

i.MX 6 Series Ubuntu Multimedia Release Notes

Contents

1 BSP Requirements

- Hardware requirements:
 - i.MX 6Dual/6Quad/6Solo/6DualLite SABRE-SD/
AI board, 6SoloLite EVK board
- Software requirements:
 - Board Support Package (BSP):
 - i.MX Linux BSP version L3.0.35_4.1.0 or
above
 - GStreamer:
 - gstreamer (version 0.10.35)
 - gstreamer-plugins-base (version 0.10.35)
 - gstreamer-plugins-good (version 0.10.30)

1	BSP Requirements.....	1
2	Release Contents.....	1
3	GStreamer-Based Plug-Ins.....	4
4	Supported Features.....	4
5	Multimedia Feature Matrix.....	4
6	Documentation.....	11
7	Known Issues.....	12
8	Note.....	12
9	Getting Technical Support	13

2 Release Contents

Table 1. BSP/Platform Packages

Package Type	Name	Source Package	Debian Install Package	Remark
Standard package	imx-lib	<ul style="list-style-type: none"> imx-lib-ubt_[version].debian.tar.gz imx-lib-ubt_[version].dsc imx-lib-ubt_[version].orig.tar.gz imx-lib-test-ubt_[version].debian.tar.gz imx-lib-test-ubt_[version].dsc imx-lib-test-ubt_[version].orig.tar.gz 	imx-lib-test-ubt_[version]_armel.deb imx-lib-ubt0_[version]_armel.deb	The i.MX library is rebuilt by Ubuntu toolchain to avoid possible incompatibility of different toolchain from LTIB.
	gpu-viv	<ul style="list-style-type: none"> gpu-viv-ubt_[version].debian.tar.gz gpu-viv-ubt_[version].dsc gpu-viv-ubt_[version].orig.tar.gz 	gpu-viv-ubt0_[version]_armel.deb	In BSP debian, by default, the GPU library is designed to be used by framebuffer (same for LTIB environment), which is not usable on Ubuntu. So, GPU library is rebuilt to make it used by X Windows service.

Table 2. Packages for Ubuntu Release

Package Type	Name	Source package	Debian install package	Remark
Standard package	gst-plugins-base0.10	<ul style="list-style-type: none"> gst-plugins-base0.10_0.10.35-1.orig.tar.bz2 gst-plugins-base0.10_0.10.35-1-0ubuntu0+ppa1.debian.tar.gz gst-plugins-base0.10_0.10.35-1-0ubuntu0+ppa1.dsc 	gststreamer0.10-plugins-base_0.10.35-1-0ubuntu0+ppa1_armel.deb	GStreamer-based plug-in with Freescale optimization, such as direct rendering
	gst-fsl-plugins	<ul style="list-style-type: none"> gst-fsl-plugin_[version].debian.tar.gz gst-fsl-plugin_[version].dsc gst-fsl-plugin_[version].orig.tar.gz 	gststreamer0.10-plugins-fsl-[type]_[version]_armel.deb libgststreamer-plugins-fsl0.10-[type]_[version]_armel.deb	Freescale multimedia GStreamer plug-ins, such as parser plug-in, render plug-in, codec plug-in, and so on <ul style="list-style-type: none"> Freescale multimedia GStreamer supporting libraries

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Table 2. Packages for Ubuntu Release (continued)

Package Type	Name	Source package	Debian install package	Remark
				<ul style="list-style-type: none"> • Freescale multimedia GStreamer supporting libraries header • Freescale command-line player, Gplay
	libfslcodec	<ul style="list-style-type: none"> • libfslcodec_[version].debian.tar.gz • libfslcodec_[version].dsc • libfslcodec_[version].orig.tar.gz 	libfslaudiocodec-[type]_[version]_armel.deb libfslvideocodec-[type]_[version]_armel.deb	<ul style="list-style-type: none"> • Freescale audio codec libraries • Freescale video codec libraries
	libfslparser	<ul style="list-style-type: none"> • libfslparser_[version].debian.tar.gz • libfslparser_[version].dsc • libfslparser_[version].orig.tar.gz 	libfslparser - [type]_[version]_armel.deb	Freescale parser libraries
	libfslvpwrap	<ul style="list-style-type: none"> • libfslvpwrap_[version].debian.tar.gz • libfslvpwrap_[version].dsc • libfslvpwrap_[version].orig.tar.gz 	libfslvpwrap - [type]_[version]_armel.deb	Freescale VPU wrapper package
	Plugins fsl gl	<ul style="list-style-type: none"> • gst-plugins-gl_[version].debian.tar.gz • gst-plugins-gl_[version].dsc • gst-plugins-gl_[version].orig.tar.gz 	gststreamer0.10-plugins-gl0.10-[type]_[version]_armel.deb	Freescale glsink plug-ins
	Plugins ALSA	<ul style="list-style-type: none"> • fsl-alsa-plugins_[version].debian.tar.gz • fsl-alsa-plugins_[version].dsc • fsl-alsa-plugins_[version].orig.tar.gz 	fsl-alsa-plugins-[type]_[version]_armel.deb	ALSA plug-in for Asynchronous Sample Rate Converter (ASRC) module
Special package	libfslaacpcodec	<ul style="list-style-type: none"> • libfslaacpcodec_[version].debian.tar.gz • libfslaacpcodec_[version].dsc • libfslaacpcodec_[version].orig.tar.gz 	Libfslaacpaudiocodec-[type]_[version]_armel.deb	Freescale AAC+ decoder libraries
	libfslmscodec	<ul style="list-style-type: none"> • libfslmscodec.debian.tar.gz • libfslmscodec_[version].dsc • libfslmscodec_[version].orig.tar.gz 	libfslmsaudiocodec-[type]_[version]_armel.deb libfslmsvideocodec-[type]_[version]_armel.deb	Microsoft component library, including WMA and WMV789 decoder libraries
	libfslmsparser	<ul style="list-style-type: none"> • libfslmsparser.debian.tar.gz • libfslmsparser_[version].dsc • libfslmsparser_[version].orig.tar.gz 	libfslmsparser-[type]_[version]_armel.deb	Microsoft component ASF component parser
Excluded package	libfslac3codec	<ul style="list-style-type: none"> • libfslac3codec_[version].debian.tar.gz • libfslac3codec_[version].dsc • libfslac3codec_[version].orig.tar.gz 	libfslac3audiocodec_[version]_armel.deb	AC3 decoder library

Table 3. Packages for LTIB Release

Package Type	Name	Source Package	Remark
Standard package	GStreamer plugins	gst-fsl-plugins-[version].tar.gz	Freescale GStreamer plug-ins
	Libfsl codec	libfslcodec-[version].tar.gz	Freescale optimized audio/video core codec
	Libfsl parser	libfslparser-[version].tar.gz	Freescale optimized core parser
	libfslvpwrap	libfslvpwrap-[version].tar.gz	Freescale VPU wrapper for VPU library
	Gst plugins gl	gst-plugins-gl-[version].tar.gz	Freescale gl render plug-ins
	Alsa plugins	fsl-alsa-plugins-[version].tar.gz	Freescale ALSA plug-in for ASRC module
Special package	AACPlus Dec	libfslaacpcodec-[version].tar.gz	Freescale AACplus core decoder
	MS CODEC	libfslmscodec-[version].tar.gz	Freescale optimized MS CODEC
	MS parser	libfslmsparser-[version].tar.gz	Freescale optimized asf parser
Excluded package	AC3 Dec	libfslac3codec-[version].tar.gz	Freescale AC3 core decoder

3 GStreamer-Based Plug-Ins

After build, you will find the following GStreamer-based plug-ins:

- beep.imx: beepdec: beep audio decoder
- aiur.imx: aiurdemux: aiur universal demuxer
- vpu.imx: vpudec: VPU-based video decoder
- vpu.imx: vpuenc: VPU-based video encoder
- amrdec.imx: mfw_amrdecoder: amr audio decoder
- mp3enc.imx: mfw_mp3encoder: mp3 audio encoder
- vorbisdec.imx: mfw_vorbisdecoder: vorbis audio decoder
- isink.imx: mfw_isink: IPU-based video sink
- v4lsrc.imx: mfw_v4lsrc: v4l2 based camera src
- v4lsink.imx: mfw_v4lsink: v4l2 video sink
- wma8enc.imx: mfw_wma8encoder: wma8 audio encoder

NOTE

The wma8enc.imx plug-in has a limited license.

4 Supported Features

- What's new:
 - Bug fix and robustness enhancement
- For what's supported, see [Multimedia Feature Matrix](#)

5 Multimedia Feature Matrix

5.1 Multimedia Feature Matrix for i.MX 6Dual/6Quad and i.MX 6Solo/6DualLite

This section provides feature details of various codecs used for playback for i.MX 6Dual/6Quad and i.MX 6Solo/6DualLite.

Table 4. Container Specification with Video/Audio Combination

Demuxer Feature		ASF	AVI	MP4	OGG	FLV	MPG2	MKV
Video	H264	-	Y	Y	-	Y	Y	Y
	MPEG2	-	Y	-	-	-	Y	Y
	MPEG4	Y	Y	Y	-	-	Y	Y
	H263	-	Y	Y	-	Y	-	Y
	MJPEG	-	Y	Y	-	-	-	Y
	VC1	Y	Y	-	-	-	-	Y
	DivX	Y	Y	Y	-	-	-	Y
	Xvid	-	Y	-	-	-	-	Y
	VP8	-	-	-	-	-	-	Y
	VP6	-	-	-	-	Y	-	Y
	Theora	-	-	-	Y	-	-	-
Audio	AAC	-	Y	Y	-	Y	Y	Y
	MP3	Y	Y	Y	-	Y	Y	Y
	WMA	Y	Y	-	-	-	-	Y
	AC3	-	Y	Y	-	-	Y	Y
	PCM/ADPCM	Y	Y	Y	-	Y	Y	Y
	AMR	-	-	Y	-	-	-	Y
	Vorbis	-	Y	Y	Y	-	-	Y
	SPEEX	-	-	-	Y	Y	-	Y
	DTS	-	-	-	-	-	Y	Y
FLAC	-	-	-	Y	-	-	Y	

NOTE

The demuxer support of a certain audio/video type does not necessarily mean that it can be played. This depends on the availability of the codec.

Table 5. Video Codec Specification

Codec		Profile	Max Resolution	Min Resolution	Max Frame Rate	Hardware or Software Implementation	Comments
Video Decoder	MPEG2	MP	1920 * 1080	64 * 64	30 fps	Hardware	
	MPEG4	SP	1920 * 1080	64 * 64	30 fps	Hardware	
		ASP	1920 * 1080	64 * 64	30 fps	Hardware	
	H.263	P3	1920 * 1080	64 * 64	30 fps	Hardware	
	H.264	BP	1920 * 1080	64 * 64	30 fps	Hardware	

Table continues on the next page...

Table 5. Video Codec Specification (continued)

Codec		Profile	Max Resolution	Min Resolution	Max Frame Rate	Hardware or Software Implementation	Comments	
		MP	1920 * 1080	64 * 64	30 fps	Hardware		
		HP	1920 * 1080	64 * 64	30 fps	Hardware		
	VC-1	SP	1920 * 1080	64 * 64	30 fps	Hardware		
		MP	1920 * 1080	64 * 64	30 fps	Hardware		
		AP	1920 * 1080	64 * 64	30 fps	Hardware		
	VP8	-	1280 * 720	64 * 64	30 fps	Hardware		
	MJPEG	-	1920 * 1080	64 * 64	30 fps	Hardware		
	Video Encoder	MPEG4	SP	1280 * 720	64 * 64	30 fps	Hardware	
		H.263	P3	1280 * 720	64 * 64	30 fps	Hardware	
		H.264	BP	1920 * 1080	64 * 64	30 fps	Hardware	
MJPEG		-	1920 * 1080	64 * 64	30 fps	Hardware		

Table 6. Audio Codec Specification

Codec		Profile	Channels	Sample Rate (kHz)	Bit Rate (kbps)	Hardware or Software Implementation	Comments	
Audio Decoder	MP3	MPEG-1 /Layer-1 / Layer-2 /Layer-3 MPEG-2 /Layer-1 / Layer-2 /Layer-3 MPEG-2.5 /Layer-3	stereo/mono	<= 48	8 ~ 448	Software	-	
	AACLC	MPEG-2 AACLC MPEG-4 AACLC	<= 5.1	8 ~ 96	8 ~ 256	Software	-	
	HE-AAC	HE-AAC V1 HE-AAC V2	stereo/mono	8 ~ 96	8 ~ 384 for mono 16 ~ 768 for stereo	Software	-	
	WMA10 Std	L1 @ QL1		stereo/mono	44.1	64 ~ 161	Software	-
		L2 @ QL1		stereo/mono	<= 48	<= 161	Software	-
		L3 @ QL1		stereo/mono	<= 48	<= 385	Software	-
	WMA10 Pro	M0a @ QL2		stereo/mono	<= 48	48 ~ 192	Software	-
		M0b @ QL2		stereo/mono	<= 48	<= 192	Software	-
		M1 @ QL2		<= 5.1	<= 48	<= 384	Software	-
		M2 @ QL2		<= 5.1	<= 96	<= 768	Software	-
		M3 @ QL2		<=7.1	<= 96	<= 1500	Software	-
	WMA9 Lossless	N1		stereo/mono	<= 48	<= 3000	Software	-
		N2		<= 5.1	<= 96	<= 3000	Software	-
		N3		<= 7.1	<= 96	<= 3000	Software	-
	AC-3		<= 5.1	<= 48	32 ~ 640	Software	Excluded	
FLAC		<= 7.1	8 ~ 192	-	N/A			

Table continues on the next page...

Table 6. Audio Codec Specification (continued)

Codec		Profile	Channels	Sample Rate (kHz)	Bit Rate (kbps)	Hardware or Software Implementation	Comments
	BSAC		<= 5.1	<= 48	64 per channel	N/A	Core codec only
	Ogg Vorbis	q-1 ~ q10	Stereo	8 ~ 192	<= 500	Software	-
Audio Encoder	MP3	MPEG-1 /Layer-3	stereo/mono	32, 44.1, 48	32, 48, 56, 64, 80, 96, 112, 128, 160, 192, 224, 256, 320	Software	-
	WMA-8	L1/L2/L3	stereo/mono	22.05, 32, 44.1, 48	The sample rate (Hz) and supported bit rate (bps) combinations are given below. For mono output: <ul style="list-style-type: none"> • 22050Hz: 20k / 16k / 22k / 17.6k • 32000Hz: 20k / 22k • 44100Hz: 32K / 35.2K / 48K / 52.8K For Stereo output: <ul style="list-style-type: none"> • 22050Hz: 35.2K / 32K / 22K / 20K • 32000Hz: 52.8K / 48K / 44K / 40K / 35.2K / 32K • 44100Hz: 211.2K / 192K / 176K / 160K / 140.8K / 128K / 105.6K / 96K / 88K / 80K / 70.4K / 64K • 48000Hz: 211.2K / 192K / 176K / 160K / 140.8K / 128K 	Software	-

Table 7. Image Codec Specification

Codec		Profile	Max Resolution	Hardware or Software Implementation
Image Decoder	JPEG	Baseline	Memory related	Software
	PNG	N/A	Memory related	Software
	GIF	N/A	Memory related	Software
	BMP	N/A	Memory related	Software

Table continues on the next page...

Table 7. Image Codec Specification (continued)

Codec		Profile	Max Resolution	Hardware or Software Implementation
Image Encoder	JPEG	Baseline	Memory related	Software

Table 8. Speech Codec Specification

Codec		Sample Rate (KHz)	Bit Rate (Kbps)	Hardware or Software Implementation
Speech Codec	G.711	8	64	Software
	G.723.1	8	5.3, 6.3	Software
	G.726	8	16, 24, 32, 40	Software
	G.729ab	8	8	Software
	AMR_NB	8	12.2, 10.2, 7.9, 7.4, 6.7, 5.9, 5.15, 4.75	Software
	AMR_WB	16	23.85, 23.05, 19.85, 18.25, 15.85, 14.25, 12.65, 8.85, 6.6	Software

5.2 Multimedia Feature Matrix for i.MX 6SoloLite

This section provides feature details of various codecs used for playback for i.MX 6SoloLite.

Table 9. Container Specification with Video/Audio Combination

Demuxer Feature		ASF	AVI	MP4	OGG	FLV	MPG2	MKV
Video	H264	-	Y	Y	-	Y	Y	Y
	MPEG2	-	Y	-	-	-	Y	Y
	MPEG4	Y	Y	Y	-	-	Y	Y
	H263	-	Y	Y	-	Y	-	Y
	MJPEG	-	Y	Y	-	-	-	Y
	VC1	Y	Y	-	-	-	-	Y
	DivX	Y	Y	Y	-	-	-	Y
	Xvid	-	Y	-	-	-	-	Y
	VP8	-	-	-	-	-	-	Y
	VP6	-	-	-	-	Y	-	Y
	Theora	-	-	-	Y	-	-	-
Audio	AAC	-	Y	Y	-	Y	Y	Y
	MP3	Y	Y	Y	-	Y	Y	Y
	WMA	Y	Y	-	-	-	-	Y
	AC3	-	Y	Y	-	-	Y	Y
	PCM/ADPCM	Y	Y	Y	-	Y	Y	Y
	AMR	-	-	Y	-	-	-	Y

Table continues on the next page...

Table 9. Container Specification with Video/Audio Combination (continued)

Demuxer Feature		ASF	AVI	MP4	OGG	FLV	MPG2	MKV
	Vorbis	-	Y	Y	Y	-	-	Y
	SPEEX	-	-	-	Y	Y	-	Y
	DTS	-	-	-	-	-	Y	Y
	FLAC	-	-	-	Y	-	-	Y

NOTE

The demuxer support of a certain audio/video type does not necessarily mean that it can be played. This depends on the availability of the codec.

Table 10. Video Codec Specification

	Feature	Profile	Max Resolution	Min Resolution	Max Frame Rate	Hardware or Software Implementation	Comments
Video Decoder	MPEG4	SP	D1	64 * 64	30 fps	Software	Support H263BP
		ASP	D1	64 * 64	30 fps	Software	-
	H.264	BP	CIF	64 * 64	30 fps	Software	-
	WMV9	SP	D1	64 * 64	30 fps	Software	-
		MP	D1	64 * 64	30 fps	Software	-

Table 11. Audio Codec Specification

Codec	Feature/Profile	Channels	Sample Rate (kHz)	Bit Rate (kbps)	Hardware or Software Implementation	Comments	
Audio Decoder	MP3	MPEG-1 /Layer-1 / Layer-2 /Layer-3 MPEG-2 /Layer-1 / Layer-2 /Layer-3 MPEG-2.5 /Layer-3	stereo/mono	<= 48	8 ~ 448	Software	-
	AACLC	MPEG-2 AACLC MPEG-4 AACLC	<= 5.1	8 ~ 96	8 ~ 256	Software	-
	HE-AAC	HE-AAC V1 HE-AAC V2	stereo/mono	8 ~ 96	8 ~ 384 for mono 16 ~ 768 for stereo	Software	-
	WMA10 Std	L1 @ QL1	stereo/mono	44.1	64 ~ 161	Software	-
		L2 @ QL1	stereo/mono	<= 48	<= 161	Software	-
		L3 @ QL1	stereo/mono	<= 48	<= 385	Software	-
	WMA10 Pro	M0a @ QL2	stereo/mono	<= 48	48 ~ 192	Software	-
		M0b @ QL2	stereo/mono	<= 48	<= 192	Software	-
		M1 @ QL2	<= 5.1	<= 48	<= 384	Software	-
		M2 @ QL2	<= 5.1	<= 96	<= 768	Software	-
		M3 @ QL2	<=7.1	<= 96	<= 1500	Software	-

Table continues on the next page...

Table 11. Audio Codec Specification (continued)

Codec		Feature/Profile	Channels	Sample Rate (kHz)	Bit Rate (kbps)	Hardware or Software Implementation	Comments
	WMA9 Lossless	N1	stereo/mono	<= 48	<= 3000	Software	-
		N2	<= 5.1	<= 96	<= 3000	Software	-
		N3	<= 7.1	<= 96	<= 3000	Software	-
	AC-3		<= 5.1	<= 48	32 ~ 640	Software	Excluded
	FLAC		<= 7.1	8 ~ 192		N/A	-
	BSAC		<= 5.1	<= 48	64 per channel	N/A	Core codec only
	Ogg Vorbis	q-1 ~ q10	Stereo	8 ~ 192	<= 500	Software	-
Audio Encoder	MP3	MPEG-1 /Layer-3	stereo/mono	32, 44.1, 48	32, 48, 56, 64, 80, 96, 112, 128, 160, 192, 224, 256, 320	Software	-
	WMA-8	L1/L2/L3	stereo/mono	22.05, 32, 44.1, 48	<p>The sample rate (Hz) and supported bit rate (bps) combinations are given below.</p> <p>For mono output:</p> <ul style="list-style-type: none"> • 22050Hz: 20k / 16k / 22k / 17.6k • 32000Hz: 20k / 22k • 44100Hz: 32K / 35.2K / 48K / 52.8K <p>For Stereo output:</p> <ul style="list-style-type: none"> • 22050Hz: 35.2K / 32K / 22K / 20K • 32000Hz: 52.8K / 48K / 44K / 40K / 35.2K / 32K • 44100Hz: 211.2K / 192K / 176K / 160K / 140.8K / 128K / 105.6K / 96K / 88K / 80K / 70.4K / 64K • 48000Hz: 211.2K / 192K / 176K / 	Software	-

Table 11. Audio Codec Specification

Codec	Feature/Profile	Channels	Sample Rate (kHz)	Bit Rate (kbps)	Hardware or Software Implementation	Comments
				160K / 140.8K / 128K		

Table 12. Image Codec Specification

	Feature	Profile	Max Resolution	Hardware or Software Implementation
Image Decoder	JPEG	Baseline	Memory related	Software
	PNG	N/A	Memory related	Software
	GIF	N/A	Memory related	Software
	BMP	N/A	Memory related	Software
Image Encoder	JPEG	Baseline	Memory related	Software

Table 13. Speech Codec Specification

	Feature	Sample Rate (KHz)	Bit Rate (Kbps)	Hardware or Software Implementation
Speech Codec	G.711	8	64	Software
	G.723.1	8	5.3, 6.3	Software
	G.726	8	16, 24, 32, 40	Software
	G.729ab	8	8	Software
	AMR_NB	8	12.2, 10.2, 7.9, 7.4, 6.7, 5.9, 5.15, 4.75	Software
	AMR_WB	16	23.85, 23.05, 19.85, 18.25, 15.85, 14.25, 12.65, 8.85, 6.6	Software

6 Documentation

The table below describes the documents included in this Ubuntu multimedia release.

Table 14. Documentation Details

Document Name	Description
i.MX 6 Series Ubuntu Multimedia Release Notes	This document.
i.MX 6 Series Ubuntu Multimedia User's Guide	A document that provides instructions for building libraries based on GStreamer architecture, which is a powerful, versatile framework for creating streaming media applications.

Table continues on the next page...

Table 14. Documentation Details (continued)

Document Name	Description
GStreamer Command-Line Player Application Specification	A document that describes application specification for a command-line player that is based on the GStreamer architecture.

7 Known Issues

- V4lsrc plug-in does not support rotation. Because V4lsink supports rotation, rotation can be carried out at render part.
- The open source Type finder cannot correctly recognize some mp4 and AAC types.
- For compact 24-bit, 6-channel PCM output, the ALSALIB is not supported.
- glimagesink can only render into fb0 when the back end is a framebuffer. This will cause fb0 original content (such as UI) to be overwritten by video.
- Alsa-lib dmix has an issue with converting sample rate to 48 KHz. This will cause clips playback to fail and will display “Unable to set hw params for playback: Invalid argument” error message. (Only the Sabre AI board whose sound card outputs only 48 K sample rate).
- When the MPEG4 video is being recorded to avimux by using VPU encoder, the recorded file cannot be played because the AVI container marks MPEG4 video to DIVx, but VPU decoder does not support DIVX.
- For video file that contains multiple audio tracks, the default selected audio track may be different for each playback due to the implementation of playbin2.
- The Totem player in the LTIB gnome rootfs is an old version, and it may fail to play video. To solve this issue, the Totem player needs to be updated manually to a 3.x version, or the "gplay" command line tool is recommended in the rootfs.

NOTE

To enable 6-channel output in pulse on the ARM2 board, do the following changes:

```
$sudo vi /etc/pulse/daemon.conf
    default-sample-channels = 6
    default-fragments = 4
    default-fragment-size-msec = 25

$sudo vi /usr/share/pulseaudio/alsa-mixer/profile-sets/
default.conf
    [Mapping analog-surround-51]
    device-strings = hw:%f
    channel-map = front-left,front-right,rear-left,rear-
right,front-center,lfe
    paths-output = analog-output analog-output-speaker analog-
output-desktop-speaker analog-output-lfe-on-mono
    priority = 8
    direction = output
```

8 Note

- In dual-display use case, if the primary and secondary displays do not have the same resolution, the secondary display shows color strip. To resolve this issue, the mfw_v4lsink property of the secondary display needs to be set with actual width and height in the command line.
- AAC decoder and ADIF format stream do not support seek mode.
- The accurate seek mode may have a longer time delay.

- Because the stream container does not have an index table, seeking is not supported.
- Because the streams that audio or video interleaves is too large, sometimes jitter occurs.

9 Getting Technical Support

If you have any questions or problems concerning this release, contact your Freescale representative, specifying the release version, the board version, the BSP version, and any other relevant information.

How to Reach Us:

Home Page:

freescale.com

Web Support:

freescale.com/support

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