



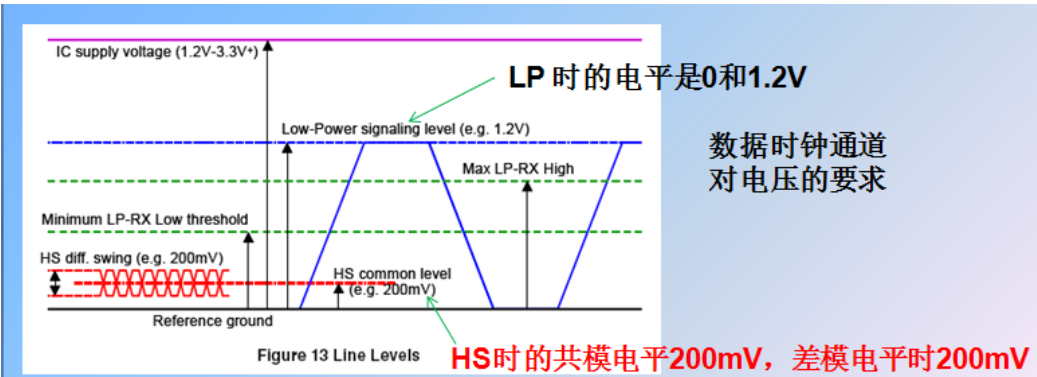
PorterDuffXfermode无法 (65)

评论排行

- git 管理详解 (0)
- eclipse 导入android项目 (0)
- 调用android自带分享功能 (0)
- android 图形变换矩阵讲 (0)
- anadroid inputmanageri (0)
- 虚函数的实现机制 (0)
- LCD相关一些硬件概念 (0)
- 理解mipi协议 (0)
- mipi协议中文详解 (0)
- mipi差分信号原理 (0)

推荐文章

- \* Android 反编译初探 应用是如何被注入广告的
- \* 凭兴趣求职80%会失败, 为什么
- \* 安卓微信自动抢红包插件优化和实现
- \* 【游戏设计模式】之四《游戏编程模式》全书内容提炼总结
- \* 带你开发一款给Apk中自动注入代码工具icodetools(完善篇)



各个时间参数需要满足以下的要求：

Table 14 Global Operation Timing Parameters							
Parameter	Description	Min	Typ	Max	Unit	Notes	
T <sub>CLK-MISS</sub>	Timeout for receiver to detect absence of Clock transitions and disable the Clock Lane HS-RX.			60			
T <sub>CLK-POST</sub>	Time that the transmitter continues to send HS clock after the last associated Data Lane has transitioned to LP Mode. Interval is defined as the period from the end of T <sub>HS-TRAIL</sub> to the beginning of T <sub>CLK-TRAIL</sub> .	60 ns + 52*UI			ns	5	
T <sub>CLK-PRE</sub>	Time that the HS clock shall be driven by the transmitter prior to any associated Data Lane beginning the transition from LP to HS mode.	8			UI	5	
T <sub>CLK-PREPARE</sub>	Time that the transmitter drives the Clock Lane LP-00 Line state immediately before the HS-0 Line state starting the HS transmission.	38		95	ns	5	
T <sub>CLK-SETTLE</sub>	Time interval during which the HS receiver shall ignore any Clock Lane HS transitions, starting from the beginning of T <sub>CLK-PREPARE</sub> .	95		300	ns	6	
T <sub>CLK-TERM-EN</sub>	Time for the Clock Lane receiver to enable the HS line termination, starting from the time point when Dn crosses V <sub>L,MAX</sub> .	Time for Dn to reach V <sub>TERM-EN</sub>		38	ns	6	
T <sub>CLK-TRAIL</sub>	Time that the transmitter drives the HS-0 state after the last payload clock bit of a HS transmission burst.	60			ns	5	
T <sub>CLK-PREPARE</sub> + T <sub>CLK-ZERO</sub>	T <sub>CLK-PREPARE</sub> + time that the transmitter drives the HS-0 state prior to starting the Clock.	300			ns	5	
T <sub>D-TERM-EN</sub>	Time for the Data Lane receiver to enable the HS line termination, starting from the time point when Dn crosses V <sub>L,MAX</sub> .	Time for Dn to reach V <sub>TERM-EN</sub>		35 ns + 4*UI		6	
T <sub>ROT</sub>	Transmitted time interval from the start of T <sub>HS-TRAIL</sub> or T <sub>CLK-TRAIL</sub> , to the start of the LP-11 state following a HS burst.			105 ns + n*12*UI		3, 5	
T <sub>HS-EXIT</sub>	Time that the transmitter drives LP-11 following a HS burst.	100			ns	5	

Parameter	Description	Min	Typ	Max	Unit	Notes	
T <sub>HS-PREPARE</sub>	Time that the transmitter drives the Data Lane LP-00 Line state immediately before the HS-0 Line state starting the HS transmission.	40 ns + 4*UI		85 ns + 6*UI	ns	5	
T <sub>HS-PREPARE</sub> + T <sub>HS-ZERO</sub>	T <sub>HS-PREPARE</sub> + time that the transmitter drives the HS-0 state prior to transmitting the Sync sequence.	145 ns + 10*UI			ns	5	
T <sub>HS-SETTLE</sub>	Time interval during which the HS receiver shall ignore any Data Lane HS transitions, starting from the beginning of T <sub>HS-PREPARE</sub> .	85 ns + 6*UI		145 ns + 10*UI	ns	6	
T <sub>HS-SKIP</sub>	Time interval during which the HS-RX should ignore any transitions on the Data Lane, following a HS burst. The end point of the interval is defined as the beginning of the LP-11 state following the HS burst.	40		55 ns + 4*UI	ns	6	
T <sub>HS-TRAIL</sub>	Time that the transmitter drives the flipped differential state after last payload data bit of a HS transmission burst.	max( n*8*UI, 60 ns + n*4*UI )			ns	2, 3, 5	
T <sub>INT</sub>	See section 5.11.	100			µs	5	
T <sub>L PX</sub>	Transmitted length of any Low-Power state period	50			ns	4, 5	
Ratio T <sub>L PX</sub>	Ratio of T <sub>L PX(MASTER)</sub> /T <sub>L PX(SLAVE)</sub> between Master and Slave side	2/3		3/2			
T <sub>TA-GET</sub>	Time that the new transmitter drives the Bridge state (LP-00) after accepting control during a Link Turnaround.	5*T <sub>L PX</sub>			ns	5	
T <sub>TA-GO</sub>	Time that the transmitter drives the Bridge state (LP-00) before releasing control during a Link Turnaround.	4*T <sub>L PX</sub>			ns	5	
T <sub>TA-SURE</sub>	Time that the new transmitter waits after the LP-10 state before transmitting the Bridge state (LP-00) during a Link Turnaround.	T <sub>L PX</sub>		2*T <sub>L PX</sub>	ns	5	
T <sub>WAKEUP</sub>	Time that a transmitter drives a Mark-1 state prior to a Stop state in order to initiate an exit from ULPS.	1			ms	5	

Notes

- The minimum value depends on the bit rate. Implementations should ensure proper operation for all the supported bit rates.
- If a > b then max( a, b ) = a otherwise max( a, b ) = b
- Where n = 1 for Forward-direction HS mode and n = 4 for Reverse-direction HS mode
- T<sub>L PX</sub> is an internal state machine timing reference. Externally measured values may differ slightly from the specified values due to asymmetrical rise and fall times.
- Transmitter-specific parameter
- Receiver-specific parameter

UI 的值：

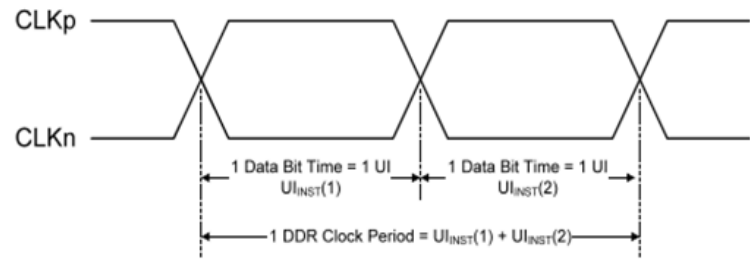


Figure 50 DDR Clock Definition

Table 26 Clock Signal Specification

Clock Parameter	Symbol	Min	Typ	Max	Units	Notes
UI instantaneouse	UI_INST			12.5	ns	1,2

Notes:

时钟通道的最小值是40MHz

- 1. This value corresponds to a minimum 80 Mbps data rate.
- 2. The minimum UI shall not be violated for any single bit period, i.e., any DDR half cycle within a data burst.

数据与时钟的相位关系：

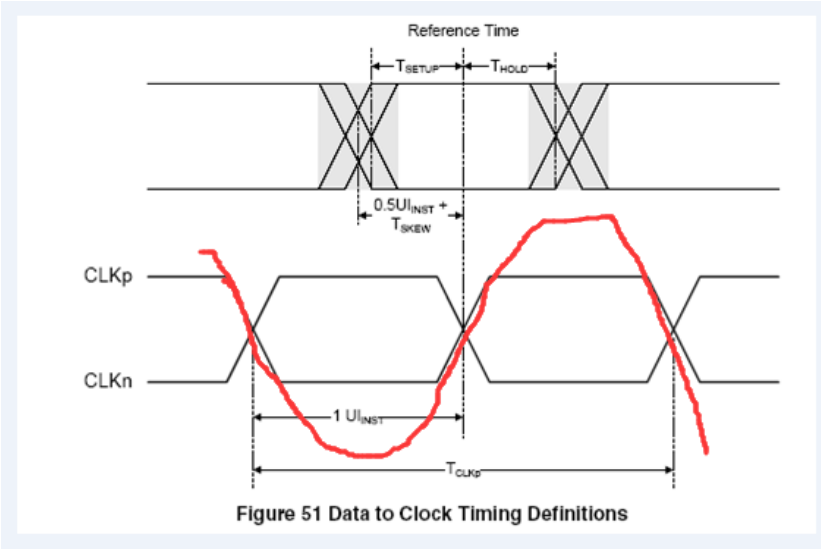
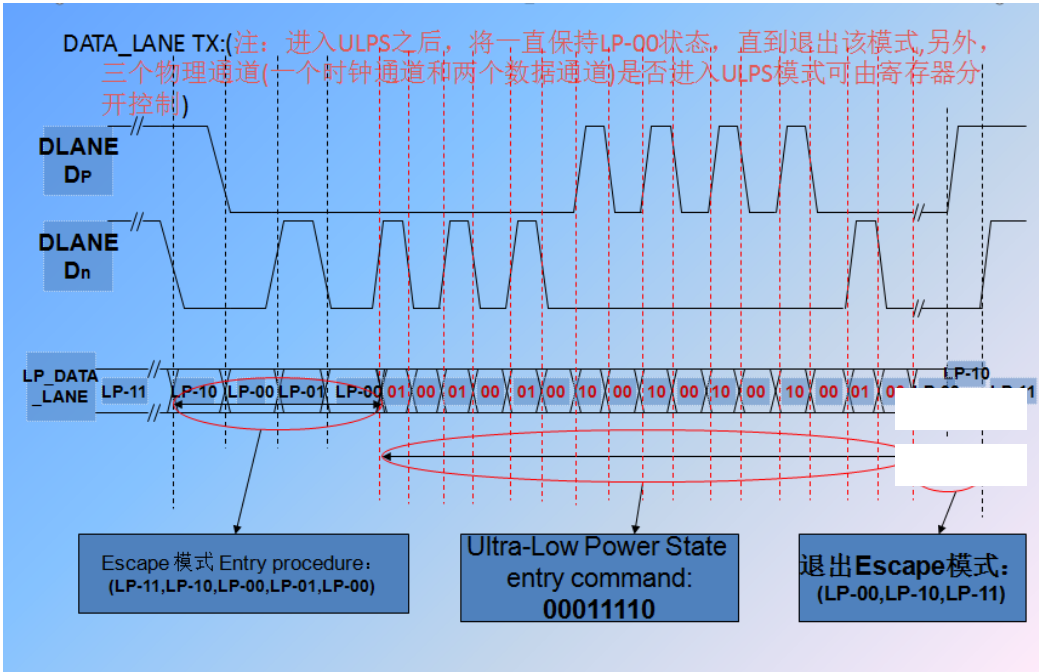


Figure 51 Data to Clock Timing Definitions

根据前面文章:mipi差分信号原理 介绍。  
CLKp是高电平, CLKn是低电平的时候, 差分信号表现为高电平。  
CLKn是高电平, CLKp是低电平的时候, 差分信号表现为低电平。  
所以结果就可以等效成红线描述的正弦。  
从正弦可以看出, data在clk的高电平和低电平都有传输数据。

数据通道进入和退出SLM(即睡眠模式)的控制：

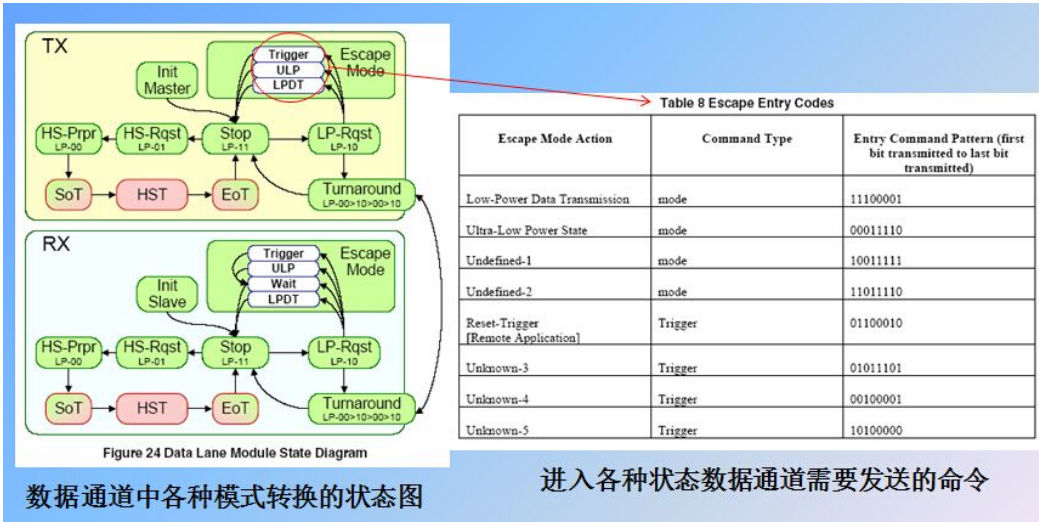


mipi信号传输分为单端和差分传输。例如：

LP-00, LP-01, LP-10, LP-11 (单端)

HS-0, HS-1 (差分)

Ultra-Low Power State entry command: 00011110 是差分传输，读取方法和上面提到的clk是一样的，需要注意的是Dp和Dn如果同时是高电平或同时是低电平的时候是无效数据，这个时候大概对应的是clk正弦的峰值，只有其中一个是高一个是低才是有效的差分数据。



总结：

对应于同步信号完成并串转换；

\*HS 状态为高速低压差分信号，传输高速连续串行数据；

\*LP 状态为低速低功耗信号，传输控制信号和状态信号；

\*MIPI要求HS 工作在1GHz 的频率下，完成共模信号为0.2v 差模信号为0.2v 的差分信号的传输；

\*LP 传递控制信号，要求高电平为1.2v 低电平为0的电平信号输出；

\*HS 及 LP 状态下，输出信号的电学特性要求非常苛刻，具体电学性能的要求可见附带文档表格。

\*MIPI是双向可选的，可以高速发送，也可以进行高速接收，或收发功能同时具备，我们目前根据需求仅做了发送功能；

\*MIPI的HS模式（0.2V），传送图像数据，速度为80Mbps ~ 1000Mbps；

\*MIPI的LP模式（1.2V），可以用于传送控制命令，最高速度为10Mbps；

\*MIPI规定，任一个MIPI设备必须Escape Mode，此为Low Power Data Trabsmission Mode，LP模式中的一种，此模式下可低速传输图像或其他数据。

\*MIPI规定了Low Power Mode、 Ultra Low Power Mode的电压范围、以及它们之间、它们与HS模式之间的相互切换方式或相关要求；

\*MIPI D-PHY是各个MIPI工作组共用的物理层规范；

**最后，需要注意一点：**

BTA：bus turn around，用来host接受外设发送命令或应答信号用的，如果host DPHY设置了这个，但是lcd不支持的话，就有可能有问题。

顶 1 踩 0

上一篇 mipi协议中文详解  
下一篇 LCD相关一些硬件概念

我的同类文章

LCD驱动(3)			
• LCD相关一些硬件概念	2015-12-07	阅读 724	• mipi协议中文详解 2015-12-04 阅读 1795
• mipi差分信号原理	2015-12-04	阅读 2091	

猜你在找

- 神策数据创始人兼CEO桑文锋：如何用数据驱动产品和运营
- Android系统下的基于MIPI-DSI协议的LCM的研究
- Unity UI从零到精通
- mipi协议中文详解
- 威哥全套Android开发课程【基础与UI技术】
- mipi协议PCB设计指南
- framebuffer驱动详解-linux驱动开发第7部分
- MIPI DSI协议介绍
- 网络设备驱动介绍-linux驱动开发第11部分
- MIPI DSI协议介绍

查看评论

暂无评论

您还没有登录,请[登录](#)或[注册](#)

\* 以上用户言论只代表其个人观点, 不代表CSDN网站的观点或立场

核心技术类目

全部主题 Hadoop AWS 移动游戏 Java Android iOS Swift 智能硬件 Docker OpenStack  
VPN Spark ERP IE10 Eclipse CRM JavaScript 数据库 Ubuntu NFC WAP jQuery  
BI HTML5 Spring Apache .NET API HTML SDK IIS Fedora XML LBS Unity  
Splashtop UML components Windows Mobile Rails QEMU KDE Cassandra CloudStack  
FTC coremail OPhone CouchBase 云计算 iOS6 Rackspace Web App SpringSide Maemo  
Compuware 大数据 aptech Perl Tornado Ruby Hibernate ThinkPHP HBase Pure Solr  
Angular Cloud Foundry Redis Scala Django Bootstrap