i.MX 6Solo/6DualLite SABRE-SDP Linux Release Notes

1 Release Contents

This document contains important information about the package contents, supported features, and known issues/limitations.

Additionally, the following sections contain release contents and license information.

1.1 Contents

This release consists of the following package files:

- L3.0.35 4.1.0 130816 source.tar.gz
- L3.0.35_4.1.0_130816_images_MX6.tar.gz
- L3.0.35 4.1.0 130816 docs.tar.gz

The release version is named as

"L<Kernel_version>_<x.y.z>_<yymmdd>."

"<Kernel_version>": BSP Kernel version. (For example, "L3.0.35" indicates that this BSP release is based on the kernel version 3.0.35.)

"<x.y.z>":Semantic versioning specification, where X is the major version, Y is the minor version and Z is the patch version.

"<yymmdd>": Release candidate build date.

Contents

| 1 | Rele | Release Contents | | | |
|---|---------------------------|--|---|--|--|
| | 1.1 | Contents | 1 | | |
| | 1.2 | License | 3 | | |
| 2 | Syste | em Requirements | 3 | | |
| | 2.1 | Linux Host Server | 3 | | |
| | 2.2 | MFG Tool | 3 | | |
| | 2.3 | SABRE Platform for Smart Devices (MCIMX6DL-SDP) Components | 3 | | |
| 3 | Wha | t's New? | 3 | | |
| | 3.1 | New Features | 4 | | |
| | 3.2 | Supported Power Management Features | 4 | | |
| | 3.3 | Defect Fixes | 4 | | |
| 4 | BSP | Supported Features | 4 | | |
| 5 | Kern | Kernel Boot Parameters | | | |
| 6 | Known Issues/Limitations1 | | | | |



Release Contents

This release is also referred to as the GA release for i.MX 6Solo/6DualLite.

Tables below list the contents included in each package:

Table 1. Release Metadata

| SoC | Kernel Version | Boards Supported |
|----------------------|----------------|---|
| i.MX 6Solo/6DualLite | | SABRE Platform for Smart Devices (MCIMX6DL-SDP) |

Table 2. L3.0.35_4.1.0_130816_images_MX6.tar.gz Content

| File | Description | |
|---|---|--|
| u-boot-mx6dl-sabresd.bin | U-Boot bootloader for the SABRE Platform for Smart Devices (MCIMX6DL-SDP). | |
| ulmage | Binary kernel image for the Linux 3.0.35 kernel. | |
| firmware-imx_L3.0.35_4.1.0_armel.deb | Debian package for the firmware files that includes VPU, SDMA, and Atheros Wi-Fi. | |
| imx-lib_L3.0.35_4.1.0_armel.deb | Debian package for imx-lib binary. | |
| imx-test_L3.0.35_4.1.0_armel.deb | Debian package for the imx unit test binary. | |
| kernel_3.0.35- imx_L3.0.35_4.1.0_armel.deb | Debian package for the Linux kernel image, kernel modules, and the header files. | |
| modeps_L3.0.35_4.1.0-1_armel.deb | Debian package for module dependencies. | |
| udev-fsl-rules_L3.0.35_4.1.0-5_armel.deb | Debian package for udev rules. | |
| atheros-wifi_L3.0.35_4.1.0_armel.deb | Debian package for Atheros WiFi driver. | |
| gpu-viv-bin- mx6q_L3.0.35_4.1.0_armel.deb | Debian package for GPU base driver. | |
| gpu-viv-wl-bin- mx6q_L3.0.35_4.1.0_armel.deb | Debian package for GPU wayland driver. | |

Table 3. L3.0.35_4.1.0_130816_source.tar.gz Content

| File | Description |
|--|---|
| EULA | Freescale End User License Agreement. |
| install | Install script for LTIB. |
| ltib.tar.gz | LTIB (Linux Target Image Builder). |
| package_manifest.txt | Freescale LTIB open source packages. |
| pkgs | Source and patches for the root file system. |
| pkgs/imx-test-L3.0.35_4.1.0.tar.gz | Source code for the unit tests. |
| pkgs/imx-lib-L3.0.35_4.1.0.tar.gz | Source code for the libraries. |
| pkgs/linux-3.0.35-imx_L3.0.35_4.1.0.bz2 | Freescale 3.0.35-L3.0.35_4.1.0 kernel patches. |
| pkgs/u-boot-v2009.08- imx_L3.0.35_4.1.0.tar.bz2 | i.MX U-Boot patches based on U-Boot version 2009.08. |
| pkgs/firmware-imx-L3.0.35_4.1.0.tar.gz | i.MX firmware packages. |
| pkgs/gcc-4.6.2-glibc-2.13-linaro-multilib-2011.12-1.i386.rpm | Linaro toolchain 4.6.2 which is built by FSL for multiple ARM platform support. |
| tftp.zip | A Windows TFTP server program. |

Table 4. L3.0.35_4.1.0_130816_docs.tar.gz Content

| File | Description |
|-------------|---|
| EULA | Freescale End User License Agreement. |
| readme.html | Readme file containing links to additional documentation. |
| doc/mx6 | i.MX 6 Linux BSP Release Notes, User's Guide, and Reference Manual. |

1.2 License

All source code files of the Board Support Package (BSP) are either GNU General Public License (GPL), GNU Lesser General Public License (LGPL), or another open source license.

The following binary files contained in the included root file systems are built from proprietary source not included in the BSP:

Files in package gpu-viv-bin-mx6q-L3.0.35_4.1.0.tar.gz

2 System Requirements

The following subsections introduce the system requirements.

2.1 Linux Host Server

See Setting Up a Linux Host for LTIB Builds on Ubuntu 9.04 document included in the release package to set up the Linux host server. This is tested against Ubuntu 9.04.

2.2 MFG Tool

The Mfgtools-Rel-L3.0.35_4.1.0_130816_MX6DL_UPDATER.tar.gz package contains the image downloading tool.

2.3 SABRE Platform for Smart Devices (MCIMX6DL-SDP) Components

To find out more about SABRE-SDP components, see SABRE-SDP Quick Start Guide (SABRESDP_IMX6_QSG), which is available here: http://www.freescale.com/files/32bit/doc/quick_start_guide/SABRESDP_IMX6_QSG.pdf?fpsp=1.

3 What's New?

This section describes the changes in this release, including new features and defect fixes.

3.1 New Features

See ResolvedEnhancements.html for the complete list of new features and enhancements since the last release.

A summary of the main new features is as follows:

- HDMI HDCP support
- HDMI CEC support
- HDMI HDCP certification
- Upgrade GPU to 4.6.9 p12 version
- VPU integrate firmware 2.3.10

3.2 Supported Power Management Features

No new feature added into this release.

3.3 Defect Fixes

See ResolvedDefects.html, referenced inside the file readme.html, for the list of the defects fixed in this release. Only hot fixes are listed here.

- ENGR00255073 crypto: kernel dump when do crypto module speed test in single mode
- ENGR00271977-1 imx6_defconfig: enable PL310_ERRATA_769419
- ENGR00271718 ASoC: Fix check for symmetric rate enforcement
- ENGR00264650 VPU can not playback after driver reload

4 BSP Supported Features

Table below describes the features that are supported in this BSP release.

Table 5. Supported Features

| Feature | Supported | Comments | | |
|------------------------|-----------|---|--|--|
| Kernel | | | | |
| Kernel | Yes | Kernel version: 3.0.35 | | |
| File System | Yes | EXT2/EXT3/EXT4 are used as the file system in MMC/SD Hard Disk. | | |
| Bootloader | ' | | | |
| U-Boot | Yes | U-Boot delivery is based on U-Boot version 200908. Supports DDR3 400MHz@64bit, ENET, UART, MMC/SD, eMMC4.3/4.4/4.41, SPI-NOR, OTP Fuse, Clock, Anatop regulator, and splash screen via LVDS. | | |
| Machine Specific Layer | | | | |
| ARM Core | Yes | Supports Cortex-A9. CPUFREQ freq of up to 1GHz is supported | | |
| | | Supports reboot and power-off. | | |
| Memory | Yes | 2G | | |

Table 5. Supported Features (continued)

| white). - Supports use of a color map to remap Y8 frame buffer contents. - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. | | | The user/kernel space is split 2G/2G. |
|--|------------------|-----------|---|
| Timer (GPT) Yes System timer tick support. GPICIDEIDO Yes GPIC is initialized in earlier phase according to hardware design. MXC UART Yes Conforms to DMA engine framework. Character Device Drivers MXC UART Yes Console support via internal Debug UART4. Graphic Drivers Frame Buffer Drivers Frame Buffer Various Yes Supports Video Data Order Adapter. LVDS Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports be on-chip DesignWare HDMI hardware module. WYGA panel Yes Supports MIPI DISI driver through MIPI daughter card. EPDC Yes Enable EPDC: - Support for RGB565 frame buffer format. - Support for Y8 frame buffer format. - Support for y10 to 256 panel-specific waveform modes. - Support for automatic optimal waveform selection for a given update. - Support for sutomatic optimal waveform selection for a given update. - Support for sutomatic optimal waveform selection for a given update. - Support for sutomatic optimal waveform selection for a given update. - Support for sutomatic optimal waveform selection for a given update. - Support for sutomatic optimal waveform selection for a given update. - Support for sutomatic optimal waveform selection for a given update. - Support for sutomated collision handling. - Support for sutomated collision handling. - Support for panning dy-direction only). - Support for posterization of the update contents (driving all pixels to either solid black on white). - Support for posterization of the update schemes: Snapshot, Queue, and Queue and Merge. - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue | Interrupt | Yes | GIC |
| GPIO/EDIO Yes GPIO is initialized in earlier phase according to hardware design. IOMUX Yes Provides the interfaces for I/O configuration. IOMUX-V3 version is used. DMA Engine SDMA Yes Conforms to DMA engine framework. Character Device Drivers MXC UART Yes Console support via internal Debug UART4. Graphic Drivers Frame Buffer Prame Buffer VPS Supports Video Data Order Adapter. VPS Supports Video Data Order Adapter. VPS Supports Internal IPS panel. It's the default display if no other video option is setup. HDMI Yes Supports SEIKO WVGA panel. MIPI Display Yes Supports MIPI DSI driver through MIPI daughter card. EPDC Yes Enable EPDC: Support for RGB565 frame buffer format. Support for V8 frame buffer format. Support for Juli and partial EPD screen updates. Support for support for synchronization by waiting for a specific update request to complete. Support for sutomatic optimal waveform selection for a given update. Support for sutomatic optimal waveform an alternate (overlay) buffer. Support for sutomatic optimal waveform an alternate (overlay) buffer. Support for sutomatic optimal waveform an alternate (overlay) buffer. Support for sutomatic optimal waveform an alternate (overlay) buffer. Support for posterization of the update contents (driving all pixels to either solid black of the properties of the simultaneous update regions. Support for posterization of the update contents (driving all pixels to either solid black of white). Support for posterization of the update contents (driving all pixels to either solid black of white). Support for posterization of the update contents (driving all pixels to either solid black of white). Support for posterization of the delay between completing all updates and powering down the EPDC. Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | Clock | Yes | Controls system frequency and clock tree distribution. |
| DMUX | Timer (GPT) | Yes | System timer tick support. |
| DMA Engine SDMA Yes Conforms to DMA engine framework. Character Device Drivers MXC UART Yes Console support via internal Debug UART4. Graphic Drivers Frame Buffer Drivers WYODA Yes Supports Video Data Order Adapter. LVDS Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports Beino WYORA panel. WYORA panel Yes Supports SEIKO WYORA panel. MIPI Display Yes Supports MIPI DSI driver through MIPI daughter card. EPDC Yes Enable EPDC: - Support for RGB565 frame buffer format. - Support for Iull and partial EPD screen updates. - Support for Jull and partial EPD screen updates. - Support for automatic optimal waveform modes. - Support for automatic optimal waveform modes. - Support for screen updates from an alternate (overlay) buffer. - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for posterization of the update contents (driving all pixels to either solid black of the EPDC. - Support for three EPDC driver display update schemes: Snapshot, Queue, and Q | GPIO/EDIO | Yes | GPIO is initialized in earlier phase according to hardware design. |
| SDMA Yes Conforms to DMA engine framework. Character Device Drivers MXC UART Yes Console support via internal Debug UART4. Graphic Drivers Frame Buffer Drivers Frame Buffer Orbitan Yes Supports Video Data Order Adapter. VDOA Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. WVGA panel Yes Supports BEIKO WVGA panel. MIPI Display Yes Supports SEIKO WVGA panel. MIPI Display Yes Support for RGB565 frame buffer format. - Support for RGB565 frame buffer format. - Support for Y8 frame buffer format. - Support for Y8 frame buffer format. - Support for y0 to 256 panel-specific waveform modes. - Support for automatic optimal waveform selection for a given update. - Support for screen updates from an alternate (overlay) buffer. - Support for 64 simultaneous update regions. - Support for pixel inversion in a Y8 frame buffer format. - Support for pixel inversion in a Y8 frame buffer contents. - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | IOMUX | Yes | Provides the interfaces for I/O configuration. IOMUX-V3 version is used. |
| Character Device Drivers MXC UART Yes Console support via internal Debug UART4. Graphic Drivers Frame Buffer Driver Yes Supports Video Data Order Adapter. LVDS Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports SEIKO WVGA panel. It's the default display if no other video option is setup. HDMI Yes Supports SEIKO WVGA panel. WYGA panel Yes Supports SEIKO WVGA panel. WIPI Display Yes Support sellor DSI driver through MIPI daughter card. EPDC Fanale EPDC: Support for RGB565 frame buffer format. Support for y8 frame buffer format. Support for y8 frame buffer format. Support for up to 256 panel-specific waveform modes. Support for synchronization by waiting for a specific update request to complete. Support for saturmatic optimal waveform selection for a given update. Support for support for supdates from an alternate (overlay) buffer. Support for automated collision handling. Support for pixel inversion in a Y8 frame buffer format. Support for posterization of the update contents (driving all pixels to either solid black of white). Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. Support for panning (y-direction only). Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | DMA Engine | | <u>'</u> |
| MXC UART Yes Console support via internal Debug UART4. Graphic Drivers Frame Buffer Driver Yes MXC Frame buffer driver for IPU V3. Driver YODA Yes Supports Video Data Order Adapter. LVDS Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports the on-chip DesignWare HDMI hardware module. WVGA panel Yes Supports SEIKO WVGA panel. MIPI Display Yes Supports MIPI DSI driver through MIPI daughter card. EPDC Fanable EPDC: Support for RGB565 frame buffer format. Support for RGB565 frame buffer format. Support for yalt frame buffer format. Support for support for a specific waveform modes. Support for synchronization by waiting for a specific update request to complete. Support for screen updates from an alternate (overlay) buffer. Support for Screen updates from an alternate (overlay) buffer. Support for screen updates from an alternate (overlay) buffer. Support for pixel inversion in a Y8 frame buffer format. Support for posterization of the update contents (driving all pixels to either solid black of white). Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. Support for user control of the delay between completing all updates and powering dow the EPDC. Support for dithering. | SDMA | Yes | Conforms to DMA engine framework. |
| Frame Buffer Drivers Frame Buffer Driver Frame Buffer Driver Pres | Character Device | e Drivers | |
| Frame Buffer Driver Yes | MXC UART | Yes | Console support via internal Debug UART4. |
| Driver VDOA Yes Supports Video Data Order Adapter. LVDS Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports be on-chip DesignWare HDMI hardware module. WVGA panel Yes Supports SEIKO WVGA panel. MIPI Display Yes Support MIPI DSI driver through MIPI daughter card. EPDC Yes Enable EPDC: - Support for RGB565 frame buffer format. - Support for Y8 frame buffer format. - Support for y8 frame buffer format. - Support for up to 256 panel-specific waveform modes. - Support for automatic optimal waveform selection for a given update. - Support for screen updates from an alternate (overlay) buffer. - Support for surtomated collision handling. - Support for 4 simultaneous update regions. - Support for 64 simultaneous update regions. - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | Graphic Drivers | ; ; | |
| LVDS Yes Supports HannStar LVDS panel. It's the default display if no other video option is setup. HDMI Yes Supports the on-chip DesignWare HDMI hardware module. WVGA panel Yes Supports SEIKO WVGA panel. MIPI Display Yes Supports MIPI DSI driver through MIPI daughter card. EPDC Fanable EPDC: - Support for RGB565 frame buffer format. - Support for Yg frame buffer format. - Support for full and partial EPD screen updates. - Support for up to 256 panel-specific waveform modes. - Support for automatic optimal waveform selection for a given update. - Support for synchronization by waiting for a specific update request to complete. - Support for screen updates from an alternate (overlay) buffer. - Support for automated collision handling. - Support for 64 simultaneous update regions. - Support for pixel inversion in a Y8 frame buffer format. - Support for pixel inversion in a Y8 frame buffer contents. - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. | | Yes | MXC Frame buffer driver for IPU V3. |
| HDMI Yes Supports the on-chip DesignWare HDMI hardware module. WVGA panel Yes Supports SEIKO WVGA panel. MIPI Display Yes Supports MIPI DSI driver through MIPI daughter card. EPDC Panable EPDC: - Support for RGB565 frame buffer format Support for Y8 frame buffer format Support for III and partial EPD screen updates Support for up to 256 panel-specific waveform modes Support for automatic optimal waveform selection for a given update Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 44 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | VDOA | Yes | Supports Video Data Order Adapter. |
| WYGA panel Yes Supports SEIKO WYGA panel. MIPI Display Yes Supports MIPI DSI driver through MIPI daughter card. EPDC Yes Enable EPDC: - Support for RGB565 frame buffer format Support for Y8 frame buffer format Support for III and partial EPD screen updates Support for up to 256 panel-specific waveform modes Support for automatic optimal waveform selection for a given update Support for synchronization by waiting for a specific update request to complete Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. | LVDS | Yes | Supports HannStar LVDS panel. It's the default display if no other video option is setup. |
| MIPI Display Yes Enable EPDC: - Support for RGB565 frame buffer format Support for Y8 frame buffer format Support for full and partial EPD screen updates Support for up to 256 panel-specific waveform modes Support for automatic optimal waveform selection for a given update Support for synchronization by waiting for a specific update request to complete Support for sutomated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black owhite) Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | HDMI | Yes | Supports the on-chip DesignWare HDMI hardware module. |
| EPDC Finable EPDC: Support for RGB565 frame buffer format. Support for Y8 frame buffer format. Support for full and partial EPD screen updates. Support for up to 256 panel-specific waveform modes. Support for automatic optimal waveform selection for a given update. Support for synchronization by waiting for a specific update request to complete. Support for screen updates from an alternate (overlay) buffer. Support for automated collision handling. Support for 64 simultaneous update regions. Support for pixel inversion in a Y8 frame buffer format. Support for posterization of the update contents (driving all pixels to either solid black owhite). Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. Support for panning (y-direction only). Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. Support for user control of the delay between completing all updates and powering dow the EPDC. Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | WVGA panel | Yes | Supports SEIKO WVGA panel. |
| - Support for RGB565 frame buffer format Support for Y8 frame buffer format Support for full and partial EPD screen updates Support for up to 256 panel-specific waveform modes Support for automatic optimal waveform selection for a given update Support for synchronization by waiting for a specific update request to complete Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. | MIPI Display | Yes | Supports MIPI DSI driver through MIPI daughter card. |
| - Support for Y8 frame buffer format Support for full and partial EPD screen updates Support for up to 256 panel-specific waveform modes Support for automatic optimal waveform selection for a given update Support for synchronization by waiting for a specific update request to complete Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Support suse of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | EPDC | Yes | Enable EPDC: |
| - Support for full and partial EPD screen updates. - Support for up to 256 panel-specific waveform modes. - Support for automatic optimal waveform selection for a given update. - Support for synchronization by waiting for a specific update request to complete. - Support for screen updates from an alternate (overlay) buffer. - Support for automated collision handling. - Support for 64 simultaneous update regions. - Support for pixel inversion in a Y8 frame buffer format. - Support for posterization of the update contents (driving all pixels to either solid black of white). - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for RGB565 frame buffer format. |
| - Support for up to 256 panel-specific waveform modes Support for automatic optimal waveform selection for a given update Support for synchronization by waiting for a specific update request to complete Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Supports use of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for Y8 frame buffer format. |
| - Support for automatic optimal waveform selection for a given update Support for synchronization by waiting for a specific update request to complete Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Supports use of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for full and partial EPD screen updates. |
| - Support for synchronization by waiting for a specific update request to complete Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Supports use of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for up to 256 panel-specific waveform modes. |
| - Support for screen updates from an alternate (overlay) buffer Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Supports use of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for automatic optimal waveform selection for a given update. |
| - Support for automated collision handling Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Supports use of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for synchronization by waiting for a specific update request to complete. |
| - Support for 64 simultaneous update regions Support for pixel inversion in a Y8 frame buffer format Support for posterization of the update contents (driving all pixels to either solid black of white) Supports use of a color map to remap Y8 frame buffer contents Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering down the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for screen updates from an alternate (overlay) buffer. |
| - Support for pixel inversion in a Y8 frame buffer format. - Support for posterization of the update contents (driving all pixels to either solid black of white). - Supports use of a color map to remap Y8 frame buffer contents. - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for automated collision handling. |
| - Support for posterization of the update contents (driving all pixels to either solid black of white). - Supports use of a color map to remap Y8 frame buffer contents. - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for 64 simultaneous update regions. |
| - Support for posterization of the update contents (driving all pixels to either solid black of white). - Supports use of a color map to remap Y8 frame buffer contents. - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for pixel inversion in a Y8 frame buffer format. |
| - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for posterization of the update contents (driving all pixels to either solid black or |
| - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. - Support for panning (y-direction only). - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge. - Support for user control of the delay between completing all updates and powering dow the EPDC. - Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Supports use of a color map to remap Y8 frame buffer contents. |
| - Support for panning (y-direction only) Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering down the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for 90, 180, and 270 degree HW-accelerated frame buffer rotation. |
| - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue and Merge Support for user control of the delay between completing all updates and powering dow the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | |
| the EPDC Support for dithering. GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for three EPDC driver display update schemes: Snapshot, Queue, and Queue |
| GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for user control of the delay between completing all updates and powering down |
| GPU Yes GC880, GC320. OpenGL ES2.0, OpenGL ES1.1 | | | - Support for dithering. |
| | GPU | Yes | |
| MAININGIA DITTOIO | | | 1 |

BSP Supported Features

Table 5. Supported Features (continued)

| Yes | Provides the interfaces to access IPU V3 modules. | | |
|------------|---|--|--|
| Yes | Enables PxP driver for EPDC. | | |
| Yes | The V4L2 output driver uses the IPU post-processing functions for video output. | | |
| Yes | Supports dual camera. | | |
| Yes | MPEG4/H263/H264/VC1/MPEG2/AVS/MJPEG/VP8 decode and H263/MPEG4/H264/MJPEG encoder. | | |
| Yes | Supports OV5640. | | |
| | Supports OV5640 camera sensor. | | |
| Yes | Supports OV5640 camera sensor. | | |
| nt Drivers | | | |
| Yes | Supports Anatop regulator management. | | |
| Yes | Supports standby mode (map to SoC stop mode). | | |
| | Supports mem mode (map to SoC DSM mode). | | |
| Yes | CPUFreq can be used for CPU frequency adjustment. The Interactive governor is added and enabled by default. | | |
| Yes | | | |
| Yes | | | |
| • | | | |
| No | | | |
| Yes | | | |
| Yes | Supports ASRC module for sample rate conversion. | | |
| Yes | | | |
| ers | | | |
| Yes | Supports eGalax capacitive touch screen driver. | | |
| Yes | Supports 4x4 keypads on DC2/DC3 add-on card. | | |
| Yes | Supports USB mouse and USB keypad via USB ports. | | |
| | | | |
| Yes | Supports M25P32 SPI-NOR flash. | | |
| S | | | |
| Yes | Supports AR8031 PHY. | | |
| Yes | Tested PCIe Device (GEN1 and GEN2 modes). | | |
| | Intel gigabit CT network standard PCIE GEN1 X1 card. PCIE to USB 3.0 standard PCIE GEN2 X1 card. iwl5100/6300 WiFi mini-PCIE GEN1 X1 cards. | | |
| • | | | |
| Yes | - Supports USB OTG2.0 port. | | |
| | - USB Host mode: MSC, HID, UVC, USB audio. | | |
| | - USB device mode: MSC, Ethernet, Serial. | | |
| | - USB OTG pin detect. | | |
| I | | | |
| Yes | | | |
| | Yes | | |

Table 5. Supported Features (continued)

| General drivers | | | |
|-------------------------|-----|--|--|
| SNVS RTC | Yes | Low power section only. | |
| uSDHC | Yes | - Supports SDHC2, SDHC3,SDIN5C2-8G via SDHC4 SD2.0 - eMMC 1bit/4bit/8bit SDR/DDR mode. | |
| WatchDog | Yes | Supports Watchdog reset. | |
| I2C | Yes | Supports I2C master. | |
| SPI | Yes | Supports SPI master mode. | |
| PWM | Yes | Supports the backlight driver via PWM. | |
| Temperature monitor | Yes | Requires chip calibration data. | |
| Accelerometer | Yes | Supports MMA8451 driver. | |
| Ambient Light Sensor | Yes | Supports ISL29023 driver. | |
| Magnetometer Sensor | Yes | Supports MAG3110 driver. | |
| WiFi | Yes | Supports AR6003 WiFi. | |

5 Kernel Boot Parameters

Depending on the booting/usage scenario, you may need different kernel boot parameters.

Table below describes the different boot parameters.

Table 6. Kernel Boot Parameters

| Kernel Parameters | Description | Typical Values | Used When |
|----------------------|---|--|--|
| console | Where to output kernel logging by printk. | console=ttymxc0,115200 | All cases |
| ip | Tell kernel how or whether to get IP address. | <pre>ip=none ip = dhcp ip=static_ip_address</pre> | "ip=dhcp" or "ip=static_ip_address" is mandatory in "boot from TFTP/NFS." |
| nfsroot | The location of the NFS server/directory. | nfsroot= <ip_address>:<rootfs path=""></rootfs></ip_address> | Used in "boot from tftp/NFS" together with "root=/dev/nfs." |
| root | The location of the root file system. | root=/dev/nfs or root=/dev/mmcblk1p2 | Used in "boot from tftp/NFS" (that is, root=/dev/nfs); Used in "boot from SD" (that is, root=/dev/mmcblk1p2). eMMC will be recognized as mmcblk0 on SABRE-SD board. |

Kernel Boot Parameters

Table 6. Kernel Boot Parameters (continued)

| rootfstype | Indicates the file system type of the root file system. | rootfstype=ext4 | Used in "boot from SD" together with "root=/dev/mmcblk1p2." |
|--------------|---|---|--|
| rootwait | Wait (indefinitely) for root device to show up. | rootwait | Used when mounting SD root file system. |
| mem | Tell kernel how much memory can be used. | None or mem=864M | Note: MemTotal- <mem> - <gpu_memory> is reserved.</gpu_memory></mem> |
| maxcpus | [SMP] Maximum number of processors that SMP kernel should use. | maxcpus=1 | maxcpus=n: n >= 0 limits the kernel to using 'n' processors. n=0 is a special case. It is equivalent to "nosmp". |
| epdc | Enable EPDC | epdc video=mxcepdcfb:E060SCM,bpp=16 | Add to kernel options only if E Ink is the primary display panel. If other display panel is primary, this option may result in a pixel clock conflict and improper display function. |
| max17135 | Configure Maxim17135 EPD PMIC pass number and VCOM voltage. | max17135:pass=[pass_num],vcom=[vcom_uV] | Used when enabling EPDC. pass_num should equal 2 for all IMXEBOOKDC2 cards. vcom_uV, in microvolts, should be equal to the value printed on the cable connector that is attached the E Ink panel being used. |
| ldb= <x></x> | Tells the kernel/driver which ldb mode will be used. | 1. ldb=sin0/1 2. ldb=spl0/1 3. ldb=dul0/1 4. ldb=sep0/1 | Used when an LVDS use single mode on display port0/1. Used when an LVDS use split mode on display port0/1. Used when two LVDS use dual mode on display port0/1. Used when two LVDS use separate mode on display port0/1. |
| | | | There are two LVDS channels, LVDS0 and LVDS1, which can transfer video data. These two channels can be used as split/dual/single/separate mode. The source for LVDS channel data is the IPUv3 display interfaces, DIO, or DI1. Split mode means display data from DIO or DI1 will be sent to both channels LVDS0 and LVDS1. Dual mode means display data from DIO or DI1 will be duplicated on LVDS0 and LVDS1. That is, LVDS0 and LVDS1 will display the same content. Single mode means that only DIO->LVDS0 or DI1->LVDS1 will be active at once. Separate mode means that DIO->LVDS0 and DI1->LVDS1 may be simultaneously active.It is suggested to use Idb=sep1 mode, which is the default kernel settings to support multi display devices better. |

Table 6. Kernel Boot Parameters (continued)

| video | Tells kernel/driver which resolution/ depth and refresh rate should be used for display port 0 or 1. See the parameter information under Documentation/fb/ modedb.txt Tells the kernel/driver which IPU display interface format should be used. | 1. video=mxcfb0:dev=hdmi, 1920x1080M@60,if=RGB24 2. video=mxcfb0:dev=ldb,LDB- XGA,if=RGB666, None or ldb=sin0 3. ldb=sep1 4. video=mxcfb0:dev=lcd,SEIKO- WVGA,if=RGB24 5. video=mxcfb0:dev=lcd,CLAA- WVGA,if=RGB565 6. video=mxcfb0:dev=lcd,CLAA- WVGA,if=RGB666 ldb=sin0 7. video=mxcfb0:dev=hdmi, 1920x1080M@60,if=RGB24 ldb=sep1 8. To enable dual LVDS panels, there is no need for any options. | Used when primary displaying on hdmi with 1080P60 mode. Used when primary displaying on the HannStar LVDS0. Used when primary displaying on the HannStar LVDS1. Used when primary displaying on the SEIKO WVGA panel. Used when primary displaying on the CLAA WVGA panel. Used when enabling HDMI 1080P60 mode and LVDS0. To enable second display, run "echo 0 > /sys/class/graphics/fb2/blank Used when enabling HDMI 1080P60 mode and LVDS1. To enable second display, run "echo 0 > /sys/class/graphics/fb2/blank NOTE: GBR24/RGB565/YUV444 etc represents the display HW interface format. Typical values for certain different display devices are shown below: TVOUT: YUV444 VGA: GBR24 HDMI&DVI: RGB24 CLAA WVGA LCD: RGB565 Typical values for dev= are shown below: lcd: LCD interface ldb: LVDS hdmi: HDMI on chip or sii902x dvi: DVI port vga: VGA through TVE tve: TVOUT |
|-------|--|--|---|
| dmfc | Tells the kernel/driver how to set the IPU DMFC segment size. | None Or dmfc=3 | "dmfc=1" means DMFC_HIGH_RESOLUTION_DC. "dmfc=2" means DMFC_HIGH_RESOLUTION_DP. "dmfc=3" means DMFC_HIGH_RESOLUTION_ONLY_DP. Note: DMFC_HIGH_RESOLUTION_ONLY_DP can only be set by the command line. It is recommended to be set when no IPU connects the two panels. When it is set, each IPU can only connect one panel. |

Known Issues/Limitations

Table 6. Kernel Boot Parameters (continued)

| fec_mac | Tells the Ethernet Mac address. | fec_mac=xx:xx:xx:xx:xx | Changes MAC address. |
|----------------------|---|-------------------------------|--|
| enable_wait_mo de | enable wait mode | enable_wait_mode=on | This feature is ON by default for this release. Please see the wait mode issue on the Known Issues/Limitations chapter. |
| arm_freq | Limit max CPU frequency and set default frequency to arm_freq. | arm_freq=800 arm_freq=1000 | Used when changing ARM CPU frequency. The frequency that user set by the command line can't exceed the max CPU frequency that the speed_grading fuse specified. |
| Ido_active | Enable/disable LDO bypass. | Ido_active=on Ido_active=off | By defaut, LDO bypass is enabled. If you want to use internal LDO, please specify "Ido_active=on" to the kernel command line. LDO bypass can only be enabled on the board that mounted with external PMIC to supply VDDARM_IN/VDDSOC_IN power rail. LDO bypass is not supported on the chips with 1.2Ghz max CPU frequency |
| caam | Enable/disable CAAM module. | caam | By default, CAAM is disabled. If you want to use CAAM module, please specify "caam" to the kernel command line.CAAM uses ALT7 mode of pad GPIO_0, which conflicts with any other module that using pad GPIO_0 on the board. On this board, CAAM conflicts with |
| | | | audio codec (WM8962) and camera(ov5642) module. |

6 Known Issues/Limitations

Read through all hardware related reference material and ensure the necessary hardware modifications have been made before using the software.

Table below lists some key known issues.

Table 7. Known Issues and Workarounds

| Feature | Category | Description | Resolution/Workaround |
|--------------|----------|--|---|
| SPI NOR boot | Hardware | SPI NOR boot is not supported by Smart Device Board. | Current SD board uses KEY relative PINs as SPI interface. However, this set of PINs are not supported by ROM. Therefore, SPI NOR boot is not supported by Smart Device Board. |
| USB | Hardware | USB does not function well on SD RevB board. | Hardware rework is required. After removing U12, USB functions well. |

Table 7. Known Issues and Workarounds (continued)

| PMIC | Hardware | i.MX 6DualLite SD board depopulates the resistor R30 which takes away the ability of the processor to turn off the PMIC in hardware. | i.MX 6DualLite TO1.1 will use dumb mode by default. |
|----------------------|----------|--|--|
| EPDC | Hardware | The PINs of EPDC are in conflict with other modules. | To enable EPDC, add "epdc" command option into boot command line. |
| EPDC | Software | Enabling E-Ink Auto-update mode (Device Drivers > Graphics Support > E-Ink Auto-update Mode Support) causes E Ink panel updates to be distorted and flaky. | Disable the E-Ink Auto-update Mode feature in the menuconfig. |
| EPDC | Hardware | ENGR00178495 3 boards cannot boot with EPDC DC2 attached while they boot normally without DC2 daughter cards. 100%. | This is because the SW3 (KEYPAD_LOCK) switcher on EBOOK DC2 board was switched "ON" which affects the boot bin "EIM_DA7" (BT_CFG1_7). You need to set SW3 in DC2 board to "OFF." |
| ARM | Software | smp_wmb performance is very low. | This is the common side-effect of SMP. No fix plan. |
| Thermal | Hardware | Temperature Monitor should only be enabled for chips that have undergone proper thermal sensor calibration. | Ensure proper temperature calibration before using the temperature monitor. |
| CPU hotplug | Software | System hangs after conducting CPU hot plug many times during heavy interrupt. | Known ARM linux limitation. No workaround as of yet. Please refer to the link for more details: http://thread.gmane.org/gmane.linux.ports.arm.omap/68798/focus=68801 |
| USB remote wakeup | Hardware | System can't enter suspend status if USB remote wakeup is enabled on RevB board. | Hardware rework: Change R598 1 <->> SMT to A <->> SMT. Change R35 to 6.8K. Change R34 to 3.9K. Fly a wire between R598.PIN1 and C605.NVCC_PLL_OUT. |
| VPU | Software | Cannot support "-x 1" option for unit test program mxc_vpu_test.out because IPU library is removed. | To avoid this issue, do not use "-x 1", since "-x 1" means enable for IPU library. |
| IPU | Software | IPU library is removed from i.MX 6. | Should not use IPU library interfaces in i.MX 6 SW. |
| IPU | Software | Framebuffer driver and v4l2 output driver share the same fb device.For example, /dev/video16 also uses the / dev/fb0 to do video playback. | fb operations should be banned during video playback on the same fb device. |
| uSDHC | Hardware | SD3.0: U-Boot can't boot with SDR50 and SDR104. | Fixed in TO1.1. |
| vfat | Software | vfat file system hangs if udisk is unplugged during data transfer. | No. |
| VI editor | Software | After using aplay/arecord (version 1.0.24) software, VI editor can't be used. | Use aplay/arecord version other than 1.0.24. |

Known Issues/Limitations

Table 7. Known Issues and Workarounds (continued)

| dmesg | Software | After using aplay/arecord (version 1.0.24) software, dmesg command can't output the full kernel message. | Use aplay/arecord version other than 1.0.24. |
|-----------|-----------------------|---|---|
| GPU | Software | Driver recovery mechanism may not work properly sometimes. | No. |
| GPU | Software | CTRL+C to exit some GPU applications may cause "GPU STATE DUMP". | No. |
| GPU | Software | Updating EGLImage can't take effect immediately. | No. |
| SDHC | Software | Occasionally, MMC will complain timeout during transferring. | No. |
| SDHC | Software | MMC will timeout during suspend/ resume when transferring files with WiFi. | No. |
| ENET | Hardware | The limitations of rx bandwidth more than 200 Mbps to use switches with pause-frame enable System: Ethernet MAC generates RX FIFO overruns | In userspace change MTU size: echo 512 > /sys/class/net/eth0/mtu or: ifconfig eth0 mtu 512 |
| PCle | Hardware/ Software | PCIe doesn't support Hot Plug and Power Management. | No. |
| Wait mode | Software | System will not boot up successfully on the pre-production chip such as the TO1.0 chip. | Freescale decided to drop the pre-production TO1.0 chip support. You can use the production chip. |
| USB OTG | Software | Do not use module dependency for loadable OTG driver module solution. | When building all the three USB drivers to modules (otg, host, and device), you must load and unload the three modules together and in the correct sequence, because there is no module dependency while function dependency exists. The loading sequence is: fsl_otg_arc > ehci_hcd > arcotg_udc, and unloading sequence is: arcotg_udc > ehci_hcd > arcotg_udc). Meanwhile, if a gadget module, such as g_mass_storage, needs to be installed and be removed from the fly, all USB modules need to be installed or removed. |

How to Reach Us:

Home Page: freescale.com

Web Support:

freescale.com/support

Information in this document is provided solely to enable system and software implementers to use Freescale products. There are no express or implied copyright licenses granted hereunder to design or fabricate any integrated circuits based on the information in this document.

Freescale reserves the right to make changes without further notice to any products herein. Freescale makes no warranty, representation, or guarantee regarding the suitability of its products for any particular purpose, nor does Freescale assume any liability arising out of the application or use of any product or circuit, and specifically disclaims any and all liability, including without limitation consequential or incidental damages. "Typical" parameters that may be provided in Freescale data sheets and/or specifications can and do vary in different applications, and actual performance may vary over time. All operating parameters, including "typicals," must be validated for each customer application by customer's technical experts. Freescale does not convey any license under its patent rights nor the rights of others. Freescale sells products pursuant to standard terms and conditions of sale, which can be found at the following address: freescale.com/SalesTermsandConditions.

Freescale and the Freescale logo are trademarks of Freescale Semiconductor, Inc., Reg. U.S. Pat. & Tm. Off. All other product or service names are the property of their respective owners. ARM and ARM Cortex-A9 are registered trademarks of ARM Limited.

© 2013 Freescale Semiconductor, Inc.

Document Number: IMX6DLLXRNSSD Rev. L3.0.35 4.1.0 09/2013



