

SC5A0 Extra Software Programming Guide

Custom Property

1. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT (201)

The property allows you to get/change current video input source. We can support total 7 kinds of video input sources, HDMI, DVI-D, Components, DVI-A, SDI, COMPOSITE and SVIDEO.

SUPPORT VALUE: 0: HDMI
1: DVI-Digital
2: Components (YCbCr)
3: DVI-Analog (RGB) (VGA)
4: SDI
5: COMPOSITE
6: SVIDEO

EXAMPLE#01: CHANGE TO HDMI INPUT.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 201, 0 );
```

EXAMPLE#02: CHANGE TO SDI INPUT.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 201, 4 );
```

EXAMPLE#03: GET CURRENT INPUT SOURCE.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 201, &INPUT );
```

2. KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_INPUT (255)

The property allows you to get/change current audio input source. You can select audio from embedded audio data or from extra line-in cable.

SUPPORT VALUE: 0: Embedded Audio
 1: Line In

Note!! The property is enabled only by HDMI, DVI-D, and SDI input mode.

EXAMPLE#01: CHANGE TO EMBEDDED AUDIO INPUT.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 255, 0 );
```

EXAMPLE#02: CHANGE TO LINE-IN INPUT.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 255, 1 );
```

EXAMPLE#03: GET CURRENT AUDIO INPUT SOURCE.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 255, &INPUT );
```

3. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION (202) (READ ONLY)

The property allows you to detect if the input's media content owns HDCP or MarcoVision protection.

Note!! To protect the content license, all behaviors in software porting should be complied with HDCP rules. Detect in any registered content of HDCP or MarcoVision, please disable the recording function in software.

SUPPORT VALUE: 0, 1 - NO ~ YES

EXAMPLE#01: GET HDCP PROTECT.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 202, &HDCP );  
IF( HDCP == 1 ) { RECORD_FUNCTION = DISABLE; }  
IF( HDCP == 0 ) { RECORD_FUNCTION = ENABLE; }
```

4. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_RESOLUTION (210) (READ ONLY)

4. KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE (208) (READ ONLY)

Our driver can auto detect video format and can report the current input format to your software. The both properties can help to obtain current format's resolution and frame rate. Some supported formats are described in the table. The format table keeps on increasing into the new driver. Please check our sales to obtain the latest one.

FORMAT	RESOLUTION	FRAME RATE	
1920×1080p@60fps	0x07800438	60	* ₁
1920×1080p@50fps	0x07800438	50	* ₁
1920×1080p@30fps	0x07800438	30	
1920×1080p@25fps	0x07800438	25	
1920×1080p@24fps	0x07800438	24	
1920×1080i@60fps	0x0780021C	60	
1920×1080i@50fps	0x0780021C	50	
1280×720P@60fps	0x050002D0	60	
1280×720P@50fps	0x050002D0	50	
1280×720P@30fps	0x050002D0	30	
1280×720P@25fps	0x050002D0	25	
1280×720P@24fps	0x050002D0	24	
720×480P@60fps	0x02D001E0	60	
720×576P@50fps	0x02D00240	50	
720×480i@60fps	0x02D000F0	60	
720×576i@50fps	0x02D00120	50	
720×240P@60fps	0x05A001E0	60	* ₂
720×288P@50fps	0x05A00240	50	* ₂
1440×900p@60fps	0x05A00384	60	
1280×1024p@60fps	0x05000400	60	
1280×960p@60fps	0x050003C0	60	
1280×800p@60fps	0x05000320	60	
1280×768p@60fps	0x05000300	60	
1024×768p@60fps	0x04000300	60	
800×600p@60fps	0x03200258	60	
640×480p@60fps	0x028001E0	60	* ₃
640×400p@60fps	0x02800190	60	* ₄
640×384p@60fps	0x02800180	60	* ₄

*₁ THE FORMAT WILL BE DOWN SPEED TO 1080P@30FPS/1080P@25FPS.

*₂ THE FORMAT IS USED BY SONY PS1/PS2 GAME MACHINE.

*₃ THE FORMAT IS USED BY MICROSOFT XBOX360 GAME MACHINE (640×480p@60fps).

*₄ THE FORMAT IS USED BY NEC IPC MACHINE (640×400p@56.4fps).

Here, the resolution property can be described as below:

$$\text{RESOLUTION} = (\text{WIDTH} \ll 16) \mid (\text{HEIGHT} \ll 0)$$

EXAMPLE#01: GET CURRENT VIDEO FORMAT.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 210, &RESOLUTION );
```

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 208, &FRAMERATE );
```

5. KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_SAMPLE_FREQUENCY (253) (READ ONLY)

The driver also can auto detect current audio format and can report it to upper software. Currently, all audio formats are stereo and 16bits quality. The only difference is their sample frequency, so you can use the property to obtain the input's sample frequency.

SUPPORT VALUE: 48000 - STEREO / 16BITS / 48000HZ
44100 - STEREO / 16BITS / 44100HZ
32000 - STEREO / 16BITS / 32000HZ

EXAMPLE#01: GET CURRENT AUDIO SAMPLE FREQUENCY.

```
AMESDK_GET_CUSTOM_PROPERTY( hDev, 253, &FREQUENCY );
```

6. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DEINTERLACE_TYPE (200)

QP0203 offers one hardware-based deinterlacer on chip. The property will allow you to enable/disable this function. Currently, the value 0 will turn off it.

SUPPORT VALUE: 0 ~ 1 - ON ~ OFF

EXAMPLE#01: TO TURN OFF HARDWARE DEINTERLACE FUNCTION.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 200, 0 );
```

EXAMPLE#02: TO TURN ON HARDWARE DEINTERLACE FUNCTION.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 200, 5 );
```

Note!! The function, AMESDK_SET_DEINTERLACE, is used for software-based deinterlacer only. If you enable the hardware-based deinterlacer function, you don't need call AMESDK_SET_DEINTERLACE again.

- 7. `KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VGA_YCBCR_AUTO_PHASE` (219)
- 7. `KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VGA_YCBCR_OFFSET_X` (221)
- 7. `KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_VGA_YCBCR_OFFSET_Y` (222)

If input is in VGA or YCbCr, these properties allow you to adjust the hardware receiver's property.

The auto phase property can be set as below:

SUPPORT VALUE: 0 ~ 63 - MANUAL PHASE DEGREE
SUPPORT VALUE: 0x80000000 - AUTO PHASE

The offset property allows you to adjust the horizontal and vertical offset for signal. Moreover, our driver will do auto memorize for setting value in next detection.

SUPPORT VALUE: -127 ~ +128

EXAMPLE#01: TO SET HORIZONTAL OFFSET FOR VGA.

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 221, -8 );
```


8. KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_COLOR_RANGE (231)

The property allows you to control each input (HDMI, COMPONENT, VGA) to different scale rang. You should choose proper mode because then you just can achieve the most accurate color.

We can use a 32-bit number (4 byte) as input value:

A 2-bit **operation code** can be set as below to specify the conversion operation:

- 0: Keep the color range unchanged. (Default)
- 1: Shrink the input from full range to limited range. (16-235 level)
- 2: Expand the input from limited range to full range. (0-255 level)

Other bit fields are used to represent as below:

- [1:0] Operation code for HDMI input when register reveals 0 "Default (depend on video format)"
- [5:4] Operation code for HDMI input when register reveals 1 "Limited range"
- [9:8] Operation code for HDMI input when register reveals 2 "Full range"
- [13:12] Operation code for Component input
- [17:16] Operation code for VGA input

NOTE: Normally it is recommended to set operation code to default. If the displayed black or white color in the video input is not enough true. You can use the mode adjustment to change the color quality for video input.

EXAMPLE#01: TO CHANGE HDMI INPUT LIMITED RANGE TO FULL RANGE

```
LONG input = 0x00020;  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 231, input );
```

EXAMPLE#02: TO CHANGE HDMI INPUT FULL RANGE TO LIMITED RANGE

```
LONG input = 0x00100;  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 231, input );
```

EXAMPLE#03: TO CHANGE ALL INPUT TO LIMITED RANGE

```
LONG input = 0x11100;  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 231, input );
```

EXAMPLE#04: TO EXPAND ALL INPUT COOR RANGE NO MATTER WHAT

```
LONG input = 0x22222;  
AMESDK_SET_CUSTOM_PROPERTY( hDev, 231, input );
```

9.KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_SOG (234)

If your input supports SOG (Sync On Green), you can use the property to enable or disable it.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#01: TO ENABLE SYNC ON GREEN

```
LONG input = 0x01;
```

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 234, input );
```

10 KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_DVI_YCBCR (235)

The property allows you to use the DVI-I connector for component incoming signals.

SUPPORT VALUE: 0 ~ 1 - DISABLE ~ ENABLE

EXAMPLE#01: TO ENABLE THE FUNCTION

```
LONG input = 0x01;
```

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 235, input );
```

11 KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_QUEUE_BUFFER_SIZE (216)

The property allow you to specify the number of the rendered video frame in the queue buffer for a preview or hardware-encoded (main, sub) stream. By the default, the queue size of the corresponding a preview and hardware-encoded stream is set 10 and 16. Here we recommended use the size by default because this is implicated in many resource issues. For example, the unexpected signal error may occur when you try to adjust the queue buffer size of which exceeds your system resource.

Note: Setting queue buffer size will involve in dynamically allocated memory.

EXAMPLE#01: TO SET THE PREVIEW QUEUE SIZE TO 10 FRAMES

```
LONG nBfferSize = 10;
AMESDK_SET_CUSTOM_PROPERTY( hPreviewDevice, 216, nBfferSize );
```

EXAMPLE#02: TO SET THE HARDWARE-ENCODED QUEUE(MAIN) SIZE TO 16 FRAMES

```
LONG nBfferSize = 16;
AMESDK_SET_CUSTOM_PROPERTY( hMainDevice, 216, nBfferSize );
```

EXAMPLE#03: TO SET THE HARDWARE-ENCODED QUEUE(SUB) SIZE TO 16 FRAMES

```
LONG nBfferSize = 16;
AMESDK_SET_CUSTOM_PROPERTY( hSubDevice, 216, nBfferSize );
```

12 KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT_EQ (240)

The property allows you to set a suitable distance in meter when using the DVI and HDMI signal. Basically, the quality of signal can vary widely based on the cable's materials, but here can adjust the settings through the property.

SUPPORT VALUE: 0 ~ 2 - **2m, 10m, 10~15m (METER)**

EXAMPLE#01: TO SET THE CABLE LENGTH IN 2 METER

```
LONG input = 0x00;
```

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 240, input );
```

EXAMPLE#02: TO SET THE CABLE LENGTH IN 10 METER

```
LONG input = 0x01;
```

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 240, input );
```

EXAMPLE#03: TO SET THE CABLE LENGTH IN 10~15 METER

```
LONG input = 0x02;
```

```
AMESDK_SET_CUSTOM_PROPERTY( hDev, 240, input );
```

13. Access Encoder Property

Developer can use the AMESDK_G/SET_VIDEOCOMPRESSION_PROPERTY function to access all QP0203's video encoder properties. These properties as describe as the table below:

PROPERTY	RANGE
VideoCompression_KeyFrameRate	0 ~ 255
VideoCompression_OverrideKeyFrame	1 (WRITE ONLY)
VideoCompression_Quality	0 ~ 10,000
VideoCompression_BitRateMode	0, 1, 2
VideoCompression_BitRate	128,000 ~ 12,000,000
VideoCompression_PostResolution	(cx << 12) + (cy << 0)
VideoCompression_PostSkipFrameRate	0 ~ 255
VideoCompression_PostAvgFrameRate	0 ~ 60
VideoCompression_BFrames	0, 1, 2
VideoCompression_Profile	0 (MAINPROFILE), 1 (BASELINE)
VideoCompression_AspectRatio	(cx << 12) + (cy << 0)

14. Access Custom Property for DirectShow Developer

Customer uses DirectShow to develop software can bypass our SDK to access QP0203 directly. The interface can be queried from our capture source filter.

At Section 14.1, 14.2, 14.3 and 14.4, you can use IKsPropertySet to access all.

14.1 Device Serial Number Property:

```
#define KSPROPERTY_CUSTOM_GET_DEVICE_SERIAL_NUMBER 0 (READ ONLY) (ULONG)
```

14.2 Video & Audio Property:

```
#define KSPROPERTY_CUSTOM_XET_ANALOG_VIDEO_INPUT 201 (ULONG)

#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_MACROVISION 202 (READ ONLY) (ULONG)

#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_RESOLUTION 210 (READ ONLY) (ULONG)

#define KSPROPERTY_CUSTOM_GET_ANALOG_VIDEO_FRAME_RATE 208 (READ ONLY) (ULONG)

#define KSPROPERTY_CUSTOM_XET_ANALOG_AUDIO_SAMPLE_FREQUENCY 253 (READ ONLY) (ULONG)
```

14.4 Video Encoder Property:

Please reference the two functions to get/set all video encoder's parameters.

```
static const GUID GUID_KPS_QP0203 = { 0xD1E5209F, 0x68FD, 0x4529, 0xBE, 0xE0, 0x5E, 0x7A, 0x1F, 0x47, 0x92, 0x21 };
```

```
BOOL OnGetVideoCompressionProperty( ULONG nProperty, ULONG * pValue )
{
    if( NULL == m_pAMVideoCompression ) { FALSE; }

    if( NULL == m_pKsPropertySet ) { FALSE; }

    if( nProperty == 0x00000000 ) { // KEY.FRAME.RATE (GOP)

        if( S_OK != m_pAMVideoCompression->get_KeyFrameRate( (LONG *) (pValue) ) ) { return FALSE; }
    }
    if( nProperty == 0x00000001 ) { // QUALITY

        double fQuality = 0.0f;

        if( S_OK != m_pAMVideoCompression->get_Quality( &fQuality ) ) { return FALSE; }

        *pValue = (ULONG) (fQuality * 10000.0f);
    }
    if( nProperty == 0x00000003 ) { // BIT.RATE.MODE

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 407, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x00000004 ) { // BIT.RATE

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 403, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x00000008 ) { // POST.RESOLUTION

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 401, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x00000009 ) { // POST.SKIP.FRAME.RATE

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 402, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x0000000D ) { // POST.AVG.FRAME.RATE

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 422, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x0000000A ) { // B.FRAME

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 411, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x0000000B ) { // PROFILE

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 412, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    if( nProperty == 0x0000000C ) { // ASPECT.RATIO

        if( S_OK != m_pKsPropertySet->Get( GUID_KPS_QP0203, 413, NULL, 0, pValue, sizeof(ULONG), &cbBytes ) ) {

            return FALSE;
        }
    }
    return TRUE;
}
```



```

BOOL OnSetVideoCompressionProperty( ULONG nProperty, ULONG nValue )
{
    if( NULL == m_pAMVideoCompression ) { return FALSE; }

    if( NULL == m_pKsPropertySet ) { return FALSE; }

    if( nProperty == 0x00000000 ) { // KEY.FRAME.RATE (GOP)
        if( S_OK != m_pAMVideoCompression->put_KeyFrameRate( nValue ) ) { return FALSE; }
    }
    if( nProperty == 0x00000001 ) { // QUALITY
        double fQuality = nValue;

        fQuality /= 10000.0f;

        if( S_OK != m_pAMVideoCompression->put_Quality( fQuality ) ) { return FALSE; }
    }
    if( nProperty == 0x00000002 ) { // OVERRIDE.KEY.FRAME
        if( S_OK != m_pAMVideoCompression->OverrideKeyFrame( nValue ) ) { return FALSE; }
    }
    if( nProperty == 0x00000003 ) { // BIT.RATE.MODE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 407, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000004 ) { // BIT.RATE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 403, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000008 ) { // POST.RESOLUTION
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 401, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x00000009 ) { // POST.SKIP.FRAME.RATE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 402, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x0000000D ) { // POST.AVG.FRAME.RATE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 422, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x0000000A ) { // B.FRAME
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 411, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x0000000B ) { // PROFILE
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 412, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    if( nProperty == 0x0000000C ) { // ASPECT.RATIO
        if( S_OK != m_pKsPropertySet->Set( GUID_KPS_QP0203, 413, NULL, 0, &nValue, sizeof(ULONG) ) ) {
            return FALSE;
        }
    }
    return TRUE;
}

```

15. Application Note for DirectShow Developer

The developer who uses DirectShow to access our capture source filter need check the frame size in the callback function of your SampleGrabber class. If the frame size is 0 bytes, it means the frame is one bad frame. You should drop it. More detail, please check with our engineer team directly.