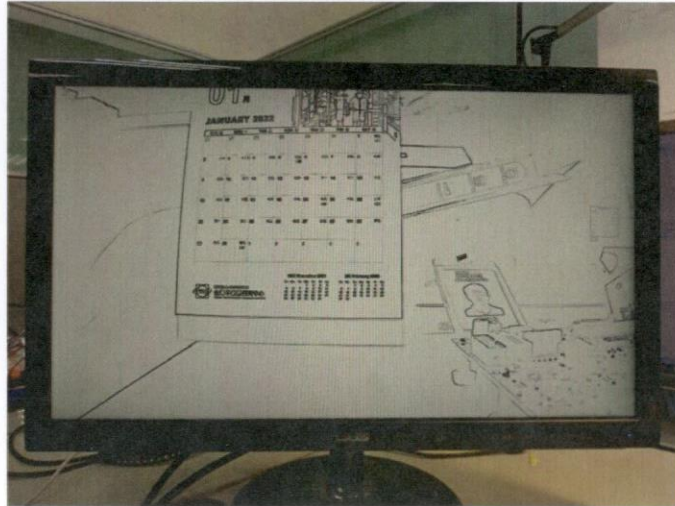
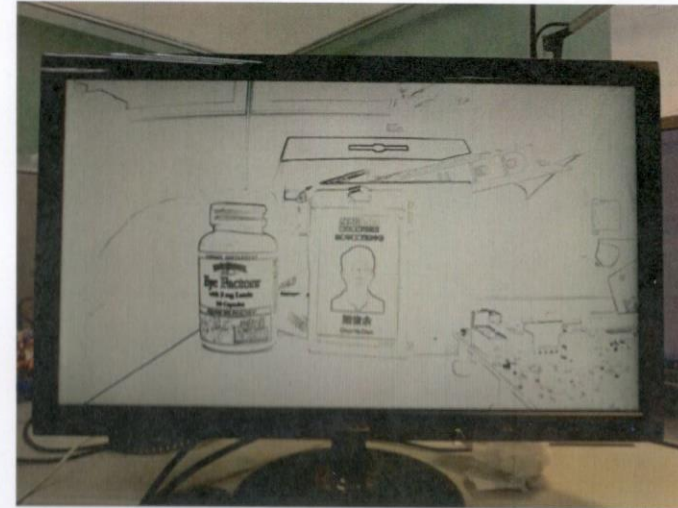


## Sobel Filter Demo



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## Sobel Filter Demo



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## Appendix : Xmipi\_example.c

```

pipeline_pro...  xmipi_example.c  sensor_cfgs.h  xmipi_m

//memset(empty, 0x00FF00, 1440*sizeof(int));
for (int i=0; i<(1920*1080); i++)
{
    addr1=i*3;
    Xil_Out8(bass_addr+addr1, 0xff); //green
    addr2=i*3+1;
    Xil_Out8(bass_addr+addr2, 0x00); //blue
    addr3=i*3+2;
    Xil_Out8(bass_addr+addr3, 0x00); //red
}

```

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## Appendix : Pipeline\_program.c

```

pipeline_pro...  xmipi_example.c  sensor_cfgs.h  xmipi_menu.c  platform.c

DmaConfig.EnableSync = 1;

/* Start addresses of Out Frame Store Buffers */
DmaConfig.FrameStoreStartAddrOut[0] = (u32) FrameBaseOut;
DmaConfig.FrameStoreStartAddrOut[1] = (u32) FrameBaseOut;
DmaConfig.FrameStoreStartAddrOut[2] = (u32) FrameBaseOut;

DmaConfig.FrameStoreStartAddrOut[1] = (u32) FrameBaseOut
+ (width * height * bpp);
DmaConfig.FrameStoreStartAddrOut[2] = (u32) FrameBaseOut
+ (width * height * bpp * 2);

XAxiVdma_DmaConfig(VdmaInst, XAXIVDMA_READ, &DmaConfig);

XAxiVdma_DmaSetBufferAddr(VdmaInst, XAXIVDMA_READ,
DmaConfig.FrameStoreStartAddrOut);

XAxiVdma_GenLockSourceSelect(VdmaInst, XAXIVDMA_INTERNAL_GENLOCK,
XAXIVDMA_READ);

XAxiVdma_DmaStart(VdmaInst, XAXIVDMA_WRITE);

```

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