

## Application Note

### How to use phyCAM camera modules with phyCORE-i.MX6UL SBC

#### Revision History

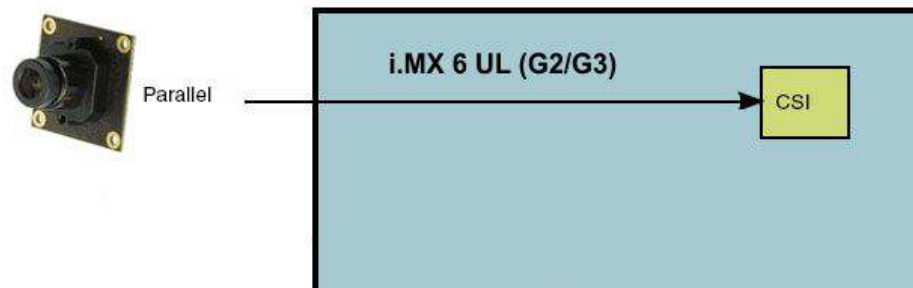
Version	Changes	Author	Date
A0	Initial Release	H. Fendrich	10.04.2017

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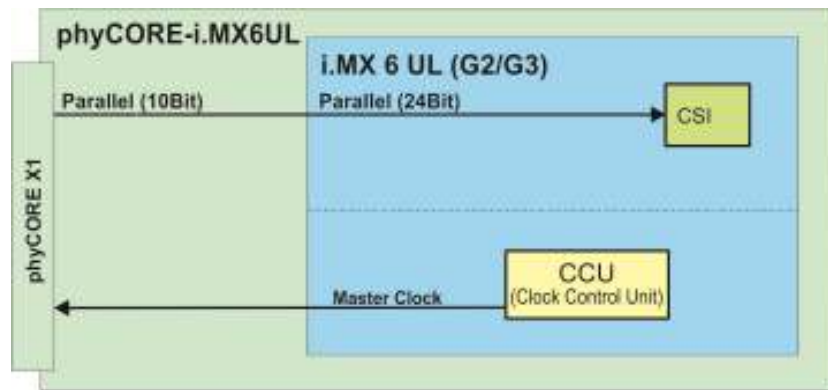
## 1 Overview

The i.MX6UL Microcontroller supported 1 camera interface (see figure 1 ).



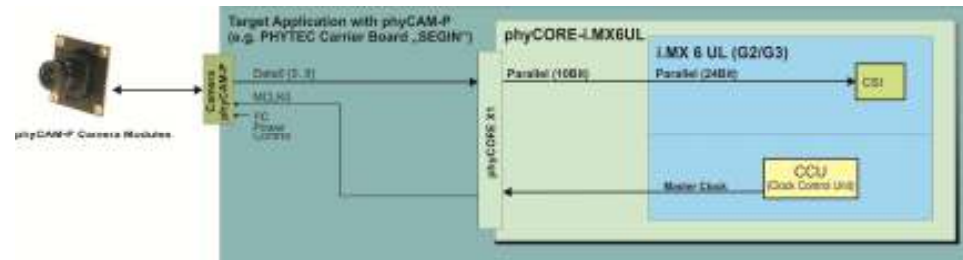
**figure 1: Block Diagram Camera Interfaces of i.MX6UL Controller (G2 / G3)**

On the phyCORE-i.MX6UL the CSI camera path go out as 10-Bit parallel signal.



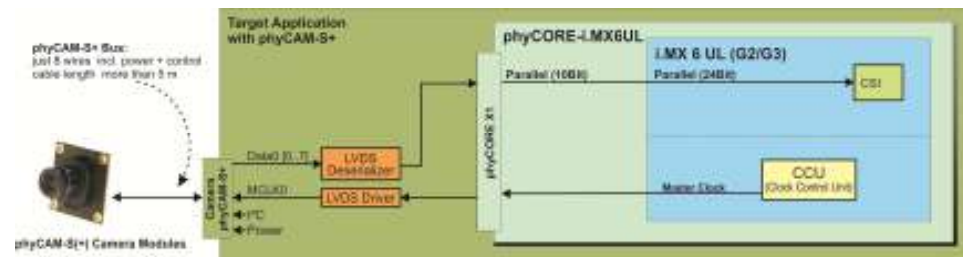
**figure 2: Use of Parallel Camera (CSI)**

On the PHYTEC or customer carrier boards can the interfaces are led out as phyCAM-P (or raw-parallel) see figure 3 and/or phyCAM-S+ see figure 4. For more information to phyCAM-P/S+ see manual L-748.



**figure 3: Block Diagram of an phyCAM-P solution with phyCORE-i.MX6UL (G2 / G3) and the go out on the phyBOARD-SEGIN-i.MX6UL - SBC**

On the phyBOARD-Mira baseboard is only the CSI0/IPU#1 camera path (thru a serializer) go out as LVDS signal (see figure 4). Here you can connect one of the different phyCAM-S(+) camera modules. See the phyCAM-P/-S manual L-748 for more information.



**figure 4: Block Diagram of phyCAM-S(+) solution with phyCORE-i.MX6UL (G2 / G3) SBC**

The BSP shipped with the Kit includes already the software drivers for the supported phyCAM camera modules. The drivers are compatible with v4l2. Also GStreamer scripts are included for the evaluation of the camera modules. If you need more then one camera interface or/and phyCAM-S+ support, please use the phyFLEX-i.MX6 or phyCORE-i.MX6 Modul.

**Note:**

The phyBOARD-SEGIN features one CSI interface for phyCAM-P camera modules. Please find more information about the camera support in the path: ...\\Documentation\\...

The kit version KPB-02013-Alpha-L.A0 is shipped with an i.MX6 controller board which has camera support installed.

The Linux BSP PD16.1.0 for these kits does support the phyCAM-P camera series from PHYTEC.  
[ftp://ftp.phytec.de/pub/ImageProcessing/phyBOARD-Segin-i.MX6UL\\_linux\\_PD16.1.0/](ftp://ftp.phytec.de/pub/ImageProcessing/phyBOARD-Segin-i.MX6UL_linux_PD16.1.0/)

The table below lists the options:

Hardware Configuration		Software Support
phyBOARD Kit	phyCAM-P at CSI	phyCAM-P at CSI
KPB-02013-Video-L01	yes (VM-010-BW-M12 is included)	yes
KPB-02013-Video-L02	Yes (phyCAM-P camera is selectable)	yes
KPB-02013-Alpha-L.A0	yes	yes

NM = no mount

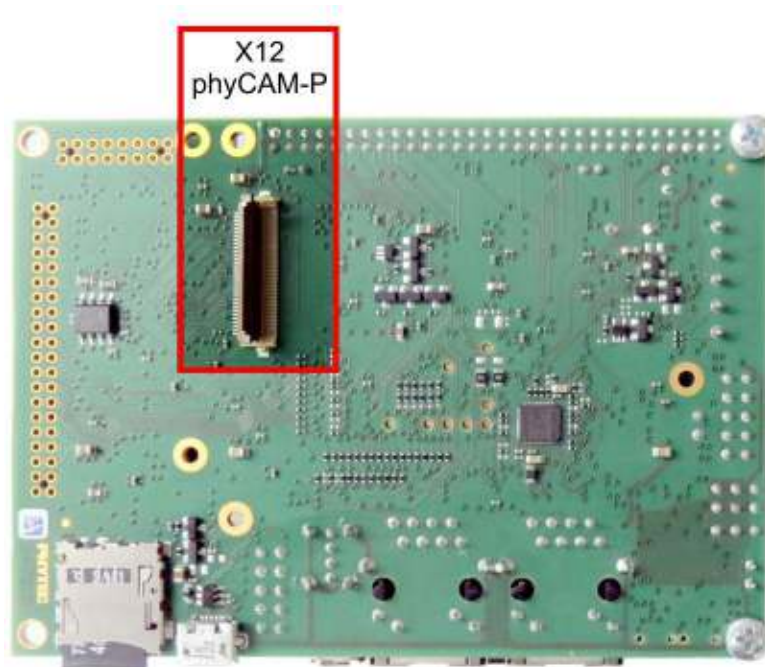
## 2 Camera Connectors on the SERGIN - Carrier Boards

The development kits for the phyBOARD-SERGIN-i.MX6 contain:

- one carrier board (SERGIN)
- one phyCORE-i.MX6UL modul SOM

The phyCORE-i.MX6UL SOM is tightly soldered with the carrier board.

On the base board SERGIN (PB-02013) we led out the parallel camera interface on the phyCAM-P camera interface standard (see figure 3). The phyCAM-P interface is support on connector X12 (33pol. FFC). Information's to phyCAM-P are in the phyCAM-manual (L-748).



**figure 5: Camera Interfaces on phyBOARD-SERGIN for the phyCORE-i.MX6UL SOM**

### 3 Change the cameras or camera parameters (YOCTO Linux PD16.1.0 and higher)

At the moment is only the VM-010 camera series supported. The driver is compiled in the BSP and will be loaded at the boot sequence. You can only change the color type of the camera between "color" and "monochrome".

If you need a higher resolution or more than one camera, we recommend using a phyCORE-i.MX6 or phyFLEX-i.MX6 SOM.

For more information see on FTP:

[ftp://ftp.phytec.de/pub/ImageProcessing/phyBOARD-Sergin-i.MX6UL\\_linux\\_PD16.1.0/](ftp://ftp.phytec.de/pub/ImageProcessing/phyBOARD-Sergin-i.MX6UL_linux_PD16.1.0/)

The configuration in the config-expansions file must match with the camera models that are connected to the camera interfaces. Note that model, interface type and I<sup>2</sup>C-addresses must be set correctly. Otherwise the camera(s) are not working. Please check, if the correct camera model is set in the config file. If not, please follow the steps below to set the appropriate configuration.

#### Changing the setting of the camera-bootarg parameters

Depending on the camera there has to be set a corresponding entry in the bootloader Barebox.

At the moment you can only change between the -COL (color) and -BW (monochrome) versions of VM-010.

To change the device-tree use the Barebox environment:

- type 'nv linux.bootargs.mt9v022="mt9v022.sensor\_type=color"' <enter>, for color version
- type 'nv linux.bootargs.mt9v022="mt9v022.sensor\_type=mono"' <enter>, for monochrome version
- type 'saveenv' <enter>
- type 'reset' <enter>

After login, change into the directory: \gstreamer\_examples\.

`cd gstreamer_examples <ENTER>`.

Now you can start working with the GStreamer demo-scripts. Detailed information about the GStreamer examples can be found in the phyCAM-Manual L-748.

Hardware Configuration		Bootarg Parameters		Bootarg settings for default I <sup>2</sup> C-address (default jumper on camera and boards)
phyCAM camera model (part number)	connected to	csi_cam_bus_type	csi_cam_i2c_address	
VM-010-BW (-M12 / -H)	<b>X12 on SERGIN board</b>	phyCAM-P	0x48 default (0x4C, 0x58, 0x5C possible)	nv linux.bootargs.mt9v022="mt9v022.sensor_type=color"
VM-010-COL (-M12 / -H)	<b>X12 on SERGIN board</b>	phyCAM-P	0x48 default (0x4C, 0x58, 0x5C possible)	nv linux.bootargs.mt9v022="mt9v022.sensor_type=mono"

## Notes:

- csi\_cam address must be identical to the I<sup>2</sup>C-address of the corresponding camera. I<sup>2</sup>C addresses of the camera are set by hardware configuration (jumper setting on the camera and / or on the baseboard / mapper board. Please refer to the phyCAM-manual L-748 and the hardware manual of the kit. For change the I<sup>2</sup>C-Address in the BSP the device-tree have to change and the BSP you have to compile the BSP new.

## 4 GStreamer function

After login, change into the directory: `\gstreamer_examples\`.  
`cd gstreamer_examples <ENTER>`.

Now you can start working with the GStreamer demo-scripts.

Information's about the GStreamer examples are in the notes in the scripts and can be found in the phyCAM-Manual L-748.

## 5 GStreamer function for improved Tearing reduction

Tearing is a visual artifact in video display where the display image shows information from two or more frames in a single screen draw.

It appears as a horizontal border or line. The image part beyond the line seems to be shifted horizontally when the image content or the camera is moved.

The tearing line(s) usually move(s) vertically across the image.

The artifact occurs when the camera framerate differs from the display frame or the camera readout cycle is not in sync with the display's refresh.

Definition and background information about the tearing effect can be found in [http://en.wikipedia.org/wiki/Screen\\_tearing](http://en.wikipedia.org/wiki/Screen_tearing).

The Freescale i.MX-6 processor contains an anti-tearing mechanism in the IPU unit, which can reduce the tearing effect.

However, since - depending on camera settings and camera model - the frame rate might be very different from the display's refresh rate, tearing effects might still be visible even if the anti-tearing mechanism is active. For applications that are intended to display live camera images on the display, additional measures should

be considered to obtain a perfect image quality. This measures can include frame rate control (trimming the camera frame rate to the display's refresh rate), multi-buffering of the camera image etc.

We recommend to activate the anti-tearing mechanism of the i.MX-6 when live camera images are shown on the display. For evaluation purposes with the development kits, Phyttec added GStreamer examples, that use a different fbsink – function, that activates the anti-tearing mechanism.

## 5.1 GStreamer function for improved Tearing reduction (Linux PD16.1.0)

From PD16.1.0 the GStreamer contains the " imxpxpvideosink use-vsnc=tru" plugin. This plugin reduce the tearing. Most of the Phyttec GStreamer example scripts use this plugin. Please show the scripts in path ../gstreamer\_examples/. . For more information to "imxpxpvideosink" parameters type:  
- gst-inspect-1.0 imxpxpvideosink

## 6 De-Bayering (demosaicking) with NEON CoProcessor

Most of CMOS color chips provide the image in the bayer mosaicing (bayer raw) format. For get a color image in RGB format is it necessary to convert the bayer raw image.

- [https://en.wikipedia.org/wiki/Bayer\\_filter](https://en.wikipedia.org/wiki/Bayer_filter)
- <https://de.wikipedia.org/wiki/Bayer-Sensor>

There are exist different algorithm for converting.  
- <https://en.wikipedia.org/wiki/Demosaicing>

If the microprocessor does not include debayering hardware, have to do the converting via software. For this you need additional processing power and the framerate goes down. It is better to use the NEON coprocessor of the i.MX6. For this support PHYTEC a special function. It is present as GStreamer plugin "bayer2rgbneon" and in sources for use in an own C-program. We support a simple bilinear algorithm.

For use in GStreamer take "bayer2rgbneon" plugin. For more information to " bayer2rgbneon" parameters type:  
- gst-inspect-1.0 bayer2rgbneon