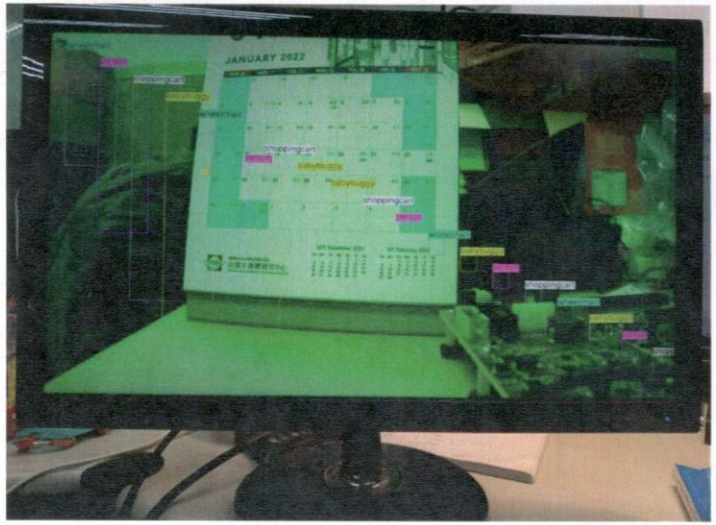
HDMI Demo



鏡頭特性. 偏焦 調色

Appendix: Gamma Correction

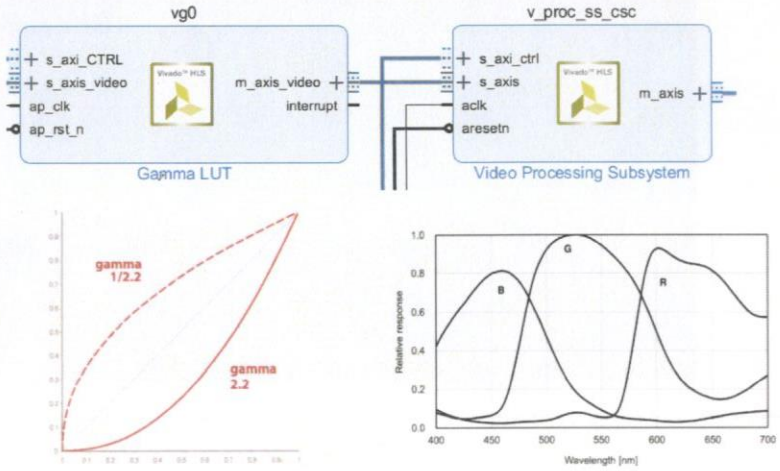


Figure 1-1: **Gamma Correction**

Appendix: ConfigGammaLut():

請修改main/src/pipeline_program.c 中的
ConfigGammaLut():

```
void ConfigGammaLut(u32 width , u32 height)
{
    u32 count;
    Xil_Out32((VGAMMALUT_BASE + 0x10), width );
    Xil_Out32((VGAMMALUT_BASE + 0x18), height );
    Xil_Out32((VGAMMALUT_BASE + 0x20), 0x0   );

    for(count=0; count < 0x200; count += 2)
    {
        Xil_Out16((VGAMMALUT_BASE + 0x800 + count), (u16)(count/2) );
    }

    for(count=0; count < 0x200; count += 2)
    {
        Xil_Out16((VGAMMALUT_BASE + 0x1000 + count), (u16)(count/3) );
    }

    for(count=0; count < 0x200; count += 2)
    {
        Xil_Out16((VGAMMALUT_BASE + 0x1800 + count), (u16)(count/2) );
    }

    Xil_Out32((VGAMMALUT_BASE + 0x00), 0x81   );
}
```


Appendix: ConfigCSC();

main/src/pipeline_program.c中的ConfigCSC():

```
void ConfigCSC(u32 width , u32 height)
{
    Xil_Out32((VPROCSSCSC_BASE + 0x0010), 0x0   );
    Xil_Out32((VPROCSSCSC_BASE + 0x0018), 0x0   );
    Xil_Out32((VPROCSSCSC_BASE + 0x0050), 0x3E98); // K11  R  3.91
    Xil_Out32((VPROCSSCSC_BASE + 0x0058), 0x0   ); // K12
    Xil_Out32((VPROCSSCSC_BASE + 0x0060), 0x0   ); // K13
    Xil_Out32((VPROCSSCSC_BASE + 0x0068), 0x0   ); // K21
    Xil_Out32((VPROCSSCSC_BASE + 0x0070), 0x3999); // K22  G   3.6
    Xil_Out32((VPROCSSCSC_BASE + 0x0078), 0x0   ); // K23
    Xil_Out32((VPROCSSCSC_BASE + 0x0080), 0x0   ); // K31
    Xil_Out32((VPROCSSCSC_BASE + 0x0088), 0x0   ); // K32
    Xil_Out32((VPROCSSCSC_BASE + 0x0090), 0x4800); // K33  B   4.5
    Xil_Out32((VPROCSSCSC_BASE + 0x0098), 0x0   ); //HwReg_ROffset_V
    Xil_Out32((VPROCSSCSC_BASE + 0x00a0), 0x0   ); //wReg_GOffset_V
    Xil_Out32((VPROCSSCSC_BASE + 0x00a8), 0x0   ); //HwReg_BOffset_V
    Xil_Out32((VPROCSSCSC_BASE + 0x00b0), 0x0   ); //HwReg_ClampMin_V
    Xil_Out32((VPROCSSCSC_BASE + 0x00b8), 0xff  ); //HwReg_ClipMax_V
    Xil_Out32((VPROCSSCSC_BASE + 0x0020), width );
    Xil_Out32((VPROCSSCSC_BASE + 0x0028), height );
    Xil_Out32((VPROCSSCSC_BASE + 0x0000), 0x81  );

}
```