

# Box mode #4

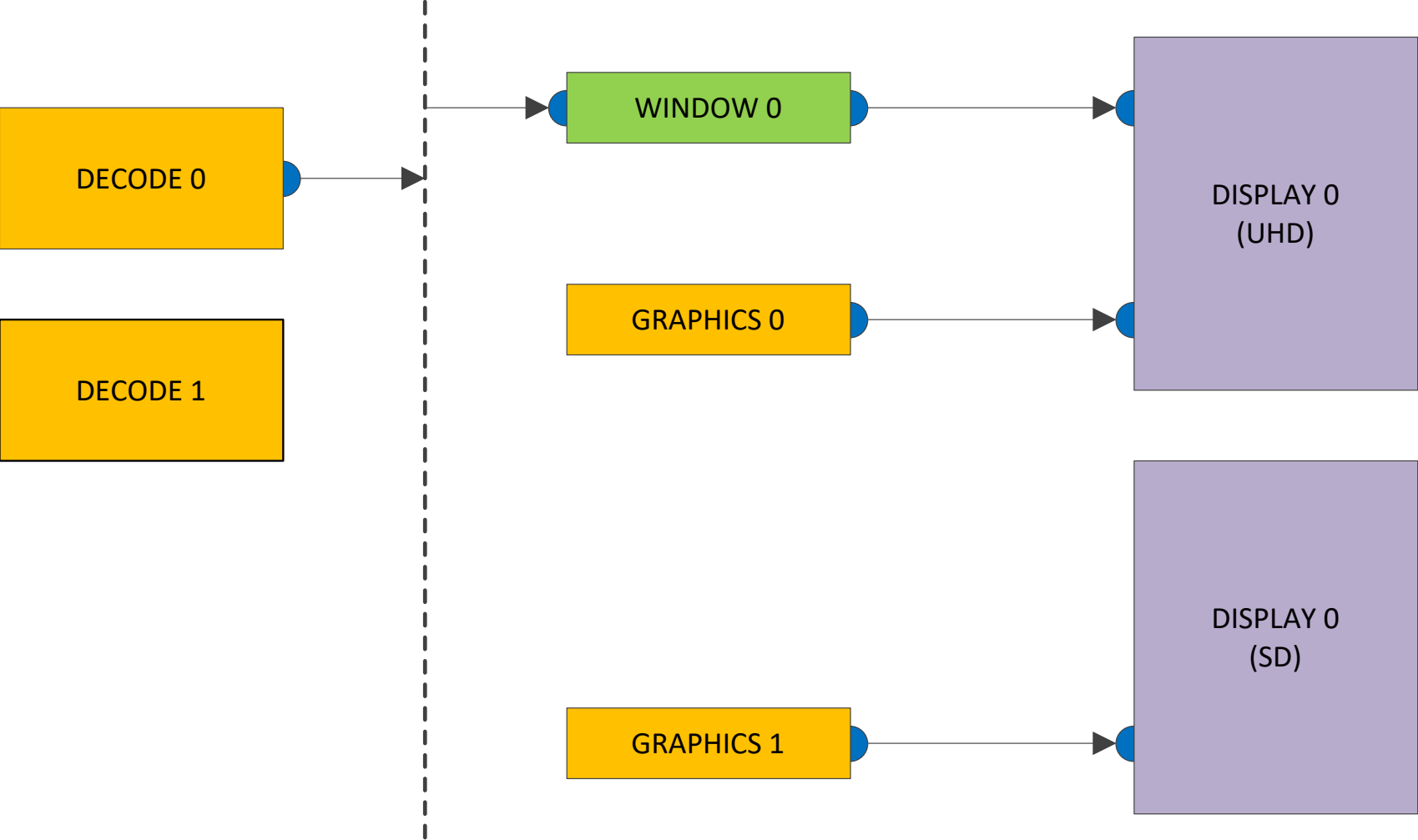
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## Box mode #4 – Summary

- Required memory speed: 1x 32-bit DDR4-2400
  - No high-temperature refresh
- Features:
  - Single 3840x2160p60 decode or dual 3840x2160p30 + 1080p60 decode
  - UHD display
    - Additional independent SD display supported (graphics only – no video)
  - Main + graphics PIP
    - Decode and MAIN window display limitations for 3840x2160p cases.
  - No Multi-PIP support
  - No HDMI input
  - No transcoding

# Possible video routings



# Source limitations

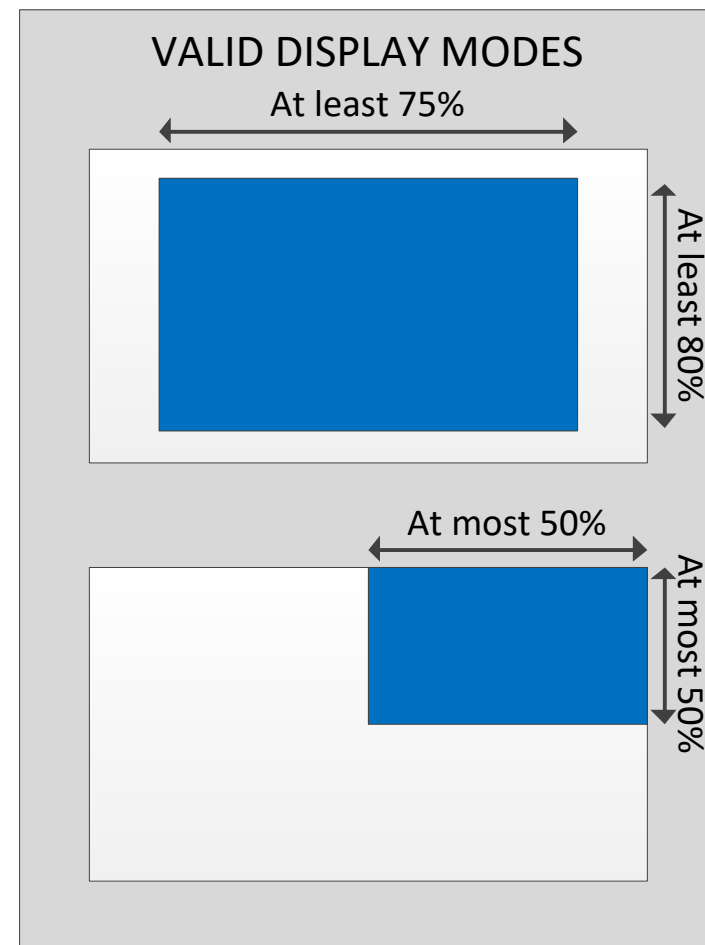
- Decode 0
  - 3840x2160p60 10-bit HEVC / VP9 / AVS2.0
  - 3840x2160p30 8-bit AVC
  - 1920x1080p60 8-bit AVS / AVS+
  - 1920x1080p30/60i 8-bit MPEG2
  - No MTG support
  - Progressive sources larger than 1080p and all 1080i sources must have an aspect ratio less than or equal to 2.21:1
- Decode 1
  - Must be inactive when Decode 0 is handling any single source greater than 4kp30.
  - 1920x1080p60 10-bit HEVC / VP9 / AVS2.0
  - 1920x1080p60 8-bit AVC / AVS / AVS+
  - 1920x1080p30/60i 8-bit MPEG2
  - This decoder can only be used to feed the graphics path. It cannot feed the video network.
- Graphics 0 (UHD)
  - 1080p60 32-bit ARGB
- Graphics 1 (SD)
  - 480p60 32-bit ARGB

# HARDWARE RESOURCE MAPPING

| Decoder  | MFD             | Hardware |
|----------|-----------------|----------|
| Decode 0 | MFD0            | HVD0     |
| Decode 1 | (graphics only) | HVD0     |

# Window Limitations

- Window 0 (MAIN / UHD)
  - 1080i60 de-interlacing
  - When the display format is less than or equal to 1080p:
    - Up to full-screen (smooth-scaling)
  - When the display format is greater than 1080p, the diagram to the right specifies the limits.



# Display and encode limitations

- Display 0 (UHD)
  - 3840x2160p60
  - Displays larger than 1080p must have an aspect ratio greater than or equal to 16:9
- Display 1 (SD)
  - 480i60