

# SC500/SC510 Extra Software Programming Guide

## Custom Property

### 1. KSPROPERTY\_CUSTOM\_XET\_GPIO\_DIRECTION (940)

### 1. KSPROPERTY\_CUSTOM\_XET\_GPIO\_DATA (941)

The property allows you to access SAA7160's GPIO interface. The property KSPROPERTY\_CUSTOM\_XET\_GPIO\_DIRECTION allows you to control its direction. Here, writing 1 to bit enables this pin as output pin. Usually, the GPIO is controlled by the first chipset in one board.

SUPPORT VALUE: 0 ~ 1 - INPUT ~ OUTPUT

The property KSPROPERTY\_CUSTOM\_XET\_GPIO\_DATA allows you to access GPIO's data.

SUPPORT VALUE: 0 ~ 1 - LOW ~ HIGH

EXAMPLE#01: TO DEFINE GPIO AS 8 OUTPUT PINS [0:7] AND 8 INPUT PINS [8:15].  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 940, 0x00FF );`

EXAMPLE#02: TO DEFINE GPIO AS 16 OUTPUT PINS [0:15] THEN PULL HIGH FOR ALL.  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 940, 0xFFFF );`  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 941, 0xFFFF );`

EXAMPLE#03: TO DEFINE GPIO AS 16 INPUT PINS [0:15] THEN READ DATA FROM IT.  
`AMESDK_SET_CUSTOM_PROPERTY( hDev, 940, 0x0000 );`  
`AMESDK_GET_CUSTOM_PROPERTY( hDev, 941, &GPIO );`

## 2. KSPROPERTY\_CUSTOM\_XET\_ANALOG\_VIDEO\_INPUT (201)

The property allows you to get/change current video input source. We can support total 5 kinds of video input sources, HDMI, DVI-D, Components, DVI-A, and SDI.

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

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 VIDEO INPUT SOURCE.

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

### 3. 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 );
```

#### 4. 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; }
```

**5. KSPROPERTY\_CUSTOM\_GET\_ANALOG\_VIDEO\_RESOLUTION (210) (READ ONLY)****5. 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. All supported formats are described in the table:

FORMAT	RESOLUTION	FRAME RATE	
1920×1080p@60fps	0x07800438	60	* <sub>1</sub>
1920×1080p@50fps	0x07800438	50	* <sub>1</sub>
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	* <sub>2</sub>
720×288P@50fps	0x05A00240	50	* <sub>2</sub>
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	* <sub>3</sub>
640×400p@60fps	0x02800190	60	* <sub>4</sub>
640×384p@60fps	0x02800180	60	* <sub>4</sub>

\*<sub>1</sub> THE FORMAT IS USED BY SC510 SERIES.

\*<sub>2</sub> THE FORMAT IS USED BY SONY PS1/PS2 GAME MACHINE.

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

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

Here, the resolution property can be described as below:

`RESOLUTION = (WIDTH << 16) | (HEIGHT << 0)`

EXAMPLE#01: GET CURRENT VIDEO FORMAT.

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

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

## 6. 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 );
```

## 7. Access Custom Property for DirectShow Developer

Customer uses DirectShow to develop software can bypass our SDK to access SAA7160 directly. All custom properties are implemented by IKsPropertySet interface. The interface can be queried from our capture source filter.

EXAMPLE#01: CHANGE TO HDMI INPUT.

```
static const GUID GUID_KPS_SA7160 = { 0xD1E5209F, 0x68FD, 0x4529, 0xBE, 0xE0, 0x5E, 0x7A, 0x1F, 0x47, 0x92, 0x1C };  
ULONG nInput = 0;  
m_pKsPropertySet->Set( GUID_KPS_SA7160, 201, NULL, 0, &nInput, sizeof(ULONG) );
```



## **8. 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.