

# V4L2\_PIX\_FMT\_SRGGB12 ('RG12'), V4L2\_PIX\_FMT\_SGRBG12 ('BA12'), V4L2\_PIX\_FMT\_SGBRG12 ('GB12'), V4L2\_PIX\_FMT\_SBGGR12 ('BG12'),

V4L2\_PIX\_FMT\_SGRBG12 V4L2\_PIX\_FMT\_SGBRG12 V4L2\_PIX\_FMT\_SBGGR12 12-bit Bayer formats expanded to 16 bits

## Description

These four pixel formats are raw sRGB / Bayer formats with 12 bits per colour. Each colour component is stored in a 16-bit word, with 4 unused high bits filled with zeros. Each n-pixel row contains n/2 green samples and n/2 blue or red samples, with alternating red and blue rows. Bytes are stored in memory in little endian order. They are conventionally described as GRGR... BGBG..., RGRG... GBGB..., etc. Below is an example of a small V4L2\_PIX\_FMT\_SBGGR12 image:

**Byte Order.** Each cell is one byte, the 4 most significant bits in the high bytes are 0.

**System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\linux-master\Documentation\userspace-api\media\v4l\linux-master) (Documentation) (userspace-api) (media) (v4l)pixfmt-srggb12.rst, line 38)**

Unknown directive type "flat-table".

```
.. flat-table::
   :header-rows: 0
   :stub-columns: 0

   * - start + 0:
     - B\ :sub:`00low`
     - B\ :sub:`00high`
     - G\ :sub:`01low`
     - G\ :sub:`01high`
     - B\ :sub:`02low`
     - B\ :sub:`02high`
     - G\ :sub:`03low`
     - G\ :sub:`03high`
   * - start + 8:
     - G\ :sub:`10low`
     - G\ :sub:`10high`
     - R\ :sub:`11low`
     - R\ :sub:`11high`
     - G\ :sub:`12low`
     - G\ :sub:`12high`
     - R\ :sub:`13low`
     - R\ :sub:`13high`
   * - start + 16:
     - B\ :sub:`20low`
     - B\ :sub:`20high`
     - G\ :sub:`21low`
     - G\ :sub:`21high`
     - B\ :sub:`22low`
     - B\ :sub:`22high`
     - G\ :sub:`23low`
     - G\ :sub:`23high`
   * - start + 24:
     - G\ :sub:`30low`
     - G\ :sub:`30high`
     - R\ :sub:`31low`
     - R\ :sub:`31high`
     - G\ :sub:`32low`
     - G\ :sub:`32high`
     - R\ :sub:`33low`
     - R\ :sub:`33high`
```