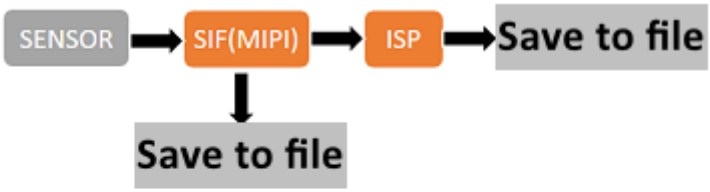
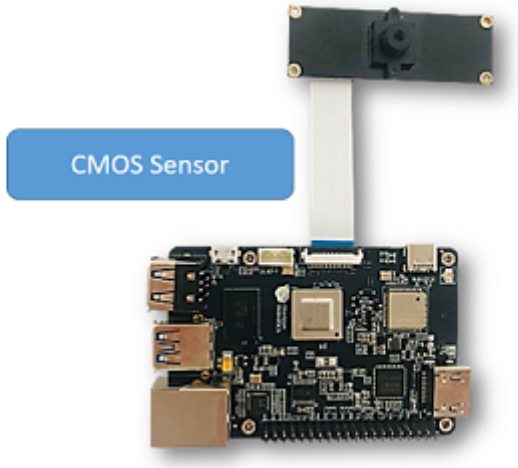
Camera image encoding

1. Environment preparation

This example `decoder2display` implements video file decoding and output through the `HDMI` interface. Users can preview the screen through the display. The example flow chart is as follows:





- Connect the board to the monitor via HDMI cable
- Power on the board and log in
- Prepare the video encoding file `test.h264` as input.

2. How to run

The sample code is provided in source code form. You need to use the `make` command to compile and run it. The steps are as follows:

```
sunrise@ubuntu:~$ cd /app/cdev_demo/decode2display
sunrise@ubuntu:/app/cdev_demo/decode2display$ cp
/app/cdev_demo/vio2encoder/test.h264 .
sunrise@ubuntu:/app/cdev_demo/decode2display$ sudo make
sunrise@ubuntu:/app/cdev_demo/decode2display$ sudo ./decoder2display -w 1920 -h
1080 -i test.h264
```

The following command copies the `test.h264` file saved in [3. Camera image acquisition and encoding] to the current directory for use.

```
cp  /app/cdev_demo/vio2encoder/test.h264 .
```

Parameter description:

- -h: video file height
- -w: video file width
- -i: video file path

3. Expected results

After the program runs correctly, the video screen will be output through the `HDMI` interface of the development board, and the user can preview the video screen through the monitor.

The running log is as follows.

```
sunrise@ubuntu:/app/cdev_demo/decode2display$ sudo ./decoder2display -w 1920 -h
1080 -i test.h264
disp_w=1024, disp_h=600
[x3_av_open_stream]:[380]:probesize: 5000000
sp_start_decode success!
libiar: hb_disp_set_timing done!
sp_start_display success!
sp_open_vps success!
```