

Common selection definitions

While the `:ref:V4L2 selection API <selection-api>` and `:ref:V4L2 subdev selection APIs <v4l2-subdev-selections>` are very similar, there's one fundamental difference between the two. On sub-device API, the selection rectangle refers to the media bus format, and is bound to a sub-device's pad. On the V4L2 interface the selection rectangles refer to the in-memory pixel format.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\linux-master\Documentation\userspace-api\media\v4l\linux-master) (Documentation) (userspace-api) (media) (v4l) selections-common.rst, line 8); [backlink](#)

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System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\linux-master\Documentation\userspace-api\media\v4l\linux-master) (Documentation) (userspace-api) (media) (v4l) selections-common.rst, line 8); [backlink](#)

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This section defines the common definitions of the selection interfaces on the two APIs.

System Message: ERROR/3 (D:\onboarding-resources\sample-onboarding-resources\linux-master\Documentation\userspace-api\media\v4l\linux-master) (Documentation) (userspace-api) (media) (v4l) selections-common.rst, line 19)

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```
.. toctree::
    :maxdepth: 1

    v4l2-selection-targets
    v4l2-selection-flags
```