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# **i.MX Linux Multimedia Framework**

## **User's Guide**

**Document Number: 924-76335**  
**Rev. 2.0.4**  
**11/2011**

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## About This Book

This document describes the package contents and provides instructions for building the libraries that are based on the Gstreamer architecture. Gstreamer is a powerful, versatile framework for creating streaming media applications.

## Audience

This document is intended for software, hardware, and system engineers who are planning to use the Multimedia codecs with Gstreamer architecture and for anyone who wants to understand more about the Multimedia codecs. A basic understanding of Gstreamer and LTIB architecture is required.

## Organization

This document contains the following chapters.

- |           |  |
|-----------|--|
| Chapter 1 | Identifies the BSP requirements, and explains how to build the multimedia components from LTIB or install multimedia components on Ubuntu OS |
| Chapter 2 | Explains how to test and use the multimedia codecs.  |

## Conventions

This document uses the following conventions:

- |                |  |
|----------------|--|
| <i>Courier</i> | Is used to identify commands, explicit command parameters, code examples, expressions, data types, and directives. |
| <i>Italic</i>  | Is used for emphasis, to identify new terms. For replaceable command parameters it will start with \$.             |

## References

The following documents were referenced to build this document.

1. i.MX Linux User's Guide
2. i.MX Linux Multimedia Framework Release Notes
3. i.MX Advanced ToolKit Standard User's Guide

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## Definitions, Acronyms, and Abbreviations

The following list defines the abbreviations used in this document.

|       |  |
|-------|--|
| FSL   | <b>F</b> reescale  |
| Codec | <b>c</b> oder- <b>d</b> ecoder                                     |
| LTIB  | <b>L</b> inux <b>T</b> arget <b>I</b> mage <b>B</b> uilder         |
| ARM   | <b>A</b> dvanced <b>R</b> ISC <b>M</b> achine                      |
| ASRC  | <b>A</b> synchronous <b>S</b> ample <b>R</b> ate <b>C</b> onverter |
| APT   | <b>A</b> dvanced <b>P</b> ackaging <b>T</b> ool                    |
| Gst   | Gstreamer (open source multimedia framework)                       |
| gplay | Freescall command line player with Gstreamer backend               |

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# Chapter 1

## Installing and Building the Plugins

This chapter describes how to build/install Freescale multimedia core libraries and Freescale Gstreamer plugins.

Freescale multimedia core libraries are released in binary only. Freescale Gstreamer plugins include source code.

Freescale provides two types of release packages; LTIB packages are for Freescale core libraries and Gstreamer plugins, while Debian packages are for Ubuntu system.

The LTIB packages contain Freescale multimedia core binary libraries and Freescale Gstreamer plugins source code. (Refer to [section 1.1](#))

Debian binary packages are used to install Freescale core libraries and Gstreamer plugins binaries into an i.MX series board running Ubuntu OS. Debian source packages are used to build Freescale Gstreamer plugins on an i.MX series board. (Refer to [section 1.2](#))

## 1.1 Building the Plugins with LTIB

### 1.1.1 BSP Requirements

Requirements:

- i.MX series board
- Compliant i.MX series Linux BSP 11.11.00 or above.
- Gstreamer
  - Gstreamer (version>=0.10.28)
  - Gstreamer-plugins-base (version>=0.10.28)
  - Gstreamer-plugins-good (version>=0.10.21)

#### NOTE

The Freescale Gstreamer plugins are dependent on the Gstreamer framework including the Gstreamer Core, Gst-Plugins-base, and Gst-Plugins-good.

### 1.1.2 Building the Plugins with LTIB

Following LTIB related procedures are running on a PC(x86) with a Linux OS.

To install LTIB and extract the package files, please follow these steps:

1. Install LTIB on PC.

```
./<ltib_release>/install
```

This command installs LTIB to your directory.

For instructions, see the *i.MX Linux User's Guide* for the target platform.



- 
2. Obtain the following packages included in the release

There are two standard packages for building the Freescale multimedia Linux codecs.

Standard packages:

- `gst-fsl-plugin-$VERSION.tar.gz` is **gststreamer plugin source package** that contains source code for the multimedia Gstreamer-based plugin for the i.MX application processor.
- `fsl-mm-codeclib-$VERSION.tar.gz` is **codec/parser binary package** that contains the Freescale multimedia core codec/parser libraries for the i.MX application processor.

#### NOTE

These two packages **MUST** be compliant with LTIB specifications.

3. Copy these two standard packages to the LPP directory, which by default is set to `/var/tmp/pkg`s (please see `litb/.ltibrc %ldirs`).

#### NOTE

For the first LTIB installation create this directory manually.

To build the package, please follow these steps:

1. Go to LTIB setup directory and run `./ltib -c`.

The LTIB Configuration Menu is displayed (Figure 1).

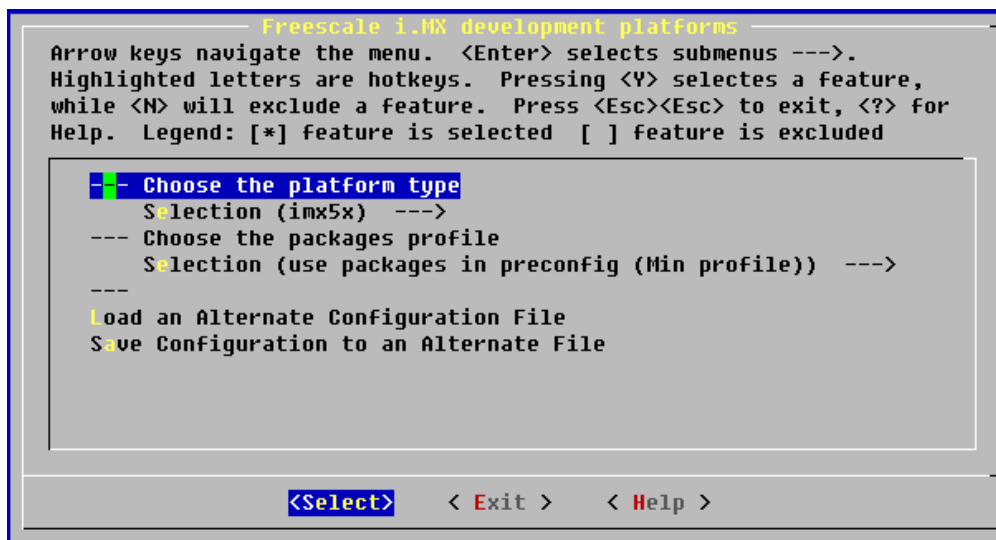


Figure 1 Configuration Menu

2. Select the platform.

The Freescale board setup menu is displayed (Figure 2).

```
Package list
Arrow keys navigate the menu. <Enter> selects submenus --->. Highlighted letters are
hotkeys. Pressing <Y> selects a feature, while <N> will exclude a feature. Press <Esc><Esc>
to exit, <?> for Help. Legend: [*] feature is selected [ ] feature is excluded

--- Platform specific package selection
[ ] sr-bt-bin
[ ] sr-wifi-bin
[*] sl-gui-imx31
[ ] hntro-binary
[ ] mx-bt-bin
[ ] mx-test
[*] mx-lib
[ ] l-gps
[ ] te
[ ] pa supplicant
[ ] Freescale Multimedia Plugins/Codecs --->
--- Common package selection list
[ ] tk
[ ] autoconf
[ ] automake
--- alsa-lib
[*] alsa-utils
[ ] bash
[ ] bind
[ ] binutils
[ ] bison
[ ] bluez-hcidump
[ ] bluez-libs
[ ] bluez-utils
v(+)

<Select> <Exit> <Help>
```

Figure 2 LTIB Package Selection Menu

3. Select **Package List > Freescale Multimedia Plugins/Codecs**.

4. Select the **gststreamer-fsl-plugins**, the **fsl-mm-codec-libs** will be automatically selected. (Figure 3).

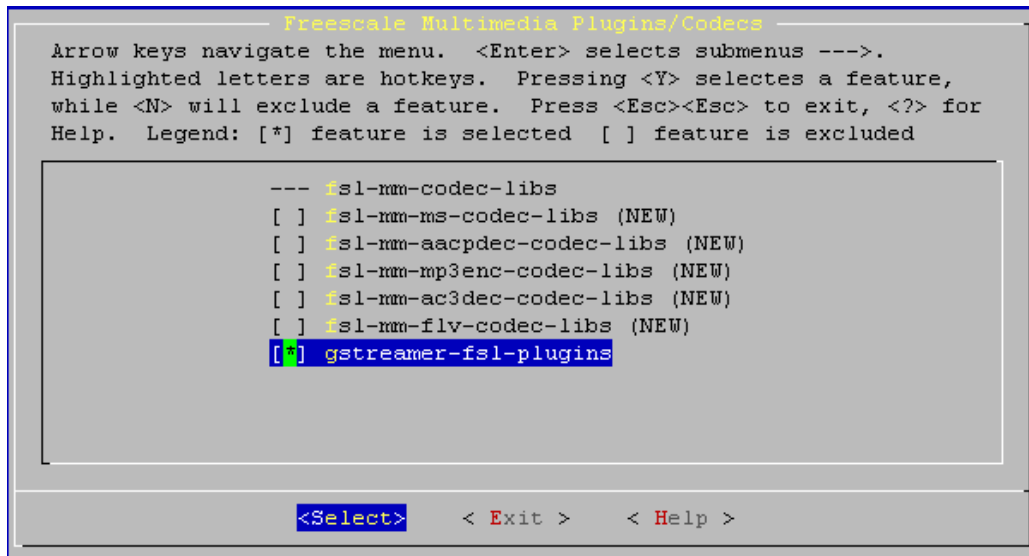
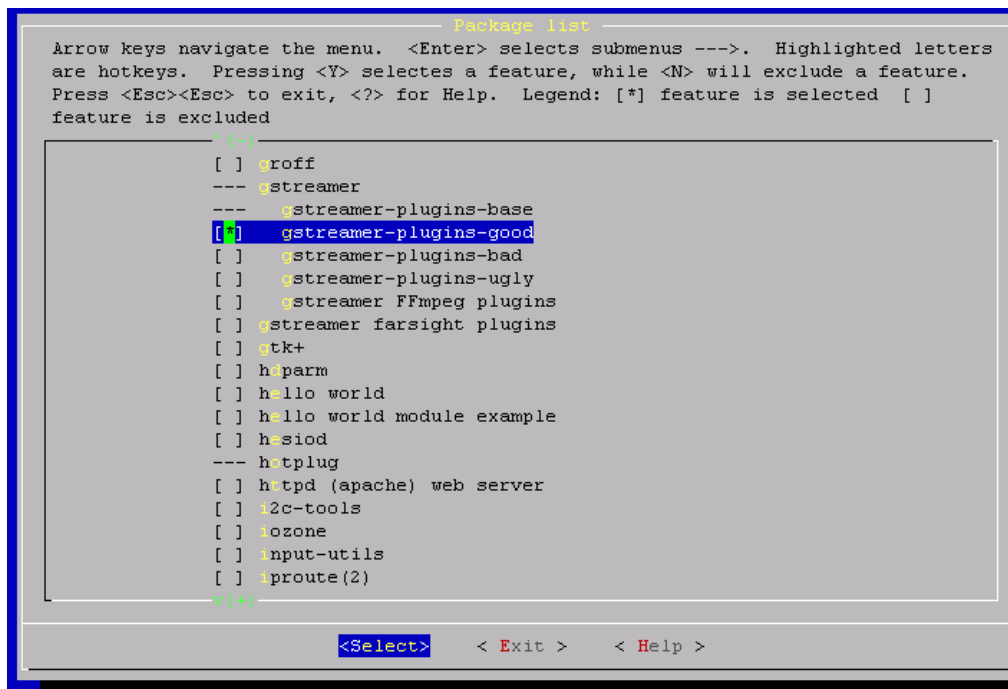


Figure 3 Selecting the Plugins

5. Select **gststreamer-plugins-good** package (Figure 4)



**Figure 4 Selecting gstreamer-plugins-good package**

6. Follow the LTIB compilation instructions.

After a successful build, uImage and rootfs will be created. The rootfs is located in LTIB directory. It includes the Freescale multimedia Linux codecs and Freescale Gstreamer plugins. The uImage is located in rootfs/boot in LTIB build directory.

For each platform's detail information, please refer to *i.MX Linux User's Guide*.

## 1.2 Installing/Building the Plugins on Ubuntu

### 1.2.1 BSP Requirements

Requirements:

- i.MX51/ i.MX53/ i.MX6 board runs Ubuntu OS (10.04).
- imx-lib Debian package (version>=11.11.00).
- firmware-imx Debian package (version>=11.11.00).
- Gstreamer
  - Gstreamer (version=0.10.28 on Ubuntu 10.04)
  - Gstreamer-plugins-good (version=0.10.21 on Ubuntu 10.04)

### 1.2.2 Installing/Building the Plugins

The Freescale Multimedia core libraries and Freescale Gstreamer plugins are released in Debian release package format. Ubuntu OS uses APT to manage all these packages. For detailed information about how to use/manage packages by APT, please refer to <http://www.debian.org/doc/manuals/apt-howto/index.en.html>.

Following steps illustrate how to install Freescale Multimedia Plugins on Ubuntu and also how to build a Debian package from the source.

1. Prepare an i.MX51/ i.MX53/ i.MX6 board running Ubuntu OS(10.04)
2. Install BSP support libraries package, the package is released with BSP. (you need to have the .deb file available to the board, a USB-Key or copying the file to the board in some other way should be fine)

```
sudo dpkg -i imx-lib-$VERSION-$RELEASE.deb
```

3. Install dpkg-dev package by running command.

```
sudo aptitude install dpkg-dev  
  
sudo aptitude install devscripts  
  
sudo aptitude install dh-autoreconf
```

4. Obtain the following packages, which are included in the Debian release. (i.e. you can copy them to a USB-Key that will be connected to the board)
  - gstreamer0.10-plugins-base\_0.10.28-1-ubuntu-fsl0\_armel.deb is **Gst-plugins-base libraries** modified by Freescale.

- gstreamer0.10-fsl-mm-plugins\_\${VERSION}\$RELEASE\_armel.deb is **Freescal**  
**gstreamer plugin binary package** which contains binaries for the multimedia  
plugin for the i.MX application processor.
- libfsl-mm-core1\_\${VERSION}\$RELEASE\_armel.deb is **Freescal**  
**Multimedia**  
**core binaries** that contains the Freescale multimedia core codec/parser libraries  
for the i.MX application processor.
- libgst-fsl-plugins0\_\${VERSION}\$RELEASE\_armel.deb is **Freescal**  
**Multimedia**  
**library binary package** which contains binaries for the multimedia Gstreamer-  
based plugin for the i.MX application processor.

To build the codec and plugin deb packages from source, the following packages are also needed.

- libfsl-mm-core-dev\_\${VERSION}\$RELEASE\_armel.deb is the **Freescal**  
**Multimedia core libraries** development support package.
  - fsl-mm-codeclib-\${VERSION}.orig.tar.gz, fsl-mm-codeclib-\${VERSION}\$  
\$RELEASE.debian.tar.gz, fsl-mm-codeclib-\${VERSION}\$RELEASE.dsc are  
**codec/parser binary packages** that contain the Freescale multimedia core  
codec/parser libraries for the i.MX application processor.
  - gst-plugins-base0.10\_0.10.28-1-ubuntu-fsl0.dsc, gst-plugins-  
base0.10\_0.10.28-1-ubuntu-fsl0.tar.gz are **gstreamer plugin source**  
**packages** that contain source code of the multimedia Gstreamer-based plugin for  
the i.MX application processor.
5. Create a local directory /root/debs in the rootfs and copy all these packages to this directory.
  6. Change directory to /root and run following commands to generate package/source list files for these packages.

```
sudo dpkg-scanpackages debs | gzip > debs/Packages.gz
```

```
sudo dpkg-scansources debs | gzip > debs/Sources.gz
```

7. Add following lines to /etc/apt/sources.list

```
deb file:/root debs/
deb-src file:/root debs/
```

8. Run following command to update local package list.

```
sudo aptitude update
```

9. Install **Gst-plugins-base** by following commands.

```
sudo aptitude install gstreamer0.10-plugins-base
```

10. Install Freescale Multimedia core libraries by following command

```
sudo aptitude install libfsl-mm-core1
```

11. Install Freescale Multimedia gstreamer plugins by following command

```
sudo aptitude install gstreamer0.10-fsl-mm-plugins
```

### NOTE

This version of multimedia debian package only is compatible with GCC 4.4.1 related rootfs. In order to applying the multimedia plugins with other type of rootfs such as Ubuntu 10.04, these debian packages need be recompiled in Ubuntu 10.04 with GCC version 4.3.3

The Freescale Multimedia core libraries and Freescale Gstreamer plugins are now successfully installed into the i.MX Ubuntu rootfs. Ignore the following steps if not building the Debian packages from source.

12. Install BSP development support package which is released with BSP.

```
sudo dpkg -i kernel_${VERSION}-imx_${RELEASE}_armel.deb
```

13. Install Gstreamer build environment by following command. (recommendation)

```
apt-get build-dep gstreamer0.10-plugins-good
```

14. Install package build environment by following command.

```
apt-get build-dep <package-name>(for example: libfsl-mm-core1 )
```

15. Get Freescale multimedia core libraries source

```
apt-get source <package-name> (for example: libfsl-mm-core1 )
```

After this command executed successfully, all source packages and also a patched directory named “fsl-mm-codeclib-\${VERSION}” are download to current directory. Go to the directory and build it by running following command

```
debuild -i -uc -us
```

Go to the up level directory, there are two Debian packages(.deb files), install these packages by following commands:

```
sudo dpkg -i libfsl-mm-core1_${VERSION}-RELEASE_armel.deb
```

```
sudo dpkg -i libfsl-mm-core-dev_${VERSION}-RELEASE_armel.deb
```

16. Install package build environment by following command.

```
apt-get build-dep gstreamer0.10-fsl-mm-plugins
```

17. Get Freescale multimedia gstreamer plugins source



---

```
apt-get source gstreamer0.10-fsl-mm-plugins
```

After this command executed successfully, all source packages and also a patched directory named “gst-fsl-plugin-\$VERSION” are download to current directory. Go to the directory and build it by running following command

```
debuild -i -uc -us
```

Go to the up level directory, there is a Debian package(.deb file), install the package by following command:

```
sudo dpkg -i libgst-fsl-mm-plugins0_${VERSION-RELEASE}_armel.deb
```

## Chapter 2

# Testing the Installation

This chapter explains how to check and test the multimedia codecs (audio decoder, audio encoder, video decoder and video encoder). It also explains how to enable the post-process filter to the pipeline that is being created in the Gstreamer architecture.

### NOTE

Each platform provides a certain set of codecs. Please refer to the Release Notes to determine which codecs are included in the BSP.

## 2.1 Testing the Codecs with Gstreamer

Gstreamer provides two useful applications for testing multimedia codecs: **gst-inspect** and **gst-launch**.

### 2.1.1 **gst-inspect** Tool

The **gst-inspect** tool can provide information about an available Gstreamer plugin, a particular plugin, or a particular element.

To view the list of installed freescale multimedia codec plugins, type the following command in a shell:

```
gst-inspect | grep imx
```

A list similar to the following is displayed.

```
wmadec.imx: mfw_wma10decoder: wma audio decoder
aiur.imx: aiurdemux: aiur universal demuxer
v4lsink.imx: mfw_v4lsink: v4l2 video sink
amrdec.imx: mfw_amrdecoder: amr audio decoder
beep.imx: beepdec: beep audio decoder
wmvdec.imx: mfw_wmvdecoder: wmv video decoder
aacpdec.imx: mfw_aacplusdecoder: aac plus audio decoder
mp3enc.imx: mfw_mp3encoder: mp3 audio encoder
v4lsrc.imx: mfw_v4lsrc: v4l2 based src
mp3dec.imx: mfw_mp3decoder: mp3 audio decoder
isink.imx: mfw_isink: IPU-based video sink
adownmix.imx: mfw_downmixer: audio down mixer
vorbisdec.imx: mfw_vorbisdecoder: vorbis audio decoder
wma8enc.imx: mfw_wma8encoder: wma8 audio encoder
aacdec.imx: mfw_aacdecoder: aac audio decoder
audiopeq.imx: mfw_audio_pp: audio post equalizer
vpudec.imx: vpudec: VPU-based video decoder
```

The elements contained in this list maybe different depend on the target platform

For example:

```
vpudec.imx: vpudec: VPU-based video decoder
```

The first “vpudec.imx” is plugin name, the second “vpudec” is element name, “VPU-based video decoder” is long name of element.

Use following `gst-inspect` command to view the detail information of an element.

```
gst-inspect $ELEMENT_NAME
```

For example,

```
gst-inspect vpudec
```

to display detail information of element vpudec

## 2.1.2 gst-launch Tool

The **gst-launch** tool builds and runs the basic Gstreamer pipeline without trick mode support.

### 2.1.2.1 Playback with playbin/playbin2

Freescall recommends using Gstreamer playbin or playbin2 plugins to playback audio or/and video. Playbin and playbin2 are self-constructed pipeline elements which will auto connect all necessary elements to decode a media file/resource, including source, parser, decoder and sink, etc. The command is

```
gst-launch playbin uri=$URI
```

or

```
gst-launch playbin2 uri=$URI
```

The *\$URI* is Universal Resource Identifier. For a local file, URI start with [file://](#), for example, to play a local file test.avi locate in /media directory, please use

```
gst-launch playbin uri=file:///media/test.avi
```

#### NOTE

To make playbin/playbin2 compatible with Freescale multimedia Gstreamer plugins, a Freescale optimized gstreamer-plugins-base package needs to be installed. This package is released in LTIB package or provided in Multimedia Debian release packages.

### 2.1.2.2 Audio playback

Use the following commands to test the MP3 playback, AAC playback, and WMA playback.

To test the MP3 audio playback, use the following command:

```
gst-launch filesrc location=test.mp3 ! queue max-size-time=0 ! mfw_mp3decoder ! audioconvert ! 'audio/x-raw-int, channels=2' ! alsasink
```

To test the AAC audio playback, use the following command:

```
gst-launch filesrc location=test.aac ! queue max-size-time=0 ! mfw_aacdecoder ! audioconvert ! 'audio/x-raw-int, channels=2' ! alsasink
```

To test the WMA audio playback, use the following command:

```
gst-launch filesrc location=test.wma typefind=true ! aiurdemux ! queue max-size-time=0 ! mfw_wma10decoder ! audioconvert ! 'audio/x-raw-int, channels=2' ! alsasink
```

To test the M4A audio playback, use the following command:

```
gst-launch filesrc location=test.m4a typefind=true ! aiurdemux ! queue max-size-time=0 ! mfw_aacplusdecoder ! audioconvert ! 'audio/x-raw-int, channels=2' ! alsasink
```

To test the WAV audio playback, use the following command:

```
gst-launch filesrc location=test.wav ! wavparse ! alsasink
```

## NOTE

For this test, the Gstreamer Good Plugin package must be installed. Due to hardware and opensource element limitation, for some combine configurations of specific channels and samplerate, the sound may not be heard.

### 2.1.2.3 Video only playback

To create a video-only pipeline with the gst-launch tool, use these commands:

```
gst-launch filesrc location= test.video typefind=true ! demuxer_plugin ! queue max-size-time=0 !  
$video_decoder_plugin ! mfw_v4lsink
```

For example, for an ASF(WMV only) file playback, use this command:

```
gst-launch filesrc location=test.asf typefind=true ! aiurdemux ! queue max-size-time=0 !  
mfw_wmvdecoder ! mfw_v4lsink
```

### 2.1.2.4 AV file playback

To create an audio/video combined pipeline with the gst-launch tool, use these commands.

```
gst-launch filesrc location=test_file typefind=true ! demuxer_plugin name=demux demux. !  
queue max-size-buffers=0 max-size-time=0 ! $video_decoder_plugin ! mfw_v4lsink demux. !  
queue max-size-buffers=0 max-size-time=0 ! $audio_decoder_plugin ! audioconvert ! 'audio/x-raw-  
int, channels=2' ! alsasink
```

In VPU mode, change video\_decoder\_plugin to vpudec. The VPU mode is only used for the Freescale i.MX SoC with embedded VPU.

The **max-size-time** in Queue element should be set because the playback could be not smoothly with default value one second.

## Example commands

The following commands are examples for different parsers and codecs:

Note: For the parser type name, please refer to “ /usr/share/ aiur\_registry.arm\*.cf ”

### AVI(H264+MP3) video playback

```
gst-launch filesrc location=test.avi typefind=true ! aiurdemux name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_h264decoder ! mfw_v4lsink demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_mp3decoder ! audioconvert ! 'audio/x-raw-int,
channels=2' ! alsasink
```

### MP4(MPEG4+AAC) video playback

```
gst-launch filesrc location=test.mp4 typefind=true ! aiurdemux name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_mpeg4aspdecoder ! mfw_v4lsink demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_aacplusdecoder ! audioconvert ! 'audio/x-raw-int,
channels=2' ! alsasink
```

### ASF(WMV9+WMA) video playback

```
gst-launch filesrc location=test.asf typefind=true ! aiurdemux name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_wmv9mpdecoder ! mfw_v4lsink demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_wma10decoder ! audioconvert ! 'audio/x-raw-int,
channels=2' ! alsasink
```

### ASF(WMV7/WMV8+WMA) video playback

```
gst-launch filesrc location=test.asf typefind=true ! aiurdemux name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_wmvdecoder ! mfw_v4lsink demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_wma10decoder ! audioconvert ! 'audio/x-raw-int,
channels=2' ! alsasink
```

### MPEG2 system stream video playback

```
gst-launch filesrc location=test.mpeg typefind=true ! aiurdemux name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_mpeg2decoder ! mfw_v4lsink demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_mp3decoder ! audioconvert ! 'audio/x-raw-int,
channels=2' ! alsasink
```

### MKV(H264+AAC) video playback

```
gst-launch filesrc location=test.avi typefind=true ! aiurdemux name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! vpudec ! mfw_v4lsink demux. !
queue max-size-buffers=0 max-size-time=0 ! mfw_aacdecoder ! audioconvert ! 'audio/x-raw-int,
channels=2' ! alsasink
```

### VPU + Deinterlace video playback

```
gst-launch filesrc location=test_file typefind=true ! demuxer_plugin name=demux demux. !
queue max-size-buffers=0 max-size-time=0 ! vpudec ! mfw_deinterlacer ! mfw_v4lsink
```

```
demux. ! queue max-size-buffers=0 max-size-time=0 ! $audio_decoder_plugin ! audioconvert !  
'audio/x-raw-int, channels=2' ! alsasink
```

## NOTE

The VPU decoder is currently available only for the Freescale i.MX SoC with embedded VPU.

### 2.1.2.5 MPEG4 Hantro Encode Record

This feature is only applied for i.MX31 platform. Use these steps:

1. To perform the initial setup,
  - a) Insert the **memalloc.ko** kernel module with the **insmod** command.
  - b) Check that the **memalloc** module is present using the **lsmod** command.

```
$ insmod memalloc.ko  
$ lsmod
```

2. Create the `/dev/memalloc` device using the following commands:

```
$ cat /proc/devices | grep memalloc  
$ mknod /dev/memalloc c 244 0
```

3. Run the encoder using the following commands:

```
gst-launch-0.10 filesrc blocksize=38016 location=yuv_file !  
'video/x-raw-yuv, format=(fourcc) I420, width=176, height=144, framerate=(fraction) 25/1' !  
mfw_mpeg4encoder bitrate=200000 scheme=0 ! filesink location=outstream.bits
```

## NOTES

For i.MX31 3-Stack board, **memalloc.ko** will be built in **rootfs**. For more information, see the *i.MX Linux User's Guide*.

The **memalloc** device uses a dynamic major number. The first command displays the dynamic number used. For this example, the dynamic number generated was 244. Use the dynamic number generated in the second command, rather than 244.

The **blocksize** property of the **filesrc** plugin depends on the resolution of the input image. For example:

```
blocksize = inputwidth * inputheight * 1.5.
```

Change the width and height of the **mpeg4** encoder plugin to match the resolution of the mandatory input image.

### 2.1.2.6 Audio Encoder Record

This release provides two audio encoders: MP3 and WMA8. Both may be enabled.

#### MP3 Encoder Record

```
gst-launch filesrc location=test.wav ! wavparse ! mfw_mp3encoder ! filesink location=output.mp3
```

To verify that the MP3 output is correct, use the **mfw\_mp3decoder**:

```
gst-launch filesrc location=output.mp3 ! queue max-size-time=0 ! mfw_mp3decoder ! audioconvert !  
'audio/x-raw-int, channels=2' ! alsasink
```

#### WMA8 Encoder Record

Encoding from file:

```
gst-launch filesrc location=test.wav ! wavparse ! mfw_wma8encoder ! filesink location=output.wma
```

Recording:

```
gst-launch alsasrc num-buffers=$NUMBER blocksize=$SIZE ! mfw_wma8encoder ! filesink  
location=output.wma
```

The time duration of recording equals  $\$NUMBER * \$SIZE * 8 / (\text{samplerate} * \text{channel} * \text{bitwidth})$

For example, to record 60 seconds of stereo channel sample with 44.1K sample rate and 16bit width, use

```
gst-launch alsasrc num-buffers=240 blocksize=44100 ! mfw_wma8encoder ! filesink  
location=output.wma
```

To verify that the WMA output is correct, use the **mfw\_wma10decoder**:

```
gst-launch filesrc location=output.wma typefind=true ! aiurdemux ! queue max-size-time=0 !  
mfw_wma10decoder ! audioconvert ! 'audio/x-raw-int, channels=2' ! alsasink
```

### 2.1.2.7 VPU based Video Encoder Record

#### NOTE

The VPU encoder is currently available only for some of the Freescale i.MX SoC with embedded VPU.

Camera must be enabled before running video record. For the camera driver install, please refer BSP document.

Use “modprobe mxc\_v4l2\_capture” to enable v4l2 capture interface.

Encoding from file:



```
gst-launch filesrc location=test.yuv blocksize=115200 ! $video_encoder_plugin codec-type=0 !
avimux ! filesink location=output.avi sync=false
```

## NOTE

The input file support I420 format YUV files.

The **blocksize** property of the **filesrc** plugin depends on the resolution of the input image. For example:

```
blocksize = inputwidth * inputheight * 1.5.
```

The **codec-type** property of the **\$video\_encoder\_plugin** plugin control the target encode codec type. It could be 0(MPEG4), 1(H263), 2(H264) or 7(MJPG).

Recording:

```
gst-launch mfw_v4lsrc fps-n=15 capture-width=$WIDTH capture-height=$HEIGHT ! queue !
$video_encoder_plugin codec-type=0 ! avimux ! filesink location=output.avi sync=false
```

## NOTE

The **fps-n** property of the **mfw\_v4lsrc** plugin control the camera capture frame rate, currently camera ov3640 driver only support 15 or 30.

The **codec-type** property of the **\$video\_encoder\_plugin** plugin control the target encode codec type. It could be 0(MPEG4), 1(H263), 2(H264) or 7(MJPG).

### 2.1.2.8 SPDIF Transmit and Receive Converter

The SPDIF supports both transmit and receive feature with PCM or Non-PCM data. With Non-PCM data, the **mfw\_spdifrx** and **mfw\_spdiftx** plugin convert data between the IEC958 format and raw data. In this version, only support AC3 data format.

To verify the SPDIF receive is correct, use the **mfw\_spdifrx**:

```
gst-launch alsasrc device="plughw:1,0" ! mfw_spdifrx ! filesink location= test.bits
```

## NOTES

The SPDIF feature is applied in i.MX35 platform. For more information, see the *i.MX Linux User's Guide* for target platform.

To verify the SPDIF transmit is correct, use the **mfw\_spdiftx**:

```
gst-launch filesrc location= test.bits ! mfw_spdiftx ! alsasink device="plughw:1,0"
```

### NOTE

Insert the snd-spdif.ko kernel module with the **insmod** command. For i.MX35 3-Stack board, **snd-spdif** module will be built in **rootfs**. For more information, see the *i.MX Linux User's Guide*.

The “plughw” parameter depends on target system.

## 2.1.2.9 Audio Post-Process

To verify the Parametric EQ is correct, use the **mfw\_audio\_pp**:

```
gst-launch filesrc location=test.mp3 ! queue ! mfw_mp3decoder ! mfw_audio_pp enable=1 eqmode=2 ! alsasink
```

### NOTE

The eqmode value 2 means the “bass booster” scene.

To verify the ASRC is correct, use the **mfw\_audiosrc**:

```
gst-launch filesrc location= test.mp3 ! mfw_mp3decoder ! mfw_audiosrc use-ASRC=1 out-rate=32000 asrc-outclk=1 ! alsasink
```

```
gst-launch filesrc location=test.mp3 ! mfw_mp3decoder ! mfw_audiosrc use-ASRC=1 out-rate=48000 asrc_outclk=0 ! capsfilter caps="audio/x-raw-int, channels=2, samplerate=48000" ! wavenc ! filesink location= ./output.wav
```

### NOTES

The ASRC is currently available only for i.MX35 Platform.

The supported input rates and output rates are 32000, 44100, 48000.

The **asrc-outclk** only support OUTCLK\_SS11\_TX.

With the filesink, the **asrc-outclk** should be 0.

To verify the Downmixing is correct, use the **mfw\_downmixer**:

```
gst-launch filesrc location= test.mp3 ! mfw_mp3decoder ! mfw_downmixer ochannels=2 ! alsasink
```

### 2.1.3 gplay Player

gplay is a command line based player. It is based on Gstreamer playbin element and provides full functions of playback, including trick mode, video display setting etc.

The command line is

```
gplay $MEDIA_FILE
```

For detail information of gplay tool, please refer to

*Gstreamer\_Command-line\_Player\_Application\_Specification.pdf*.

### 2.1.4 Totem Player

Totem is the official movie player of the GNOME desktop environment based on GStreamer, it's a graphic UI based player running on Linux desktop system. Totem is default installed on i.MX51/ i.MX53 running Ubuntu OS or Gnome mobile OS.

For detail information of using totem, please refer to totem help.

The command line is

```
$totem $MEDIA_FILE
```

To use totem in serial terminal , following environment need to be set

```
$export DISPLAY=:0
$totem $MEDIA_FILE
```

### 2.1.5 Cheese webcam application

Cheese uses your webcam to take photos and videos. It will be based Freescale Multimedia Gstreamer plugins.

For detail information of cheese, please refer to <http://projects.gnome.org/cheese/>.

## 2.2 Testing the Core Codec Libraries

Some core codec libraries have no corresponding Gstreamer plugins, such as the **image** and some **audio encoders**. To view the list of Gstreamer plugins, see the *i.MX Multimedia Framework Linux Release Notes*.

To test those core codec libraries, use the Freescale proprietary test applications that are included in codec/parser binary package.

## 2.3 Debug exception in multimedia plugin

In the GDB debug mode, some multimedia plugins might generate exceptions on their system check initialization but are safe to continue since the exceptions are handled directly by the multimedia components. This might disturb a debug environment with processing these exceptions. The following step specifies how to configure the debugger so that these exceptions are handled automatically without user input needed.

```
$ handle SIGBUS nostop
```

Add this command to .gdbinit script as the default setting to debug the multimedia plugins.

---

## Appendix A: Multi-overlay support

**mfw\_isink** plugin for gstreamer is a IPU lib based sink element which provides multi-overlay support of video playback. It means several video playback can run the same time on the same display device or different one, eg. DVI and/or TV and DVI and/or WVGA\* , each video can setting the display windows size and position. Currently, mfw\_isink plugin is only available on i.MX51 and i.MX53 platform.

### NOTE

Default setting for mfw\_isink is DVI and TV, if you want use DVI and WVGA please replace vssconfig with vssconfig.div\_wvga under /usr/share directory.

Each mfw\_isink supports 2 configs for the same input video. It can also construct more gstreamer pipelines with mfw\_isink to support different video playback contents.

In multi-overlay case, the video maybe not be smoothly due to performance limitation. Generally, i.MX51/ i.MX53 can support 2-way D1 resolution video playback smoothly.

### A.1 How to use mfw\_isink

As a standard gstreamer plugin, gst-launch tool and gstreamer-based application (like totem) can use mfw\_isink as video sink element.

Since mfw\_isink need access IPU and framebuffer devices, please use as root user or run following command in a terminal window to change corresponding device permission.

```
chmod 666 /dev/mxc_ipu /dev/fb0 /dev/fb1 /dev/fb2 /sys/class/graphics/fb1/mode  
/sys/class/graphics/fb1/pan /sys/class/graphics/fb2/pan
```

mfw\_isink default use fb2 as display frame buffer on LCD. Since fb2 is default invisible, Please run following command in a terminal window to enable mfw\_isink local alpha feature when use mfw\_isink with gst-launch

```
export VSALPHA=1
```

## A.1.1 gst-launch

The following command illustrates a complete pipe to playback an avi file by mfw\_isink as a video sink element with advanced property settings. It will playback video on LCD and video position start at (100, 100) with window size 640x480.

```
gst-launch filesrc location=test.avi typefind=true ! aiurdemux ! vpudec ! mfw_isink axis-top=100 axis-left=100 disp-width=640 disp-height=480
```

or

```
gst-launch playbin2 uri=file:///test.avi video-sink="mfw_isink axis-top=100 axis-left=100 disp-width=640 disp-height=480"
```

mfw\_isink also support other properties for display settings. Please use

```
gst-inspect mfw_isink
```

to get detail support property list

Following are the detailed information of some of the properties

display: set display device(name) for config 0 (Setting for DVI and TV case is “DVI” or “TV”, please refer vssconfig file under /usr/share for detail output device name).

axis-top: y position for top-left corner of video window in pixel for config 0

axis-left: x position for top-left corner of video window in pixel for config 0

disp-width: width of display window in pixel for config 0

disp-height: height of display window in pixel for config 0

mode: display mode for config 0(available value please refer “mode” section in vssconfig file under /usr/share)

display-1: set display device(name) for config 1 (Setting for DVI and TV case is “DVI” or “TV”, please refer vssconfig file under /usr/share for detail output device name).

axis-top-1: y position for top-left corner of video window in pixel for config 1

axis-left-1: x position for top-left corner of video window in pixel for config 1

disp-width-1: width of display window in pixel for config 1

disp-height-1: height of display window in pixel for config 1

mode-1: display mode for config 1(available value please refer “mode” section in vssconfig file under /usr/share)

Run the several gst-launch command with mfw\_isink will show several videos.

Following command illustrate some cases

Playback one video in same display, PIP

```
gst-launch playbin2 uri=file:///1.avi video-sink="mfw_isink display=DVI display-1=DVI axis-top=100 axis-left=100 disp-width=640 disp-height=480"
```

Playback two videos in two displays

```
gst-launch playbin2 uri=file:///1.avi video-sink="mfw_isink display=DVI" playbin2 uri=file:///2.avi video-sink="mfw_isink display=TV"
```

## A.1.2 Totem player

mfw\_v4lsink is the default video sink element. In order to use mfw\_isink with totem player, running the following command and Set “Video->Default Ouptut-> Pipeline to **mfw\_isink** (Figure 5)

gststreamer-properties

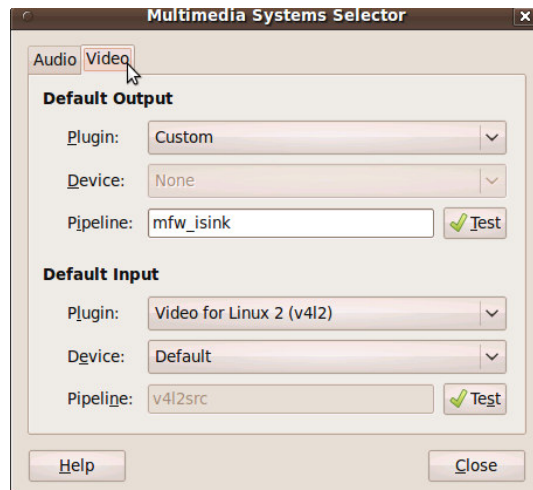


Figure 5 gststreamer-properties

### NOTE

If the gststreamer-properties tool is not found, please install gnome-media package.

Use following command to launch multi totem players

```
totem --no-existing-session
```

Then playback videos in opened totem players. All the totem window can move/resize separately.

## Appendix B: Streaming support

Freescall multimedia framework supports http protocol based streaming.

A http server with test content is required for test with http protocol based streaming, we suggest Apach2 on Linux server.

Use playbin2 to test

```
gst-launch playbin2 uri=http://SERVER/test.avi
```

Use gplay to test

```
gplay http://SERVER/test.avi
```

MPEG2TS stream may not playback by using above commands because limitation of typefind plugin in gstreamer 0.10.28, use following command

```
gst-launch souphttpsrc location=http://SERVER/test.ts ! 'video/mpegts' ! aiurdemux name=demux  
demux. ! queue max-size-buffers=0 max-size-time=0 ! vpudec ! mfw_v4lsink demux. ! queue max-size-  
buffers=0 max-size-time=0 ! mfw_ac3decoder ! alsasink
```

### B.2 DLNA/UPnP support

Freescall multimedia framework supports the totem application running as a DLNA/UPnP client. The totem-plugins-extra package need to be installed for your Ubuntu system on i.MX51 or i.MX53 board by following command

```
apt-get install totem-plugins-extra
```

Also a DLNA/UPnP server with media files sharing is required.

Use menu “Edit”->”Plugins...” to open “Configure Plugins” dialog, enable the “Coherence DLNA/UPnP Client”.

In the sidebar of the totem window, select “Coherence DLNA/UPnP Client”. The media servers will be listed. Choose the media file to playback.