

RGa IM2D API Instruction

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Intended Audience

This document (this guide) is mainly intended for:

- Technical support engineers
- Software development engineers

Revision History

| Date | Version | Author | Revision Description |
|------------|---------|----------------------------------|---|
| 2020/06/24 | 1.0.0 | Chen Cheng, Li Huang | Initial version. |
| 2020/10/16 | 1.0.1 | Chen Cheng, Li Huang, Yu Qiaowei | Update part of the APIs. |
| 2021/12/07 | 2.0.0 | Chen Cheng, Li Huang, Yu Qiaowei | Add RGA3 related support. |
| 2022/01/20 | 2.1.0 | Chen Cheng, Li Huang, Yu Qiaowei | - Update im2d api description. - Updated hardware index description and alignment restrictions. - Add data structure description. |
| 2022/01/20 | 2.1.1 | Chen Cheng, Li Huang, Yu Qiaowei | Supplemental formatting support/alignment instructions. |
| 2022/09/15 | 2.2.0 | Chen Cheng, Li Huang, Yu Qiaowei | - Supplementary default value description - New array api - New task api - New rectangle border drawing api |
| 2023/02/09 | 2.2.1 | Yu Qiaowei | Format document. |
| 2022/06/28 | 2.2.2 | Yu Qiaowei | - Add chip RK3562 introduction - Improve the precautions for grayscale images |

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1. Introductions

RGA (Raster Graphic Acceleration Unit) is an independent 2D hardware accelerator that can be used to speed up point/line drawing, perform image resizing, rotation, bitBlt, alpha blending and other common 2D graphics operations.

1.1 Design Index

| Version | Codename | Chip | Source | | Destination | | Function | Pixels/Cycle |
|--------------|--------------|---------------|--------|-----------|-------------|-----------|---|--------------|
| | | | min | max | min | max | | |
| RGA1 | Pagani | RK3066 | 2x2 | 8192x8192 | 2x2 | 2048x2048 | 90/180/270 Rotate X/Y Mirror Crop 1/2~8 scale Alpha blend Color key Color fill ROP IOMMU(32bit) | 1 |
| | Jaguar Plus | RK3188 | | | | | | |
| | Beetles | RK2926/2928 | | | | | | |
| | Beetles Plus | RK3026/3028 | | | | | | |
| RGA1_plus | Audi | RK3128 | 2x2 | 8192x8192 | 2x2 | 2048x2048 | 90/180/270 Rotate X/Y Mirror Crop 1/2~8 scale Alpha blend Color key Color fill Color palette IOMMU(32bit) | 1 |
| | Granite | Sofia 3gr | | | | | | |
| RGA2 | Lincoln | RK3288/3288w | 2x2 | 8192x8192 | 2x2 | 4096x4096 | 90/180/270 Rotate X/Y Mirror Crop 1/16~16 scale Alpha blend Color key Color fill Color palette ROP IOMMU(32bit) | 2 |
| | Capricorn | RK3190 | | | | | | |
| RGA2-Lite0 | Maybach | RK3368 | 2x2 | 8192x8192 | 2x2 | 4096x4096 | 90/180/270 Rotate X/Y Mirror Crop 1/8~8 scale Alpha blend Color key Color fill Color palette ROP IOMMU(32bit) | 2 |
| | BMW | RK3366 | | | | | | |
| RGA2-Lite1 | Benz | RK3228 | 2x2 | 8192x8192 | 2x2 | 4096x4096 | 90/180/270 Rotate X/Y Mirror Crop 1/8~8 scale Alpha blend Color key Color fill | 2 |
| | Infiniti | RK3228H | | | | | | |
| | Gemini | RK3326 | | | | | | |
| | Lion | RK1808 | | | | | Color palette IOMMU(32bit) | |
| RGA2-Enhance | Mclaren | RK3399 | 2x2 | 8192x8192 | 2x2 | 4096x4096 | 90/180/270 Rotate X/Y Mirror Crop 1/16~16 scale Alpha blend Color key Color fill Color palette ROP(NA for RV1108/RV1109/RK3566) NN quantize(NA for RK3399/RV1108) osd (only | 2 |
| | Mercury | RK1108 | | | | | | |
| | Puma | RV1126/RV1109 | | | | | | |
| | skylarkV2 | RK3566/RK3568 | | | | | | |
| | Orion | RK3588 | | | | | | |
| | Otter | RV1106/1103 | | | | | | |
| | Bull | RK3528 | | | | | | |

| | | | | | | | | |
|------|-------|--------|------|-----------|------|-----------|--|--------------------------|
| | | | | | | | RV1106/RV1103/RK3562/RK3528) mosaic(only RV1106/RV1103/RK3562/RK3528) IOMMU(32bit, RK3528/RK3562为 40bit, NA for RV1106/1103) | |
| | Snipe | RK3562 | | | | | | |
| RGA3 | Orion | RK3588 | 68x2 | 8176x8176 | 68x2 | 8128x8128 | 90/180/270 Rotate X/Y Mirror Crop 1/8~8 scale Alpha blend Color key FBC IOMMU(40bit) | 3 (by pass) 2 (scale) |

Note:

- 1). The capabilities of Pixels/cycle are theoretical data, and the actual operating performance is related to bandwidth, hardware frequency, etc. The list data is for reference only.
- 2). In addition to the minimum input resolution limit, the x, y, width, and height parameters of the actual operation rectangle that can be set for each channel must be greater than or equal to 2.
- 3). The addressing capability of RGA is related to the number of bits of IOMMU. For example, the actual physical addressing capability of RGA equipped with 32bit IOMMU only supports 0~4G memory space.

1.2 Image Format Supported

- Pixel Format conversion, BT.601/BT.709/BT.2020(only RGA3)
- Dither operation

| Version | Codename | Chip | Input Data Format | Output Data Format |
|-----------|--------------|-------------|--|--|
| RGA1 | Pagani | RK3066 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_BGRX_8888 |
| | Jaguar Plus | RK3188 | RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 | RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 |
| | Beetles | RK2926/2928 | RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP | RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP (only for Blur/sharpness) RK_FORMAT_YCrCbr_420_SP (only for Blur/sharpness) RK_FORMAT_YCbCr_422_SP (only for Blur/sharpness) RK_FORMAT_YCrCbr_422_SP (only for Blur/sharpness) |
| | Beetles Plus | RK3026/3028 | RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_BPP1 RK_FORMAT_BPP2 RK_FORMAT_BPP4 RK_FORMAT_BPP8 | RK_FORMAT_YCbCr_420_P (only for Blur/sharpness) RK_FORMAT_YCrCbr_420_P (only for Blur/sharpness) RK_FORMAT_YCbCr_422_P (only for Blur/sharpness) RK_FORMAT_YCrCbr_422_P (only for Blur/sharpness) RK_FORMAT_YCrCbr_420_P (only for Blur/sharpness) RK_FORMAT_YCbCr_422_P (only for Blur/sharpness) RK_FORMAT_YCrCbr_422_P (only for Blur/sharpness) |
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| RGA1_plus | Audi | RK3128 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_BPP1 RK_FORMAT_BPP2 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP (only for normal Bitblt without alpha) RK_FORMAT_YCrCbr_420_SP (only for normal Bitblt without alpha) RK_FORMAT_YCbCr_422_SP (only for normal Bitblt without alpha) RK_FORMAT_YCrCbr_422_SP (only for normal Bitblt without alpha) RK_FORMAT_YCbCr_420_P (only for normal Bitblt without alpha) RK_FORMAT_YCrCbr_422_SP (only for normal Bitblt without alpha) RK_FORMAT_YCbCr_420_P (only for normal Bitblt without alpha) |

| | | | | |
|------------|-----------|--------------|--|--|
| | | | RK_FORMAT_BPP4 RK_FORMAT_BPP8 | RK_FORMAT_YCrCbr_420_P (only for normal Bitblt without alpha) RK_FORMAT_YCbCr_422_P (only for normal Bitblt without alpha) RK_FORMAT_YCrCbr_422_P (only for normal Bitblt without alpha) |
| | Granite | Sofia 3gr | | |
| RGA2 | Lincoln | RK3288/3288w | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_BPP1 (only for color palette) RK_FORMAT_BPP2 (only for color palette) RK_FORMAT_BPP4 (only for color palette) RK_FORMAT_BPP8 (only for color palette) | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P |
| | Capricorn | RK3190 | | |
| RGA2-Lite0 | Maybach | RK3368 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P |

| | | | | |
|--------------|----------|---------|--|--|
| | | | RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_BPP1 (only for color palette) RK_FORMAT_BPP2 (only for color palette) RK_FORMAT_BPP4 (only for color palette) RK_FORMAT_BPP8 (only for color palette) | RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P |
| | BMW | RK3366 | | |
| RGA2-Lite1 | Benz | RK3228 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B RK_FORMAT_BPP1 (only for color palette) RK_FORMAT_BPP2 (only for color palette) RK_FORMAT_BPP4 (only for color palette) RK_FORMAT_BPP8 (only for color palette) | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P |
| | Infiniti | RK3228H | | |
| | Gemini | RK3326 | | |
| | Lion | RK1808 | | |
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| RGA2-Enhance | Mclaren | RK3399 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 |
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| | | | | |
|--|-----------|----------------|--|---|
| | | | RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B RK_FORMAT_BPP1 (only for color palette) RK_FORMAT_BPP2 (only for color palette) RK_FORMAT_BPP4 (only for color palette) | RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 RK_FORMAT_YUYV_420 RK_FORMAT_YVYU_420 RK_FORMAT_UYVY_420 RK_FORMAT_VYUY_420 |
| | Mercury | RK1108 | RK_FORMAT_BPP8 (only for color palette) | |
| | Puma | RV1126/ RV1109 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 |
| | skylarkV2 | RK3566/RK3568 | RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 RK_FORMAT_YCbCr_400 RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B RK_FORMAT_BPP1 (only for color palette) RK_FORMAT_BPP2 (only for color palette) RK_FORMAT_BPP4 (only for color palette) | RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCbr_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCbr_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCbr_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCbr_422_P RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 RK_FORMAT_YUYV_420 RK_FORMAT_YVYU_420 RK_FORMAT_UYVY_420 RK_FORMAT_VYUY_420 RK_FORMAT_YCbCr_400 RK_FORMAT_Y4 |
| | Orion | RK3588 | | |
| | Otter | RV1106/1103 | | |
| | Bull | RK3528 | | |
| | | | | |

| | | | | |
|------|-------|--------|--|--|
| | Snipe | RK3562 | RK_FORMAT_BPP8 (only for color palette) | |
| RGA3 | Orion | RK3588 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCb_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCb_422_SP RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCb_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B |

Note:

- 1). The "RK_FORMAT_YCbCr_400" format means that the YUV format only takes the Y channel, and is often used in 256 (2 to the 8th power) grayscale images. Here, it should be noted that since the YUV format exists in the RGB/YUV color space conversion, you need to pay attention to the color space configuration , for example, a full 256-level grayscale image needs to be configured as full range during conversion.
- 2). The "RK_FORMAT_Y4" format means that the YUV format only takes the Y channel and dithers to 4 bits. It is often used in 16 (2 to the 4th power) grayscale images. The precautions involved in the configuration of the color space conversion are the same as "RK_FORMAT_YCbCr_400".

1.3 Image Format Alignment Instructions

| Version | Byte_stride | Format | Alignment |
|--|-------------|--|--|
| RGA1 RGA1_Plus | 4 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 | width stride does not require alignment |
| | | RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 | width stride must be 2-aligned |
| | | RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 | width stride must be 4-aligned |
| | | RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCb_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCb_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCb_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCb_422_P | width stride must be 4-aligned, x_offset、y_offset、width、height、height stride must be 2-aligned |
| RGA2 RGA2_Lite0 RGA2_Lite1 RGA2_Enhance | 4 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 | width stride does not require alignment |
| | | RK_FORMAT_RGBA_4444 RK_FORMAT_BGRA_4444 RK_FORMAT_ARGB_4444 RK_FORMAT_ABGR_4444 RK_FORMAT_RGBA_5551 RK_FORMAT_BGRA_5551 RK_FORMAT_ARGB_5551 RK_FORMAT_ABGR_5551 RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 | width stride must be 2-aligned |
| | | RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 RK_FORMAT_YUYV_420 RK_FORMAT_YVYU_420 RK_FORMAT_UYVY_420 RK_FORMAT_VYUY_420 | width stride must be 2-aligned, x_offset、y_offset、width、height、height stride must be 2-aligned |
| | | RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 | width stride must be 4-aligned |
| | | | |

| | | | |
|------|----|---|--|
| | | RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCb_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCb_422_SP RK_FORMAT_YCbCr_420_P RK_FORMAT_YCrCb_420_P RK_FORMAT_YCbCr_422_P RK_FORMAT_YCrCb_422_P RK_FORMAT_YCbCr_400 RK_FORMAT_Y4 | width stride must be 4-aligned, x_offset, y_offset, width, height, height stride must be 2-aligned |
| | | RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B | width stride must be 16-aligned, x_offset, y_offset, width, height, height stride must be 2-aligned |
| RGA3 | 16 | RK_FORMAT_RGBA_8888 RK_FORMAT_BGRA_8888 RK_FORMAT_ARGB_8888 RK_FORMAT_ABGR_8888 RK_FORMAT_RGBX_8888 RK_FORMAT_BGRX_8888 RK_FORMAT_XRGB_8888 RK_FORMAT_XBGR_8888 | width stride must be 4-aligned |
| | | RK_FORMAT_RGB_565 RK_FORMAT_BGR_565 | width stride must be 8-aligned |
| | | RK_FORMAT_YUYV_422 RK_FORMAT_YVYU_422 RK_FORMAT_UYVY_422 RK_FORMAT_VYUY_422 | width stride must be 8-aligned, x_offset, y_offset, width, height, height stride must be 2-aligned |
| | | RK_FORMAT_RGB_888 RK_FORMAT_BGR_888 | width stride must be 16-aligned |
| | | RK_FORMAT_YCbCr_420_SP RK_FORMAT_YCrCb_420_SP RK_FORMAT_YCbCr_422_SP RK_FORMAT_YCrCb_422_SP | width stride must be 16-aligned, x_offset, y_offset, width, height, height stride must be 2-aligned |
| | | RK_FORMAT_YCbCr_420_SP_10B RK_FORMAT_YCrCb_420_SP_10B RK_FORMAT_YCbCr_422_SP_10B RK_FORMAT_YCrCb_422_SP_10B | width stride must be 64-aligned, x_offset, y_offset, width, height, height stride must be 2-aligned |
| | | FBC mode | In addition to the format alignment requirements above, width stride, height stride must be 16-aligned |
| | | TILE8*8 mode | In addition to the format alignment requirements above, width, height must be 8-aligned, input channel width stride, height stride must be 16-aligned. |

Note:

1). Alignment requirement formula: $\text{lcm}(\text{bpp}, \text{byte_stride} * 8) / \text{pixel_stride}$.

2). When loaded with multiple versions of hardware, chip platform constraints according to the most strict alignment requirements.

2. Version Description

RGA's support library librga.so updates the version number according to certain rules, indicating the submission of new features, compatibility, and bug fixes, and provides several ways to query the version number, so that developers can clearly determine whether the current library version is suitable for the current development environment when using librga.so. Detailed version update logs can be found in **CHANGLOG.md** in the root directory of source code.

2.1 librga API Version Description

2.1.1 Version Number Format and Update Rule

2.1.1.1 Version Number Format

```
major.minor.revision_[build]
```

example:

```
1.0.0_[0]
```

2.1.1.2 Update Rule

| Name | Rule |
|----------|--|
| major | Major version number, when submitting a version that is not backward compatible. |
| minor | Minor version number, when the functional API with backward compatibility is added. |
| revision | Revision version number, when submitting backward compatible feature additions or fatal bug fixes. |
| build | Compile version number, when backward compatibility issue is fixed. |

2.1.2 Version Number Query

2.1.2.1 Query by Strings

Take Android R 64bit as example:

```
:/# strings vendor/lib64/librga.so |grep rga_api |grep version
rga_api version 1.0.0_[0]
```

2.1.2.2 Log Print

Version number is printed when each process first calls RGA API.

```
rockchiprga: rga_api version 1.0.0_[0]
```

2.1.2.3 Query by API

Call the following API to query the code version number, compilation version number, and RGA hardware version information. For details, see **API Description**.

```
querystring(RGA_VERSION);
```

String format is as follows:

```
RGa_api version    : v1.0.0_[0]
RGa version        : RGA_2_Enhance
```

2.1.2.4 Query by Property

This method is supported only by Android system, and the property takes effect only after an existing process calls RGA.

```
:/# getprop |grep rga
[vendor.rga_api.version]: [1.0.0_[0]]
```

2.2 Driver Version Description

librga calls the RGA hardware based on the driver, it must be ensured that the driver version is within the supported range of the used librga library.

2.2.1 Version Number Format and Update Rule

2.2.1.1 Version Number Format

```
<driver_name>: v major.minor.revision
```

example:

```
RGa2 Device Driver: v2.1.0
RGa multicore Device Driver: v1.2.23
```

2.2.1.2 Update Rule

| Name | Rule |
|----------|--|
| major | Major version number, when submitting a version that is not backward compatible. |
| minor | Minor version number, when the functional API with backward compatibility is added. |
| revision | Revision version number, when submitting backward compatible feature additions or fatal bug fixes. |

2.2.2 Version Number Query

2.2.2.1 Boot log query:

Use the following command to query the RGA driver initialization log after booting. Some early drivers do not print the version number, and this method is only applicable to some drivers.

```
dmesg |grep rga
```

example:

```
[ 2.382393] rga3_core0 fdb60000.rga: Adding to iommu group 2
[ 2.382651] rga: rga3_core0, irq = 33, match scheduler
[ 2.383058] rga: rga3_core0 hardware loaded successfully, hw_version:3.0.76831.
[ 2.383121] rga: rga3_core0 probe successfully
[ 2.383687] rga3_core1 fdb70000.rga: Adding to iommu group 3
```



```
[ 2.383917] rga: rga3_core1, irq = 34, match scheduler
[ 2.384313] rga: rga3_core1 hardware loaded successfully, hw_version:3.0.76831.
[ 2.384412] rga: rga3_core1 probe successfully
[ 2.384893] rga: rga2, irq = 35, match scheduler
[ 2.385238] rga: rga2 hardware loaded successfully, hw_version:3.2.63318.
[ 2.385257] rga: rga2 probe successfully
[ 2.385455] rga_iommu: IOMMU binding successfully, default mapping core[0x1]
[ 2.385586] rga: Module initialized. v1.2.23
```

Among them, “v1.2.23” is the driver version number.

2.2.2.2 debug node query

The version number can be queried through the driver debugging node. If there is no following node, it means that the driver version that does not support query is currently running.

- Use the kernel with the CONFIG_ROCKCHIP_RGA_DEBUG_FS compile config enabled by default.

```
cat /sys/kernel/debug/rkrga/driver_version
```

- Use the kernel with the CONFIG_ROCKCHIP_RGA_PROC_FS compile config enabled.

```
cat /proc/rkrga/driver_version
```

example:

```
cat /sys/kernel/debug/rkrga/driver_version
RGA multicore Device Driver: v1.2.23
```

Here "RGA multicore Device Driver" means that the driver name is RGA multicore Device Driver, and "v1.2.23" means that the version is 1.2.23, which means that the current driver is the RGA multicore Device Driver(usually referred to as multi_rga driver) of version 1.2.23 .

```
cat /sys/kernel/debug/rkrga/driver_version
RGA2 Device Driver: v2.1.0
```

Here "RGA2 Device Driver" means that the driver name is RGA2 Device Driver, and "v2.1.0" means that the version number is 2.1.0, which means that the current driver is the RGA2 Device Driver (usually referred to as rga2 driver) of version 2.1.0.

2.3 Correspondence between versions

When using RGA, you need to confirm that the current operating environment can work normally. The following table shows the correspondence between commonly used librga and driver versions.

| librga version | driver version | hardware |
|-------------------|---|------------------|
| no version number | Drivers in the SDK | RGA1、 RGA2 |
| 1.0.0 ~ 1.3.2 | RGA Device Driver (kernel - 4.4 and above) RGA2 Device Driver (no version number or v2.1.0) | RGA1、 RGA2 |
| > 1.4.0 | RGA multicore Device Driver (v1.2.0and above) | RGA2、 RGA3 |
| > 1.9.0 | RGA Device Driver (kernel-4.4 and above) RGA2 Device Driver (no version number or v2.1.0) RGA multicore Device Driver (v1.2.0and above) | RGA1、 RGA2、 RGA3 |

3. API Description

RGA library librga.so realizes 2D graphics operations through the image buffer structure rga_info configuration. In order to obtain a better development experience, the common 2D image operation API is further encapsulated. The new API mainly contains the following features:

- API definitions refer to common 2D graphics API definitions in opencv/matlab, reducing the learning cost of secondary development.
- To eliminate compatibility problems caused by RGA hardware version differences, RGA query is added. Query mainly includes version information, large resolution and image format support.
- Add improcess API for 2D image compound operations. Compound operations are performed by passing in a set of predefined usage.
- Before performing image operation, the input and output image buffers need to be processed. The wrapbuffer_T API is called to pass the input and output image information to rga_buffer_t, which contains information such as resolution and image format.
- It supports to bind the image composite operation that cannot be completed in a single time as an RGA image task, and submit it to the driver and execute it one by one.

3.1 Overview

The software support library provides the following API, asynchronous mode only supports C++ implementation.

- **querystring**: Query information about the RGA hardware version and supported functions of chip platform, return a string.
- **imcheckHeader**: Verify the difference between the currently used header file version and the librga version.
- **importbuffer_T**: Import external buffer into RGA driver to achieve hardware fast access to discontinuous physical addresses (dma_fd, virtual address).
- **releasebuffer_handle**: Remove reference and map of the external buffer from inside the RGA driver.
- **wrapbuffer_handle** Quickly encapsulate the image buffer structure (rga_buffer_t) .
- **imbeginJob**: Create an RGA image processing job.
- **imendJob**: Submit and execute RGA image processing job.
- **imcancelJob**: Cancel and delete the RGA image processing job.
- **imcopy**: Call RGA for fast image copy.
- **imcopyTask**: Added fast image copy operation to RGA image job.
- **imresize**: Call RGA for fast image resize.
- **imresizeTask**: Added fast image resize operation to RGA image job.
- **impyramid**: Call RGA for fast image pyramid.
- **imcrop**: Call RGA for fast image cropping.
- **imcropTask**: Added fast image cropping operation to RGA image job.
- **imtranslate**: Call RGA for fast image translation.
- **imtranslateTask**: Added fast image translation operation to RGA image job.
- **imcvtcolor**: Call RGA for fast image format conversion.
- **imcvtcolorTask**: Added fast image format conversion operation to RGA image job.
- **imrotate**: Call RGA for fast image rotation.
- **imrotateTask**: Added fast image rotation operation to RGA image job.
- **imflip**: Call RGA for fast image flipping.
- **imflipTask**: Added fast image flipping operation to RGA image job.
- **imblend**: Call RGA for double channel fast image blending.
- **imblendTask**: Added double channel fast image blending operation to RGA image job.
- **imcomposite**: Call RGA for three-channel fast image composite.
- **imcompositeTask**: Added three-channel fast image composite operation to RGA image job.
- **imcolorkey**: Call RGA for fast image color key.
- **imcolorkeyTask**: Added fast image color key operation to RGA image job.
- **imosd**: Call RGA for fast image OSD.
- **imosdTask**: Added fast image OSD operation to RGA image job.
- **imquantize**: Call RGA for fast image operation point preprocessing (quantization).
- **imquantizeTask**: Added fast image operation point preprocessing (quantization) operation to RGA image job.
- **imrop**: Call RGA for fast image ROP.
- **imropTask**: Added fast image ROP operation to RGA image job.
- **imfill**: Call RGA for fast image filling.
- **imfillArray**: Call RGA to implement multiple groups of fast image filling.
- **imfillTask**: Added fast image filling operation to RGA image job.
- **imfillTaskArray**: Added multiple groups of fast image filling operation to RGA image job.
- **imrectangle**: Call RGA for fast drawing operation of equidistant rectangle border.
- **imrectangleArray**: Call RGA for multiple groups of fast drawing operation of equidistant rectangle border.
- **imrectangleTask**: Added fast drawing operation of equidistant rectangle border operation to RGA image job.
- **imrectangleTaskArray**: Added multiple groups of fast drawing operation of equidistant rectangle border operation to RGA image job.
- **immakeBorder**: Call RGA for fast drawing operation of the border.

- **immosaic**: call RGA for fast mosaic masking.
- **immosaicArray**: call RGA for fast multiple groups of mosaic masking.
- **immosaicTask**: Added fast mosaic masking operation to RGA image job.
- **immosaicTaskArray**: Added fast multiple groups of mosaic masking operation to RGA image job.
- **improcess**: Call RGA for fast image compound processing.
- **improcessTask**: Added fast image compound processing operation to RGA image job.
- **imcheck**: Verify whether the parameters are valid and whether the current hardware supports the operation.
- **imsync**: Synchronize task completion status in asynchronous mode.
- **imconfig**: Add default configuration to current thread context.

3.2 Obtain RGA Version and Support Information

3.2.1 querystring

```
const char* querystring(int name);
```

Query RGA basic information and resolution format.

| Parameters | Description |
|------------|--|
| name | RGA_VENDOR - vendor information RGA_VERSION - RGA version RGA_MAX_INPUT - max input resolution RGA_MAX_OUTPUT - max output resolution RGA_BYTE_STRIDE - stride alignment requirements RGA_SCALE_LIMIT - scale limit RGA_INPUT_FORMAT - input formats supported RGA_OUTPUT_FORMAT - output formats supported RGA_EXPECTED - expected performance RGA_ALL - print all information |

Returns a string describing properties of RGA.

3.3 header version check

3.3.1 imcheckHeader

```
IM_API IM_STATUS imcheckHeader(im_api_version_t header_version = RGA_CURRENT_API_HEADER_VERSION);
```

Verify the difference between the currently used header file version and the librga version.

| Parameters | Description |
|----------------|--|
| header_version | Header file version, usually use the macro RGA_CURRENT_API_HEADER_VERSION. |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.4 Image Buffer Preprocessing

3.4.1 importbuffer_T

For external memory that requires RGA processing, you can use importbuffer_T to map physical address of buffer to RGA driver and obtain the corresponding address of buffer, facilitating the subsequent stable and fast RGA call to complete the work.

| Parameters(T) | Data Type | Description |
|----------------------|-----------------|---|
| virtual address | void * | image buffer virtual address |
| physical address | uint64_t | contiguous physical address of image buffer |
| fd | int | image buffer DMA file descriptor |
| GraphicBuffer handle | buffer_handle_t | image buffer handle, containing buffer address, file descriptor, resolution and format |
| GraphicBuffer | GraphicBuffer | android graphic buffer |
| AHardwareBuffer | AHardwareBuffer | chunks of memory that can be accessed by various hardware components in the system. https://developer.android.com/ndk/reference/group/a-hardware-buffer |

Performance varies when different buffer types call RGA, and the performance order is shown below:

physical address > fd > virtual address

The recommended buffer type is fd.

```
IM_API rga_buffer_handle_t importbuffer_fd(int fd, int size);
IM_API rga_buffer_handle_t importbuffer_virtualaddr(void *va, int size);
IM_API rga_buffer_handle_t importbuffer_physicaladdr(uint64_t pa, int size);
```

| Parameter | Description |
|-----------|-----------------------------------|
| fd/va/pa | [required] external buffer |
| size | [required] memory size |

```
IM_API rga_buffer_handle_t importbuffer_fd(int fd, int width, int height, int format);
IM_API rga_buffer_handle_t importbuffer_virtualaddr(void *va, int width, int height, int format);
IM_API rga_buffer_handle_t importbuffer_physicaladdr(uint64_t pa, int width, int height, int format);
```

| Parameter | Description |
|-----------|---|
| fd/va/pa | [required] external buffer |
| width | [required] pixel width stride of the image buffer |
| height | [required] pixel height stride of the image buffer |
| format | [required] pixel format of the image buffer |

```
IM_API rga_buffer_handle_t importbuffer_fd(int fd, im_handle_param_t *param);
IM_API rga_buffer_handle_t importbuffer_virtualaddr(void *va, im_handle_param_t *param);
IM_API rga_buffer_handle_t importbuffer_physicaladdr(uint64_t pa, im_handle_param_t *param);
```

| Parameter | Description |
|-----------|---|
| fd/va/pa | [required] external buffer |
| param | [required] configure buffer parameters |

```
IM_API rga_buffer_handle_t importbuffer_GraphicBuffer_handle(buffer_handle_t hnd);
IM_API rga_buffer_handle_t importbuffer_GraphicBuffer(sp<GraphicBuffer> buf);
IM_API rga_buffer_handle_t importbuffer_AHardwareBuffer(AHardwareBuffer *buf);
```

| Parameter | Description |
|-----------|-----------------------------------|
| hnd/buf | [required] external buffer |

Returns rga_buffer_handle_t to describe the memory handle.

3.4.2 releasebuffer_handle

After finishing calling RGA using external memory, you need to call `releasebuffer_handle` through memory handle to remove the mapping and binding between buffer and RGA driver, and release the resource inside RGA driver.

```
IM_API IM_STATUS releasebuffer_handle(rga_buffer_handle_t handle);
```

Return IM_STATUS_SUCCESS on success or else negative error code.

3.4.3 wrapbuffer_handle

In IM2D library API parameters, input image and output image should support multiple types, which mainly include memory, image format, image width and height. Before performing corresponding image operation, you need to call `wrapbuffer_handle` to convert the input and output image parameters into `rga_buffer_t` structure as the input parameter of user API.

```
rga_buffer_t wrapbuffer_handle(rga_buffer_handle_t handle,
                               int width,
                               int height,
                               int format,
                               int wstride = width,
                               int hstride = height);
```

| Parameter | Description |
|-----------|--|
| handle | [required] RGA buffer handle |
| width | [required] pixel width of the image that needs to be processed |
| height | [required] pixel height of the image that needs to be processed |
| format | [required] pixel format |
| wtride | [optional] pixel width stride of the image |
| hstride | [optional] pixel width stride of the image |

Returns a `rga_buffer_t` to describe image information.

3.5 Image processing job create

3.5.1 imbeginJob

```
IM_API im_job_handle_t imbeginJob(uint64_t flags = 0);
```

Create an RGA image processing job, which will return a job handle, `job_handle` can be used to add/remove RGA image operations, submit/execute the job.

| Parameter | Description |
|-----------|-----------------------------|
| flags | [optional] job flags |

Returns `im_job_handle_t` to describe the job handle.

3.6 Image processing job submit

3.6.1 imendJob

```
IM_API IM_STATUS imendJob(im_job_handle_t job_handle,
                          int sync_mode = IM_SYNC,
                          int acquire_fence_fd = 0,
                          int *release_fence_fd = NULL);
```

Submit and execute RGA image processing job. When the job is complete, the currently completed RGA image processing job resource is deleted.

| Parameter | Description |
|------------------|--|
| job_handle | [required] job handle |
| sync_mode | [optional] wait until operation complete |
| acquire_fence_fd | [optional] Used in async mode, run the job after waiting for acquire_fence signal |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.7 Image processing job cancel

3.7.1 imcancelJob

```
IM_API IM_STATUS imcancelJob(im_job_handle_t job_handle);
```

cancel and delete RGA image processing job.

| Parameter | Description |
|------------|------------------------------|
| job_handle | [required] job handle |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.8 Image Copy

3.8.1 imcopy

```
IM_STATUS imcopy(const rga_buffer_t src,
                 rga_buffer_t dst,
                 int sync = 1),
                 int *release_fence_fd = NULL);
```

Copy the image, RGA basic operation. Its function is similar to memcpy.

| Parameter | Description |
|------------------|--|
| src | [required] input image |
| dst | [required] output image |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.8.2 imcopyTask

```
IM_API IM_STATUS imcopyTask(im_job_handle_t job_handle,
                             const rga_buffer_t src,
                             rga_buffer_t dst);
```

Add an image copy operation to the specified job through job_handle. The configuration parameters are the same as imcopy.

| Parameter | Description |
|------------|-------------------------|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.9 Image Resizing and Image Pyramid

3.9.1 imresize

```
IM_STATUS
imresize(const rga_buffer_t src,
         rga_buffer_t dst,
         double fx = 0,
         double fy = 0,
         int interpolation = INTER_LINEAR,
         int sync = 1,
         int *release_fence_fd = NULL);
```

According to different scenario, you can choose to configure dst to describe the output image size of resizing, or configure the scale factor fx/fy to resize at a specified ratio. When dst and fx/fy are configured at the same time, the calculated result of fx/fy is used as the output image size.

Only hardware version RGA1/RGA1 plus supports interpolation configuration.

Note: When resizing with fx/fy, format such as YUV that requires width and height alignment will force downward alignment to meet the requirements. Using this feature may affect the expected resizing effect.

| Parameters | Description |
|------------------|--|
| src | [required] input image |
| dst | [required] output image; it has the size dsize (when it is non-zero) or the size computed from src.size(), fx, and fy; the type of dst is the same as of src. |
| fx | [optional] scale factor along the horizontal axis; when it equals 0, it is computed as: fx = (double) dst.width / src.width |
| fy | [optional] scale factor along the vertical axis; when it equals 0, it is computed as: fy = (double) dst.height / src.height |
| interpolation | [optional] interpolation method: INTER_NEAREST - a nearest-neighbor interpolation INTER_LINEAR - a bilinear interpolation (used by default) INTER_CUBIC - a bicubic interpolation over 4x4 pixel neighborhood |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional]Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.9.2 impyramid

```
IM_STATUS impyramid (const rga_buffer_t src,
                    rga_buffer_t dst,
                    IM_SCALE direction)
```

Pyramid scaling. Scale by 1/2 or twice, depending on the direction width and height.

| Parameters | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image; |
| direction | [required] scale mode IM_UP_SCALE — up scale IM_DOWN_SCALE — down scale |
| release_fence_fd | [optional]Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.9.3 imresizeTask

```
IM_API IM_STATUS imresizeTask(im_job_handle_t job_handle,
                             const rga_buffer_t src,
                             rga_buffer_t dst,
                             double fx = 0,
                             double fy = 0,
                             int interpolation = 0);
```

Add an image resize operation to the specified job through job_handle. The configuration parameters are the same as imresize.

| Parameters | Description |
|---------------|--|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image; it has the size dsize (when it is non-zero) or the size computed from src.size(), fx, and fy; the type of dst is the same as of src. |
| fx | [optional] scale factor along the horizontal axis; when it equals 0, it is computed as: fx = (double) dst.width / src.width |
| fy | [optional] scale factor along the vertical axis; when it equals 0, it is computed as: fy = (double) dst.height / src.height |
| interpolation | [optional] interpolation method: INTER_NEAREST - a nearest-neighbor interpolation INTER_LINEAR - a bilinear interpolation (used by default) INTER_CUBIC - a bicubic interpolation over 4x4 pixel neighborhood |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.10 Image Cropping

3.10.1 imcrop

```
IM_STATUS imcrop(const rga_buffer_t src,
                rga_buffer_t dst,
                im_rect rect,
                int sync = 1,
                int *release_fence_fd = NULL);
```


Perform image clipping by specifying the size of the region.

| Parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| rect | [required] crop region x - upper-left x coordinate y - upper-left y coordinate width - region width height - region height |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.10.2 imcropTask

```
IM_API IM_STATUS imcropTask(im_job_handle_t job_handle,  
                             const rga_buffer_t src,  
                             rga_buffer_t dst,  
                             im_rect rect);
```

Add an image crop operation to the specified job through job_handle. The configuration parameters are the same as imcrop.

| Parameter | Description |
|------------|---|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| rect | [required] crop region x - upper-left x coordinate y - upper-left y coordinate width - region width height - region height |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.11 Image Translation

3.11.1 imtranslate

```
IM_STATUS imtranslate(const rga_buffer_t src,  
                      rga_buffer_t dst,  
                      int x,  
                      int y,  
                      int sync = 1,  
                      int *release_fence_fd = NULL);
```

Image translation. Move to (x, y) position, the width and height of src and dst must be the same, the excess part will be clipped.

| Parameter | Description |
|------------------|--|
| src | [required] input image |
| dst | [required] output image |
| x | [optional] horizontal translation |
| y | [optional] vertical translation |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.11.2 imtranslateTask

```
IM_API IM_STATUS imtranslateTask(im_job_handle_t job_handle,
                                const rga_buffer_t src,
                                rga_buffer_t dst,
                                int x,
                                int y);
```

Add an image translation operation to the specified job through job_handle. The configuration parameters are the same as imtranslate.

| Parameter | Description |
|------------|--|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| x | [required] horizontal translation |
| y | [required] vertical translation |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.12 Image Format Conversion

3.12.1 imcvtcolor

```
IM_STATUS imcvtcolor(rga_buffer_t src,
                     rga_buffer_t dst,
                     int sfmt,
                     int dfmt,
                     int mode = IM_COLOR_SPACE_DEFAULT,
                     int sync = 1,
                     int *release_fence_fd = NULL);
```

Image format conversion, specific format support varies according to soc, please refer to the **Image Format Supported** section.

The format can be set by rga_buffer_t, or configure the input image and output image formats respectively by sfmt/dfmt. When it comes to YUV/RGB color gamut conversion, you can configure the converted color gamut through mode, and the conversion is performed according to the BT.601 limit range by default.

| parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| sfmt | [optional] source image format |
| dfmt | [optional] destination image format |
| Mode | [optional] color space mode: IM_YUV_TO_RGB_BT601_LIMIT IM_YUV_TO_RGB_BT601_FULL IM_YUV_TO_RGB_BT709_LIMIT IM_RGB_TO_YUV_BT601_LIMIT IM_RGB_TO_YUV_BT601_FULL IM_RGB_TO_YUV_BT709_LIMIT |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.12.2 imcvtcolorTask

```
IM_API IM_STATUS imcvtcolorTask(im_job_handle_t job_handle,
                                rga_buffer_t src,
                                rga_buffer_t dst,
                                int sfmt,
                                int dfmt,
                                int mode = IM_COLOR_SPACE_DEFAULT);
```

Add an image format conversion operation to the specified job through job_handle. The configuration parameters are the same as imcvtcolor.

| parameter | Description |
|------------|---|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| sfmt | [optional] source image format |
| dfmt | [optional] destination image format |
| Mode | [optional] color space mode: IM_YUV_TO_RGB_BT601_LIMIT IM_YUV_TO_RGB_BT601_FULL IM_YUV_TO_RGB_BT709_LIMIT IM_RGB_TO_YUV_BT601_LIMIT IM_RGB_TO_YUV_BT601_FULL IM_RGB_TO_YUV_BT709_LIMIT |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.13 Image Rotation

3.13.1 imrotate

```
IM_STATUS imrotate(const rga_buffer_t src,
                   rga_buffer_t dst,
                   int rotation,
                   int sync = 1,
                   int *release_fence_fd = NULL);
```

Support image rotation 90,180,270 degrees.

| Parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| rotation | [required] rotation angle: 0 IM_HAL_TRANSFORM_ROT_90 IM_HAL_TRANSFORM_ROT_180 IM_HAL_TRANSFORM_ROT_270 |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.13.2 imrotateTask

```
IM_API IM_STATUS imrotateTask(im_job_handle_t job_handle,  
                              const rga_buffer_t src,  
                              rga_buffer_t dst,  
                              int rotation);
```

Add an image rotation operation to the specified job through job_handle. The configuration parameters are the same as imrotate.

| Parameter | Description |
|------------|--|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| rotation | [required] rotation angle: IM_HAL_TRANSFORM_ROT_90 IM_HAL_TRANSFORM_ROT_180 IM_HAL_TRANSFORM_ROT_270 |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.14 Image Mirror Flip

3.14.1 imflip

```
IM_STATUS imflip (const rga_buffer_t src,  
                  rga_buffer_t dst,  
                  int mode,  
                  int sync = 1,  
                  int *release_fence_fd = NULL);
```

Support image to do horizontal, vertical mirror flip.

| Parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| mode | [optional] flip mode: 0 IM_HAL_TRANSFORM_FLIP_H IM_HAL_TRANSFORM_FLIP_V |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.14.2 imflipTask

```
IM_API IM_STATUS imflipTask(im_job_handle_t job_handle,
                           const rga_buffer_t src,
                           rga_buffer_t dst,
                           int mode);
```

Add an image flip operation to the specified job through job_handle. The configuration parameters are the same as imflip.

| Parameter | Description |
|------------|---|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| mode | [required] flip mode: IM_HAL_TRANSFORM_FLIP_H_V IM_HAL_TRANSFORM_FLIP_H IM_HAL_TRANSFORM_FLIP_V |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.15 Image Blending

3.15.1 imblend/imcomposite

```
IM_STATUS imblend(const rga_buffer_t srcA,
                  rga_buffer_t dst,
                  int mode = IM_ALPHA_BLEND_SRC_OVER,
                  int sync = 1,
                  int *release_fence_fd = NULL);
```

RGBA uses A+B -> B image two-channel blending mode to perform Alpha superposition for foreground image (srcA channel) and background image (dst channel) according to the configured blending model, and output the blending result to dst channel. When no mode is configured, it is set to src-over mode by default.

```
IM_STATUS imcomposite(const rga_buffer_t srcA,
                     const rga_buffer_t srcB,
                     rga_buffer_t dst,
                     int mode = IM_ALPHA_BLEND_SRC_OVER,
                     int sync = 1,
                     int *release_fence_fd = NULL);
```

RGBA uses A+B -> C image three-channel blending mode to perform Alpha superposition for foreground image (srcA channel) and background image (srcB channel) according to the configured blending model, and output the blending result to dst channel.

mode in the two image blending modes can be configured with different **Porter-Duff blending model** :

Before describing the Porter-Duff blending model, give the following definitions:

- S -Marks the source image in two blended images, namely the foreground image, short for source.
- D -Marks the destination image in two blended images, namely the background image, short for destination.
- R -Marks the result of two images blending, short for result.
- c -Marks the color of the pixel, the RGB part of RGBA, which describes the color of the image itself, short for color. (Note, Color values (RGB) in the Porter-Duff blending model are all left-multiplied results, that is, the product of original color and transparency. If the color values are not left-multiplied, pre-multiplied operations ($X_c = X_c * X_a$) are required.)
- a -Marks the Alpha of the pixel, Namely the A part of RGBA, describe the transparency of the image itself, short for Alpha.
- f -Marks factors acting on C or A, short for factor.

The core formula of Porter-Duff blending model is as follows:

$$R_c = S_c * S_f + D_c * D_f;$$

that is: result color = source color * source factor + destination color * destination factor.

$$R_a = S_a * S_f + D_a * D_f;$$

that is: result Alpha = source Alpha * source factor + destination Alpha * destination factor.

RGA supports following blending models:

SRC:

$$S_f = 1, \quad D_f = 0;$$

$$[R_c, R_a] = [S_c, S_a];$$

DST:

$$S_f = 0, \quad D_f = 1;$$

$$[R_c, R_a] = [D_c, D_a];$$

SRC_OVER:

$$S_f = 1, \quad D_f = (1 - S_a) ;$$

$$[R_c, R_a] = [S_c + (1 - S_a) * D_c, \quad S_a + (1 - S_a) * D_a];$$

DST_OVER:

$$S_f = (1 - D_a) , \quad D_f = 1;$$

$$[R_c, R_a] = [S_c * (1 - D_a) + D_c, \quad S_a * (1 - D_a) + D_a] ;$$

【Note】Image blending model does not support the YUV format image blending, the YUV format is not support in dst image of imblend , the YUV format is not support in srcB image of imcomposite.

| Parameter | Description |
|------------------|--|
| srcA | [required] input image A |
| srcB | [required] input image B |
| dst | [required] output image |
| mode | [optional] blending mode: IM_ALPHA_BLEND_SRC —— SRC mode IM_ALPHA_BLEND_DST —— DST mode IM_ALPHA_BLEND_SRC_OVER —— SRC OVER mode IM_ALPHA_BLEND_DST_OVER —— DST OVER mode IM_ALPHA_BLEND_PRE_MUL —— Enable premultipling. When premultipling is required, this identifier must be processed with other mode identifiers, then assign to mode |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.15.2 imblendTask/imcompositeTask

```
IM_API IM_STATUS imblendTask(im_job_handle_t job_handle,
                             const rga_buffer_t fg_image,
                             rga_buffer_t bg_image,
                             int mode = IM_ALPHA_BLEND_SRC_OVER);
```

Add an A+B -> B image two-channel blending operation to the specified job through job_handle. The configuration parameters are the same as imblend. When no mode is configured, it is set to src-over mode by default.

```
IM_API IM_STATUS imcompositeTask(im_job_handle_t job_handle,
                                  const rga_buffer_t fg_image,
                                  const rga_buffer_t bg_image,
                                  rga_buffer_t output_image,
                                  int mode = IM_ALPHA_BLEND_SRC_OVER);
```

Add an A+B -> C image three-channel blending operation to the specified job through job_handle. The configuration parameters are the same as imcomposite.

【Note】Image blending model does not support the YUV format image blending, the YUV format is not support in dst image of imblend , the YUV format is not support in srcB image of imcomposite.

| Parameter | Description |
|--------------|---|
| job_handle | [required] job handle |
| fg_image | [required] foreground image |
| bg_image | [required] background image, when A+B->B it is also the output destination image. |
| output_image | [required] output destination image. |
| mode | [optional] blending mode: IM_ALPHA_BLEND_SRC —— SRC mode IM_ALPHA_BLEND_DST —— DST mode IM_ALPHA_BLEND_SRC_OVER —— SRC OVER mode IM_ALPHA_BLEND_DST_OVER —— DST OVER mode IM_ALPHA_BLEND_PRE_MUL —— Enable premultipling. When premultipling is required, this identifier must be processed with other mode identifiers, then assign to mode |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.16 Color Key

3.16.1 imcolorkey

```
IM_STATUS imcolorkey(const rga_buffer_t src,
                     rga_buffer_t dst,
                     im_colorkey_range range,
                     int mode = IM_ALPHA_COLORKEY_NORMAL,
                     int sync = 1,
                     int *release_fence_fd = NULL);
```

Color Key is to preprocesses the source image, zeros the alpha component of pixels that meet the Color Key filtering conditions, wherein the Color Key filtering conditions are non-transparent color values, and performs the alpha blending mode between the preprocessed source image and the destination image.

This mode only supports the Color Key operation on the source image (src) region of the image for the set Color range, and overlays on the destination image (dst) region.

IM_ALPHA_COLORKEY_NORMAL is the normal mode, that is, the colors in the set color range are used as the filtering condition. The Alpha components of pixels in this color range are set zero; IM_ALPHA_COLORKEY_INVERTED is inverted. When no mode is configured, it is set to IM_ALPHA_COLORKEY_NORMAL mode by default.

| Parameters | Range | Description |
|------------|------------------|---|
| max | 0x0 ~ 0xFFFFFFFF | The max color range to cancel/scratch, arranged as ABGR |
| min | 0x0 ~ 0xFFFFFFFF | The min color range to cancel/scratch, arranged as ABGR |

| parameter | Description |
|------------------|--|
| src | [required] input image |
| dst | [required] output image |
| range | [required] Target color range typedef struct im_colorkey_range { int max; int min; } im_colorkey_value; |
| Mode | [required] Color Key mode: IM_ALPHA_COLORKEY_NORMAL IM_ALPHA_COLORKEY_INVERTED |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.16.2 imcolorkeyTask

```
IM_API IM_STATUS imcolorkeyTask(im_job_handle_t job_handle,
                                const rga_buffer_t fg_image,
                                rga_buffer_t bg_image,
                                im_colorkey_range range,
                                int mode = IM_ALPHA_COLORKEY_NORMAL);
```

Add an image Color Key operation to the specified job through job_handle. The configuration parameters are the same as imcolorkey.

| Parameters | Range | Description |
|------------|------------------|---|
| max | 0x0 ~ 0xFFFFFFFF | The max color range to cancel/scratch, arranged as ABGR |
| min | 0x0 ~ 0xFFFFFFFF | The min color range to cancel/scratch, arranged as ABGR |

| parameter | Description |
|------------|--|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| range | [required] Target color range typedef struct im_colorkey_range { int max; int min; } im_colorkey_value; |
| Mode | [required] Color Key mode: IM_ALPHA_COLORKEY_NORMAL IM_ALPHA_COLORKEY_INVERTED |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.17 OSD

3.17.1 imosd

```
IM_API IM_STATUS imosd(const rga_buffer_t osd,
                      const rga_buffer_t bg_image,
                      const im_rect osd_rect,
                      im_osd_t *osd_config,
                      int sync = 1,
                      int *release_fence_fd = NULL);
```

OSD (On-Screen-Display), can superimpose text information on video pictures, and perform brightness statistics and automatic color inversion functions for fonts.

| parameter | Description |
|------------------|--|
| OSD | [required] osd block image |
| bg_image | [required] output image |
| osd_rect | [required] image region to OSD |
| osd_config | [required] OSD function config |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.17.2 imosdTask

```
IM_API IM_STATUS imosdTask(im_job_handle_t job_handle,
                          const rga_buffer_t osd,
                          const rga_buffer_t bg_image,
                          const im_rect osd_rect,
                          im_osd_t *osd_config);
```

Add an OSD operation to the specified job through job_handle. The configuration parameters are the same as imosd.

| parameter | Description |
|------------|---------------------------------------|
| job_handle | [required] job handle |
| OSD | [required] osd block image |
| dst | [required] output image |
| osd_rect | [required] image region to OSD |
| osd_config | [required] OSD function config |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.18 Pre-processing of NN Operation Points (Quantization)

3.18.1 imquantize

```
IM_STATUS imquantize(const rga_buffer_t src,
                    rga_buffer_t dst,
                    rga_nn_t nn_info,
                    int sync = 1,
                    int *release_fence_fd = NULL);
```

Currently supported only on RV1126 / RV1109. NN operation point pre-processing, three channels of RGB of image can be separately configured with offset and scale.

Formula:

`dst = [(src + offset) * scale]`

Parameters range:

| Parameters | Range | Description |
|------------|------------|---|
| scale | 0 ~ 3.99 | 10bit, From left to right, the highest 2 bits indicate the integer part and the lowest 8 bits indicate the decimal part |
| offset | -255 ~ 255 | 9bit, From left to right, the high indicates the sign bit, and the low indicates the offset from 0 to 255 |

| Parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| nn_info | [required] rga_nn_t struct configures the offset and scale of the three RGB channels respectively typedef struct rga_nn { int nn_flag; int scale_r; int scale_g; int scale_b; int offset_r; int offset_g; int offset_b; } rga_nn_t; |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.18.2 imquantizeTask

```
IM_API IM_STATUS imquantizeTask(im_job_handle_t job_handle,
                                const rga_buffer_t src,
                                rga_buffer_t dst,
                                im_nn_t nn_info);
```

Add an image quantization conversion operation to the specified job through job_handle. The configuration parameters are the same as imquantize.

| parameter | Description |
|------------|--|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| nn_info | [required] rga_nn_t结构体对RGB三个通道offset及scale进行单独配置 typedef struct rga_nn { int nn_flag; int scale_r; int scale_g; int scale_b; int offset_r; int offset_g; int offset_b; } rga_nn_t; |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.19 Image ROP

3.19.1 imrop

```
IM_STATUS imrop(const rga_buffer_t src,
                rga_buffer_t dst,
                int rop_code,
                int sync = 1,
                int *release_fence_fd = NULL);
```

Perform ROP, and, or, not operations on two images

| Parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| rop_code | [required] rop code mode IM_ROP_AND : dst = dst AND src; IM_ROP_OR : dst = dst OR src IM_ROP_NOT_DST : dst = NOT dst IM_ROP_NOT_SRC : dst = NOT src IM_ROP_XOR : dst = dst XOR src IM_ROP_NOT_XOR : dst = NOT (dst XOR src) |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code

3.19.2 imropTask

```
IM_API IM_STATUS imropTask(im_job_handle_t job_handle,
                           const rga_buffer_t src,
                           rga_buffer_t dst,
                           int rop_code);
```

Add an image ROP conversion operation to the specified job through job_handle. The configuration parameters are the same as imrop.

| parameter | Description |
|------------|---|
| job_handle | [required] job handle |
| src | [required] input image |
| dst | [required] output image |
| rop_code | [required] rop code mode IM_ROP_AND : dst = dst AND src; IM_ROP_OR : dst = dst OR src IM_ROP_NOT_DST : dst = NOT dst IM_ROP_NOT_SRC : dst = NOT src IM_ROP_XOR : dst = dst XOR src IM_ROP_NOT_XOR : dst = NOT (dst XOR src) |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20 Image Color Filling

3.20.1 imfill

```
IM_STATUS imfill(rga_buffer_t buf,
                 im_rect rect,
                 int color = 0x00000000,
                 int sync = 1);
```

Color fills the specified area rect of the image.

Color parameters from high to low are respectively R, G, B, A. For example, red: color = 0xff000000.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------------|---|
| src | [required] input image |
| dst | [required] output image |
| rect | [required] image region to fill specified color width and height of rect must be greater than or equal to 2 |
| color | [required] fill with color, default=0x00000000 |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.2 imfillArray

```
IM_API IM_STATUS imfillArray(rga_buffer_t dst,
                             im_rect *rect_array,
                             int array_size,
                             uint32_t color,
                             int sync = 1,
                             int *release_fence_fd = NULL);
```

Color fills multiple areas of the image one by one.

Color parameters from high to low are respectively R, G, B, A. For example, red: color = 0xff000000.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------------|---|
| dst | [required] target image |
| rect_array | [required] image region array_ptr to fill specified color width and height of rect must be greater than or equal to 2 |
| array_size | [required] size of region arrays. |
| color | [required] fill with color |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.3 imfillTask

```
IM_API IM_STATUS imfillTask(im_job_handle_t job_handle,
                           rga_buffer_t dst,
                           im_rect rect,
                           uint32_t color);
```

Add an image color fill operation to the specified job through job_handle. The configuration parameters are the same as imfill.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------|---|
| job_handle | [required] job handle |
| dst | [required] target image |
| rect | [required] image region to fill specified color width and height of rect must be greater than or equal to 2 |
| color | [required] fill with color |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.4 imfillTaskArray

```
IM_API IM_STATUS imfillTaskArray(im_job_handle_t job_handle,
                                 rga_buffer_t dst,
                                 im_rect *rect_array,
                                 int array_size,
                                 uint32_t color);
```

Add an image color fill multiple areas operation to the specified job through job_handle. The configuration parameters are the same as imfillArray.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------|---|
| job_handle | [required] job handle |
| dst | [required] target image |
| rect_array | [required] image region array_ptr to fill specified color width and height of rect must be greater than or equal to 2 |
| array_size | [required] size of region arrays. |
| color | [required] fill with color |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.5 imrectangle

```
IM_API IM_STATUS imrectangle(rga_buffer_t dst,
                             im_rect rect,
                             uint32_t color,
                             int thickness,
                             int sync = 1,
                             int *release_fence_fd = NULL);
```

Draw a border with a thickness of "thickness" to the specified area rect of the image (described as the outer diameter of the border) according to the specified color by "color", and fill a solid rectangle when the thickness is negative.

Color parameters from high to low are respectively R, G, B, A. For example, red: color = 0xff000000.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------------|--|
| dst | [required] target image |
| rect | [required] image region to fill specified color width and height of rect must be greater than or equal to 2 |
| color | [required] fill with color |
| thickness | [required] Thickness of lines that make up the rectangle. Negative values, like -1, mean that the function has to draw a filled rectangle. |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.6 imrectangleArray

```
IM_API IM_STATUS imrectangleArray(rga_buffer_t dst,
                                  im_rect *rect_array,
                                  int array_size,
                                  uint32_t color,
                                  int thickness,
                                  int sync = 1,
                                  int *release_fence_fd = NULL);
```

Draw multiple border with a thickness of "thickness" to the specified area rect of the image (described as the outer diameter of the border) according to the specified color by "color", and fill a solid rectangle when the thickness is negative.

Color parameters from high to low are respectively R, G, B, A. For example, red: color = 0xff000000.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------------|--|
| dst | [required] target image |
| rect_array | [required] image region array_ptr to fill specified color width and height of rect must be greater than or equal to 2 |
| array_size | [required] size of region arrays. |
| color | [required] fill with color |
| thickness | [required] Thickness of lines that make up the rectangle. Negative values, like -1, mean that the function has to draw a filled rectangle. |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.7 imrectangleTask

```
IM_API IM_STATUS imrectangleTask(im_job_handle_t job_handle,
                                  rga_buffer_t dst,
                                  im_rect rect,
                                  uint32_t color,
                                  int thickness);
```

Add an Draw border operation to the specified job through job_handle. The configuration parameters are the same as imrectangle.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------|--|
| job_handle | [required] job handle |
| dst | [required] target image |
| rect | [required] image region to fill specified color width and height of rect must be greater than or equal to 2 |
| color | [required] fill with color |
| thickness | [required] Thickness of lines that make up the rectangle. Negative values, like -1, mean that the function has to draw a filled rectangle. |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.8 imrectangleTaskArray

```
IM_API IM_STATUS imrectangleTaskArray(im_job_handle_t job_handle,
                                     rga_buffer_t dst,
                                     im_rect *rect_array,
                                     int array_size,
                                     uint32_t color,
                                     int thickness);
```

Add an Draw multiple border operation to the specified job through job_handle. The configuration parameters are the same as imrectangleArray.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------|--|
| job_handle | [required] job handle |
| dst | [required] target image |
| rect_array | [required] image region array_ptr to fill specified color width and height of rect must be greater than or equal to 2 |
| array_size | [required] size of region arrays. |
| color | [required] fill with color |
| thickness | [required] Thickness of lines that make up the rectangle. Negative values, like -1, mean that the function has to draw a filled rectangle. |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.20.9 immakeBorder

```
IM_API IM_STATUS immakeBorder(rga_buffer_t src,
                              rga_buffer_t dst,
                              int top,
                              int bottom,
                              int left,
                              int right,
                              int border_type,
                              int value = 0,
                              int sync = 1,
                              int acquir_fence_fd = -1,
                              int *release_fence_fd = NULL);
```

According to the configured top/bottom/left/right pixels, draw a border to the input image and output it to the output target image buffer.

【 Note 】 The width and height of the rect must be greater than or equal to 2

| Parameter | Description |
|------------------|--|
| src | [required] input source image |
| dst | [required] output target image |
| top | [required] number of top pixels |
| bottom | [required] number of bottom pixels |
| left | [required] number of left pixels |
| right | [required] number of right pixels |
| border_type | [required] Border type IM_BORDER_CONSTANT // iiiiii abcdefgh iiiiii with some specified value 'i' IM_BORDER_REFLECT //fedcba abcdefgh hgfedcb IM_BORDER_WRAP //cdefgh abcdefgh abcdefg |
| value | [optional] the pixel value at which the border is filled |
| sync | [optional] wait until operation complete |
| acquire_fence_fd | [required] used in async mode, run the job after waiting foracquire_fence signal |
| release_fence_fd | [required] used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.21 Image Mosaic

3.21.1 immosaic

```
IM_API IM_STATUS immosaic(const rga_buffer_t image,
                          im_rect rect,
                          int mosaic_mode,
                          int sync = 1,
                          int *release_fence_fd = NULL);
```

Mosaic masking the specified area of the image.

| Parameter | Description |
|------------------|---|
| image | [required] souce image |
| rect | [required] image region to mosaic |
| mosaic_mode | [required] set mosaic mode IM_MOSAIC_8 IM_MOSAIC_16 IM_MOSAIC_32 IM_MOSAIC_64 IM_MOSAIC_128 |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.21.2 immosaicArray


```
IM_API IM_STATUS immosaicArray(const rga_buffer_t image,
                              im_rect *rect_array,
                              int array_size,
                              int mosaic_mode,
                              int sync = 1,
                              int *release_fence_fd = NULL);
```

Mosaic masking the specified multiple area of the image.

| Parameter | Description |
|------------------|---|
| image | [required] target image |
| rect_array | [required] image region array_ptr to mosaic |
| array_size | [required] size of region arrays. |
| mosaic_mode | [required] set mosaic mode IM_MOSAIC_8 IM_MOSAIC_16 IM_MOSAIC_32 IM_MOSAIC_64 IM_MOSAIC_128 |
| sync | [optional] wait until operation complete |
| release_fence_fd | [optional] Used in async mode, as a parameter of imsync() |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.21.3 immosaicTask

```
IM_API IM_STATUS immosaicTask(im_job_handle_t job_handle,
                              const rga_buffer_t image,
                              im_rect rect,
                              int mosaic_mode);
```

Add an image mosaic masking operation to the specified job through job_handle. The configuration parameters are the same as immosaic.

| Parameter | Description |
|-------------|---|
| job_handle | [required] job handle |
| image | [required] target image |
| rect | [required] image region to mosaic |
| mosaic_mode | [required] set mosaic mode IM_MOSAIC_8 IM_MOSAIC_16 IM_MOSAIC_32 IM_MOSAIC_64 IM_MOSAIC_128 |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.21.4 immosaicTaskArray

```
IM_API IM_STATUS immosaicTaskArray(im_job_handle_t job_handle,
                                    const rga_buffer_t image,
                                    im_rect *rect_array,
                                    int array_size,
                                    int mosaic_mode);
```

Add multiple image mosaic masking operation to the specified job through job_handle. The configuration parameters are the same as immosaicArray.

| Parameter | Description |
|-------------|---|
| job_handle | [required] job handle |
| image | [required] target image |
| rect_array | [required] image region array_ptr to mosaic |
| array_size | [required] size of region arrays. |
| mosaic_mode | [required] set mosaic mode IM_MOSAIC_8 IM_MOSAIC_16 IM_MOSAIC_32 IM_MOSAIC_64 IM_MOSAIC_128 |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.22 Image Process

3.22.1 improcess

```
IM_STATUS improcess(rga_buffer_t src,
                    rga_buffer_t dst,
                    rga_buffer_t pat,
                    im_rect srect,
                    im_rect direct,
                    im_rect prect,
                    int acquire_fence_fd,
                    int *release_fence_fd,
                    im_opt_t *opt,
                    int usage);
```

RGa image compound operation. Other APIs are developed based on this API, improcess can achieve more complex compound operations.

Image processes are configured by usage.

usage definitions:

```
typedef enum {
    /* Rotation */
    IM_HAL_TRANSFORM_ROT_90      = 1 << 0,
    IM_HAL_TRANSFORM_ROT_180     = 1 << 1,
    IM_HAL_TRANSFORM_ROT_270     = 1 << 2,
    IM_HAL_TRANSFORM_FLIP_H      = 1 << 3,
    IM_HAL_TRANSFORM_FLIP_V      = 1 << 4,
    IM_HAL_TRANSFORM_FLIP_H_V    = 1 << 5,
    IM_HAL_TRANSFORM_MASK        = 0x3f,

    /*
     * Blend
     * Additional blend usage, can be used with both source and target configs.
     * If none of the below is set, the default "SRC over DST" is applied.
     */
    IM_ALPHA_BLEND_SRC_OVER      = 1 << 6,    /* Default, Porter-Duff "SRC over DST" */
    IM_ALPHA_BLEND_SRC           = 1 << 7,    /* Porter-Duff "SRC" */
    IM_ALPHA_BLEND_DST           = 1 << 8,    /* Porter-Duff "DST" */
    IM_ALPHA_BLEND_SRC_IN        = 1 << 9,    /* Porter-Duff "SRC in DST" */
    IM_ALPHA_BLEND_DST_IN        = 1 << 10,   /* Porter-Duff "DST in SRC" */
    IM_ALPHA_BLEND_SRC_OUT       = 1 << 11,   /* Porter-Duff "SRC out DST" */
    IM_ALPHA_BLEND_DST_OUT       = 1 << 12,   /* Porter-Duff "DST out SRC" */
    IM_ALPHA_BLEND_DST_OVER      = 1 << 13,   /* Porter-Duff "DST over SRC" */
    IM_ALPHA_BLEND_SRC_ATOP      = 1 << 14,   /* Porter-Duff "SRC ATOP" */
    IM_ALPHA_BLEND_DST_ATOP      = 1 << 15,   /* Porter-Duff "DST ATOP" */
    IM_ALPHA_BLEND_XOR           = 1 << 16,   /* Xor */
    IM_ALPHA_BLEND_MASK          = 0x1ffc0,

    IM_ALPHA_COLORKEY_NORMAL     = 1 << 17,
    IM_ALPHA_COLORKEY_INVERTED   = 1 << 18,
```

```

IM_ALPHA_COLORKEY_MASK      = 0x60000,

IM_SYNC                     = 1 << 19,
IM_ASYNC                    = 1 << 26,
IM_CROP                     = 1 << 20,      /* Unused */
IM_COLOR_FILL               = 1 << 21,
IM_COLOR_PALETTE            = 1 << 22,
IM_NN_QUANTIZE              = 1 << 23,
IM_ROP                      = 1 << 24,
IM_ALPHA_BLEND_PRE_MUL      = 1 << 25,
} IM_USAGE;

```

| Parameter | Description |
|------------------|--|
| src | [required] input imageA |
| dst | [required] output image |
| pat | [required] input imageB |
| srect | [required] src crop region |
| drect | [required] dst crop region |
| prect | [required] pat crop region |
| acquire_fence_fd | [required] Used in async mode, run the job after waiting for acquire_fence signal |
| release_fence_fd | [required] Used in async mode, as a parameter of imsync() |
| opt | [required] operation options typedef struct im_opt { int color; im_colorkey_range colorkey_range; im_nn_t nn; int rop_code; int priority; int core; } im_opt_t; |
| usage | [required] image operation usage |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.22.2 improcessTask

```

IM_API IM_STATUS improcessTask(im_job_handle_t job_handle,
                               rga_buffer_t src,
                               rga_buffer_t dst,
                               rga_buffer_t pat,
                               im_rect srect,
                               im_rect drect,
                               im_rect prect,
                               im_opt_t *opt_ptr,
                               int usage);

```

Add an image compound operation to the specified job through job_handle. The configuration parameters are the same as improcess.

| Parameter | Description |
|------------------|--|
| job_handle | [required] job handle |
| src | [required] input imageA |
| dst | [required] output image |
| pat | [required] input imageB |
| srect | [required] src crop region |
| drect | [required] dst crop region |
| prect | [required] pat crop region |
| acquire_fence_fd | [required] Used in async mode, run the job after waiting foracquire_fence signal |
| release_fence_fd | [required] Used in async mode, as a parameter of imsync() |
| opt | [required] operation options typedef struct im_opt { int color; im_colorkey_range colorkey_range; im_nn_t nn; int rop_code; int priority; int core; } im_opt_t; |
| usage | [required] image operation usage |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.23 Parameter Check

3.23.1 imcheck

```
IM_API IM_STATUS imcheck(const rga_buffer_t src, const rga_buffer_t dst,
                        const im_rect src_rect, const im_rect dst_rect,
                        const int mode_usage);
IM_API IM_STATUS imcheck_composite(const rga_buffer_t src, const rga_buffer_t dst, const rga_buffer_t pat,
                                  const im_rect src_rect, const im_rect dst_rect, const im_rect pat_rect,
                                  const int mode_usage);
```

After RGA parameters are configured, users can use this API to verify whether the current parameters are valid and determine whether the hardware supports them based on the current hardware conditions.

Users are advised to use this API only during development and debugging to avoid performance loss caused by multiple verification.

| Parameter | Description |
|-----------|---|
| src | [required] input imageA |
| dst | [required] output image |
| pat | [optional] input imageB |
| srect | [required] src crop region |
| drect | [required] dst crop region |
| prect | [optional] pat crop region |
| usage | [optional] image operation usage |

Return IM_STATUS_NOERROR on success or else negative error code.

3.24 Synchronous operation

3.24.1 imsync

```
IM_STATUS imsync(int fence_fd);
```

RGA asynchronous mode requires this API to be called, passing the returned release_fence_fd as parameter.

Other API enable asynchronous call mode when sync is set to 0, which is equivalent to glFlush in opengl. Further calls to imsync is equivalent to glFinish.

| Parameter | Description |
|-----------|-----------------------------|
| fence_fd | [required] fence_fd to wait |

Return IM_STATUS_SUCCESS on success or else negative error code.

3.25 Thread Context Configuration

3.25.1 imconfig

```
IM_STATUS imconfig(IM_CONFIG_NAME name, uint64_t value);
```

The context for the current thread is configured through different configuration name, which will be the default configuration for the thread.

The thread context configuration has a lower priority than the parameter configuration of the API. If no related parameters are configured for API, the local call uses the default context configuration. If related parameters are configured for API, the call uses the API parameter configuration.

| Parameter | Description |
|-----------|---|
| name | [required] context config name: IM_CONFIG_SCHEDULER_CORE —— Specify the task processing core IM_CONFIG_PRIORITY —— Specify the task priority IM_CHECK_CONFIG —— Check enable |
| value | [required] config value IM_CONFIG_SCHEDULER_CORE : IM_SCHEDULER_RGA3_CORE0 IM_SCHEDULER_RGA3_CORE1 IM_SCHEDULER_RGA2_CORE0 IM_SCHEDULER_RGA3_DEFAULT IM_SCHEDULER_RGA2_DEFAULT IM_CONFIG_PRIORITY: 0 ~ 6 IM_CHECK_CONFIG: TRUE FALSE |

Note: Permissions of priority and core are very high. Improper operations may cause system crash or deadlock. Therefore, users are advised to configure them only during development and debugging. Users are not advised to perform this configuration in actual product

Return IM_STATUS_SUCCESS on success or else negative error code

4. Data Structure

This section describes the data structures involved in API in detail.

4.1 Overview

| Data structure | Description |
|---------------------|---|
| rga_buffer_t | image buffer information |
| im_rect | the actual operating area of the image |
| im_opt_t | image manipulation options |
| im_job_handle_t | RGA job handle |
| rga_buffer_handle_t | RGA driver image buffer handle |
| im_handle_param_t | buffer parameters of image to be imported |
| im_context_t | default context for the current thread |
| im_nn_t | operation point preprocessing parameters |
| im_colorkey_range | Colorkey range |

4.2 Detailed Descriptions

4.2.1 rga_buffer_t

- descriptions

Buffer information of image with single channel.

- path

im2d_api/im2d_type.h

- definitions

```
typedef struct {
    void* vir_addr;           /* virtual address */
    void* phy_addr;           /* physical address */
    int fd;                   /* shared fd */
    rga_buffer_handle_t handle; /* buffer handle */

    int width;                /* width */
    int height;               /* height */
    int wstride;              /* wstride */
    int hstride;              /* hstride */
    int format;               /* format */

    int color_space_mode;     /* color_space_mode */
    int global_alpha;         /* global_alpha */
    int rd_mode;
} rga_buffer_t;
```

| Parameter | Description |
|------------------|--|
| vir_addr | Virtual address of image buffer. |
| phy_addr | Contiguous physical address of the image buffer. |
| fd | File descriptor of image buffer DMA. |
| handle | Import handle corresponding to the image buffer of the RGA driver. |
| width | The width of the actual operating area of image,in pixels. |
| height | The height of the actual operating area of image,in pixels. |
| wstride | The stride of the image width, in pixels. |
| hstride | The stride of the image height, in pixels. |
| format | Image format. |
| color_space_mode | Image color space mode. |
| global_alpha | Global Alpha configuration. |
| rd_mode | The mode in which the current channel reads data. |

- **Note**

Simply selects either one of vir_addr、 phy_addr、 fd、 handle as the description of image buffer, if multiple values are assigned, only one of them is selected as the image buffer description according to the default priority, which is as follows: handle > phy_addr > fd > vir_addr.

4.2.2 im_rect

- **descriptions**

Describes the actual operation area of image with single channel.

- **path**

im2d_api/im2d_type.h

- **definitions**

```
typedef struct {
    int x;           /* upper-left x */
    int y;           /* upper-left y */
    int width;       /* width */
    int height;      /* height */
} im_rect;
```

| Parameters | Description |
|------------|---|
| x | The starting abscissa of the actual operation area of the image, in pixels. |
| y | The starting ordinate of the actual operating area of an image, in pixels. |
| width | The width of the actual operating area of the image, in pixels. |
| height | The height of the actual operating area of the image, in pixels. |

- **Note**

The actual operating area cannot exceed the image size, i.e (x + width) <= wstride, (y + height) <= hstride.

4.2.3 im_opt_t

- **description**

Describes operation options of current image.

- **path**

im2d_api/im2d_type.h

- definitions

```
typedef struct im_opt {
    int color; /* color, used by color fill */
    im_colorkey_range colorkey_range; /* range value of color key */
    im_nn_t nn;
    int rop_code;

    int priority;
    int core;
} im_opt_t;
```

| Parameter | Description |
|----------------|---|
| color | Image color-fill configuration. |
| colorkey_range | Colorkey range configuration. |
| nn | Operation point preprocessing (quantization) configuration. |
| rop_code | ROP operation code configuration. |
| priority | Current task priority configuration. |
| core | Specify the hardware core of current task. |

- Note

Permissions of priority and core are very high. Improper operations may cause system crash or deadlock. Therefore, users are advised to configure them only during development and debugging. Users are not advised to perform this configuration in actual product.

4.2.4 im_job_handle_t

- 说明

RGA jobhandle, used to identify the currently configured RGA job.

- 路径

im2d_api/im2d_type.h

- 定义

```
typedef uint32_t im_job_handle_t;
```

- 注意事项

After the configuration fails, imcancelJob must be used to release the current task handle to avoid memory leaks.

4.2.5 rga_buffer_handle_t

- description

RGA driver image buffer handle.

- path

im2d_api/im2d_type.h

- definitions

```
typedef int rga_buffer_handle_t;
```

- Note

When the buffer is used up, releasebuffer_handle must be used to release the memory to avoid memory leaks.

4.2.6 im_handle_param_t

- description

Describe parameters of the image buffer to be imported.

- path

im2d_api/im2d_type.h

- definitions

```
typedef struct rga_memory_parm im_handle_param_t;

struct rga_memory_parm {
    uint32_t width_stride;
    uint32_t height_stride;
    uint32_t format;
};
```

| Parameter | Description |
|---------------|--|
| width_stride | Describes the horizontal stride of the image buffer to be imported, in pixels. |
| height_stride | Describes the vertical stride of the image buffer to be imported, in pixels. |
| format | Describes the format of the buffer of the image to be imported. |

- Note

If the actual size of buffer memory is smaller than the configured size, the importbuffer_T API error occurs.

4.2.7 im_nn_t

- description

Parameter of operation point preprocessing (quantization).

- path

im2d_api/im2d_type.h

- definitions

```
typedef struct im_nn {
    int scale_r;           /* scaling factor on R channel */
    int scale_g;           /* scaling factor on G channel */
    int scale_b;           /* scaling factor on B channel */
    int offset_r;          /* offset on R channel */
    int offset_g;          /* offset on G channel */
    int offset_b;          /* offset on B channel */
} im_nn_t;
```

| Parameter | Description |
|-----------|----------------------------------|
| scale_r | Scaling factor on red channel. |
| scale_g | Scaling factor on green channel. |
| scale_b | Scaling factor on blue channel. |
| offset_r | Offset on red channel. |
| offset_g | Offset on green channel. |
| offset_b | Offset on blue channel. |

- Note

null

4.2.8 im_colorkey_range

- **description**

Colorkey range.

- **path**

im2d_api/im2d_type.h

- **definitions**

```
typedef struct {  
    int max;           /* The Maximum value of the color key */  
    int min;           /* The minimum value of the color key */  
} im_colorkey_range;
```

| Parameter | Description |
|-----------|-------------------------------------|
| max | The Maximum value of the color key. |
| min | The minimum value of the color key. |

- **Note**

null

5. Test Cases and Debugging Methods

In order to make developers get started with the above new API more quickly, here by running demo and parsing the source code to help developers to understand and use the API.

5.1 Test File Description

Input and output binary file for testing should be prepared in advance. The default source image file in RGBA8888 format is stored in directory /sample/sample_file.

In Android system, the source image should be stored in /data/ directory of device, in Linux system, the source image should be stored in /usr/data directory of device. The file naming rules are as follows:

```
in%dw%d-h%d-%s.bin
out%dw%d-h%d-%s.bin

Example:
1280x720 RGBA8888 input image: in0w1280-h720-rgba8888.bin
1280x720 RGBA8888 output image: out0w1280-h720-rgba8888.bin
```

Parameter descriptions:

The input is in ,the output is out.
--->The first%d is the index of files, usually 0, used to distinguish files of the same format, width and height.
--->The second%d is width, usually indicates virtual width.
--->The third%d is height, usually indicates virtual height.
--->The fourth%s is the name of format.

Some common image formats for preset tests are as follows. You can view names of other formats in rgaUtils.cpp:

| format (Android) | format (Linux) | name |
|-----------------------------------|----------------------------|-------------|
| HAL_PIXEL_FORMAT_RGB_565 | RK_FORMAT_RGB_565 | "rgb565" |
| HAL_PIXEL_FORMAT_RGB_888 | RK_FORMAT_RGB_888 | "rgb888" |
| HAL_PIXEL_FORMAT_RGBA_8888 | RK_FORMAT_RGBA_8888 | "rgba8888" |
| HAL_PIXEL_FORMAT_RGBX_8888 | RK_FORMAT_RGBX_8888 | "rgbx8888" |
| HAL_PIXEL_FORMAT_BGRA_8888 | RK_FORMAT_BGRA_8888 | "bgra8888" |
| HAL_PIXEL_FORMAT_YCrCb_420_SP | RK_FORMAT_YCrCb_420_SP | "crgb420sp" |
| HAL_PIXEL_FORMAT_YCrCb_NV12 | RK_FORMAT_YCbCr_420_SP | "nv12" |
| HAL_PIXEL_FORMAT_YCrCb_NV12_VIDEO | / | "nv12" |
| HAL_PIXEL_FORMAT_YCrCb_NV12_10 | RK_FORMAT_YCbCr_420_SP_10B | "nv12_10" |

The default resolution of input image of demo is 1280x720, format is RGBA8888, in0w1280-h720-rgba8888.bin source image should be prepared in advance in the /data or /usr/data directory, in1w1280-h720-rgba8888.bin source image should be additionally prepared in advance in the /data or /usr/data directory in image blending mode.

5.2 Debugging Method Description

After running demo, print log as follows (in image copying, for example):

Log is printed in Android system as follows:

```
# rgaImDemo --copy

librga:RGA_GET_VERSION:3.02,3.020000 //RGA version
ctx=0x7ba35c1520,ctx->rgaFd=3 //RGA context
Start selecting mode
im2d copy .. //RGA running mode
```

```

GraphicBuffer check ok
GraphicBuffer check ok
lock buffer ok
open file ok //src file status, if there is no corresponding file
in /data/ directory, an error will be reported here
unlock buffer ok
lock buffer ok
unlock buffer ok
copying .... successfully //indicates successful running
open /data/out0w1280-h720-rgba8888.bin and write ok //output filename and directory

```

Log is printed in Linux system as follows:

```

# rgaImDemo --copy

librga:RGA_GET_VERSION:3.02,3.020000 //RGA version
ctx=0x2b070,ctx->rgaFd=3 //RGA context
Rga built version:version:1.00
Start selecting mode
im2d copy .. //RGA running mode
open file //src file status, if there is no corresponding file
in /usr/data/ directory, an error will be reported here
copying .... Run successfully //indicates successful running
open /usr/data/out0w1280-h720-rgba8888.bin and write ok //output filename and directory

```

To view more detailed logs of RGA running, the Android system can enable RGA configuration log print by setting vendor.rga.log (Android 8 and below is sys.rga.log):

```

setprop vendor.rga.log 1      enable RGA log print
logcat -s librga             enable and filter log print
setprop vendor.rga.log 0      cancel RGA log print

```

In Linux system, you should open core/NormalRgaContext.h, set __DEBUG to 1 and recompile.

```

#ifdef LINUX

-#define __DEBUG 0
+#define __DEBUG 1

```

Generally, the printed log is as follows, which can be uploaded to RedMine for analysis by relevant engineers of RK:

Log is printed in Android system as follows:

```

D librga : <<<<----- print rgaLog ----->>>>
D librga : src->hnd = 0x0 , dst->hnd = 0x0
D librga : srcFd = 11 , phyAddr = 0x0 , virAddr = 0x0
D librga : dstFd = 15 , phyAddr = 0x0 , virAddr = 0x0
D librga : srcBuf = 0x0 , dstBuf = 0x0
D librga : blend = 0 , perpixelAlpha = 1
D librga : scaleMode = 0 , stretch = 0;
D librga : rgaVersion = 3.020000 , ditherEn =0
D librga : srcMmuFlag = 1 , dstMmuFlag = 1 , rotateMode = 0
D librga : <<<<----- rgaReg ----->>>>
D librga : render_mode=0 rotate_mode=0
D librga : src:[b,0,e1000],x-y[0,0],w-h[1280,720],vw-vh[1280,720],f=0
D librga : dst:[f,0,e1000],x-y[0,0],w-h[1280,720],vw-vh[1280,720],f=0
D librga : pat:[0,0,0],x-y[0,0],w-h[0,0],vw-vh[0,0],f=0
D librga : ROP:[0,0,0],LUT[0]
D librga : color:[0,0,0,0,0]
D librga : MMU:[1,0,80000521]
D librga : mode[0,0,0,0]

```

Log is printed in Linux system as follows:

```

render_mode=0 rotate_mode=0
src:[0,a681a008,a68fb008],x-y[0,0],w-h[1280,720],vw-vh[1280,720],f=0
dst:[0,a6495008,a6576008],x-y[0,0],w-h[1280,720],vw-vh[1280,720],f=0
pat:[0,0,0],x-y[0,0],w-h[0,0],vw-vh[0,0],f=0
ROP:[0,0,0],LUT[0]
color:[0,0,0,0,0]
MMU:[1,0,80000521]
mode[0,0,0,0,0]
gr_color_x [0, 0, 0]
gr_color_x [0, 0, 0]

```

5.3 Test Case Descriptions

- The test path is sample/im2d_API_demo. Developers can modify the demo configuration as required. It is recommended to use the default configuration when running demo for the first time.
- The compilation of test cases varies on different platforms. On the Android platform, the 'mm' command can be used to compile the test cases. On the Linux platform, when librga.so is compiled using cmake, the corresponding test cases will be generated in the same directory
- Import the executable file generated by compiling the corresponding test case into the device through adb, add the execution permission, execute demo, and check the printed log.
- Check the output file to see if it matches your expectations.

5.3.1 Apply for Image Buffer

The demo provides two types of buffer for RGA synthesis: Graphicbuffer and AHardwareBuffer. The two buffers are distinguished by the macro USE_AHARDWAREBUFFER.

```

Directory: librga/samples/im2d_api_demo/Android.mk
(line +15)

ifeq (1,$(strip $(shell expr $(PLATFORM_SDK_VERSION) \> 25)))
/*if USE_AHARDWAREBUFFER is set to 1 then use AHardwareBuffer, if USE_AHARDWAREBUFFER is set to 0 then use
Graphicbuffer*/
LOCAL_CFLAGS += -DUSE_AHARDWAREBUFFER=1
endif

```

5.3.1.1 Graphicbuffer

Graphicbuffer is initialized, filled/emptied, and filling rga_buffer_t structure through three functions.

```

/*Passing in width, height, and image formats of src/dst and initialize Graphicbuffer*/
src_buf = GraphicBuffer_Init(SRC_WIDTH, SRC_HEIGHT, SRC_FORMAT);
dst_buf = GraphicBuffer_Init(DST_WIDTH, DST_HEIGHT, DST_FORMAT);

/*Fill/empty Graphicbuffer by enumerating FILL_BUFF/EMPTY_BUFF*/
GraphicBuffer_Fill(src_buf, FILL_BUFF, 0);
if(MODE == MODE_BLEND)
    GraphicBuffer_Fill(dst_buf, FILL_BUFF, 1);
else
    GraphicBuffer_Fill(dst_buf, EMPTY_BUFF, 1);

/*Fill rga_buffer_t structure: src, dst*/
src = wrapbuffer_GraphicBuffer(src_buf);
dst = wrapbuffer_GraphicBuffer(dst_buf);

```

5.3.1.2 AHardwareBuffer

AHardwareBuffer is initialized, filled/emptied, and filling rga_buffer_t structure through three functions.

```
/*Passing in width, height, and image formats of src/dst and initialize AHardwareBuffer*/
AHardwareBuffer_Init(SRC_WIDTH, SRC_HEIGHT, SRC_FORMAT, &src_buf);
AHardwareBuffer_Init(DST_WIDTH, DST_HEIGHT, DST_FORMAT, &dst_buf);

/*Fill/empty AHardwareBuffer by enumerating FILL_BUFF/EMPTY_BUFF*/
AHardwareBuffer_Fill(&src_buf, FILL_BUFF, 0);
if(MODE == MODE_BLEND)
    AHardwareBuffer_Fill(&dst_buf, FILL_BUFF, 1);
else
    AHardwareBuffer_Fill(&dst_buf, EMPTY_BUFF, 1);

/*Fill rga_buffer_t structure: src, dst*/
src = wrapbuffer_AHardwareBuffer(src_buf);
dst = wrapbuffer_AHardwareBuffer(dst_buf);
```

5.3.2 Viewing Help Information

Run the following command to obtain the help information about the test case:

```
rgaImDemo -h
rgaImDemo --help
rgaImDemo
```

You can use demo according to the help information. The following information is printed:

```
rk3399_Android10:/ # rgaImDemo
librga:RGA_GET_VERSION:3.02,3.020000
ctx=0x7864d7c520,ctx->rgaFd=3

=====
usage: rgaImDemo [--help/-h] [--while/-w=(time)] [--querystring/--querystring=<options>]
        [--copy] [--resize=<up/down>] [--crop] [--rotate=90/180/270]
        [--flip=H/V] [--translate] [--blend] [--cvtcolor]
        [--fill=blue/green/red]
    --help/-h      Call help
    --while/w      Set the loop mode. Users can set the number of cycles by themselves.
    --querystring  You can print the version or support information corresponding to the current version
of RGA according to the options.
                    If there is no input options, all versions and support information of the current
version of RGA will be printed.
                    <options>:
                    vendor          Print vendor information.
                    version         Print RGA version, and librga/im2d_api version.
                    maxinput        Print max input resolution.
                    maxoutput       Print max output resolution.
                    scalelimit      Print scale limit.
                    inputformat     Print supported input formats.
                    outputformat    Print supported output formats.
                    expected        Print expected performance.
                    all             Print all information.
    --copy         Copy the image by RGA.The default is 720p to 720p.
    --resize       resize the image by RGA.You can choose to up(720p->1080p) or down(720p->480p).
    --crop        Crop the image by RGA.By default, a picture of 300*300 size is cropped from (100,100).
    --rotate      Rotate the image by RGA.You can choose to rotate 90/180/270 degrees.

    --flip        Flip the image by RGA.You can choice of horizontal flip or vertical flip.
    --translate   Translate the image by RGA.Default translation (300,300).
    --blend       Blend the image by RGA.Default, Porter-Duff 'SRC over DST'.
    --cvtcolor    Modify the image format and color space by RGA.The default is RGBA8888 to NV12.
    --fill        Fill the image by RGA to blue, green, red, when you set the option to the corresponding
color.
=====
```

Parameter parsing is in the directory /librga/demo/im2d_api_demo/args.cpp.

5.3.3 Executing Demo in Loop

Run the following command to loop demo. The loop command must precede all parameters. The number of cycles are of the type int and the default interval is 200ms.

```
rgaImDemo -w6 --copy
rgaImDemo --while=6 --copy
```

5.3.4 Obtain RGA Version and Support Information

Run the following command to obtain the version and support information:

```
rgaImDemo --querystring
rgaImDemo --querystring=<options>
```

If there is no input options, all versions and support information of current version of RGA will be printed.

```
options:
=vendor          Print vendor information.
=version         Print RGA version, and librga/im2d_api version.
=maxinput        Print max input resolution.
=maxoutput       Print max output resolution.
=scalelimit      Print scale limit.
=inputformat     Print supported input formats.
=outputformat    Print supported output formats.
=expected        Print expected performance.
=all             Print all information.
```

5.3.4.1 Code Parsing

According to parameters of main() to print different information.

```
/*Convert the parameters of main() into QUERYSTRING_INFO enumeration values*/
IM_INFO = (QUERYSTRING_INFO)parm_data[MODE_QUERYSTRING];
/*Print the string returned by querystring(), which is the required information*/
printf("\n%s\n", querystring(IM_INFO));
```

5.3.5 Image Resizing

Use the following command to test image resizing.

```
rgaImDemo --resize=up
rgaImDemo --resize=down
```

This function must be filled with options as follows:

```
options:
=up          image resolution scale up to 1920x1080
=down        image resolution scale down to 720x480
```

5.3.5.1 Code Parsing

According to the parameters (up/down) of main() to choose to up(720p->1080p) or down(720p->480p), that is, for different scenarios, the buffer is re-initialized, emptied, or fills rga_buffer_t structure, and the rga_buffer_t structure that stores src and dst image data is passed to imresize().

```
switch(parm_data[MODE_RESIZE])
{
    /*scale up the image*/
    case IM_UP_SCALE :
        /*re-initialize Graphicbuffer to corresponding resolution 1920x1080*/
```

```

        dst_buf = GraphicBuffer_Init(1920, 1080, DST_FORMAT);
        /*empty the buffer*/
        GraphicBuffer_Fill(dst_buf, EMPTY_BUFF, 1);
        /*refill rga_buffer_t structure that stores dst data*/
        dst = wrapbuffer_GraphicBuffer(dst_buf);
        break;

    case IM_DOWN_SCALE :
        /*re-initialize Graphicbuffer to corresponding resolution 720x480*/
        dst_buf = GraphicBuffer_Init(720, 480, DST_FORMAT);
        /*empty the buffer*/
        GraphicBuffer_Fill(dst_buf, EMPTY_BUFF, 1);
        /*refill rga_buffer_t structure that stores dst data*/
        dst = wrapbuffer_GraphicBuffer(dst_buf);
        break;
}
/*pass src and dst of rga_buffer_t structure to imresize()*/
STATUS = imresize(src, dst);
/*print running status according to IM_STATUS enumeration values*/
printf("resizing .... %s\n", imStrError(STATUS));

```

5.3.6 Image Cropping

Test image cropping using the following command.

```
rgaImDemo --crop
```

Options are not available for this feature. By default, crop the image within the coordinate LT(100,100), RT(400,100), LB(100,400), RB(400,400).

5.3.6.1 Code Parsing

Assign the size of clipped area in the im_rect structure that stores the src rectangle data, and pass the rga_buffer_t structure that stores the src and dst image data to imcrop().

```

    /*The coordinates of the clipped vertex are determined by x and y, the size of the clipped area is
    determined by width and height*/
    src_rect.x      = 100;
    src_rect.y      = 100;
    src_rect.width  = 300;
    src_rect.height = 300;

    /*pass src and dst of src_rect structure and rga_buffer_t structure format to imcrop()*/
    STATUS = imcrop(src, dst, src_rect);
    /*print the running status according to the returned IM_STATUS enumeration values*/
    printf("cropping .... %s\n", imStrError(STATUS));

```

5.3.7 Image Rotation

Test image rotation using the following command.

```

rgaImDemo --rotate=90
rgaImDemo --rotate=180
rgaImDemo --rotate=270

```

This function must be filled with options, which are as follows:

| | |
|----------|---|
| options: | |
| =90 | Image rotation by 90°, exchange the width and height of output image resolution. |
| =180 | Image rotation by 180°, output image resolution unchanged. |
| =270 | Image rotation by 270°, exchange the width and height of output image resolution. |

5.3.7.1 Code Parsing

According to the arguments (up/down) of main() to choose the rotation degrees(90/180/270). IM_USAGE enumeration transformed from arguments values, together with the rga_buffer_t structure that stores src and dst image data is passed to imrotate().

```
/*convert the parameters of main() into IM_USAGE enumeration values*/
ROTATE = (IM_USAGE)parm_data[MODE_ROTATE];

/*pass both IM_USAGE enumeration value that identifies the rotation degrees and src and dst of
rga_buffer_t structure format to imrotate()*/
STATUS = imrotate(src, dst, ROTATE);
/*print the running status according to the returned IM_STATUS enumeration values*/
printf("rotating .... %s\n", imStrError(STATUS));
```

5.3.8 Image Mirror Flip

Use the following command to test mirror flipping

```
rgaImDemo --flip=H
rgaImDemo --flip=V
```

This function must be filled with options, which are as follows:

```
options:
    =H          Image horizontal mirror flip.
    =V          Image vertical mirror flip.
```

5.3.8.1 Code Parsing

According to the arguments (H/V) of main() to choose the flipped direction, transform the arguments to IM_USAGE enumeration values, and the rga_buffer_t structure that stores src and dst image data is passed to imflip().

```
/*convert the parameters of main() into IM_USAGE enumeration values*/
FLIP = (IM_USAGE)parm_data[MODE_FLIP];

/*pass both IM_USAGE enumeration value that identifies the flipped direction and src and dst of
rga_buffer_t structure format to imflip()*/
STATUS = imflip(src, dst, FLIP);
/*print the running status according to the returned IM_STATUS enumeration value*/
printf("flipping .... %s\n", imStrError(STATUS));
```

5.3.9 Image Color Fill

Use the following command to test the color fill.

```
rgaImDemo --fill=blue
rgaImDemo --fill=green
rgaImDemo --fill=red
```

This function must be filled with options. By default, fill the color of image within the coordinate LT(100,100), RT(400,100), LB(100,400), RB(400,400), options are as follows:

```
options:
    =blue          Fill the image color as blue.
    =green         Fill the image color as green.
    =red           Fill the image color as red.
```

5.3.9.1 Code Parsing

The filled color is determined according to the (blue/green/red) parameters of main(), and the size to be filled is assigned to the im_rect structure that stores the dst rectangle data, and the passed parameter is converted to the hexadecimal number of the corresponding color, which is passed to imfill() along with rga_buffer_t that stores the dst image data.

```
/*Convert parameter of main() to hexadecimal number of the corresponding color*/
COLOR = parm_data[MODE_FILL];

/*The coordinates of clipping vertex are determined by x and y, and size of color-filled area is
determined by width and height*/
dst_rect.x      = 100;
dst_rect.y      = 100;
dst_rect.width  = 300;
dst_rect.height = 300;

/*Pass dst_rect of im_rect format and hexadecimal number of the corresponding color together with src and
dst of rga_buffer_t format to imfill().*/
STATUS = imfill(dst, dst_rect, COLOR);
/*print the running status according to the returned IM_STATUS enumeration value*/
printf("filling .... %s\n", imStrError(STATUS));
```

5.3.10 Image Translation

Use the following command to test image translation.

```
rgaImDemo --translate
```

This feature has no options. By default, the vertex (upper-left coordinate) is shifted to (300,300), that is, shifted 300 pixels to the right and 300 pixels down.

5.3.10.1 Code Parsing

Assign the offset of translation to the im_rect that stores the src rectangle data, and pass the rga_buffer_t structure that stores the src and dst image data to imtranslate().

```
/*The coordinates of vertices of translated image are determined by x and y*/
src_rect.x = 300;
src_rect.y = 300;

/*pass the src_rect of im_rect format along with src and dst of rga_buffer_t format into imtranslate()*/
STATUS = imtranslate(src, dst, src_rect.x, src_rect.y);
/*print the running status according to the returned IM_STATUS enumeration value*/
printf("translating .... %s\n", imStrError(STATUS));
```

5.3.11 Image Copying

Use the following command to test image copying.

```
rgaImDemo --copy
```

This feature has no options. The default copy resolution is 1280x720 and the format is RGBA8888.

5.3.11.1 Code Parsing

Passing rga_buffer_t that stores src and dst image data to imcopy().

```
/*passing src and dst of rga_buffer_t format to imcopy()*/
STATUS = imcopy(src, dst);
/*print the running status according to the returned IM_STATUS enumeration value*/
printf("copying .... %s\n", imStrError(STATUS));
```

5.3.12 Image Blending

Use the following command to test image blending.

```
rgaImDemo --blend
```

This feature has no options. By default, the blending mode is IM_ALPHA_BLEND_DST.

5.3.12.1 Code Parsing

Passing rga_buffer_t that stores src and dst image data to imblend().

```
/*passing src and dst of rga_buffer_t format to imblend()*/
STATUS = imblend(src, dst);
/*print the running status according to the returned IM_STATUS enumeration value*/
printf("blending .... %s\n", imStrError(STATUS));
```

5.3.13 Image Format Conversion

Use the following command to test image format conversion.

```
rgaImDemo --cvtcolor
```

This feature has no options. By default, images with resolution of 1280x720 will be converted from RGBA8888 to NV12.

5.3.13.1 Code Parsing

Assign the format to be converted in the format variable member of rga_buffer_t, and pass the rga_buffer_t structure that stores src and dst image data to imcvtcolor().

```
/*Assign the format in the format variable member*/
src.format = HAL_PIXEL_FORMAT_RGBA_8888;
dst.format = HAL_PIXEL_FORMAT_YCrCb_NV12;

/*passing the format to be converted and src and dst of rga_buffer_t format to imcvtcolor()*/
STATUS = imcvtcolor(src, dst, src.format, dst.format);
/*print the running status according to the returned IM_STATUS enumeration value*/
printf("cvtcolor .... %s\n", imStrError(STATUS));
```