a part number, which you can find in the data sheet on the module from the vendor.</li> </ul> </li> <li>•If your system has multiple modules that are identical, create a unique name for each module.</li> <li>•For example, if you have one module for a rear facing camera and an identical module for a front facing camera, you can call the rear camera module <code>e3326_rear_P5V27C</code> and the front camera module <code>e3326_front_P5V27C</code>.</li> </ul>
• <code>position</code>	<ul style="list-style-type: none"> <li>•The camera-facing information. The positions supported depends on the number of cameras in the system: <ul style="list-style-type: none"> <li>• Two-camera system: <code>rear</code> and <code>front</code>.</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>• <b>Three-camera system:</b> bottom, top, and center.</li> <li>• <b>Six-camera system:</b> bottomleft, bottomright, centerleft, centerright, topleft, and topright.</li> </ul>
•orientation	<ul style="list-style-type: none"> <li>•The orientation related to the display panel. If there is no display panel, just label each camera with 0-based index. <ul style="list-style-type: none"> <li>• Rear facing: 0</li> <li>• Front facing: 1</li> </ul> </li> </ul>
•drivernodeX	<ul style="list-style-type: none"> <li>•The information on the driver node; X: 0-based index.</li> </ul>

## Driver Properties

The following table shows the information for `drivernodeX`: device (or `drivernodeX`: devices).

Property	Value
•pcl_id	•A unique name that identifies this device.

## Individual Imaging Device

An imaging device (a component inside the camera module) can be a sensor, focuser, or flash. Be sure to add all the required information to the device-tree node to support the device operation.

For each device-tree node for a device, assign a device node that contains the name of the device, its slave address, and a compatible string that identifies the node.

**Note:** Except for the ones that refer to other device nodes, all value fields in camera-related device nodes must use the string data type.

An example device-tree node for the OV5693 V4L2 sensor driver:

```
ov5693_c@36 {
    compatible = "nvidia,ov5693";
    reg = <0x36>;
    devnode = "video2";

    physical_w = "3.674";
    physical_h = "2.738";
    sensor_model = "ov5693";

    avdd-reg = "vana";
    iovdd-reg = "vif";

    mode0 { // OV5693_MODE_2592X1944
        mclk_khz = "24000";
        num_lanes = "2";
```

```

tegra_sinterface = "serial_c";
discontinuous_clk = "no";
dpcm_enable = "false";
cil_settletime = "0";

active_w = "2592";
active_h = "1944";
pixel_t = "bayer_bggr";
readout_orientation = "90";
line_length = "2688";
inherent_gain = "1";
mclk_multiplier = "6.67";
pix_clk_hz = "160000000";

min_gain_val = "1.0";
max_gain_val = "16";
min_hdr_ratio = "1";
max_hdr_ratio = "64";
min_framerate = "1.816577";
max_framerate = "30";
min_exp_time = "34";
max_exp_time = "550385";
Embedded_metadata_height = "0";
};
...
};

```

## Device Properties

For the device tree node for the V4L2 sensor-device, define the required hardware resource for the device, as shown in the following table.

Property	Value
•compatible	•Specifies the device identifier. The Linux kernel uses this keyword to bind the device driver to a specific device.
•reg	•Specifies the I2C slave address.
•mclk	•Specifies the name of the input clock for the device. <b>•Note:</b> CAM1_MCLK (GPIO_PS0) and CAM2_MCLK (GPIO_PS1)



	are both from <code>extperiph3_clk</code> , of which <code>clk</code> name must be <code>cam_mclk1</code> (or <code>mclk3</code> ).
•XXX-gpio	<ul style="list-style-type: none"> <li>•Specifies the general-purpose input/output (GPIO) pins for the device, where XXX is the GPIO pin for the camera.</li> <li>•There are four default gpio pins for camera: <ul style="list-style-type: none"> <li>• S4 - Camera0 Reset</li> <li>• S7 - Camera0 Power Down</li> <li>• S5 - Camera1 Reset</li> <li>• T0 - Camera1 Power Down</li> </ul> </li> </ul>
•XXX-supply	<ul style="list-style-type: none"> <li>•Specifies the regulator for the device, where XXX is the actual regulator name defined somewhere else in the device tree. The <code>-supply</code> suffix is mandatory.</li> <li>•The following are the defined regulators: <ul style="list-style-type: none"> <li>• <code>vana-supply = &lt;en_vdd_cam_hv_2v8&gt;; // analog 2.8v</code></li> <li>• <code>vdig-supply = &lt;en-vdd-cam_1v2&gt;; // digital 1.2v</code></li> <li>• <code>vif-supply = &lt;en-vdd-cam&gt;; // interface 1.8v</code></li> <li>• <code>vvcn-supply = &lt;en_vdd_vcm_2v8&gt;; // analog 2.8v for vcm</code></li> </ul> </li> </ul>
•XXX-reg	<ul style="list-style-type: none"> <li>•Specifies the name of the regulator, where XXX is the regulator name for the sensor driver. The value of this field is the regulator name with the suffix <code>-reg</code>.</li> <li>•The following are the defined regulators: <ul style="list-style-type: none"> <li>• <code>avdd-reg = "vana";</code></li> <li>• <code>dvdd-reg = "vdig"</code></li> <li>• <code>iovdd-reg = "vif"</code></li> <li>• <code>vcmvdd-reg = "vvcn"</code></li> </ul> </li> </ul>
•physical_w	•Specifies the physical width (in millimeters) of the sensor.
•physical_h	•Specifies the physical height (in millimeters) of the sensor.
•sensor_model	Specifies which sensor is in this module
•devnode	Specifies a value used to derive the kernel device node. <ul style="list-style-type: none"> <li>• <code>/dev/&lt;devnode&gt;</code></li> </ul>
•post_crop_frame_drop	Specifies number of frames to be dropped after applying sensor crop settings.
•use_decibel_gain	When set to true, analog gain value received by driver is expressed in decibels. $\text{dB} = 20 * \log(\text{Analog Gain})$

## Property-Value Pairs

The following table describes the property-value pairs that apply to the sensor mode for the V4L2 implementation.

Property	Value
•modeX	<ul style="list-style-type: none"> <li>•Specifies the sensor-mode information, that is, the X: 0-based index.</li> </ul>

•ports	•Specifies the media controller graph binding information.
•mclk_khz	•Specifies the standard MIPI driving clock, which is typically 24MHz.
•num_lanes	•Specifies the number of lane channels the sensor is programmed to output.
•tegra_sinterface	•Specifies the base Tegra serial interface to which the lanes are connected.
•discontinuous_clk	•Specifies the indication that the sensor is programmed to use a discontinuous clock on MIPI lanes.
•cil_settletime	•Specifies the value of the settle time of the MIPI lane. A 0 value attempts to auto-calibrate according to the <code>mclk_multiplier</code> parameter.
•dpcm_enable	•Specifies whether to enable dpcm compression for this mode. •Set to <code>true</code> or <code>false</code> .
•active_h	•Specifies the height of the pixel-active region.
•pixel_t	•Specifies the readout pixel pattern of the sensor. •The following examples shows the values for Bayer sensors with the “bggr” pixel pattern: <ul style="list-style-type: none"> <li>• 10 bit: <code>bayer_bggr</code></li> <li>• 12 bit: <code>bayer_bggr12</code></li> <li>• 14 bit: <code>bayer_bggr14</code></li> </ul>
•readout_orientation	•Specifies the readout orientation that is based on the orientation of the camera module. Change this property if you would like to program a different readout order for this mode. •Possible values: <ul style="list-style-type: none"> <li>• 0</li> <li>• 90</li> <li>• 180</li> <li>• 270</li> </ul>
•line_length	•Specifies the pixel line length (width) for sensor mode for calibrating the features in our camera stack. •This value must be equal or larger than <code>active_w</code> .
•mclk_multiplier	•Specifies the multiplier to MCLK for timing the capture sequence of the hardware. Use the following equation to calculate this value: • <code>mclk_multiplier = desired ISP clock frequency / mclk</code> . •This value must be larger than <code>pixel_clk_hz / mclk</code> to prevent ISP underrun.
•pix_clk_hz	•Specifies the sensor pixel clock for calculating the exposure, frame rate, and so forth.

	<ul style="list-style-type: none"> <li>•This value is calculated based on input clock (<code>mclk</code>) and PLL settings from sensor mode table. Please refer to sensor data sheet for how to calculate this value.</li> </ul>
• <code>inherent_gain</code>	<ul style="list-style-type: none"> <li>•Specifies the gain obtained inherently from the mode, that is, pixel binning.</li> <li>•Set to 1 if you do not know this value.</li> </ul>
• <code>min_gain_val</code>	<ul style="list-style-type: none"> <li>•Specifies the minimum gain limit for the mode.</li> </ul>
• <code>max_gain_val</code>	<ul style="list-style-type: none"> <li>•Specifies the maximum gain limit for the mode. This can be increased to include digital gain, if that is supported by the sensor.</li> </ul>
• <code>min_exp_time</code>	<ul style="list-style-type: none"> <li>•Specifies the minimum exposure time limit for the mode in microseconds.</li> </ul>
• <code>max_exp_time</code>	<ul style="list-style-type: none"> <li>•Specifies the maximum exposure time limit for the mode in microseconds.</li> </ul>
• <code>min_hdr_ratio</code>	<ul style="list-style-type: none"> <li>•Specifies the minimum high-dynamic-range (HDR) ratio limit for the mode (for interleave HDR sensors).</li> <li>•For non-HDR sensors, set <code>min_hdr_ratio</code> to an empty string.</li> </ul>
• <code>max_hdr_ratio</code>	<ul style="list-style-type: none"> <li>•Specifies the maximum HDR ratio limit for the mode (for HDR sensors).</li> </ul>
• <code>min_framerate</code>	<ul style="list-style-type: none"> <li>•Specifies the minimum frame-rate limit for the mode in frames per second (fps). Use the following equation to calculate this value:  <math display="block">\text{min\_framerate} = \text{pix\_clk\_hz} / (\text{line\_length} * \text{maximum frame length})</math> </li> </ul>
• <code>max_framerate</code>	<ul style="list-style-type: none"> <li>•Specifies the maximum frame-rate limit for the mode in fps. Use the following equation to calculate this value:  <math display="block">\text{max\_framerate} = \text{pix\_clk\_hz} / (\text{line\_length} * \text{minimum frame length})</math> </li> </ul>
• <code>embedded_metadata_height</code>	<ul style="list-style-type: none"> <li>•Specifies how many extra embedded metadata rows for each frame.</li> <li>•Set to 0 to disable embedded metadata support.</li> </ul>

## Example Focuser Driver Properties

The following table shows the required information for the example of the LC898212 focuser driver.

```
lc898212@72 {
    compatible = "nvidia,lc898212";
    reg = <0x72>;

    devnode = "video6";
```

```

type = "default";
ports {
    #address-cells = <1>;
    #size-cells = <0>;
    port@0 {
        reg = <0>;
        lc898212_out0: endpoint {
            remote-endpoint = <&vi_in1>;
        };
    };
};
};

```

The following table describes the focuser driver properties.

Property	Value
•compatible	•Specifies the device identifier.
•reg	•Specifies the I2C slave address.
•type	•Specifies the focuser type: <ul style="list-style-type: none"> <li>• default: VCM focuser.</li> <li>• steppermotor: Stepper motor focuser.</li> </ul>
•ports	•Media controller graph binding info.

## V4L2 Kernel Driver

The content of this chapter is based on the Video for Linux 2 (V4L2) driver for the OmniVision OV5693 sensor (`ov5693.c`) at:

```
kernel/drivers/media/i2c/ov5693.c
```

NVIDIA suggests that you look at that source before reading this the rest of this chapter.

## Macro Definitions

Following are the sensor-specific macro values:

- The minimum and maximum values for each control.
- The default value for each control.
- The macro values that is required for sensor timing or general functionality.

## Sensor-Private Data

The following structure contains the private data that are specific to the sensor:

```
struct ov5693 {
    struct camera_common_power_rail power;
    int numctrls;
    struct v4l2_ctrl_handler ctrl_handler;
    struct camera_common_eeprom_data eeprom[OV5693_EEPROM_NUM_BLOCKS];
    u8 eeprom_buf[OV5693_EEPROM_SIZE];
    struct i2c_client *i2c_client;
    struct v4l2_subdev *subdev;
    struct media_pad pad;
    s32 group_hold_prev;
    bool group_hold_en;
    struct regmap *regmap;
    struct camera_common_data *s_data;
    struct camera_common_pdata *pdata;
    struct v4l2_ctrl *ctrls[];
};
```

The following table describes the sensor properties.

Property	Value
•power	•Holds generic power controls, include regulators, clks, and GPIOs.
•numctrls	•Holds the number of v4l2 controls for the sensor.
•ctrl_handler	•Holds the required v4l2 handler to controls, needed for v4l2 control init.
•i2c_client	•Holds a handle to i2c_client, used to access to sensor i2c client instance.
•subdev	•Holds a handle for v4l2 sub-device, needed to run subdev operations (ops).
•eeprom	•Holds common EEPROM device data.
•eeprom_buf	•Holds EEPROM buffer storage.
•pad	•Holds media pad used for media controller initialization for a device to work as SINK or SOURCE.

•group_hold_prev	•Holds previous state use by group hold control handler to check for change of state.
•group_hold_en	•Holds group hold enable flag directly related to group hold control.
•reg_map	•Holds a register map setup for I2C read and write.
•s_data	•Holds a handle to common data, see documentation for camera_common_data.
•pdata	•Holds a handle to common platform data, populated by read Device Tree.
•ctrls	•Holds handles to initialized v4l2 controls, dynamic array, MUST BE LAST FIELD.

## Configuring Regmap

Depending on the I2C interface of the sensor, you should update the values of `reg_bits` and `val_bits`.

```
regmap_config {
    reg_bits = 16;
    val_bits = 8;
};
```

The following table describes the `regmap_config` properties.

Property	Value
•reg_bits	•Specifies the number of bits needed to represent the I2C register offset.
•val_bits	•Specifies the number of bits in the buffer to store data to be transferred over I2C.

Check the vendor register programming table of your sensor to determine the size of `reg_bits` and `val_bits`.

## Configuring Controls

To link the controls to their control handlers, set up the function pointers:

- Point `g_volatile_ctrl` to the internal `get volatile` control handler of the sensor.
- Point `s_ctrl` to the internal `set` control handler of the sensor.

```
static const struct v4l2_ctrl_ops ov5693_ctrl_ops = {
    .g_volatile_ctrl = ov5693_g_volatile_ctrl,
    .s_ctrl = ov5693_s_ctrl,
};
```

The following code example lists the controls and their initialized values. This list is looped through during the

`ctrls_init` call to initialize each of the controls. Each control is then accessible through the `ctrls` handler in the private data. The set of controls defined for OV5693 are the standard ones used by the user-mode PCL V4L2 driver.

**Note:** Additional controls require a change in the PCL user mode driver.

Three types of controls are defined for the OV5693 sensor.

```
static struct v4l2_ctrl_config ctrl_config_list[] = {
/* Integer Control: setting integer values such as gain, coarse
 * time, *and frame length.
 */
{
    .ops = &ov5693_ctrl_ops, //pointer to control ops
                               //function

    .id = V4L2_CID_GAIN,      //id, defined in
                               //camera_common.h

    .name = "Gain",           //string name of control
    .type = V4L2_CTRL_TYPE_INTEGER, //type of control
    .flags = V4L2_CTRL_FLAG_SLIDER, //control flags

    // The following three are the value most likely
    // needs changing
    .min = OV5693_MIN_GAIN,    //control value lower bound
    .max = OV5693_MAX_GAIN,    //control value upper bound
    .def = OV5693_DEFAULT_GAIN, //default control value
    .step = 1,                 //increment step size for
                               //value
},
...
/* String Data Control: converts data to string format then
 * send to PCL user mode
 * drivers, used for EEPROM, OTP, and fuse id.
 */
{
    .ops = &ov5693_ctrl_ops,
```

```

        .id = V4L2_CID_EEPROM_DATA,
        .name = "EEPROM Data",
        .type = V4L2_CTRL_TYPE_STRING,
        .flags = V4L2_CTRL_FLAG_VOLATILE,
        .min = 0,

        /* the following one is the value that likely needs
         * changing, the string size is 2 times actual
         * buffer size
         */
        .max = OV5693_EEPROM_STR_SIZE,
        .step = 2,
    },
    ...

/* Menu Control: used as on/off switch for group hold and HDR.
 * switch_ctrl_qmenu is used to define the states on/off there
 * shouldn't be a need to change these controls, unless a
 * completely new one is being added.
 */
{
    .ops = &ov5693_ctrl_ops,
    .id = V4L2_CID_GROUP_HOLD,
    .name = "Group Hold",
    .type = V4L2_CTRL_TYPE_INTEGER_MENU,
    .min = 0,
    .max = ARRAY_SIZE(switch_ctrl_qmenu) - 1,
    .menu_skip_mask = 0,
    .def = 0,
    .qmenu_int = switch_ctrl_qmenu,
},
};

```

## Setting Up Control Registers

Set up register writes for integer controls with the following functions. `addr` depends on the sensor being used; `val` is the source from the control handler. These functions are called by each control handler to set up register writes for each of the controls.

- `ov5693_get_frame_length_regs`



- `ov5693_get_coarse_time_regs`
- `ov5693_get_coarse_time_short_regs`
- `ov5693_get_gain_reg`
- `ov5693_get_gain_short_reg`

## Read-Write Wrapper in the Register

The following functions are wrappers for the read-write interface of the I2C register. For OV5693, use the `regmap` interface. However, you can modify these functions for other interfaces.

- `ov5693_read_reg`
- `ov5693_write_reg`
- `ov5693_write_table`

## Power Functions

The following table describes the functions for power-related controls.

Function	Description
• <code>ov5693_power_on</code>	<ul style="list-style-type: none"> <li>•Contains the power-on sequence. You must modify this function according to the specification sheets.</li> <li>•Calls <code>regulator_enable()</code> to turn on regulators and use <code>gpio_set_value()</code> to toggle the GPIO pins.</li> </ul>
• <code>ov5693_power_off</code>	<ul style="list-style-type: none"> <li>•Contains the power-off sequence. You must modify this function according to the specification sheets.</li> <li>•Calls <code>regulator_enable()</code> to turn on regulators and use <code>gpio_set_value()</code> to toggle the GPIO pins.</li> </ul>
• <code>ov5693_power_put</code>	•Calls <code>regulator_put ()</code> on all regulators.
• <code>ov5693_power_get</code>	•Calls <code>camera_common_regulator_get()</code> helper function or <code>regulator_get()</code> to acquire all regulators.

## Setting Up V4L2 Subdevice and Camera Common

The `ov5693_s_stream` function is mainly for writing mode tables by making calls to register the `write_table` function. You set up mode tables in the `ov5693_mode_tbls.h` file. For details, see [Mode Tables](#) in this chapter.

In addition to writing mode tables and enabling the stream through stream-enable register writes, `ov5693_s_stream` also writes the initial integer-control values to the register through direct calls to the integer-control handlers. For details, see the section [Control Handlers](#).

```
control.id = V4L2_CID_GAIN;
err = v4l2_g_ctrl(&priv->ctrl_handler, &control);
err |= ov5693_set_gain(priv, control.value);
```

.....

If a test pattern is supported by the sensor and you can create a register table for that pattern, you can add a `test_mode` flag to write the test-mode table here.

Camera common is a set of functions that are common to camera drivers of the NVIDIA kernel, to which this driver refers. Camera common sets up most of the V4L2 framework, requiring linkage from the driver in the form of the following:

```
struct camera_common_sensor_ops
struct camera_common_data
```

For details on modifying and adding new modes, see [Mode Tables](#) in this chapter.

The following code snippets set up the V4L2 subdevices and camera common for registering the sensor driver with the V4L2 framework. The `s_stream` pointer must point to the internal `s_stream` function of the sensor; you can leave the other pointers as is.

```
static struct v4l2_subdev_video_ops ov5693_subdev_video_ops = {
    .s_stream = ov5693_s_stream,
    ...
};
```

You need not modify this structure:

```
static struct v4l2_subdev_core_ops ov5693_subdev_core_ops = {
    ...
};
```

Match the name for the pointer for the `core` and `video` operations function with the two from above, as follows:

```
static struct v4l2_subdev_ops ov5693_subdev_ops = {
    .core = &ov5693_subdev_core_ops,
    .video = &ov5693_subdev_video_ops,
};
```

During the parsing of the device tree, `of_device_id` matches the `compatible` field with the one in the Device Tree.

```
static struct of_device_id ov5693_of_match[] = {
    { .compatible = "nvidia,ov5693", },
    { },
};
```

This structure is required for camera common and you must set up the function pointers appropriately. Link the `power_on`, `power_off`, `write_reg`, and `read_reg` functions here:

```
static struct camera_common_sensor_ops ov5693_common_ops = {
    .power_on = ov5693_power_on,
```

```
.power_off = ov5693_power_off,
.write_reg = ov5693_write_reg,
.read_reg = ov5693_read_reg,
};
```

## Control Handlers

This section describes the control handlers.

### Set Control

The two subsections describe the handlers for set control.

### V4L2 Set-Control Operation

The V4L2 set-control function contains a `switch` statement to redirect set-control calls to their appropriate control handlers.

**Note:** Read-only controls, such as `fuse_id` and One-Time Programmable Read-Only Memory (OTP ROM), do not have a case statement in the control ID `switch` statement.

```
ov5693_s_ctrl {
    ...
    switch (ctrl->id) {
        case V4L2_CID_GAIN:
            ...
        case V4L2_CID_EEPROM_DATA:
            ...
        case V4L2_CID_HDR_EN:
            ...
    }
    ...
}
```

**Note:** For `EEPROM_DATA`, the string control must have a pre-allocated string passed in. Hence, a null check is necessary before passing the string to the control handler.

HDR\_EN is a pure software control. No control handler writes to the hardware so simply break out of the switch statement.

## Setter-Control Handlers (Writes)

Setter-control handlers are the control handlers called by `s_ctrl`. They perform additional control-handling operations, such as writes to registers. The majority of these controls make calls to the control register setup functions (see the section [Setting Up Control Registers](#)). The exception is `write_eeprom`, which acts as a separate I2C device with its own I2C write interface.

- `ov5693_set_group_hold`
- `ov5693_set_gain`
- `ov5693_set_frame_length`
- `ov5693_set_coarse_time`
- `ov5693_set_coarse_time_short`
- `ov5693_write_eeprom`

Note a special case for the gain-control handler, which contains a function call to:

```
ov5693_calculate_gain(val, OV5693_GAIN_SHIFT);
```

The function takes a binary-coded decimal from user space as input and computes the gain-register value according to the vendor-provided gain-calculation formula. Because that formula can vary from sensor to sensor, you must rewrite this function in the V4L2 sensor driver for each of the sensors.

The input of this function is the gain value passed in from user space. The value is a binary-coded decimal ranging from 1 to 16. The binary-coded decimal is divided into a six-byte integer representation and a two-byte decimal representation. The most significant six bytes of `val` is the integer representation. The least significant two bytes is the decimal representation, which is actually the numerator of a fraction over the maximum decimal representation of 0xFF.

The output of this function is the actual gain-register value programmed over I2C. That value depends on the gain-calculation formula provided by the sensor vendor (usually found in the data sheets for the sensor). The goal of this function is to convert the decimal `val` input into the gain-register value with as little truncation as possible.

For the OV5693 formula on which the `ov5693_calculate_gain` (or `to_gain`) function is based, see the *OV5693 Software Reference Manual*.

## Exposure/Framerate Controls

Sensor drivers controlling sensor exposure and frame rate must implement `V4L2_CID_FRAME_LENGTH` and `V4L2_CID_COARSE_TIME` controls. These controls are used to update sensor frame length and coarse integration time registers with the values calculated from user-mode camera stack.

If the sensor driver has special requirements or direct calculation of the exposure and frame rate is required, `V4L2_CID_FRAME_RATE` and `V4L2_CID_EXPOSURE` controls can be implemented instead. When these two controls are implemented, they receive unprocessed frame rate and exposure values in fixed point format. The driver must perform any necessary determination of final register settings.

### Note:

The `V4L2_CID_FRAME_LENGTH` and `V4L2_CID_COARSE_TIME` controls take 32-bit input parameters and `V4L2_CID_FRAME_RATE` and `V4L2_CID_EXPOSURE` take 64-bit input

parameters. Use either set of controls but do not mix or use both sets at once.

## Fixed Point Format

When the driver implements `V4L2_CID_FRAME_RATE` and `V4L2_CID_EXPOSURE` controls, the received control values are in Q10.22 fixed point format. In Q10.22 fixed point format the upper 10 bits are for storing integer values and the lower 22 bits are for fraction values. This is a workaround for lacking floating point in the kernel.

This formatting is achieved by multiplying the original value with  $1 \ll 22$ . For your convenience, a `FIXED_POINT_SCALING_FACTOR` value is defined.

```
#define FIXED_POINT_SCALING_FACTOR (1ULL << 22)
```

Caution should be taken before using these fixed point format values. The value must be divided back to original precision for the calculation. For best results, multiply first, and then divide the value with `FIXED_POINT_SCALING_FACTOR` last, to avoid unexpected truncation/rounding issues.

## Get-Volatile Control

Following are the get-volatile controls:

- **V4L2 get-volatile control operation:** The `ov5693_g_volatile_ctrl` function contains a switch statement for redirecting get-control calls to their appropriate control handlers.

**Note:** For non-volatile controls, get-control simply returns the previously written value stored in the control handler.

- **Get-control handler (reads):** The `ov5693_read_eeprom` control handler is an example of a get-volatile control handler. This handler reads the volatile value directly from the EEPROM register and updates the value that is read back every time get is called on this control.

## Other Control-Related Functions

Following are two other control-related functions:

- **EEPROM device-related controls:** These two functions are for setting up EEPROM as a separate I2C device with its own regmap interface:

```
ov5693_eeprom_device_init
ov5693_eeprom_device_release
```

- **Handlers called only on `ctrls_init`:** These control handlers are called only once from the `ctrls_init` function (see the section [Boot-Time Initialization](#)). That is because OTP and `fuse_id` controls are read-only and their values only need to be read once during boot time.

## Boot-Time Initialization

This section describes the functions for initializing boot time.

### Control Initialization

The `ov5693_ctrls_init` function iterates through `ctrl_config_list` (see [Configuration Controls](#)) and

registers each control as a new custom control with the V4L2 framework. `s_ctrl` is also called for each control to set it to its default value defined in `ctrl_config_list`.

You need not modify the function except for the calls for initializing the value for the read-only controls. See the calls to `otp_setup` and `fuse_id_setup` in the section [Control Handlers](#).

```
ov5693_ctrls_init {
    ...
    err = ov5693_otp_setup(priv);
    ...
    err = ov5693_fuse_id_setup(priv);
    ...
}
```

## Device Tree Parser

The `ov5693_parse_dt` function, which parses device trees, takes the Device Tree node and looks for the parameters (according to the sensor-related private data) required by the sensor driver.

The values include but are not limited to the following:

```
mclk
pwn-gpios
reset-gpios
af-gpios
avdd-reg
dvdd-reg
iovdd-reg
```

For details on how to set up device trees with the appropriate values, see the documentation. You must match the name list with the names in the Device Tree for their respective name-value pairs.

## Port binding

```
vi {
    ports {
        port@0 {
            reg = <0>;
            vi_in0: endpoint {
                bus-width = <2>;
                remote-endpoint = <&ov5693_out0>;
            };
        };
    };
};
```

```

ov5693_c@36 {
    ports {
        port@0 {
            reg = <0>;
            ov5693_out0: endpoint {
                csi-port = <2>;
                bus-width = <2>;
                remote-endpoint = <&vi_in0>;
            };
        };
    };
};

```

The following table describes the port binding properties.

Function	Description
•port	•Specifies the mediapad that the port is connected. All imager devices will have only one media pad for binding the connection with VI.
•csi-port	•This value defines the CSI port sensor is connected. For imager devices like focuser or flash this field is not required.
•bus-width	•Bus width defines the number of CSI lanes connected to sensor.
•remote-endpoint	•Remote end point is the label used for binding two ports. The binding expects one port is the sink and the other one is the source.

## Media Controller Setup

A few additional components are needed to setup the media controller for V4L2 use. The open call is a placeholder operation for satisfying the V4L2 sub device internal operation requirements. The setup likely will not need to be change besides a name changed to match the devices.

```
ov5693_open
```

Sub device function ops need to link to the open operation:

```

static const struct v4l2_subdev_internal_ops ov5693_subdev_internal_ops = {
    .open = ov5693_open,
};

```

Media entity function ops need to link to the V4L2 sub device link validation method:

```
static const struct media_entity_operations ov5693_media_ops = {
    .link_validate = v4l2_subdev_link_validate,
};
```

## Sensor-Driver Probing

The following subsections explain the probe function of the sensor driver.

### Entry Point for Initialization During Boot

The `ov5693_probe` function is the entry point of the driver. The function starts off by allocating memory for common data and sensor-private data (see the section [Sensor-Private Data](#)).

```
common_data = devm_kzalloc(&client->dev,
    sizeof(struct camera_common_data), GFP_KERNEL);

priv = devm_kzalloc(&client->dev,
    sizeof(struct ov5693) + sizeof(struct v4l2_ctrl *) *
    ARRAY_SIZE(ctrl_config_list),
    GFP_KERNEL);
```

The function then initializes regmap:

```
priv->regmap = devm_regmap_init_i2c(client, &sensor_regmap_config);
```

Next, the function calls the other initialization functions, including the following:

```
// See the section Parser for Device Trees: stored in private
// data pdata field.
ov5693_parse_dt(client);

// See the section Power Functions.
ov5693_power_get(priv);

// Link the appropriate subdev ops (see the section
// Setting Up V4L2 Subdevice and Camera Common.
v4l2_i2c_subdev_init(&common_data->subdev, client, &subdev_ops);

// See the section Initialization of Controls.
ov5693_ctrls_init(priv);

// See the section Other Control-Related Functions.
```



```
ov5693_eeprom_device_init(priv);
```

Next, the function links the common data and sensor-private values:

```
// Link to ops. See Setting Up V4L2 Subdevice and Camera Common.
common_data->ops = &ov5693_common_ops;

// Control handler linking
common_data->ctrl_handler = &priv->ctrl_handler;

// I2C client passed in to probe
common_data->i2c_client = client;

// Default to frame format 0. See Mode Tables in this chapter.
common_data->frmfmt = &ov5693_frmfmt[0];

// Based on default data format definition, generally defaults
// to the same format. See the section Macro Definitions.
common_data->colorfmt = camera_common_find_datafmt(
    OV5693_DEFAULT_DATAFMT);

// Power-handler linking
common_data->power = &priv->power;

// Sensor-private data linking
common_data->priv = (void *)priv;

// Number of format is frame format. See the section Macro Definitions.
common_data->numfmts = ARRAY_SIZE(ov5693_frmfmt);

// Set up of port information for device
camera_common_parse_ports(...)

// Port information is also used to create the name for debugfs node setup
sprintf(debugfs_name, "ov5693_%c", common_data->csi_port + 'a');
camera_common_create_debugfs(common_data, debugfs_name);
```

### Setup of Default Values for Common Data

See the section [Macro Definitions](#).

```
common_data->def_mode = OV5693_DEFAULT_MODE;
common_data->def_width = OV5693_DEFAULT_WIDTH;
common_data->def_height = OV5693_DEFAULT_HEIGHT;
common_data->def_clk_freq = OV5693_DEFAULT_CLK_FREQ;
debugfs_name

// I2C client passed in to probe
priv->i2c_client = client;

// Link to common data above
priv->s_data = common_data;

// Link to V4L2 subdevice handler
priv->subdev = &common_data->subdev;
// Link to subdevice dev to i2c_client dev (for media controller usage)
priv->subdev->dev = &client->dev;

// Initialize previous group hold state to 0
priv->group_hold_prev = 0;
```

## Setup of Media Controller

All imager devices must register themselves as sub devices to media controller framework. VI acts as the master device which controls the binding, parsing the DT and establishes the media links once all the sub devices are registered.

Each sub device can register to media controller framework by defining the entity and pads information.

Entity: Media entity is the unit device represented by media controller framework for establishing connections. Each media entity can have multiple pads. Framework provides a list of known entity types and the corresponding media operations.

Pad: Pad represents the device behaves as SINK or SOURCE port. Imager device must have a SOURCE port which is bound to VI. If imager device has a SINK port then the SOURCE port which binds the device SINK port must be represented in DT to complete the binding.

```
// Link subdevice internal and media entity operations
priv->subdev->internal_ops = &ov5693_subdev_internal_ops;
priv->subdev->entity.ops = &ov5693_media_ops;
```

```
// Setup subdevice flags and media entity type
priv->subdev->flags |= V4L2_SUBDEV_FL_HAS_DEVNODE | V4L2_SUBDEV_FL_HAS_EVENTS;
priv->subdev->entity.type = MEDIA_ENT_T_V4L2_SUBDEV_SENSOR;

// Setup media controller pad flags
priv->pad.flags = MEDIA_PAD_FL_SOURCE;

// Initialize and register subdevice and media entity with media controller framework.
media_entity_init(&priv->subdev->entity, 1, &priv->pad, 0);
v4l2_async_register_subdev(priv->subdev);
```

## Removing Sensor Drivers

The `ov5693_remove` function removes the sensor-device instance and calls on a device shutdown.

This function makes calls to various free, put, and destroy functions that match up with several calls in probe. It must remain largely the same.

```
// See the section Initialization of Controls for details on
// freeing the control handler.
v4l2_ctrl_handler_free(&priv->ctrl_handler);

// See the section Power Functions.
ov5693_power_put(priv);
```

## Device Registration

After driver development is complete, you must add your device information to the system kernel device tree so it can be instantiated when the kernel boots. There are two ways of registering your device.

## Using Plugin Manager

If your camera module has onboard EEPROM and has a valid camera ID programmed, Plugin Manager can be used. If your device module does not meet this requirement, use the main platform device tree instead by following the directions in [Using Main Platform Device Tree File](#).

Plugin Manager automatically links devices when the system kernel boots. Plugin Manager uses the camera module ID returned by the boot loader to update the device tree entries with proper information at runtime. Plugin Manager allows a single system image to support multiple camera devices. To change camera modules, power down the device, replace the camera module, and then reboot. The new module works automatically.

For Plugin Manager support, add your DTSI file to the camera configuration DTSI file, and then update the camera plugin manager DTSI with proper override information.

## Prerequisites

- You have obtained the kernel source files. For more information, see [Synchronizing the Kernel](#) in [Getting Started](#).

## To enable Plugin Manager support

- Add your device DTSI to the camera lists in:

```
kernel/arch/arm64/boot/dts/tegra210-platforms/tegra210-jetson-cv-camera-modules.dtsi
```

- Add the override information to:

```
kernel/arch/arm64/boot/dts/tegra210-plugin-manager/tegra210-jetson-cv-camera-plugin-man
```

## Using Main Platform Device Tree File

Register your new device by updating main platform DTSI file to include your new device DTSI file. Because Tegra uses Plugin Manager by default, you must first unregister Plugin Manager support first and then add your device information to the main device tree DTSI file.

## Prerequisites

- You have obtained the kernel source files. For more information, see [Synchronizing the Kernel](#) in [Getting Started](#).

## To register a device using main-platform device tree files

- Locate and edit the following file:

```
kernel/arch/arm64/boot/dts/tegra210-plugin-manager/tegra210-jetson-cv-plugin-manager.dt
```

- In the DTSI, remove the following line:

```
#include "tegra210-jetson-cv-camera-plugin-manager.dtsi"
```

- Locate and edit the following file:

```
kernel/arch/arm64/boot/dts/tegra210-jetson-cv-base-p2597-2180-a00.dts
```

- In the DTS file, replace the following line:

```
#include "tegra210-platforms/tegra210-jetson-cv-camera-modules.dtsi"
```

With an `#include` statement specifying your new device's DTSI file.

## How to Verify the V4L2 Sensor Driver

When the driver is complete, run `v4l2-compliance` and `v4l2-ctl` to ensure that your driver can capture raw data through the V4L2 interface.

## To run a v4l2-compliance test

- Enter the command:

```
v4l2-compliance -d /dev/video0
```

Specify the device node path with option `-d`.

- If you have a single camera, the device path is `/dev/video0`.
- If you have multiple cameras, the number after `video` indicates the index of one of the camera available in the system. The program will use this camera for the test.

## To run a v4l2-ctl test

- Enter the command:

```
v4l2-ctl --set-fmt-video=width=2592,height=1944,pixelformat=RG10 --stream-mmap --stream
```

You can use `v4l2-ctl` to capture RAW data. You must provide appropriate parameter values for the camera driver you are using.

Both `v4l2-compliance` and `v4l2-ctl` are available as open source projects. Documentation for these commands is available from LinuxTV at:

<https://www.linuxtv.org/wiki/index.php/V4l-utils>

# Debugging Tips

When the driver is complete, before running any camera applications, you should first check to see if the camera device node(s) got populated correctly in the system.

If the driver is loaded properly, you should see a `/dev/<video#>` node. The device node is the file I/O interface with which the user-space driver accesses the driver.

Problems might occur in the probing process and require debugging. Typically, problems occur in the clock, GPIO, and regulator setup. See below for a few tips.

## Verify that driver name matches the name in the Device Tree

Your device name should be the same in both the Device Tree and your driver. This is how kernel binds the driver to your device.

In Device Tree:

```
compatible = "nvidia,ov5693";
```

In driver:

```
static struct of_device_id ov5693_of_match[] = {
    { .compatible = "nvidia,ov5693", },

```

```

{ },
};

...

.driver = {
    .name = "ov5693",
    .owner = THIS_MODULE,
    .of_match_table = of_match_ptr(ov5693_of_match),
},

```

## Verify that all names match the Device Tree

To debug those problems, first verify that the names that are being read through the `parse_dt` function matches those in the Device Tree.

## Verify that the Device-Tree values match the hardware

Ensure that the values assigned to the Device Tree fields match the hardware they describe. Oftentimes, regulator names, GPIO numbers, and clock names are out-of-date in the Device Tree, causing probing to fail.

## Verify that functions run to completion

Ensure that the `power_get` calls runs to completion. For details, see the sections [Power Functions](#) and [Boot-Time Initialization](#).

Another common problem that occurs during probe is in `control_init`.

## Verify that default values are correctly linked

Verify that default values are all linked correctly in the control configuration (see the section [Sensor-Private Data](#)) and that the default macros (see the section [Macro Definitions](#)) are updated appropriately with the values in the mode table of the sensor.

If new controls have been added to the control configuration list (on rare occasions), ensure that they contain the appropriate control handlers and default values.

After probing succeeds, problems could still occur with the control setting. A common problem is in the values of the register writes.

## Verify that control-register values are correct

Ensure that the control-register setup (see the section [Setting Up Control Registers](#)) contains the correct register address and formats according to the mode table and data sheets.

For gain control, be sure to create a new `calculate_gain` (`to_gain`) function for calculating the gain value according to the gain formula in the data sheets.

## Verify that mode-specific settings are correct

Double-check the mode-specific settings in the Device Tree. Update them if necessary. The most common issues that cause sensor timeout are due to the wrong values for the following settings:

- The value for `num_lanes` must be 1, 2, or 4, depending on your sensor configuration.
- The `tegra_sinterface` setting must be set to the proper CSI port where the sensor is connected.

- The `discontinuous_clk` setting specifies for Tegra that the sensor is running in continuous clock mode (free running), or discontinuous clock mode (gated). If unsure, first set this value to “no”.
- Set the `mclk_multiplier` to equal or larger than `pix_clk_hz / mclk` to make sure the ISP is running fast enough to process the data from sensor.

## Verify that i2c accesses are working properly

Look closely in kernel logs for any i2c errors for the camera sensor. If there is an i2c error, check the power-on function to make sure the sensor power-on sequence is correct. The order of enabling power, clock, gpio, and timing must comply with sensor specifications.

## Mode Tables

This topic explains mode tables and describes the procedure for adding them.

The modes tables of the register reside in a separate header file called `sensor_mode_tbls.h` and are included by the main driver. Those tables can be a list of `reg_8` or `reg_16` address-value pairs. Mode tables are separated by resolution. For the `ov5693` driver, a common mode table also exists, which contains the common register values among all the resolutions.

```
static ov5693_reg mode_table_common[] = {
    ...
};
```

The start and stop stream-register values must be in a separate mode table. When you separate them, delete the start stream-register values at the end of the resolution mode tables.

```
static ov5693_reg ov5693_start[] = {
    { 0x0100, 0x01 }, /* mode select streaming on */
    { OV5693_TABLE_END, 0x00 }
};

static ov5693_reg ov5693_stop[] = {
    { 0x0100, 0x00 }, /* mode select streaming off */
    { OV5693_TABLE_END, 0x00 }
};
```

Also, a table for the color bars of the test pattern is used if the `test_mode` flag is enabled, activating the test-pattern mode of the sensor. That table is required only if test pattern is supported by the sensor.

```
static ov5693_reg tp_colorbars[] = {
    ...
};
```

At the end of the header of the mode tables is an enumeration of all the mode tables, as well as a list that maps the enumeration to table pointers.

```
enum {
```

```

    OV5693_MODE_4096X3072,
    ...
};

static ov5693_reg *mode_table[] = {
    [OV5693_MODE_2593X1944] = mode_2593X1944,
    ...
};

```

The `camera_common_frmfmt` array list is a required table that sets up the format for the V4L2 framework. Each of the elements on that list contains the resolutions, the `is_hdr` flag, and the enumeration for the mode.

```

static const struct camera_common_frmfmt ov5693_frmfmt[] = {
    {{2592, 1944}, 0, OV5693_MODE_2593X1944},
    ...
};

```

Adding a register mode table is a relatively simple and straightforward process.

## To add a register mode table

1. Obtain the address-value pairs for the mode table you would like to add.

**Note:** If separate stream-on and stream-off mode tables exist, you can omit them from the mode table.

2. Format the pairs according to the register structure and initialize a static array with the mode resolution as part of the name. For example:

```

static ov5693_reg mode_####x####[] = {
    { 0x0100, 0x01 }, /* mode select streaming on */
    ...
    /* your addr and val pairs */
};

```

The mode table is now in place. Be sure to end the table array with the following:

```

{ OV5693_TABLE_END, 0x00 }

```

3. Create a new enumeration in the list of enumerations and add it to the array of mode tables:

```

enum {
    ...
    OV5693_MODE_####X####,
}

static ov5693_reg *mode_table[] = {
    ...
    [OV5693_MODE_####X####] = mode_####x####,
}

```



```
};
```

4. Add the new mode to the `camera_common_frmfmt` array:

```
static const struct camera_common_frmfmt ov5693_frmfmt[] = {  
    ...  
    {{{###, ###}, 0, OV5693_MODE_###X###},  
};
```

# Tegra ASoC Driver

**DISCLAIMER:** This document describes hardware functionality present on Tegra X1 and Jetson TX1. Not all hardware functionality may be supported by the software. Review your software documentation to determine availability of software for audio features.

The NVIDIA® Tegra® ASoC driver is implemented for the Android and Linux operating systems and is intended to work seamlessly with different Tegra devices, using an existing framework called Advanced Linux Sound Architecture (ALSA), which is maintained by the upstream Linux community.

**Note:** On Jetson TX1, there is no audio codec. Audio output is supported via HDMI audio. Audio input hardware in the development kit is NOT supported.

## ALSA

The ALSA framework is a part of the Linux kernel that is supported and maintained by the larger Linux community. This makes it feasible to adapt to the framework, designing a driver that leverages NVIDIA audio routing support. ALSA has a very good collection of sound card drivers, including actual codec drivers for platform ADC and DAC support, and can support adding new codec drivers as well.

ALSA also includes libraries and utilities that enable more refined audio control in Linux and Android user space. These include alsamixer, aplay, arecord, tinycap, and others. This enables you to control audio applications without having to interact with kernel space drivers.

The following diagram shows the ALSA software hierarchy.



For details on the clocking and power management in Tegra ASoC driver, see [Clocking and Power Management](#) topic.

For more information see the [Dynamic Audio Routing](#) topic.

## Device Tree

The Device Tree is a data structure which describes devices on the platform. It is passed to the operating system at boot time and allows you to avoid hard coding component details in the operating system. In this way it makes it easier to change hardware configurations without rebuilding the kernel.

The data structure contains the name of nodes and properties. Each node can have properties or child nodes, and each property is comprised of a name and more than one value. Device Tree structures must be written in the correct format and according to format rules so that the data structure can be parsed by the operating system.

More details on usage of DTS and its script format can be found at:

[http://www.devicetree.org/Device\\_Tree\\_Usage](http://www.devicetree.org/Device_Tree_Usage)

For a simple device tree example see the [Codec Driver Instantiation via Device Tree](#) section of this chapter.

## Audio Driver

The Tegra Audio Driver leverages Tegra Audio Hub (AHUB) hardware acceleration in the form of platform and codec drivers. The ARM peripheral bus interface (ADMAIF) is implemented as a platform driver with PCM interfaces for playback/record and the rest of the AHUB modules such as the Audio Cross Bar (XBAR), Audio Multiplexer (AMX), Audio Demultiplexer (ADX) and Inter-IC sound (I2S) implemented as codec drivers. Each of the drivers is connected to XBAR through Digital Audio Interfaces (DAIs), inside a machine driver, forming an audio hub.

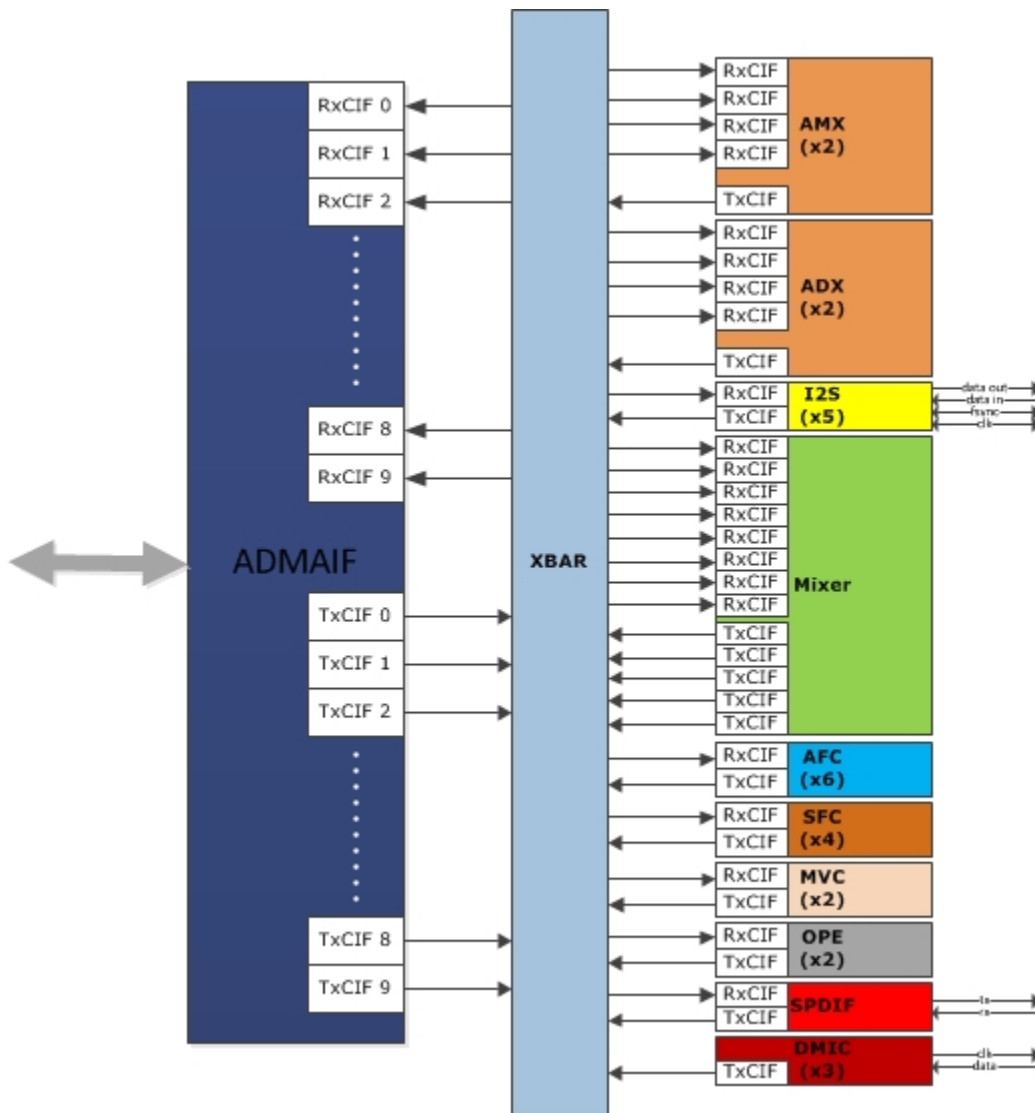
The machine driver probe instantiates the sound card device and registers all the PCM interfaces as exposed by ADMAIF. After booting, before we can use these interfaces to playback or record audio, you must set up the audio paths inside XBAR. By default, XBAR has no routing connections at boot, and no DAPM path is complete to power on the corresponding widgets. The XBAR driver introduces MUX widgets for all the audio components and enables you to create any custom routing through kcontrol from user space using the alsamixer utility. If the audio path is not complete, the DAPM path is not closed. Hardware settings are not applied and you might not hear any audio output.

For more details on how to set up the route and how to play or record on the PCM interfaces, see the [Audio Playback/Record Examples](#) section of this document.

## Tegra Audio Hub

In this section, we provide an overview of the audio hub hardware architecture inside the Tegra SoC and describe the software architecture of the driver.

## Tegra Audio Hub Architecture



The audio hub contains the modules I2S, SPDIF, and the Digital MIC Controller (DMIC) that interface with the external world. The audio hub also contains Mixer, Sampling Frequency Converter (SFC), Master Volume Control (MVC), Output Processing Engine (OPE), Audio Multiplexers (AMX), Audio Demultiplexers (ADX) and Audio Flow Controllers (AFC). An Audio Direct Memory Access (ADMA) component is included (ADMAIF-DMA) to communicate with memory. The Crossbar (XBAR) facilitates the routing of audio samples through these modules using a proprietary protocol called Audio Client Interface (ACIF).

The modules in the audio hub support various kinds of audio devices that are expected to interface with the application processor, such as cellular baseband devices, different types of audio CODECs, Bluetooth modules, and A/V receivers. The audio hub is capable of supporting the different interface and signal quality requirements of these devices.

As shown in the [Tegra Audio Hub Architecture](#) diagram, each of the AHUB modules has at least one RX port and one TX port, and some have more than one, depending on whether they are for duplex flow such as I2S. The RX ports feed off from XBAR and the TX ports are fed back into XBAR, except in the case of I2S where one end feeds

of the actual codec. This configuration makes XBAR a switch where an audio input can be fed to multiple outputs depending on use case.

For dynamic audio routing examples see the [Audio Playback/Record Examples](#) topic.

Each ADMAIF has both TX and RX FIFOs that support simultaneous recording and playback. ADMA transfers the data to the ADMAIF FIFO for all audio routing scenarios, as shown in the [Tegra Audio Hub Architecture](#) diagram.

For details on hardware configuration of each module, refer to the *Tegra Reference Manual*.

## Software Architecture

The software architecture of the Tegra ASoC driver is very similar to the hardware architecture of the AHUB itself, as shown in the [Tegra Audio Hub Architecture](#) diagram. This enables you to leverage all the features supported by the hardware and still conform to the ALSA framework. This ALSA System on a Chip (ASoC) driver is comprised of platform, codec and machine drivers.

- Platform driver—This driver is responsible for PCM registration and interfaces with the PCM driver. The ADMAIF is the platform driver.
- Codec driver—Any driver that registers `snd_soc_codec_driver` structure with the ASoC core can be viewed as the codec driver. The module must have at least one input and one output. In addition, the structure provides a way to define your own DAPM widgets for power management and also kcontrols for register setting from user space. All other modules except ADMAIF are implemented as codec drivers.
- Machine driver—This driver connects one or more codec drivers and a PCM driver together for a given platform.

For details on how to write a machine driver and identify a sound card, see the [Tegra Machine Driver](#) topic and the kernel documentation for ASoC framework at:

<https://www.kernel.org/doc/Documentation/sound/alsa/soc/>

## Tegra Platform Driver

The Tegra platform driver realizes the number of ports of playback and capture possible inside the AHUB. Some or all of these ports can be connected to form a full audio routing path. You must complete these paths as described in [Audio Playback/Record Examples](#).

## ADMAIF

In the Tegra ASoC driver, ADMAIF is implemented as a platform driver and interfaces with the PCM driver. The PCM driver helps perform DMA operations by overriding the function pointers exposed by the `snd_pcm_ops` structure. The PCM driver is platform agnostic and interacts only with the SOC DMA engine upstream APIs. The DMA engine then interacts with the platform specific DMA driver to get the correct DMA settings. The ADMAIF platform driver defines DAIs and registers the same with ASoC core.

In Tegra X1, there are 10 ADMAIFs. Each ADMAIF is bi-directional, facilitating 10 streams of playback and 10 streams of capture.

## Playback Hardware Devices in the Tegra ASoC Driver

\*\*\*\* List of PLAYBACK Hardware Devices \*\*\*\*

```

card 0: tegrasndt210ref [tegra-snd-t210ref], device 0: ADMAIF1 CIF ADMAIF1-0 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 1: ADMAIF2 CIF ADMAIF2-1 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 2: ADMAIF3 CIF ADMAIF3-2 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 3: ADMAIF4 CIF ADMAIF4-3 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 4: ADMAIF5 CIF ADMAIF5-4 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 5: ADMAIF6 CIF ADMAIF6-5 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 6: ADMAIF7 CIF ADMAIF7-6 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 7: ADMAIF8 CIF ADMAIF8-7 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 8: ADMAIF9 CIF ADMAIF9-8 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 9: ADMAIF10 CIF ADMAIF10-9[]
    Subdevices: 1/1
    Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 93: ADSP PCM ADSP-FE1-93 []
    Subdevices: 1/1
    Subdevice #0: subdevice #0

```

## Capture Hardware Devices in the Tegra ASoC Driver

```
**** List of CAPTURE Hardware Devices ****
```

```
card 0: tegrasndt210ref [tegra-snd-t210ref], device 0: ADMAIF1 CIF ADMAIF1-0 []
```

```

Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 1: ADMAIF2 CIF ADMAIF2-1 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 2: ADMAIF3 CIF ADMAIF3-2 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 3: ADMAIF4 CIF ADMAIF4-3 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 4: ADMAIF5 CIF ADMAIF5-4 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 5: ADMAIF6 CIF ADMAIF6-5 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 6: ADMAIF7 CIF ADMAIF7-6 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 7: ADMAIF8 CIF ADMAIF8-7 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 8: ADMAIF9 CIF ADMAIF9-8 []
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 9: ADMAIF10 CIF ADMAIF10-9[]
Subdevices: 1/1
Subdevice #0: subdevice #0
card 0: tegrasndt210ref [tegra-snd-t210ref], device 93: ADSP PCM ADSP-FE1-93 []
Subdevices: 1/1
Subdevice #0: subdevice #0

```

## Tegra Codec Driver

A small overview of codec drivers is presented in the [Tegra Audio Hub](#) section of this document. In the Tegra ASoC driver implementation, the rest of the AHUB modules, except ADMAIF, are implemented as codec drivers.



Their responsibilities include:

- Interface to other modules by defining DAIs.
- Define DAPM widgets and establish DAPM routes for dynamic power switching.
- Expose additional kcontrols (kernel controls) as needed for user space utilities to dynamically control module behavior.

## XBAR

The XBAR codec driver defines RX, TX and MUX widgets for all the interfacing modules such as ADMAIF, AMX, ADX, I2S, SPDIF, DMIC, Mixer, SFC, MVC, OPE and AFC. MUX widgets are permanently routed to the corresponding TX widgets inside the `snd_soc_dapm_route` structure.

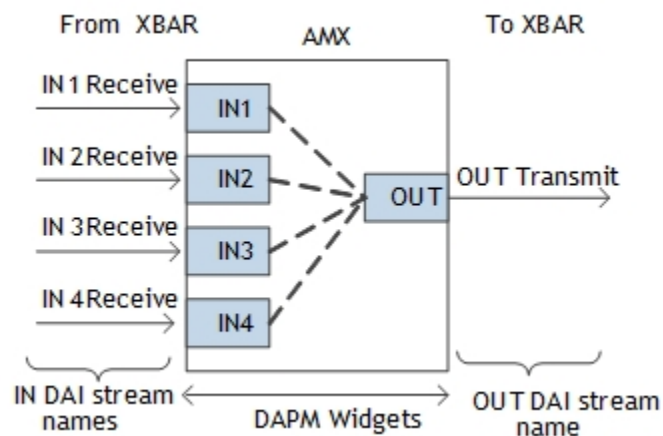
However, the XBAR interconnections are made by connecting any RX widget block to any MUX widget block as needed using the alsamixer utility. The get/put handlers for these widgets are implemented so that audio connections are stored by setting the appropriate bit in the hardware MUX register.

For more information see the [Audio Playback/Record Examples](#) topic and the [Dynamic Audio Routing](#) topic.

## AMX

An Audio Multiplexer (AMX) module can multiplex up to 4 streams of 16 channels, 32 bits each, into one time-division multiplexed (TDM) stream of 16 channels and 32 bits. The 4 RX ports of AMX originate from XBAR and 1 TX port feeds into XBAR. The DAPM widgets exposed are as shown in the following diagram. The DAPM routes established using these widgets are shown in the dotted lines.

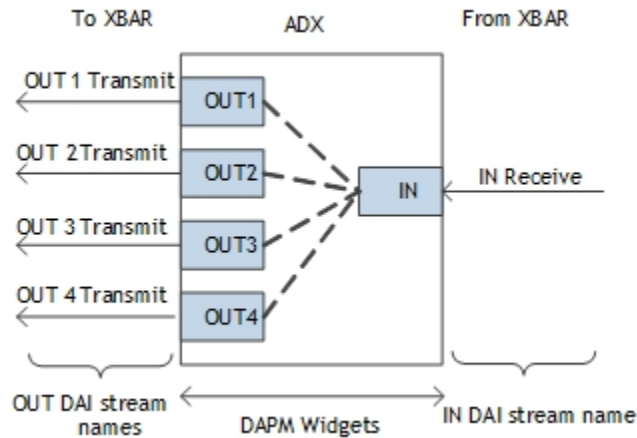
### AMX Codec Driver Internals



## ADX

An Audio Demultiplexer (ADX) module can de-multiplex a single TDM stream of 16 channels and 32 bits into 4 streams of up to 16 channels, 32 bits each. The 1 RX port of ADX originates from XBAR and 4 TX ports feeds into XBAR. The DAPM widgets exposed are as shown in the following diagram. The DAPM routes established using these widgets are shown in the dotted lines.

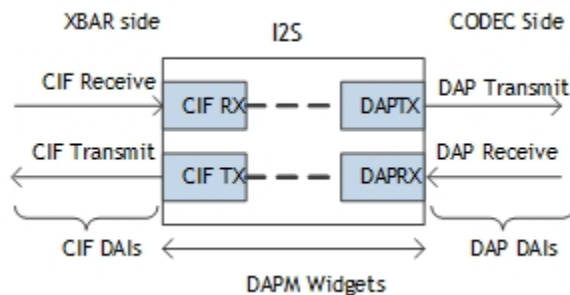
## ADX Codec Driver Internals



## I2S

An I2S module supports 6 different modes, the most useful of which are I2S and TDM. When I2S is configured in TDM mode, we can use AMX and ADX for multiplexing and demultiplexing audio streams. I2S module can also be in I2S mode if the physical codec interfaced does not support TDM mode of operation. An I2S codec driver supports bidirectional data flow and thus defines CIF and DAP RX/TX widgets as shown in the following diagram. The CIF side of I2S, interfaces with XBAR and DAP side is meant to interface with the physical codec on the given platform. The DAPM routes established using these widgets are shown in the dotted lines. I2S modules also expose kernel control to enable internal I2S loopback.

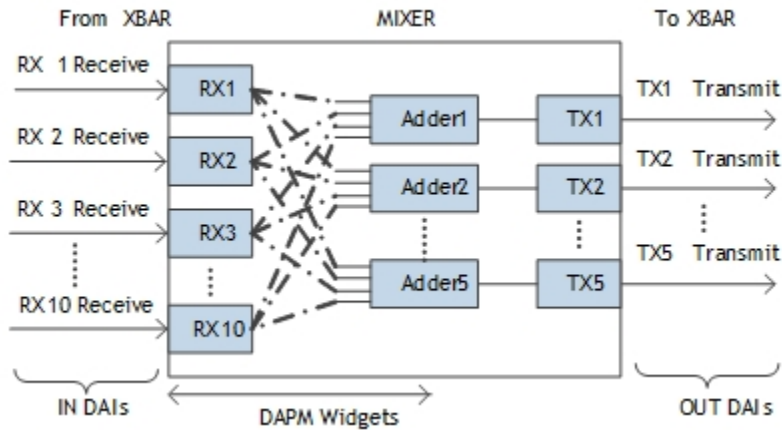
## I2S Codec Driver Internals



## Mixer

The Mixer can mix audio streams from any of the 10 XBAR-originating input ports to any of the 5 output ports. The DAPM widgets and routes for Mixer are shown in the following diagram. The Mixer driver also exposes Rx Gain and Mixer Enable as additional kcontrols to set the volume of each input stream and to globally enable or disable the Mixer itself.

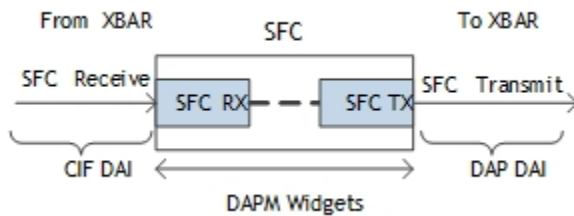
## Mixer Codec Driver Internals



## SFC

The Sampling Frequency Converter(SFC) can convert the input sampling frequency to the required sampling rate. SFC has one input port and one output port which are connected to XBAR. The DAPM widgets and routes for SFC are shown in the following diagram.

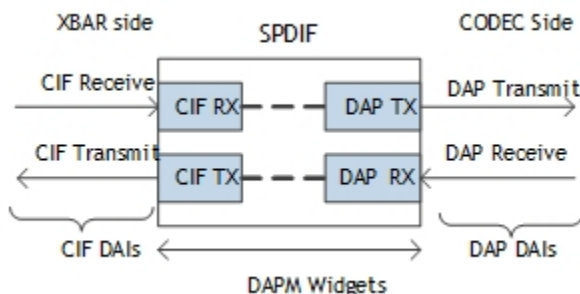
## SFC Codec Driver Internals



## SPDIF

The SPDIF driver is very similar to I2S in terms of the DAPM widgets that are exposed and the routing setup. SPDIF is also bidirectional and adapts to the sampling rate of the incoming data. It is implemented as described in the following diagram.

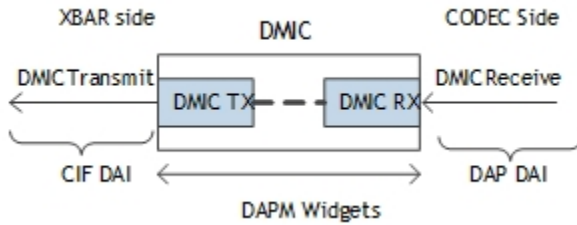
## SPDIF Codec Driver Internals



## DMIC

It is beneficial to interface directly to digital microphones and speakers via pulse-density modulation (PDM), thus avoiding the need for a PDM-capable external codec. The DMIC controller implements a converter to convert PDM (Pulse density modulation) signals to PCM (Pulse code modulation) signals. The DAPM widgets and routes are as shown below.

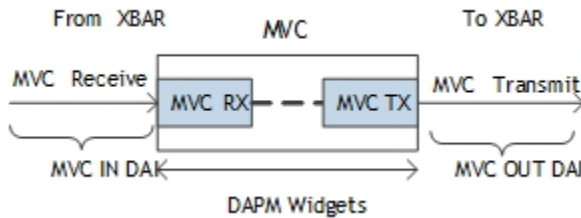
### DMIC Codec Driver Internals



## MVC

MVC provides gain or attenuation to a digital signal path. The digital volume control block is a generic block. It can be used in input or output digital signal path. It can also be used for per-stream volume control and master volume control. The DAPM widgets and routes are shown below.

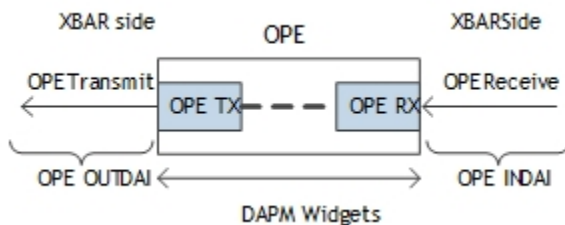
### MVC Codec Driver Internals



## OPE

The Output Processing Engine (OPE) is a client of AHUB. OPE contains PEQ and MBDRRC which have a scalable number of BiQuad stages, support stereo, 5p1 and 7p1 channels, and meet ultra-low power(ULP) audio requirements. The DAPM widgets and routes are shown in the following diagram.

### OPE Codec Driver Internals



## Tegra Machine Driver

The Tegra machine driver connects the codec drivers by linking the DAIs exposed by each module described in previous chapter. It defines the `snd_soc_dai_link` structure and instantiates the sound card.

In general, machine driver responsibilities include:

- Populate the `snd_soc_dai_link` structure with appropriate CPU and CODEC DAIs
- Physical codec clock setting (if any) and codec initializations
- Master/slave configurations (if any)
- Define DAPM widgets to route through the physical codec internals and complete DAPM path as needed
- Propagate the runtime sampling frequency to the individual codec drivers as needed

This section describes how to use the generic machine driver for a given platform and instantiate a sound card.

To adapt the generic machine driver template to a given platform, you must initialize the platform data structure in the device tree structure file shown below. It is important to gather some information about the hardware platform. You must identify the physical codecs present on board and the I2S instance they interface with in the hardware. Refer to hardware schematics for the platform to obtain this information.

```
sound_ref {
    compatible = " ";
    nvidia,model = " ";
    nvidia,num-codec-link = < >;
    nvidia,num-amx = < >;
    nvidia,num-adx = < >;
    nvidia,amx-slot-size = < >;
    nvidia,adx-slot-size = < >;
    nvidia,amx-slot-map = < >;
    nvidia,adx-slot-map = < >;

    nvidia,audio-routing = ;
    nvidia,xbar = <&tegra_axbar>;

    nvidia,dai-link-1 {
        link-name = " ";
        cpu-dai = < >;
        codec-dai = < >;
        cpu-dai-name = " ";
        codec-dai-name = " ";
        tx-mask = < >;
    }
}
```

```

        rx-mask = < >;
        format = " ";
        bitclock-slave;
        frame-slave;
        bitclock-noninversion;
        frame-noninversion;
        bit-format = " ";
        bclk_ratio = < >;
        srates = < >;
        num-channel = < >;
        name-prefix = " ";
    };
};

```

The sound node is added to the DT file for sound card registration and passing platform related data. To bind a device driver to a specific device in a DT file, each node must define a `compatible` property, which is a list of strings. The optional `nvidia,model` property is used for the sound card name. The `nvidia,num-codec-link` property shows the number of dai links exposed outside of the Tegra devices such as I2S, SPDIF or DMIC. This is the same as the number of `nvidia,dai-link-<number>` child nodes.

In Tegra X1 devices, each AMX and ADX has two modules, `nvidia,num-amx` and `nvidia,num-adx`. These indicate the total number of AMX and ADX to be registered by the machine driver. The `nvidia,amx-slot-size` and `nvidia,adx-slot-size` properties indicate the slot map size of each module, which is related to the size of `nvidia,amx-slot-map` and `nvidia,adx-slot-map`. The machine driver uses the default value for each property to support stereo 16 bits while initiating AMX and ADX modules unless the above properties are overridden.

The `nvidia,dai-link-<number>` node is initialized based on I2S and physical codec links as shown above. You can replace the codec with a dummy `spdif-dit.0` codec. In that case, you must program the physical codecs at the required sampling rate and operational modes either through a separate utility or by adding necessary `hw_params` API calls inside the machine driver. The `link-name` property represents each DAI link, and differentiates the codecs connected to the different I2S instances.

The `bitclock-slave`, `frame-slave`, `format`, `bitclock-noninversion` and `frame-noninversion` properties set I2S in I2S/TDM formats and/or master/slave modes. The `bclk-ratio` property is available to configure the I2S bit clock sample rate. The `srates` and `num-channel` properties indicate I2S LRCK and the number of channels in one frame. DAPM routes are initialized as established in `nvidia,audio-routing` property.

## To populate the `snd_soc_dai_link` structure in the machine driver

1. Initialize all XBAR related DAI links common to any machine driver. Use the APIs in the utility file `tegra_asoc_machine_alt.h` in the machine driver probe function as shown in the following example:

```

/* get the xbar dai link structure */
tegra_machine_dai_links=
    tegra_machine_get_dai_link();

/* set AMX/ADX dai_init */
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_AMX1,

```

```

    &tegra_t210ref_amx1_dai_init);
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_ADX1,
    &tegra_t210ref_adx1_dai_init);
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_AMX2,
    &tegra_t210ref_amx2_dai_init);
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_ADX2,
    &tegra_t210ref_adx2_dai_init);

/* set sfc dai_init */
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_SFC1_RX,
    &tegra_t210ref_sfc1_init);
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_SFC2_RX,
    &tegra_t210ref_sfc2_init);
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_SFC3_RX,
    &tegra_t210ref_sfc3_init);
tegra_machine_set_dai_init(TEGRA210_DAI_LINK_SFC4_RX,
    &tegra_t210ref_sfc4_init);

```

2. The generic machine driver handles DAI link management based on the initialized platform specific data in the DT file.

Because this step is platform/machine dependent, it is discussed with an example in subsequent sections of this chapter.

## Tegra X1

In the Tegra X1 combination of boards, there is one available AD1937s codec. AD1937 supports eight channels in TDM and I2S modes, respectively. The AD1937 codec is connected to I2S4 on P1892.

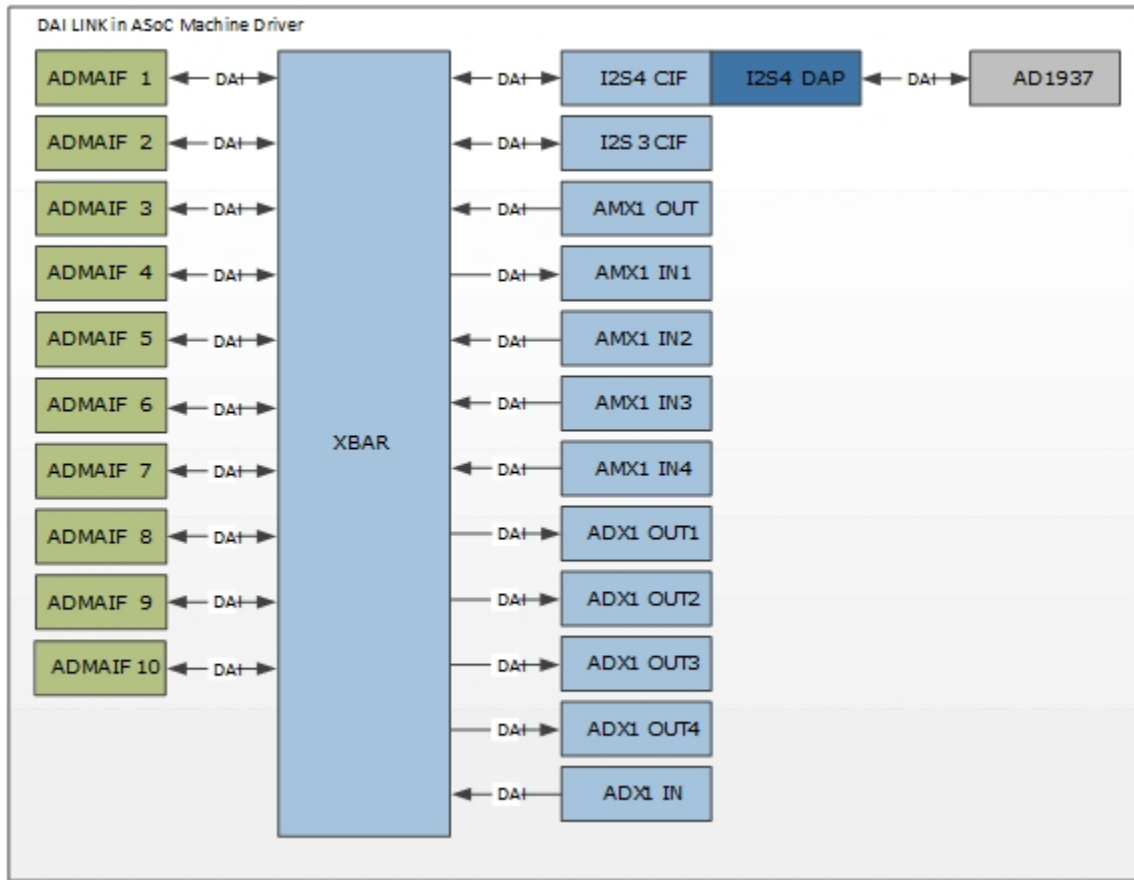
## Machine Specific DAI links

The platform data structure must be initialized in the DT file so that the machine driver can retrieve the device specific information during the platform probe. The illustration below shows the DAI link diagram for PEDP+ with Tegra X1 where the left side of each DAI is CPU DAI and right side of each DAI is codec DAI in `snd_soc_dai_link`.

### Note:

The following diagram shows the DAI LINK for PEDP+ platform; check the Release Notes for platforms supported in your release.

## DAI LINK In the Machine Driver of PEDP with Tegra X1



```

sound_ref {
    compatible = "nvidia,tegra-audio-t210ref";
    nvidia,model = "tegra-snd-t210ref";
    nvidia,num-codec-link = <1>;
    nvidia,num-amx = <1>;
    nvidia,num-adx = <1>;
    nvidia,amx-slot-size = <32 32>;
    nvidia,adx-slot-size = <32 32>;
    nvidia,addr-max9485 = <112>;
    nvidia,amx-slot-map = <
        /* jack 0 */
        TDM_SLOT_MAP(0, 0, 0)
        TDM_SLOT_MAP(0, 0, 0)
        TDM_SLOT_MAP(0, 1, 0)
        TDM_SLOT_MAP(0, 1, 1)
        TDM_SLOT_MAP(0, 0, 0)
    >
}

```



```

TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 2, 0)
TDM_SLOT_MAP(0, 2, 1)
/* jack 1 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(1, 1, 0)
TDM_SLOT_MAP(1, 1, 1)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(1, 2, 0)
TDM_SLOT_MAP(1, 2, 1)
/* jack 2 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(2, 1, 0)
TDM_SLOT_MAP(2, 1, 1)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(2, 2, 0)
TDM_SLOT_MAP(2, 2, 1)
/* jack 3 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(3, 1, 0)
TDM_SLOT_MAP(3, 1, 1)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(3, 2, 0)
TDM_SLOT_MAP(3, 2, 1)>;
nvidia,adx-slot-map = <
/* jack 0 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 1, 0)
TDM_SLOT_MAP(0, 1, 1)
TDM_SLOT_MAP(0, 0, 0)

```

```

TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 2, 0)
TDM_SLOT_MAP(0, 2, 1)
/* jack 1 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(1, 1, 0)
TDM_SLOT_MAP(1, 1, 1)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(1, 2, 0)
TDM_SLOT_MAP(1, 2, 1)
/* jack 2 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(2, 1, 0)
TDM_SLOT_MAP(2, 1, 1)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(2, 2, 0)
TDM_SLOT_MAP(2, 2, 1)
/* jack 3 */
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(3, 1, 0)
TDM_SLOT_MAP(3, 1, 1)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(0, 0, 0)
TDM_SLOT_MAP(3, 2, 0)
TDM_SLOT_MAP(3, 2, 1)>;

nvidia, audio-routing =
    "Headphone-z", "z DAC1OUT",
    "Headphone-z", "z DAC2OUT",
    "Headphone-z", "z DAC3OUT",
    "Headphone-z", "z DAC4OUT",
    "z ADC1IN", "LineIn-z";

```

```

nvidia,xbar = <&tegra_axbar>;

nvidia,dai-link-1 {
    link-name = "ad-playback-z";
    cpu-dai = <&tegra_i2s4>;
    codec-dai = <&ad1937z>;
    cpu-dai-name = "I2S4";
    codec-dai-name = "ad193x-hifi";
    tx-mask = <0xFF>;
    rx-mask = <0xFF>;
    format = "dsp_a";
    bitclock-slave;
    frame-slave;
    bitclock-noninversion;
    frame-noninversion;
    bit-format = "s32_le";
    bclk_ratio = <1>;
    srate = <48000>;
    num-channel = <8>;
    name-prefix = "z";
};
};

```

The `dai_fmt` sets I2S4 in TDM master mode. It also connects codec AD1937 with I2S4 DAPM routes and AMX/ADX slot maps initialized. The sound card is named `tegra-snd-t210ref`.

The DAPM widgets supported in the generic machine driver include Headphone-x, Headphone-y, Headphone-z, Headphone-s, LineIn-x, LineIn-y, LineIn-z, and LineIn-s. Based on how `name_prefix` and `dai_fmt` are initialized, the DAPM route must be set by parsing the IN/OUT DAPM widgets of the physical codec. Without this, the DAPM path is not complete and audio does not function correctly. The Tegra X1 audio map is shown below.

```

nvidia, audio-routing =
    "Headphone-z",    "z DAC1OUT",
    "Headphone-z",    "z DAC2OUT",
    "Headphone-z",    "z DAC3OUT",
    "Headphone-z",    "z DAC4OUT",
    "z ADC1IN", "LineIn-z",

```

Though we can assign any ADMAIF to any AMX via XBAR, we can fix ADMAIF1 to ADMAIF4 as the inputs of AMX1 are connected to I2S4.

The machine driver creates three `snd_soc_dai_links` for each `dai-link-<number>` node initialized in the DT file and appends them to XBAR DAI links using the utility API. It also initializes the `.dai_ops` for the ADMAIF interfaces accordingly as shown below.

```
/* set ADMAIF dai_ops */
for (i = TEGRA210_DAI_LINK_ADMAIF1;
     i <= TEGRA210_DAI_LINK_ADMAIF10; i++)
    tegra_machine_set_dai_ops(i, &tegra_t210ref_spdif_ops);

for (i = 0; i < machine->num_codec_links; i++) {
    if (tegra_t210ref_codec_links[i].name) {
        if (strstr(tegra_t210ref_codec_links[i].name,
                    "ad-playback-z")) {
            for (j = TEGRA210_DAI_LINK_ADMAIF1;
                 j <= TEGRA210_DAI_LINK_ADMAIF4; j++)
                tegra_machine_set_dai_ops(j,
                                           &tegra_t210ref_ad1937_z_ops);
        } else if (strstr(tegra_t210ref_codec_links[i].name,
                            "ad-playback-x")) {
            for (j = TEGRA210_DAI_LINK_ADMAIF5;
                 j <= TEGRA210_DAI_LINK_ADMAIF8; j++)
                tegra_machine_set_dai_ops(j,
                                           &tegra_t210ref_ad1937_x_ops);
        } else if (strstr(tegra_t210ref_codec_links[i].name,
                            "spdif-playback")) {
            tegra_machine_set_dai_ops(
                TEGRA210_DAI_LINK_ADMAIF9,
                &tegra_t210ref_spdif_ops);
        }
    }
}

/* append t210ref specific dai_links */
card->num_links =
    tegra_machine_append_dai_link(tegra_t210ref_codec_links,
                                   2 * machine->num_codec_links);
```

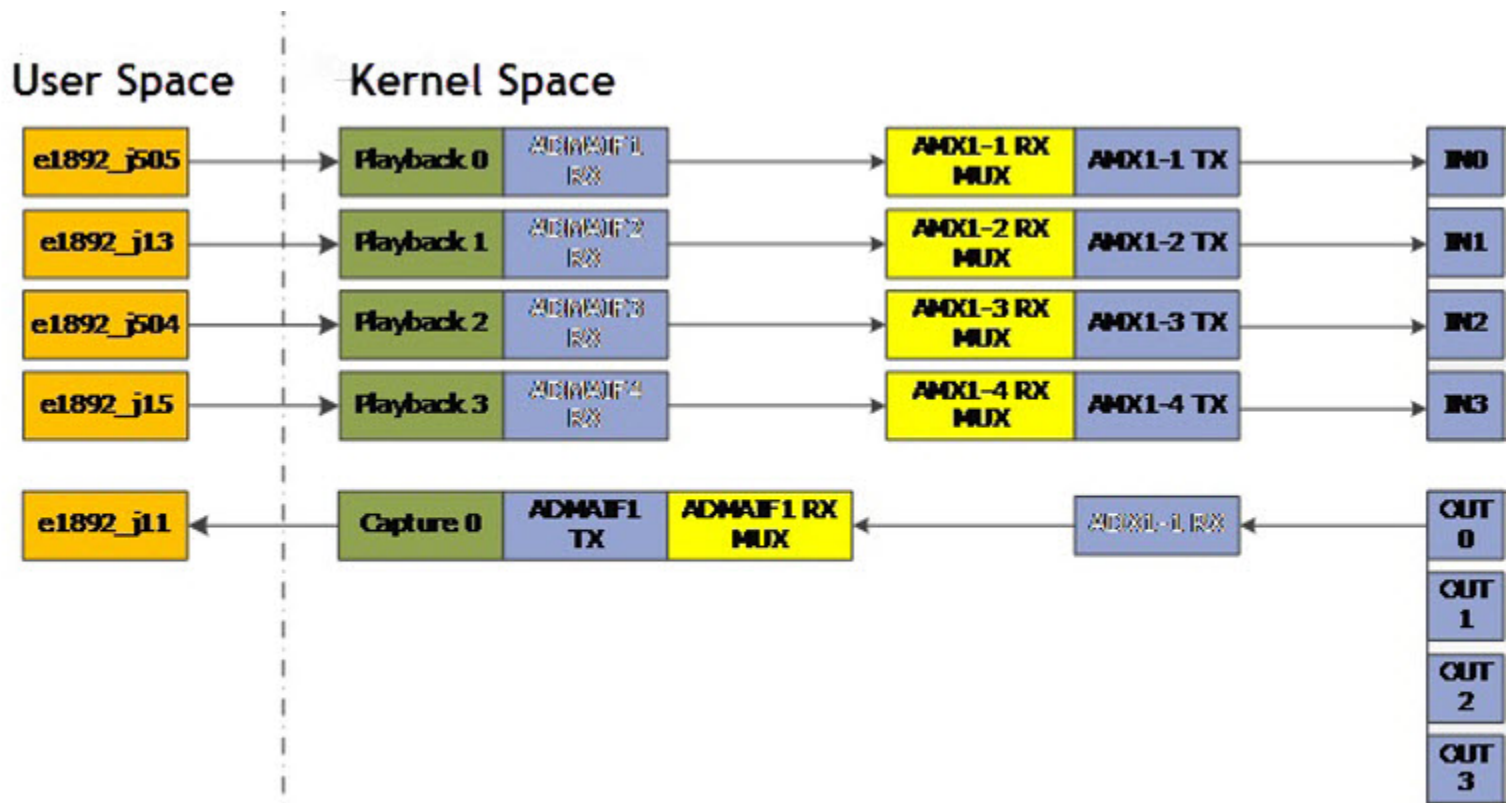
```
tegra_machine_dai_links = tegra_machine_get_dai_link();
card->dai_link = tegra_machine_dai_links;
```

## Audio Path

The dai\_link connection in the machine driver only connects the platform and codec drivers to XBAR driver. However, to realize any audio output from the physical codecs, you must complete the DAPM path by routing through the internals of XBAR, i.e., connect the RX and MUX widgets from user space using alsamixer utility as follows.

**Note:** The following commands are specific to Tegra X1 and represent the audio path shown in the following diagram. This diagram shows the DAI LINK for PEDP+ platform; check the *Release Notes* for platforms supported in your release.

### Tegra X1 Audio Path



### XBAR Route Setting for Tegra X1

```
amixer -c 0 sset 'I2S4 Mux' 'AMX1'
amixer -c 0 sset 'AMX1-1 Mux' 'ADMAIF1'
amixer -c 0 sset 'AMX1-2 Mux' 'ADMAIF2'
```

```
amixer -c 0 sset 'AMX1-3 Mux' 'ADMAIF3'
amixer -c 0 sset 'AMX1-4 Mux' 'ADMAIF4'
amixer -c 0 sset 'ADX1 Mux' 'I2S4'
amixer -c 0 sset 'ADMAIF1 Mux' 'ADX1-1'
```

## Dynamic Audio Routing

Instantiation of the sound card after boot indicates that all codec drivers and the platform driver are interconnected using the machine driver. The remaining step before obtaining the audio output on the physical codecs involves routing through the XBAR internals via MUX widgets to complete the DAPM path using the alsamixer utility. To support audio routing dynamically between AHUB modules, this route setting step is performed from user space. This provides flexibility for complicated use cases.

For example, `[amixer -c 0 sset 'I2S1 Mux' 'I2S1']` realizes the internal AHUB path I2S1 RX -> XBAR -> I2S1 TX. Similarly, the following are use cases that emphasize dynamic audio route control from user space.

### Case 1: Internal AHUB TDM Path

Path: I2S -> ADX -> AMX -> I2S

Commands:

```
amixer -c 0 sset 'ADX1 Mux' 'I2S4'
amixer -c 0 sset 'AMX1-1 Mux' 'ADX1-1'
amixer -c 0 sset 'AMX1-2 Mux' 'ADX2-2'
amixer -c 0 sset 'AMX1-3 Mux' 'ADX3-3'
amixer -c 0 sset 'AMX1-4 Mux' 'ADX4-4'
amixer -c 0 sset 'I2S4 Mux' 'AMX1'
```

### Modify Case 1 to Record on I2S3 (I2S Mode) And Output On I2S4 (TDM Mode)

Path: [I2S -> ADX -> AMX -> I2S] + [I2S3 -> AMX -> I2S4]

Initially audio records from I2S4 and outputs on I2S4.

Commands:

```
amixer -c 0 sset 'AMX1-1 Mux' 'None'
amixer -c 0 sset 'AMX1-1 Mux' 'I2S3'
```

After this step, audio records from I2S3 and outputs on I2S4

## Codec Driver Instantiation via Device Tree

Based on architecture, the Makefile in the following directory conditionally compiles the required DTS files into DTB files:

```
$KERNEL_TOP/arch/arm64/boot/dts/
```

When the kernel is flashed, the flash script chooses the required DTS file for parsing during boot, and the ASoC codecs listed in DTS are instantiated. To add any new module instantiation as a requirement, identify and edit the Device Tree script as reported in the `dmesg` log on the target as shown in the following example:

```
<6>[ 0.000000] Tegra reserved memory:
<6>[ 0.000000] LP0: f25ff000 - f25fffff
<6>[ 0.000000] Bootloader framebuffer: 00000000 - 00000000
<6>[ 0.000000] Bootloader framebuffer2: 00000000 - 00000000
<6>[ 0.000000] Framebuffer: ef800000 - f09fffff
<6>[ 0.000000] 2nd Framebuffer: f0a00000 - f19fffff
<6>[ 0.000000] Carveout: 00000000 - 00000000
<6>[ 0.000000] Vpr: f4600000 - ffffffff
<6>[ 0.000000] Tsec: 00000000 - 00000000
<7>[ 0.000000] On node 0 totalpages: 980992
<7>[ 0.000000] DMA32 zone: 6244 pages used for memmap
<7>[ 0.000000] DMA32 zone: 0 pages reserved
<7>[ 0.000000] DMA32 zone: 456704 pages, LIFO batch:31
<7>[ 0.000000] Normal zone: 7168 pages used for memmap
<7>[ 0.000000] Normal zone: 524288 pages, LIFO batch:31
<6>[ 0.000000] psci: probing function IDs from device-tree
<6>[ 0.000000] DTS File Name: /home/juskim/git/android/t210_main/kernel/arch/arm64/b
<6>[ 0.000000] Tegra21: Speedo/IDDQ fuse revision 0
```

### To add new devices for instantiation

- Add the device name with the base address and status as “okay”, as shown in the following example.

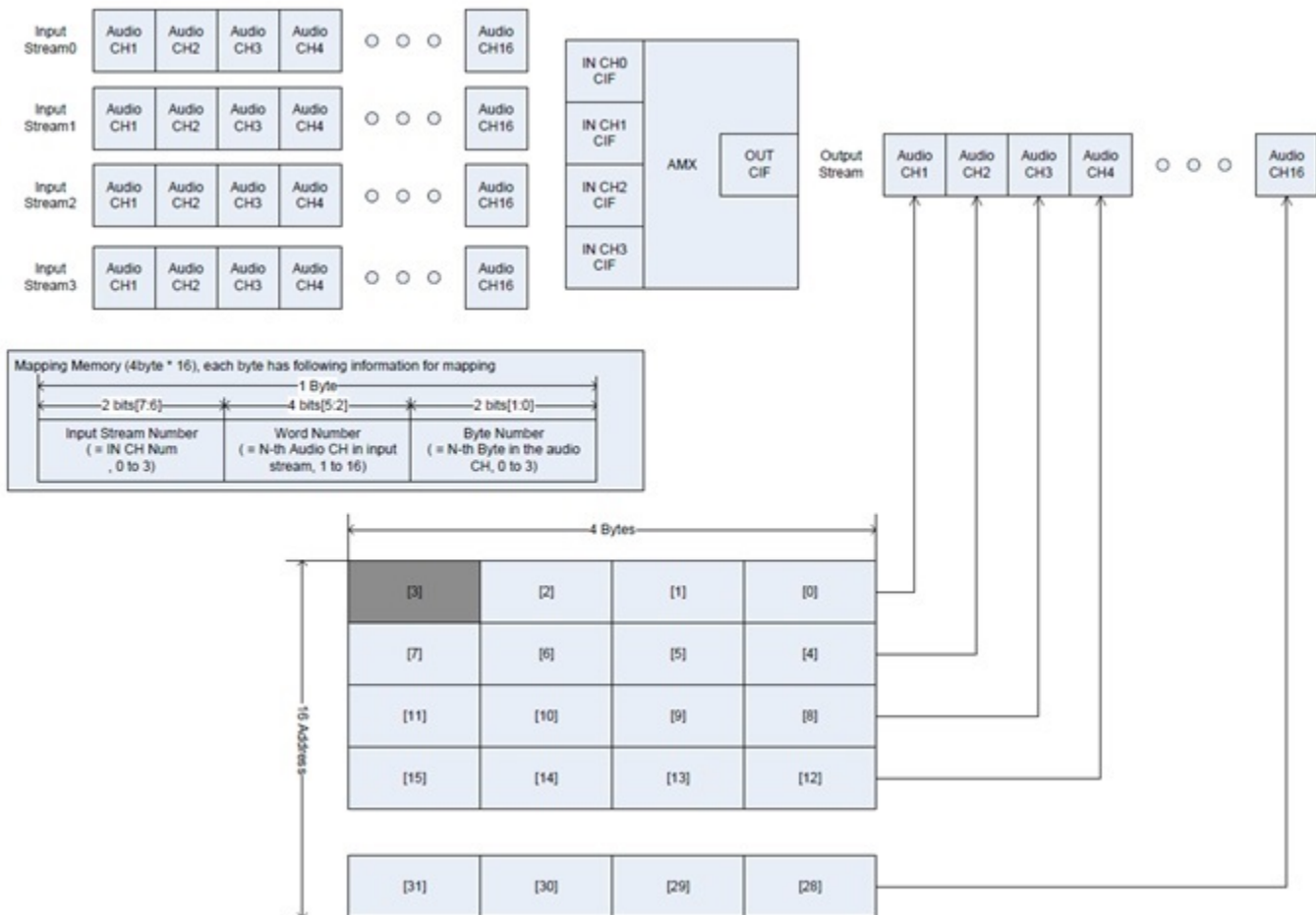
```
ahub {
    status = "okay";
    i2s@702d1000 {
        pinctrl-names = "dap_active", "dap_inactive";
        pinctrl-0 = <>;
        pinctrl-1 = <>;
        status = "okay";
    };
};
```

## TDM Slot Mapping

The Tegra X1 AHUB consists of 2 hardware audio multiplexers (AMX) and demultiplexers (ADX) as described in

[Tegra Audio Hub](#). Initialize slot mapping in the platform data as shown in [Machine Specific DAI links](#). Without any initialization, the machine driver defaults the slot map for AMX inputs and ADX outputs at 16-bit stereo and 8-channel, 32 bit TDM output. To change the slot mapping of hardware TDMs, adjust the slot map structures in the DT file.

As shown in below, AMX can multiplex up to 4 input streams, each of which can be up to 16 channels, 32 bits, into 1 single output stream of 16 channels, 32 bits to form a TDM signal. The capability of ADX is the reverse of AMX.



The slot map is an integer array of size 32 that controls the mapping of these input streams to the output stream. The following macro is available:

```
#define TDM_SLOT_MAP(stream_id, nth_channel, nth_byte) \
    ((stream_id << 16) | (nth_channel << 8) | (nth_byte))
```

where `stream_id` can vary from 0 to 3, `nth_channel` can vary from 1 to 16, and `nth_byte` can vary from 0 to 3.

## Clocking and Power Management

The clock tree of the Tegra ASoC driver in the idle state, when no audio record or playback is in progress, is as shown below.



clock		state	ref	div	rate
-----					
i2s4_sync		on	1		24000000
i2s3_sync		on	1		24000000
*audio3		off	0		24000000
i2s2_sync		on	1		24000000
i2s1_sync		on	1		24000000
*audio1		off	0		24000000
i2s0_sync		on	1		24000000
spdif_in_sync		on	1		24000000
*audio2_dmic		off	0		24000000
*audio1_dmic		off	0		24000000
*audio0_dmic		off	0		24000000
*audio		off	0		24000000
*audio_2x		off	0	x2	48000000
*audio4		off	0		24000000
*audio2		off	0		24000000
*audio0		off	0		24000000
osc		on	3		38400000
pll_ref		on	7	1.0	38400000
pll_a		on	1	x9.5	368639844
pll_a_out0	on	1	15.0		24575990
extern1	on	3	1.0		24575990
clk_out_1	on	2	1.0		24575990
d_audio		off	0	2.0	12287995
*dmic3		off	0	11.0	2234181
*dmic2		off	0	11.0	2234181
*dmic1		off	0	11.0	2234181
spdif_out		off	0	21.0	1170286
i2s4		off	0	5.5	4468362
i2s3		off	0	5.50	4468362
i2s1		off	0	5.50	4468362
i2s0		off	0	10.50	2340571
pll_p		on	15	x10.6	408000000
*spdif_in		off	0	8.50	48000000
ape		off	0	2.0	204000000
xbar.ape		off	0		204000000

adsp.ape	off	0	204000000
adma.ape	off	0	204000000

The clocks of the individual modules, AMX, ADX, AFC, SFC, MIXER, and others, are internally handled by the APE clock. The clock for the codec drivers I2S and XBAR are switched OFF in idle. They are turned ON when audio playback or recording is in progress. The `idle_bias_off` option provided by ASoC core (`snd_soc_codec_driver`) is set to 1 in the individual codec drivers for dynamic audio power management. With this option, the ASoC core calls the appropriate `resume()` and `suspend()` functions in the codec driver that was registered using `SET_RUNTIME_PM_OPS` during platform probe.

The suspend and resume APIs are called when playback or record stops or starts. The suspend API caches the register map and disables the clock. The resume API enables the clock and then syncs the register map from the cache.

**Note:** Volatile registers are not synced in this process. Those registers must be reprogrammed after the clock is re-enabled. The internal mapping RAM FIFOs, if any, are cleared during every suspend/resume cycle. The RAM configuration must be restored as well during this process.

## Audio Playback/Record Examples

To test audio playback and record scenarios, make sure the XBAR route is set up using `alsamixer` commands, based on the platform. The following provides the sample testing commands for audio playback and record scenarios.

Command	Result
• <code>aplay -D AUDIO_OUT0 sample.wav</code>	• Audio output from AUDIO_OUT0 on e1892.
• <code>aplay -D AUDIO_OUT1 sample.wav</code>	• Audio output from AUDIO_OUT1 on e1892.
• <code>aplay -D AUDIO_OUT2 sample.wav</code>	• Audio output from AUDIO_OUT2 on e1892.
• <code>aplay -D AUDIO_OUT3 sample.wav</code>	• Audio output from AUDIO_OUT3 on e1892.
• <code>arecord -D AUDIO_IN -f dat -d 30 record_result.wav</code>	• Audio recorded as input from AUDIO_IN on E1892 and saved to file record_result.wav.

## Troubleshooting

The following issues can be overcome using the described solutions.

### Issue 1: No Sound Cards Found

- Identify the ASoC error that lead to no sound card detection with the `dmesg [dmesg | grep ASoC]` command. Output is similar to the following:

```
[4.874720] tegra-audio-t210ref tegra-audio-t210ref.0: ASoC: no source widget found for
[4.874724] tegra-audio-t210ref tegra-audio-t210ref.0: ASoC: Failed to add route x OUT->
[4.874736] tegra-audio-t210ref tegra-audio-t210ref.0: ASoC: no sink widget found for x
```

```
[4.874739] tegra-audio-t210ref tegra-audio-t210ref.0: ASoC: Failed to add route LineIn-
```

In this case, `x OUT` and `x IN` are the widgets of the `spdif-dit` dummy codec. It might have not been instantiated in ASoC. Confirm that with the following command:

```
cat /sys/kernel/debug/asoc/codecs
```

if `spdif-dit` is instantiated. The `spdif` device must be instantiated using `platform_register` in the board-specific file.

- If output from the `dmesg [dmesg | grep ASoC]` command is similar to the following:

```
[4.874720] tegra-audio-t210ref tegra-audio-t210ref.0: ASoC: CPU DAI DAP not registered
```

In this case, “DAP” is the CPU DAI for the I2S to codec dai link. The I2S codec may not be instantiated in ASoC. Confirm that with the following command:

```
cat /sys/kernel/debug/asoc/codecs
```

if `tegra30-i2s` is instantiated.

Identification of the DAI link at the point of failure would give a clue on the I2S instance number that failed to instantiate. Accordingly, the I2S codec driver can be instantiated by providing a suitable entry point in DTS file as described in [Codec Driver Instantiation via Device Tree](#).

## Issue 2: Sound Not Audible

1. Confirm if the DAPM path is completed. Check the path using `alsamixer` utility as described in [Audio Path](#).
2. Confirm the pinmux setting for I2S master/slave mode. Check the following files.

```
arch/arm64/boot/dts/tegra210-foster-e-p2530-common.dtsi
```

```
arch/arm64/boot/dts/tegra210-platforms/tegra210-foster-e-pinmux-p2530-0930-e00.dtsi
```

3. Confirm the status property of `i2s` is set to `okay` in the following file:

```
arch/arm64/boot/dts/tegra210-common.dtsi
```

4. Confirm the clock settings for I2S master/slave mode. Probe the Frame sync (FS) and bit clock (BCLK) of I2S using a scope.
5. If I2S is configured in TDM mode, please check whether the AMX slot map is configured correctly based on the description in [TDM Slot Mapping](#).
6. You can also form an internal DAPM path connecting I2S with the same I2S instance using the following command:

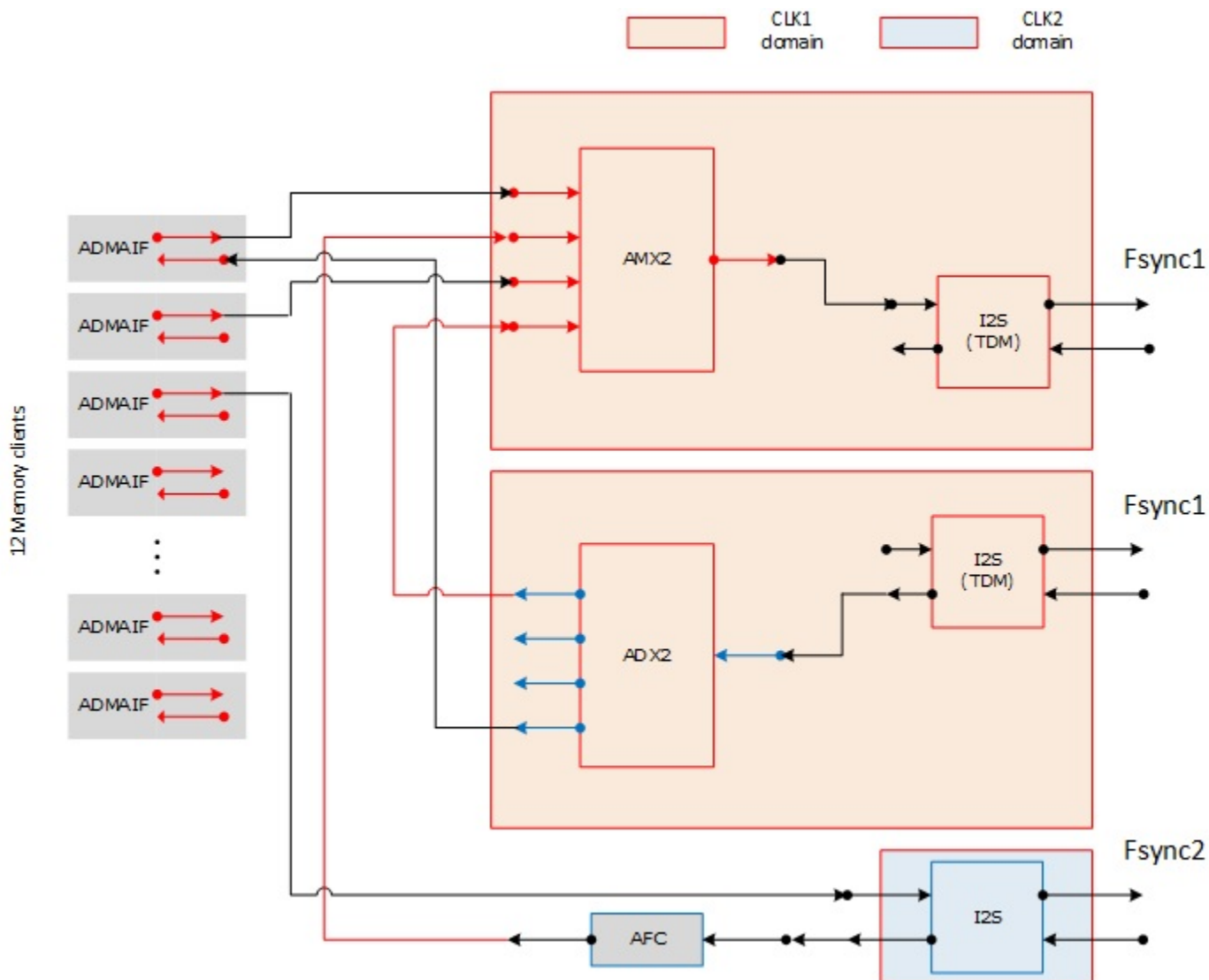
```
amixer -c 0 sset 'I2S Mux' 'I2S'
```

If the codec record/playback functions correctly, that confirms I2S and onboard codecs are configured correctly. It also isolates the problem to rest of the AHUB path.

## Miscellaneous Examples

This section describes setting up the XBAR internal audio path from user space for complicated Tegra use cases.

## Simple Internal Audio Path



## Routing Commands

- AMX connection:

```
amixer -c 0 sset 'AMX2-1 Mux' 'ADMAIF5'
amixer -c 0 sset 'AMX2-2 Mux' 'AFC1'
amixer -c 0 sset 'AMX2-3 Mux' 'ADMAIF6'
amixer -c 0 sset 'AMX2-4 Mux' 'ADX2-1'
amixer -c 0 sset 'I2S3 Mux' 'AMX2'
```

- ADX connection:

```
amixer -c 0 sset 'ADX2 Mux' 'I2S3'
amixer -c 0 sset 'ADMAIF5 Mux' 'ADX2-4'
```

- AFC connection:

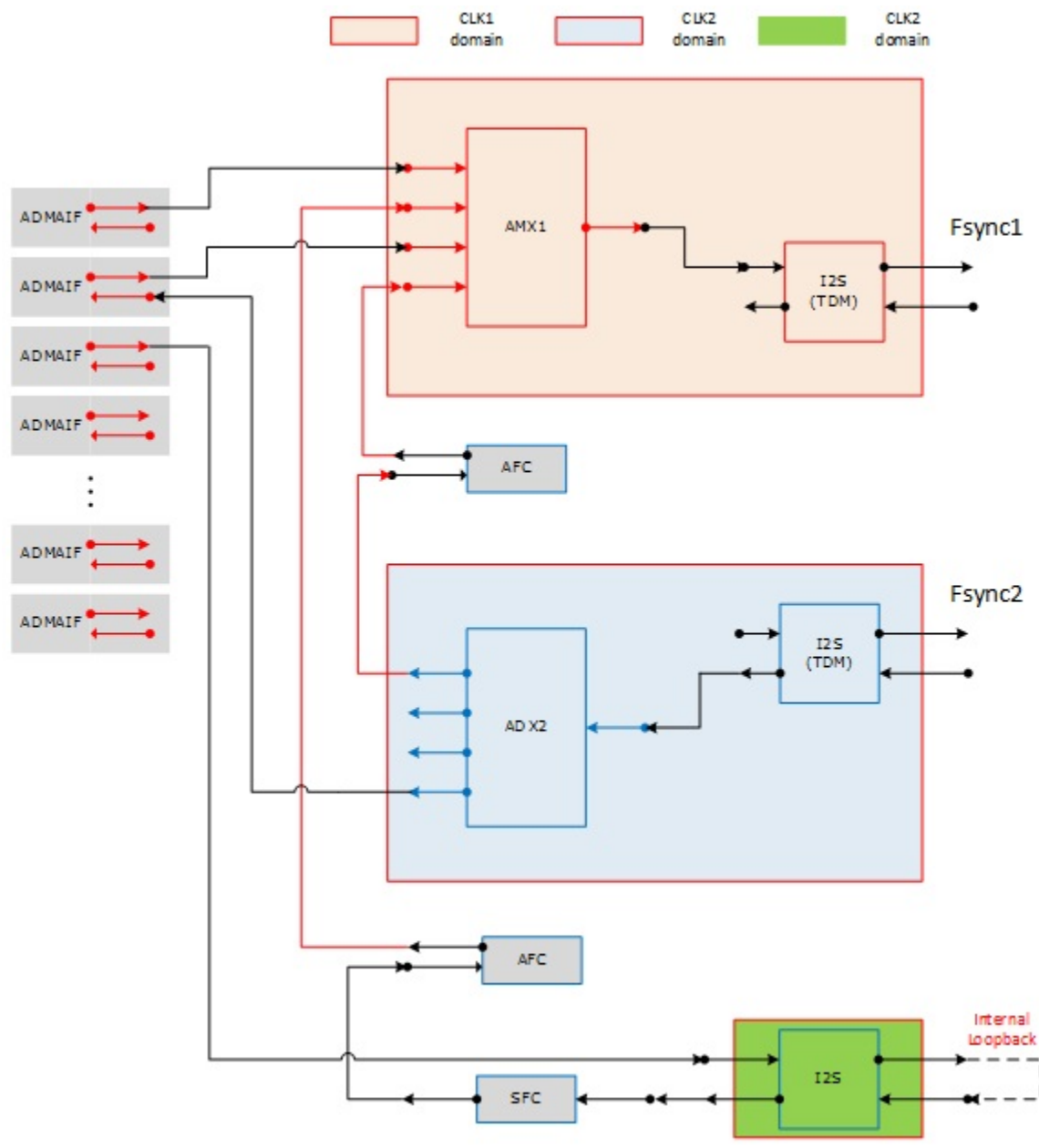
```
amixer -c 0 sset 'AFC1 Mux' 'I2S4'  
amixer -c 0 sset 'I2S4 Mux' 'ADMAIF7'
```

## Testing Commands

```
aplay -c 0 -D hw:0,4 -f S16_LE -r 48000 sample1.wav &  
aplay -c 0 -D hw:0,5 -f S16_LE -r 48000 sample2.wav &  
aplay -c 0 -D hw:0,6 -f S16_LE -r 48000 sample3.wav &  
arecord -c 0 -D hw:0,4 -f wav -c 2 -r 48000 -b 16 sample4.wav &
```

## I2S-x and I2S-y Under Same Clock Domain

If I2S-x and I2S-y are under the same clock domain for the sake of case study, AFC1 insertion between ADX1-1 and AMX1-4 does not help. However, the audio routing path can still be constructed as illustrated below and described in [Routing Commands](#) and [Testing commands](#).



## Commands

- AMX connection:

```
amixer -c 0 sset 'AMX1-1 Mux' 'ADMAIF1'
amixer -c 0 sset 'AMX1-2 Mux' 'AFC1'
amixer -c 0 sset 'AMX1-3 Mux' 'ADMAIF2'
amixer -c 0 sset 'AMX1-4 Mux' 'AFC2'
amixer -c 0 sset 'I2S4 Mux' 'AMX1'
```

- ADX connection:

```
amixer -c 0 sset 'ADX2 Mux' 'I2S3'
```

```
amixer -c 0 sset 'ADMAIF2 Mux' 'ADX2-4'
amixer -c 0 sset 'AFC1 Mux' 'ADX2-1'
```

- AFC/SFC connection:

```
amixer -c 0 sset 'SFC1 Mux' 'I2S5'
amixer -c 0 sset 'I2S5 Mux' 'ADMAIF3'
amixer -c 0 sset 'AFC2 Mux' 'SFC1'
amixer -c 0 cset iface=MIXER,name='output rate' '48kHz'
amixer -c 0 sset 'I2S5 Loopback' 1
```

## Testing Commands

```
aplay -c 0 -D hw:0,0 -f S16_LE -r 48000 sample1.wav&
aplay -c 0 -D hw:0,1 -f S16_LE -r 48000 sample2.wav&
aplay -c 0 -D hw:0,2 -f S16_LE -r 48000 sample3.wav&
arecord -c 0 -D hw:0,1 -f wav -c 2 -r 48000 -b 16 sample4.wav &
```

# Building the AARCH 64 Toolchain and glibc

The NVIDIA® Tegra® Linux Driver Package contains the script and patches used to create the set of toolchains that NVIDIA uses to produce the AARCH64 L4T binaries. This topic describes how to build these toolchains.

## Toolchain Information

There are two toolchains required for AARCH64 builds. Both are built from the same component sources and patches, but they are configured differently, as the following:

- aarch64-unknown-linux-gnu
- arm-unknown-linux-gnueabi

The ARM toolchain is needed for a small compatibility component of the `arm64` kernel.

Each toolchain contains the following components:

- GCC version: 4.8.2
- Glibc Version : 2.17

## Building the Toolchain

The toolchain build script and patches are provided in the Jetson TX1 Toolchain Build package.

### To build the toolchain

1. In this guide's [Downloads](#) chapter, locate the link for the Toolchain Scripts package.
2. Right-click the link and copy the file to a temporary folder on your system. The file is `jetson-tx1-toolchain-build.tbz2`.

If you are unable to use the link, the TAR file is embedded in this documentation at:

```
nvl4t_docs/Tegra Linux Driver Package Development Guide/baggage
```

3. Uncompress the TAR file.

```
$ tar xpf jetson-tx1-toolchain-build.tbz2
```

This unpacks into two folders, one for each toolchain:

```
toolchain-build-aarch64
toolchain-build-armhf
```

Each toolchain folder contains the following:

- README instructions for setting up the build system and building the toolchain.
- A script that builds the toolchain.
- A patches folder containing patches to the toolchain sources.



- Follow the build instructions in the README for each toolchain. Build products are located in the `install` directory.

## Troubleshooting

Each step in the build process logs its progress and errors to a file named for that stage:

Build Process Step	Log File
•Downloading sources	•get_src.log
•Applying patches	•apply_patches.log
•Build binutils	•build_binutils.log
•Installing Linux headers	•install_linux_headers.log
•Building GCC stage 1	•build_gcc_stage1.log
•Building Glibc stage 1	•build_glibc_stage1.log
•Building final Glibc	•build_final_glibc.log

If the build succeeds, the script prints “Success!” at the end. Otherwise check log files for the last step shown to find the error.

The following are two common build errors:

- The build system configuration is different from what is suggested in the README. There may be support packages needed for your particular system.

If using Ubuntu <os\_ver host>, install the necessary packages, in addition to the ones mentioned in the README, with the following commands:

```
$ sudo apt-get install gawk
$ sudo apt-get install texinfo
$ sudo apt-get install automake
$ sudo apt-get install libtool
$ sudo apt-get install g++
```

- The build script downloads sources for the toolchain components from well-known locations. These URLs may become outdated over time. Make sure that the URLs in the `get_src()` function are up-to-date.

# Watchdog Timer

If an application terminates or hangs, a Watchdog timer eventually expires, triggering a CPU reset, and enabling the system to recover without user intervention. The NVIDIA® Tegra® Linux Driver Package implements a watchdog timer WDT0, allocated to CPU0 of cluster0 or the shadow CPU of cluster1.

**Note:** For information about the available Tegra Watchdog Timers and configurations, see the “Watchdog Timers (WDTs)” section of the *Tegra Technical Reference Manual (TRM)* for your chip.

WDT0 is not enabled in the Linux kernel by default; to enable, see [To enable WDT0 from the Linux kernel](#) or [To enable WDT0 from user space](#). This hardware, when turned on, has a timer that starts decrementing. The default timeout value is 120 seconds. For Linux for Tegra (L4T), WDT0 is configured to use TIMER7; therefore, TIMER7 must not be used for any other purpose. When the timeout condition occurs, the WDT0 hardware sends a reset signal to the CPU that causes it to reset.

You can enable WDT0 from the kernel or from user space. If WDT0 is enabled in the kernel, during kernel boot, the kernel loads the WDT0 driver and then starts resetting, or “kicking” WDT0. This prevents the device restarting under normal operation.

If you already enabled the default WDT0 driver from the Linux kernel, your applications in the user space do not need to kick WDT0.

Alternatively, applications can manually enable WDT0 from user space using standard Linux system calls and then by kicking the watchdog periodically. For more information, see the sample code in [To enable WDT0 from user space](#).

Normally, enabling WDT0 enablement is sufficient for system monitoring. If you need to enable Watchdog on other CPUs or AVP, you must modify the WDT driver.

## To enable WDT0 from the Linux kernel

1. Go to the kernel configuration file:

```
arch/arm/configs/tegra12_defconfig
```

2. Add the following 2 lines under CONFIG\_WATCHDOG\_NOWAYOUT=y:

```
CONFIG_TEGRA_WATCHDOG=y
CONFIG_TEGRA_WATCHDOG_ENABLE_ON_PROBE=y
```

## To modify the WDT0 timeout value

1. Go to the WDT kernel driver:

```
drivers/watchdog/tegra_wdt.c
```

2. Modify the heartbeat value. The default value is 120 seconds. The example below changes the timeout value to 60 seconds:

```
-static int heartbeat = 120;
+static int heartbeat = 60;
```

## To enable WDT0 from user space

1. Go to the kernel configuration file:

```
arch/arm/configs/tegra12_defconfig
```

2. Add the following line under CONFIG\_WATCHDOG\_NOWAYOUT=y:

```
CONFIG_TEGRA_WATCHDOG=y
```

The WDT0 device node is `/dev/watchdog0`. The following user-space sample code shows opening, enabling, obtaining and specifying the timeout value, and kicking the watchdog timer.

```
int fd, ret;
int timeout = 0;

/* open WDT0 device (WDT0 enables itself automatically) */
fd = open("/dev/watchdog0", O_RDWR);
if(fd < 0) {
    fprintf(stderr, "Open watchdog device failed!\n");
    return -1;
}

/* WDT0 is counting now, check the default timeout value */
ret = ioctl(fd, WDIOC_GETTIMEOUT, &timeout);
if(ret) {
    fprintf(stderr, "Get watchdog timeout value failed!\n");
    return -1;
}

fprintf(stdout, "Watchdog timeout value: %d\n", timeout);

/* set new timeout value 60s */
/* Note the value should be within [5, 1000] */
timeout = 60;
ret = ioctl(fd, WDIOC_SETTIMEOUT, &timeout);
if(ret) {
    fprintf(stderr, "Set watchdog timeout value failed!\n");
    return -1;
}

fprintf(stdout, "New watchdog timeout value: %d\n", timeout);

/*Kick WDT0, this should be running periodically */
```

```
ret = ioctl(fd, WDIOC_KEEPAIVE, NULL);  
if(ret) {  
    fprintf(stderr, "Kick watchdog failed!\n");  
    return -1;  
}
```

# Downloads

The following documentation is included in the NVIDIA<sup>®</sup> Tegra<sup>®</sup> Linux Driver Package (L4T).

- [Tegra Linux Driver Package Development Guide](#) (PDF) — this document
- [Multimedia User Guide](#) (PDF)
- [Jetson TX1 Developer Kit](#) (PDF)
- [Runtime Boot Loader Update Process for Jetson TX1](#) (PDF)
- [Platform Adaptation and Bring-Up Guide](#) (PDF)
- [NVIDIA Jetson TX1 Module EEPROM Layout](#) (PDF)

## Toolchain Scripts

Instructions, scripts, and patches for building the toolchains are provided as part of the L4T documentation package.

To download the toolchain scripts

- Right-click on the following link, select Save Link As, and then specify a location where you want to copy the file.

[Toolchain Scripts](#) (TBZ2) — this tbz2 file.

## U-Boot and CPU Debugging Scripts

The Lauterbach debugging scripts are provided as part of the L4T documentation package.

To download the Lauterbach scripts

- Right-click on the following link, and select Save As.

[Debugging Scripts](#) (TAR) — this tar file.

# Appendix

This appendix contains supplementary materials.

## Tegra Stats Utility

L4T provides the Tegra Stats utility (tegrastats), which reports memory usage and processor usage for NVIDIA® Tegra® devices.

JetPack installer or the flashing script places the script in the home directory on the target at:

```
/home/ubuntu/tegrastats
```

On the host system, the script is delivered in the TAR file at:

```
Linux_for_Tegra/nv_tegra/nv_tools.tbz2
```

## Reported Statistics

The following table shows the statistics the Tegra Stats utility reports.

Statistic	X	Y	Z
<ul style="list-style-type: none"> <li>•RAM X/Y (lfb NxZ)</li> <li>•Largest Free Block (lfb) is a statistic about the memory allocator, and refers to the largest contiguous block of <b>physical</b> memory that can currently be allocated. It is at most 4 MB, and can become smaller with memory fragmentation.</li> <li>•</li> <li>•<b>Note:</b> The word <b>physical</b> in the above; allocations made in virtual memory can be bigger.</li> </ul>	<ul style="list-style-type: none"> <li>•Amount of RAM in use in MB</li> </ul>	<ul style="list-style-type: none"> <li>•Total amount of RAM available for applications</li> </ul>	<ul style="list-style-type: none"> <li>• Z is the size of the largest free block, N the number of free blocks of this size.</li> <li>•</li> </ul>
<ul style="list-style-type: none"> <li>•CPU [X%,Y%, , ]@Z</li> <li>•</li> <li>•<b>Note:</b> T30 has up to four CPU cores in the G-Cluster and one CPU core in the LP-Cluster.</li> </ul>	<ul style="list-style-type: none"> <li>•Load statistics for each of the CPU cores relative to the current running frequency Z, or 'off' in case a core is currently powered down.</li> <li>•</li> <li>•This is a rough approximation based on time spent in system idle process as</li> </ul>	<ul style="list-style-type: none"> <li>•Load statistics for each of the CPU cores relative to the current running frequency Z, or 'off' in case a core is currently powered down.</li> <li>•</li> <li>•This is a rough approximation based on time spent in system idle process as reported by the</li> </ul>	<ul style="list-style-type: none"> <li>•CPU frequency in MHz, which dynamically goes up or down depending on the CPU workload</li> </ul>

	reported by the Linux kernel in /proc/stat file.	Linux kernel in /proc/stat file.	
<ul style="list-style-type: none"> <li>•avp X%@Y</li> <li>•</li> <li>•AVP is the audio/video processor, which is not visible to the OS or applications. However, some forms of video decode/encode make heavy use of it.</li> <li>•<b>Note:</b> From T210, the hardware AVP is replaced by ARM7</li> </ul>	<ul style="list-style-type: none"> <li>•Percent of the AVP or ARM7 that is being used (the AVP load) relative to the current running frequency</li> </ul>	<ul style="list-style-type: none"> <li>•AVP or ARM7 frequency in MHz, which dynamically goes up or down depending on the AVP workload</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>
<ul style="list-style-type: none"> <li>•Deprecated beginning with R24.1.</li> <li>•vde Y</li> <li>•</li> <li>•VDE is the video hardware engine.</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>	<ul style="list-style-type: none"> <li>•VDE frequency in MHz</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>
<ul style="list-style-type: none"> <li>•edp limit X</li> </ul>	<ul style="list-style-type: none"> <li>•Limit of the CPU maximum frequency</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>
<ul style="list-style-type: none"> <li>•emc X%@Y</li> <li>•</li> <li>•EMC is the external memory controller, through which all sysmem/carve-out/GART memory accesses go.</li> </ul>	<ul style="list-style-type: none"> <li>•Percent of the EMC memory bandwidth that is being used, relative to the current running frequency</li> </ul>	<ul style="list-style-type: none"> <li>•EMC frequency in MHz</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>
<ul style="list-style-type: none"> <li>•GR3D X%@Y</li> <li>•</li> <li>•GR3D is the GPU engine.</li> </ul>	<ul style="list-style-type: none"> <li>•Percent of the GR3D that is being used, relative to the current running frequency</li> </ul>	<ul style="list-style-type: none"> <li>•GR3D frequency in MHz</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>
<ul style="list-style-type: none"> <li>•MSENC Y</li> <li>•</li> <li>•MSENC is the video hardware encoding engine.</li> <li>•</li> <li>•<b>Note:</b> Supported beginning R24.2.1</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>	<ul style="list-style-type: none"> <li>•MSENC frequency in MHz</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>
<ul style="list-style-type: none"> <li>•NVDEC Y</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>	<ul style="list-style-type: none"> <li>•NVDEC frequency in MHz</li> </ul>	<ul style="list-style-type: none"> <li>•N/A</li> </ul>



- NVDEC is the video hardware decoding engine.
- 
- **Note:** Supported beginning R24.2.1

## Example Output

The following example output is extracted from running a 1080p video playback use case. CPU frequency is running between 300 and 750 MHz and only one CPU is active.

**Notes:** The examples provided are for previous Tegra devices.

```
E/TegraStats( 7484): RAM 92/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [52%,35%]@527 avp 18%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [51%,51%]@750 avp 8%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [58%,45%]@600 avp 8%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [48%,49%]@463 avp 8%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [60%,41%]@411 avp 8%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [60%,48%]@384 avp 9%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [60%,44%]@438 avp 10%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [44%,53%]@411 avp 8%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [57%,47%]@359 avp 8%@100
E/TegraStats( 7484): RAM 93/184MB (1fb 1x4MB) | DFS(%@MHz): cpu [55%,44%]@750 avp 8%@100
E/TegraStats(7484): RAM 98/184MB (1fb 1x1MB) | DFS(%@MHz): cpu [77%,68%]@300 avp 2%@100
E/TegraStats(7484): RAM 94/184MB (1fb 1x2MB) | DFS(%@MHz): cpu [35%,29%]@300 avp 2%@100
E/TegraStats(7484): RAM 95/184MB (1fb 1x2MB) | DFS(%@MHz): cpu [35%,29%]@300 avp 2%@100
...
```

## Running Tegra Stats

When you run `tegrastats` on Linux devices, it prints statistics to stdout.

## Example Log Print

```
E/TegraStats( 3627): RAM 250/490MB | DFS(%@MHz): cpu [61%,45%]@835 avp 17%@100 vde 34%@
```

## To run tegrastats

- On the target, execute the following commands:

```
sudo /home/Ubuntu/tegrastats <delay>
```

Where <delay> is the frequency of log prints, expressed in milliseconds (1000 means print every second).

## To stop tegrastats

- On the target, execute the following commands:

```
sudo ps -a
sudo kill <pid>
```

Where <pid> is the process ID of `tegrastats` as reported by the `ps` command.

## To max out the clock frequencies

- On the target, execute the following command:

```
sudo /home/ubuntu/tegrastats -max
```

which forces all runtime-modifiable clock frequencies to their maximum values. When run this way, `tegrastats` quits immediately after setting the clocks.

**Note:** This option is provided only for testing purposes.

## To return clock frequencies back to default values

- On the target, execute the following command:

```
sudo /home/ubuntu/tegrastats -default
```

## Re-Deploying Tegra Stats

The Tegra Stats Utility is preinstalled in the default root file system under `/home/ubuntu`. If you have modified the root file system configuration and removed `tegrastats` from the build, you can re-deploy it on the target at runtime.

## To re-deploy tegrastats

- Execute the following commands from the debug host PC:

```
scp tegrastats ubuntu@<TARGET_DEVICE_IP>:/home/ubuntu/
```

## Example

The following is an example of default `tegrastats` execution.

```
sudo ./tegrastats
[sudo] password for ubuntu:
RAM 277/3854MB (lfb 700x4MB) SWAP 0/0MB (cached 0MB) cpu [0%,0%,0%,0%]@1912 EMC 0%@1600
RAM 277/3854MB (lfb 700x4MB) SWAP 0/0MB (cached 0MB) cpu [1%,0%,0%,1%]@102 EMC 1%@408 A

EMC - external memory controller, bus%@MHz
AVP - audio/video processor, processor%@MHz
VDE - video decoder engine, %MHz
GR3D - GPU, processor%@MHz
```

## FAQ

This section provides answers to frequently asked questions about your release. Use it as the first step in troubleshooting problems. You can also try searching the Index in this document, contacting your support engineer, or filing a bug.

## Linux FAQs

### *Are ARMv7 binaries compatible with aarch64 binaries?*

No, while the kernel supports both ARMv7 (32bi) and aarch64 binaries, distros currently are exclusively aarch64 or ARMv7. ARMv7 binaries are not compatible in an aarch64 distro. The NVIDIA PDK supports aarch64 distro where ARMv7 binaries are not compatible.

### *How do I use display mode and resolution configuration with the X RandR application?*

You can use the X Resize, Rotate and Reflect Extension (RandR) extension to manipulate and configure the attached displays (both the internal panel and any externally connected HDMI panel). The `xrandr(1)` utility is the most common way to do this.

You can find a tutorial on `xrandr` on the following website:

[http://www.thinkwiki.org/wiki/Xorg\\_RandR\\_1.2](http://www.thinkwiki.org/wiki/Xorg_RandR_1.2)

### *Are there generated ssh host keys for the sample file system?*

There are no keys in the `/etc/ssh` directory of the provided sample file system. For information about creating the ssh host keys, see the `ssh-keygen` man page.

### *How do I determine the X driver ABI of the X server used in the root file system?*

All `tegra_drv.abi*.so` files are in the driver package. By default the `apply_binaries.sh` script creates a sym-link from `tegra_drv.so` to the X ABI driver compatible with the provided sample file system.

### *How do I prevent the system display from blanking out?*

Linux kernel 3.1 added a power saving feature that may blank the display of an idle system even when applications are running. The feature is called console blank (screen saver). It is defined as:

```
consoleblank= [KNL]
```

Where `[KNL]` is the console blank (screen saver) timeout in seconds. This defaults to  $10 \times 60 = 10$  mins. A value of 0 disables the blank timer.

By passing arguments to the kernel command line, you can:

- Disable this feature, or
- Set the timeout to a longer interval.

With the `flash.sh` script, you can override the kernel command line options passed from fastboot to the kernel.

### To disable the console blank (screen saver) from the kernel command line

1. In the grub configuration add the following line to the kernel parameters:

```
consoleblank=0
```

2. View the current `consoleblank` value with the following command:

```
$ cat /sys/module/kernel/parameters/consoleblank
```

## To disable the console blank feature with an escape sequence

- Enter the following escape sequence:

```
$ echo -ne "\033[9;0]"
```

## To change the console blank timeout value with an escape sequence

- Enter the following escape sequence:

```
$ echo -ne "\033[9;<timeout>]"
```

Where `<timeout>` is the timeout in seconds.

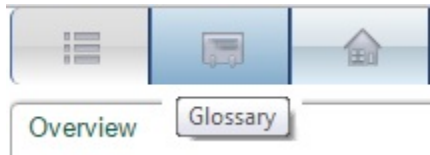
For more information on this escape sequence, see the `console_codes(4)` man page documents. For information on the input/output controls that provide some of the same functionality, see the `console_ioctl(4)` man page.

# Glossary

This section provides definitions to frequently used terms in this release.

## To browse the glossary by keyword

- Click the Glossary button on the tool bar (shown below).



## To browse the glossary page-by-page

- Click the NEXT button (right arrow) on the toolbar.



**<ABI\_directory>: aarch64-linux-gnu [More...]**

See Section 1.0 of the *Release Notes* to confirm your ABI directory info.



**BCT:** NVIDIA boot configuration table, a binary file used for flashing and updating.  
[More...]

Stored on a secondary boot device, such as eMMC, which primarily stores information required to:

- initialize and configure the secondary boot device
- initialize and configure SDRAM
- locate and verify the boot loader

**<board\_and\_rev>: p2371-2180 or p2371-0000 [More...]**

Valid values depend on the supported board. Use either of the following for Jetson TX1:

- p2371-2180
- p2371-0000 (supports per-rail power measurement)

See Section 1.0 of the *Release Notes* for your release to confirm your board and revision info.

## **CUDA:** An NVIDIA parallel computing platform and programming model. [\[More...\]](#)

NVIDIA<sup>®</sup> CUDA<sup>®</sup> technology enables dramatic increases in computing performance by harnessing the power of the graphics processing unit (GPU).

**<EGL|GL\_ver>: 362.24.18.0 [More...]**

See Section 1.0 of the *Release Notes* to confirm your NVIDIA EGL/GL version info.

**<lnx\_ver>: Kernel 3.10.96. [More...]**

See Section 1.0 of the *Release Notes* for your release to confirm your Linux version info.

**<os\_ver\_host>: 14.04 (amd64 distribution) . [More...]**

See Section 1.0 of the *Release Notes* for your release to confirm your host Ubuntu operating system version info.

**<os\_ver\_target>: 16.04 Xenial (arm64 distribution) . [More...]**

See Section 1.0 of the *Release Notes* for your release to confirm your target Ubuntu operating system version information.

**<platform>: jetson-tx1 [More...]**

The target board supported by the release. See Section 1.0 of the *Release Notes* to confirm your platform.



**<platform|ver>: t210ref [More...]**

Valid values depend on the supported [platform](#) for your product.

See Section 1.0 of the *Release Notes* to determine your platform info.

**<release>: R24.2[More...]**

See Section 1.0 of the *Release Notes* to confirm your release info.

**<release\_num>: 24.2.0 [More...]**

See Section 1.0 of the *Release Notes* to confirm your release number.

**release\_tag:** tegra-l4t-r24.2 [\[More...\]](#)

See Section 1.0 of the *Release Notes* for your release to confirm your Git release tag info

**<release\_type>: aarch64 [More...]**

See Section 1.0 of the *Release Notes* to confirm your release type.

**<t-arch|ver>: 210 [More...]**

Valid values for the Tegra architecture version depend on the supported product. Use:

- 210 for Tegra X1 devices.

See Section 1.0 of the *Release Notes* for your release to confirm your Tegra architecture version info.

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## GST OpenMAX

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gst-openmax (libgstomx.so, libgstegl-1.0.so.0, and libnvgstjpeg.so)

### Version 2.1, February 1999

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## GST EGL

### GStreamer EGL/GLES Sink

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```
/usr/sbin/brcm_patchram_plus
```

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This folder contains libraries and headers of a few very popular still image codecs used by highgui module. The libraries and headers are preferably to build Win32 and Win64 versions of OpenCV. On UNIX systems all the libraries are automatically detected by configure script. In order to use these versions of libraries instead of system ones on UNIX systems you should use BUILD\_<library\_name> CMake flags (for example, BUILD\_PNG for the libpng library).

---

libjpeg 8d (8.4) - The Independent JPEG Group's JPEG software.

Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.

See IGJ home page <http://www.iijg.org> for details and links to the source code

HAVE\_JPEG preprocessor flag must be set to make highgui use libjpeg. On UNIX systems configure script takes care of it.

---

libpng 1.5.12 - Portable Network Graphics library.

Copyright (c) 2004, 2006-2012 Glenn Randers-Pehrson. See libpng home page <http://www.libpng.org> for details and links to the source code

HAVE\_PNG preprocessor flag must be set to make highgui use libpng. On UNIX systems configure script takes care of it.

---

libtiff 4.0.2 - Tag Image File Format (TIFF) Software

Copyright (c) 1988-1997 Sam Leffler

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See libtiff home page <http://www.remotesensing.org/libtiff/> for details and links to the source code

HAVE\_TIFF preprocessor flag must be set to make highgui use libtiff. On UNIX systems configure script takes care of it. In this build support for ZIP (LZ77 compression) is turned on.

---

zlib 1.2.7 - General purpose LZ77 compression library

Copyright (C) 1995-2012 Jean-loup Gailly and Mark Adler.

See zlib home page <http://www.zlib.net> for details and links to the source code

No preprocessor definition is needed to make highgui use this library - it is included automatically if either libpng or libtiff are used.

jasper-1.900.1 - JasPer is a collection of software (i.e., a library and application programs) for the coding and manipulation of images. This software can handle image data in a variety of formats. One such format supported by JasPer is the JPEG-2000 format defined in ISO/IEC 15444-1.

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The JasPer license can be found in src/libjasper.

OpenCV on Windows uses pre-built libjasper library (lib/libjasper\*). To get the latest source code, please, visit the project homepage: <http://www.ece.uvic.ca/~mdadams/jasper/>

openexr-1.7.1 - OpenEXR is a high dynamic-range (HDR) image file format developed by Industrial Light & Magic for use in computer imaging applications.

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The project homepage: <http://www.openexr.com>

ffmpeg-0.8.0 - FFmpeg is a complete, cross-platform solution to record, convert and stream audio and video. It includes libavcodec - the leading audio/video codec library, and also libavformat, libavutils and other helper libraries that are used by OpenCV (in highgui module) to read and write video files.

The project homepage: <http://ffmpeg.org/>

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## DOCUMENTATION ROADMAP

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.

LEGAL ISSUES Copyright, lack of warranty, terms of distribution.

REFERENCES Where to learn more about JPEG.

ARCHIVE LOCATIONS Where to find newer versions of this software.

RELATED SOFTWARE Other stuff you should get.

FILE FORMAT WARS Software *\*not\** to get.

TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc How to configure and install the IJG software.

usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.

\*.1 Unix-style man pages for programs (same info as usage.doc).

wizard.doc Advanced usage instructions for JPEG wizards only.

change.log Version-to-version change highlights.

Programmer and internal documentation:

libjpeg.doc How to use the JPEG library in your own programs.

example.c Sample code for calling the JPEG library.

structure.doc Overview of the JPEG library's internal structure.

filelist.doc Road map of IJG files.

coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

## OVERVIEW

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software



Foundation but is freely distributable. The same holds for its supporting scripts (`config.guess`, `config.sub`, `ltconfig`, `ltmain.sh`). Another support script, `install-sh`, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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## REFERENCES

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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is

Wallace, Gregory K. "The JPEG Still Picture Compression Standard",

Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44.

(Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard

may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department

C-Cube Microsystems, Inc.

1778 McCarthy Blvd.

Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from [ftp.sgi.com](ftp://ftp.sgi.com) or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

## ARCHIVE LOCATIONS

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The "official" archive site for this software is [ftp.uu.net](ftp://ftp.uu.net) (Internet address 192.48.96.9). The most recent released version can always be found there in directory [graphics/jpeg](ftp://ftp.uu.net/graphics/jpeg). This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact [help@uunet.uu.net](mailto:help@uunet.uu.net) for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only [ftp.uu.net](ftp://ftp.uu.net) is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the [ftp.uu.net](ftp://ftp.uu.net) release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups [comp.graphics.misc](mailto:comp.graphics.misc), [news.answers](mailto:news.answers), and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other [news.answers](mailto:news.answers) archive sites, including the official [news.answers](mailto:news.answers)

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send usenet/news.answers/jpeg-faq/part1

send usenet/news.answers/jpeg-faq/part2

## RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

## FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to [jpeg-info@uunet.uu.net](mailto:jpeg-info@uunet.uu.net).

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A "png\_get\_copyright" function is available, for convenient use in "about" boxes and the like:

```
printf("%s",png_get_copyright(NULL));
```

Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png" (98x31).

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Glenn Randers-Pehrson

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July 11, 2012

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## ZLIB DATA COMPRESSION LIBRARY

zlib 1.2.7 is a general purpose data compression library. All the code is thread safe. The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files <http://tools.ietf.org/html/rfc1950> (zlib format), [rfc1951](http://tools.ietf.org/html/rfc1951) (deflate format) and [rfc1952](http://tools.ietf.org/html/rfc1952) (gzip format).

All functions of the compression library are documented in the file `zlib.h` (volunteer to write man pages welcome, contact [zlib@gzip.org](mailto:zlib@gzip.org)). A usage example of the library is given in the file `test/example.c` which also tests that the library is working correctly. Another example is given in the file `test/minigzip.c`. The compression library itself is composed of all source files in the root directory.

To compile all files and run the test program, follow the instructions given at the top of `Makefile.in`. In short `./configure; make test`, and if that goes well, `"make install"` should work for most flavors of Unix. For Windows, use one of the special makefiles in `win32/` or `contrib/vstudio/`. For VMS, use `make_vms.com`.

Questions about zlib should be sent to [<zlib@gzip.org>](mailto:zlib@gzip.org), or to Gilles Vollant [<info@winimage.com>](mailto:info@winimage.com) for the Windows DLL version. The zlib home page is <http://zlib.net/>. Before reporting a problem, please check this site to verify that you have the latest version of zlib; otherwise get the latest version and check whether the problem still exists or not.

PLEASE read the zlib FAQ [http://zlib.net/zlib\\_faq.html](http://zlib.net/zlib_faq.html) before asking for help.

Mark Nelson <markn@ieee.org> wrote an article about zlib for the Jan. 1997 issue of Dr. Dobbs's Journal; a copy of the article is available at <http://marknelson.us/1997/01/01/zlib-engine/> .

The changes made in version 1.2.7 are documented in the file ChangeLog.

Unsupported third party contributions are provided in directory contrib/ .

zlib is available in Java using the java.util.zip package, documented at <http://java.sun.com/developer/technicalArticles/Programming/compression/> .

A Perl interface to zlib written by Paul Marquess <pmqs@cpan.org> is available at CPAN (Comprehensive Perl Archive Network) sites, including <http://search.cpan.org/~pmqs/IO-Compress-Zlib/> .

A Python interface to zlib written by A.M. Kuchling <amk@amk.ca> is available in Python 1.5 and later versions, see <http://docs.python.org/library/zlib.html> .

zlib is built into tcl: <http://wiki.tcl.tk/4610> .

An experimental package to read and write files in .zip format, written on top of zlib by Gilles Vollant <info@winimage.com>, is available in the contrib/minizip directory of zlib.

Notes for some targets:

- For Windows DLL versions, please see win32/DLL\_FAQ.txt
- For 64-bit Irix, deflate.c must be compiled without any optimization. With -O, one libpng test fails. The test works in 32 bit mode (with the -n32 compiler flag). The compiler bug has been reported to SGI.
- zlib doesn't work with gcc 2.6.3 on a DEC 3000/300LX under OSF/1 2.1 it works when compiled with cc.
- On Digital Unix 4.0D (formerly OSF/1) on AlphaServer, the cc option -std1 is necessary to get gzprintf working correctly. This is done by configure.
- zlib doesn't work on HP-UX 9.05 with some versions of /bin/cc. It works with other compilers. Use "make test" to check your compiler.
- gzdopen is not supported on RISCOS or BEOS.
- For PalmOs, see <http://palmzlib.sourceforge.net/>

Acknowledgments:

The deflate format used by zlib was defined by Phil Katz. The deflate and zlib specifications were written by L. Peter Deutsch. Thanks to all the people who reported problems and suggested various improvements in zlib; they are too numerous to cite here.

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Jean-loup Gailly Mark Adler

jloup@gzip.org madler@alumni.caltech.edu

If you use the zlib library in a product, we would appreciate \*not\* receiving lengthy legal documents to sign. The sources are provided for free but without warranty of any kind. The library has been entirely written by Jean-loup Gailly and Mark Adler; it does not include third-party code.

If you redistribute modified sources, we would appreciate that you include in the file ChangeLog history information documenting your changes. Please read the FAQ for more information on the distribution of modified source versions.

## gstvideocuda

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