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This document may have been updated since the release shown below. See http://edc.intel.com/Software/Downloads/ for the most recent version.

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<th>Description</th>
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1.0 Introduction

The Intel® Embedded Media and Graphics Driver (Intel® EMGD) comprises a suite of multi-platform graphics drivers designed to meet the requirements of embedded applications. Featuring Intel® Dynamic Display Configuration Technology (DDCT), the drivers run on the following Embedded Intel® Architecture (eIA) chipsets:

• Intel® Atom™ Processor N2000 and D2000 Series (Windows XP/Windows Embedded Compact 7)

Note: If you need support for a chipset that is not listed above but is in the same family as those listed, please first check for an appropriate version for download on the Intel® Embedded Design Center (www.intel.com/go/EMGD or www.intel.com/go/IEGD) or contact your Intel representative.

The Intel® Embedded Media and Graphics Driver supports the following types of display devices:

• Analog CRT
• LVDS flat panels
• HDMI
• DisplayPort
• Embedded DisplayPort (eDP)

Intel® EMGD is designed to work with fixed-function systems, such as Point-of-Sale (POS) devices, ATMs, gaming devices, In-vehicle Information/Entertainment systems, etc. It can be configured to work with various hardware and software systems and supports Microsoft Windows* operating systems, including embedded versions of these operating systems.

Intel® Embedded Media and Graphics Driver provides the following features:

• Support of a Universal INF file.
• Display discovery and initialization.

Note: Certain features are not applicable in this release. Please refer to product release notes for more detail.

1.1 Purpose

This manual provides information on both firmware and software, providing hardware design considerations, installation requirements, and static configuration options.

1.2 Intended Audience

This document is targeted at all platform and system developers who need to interface with the graphics subsystem. This includes, but is not limited to: platform designers, system BIOS developers, system integrators, original equipment manufacturers, system control application developers, as well as end users.
1.3 Related Documents

The following documents provide additional information that may be useful when using the Intel® Embedded Media and Graphics Driver. Additional resources are available at http://www.intel.com/go/EMGD (http://edc.intel.com/Software/Downloads/EMGD/).

- **VESA BIOS Extensions/Display Data Channel Standard**
  
  This document provides information on the 4F VBE functions, which are supported by the Intel embedded Video BIOS.

- **VESA BIOS Extension (VBE) Core Functions Standard Version 3.0**
  
  Contains information on the VESA BIOS Extension (VBE) specification for standard software access to graphics display controllers that support resolutions, color depths, and framebuffer organizations beyond the VGA hardware standard.

Note:

The above two documents are available from http://www.vesa.org. Membership may be required to access these documents. Reproductions may also be available from elsewhere on the Internet.

1.4 Conventions

The following conventions are used throughout this document.

| **Boldface** | Represents text that you type and text that appears on a screen. |
| **Italics** | Introduces new terms and titles of documents. |
| **Courier New** | Identifies the names of files, executable program names, and text that appears in a file. |
| **Angle Brackets (<>)** | Encloses variable values in syntax or value ranges that you must replace with actual values. |
| **Vertical Bar (|)** | Used to separate choices (for example, TRUE | FALSE) |

1.5 Acronyms and Terminology

The table below lists the acronyms and terminology used throughout this document.

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<table>
<thead>
<tr>
<th>Term</th>
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<tr>
<td>ADD Card</td>
<td>AGP Digital Display. An adapter card that can be inserted into the PCIe x16 port of Intel chipset family-based systems. ADD cards allow configurations for TV-out, LVDS, and TMDS output (i.e., televisions, digital displays, and flat panel displays).</td>
</tr>
<tr>
<td>AIM</td>
<td>Add In Module.</td>
</tr>
<tr>
<td>API</td>
<td>Application Programming Interface.</td>
</tr>
<tr>
<td>BDA</td>
<td>BIOS Data Area. A storage area that contains information about the current state of a display, including mode number, number of columns, cursor position, etc.</td>
</tr>
<tr>
<td>BIOS</td>
<td>Basic Input/Output System. The Intel® Embedded Media and Graphics Driver interacts with two BIOS systems: system BIOS and Video BIOS (VBIOS). VBIOS is a component of the system BIOS.</td>
</tr>
<tr>
<td>BLDK</td>
<td>Boot Loader Development Kit.</td>
</tr>
<tr>
<td>CED</td>
<td>Configuration EDitor. Graphical pre-installation utility allows easy creation of consolidated driver installation packages for Windows® operating systems, and VBIOS across numerous platforms and display combinations.</td>
</tr>
</tbody>
</table>
## Acronyms and Terminology (Sheet 2 of 4)

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<th>Term</th>
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<tr>
<td>Clone Display Configuration</td>
<td>A type of display configuration that drives two display devices, each displaying the same content, but can have different resolutions and (independent) timings. Compare DIH Display Configuration.</td>
</tr>
<tr>
<td>Contrast Ratio</td>
<td>Contrast ratio is the measure of the difference between light and dark on a display. If the contrast is increased, the difference between light and dark is increased. So something white will be very bright and something black will be very dark. Brightness and Contrast Controls differ in function between CRTs and LCDs.</td>
</tr>
<tr>
<td>COPP</td>
<td>Certified Output Protection Protocol* is a Microsoft-defined API to provide application with information about what output protection options are available on a system.</td>
</tr>
<tr>
<td>D3D</td>
<td>Microsoft Direct3D*. A 3D graphics API as a component of DirectX* technology.</td>
</tr>
<tr>
<td>DDCT</td>
<td>Intel® Dynamic Display Configuration Technology.</td>
</tr>
<tr>
<td>DirectDraw*</td>
<td>A component of the DirectX® Graphics API in Microsoft Windows OS.</td>
</tr>
<tr>
<td>DIH Display Configuration</td>
<td>Dual Independent Head. A type of display configuration that supports two displays with different content on each display device. The Intel® Embedded Media and Graphics Driver supports Extended mode for Microsoft Windows systems.</td>
</tr>
<tr>
<td>DTD</td>
<td>Detailed Timing Descriptor. A set of timing values used for EDID-less devices.</td>
</tr>
<tr>
<td>DVI</td>
<td>Digital Video Interface.</td>
</tr>
<tr>
<td>DVO</td>
<td>Digital Video Output.</td>
</tr>
<tr>
<td>EBDA</td>
<td>Extended BIOS Data Area. An interface that allows the system BIOS and Option ROMs to request access to additional memory.</td>
</tr>
<tr>
<td>EDID</td>
<td>Extended Display Identification Data. A VESA standard that allows the display device to send identification and capabilities information to the Intel® Embedded Media and Graphics Driver. Intel® EMGD reads all EDID data, including resolution and timing data, from the display, thus negating the need for configuring DTD data for the device.</td>
</tr>
<tr>
<td>EDID-less</td>
<td>A display that does not have the capability to send identification and timing information to the driver and requires DTD information to be defined in the driver.</td>
</tr>
<tr>
<td>EFI</td>
<td>Extensible Firmware Interface.</td>
</tr>
<tr>
<td>eIA</td>
<td>Embedded Intel® Architecture.</td>
</tr>
<tr>
<td>EMI</td>
<td>Electromagnetic Interference.</td>
</tr>
<tr>
<td>Extended Clone Mode</td>
<td>A feature that allows you to have different sized displays in Clone mode.</td>
</tr>
<tr>
<td>Framebuffer</td>
<td>A region of physical memory used to store and render graphics to a display.</td>
</tr>
<tr>
<td>GDI</td>
<td>Graphics Device Interface. A low-level API used with Microsoft Windows operating systems.</td>
</tr>
<tr>
<td>GMA</td>
<td>Intel Graphics Media Accelerator. Refers to both the graphic hardware in Intel chipsets as well as the desktop/mobile driver. The GMA driver is not intended for use in embedded applications.</td>
</tr>
<tr>
<td>GMS</td>
<td>Graphics Mode Select (stolen memory).</td>
</tr>
<tr>
<td>HAL</td>
<td>Hardware Abstraction Layer. An API that allows access to the Intel® chipsets.</td>
</tr>
<tr>
<td>HDCP</td>
<td>High-bandwidth Digital-Content Protection. A specification that uses the DVI interface. HDCP encrypts the transmission of digital content between the video source (transmitter) and the digital display (receiver).</td>
</tr>
<tr>
<td>Term</td>
<td>Description</td>
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</tr>
<tr>
<td>HDMI</td>
<td>High-Definition Multimedia Interface, an uncompressed, all-digital, audio/video interface.</td>
</tr>
<tr>
<td>IAL</td>
<td>Interface Abstraction Layer. An API that allows access to graphics interfaces including the GDI, and DirectDraw*.</td>
</tr>
<tr>
<td>iDCT</td>
<td>Inverse Discrete Cosine Transformation (hardware feature).</td>
</tr>
<tr>
<td>INF file</td>
<td>A standard Microsoft Windows text file, referred to as an information file, used by Microsoft Windows OS to provide information to the driver. The default .inf file for the Intel® Embedded Media and Graphics Driver is emgd.inf. You can create customized parameters using the CED utility.</td>
</tr>
<tr>
<td>LPCM</td>
<td>Linear Pulse Code Modulation (LPCM). A method of encoding audio information digitally. The term also refers collectively to formats using this method of encoding.</td>
</tr>
<tr>
<td>LVDS</td>
<td>Low Voltage Differential Signaling. Used with flat panel displays, such as a laptop computer display.</td>
</tr>
<tr>
<td>NTSC</td>
<td>National Television Standards Committee. An analog TV standard used primarily in North and Central America, Japan, the Philippines, South Korea, and Taiwan. Its resolutions are based on 525-line systems. Compare PAL.</td>
</tr>
<tr>
<td>OAL</td>
<td>Operating system Abstraction Layer. An API that provides access to operating systems, including Microsoft Windows.</td>
</tr>
<tr>
<td>Option ROM (OROM)</td>
<td>Code that is integrated with the system BIOS and resides on a flash chip on the motherboard. The Intel Embedded Video BIOS is an example of an option ROM.</td>
</tr>
<tr>
<td>OS</td>
<td>Operating System.</td>
</tr>
<tr>
<td>PAL</td>
<td>Phase Alternating Lines. An analog TV standard used in Europe, South America, Africa, and Australia. Its resolutions are based on 625-line systems. Compare NTSC.</td>
</tr>
<tr>
<td>PCF</td>
<td>Parameters Configuration File.</td>
</tr>
<tr>
<td>PCI</td>
<td>Peripheral Component Interface.</td>
</tr>
<tr>
<td>Port Driver</td>
<td>The portion of the VBIOS or graphics driver that handles the display interface hardware (port).</td>
</tr>
<tr>
<td>POST</td>
<td>Power On Self Test.</td>
</tr>
<tr>
<td>PWM</td>
<td>Pulse Width Modulation.</td>
</tr>
<tr>
<td>Reserved Memory</td>
<td>A region of physical memory in a Windows Embedded Compact 7 system set aside for BIOS, VBIOS, and graphics driver operations. Reserved memory can be configured for use by the operating system and other applications when not in use by the BIOS.</td>
</tr>
<tr>
<td>Saturation</td>
<td>Monitors and scanners are based on the “additive” color system using RGB, starting with black and then adding Red, Green, and Blue to achieve color. Saturation is the colorfulness of an area judged in proportion to its brightness. Full saturation of RGB gives the perception of white, and images are created that radiate varying amounts of RGB, or varying saturation of RGB.</td>
</tr>
<tr>
<td>SCART</td>
<td>French Acronym - Syndicat des Constructeurs d'Appareils Radiorecepeuteurs et Televeiseurs. A video interface possessing up to four analog signals (Red/Green/Blue/Composite PAL). S-Video (Luma/Chroma) is possible over the SCART interface as well.</td>
</tr>
<tr>
<td>SCH</td>
<td>System Controller Hub.</td>
</tr>
<tr>
<td>SCS</td>
<td>Software Compliance Statement.</td>
</tr>
<tr>
<td>Single Display Configuration</td>
<td>A type of display configuration that supports one and only one display device.</td>
</tr>
<tr>
<td>SSC</td>
<td>Spread Spectrum Clock.</td>
</tr>
</tbody>
</table>
Table 1. Acronyms and Terminology (Sheet 4 of 4)

<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stolen Memory</td>
<td>A region of physical memory (RAM) set aside by the system BIOS for input and output operations. The amount of stolen memory is configurable. Stolen memory is not accessible to the operating system or applications.</td>
</tr>
<tr>
<td>System BIOS</td>
<td>The standard BIOS used for basic input and output operations on PCs.</td>
</tr>
<tr>
<td>TMDS</td>
<td>Transitioned Minimized Differential Signaling. Used with DVI displays, such as plasma TVs.</td>
</tr>
<tr>
<td>TOM</td>
<td>Top Of Memory.</td>
</tr>
<tr>
<td>TSR</td>
<td>Terminate and Stay Resident. A program that is loaded and executes in RAM, but when it terminates, the program stays resident in memory and can be executed again immediately without being reloaded into memory.</td>
</tr>
<tr>
<td>VBIOS</td>
<td>Video Basic Input Output System. A component of system BIOS that drives graphics input and output.</td>
</tr>
<tr>
<td>VESA</td>
<td>Video Electronics Standards Organization.</td>
</tr>
<tr>
<td>VGA</td>
<td>Video Graphics Array. A graphics display standard developed by IBM* that uses analog signals rather than digital signals.</td>
</tr>
<tr>
<td>VLD</td>
<td>Variable Length Decoding.</td>
</tr>
<tr>
<td>VMR</td>
<td>Video Mixing Render.</td>
</tr>
<tr>
<td>WHQL</td>
<td>Windows* Hardware Quality Labs. WHQL is a testing organization responsible for certifying the quality of Windows drivers and hardware that runs on Windows operating systems.</td>
</tr>
<tr>
<td>YUV</td>
<td>Informal, but imprecise reference to the video image format, Y’CbCr. The Y’ component is luma, a nonlinear video quality derived from RGB data denoted without color. The chroma components, Cb and Cr, correspond nonlinearly with U and V as differences between the blue and luma, and between the red and luma, respectively.</td>
</tr>
</tbody>
</table>
2.0 Architectural Overview

2.1 Introduction

The Intel® Embedded Media and Graphics Driver is composed of a runtime graphics driver and a Video BIOS (VBIOS) firmware component. (See the illustrations below.) Both the driver and VBIOS control the SCH to perform display and render operations. The VBIOS is predominantly leveraged by System BIOS during system boot but is also used at runtime by the driver to handle full-screen text mode on Microsoft Windows* operating systems.

Figure 1. Intel® Embedded Media and Graphics Driver
Figure 2. Graphics Driver Architecture

- **Application**
  - **Graphics Interface API**
    - **Intel® Embedded Media and Graphics Driver**
      - **Interface Abstraction Layer (IAL)** Translates OS-specific graphics driver entry points into standard hardware acceleration APIs
      - **Hardware Abstraction Layer (HAL)** Abstracts Intel® Embedded Graphics controller chipset families
      - **OS Abstraction Layer (OAL)** Abstracts OS resources, enabling the HAL to be independent

Figure 3. Firmware Architecture

- **System BIOS/Application**
  - **Intel® Embedded Firmware**
    - **Dispatch** Entry point for applications (INT10)
    - **VGA** Standard VGA mode setting
    - **VES** Standard VESA support
    - **Intel API** Intel-specific features, including flat panel detect, backlight, etc.
    - **Firmware Port Interface (FPI)** CRT and sDVO interface support

- **Intel® Embedded Processor**
2.1.1 Display Options

The following section describes the types of displays and configurations supported by the Intel® Embedded Media and Graphics Driver.

2.1.1.1 Types of Displays

The table below lists the types of displays supported by the Intel® Embedded Media and Graphics Driver.

Table 2. Types of Displays Supported

<table>
<thead>
<tr>
<th>Display</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRT</td>
<td>Analog CRT. Also known as &quot;VGA&quot; typically using a 15 pin D-Sub connector.</td>
</tr>
<tr>
<td>Flat Panel</td>
<td>TMDS and LVDS compliant flat panels are supported.</td>
</tr>
<tr>
<td>HDMI</td>
<td>High-Definition Multimedia Interface (video only, no audio)</td>
</tr>
<tr>
<td>DP</td>
<td>DisplayPort</td>
</tr>
<tr>
<td>eDP</td>
<td>embedded DisplayPort</td>
</tr>
</tbody>
</table>

2.1.1.2 Display Configuration

Intel® EMGD supports driving two displays simultaneously. Several configurations are supported, dependent on operating system and chipset. The various display configurations are described in the table below.

Table 3. Display Configuration Definitions

<table>
<thead>
<tr>
<th>Display Configuration Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single</td>
<td>Normal desktop configuration, single monitor</td>
</tr>
<tr>
<td>Clone</td>
<td>Two displays, same content, different resolutions, independent timings</td>
</tr>
<tr>
<td>Extended</td>
<td>Two displays, different content, independent resolutions</td>
</tr>
</tbody>
</table>

The table below summarizes which display configurations are supported by Intel chipsets.

Table 4. Supported Display Configurations

<table>
<thead>
<tr>
<th>Chipset</th>
<th>Operating System</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel® Atom™ Processor N2000 and D2000 Series</td>
<td>Windows* XP</td>
</tr>
<tr>
<td>Single, Clone, Extended</td>
<td>Single, Clone, Extended</td>
</tr>
</tbody>
</table>

Intel® EMGD supports Clone mode through custom APIs. Microsoft Windows operating systems natively support Extended mode.
2.2 Features
The following sections describe major features Intel® EMGD supports.

2.2.1 Chipsets Supported
The table below lists Intel® EMGD-supported chipsets.

Table 5. Chipsets Supported by Intel® EMGD v1.12

<table>
<thead>
<tr>
<th>Chipset</th>
<th>Intel® EMGD VBIOS Support</th>
<th>Intel® EMGD Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel® Atom™ Processor N2000 and D2000 Series</td>
<td>No</td>
<td>Yes</td>
</tr>
</tbody>
</table>

All supported chipsets provide for SINGLE LVDS output. In addition, digital monitors, CRTs and TVs are supported through the integrated display ports such as Display Port (DP), embedded Display Port (eDP), HDMI, etc. interfaces, depending on hardware availability.

2.2.2 OS and API Support
The Intel® Embedded Media and Graphics Driver and Video BIOS support the following operating systems and APIs. Intel® EMGD does not support updating your software past the versions specified here.

- Microsoft Windows* XP with Service Pack 3, Windows* XP Embedded with Embedded Standard 2009
  - DirectX* 9.0C (DirectDraw* and Direct3D*)
- Microsoft Windows* Embedded Compact 7

Note: The following features are NOT supported in Intel® Embedded Media and Graphics Driver:
- D3D in Microsoft Windows* Embedded Compact 7

2.2.3 DisplayID Support
The Intel® Embedded Media and Graphics Driver supports the DisplayID specification. DisplayID is a VESA specification (www.vesa.org) that describes the data format for the display configuration parameters and provides the capability to unify the display data structure thereby decreasing the need to rely on proprietary extensions. For more information on DisplayID, its uses and parameters please reference the VESA specification (www.vesa.org).

2.2.4 EDID-Less Configuration
EDID-less support is the ability to run a display panel that does not have display timing information within the panel. Therefore, the user has to provide the display timing information to the graphics drivers during configuration using CED. See “Creating a New Customized DTD” on page 20.

This document describes only the necessary edits to the configuration files that are required to implement the graphics driver and VBIOS, and not specific settings for EDID-less panel configuration. Please refer to the manufacturer’s specifications for the DTD settings to use for your EDID-less panels.
2.2.4.1 EDID-Less Panel Type Detection

The Intel® Embedded Media and Graphics Driver supports EDID-less displays that do not export timing modes. This is accomplished by allowing configuration of a Detailed Timing Descriptor (DTD), and associating that DTD with a specific display port.

2.2.5 Rotation

Rotation is the ability to rotate the display for the Intel® Embedded Media and Graphics Driver. Rotation support includes 0°, 90°, 180°, 270°. Rotation is supported only on the following chipsets using Windows® XP operating systems:

- Intel® Atom™ Processor N2000 and D2000 Series

Note: Rotation is not supported with the VBIOS. Rotation is supported with Windows® Embedded Compact 7 but only in static mode.
3.0 Platform Configuration Using CED

The Intel® EMGD Configuration Editor (CED) is a Windows-based Graphical User Interface (GUI) that allows you to create configurations, package the configurations, and create installations that can be loaded directly on a specific OS or Video BIOS platform. Configurations are associated with a specific chipset and can be created for any one of the following supported chipsets:

- Intel® Atom™ Processor N2000 and D2000 Series

Refer to Section 2.2.2, “OS and API Support” on page 16 for a list of supported operating systems and APIs.

The CED GUI is designed for ease of use and configuration of the Intel® EMGD. Each configuration page has online help available and each data field is validated. If you enter an incorrect value, CED displays an error message at the top of the page and displays the valid range of values for the field. You cannot finish a configuration until all fields contain valid values.

The following sections show how to create a configuration for any of the supported chipsets, operating systems, and the Intel® EMGD Video BIOS.

- “Creating a New Customized DTD” on page 20
- “Creating a New Configuration” on page 23
- “Creating a New Package” on page 41
- “Generating an Installation” on page 47

Note: There are two versions of CED, one for Windows XP and another for Windows Embedded Compact 7. Not all options covered here may be available, depending on the version of CED you are using.

3.1 Before You Begin

To configure the Intel® EMGD software using CED, you will need some information on the panel you are using. This information is usually found in the product specifications. In some cases the terminology used in CED may not match the labels used in your panel's product specification. Refer to Table 7, “Timing Specification Example Values” on page 23 for hints on which specs correspond to CED Detailed Timings Descriptor (DTD) fields. After you obtain the correct specification values, you may need to derive other values for the DTD fields.
3.2 Creating a Configuration in CED – Summary Steps

The following steps present a sample CED configuration.

1. (Optional) If you have custom panels and timings you may want to create your own DTD; otherwise you can use the standard DTDs provided by CED. If needed, select **New DTD**.
   - Choose the DTD Type that most closely aligns with your display parameters, enter parameters, and then click **Finish**. Or, to create a DTD, see “Creating a New Customized DTD” on page 20.

2. Select **New Configuration**.
   - Enter a name for the configuration, select the mode, chipset, ports, port drivers, DTDs, etc., for the configuration and then click **Finish**. For details, see “Creating a New Configuration” on page 23.

3. Select **New Package**.
   - Enter a name for the package, select the configurations for your package, the platforms for the installation, and then click **Finish**. For details, see “Creating a New Package” on page 41.

4. Select the created package and then select **Generate Installation**. The generated files are placed in the installation folder. The zip files for Windows, and Windows Embedded Compact 7 operating systems contain the generated configuration files. For details, see “Generating an Installation” on page 47.

3.3 Starting CED

To start the Intel® EMGD CED, open the folder where you installed CED and click the `emgd-ced.exe` icon. The Intel® EMGD CED splash window appears for a few moments followed by the Intel® EMGD Configuration Editor main window.

![Intel® EMGD Configuration Editor Main Window](image-url)
From this window, you can create configurations, package the configurations, and create installations from the packages that can be installed directly on a platform. The main window also provides a Console tab that displays information when you build a package or an installation.

The following sections show how to create a configuration for any of the supported chipsets, operating systems, and the Intel® EMGD Video BIOS.

3.4 Creating a New Customized DTD

CED allows you to create Dynamic Timings Definitions (DTD) for EDID-less displays or displays for which you do not want to use the display's EDID settings. In either of those cases, you can create your own DTD using the steps below. Otherwise you can use one of the standard DTDs included in CED.

You can create a new DTD by clicking the New DTD link at the top of the main CED window, or you can create DTDs for each configured port when you create a new configuration. Any DTDs you create will be available for all configurations.

When you select New DTD from the main CED window, the following Intel® EMGD DTD Page appears.

Figure 5. EMGD DTD Page

To create a custom DTD setting:
1. From the CED main screen, select **New DTD**.
2. Enter a name for the DTD in the text box provided, for example, **test_LVDS**.
3. Using the data sheet from the panel being used, enter the DTD timings in the appropriate fields. Refer to **Table 6, “Intel® EMGD DTD Setting Options”** for field descriptions.
   The screen will be similar to the example shown above.
4. Click **Finish**.
   The custom DTD is complete.

**Table 6. Intel® EMGD DTD Setting Options (Sheet 1 of 2)**

<table>
<thead>
<tr>
<th>DTD Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter DTD File Name</td>
<td>Enter a name for this customized DTD. This is a required field and the name must be between 1 and 50 characters and may contain spaces and underscores.</td>
</tr>
<tr>
<td>DTD Type</td>
<td>Select the DTD Type that most closely aligns with your display parameters. Options are:</td>
</tr>
<tr>
<td></td>
<td>• Intel® EMGD Parameters: The Intel® EMGD Parameters are the same as the current PCF/CED DTD parameters.</td>
</tr>
<tr>
<td></td>
<td>• VESA Parameters: The VESA Parameters allow the user to create a DTD from a VESA monitor timing standard.</td>
</tr>
<tr>
<td></td>
<td>• Hardware Parameters: The Hardware Parameters are the parameters that are used by Intel® EMGD.</td>
</tr>
<tr>
<td></td>
<td>• Simple Parameters: The Simple Parameters (CVT Standard) is a process for computing standard timing specifications. The method for developing Reduced Blanking timings is not included.</td>
</tr>
<tr>
<td></td>
<td>• Mode Lines: The Mode Lines are a video timing spec used by X.Org. The X.Org timing setting for Mode Lines is &quot;name&quot; I A B C D E F G H. For example: &quot;640x480@8bpp&quot; 25.175 640 672 728 816 480 489 501 526.</td>
</tr>
<tr>
<td></td>
<td>• EDID Block: The EDID Block is the detailed timing section (18 bytes) of the basic 128-byte EDID data structure. The detailed timing section starts at 36h of the 128-byte EDID data structure. Enter the EDID block 1 byte at a time. Example: a0 0f 20 00 31 58 1c 20 d2 1a 14 00 f6 b8 00 00 00 18</td>
</tr>
<tr>
<td>Pixel Clock</td>
<td>Pixel clock value in KHz. Range 0-0x7fffffff.</td>
</tr>
<tr>
<td>DTD Settings Flags</td>
<td>This section allows you to set flags for Interlace, Vertical Sync Polarity, Horizontal Sync Polarity, and Blank Sync Polarity. Each field in this section is described below.</td>
</tr>
<tr>
<td></td>
<td><strong>Interlaced Display:</strong></td>
</tr>
<tr>
<td></td>
<td>• Check for Interlaced</td>
</tr>
<tr>
<td></td>
<td>• Cleared for Non-interlaced</td>
</tr>
<tr>
<td></td>
<td><strong>Vertical Sync Polarity:</strong></td>
</tr>
<tr>
<td></td>
<td>• Active Low (Default)</td>
</tr>
<tr>
<td></td>
<td>• Active High</td>
</tr>
<tr>
<td></td>
<td><strong>Horizontal Sync Polarity:</strong></td>
</tr>
<tr>
<td></td>
<td>• Active Low (Default)</td>
</tr>
<tr>
<td></td>
<td>• Active High</td>
</tr>
<tr>
<td></td>
<td><strong>Blank Polarity:</strong></td>
</tr>
<tr>
<td></td>
<td>• Active Low (Default)</td>
</tr>
<tr>
<td></td>
<td>• Active High</td>
</tr>
</tbody>
</table>

**Note:** These flags are Intel® EMGD-specific and do not correspond to VESA 3.0 flags.
### Table 6. Intel® EMGD DTD Setting Options (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>DTD Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horizontal Sync Offset (Front Porch) in pixels</td>
<td>Specifies the amount of time after a line of the active video ends and the horizontal sync pulse starts (Horizontal Front Porch). Range 0-1023 [10 bits].</td>
</tr>
<tr>
<td>Horizontal Sync Pulse Width (Sync Time) in pixels</td>
<td>Width of the Horizontal Sync Pulse (Sync Time) which synchronizes the display and returns the beam to the left side of the display. Range 0-1023 [10 bits].</td>
</tr>
<tr>
<td>Horizontal Blank Width (Blank Time) in pixels</td>
<td>This parameter indicates the amount of time it takes to move the beam from the right side of the display to the left side of the display (Blank Time). During this time, the beam is shut off, or blanked. Range 0-4095 [12 bits].</td>
</tr>
<tr>
<td>Horizontal Active (Width) in pixels</td>
<td>Number of pixels displayed on a horizontal line (Width). Range 1-32767 [15 bits].</td>
</tr>
<tr>
<td>Horizontal Sync Start in pixels</td>
<td>This parameter specifies the start of the horizontal active time. Range 0-40957.</td>
</tr>
<tr>
<td>Horizontal Sync End in pixels</td>
<td>This parameter specifies the end of the horizontal active time. Range 0-49148.</td>
</tr>
<tr>
<td>Horizontal Blank Start in pixels</td>
<td>This parameter specifies the end of one line of the video and margin period. Range 0-32766.</td>
</tr>
<tr>
<td>Horizontal Blank End in pixels</td>
<td>This parameter specifies the end of one line of the video and margin period. Range 0-65533.</td>
</tr>
<tr>
<td>Refresh in Hz</td>
<td>Also known as the Vertical Refresh, the rate the full display updates. Standard refresh rates are 50Hz, 60Hz, 75Hz, and 85Hz.</td>
</tr>
<tr>
<td>Vertical Sync Offset (Front Porch) in lines</td>
<td>Specifies the amount of time after last active line of video ends and vertical sync pulse starts (Vertical Front Porch). Range 0-4095 [12 bits].</td>
</tr>
<tr>
<td>Vertical Sync Pulse Width (Sync Time) in lines</td>
<td>Specifies the Width of the Vertical Sync Pulse which synchronizes the display on the vertical axis and returns the beam to the top, left side of the display. Range 0-63 [6 bits].</td>
</tr>
<tr>
<td>Vertical Blank Width (Blank Time) in lines</td>
<td>The amount of time for the complete vertical blanking operation to complete. It indicates the time it takes to move the beam from the bottom right to the top, left side of the display (Blank Time). During this time, the beam is shut off, or blanked. Range 0-4095 [12 bits].</td>
</tr>
<tr>
<td>Vertical Active (Height) in lines</td>
<td>The number of active lines displayed (Height). Range 1-4095 [12 bits].</td>
</tr>
<tr>
<td>Vertical Sync Start in lines</td>
<td>This parameter specifies the start of the vertical sync. Range 0-4157.</td>
</tr>
<tr>
<td>Vertical Sync End in lines</td>
<td>This parameter specifies the end of the vertical sync. Range 0-4220.</td>
</tr>
<tr>
<td>Vertical Blank Start in lines</td>
<td>This parameter specifies the start of display vertical blanking including margin period. Range 0-4094.</td>
</tr>
<tr>
<td>Vertical Blank End in lines</td>
<td>This parameter specifies the end of vertical blanking. Range 0-8189.</td>
</tr>
</tbody>
</table>

### 3.4.1 DTD Example Specifications

The following table shows example product specifications that can be used in the timing fields.
Table 7. Timing Specification Example Values

<table>
<thead>
<tr>
<th>Item</th>
<th>Symbol</th>
<th>Standard value</th>
<th>Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Min.</td>
<td>Typ.</td>
</tr>
<tr>
<td>Clock</td>
<td>Frequency</td>
<td>29.91</td>
<td>33.231</td>
</tr>
<tr>
<td></td>
<td>Period</td>
<td>27.36</td>
<td>30.06</td>
</tr>
<tr>
<td></td>
<td>Hi-time</td>
<td>7</td>
<td>–</td>
</tr>
<tr>
<td></td>
<td>Low-time</td>
<td>7</td>
<td>–</td>
</tr>
<tr>
<td></td>
<td>DUTY ratio</td>
<td>35</td>
<td>50</td>
</tr>
<tr>
<td>Data</td>
<td>Setup time</td>
<td>7</td>
<td>–</td>
</tr>
<tr>
<td></td>
<td>Hold time</td>
<td>4</td>
<td>–</td>
</tr>
<tr>
<td>H sync.</td>
<td>Period</td>
<td>24.51</td>
<td>31.75</td>
</tr>
<tr>
<td></td>
<td>Pulse width</td>
<td>880</td>
<td>1056</td>
</tr>
<tr>
<td></td>
<td>Term</td>
<td>800</td>
<td>800</td>
</tr>
<tr>
<td>Enable</td>
<td>Setup time</td>
<td>7</td>
<td>–</td>
</tr>
<tr>
<td></td>
<td>Hold time</td>
<td>4</td>
<td>–</td>
</tr>
<tr>
<td>V sync.</td>
<td>Period</td>
<td>520</td>
<td>525</td>
</tr>
<tr>
<td></td>
<td>Pulse width</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>V display</td>
<td>Term</td>
<td>480</td>
<td>480</td>
</tr>
<tr>
<td></td>
<td>Start</td>
<td>10</td>
<td>33</td>
</tr>
<tr>
<td>Phase difference</td>
<td>H sync. ~ enable</td>
<td>50</td>
<td>216</td>
</tr>
<tr>
<td></td>
<td>H sync. ~ clock</td>
<td>7</td>
<td>–</td>
</tr>
<tr>
<td></td>
<td>H sync. ~ V sync.</td>
<td>7</td>
<td>–</td>
</tr>
</tbody>
</table>

For information about creating DTDs for Windows Embedded Compact 7, see Chapter 6.0, “Configuring and Building Intel® EMGD for Microsoft Windows* Embedded Compact 7.”

3.5 Creating a New Configuration

To create a new configuration, click the New Configuration selection located on the top of the Intel® EMGD CED main window. The Chipset Configuration Page appears, as shown in the next figure.
The Chipset Configuration Page allows you to specify settings that apply to all OS, VBIOS, EFI, and EPOG platforms (Note: The EPOG feature is available only in single display mode.)

The table below describes each setting on the Chipset Configuration page.
## Table 8. Chipset Configuration Page Settings

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Configuration File Name</td>
<td>Provide a name for the configuration you are creating. This name is required and is used when you create packages. The name can consist of any alphanumeric characters and any special characters and must be between 1 and 50 characters. You must enter a configuration before you can enter any other information on this page.</td>
</tr>
<tr>
<td>Platform Chipset</td>
<td>Select the target chipset for this configuration from the drop-down list.</td>
</tr>
<tr>
<td>Display Configuration Mode</td>
<td>Select the type of display configuration from the drop-down list. You can select any one of the following display configurations:</td>
</tr>
<tr>
<td></td>
<td>• Single — Single display configuration.</td>
</tr>
<tr>
<td></td>
<td>• Clone — Two displays where both displays have the same content but can have different resolutions and timings.</td>
</tr>
<tr>
<td></td>
<td>• DIH — Dual Independent Head. This is a configuration where both displays can have different resolutions, different refresh rates, and different content.</td>
</tr>
<tr>
<td></td>
<td><strong>Note:</strong> On Microsoft Windows* DIH configurations, the display DOES NOT automatically come up in extended display mode. You must go into the Display properties on the Control Panel and manually set the display to DIH mode.</td>
</tr>
<tr>
<td>Overlay Color Correction</td>
<td>Overlay Color Correction allows the Overlay plane to have color-correction settings that are different from the main frame buffer color-correction settings. See &quot;Overlay Color Correction&quot; on page 26.</td>
</tr>
<tr>
<td>Windows Embedded Compact 7 Settings</td>
<td>If you are creating a package for a Microsoft Windows* CE platform, click the <strong>Windows Embedded Compact 7 Settings</strong> button for additional settings that may be required for your configuration. Please see &quot;Changing Windows Embedded Compact 7 OS Options&quot; on page 28 for descriptions of these settings.</td>
</tr>
<tr>
<td>Display Detection</td>
<td>Display Detection allows you to specify if the driver should detect displays on the system. The default is Disabled. For more information on Display Detection, refer to &quot;Display Detection and Initialization&quot; on page 58.</td>
</tr>
<tr>
<td>Port Devices (Available Ports, Port Order)</td>
<td>The Port Devices section lists the ports available based on the chipset selected. The Available Ports box lists the ports available to the chipset. You can move these port devices to the Port Order box to determine the search order for detecting attached displays. To move a port device to the Port Order box, either double-click the port device or click the port device to highlight it, and then click the right arrow button to move it from the Available Ports to the Port Order box. The Port Order section allows you to determine the search order for detecting attached displays for the Display Detection feature. When Display Detection is enabled, the Port Order determines which display is primary and which display is secondary. You can choose default ordering by not moving any of the Available Ports to the Port Order box and leaving the Port Order box empty. Default ordering is chipset-specific. See Table 35, &quot;Default Search Order&quot; on page 118 for more information on default port ordering based on chipset. When you move one or more ports to the Port Order box, you can configure each port by clicking Next. For each port listed in the Port Order box, you can click Next to configure each port. See &quot;Configuring Ports&quot; on page 29 for information on configuring ports.</td>
</tr>
<tr>
<td>Clone Settings</td>
<td>If you are creating a clone display configuration, you can specify the width, height, and refresh rate for the clone display in this section. For more information about clone display configurations, refer to &quot;Enhanced Clone Mode Support&quot; on page 61.</td>
</tr>
<tr>
<td>Overlay Off</td>
<td>This field allows you disable Overlay support, which is enabled by default.</td>
</tr>
</tbody>
</table>
3.5.1 Setting Color Correction

Color Correction is available for both overlays and framebuffers, and is accessed under the **New Configuration** link at the top of the main CED window. For both overlay and framebuffer color correction, user-assigned values must be between 0.6 to 6. By default, gamma is 1.0 (no correction).

3.5.1.1 Overlay Color Correction

Overlay Color Correction allows the Overlay plane to have color-correction settings that are different from the main framebuffer color-correction settings. This feature lets you color-correct for red, green, and blue, plus it enables you to adjust brightness, contrast, and saturation.

Table 9. Overlay Color Correction Values (applies to ALL color)

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Values</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gamma</td>
<td>0.6 to 6.0</td>
<td>1.0</td>
</tr>
<tr>
<td>Brightness</td>
<td>0 to 200</td>
<td>100</td>
</tr>
<tr>
<td>Contrast</td>
<td>0 to 200</td>
<td>100</td>
</tr>
<tr>
<td>Saturation</td>
<td>0 to 200</td>
<td>100</td>
</tr>
</tbody>
</table>

To assign overlay color correction, click the **Overlay Color Correction** button on the Chipset Configuration Page. The Overlay Color Correction Page appears, as shown in the next figure.

Figure 7. **Overlay Color Correction Page**

Add your desired values to the correction fields and then click **Finish**.
3.5.1.2 **Framebuffer Color Correction Attributes**

Framebuffer Color Correction Attributes lets you adjust the main color attributes. This feature allows you to color-correct for red, green, and blue, and enables you to adjust brightness and contrast.

**Table 10. Framebuffer Color Correction Values (applies to R, G, B color)**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Range</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gamma</td>
<td>0.6 to 6.0</td>
<td>1</td>
</tr>
<tr>
<td>Brightness</td>
<td>-127 to 127</td>
<td>0</td>
</tr>
<tr>
<td>Contrast</td>
<td>-127 to 127</td>
<td>0</td>
</tr>
</tbody>
</table>

To assign framebuffer color correction, click the **Framebuffer Color Correction Attributes** button on the port configuration page (LVDS). The Framebuffer Color Correction Page appears, as shown in Figure 8.

**Figure 8. Framebuffer Color Correction Page**

![Framebuffer Color Correction Page](image)

Add your desired values to the correction fields and then click **Finish**.
3.5.2 Changing Windows Embedded Compact 7 OS Options

The Windows Embedded Compact 7 Options Page allows you to enter Windows CE OS-specific options into the configuration. When you click the **Windows Embedded Compact 7 Settings** button from the EMGD Package Page (see Figure 6, "Chipset Configuration Page" on page 24), the following page appears.

**Figure 9. Windows Embedded Compact 7 Configuration Page**

The table below describes each field on this page.

<table>
<thead>
<tr>
<th><strong>Windows Embedded Compact 7 Option</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved Memory Base</td>
<td>These two fields let you specify the amount and the starting point of statically reserved video memory. Video memory can be statically reserved or dynamically allocated on demand. If both Reserved Memory Base and Reserved Memory Size are non-zero, video memory allocation uses the static model. Base plus Size must extend to TOM (Top Of Memory) and not conflict with other reserved memory arenas in the config.bib file. The default for both Reserved Memory Base and Reserved Memory Size is zero, indicating a dynamic allocation model. Default behavior disables static memory model.</td>
</tr>
<tr>
<td>Reserved Memory Size</td>
<td></td>
</tr>
<tr>
<td>Page Request Limit</td>
<td></td>
</tr>
<tr>
<td>Minimum Video Surface Height</td>
<td></td>
</tr>
<tr>
<td>Secondary Display</td>
<td></td>
</tr>
<tr>
<td>Extended Width</td>
<td></td>
</tr>
<tr>
<td>Vertical Extended</td>
<td></td>
</tr>
<tr>
<td>Enable System to Video Stretch Blits</td>
<td></td>
</tr>
<tr>
<td>Enable Dual Overlay in Vertical Extended</td>
<td></td>
</tr>
<tr>
<td>Enable Framebuffer Overlay Blending</td>
<td></td>
</tr>
<tr>
<td>Enable Mouse Restrict</td>
<td></td>
</tr>
</tbody>
</table>

The default for both Reserved Memory Base and Reserved Memory Size is zero, indicating a dynamic allocation model. Default behavior disables static memory model.
### Platform Configuration Using CED—Intel® EMGD

#### Table 11. Windows Embedded Compact 7 Settings

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maximum Frame Buffer Size</td>
<td>The maximum size of the expected frame buffer. By providing this hint, the display driver can more efficiently organize GART memory, leading to a smaller video memory consumption. This value must be greater than or equal to the expected size of the frame buffer. Units represent the number of bytes and are specified in hexadecimal. Specifying zero causes the default frame buffer reservation sizing. The default is 0x300000.</td>
</tr>
<tr>
<td>Page Request Limit</td>
<td>The Page Request Limit controls the maximum allocations of offscreen video surfaces, buffers, etc. This value represents the number of pages (4K) allocated and is independent of dynamic or static memory configuration. The maximum is 128MB (0x8000).</td>
</tr>
<tr>
<td>Minimum Video Surface Width</td>
<td>In pixels, the minimum width and height of surfaces acceptable for allocation in video memory. Due to hardware restrictions that optimize memory access, it is advisable to reserve video memory for larger surfaces and allow GDI and DirectDraw* to allocate small surfaces from system memory. Default value for both width and height is 16.</td>
</tr>
<tr>
<td>Minimum Video Surface Height</td>
<td></td>
</tr>
<tr>
<td>Enable System to Video Stretch Blits</td>
<td>When checked, this enables system-to-video memory stretch blit operations to take advantage of hardware-accelerated filtering. Normally, it is more efficient to allow GDI to conduct system-to-video stretch blits, but the default filtering used by GDI is Nearest. The default is disabled.</td>
</tr>
<tr>
<td>Disable D3D Support</td>
<td>Specify whether to disable or enable D3D graphics.</td>
</tr>
<tr>
<td>Enable Dual Overlay in Vertical Extended</td>
<td>This option is available only if DJH (vertical extended) mode has been selected as the display configuration on the Chipset Configuration page. See Table 8, &quot;Chipset Configuration Page Settings&quot; on page 25 for details.</td>
</tr>
<tr>
<td>Enable Frame Buffer Overlay Blending</td>
<td>When checked, this option enables overlay blending with the framebuffer on both display outputs (if in VEXT mode) and when display mode resolution is 32-bit XRGB.</td>
</tr>
<tr>
<td>Enable Mouse Restrict</td>
<td>This is enabled only if the Dual Independent Head display config mode is selected. This control is disabled if Single or Clone display configuration mode is selected. When checked, it is displayed in the emgd.reg file as &quot;MouseRestrict&quot;=dword: 1. The purpose of this option is to prevent the mouse from entering areas of the display buffer that are not visible on screen.</td>
</tr>
<tr>
<td>Display Use Default Width Height Color Quality Refresh</td>
<td>The Display section allows you select the default resolution, color depth, and refresh rate for the configuration. If you do not select a default display mode, the configuration uses the default display mode for the operating system it is installed on. Intel recommends that you set the values here instead of leaving the resolution to be auto-detected.</td>
</tr>
</tbody>
</table>

### 3.5.3 Configuring Ports

You can configure each port listed in the Port Order box of the Chipset Configuration Page by clicking Next. When you do, a port Configuration Page appears similar to the following.
The Port Configuration Page allows you to specify whether to use EDID timings or customized DTD timings for the display connected to this specific port. From this page, you can also specify Attribute Settings, DDC Settings, and Flat Panel Settings and create a new DTD that can be used with any configuration.

Table 12 describes each field on this page.
### Table 12. Port Configuration Settings (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Port Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Readable Port Name</td>
<td>Enter a name for the port. This is a required field and the name must be between 1 and 50 characters and may contain spaces.</td>
</tr>
<tr>
<td>Port Rotation</td>
<td>This list allows you select a rotation for the display connected to this port. You can choose between 0, 90, 180, and 270 degrees. The default is 0.</td>
</tr>
<tr>
<td>Flip Port</td>
<td>Check this box if you want the display connected to this port to be inverted horizontally. The default is not to invert horizontally.</td>
</tr>
<tr>
<td>CenterOff</td>
<td>When this option is enabled it DISABLES centering. Also, depending on the combination of &quot;edid&quot; + &quot;user-ddt&quot; + connected hardware, Intel® EMGD will add missing compatibility modes (6x4, 8x6, 10x7 &amp; 12x10) via centering. Use this option to disable this feature.</td>
</tr>
</tbody>
</table>
| EDID Options             | This section allows you to set EDID options for the display. The Intel® EMGD supports three different types of EDID display modes:  
  - Built-in display modes: These modes are hard-coded in the Intel® EMGD. These modes can be filtered based on the EDID block.  
  - EDID Block: These are Detailed Timing Descriptors read from an EDID display. An EDID display can contain DTD as well as other information about the display.  
  - User-specified DTDs.  
  If you want to use the display’s EDID information if it is available, click the **Use EDID Display if Available** check box.  
  If the display attached to this port contains EDID information, you can choose one or more of the following options from the IF EDID Device section to determine which set of timings to use for the display connected to the port:  
    - Use driver built in standard timings — If this box is checked, the standard timings built into the Intel® EMGD are used.  
    - Use EDID block — If this box is checked, the EDID block is used.  
    - Use user-defined DTDs — If this box is checked, a user-defined DTD is used. You can select which DTD to use by checking the appropriate box in the Custom Display Timings Descriptors (DTDs) section. If no DTDs are defined, you can click **New DTD** and create a custom DTD. For information on creating custom DTD, refer to Table 18, "Windows OS Setting Options" on page 43.  
  If you select both **Use driver built-in standard timings** and **Use EDID block**, the Intel® EMGD uses its built-in display timings and the timings provided by the display.  
  If the display attached to this port does not contain EDID information, you can choose one or both of the following options from the IF Not EDID Device section:  
    - Use driver built-in standard timings — If this box is checked, the standard timings are used.  
    - Use user-defined DTDs — If this box is checked, a user defined DTD is used. You can select which DTD to use by checking the appropriate box in the Custom Display Timings Descriptors (DTDs) section. If no DTDs are defined, you can click **New DTD** and create a custom DTD. For information on creating custom DTD, refer to Table 18, "Windows OS Setting Options" on page 43.  
  See "Sample Advanced EDID Configurations" on page 61 for example configurations. |
| Digital Display Configuration | This section lets you to specify the type of digital display connected to a port and encoder Attributes, I2C settings, and Flat Panel settings for the port.  
  The Select the Display Type list contains the list of all supported digital devices. Select the device that will be connected to this port.  
  To change the device’s attributes, click the **Attribute Settings** button. Refer to "Changing Port Attribute Settings" for information on device attributes.  
  To change the device’s I2C settings, click the **I2C Settings** button. See "Changing DDC Settings" on page 33 for information on I2C settings.  
  To change the device’s flat panel settings, click the **Flat Panel Settings** button. See "Changing Flat Panel Settings" on page 33 for information for changing flat panel settings. |
Table 12. Port Configuration Settings (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Port Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Framebuffer Color Correction Attributes</td>
<td>Framebuffer Color Correction Attributes allow you to adjust the main Frame Buffer color attributes. See “Framebuffer Color Correction Attributes” on page 27.</td>
</tr>
<tr>
<td>New DTD</td>
<td>To define a new Dynamic Timings Definition, click this option. See Section 3.4, “Creating a New Customized DTD” on page 20.</td>
</tr>
<tr>
<td>Native DTD Flag</td>
<td>The Native DTD list lets you choose whether to use a display’s built-in timings.</td>
</tr>
</tbody>
</table>

3.5.3.1 Changing Port Attribute Settings

When you click the Attributes Settings button from the Encoder Configuration section of the Port Configuration Page, CED displays a page of attributes for the selected encoder device. The actual page that appears depends upon the encoder device selected and only the attributes that apply to the selected encoder appear. For a full description of all attributes for all supported encoders, refer to Appendix B, “Port Driver Attributes”.

Figure 11. Attribute Settings Page for Internal LVDS
When the Attributes Settings Page first appears, it shows the **Use Default** box checked for all attributes.

To change a default value, clear the **Use Default** check box and enter a new value. For a description of all attributes for all supported encoders, see [Appendix B, “Port Driver Attributes”](#).

### 3.5.3.2 Changing DDC Settings

The DDC Settings Page allows you to specify the I/O interface connections to devices on the HDMI, DisplayPort, or embedded DisplayPort ports. When you click **DDC Settings** from the Port Configuration Page, the following screen appears.

#### Figure 12. DDC Settings Page

The following table describes each field on this page.

#### Table 13. DDC Settings

<table>
<thead>
<tr>
<th><strong>DDC Bus Configuration</strong></th>
<th><strong>Description</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Speed (KHz)</td>
<td>Speed of DDC bus for the device. The range for this field is 10-400 KHz.</td>
</tr>
<tr>
<td>Device Address Byte</td>
<td>Enter a device address byte for the device that this port is connected to. The DDC Device Address Byte is the device address for reading EDID data from the display through the DDC bus.</td>
</tr>
</tbody>
</table>

### 3.5.3.3 Changing Flat Panel Settings

The Panel Settings Page allows you to specify settings for a flat panel display connected to the LVDS port. When you click **Flat Panel Settings** from the Port Configuration Page, the following screen appears.
**Figure 13. Panel Settings Page**

The table below describes each section of this page.

### Table 14. Panel Settings Options (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Flat Panel Settings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed Timing</td>
<td>To use fixed timing for the attached display, select this option.</td>
</tr>
<tr>
<td>Centering and Upscaling</td>
<td>The <strong>Use Default</strong> check box lets you choose the default setting or either Upscaling or Force Centering.</td>
</tr>
<tr>
<td>Bit Depth</td>
<td>This list lets you select a color depth for the panel. You can choose either 18 or 24 bit color depth. The default is 18.</td>
</tr>
<tr>
<td>Flat Panel Backlight Options</td>
<td>This section provides options for controlling the backlight of the flat panel display and specifying timing delays.</td>
</tr>
<tr>
<td></td>
<td>• The Backlight Control Methods list lets you choose either <strong>No Backlight</strong> or <strong>Port Driver</strong> to control the backlight. If you choose Port Driver, GMCH, or ICH, you can specify the timing delays in the Timing Delays section and the GPIO pin connections in the GPIO Pin Connections section. The default is No Backlight.</td>
</tr>
</tbody>
</table>
### 3.5.4 Configuring EFI GOP

#### Table 14. Panel Settings Options (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Flat Panel Settings</th>
<th>Description</th>
</tr>
</thead>
</table>
| Timing Delays       | This section lets you specify timing delays for the backlight signals as follows:  
|                     | • T1-VDD active: 1-512, increment by 1.  
|                     | • T2-DVO active and backlight enabled: 2-256, increment by 2.  
|                     | • T3-Backlight disable and DVO clock/data inactive: 2-256, increment by 2.  
|                     | • T4-DVO clock/data active and inactive: 1-512, increment by 1.  
|                     | • T5-Minimum from VDD inactive and active: 1-1600, increment by 50.  
|                     | **Note:** Timers are very specific to the panel you are using. If they are set incorrectly the display can be damaged or ruined. Please refer to the datasheet for your display to determine the correct settings. |

#### Figure 14. EFI GOP Configuration Page

![ EFI GOP Configuration Page](image-url)
Enter the file path for the splash video on the Package Page. See Figure 17, “Intel® EMGD Package Editor Page” on page 41.

Table 15. EFI GOP Options (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Fastboot Settings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disable Seamless Mode Set</td>
<td>The Seamless mode set feature ensures that on a properly configured embedded device there is only 1 mode set between power on and a fully functional system. Under normal circumstances a PC will set the mode several times during initialization which causes screen flicker and latency that is undesirable for an embedded device. With seamless mode set, the firmware sets the mode and the driver adopts the existing mode without altering the hardware state. This feature can be combined with splash screen or splash video for optimal effect. EFI and the EPOG feature do not support this feature.</td>
</tr>
<tr>
<td>Splash Screen</td>
<td>The Splash screen feature provides a user-configurable splash screen image that is loaded to the framebuffer at the earliest possible time by the EPOG feature and remains in place until overwritten by the OS or driver. Additionally the Intel® EMGD can be configured to suppress OS drawing to the on-screen framebuffer until notified by an application. Instead, drawing is redirected to an off-screen framebuffer. When notified by the application, the Intel® EMGD will flip the already prepared off-screen framebuffer to be on-screen and cease redirection of drawing. In this manner the configured splash screen will be displayed early during boot and remain in place until a time when the OS is fully loaded and the application interface has been prepared. The splash screen is limited to 50kb in size and JPG and BMP formats. For Quickboot, only BMP format is allowed.</td>
</tr>
<tr>
<td>Quickboot</td>
<td>The quickboot feature optimizes the speed that Intel® EMGD loads at the expense of compatibility and ease of use. Quickboot disables non-critical features that affect the initialization time of the driver that are not needed for targeted embedded applications. For example, there is no port detection; it supports only an LVDS interface.</td>
</tr>
<tr>
<td>Splash Video</td>
<td>The Splash Video feature provides a mechanism to use a portion of the off-screen pre-allocated video memory (“Stolen Memory”) as a video image that is displayed on an overlay to the framebuffer. The intention is that a video capture device external to Intel® EMGD will be configured to transfer a video stream to the configured location in video memory using DMA. The splash video remains in place until the Intel® EMGD is notified by an external application to disable the overlay.</td>
</tr>
</tbody>
</table>
| No Support for EDID (Only for General EFI. EPOG does not support) | This feature provides an option to skip checking the EDID for optimizing the boot time.  

Note: It is not applicable to EPOG. |
| Enable BLT for Splash             | This option enables the BLT function when a splash screen is enabled. If you are experiencing problems where the splash screen does not disappear after boot, make sure this option is enabled. |
| Splash Screen BG Color Red        | Splash Screen BG Color Red must be between 0x0 and 0xFF.                                                                                                                                                    |
| Splash Screen BG Color Green      | Splash Screen BG Color Green must be between 0x0 and 0xFF.                                                                                                                                                 |
| Splash Screen BG Color Blue       | Splash Screen BG Color Blue must be between 0x0 and 0xFF.                                                                                                                                                 |
| Splash Screen X (upper left corner x coordinate) | The X location, in pixels, where the Firmware Splash Screen will be placed. This number is a signed number in 2's complement. Positive numbers are offset from the left of the screen. Negative numbers are offset from the right of the screen. |
| Splash Screen Y (upper left corner y coordinate) | The Y location, in pixels, where the Firmware Splash Screen will be placed. This number is a signed number in 2's complement. Positive numbers are offset from the top of the screen. Negative numbers are offset from the bottom of the screen. |
| Splash Video Offset               | The offset, in bytes, from the base of video memory where the Splash Video will be placed. Care must be taken to ensure that this location is past the end of the on-screen framebuffer and that the full Splash Video image fits within the pre-allocated video memory. |
3.5.4.1 Configuring Splash Video

The splash video feature can be used to display a video while the system is booting to the operating system. This section describes how to configure the options needed.

<table>
<thead>
<tr>
<th>Fastboot Settings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Splash Video Pixel Format</td>
<td>The pixel format of the Splash Video image in memory. The available pixel formats are encoded values used within the Intel® EMGD.</td>
</tr>
<tr>
<td>Splash Video Source Width</td>
<td>The width, in pixels, of the Splash Video image in memory.</td>
</tr>
<tr>
<td>Splash Video Source Height</td>
<td>The height, in pixels, of the Splash Video image in memory.</td>
</tr>
<tr>
<td>Splash Video Source Pitch</td>
<td>The pitch, in bytes, of the Splash Video image in memory. Pitch must be &gt;= bytes per pixel * source width.</td>
</tr>
<tr>
<td>Splash Video Destination X</td>
<td>The X location, in pixels, where the Splash Video will be placed. This number is a signed number in 2's complement. Positive numbers are offset from the left of the screen. Negative numbers are offset from the right of the screen.</td>
</tr>
<tr>
<td>Splash Video Destination Y</td>
<td>The Y location, in pixels, where the Splash Video will be placed. This number is a signed number in 2's complement. Positive numbers are offset from the top of the screen. Negative numbers are offset from the bottom of the screen.</td>
</tr>
<tr>
<td>Splash Video Destination Height</td>
<td>The height, in pixels, of the Splash Video window on the screen. This number must currently be the same as SrcHeight.</td>
</tr>
<tr>
<td>Splash Video Destination Width</td>
<td>The width of the screen. This number must currently be the same as SrcWidth.</td>
</tr>
</tbody>
</table>

The Video DMA area is where the video will be streamed. It is part of the stolen memory of our graphics device.

Figure 15. Splash Video with 8 MB of Stolen Memory Example

Table 15. EFI GOP Options (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Fastboot Settings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Splash Video Pixel Format</td>
<td>The pixel format of the Splash Video image in memory. The available pixel formats are encoded values used within the Intel® EMGD.</td>
</tr>
<tr>
<td>Splash Video Source Width</td>
<td>The width, in pixels, of the Splash Video image in memory.</td>
</tr>
<tr>
<td>Splash Video Source Height</td>
<td>The height, in pixels, of theSplash Video image in memory.</td>
</tr>
<tr>
<td>Splash Video Source Pitch</td>
<td>The pitch, in bytes, of the Splash Video image in memory. Pitch must be &gt;= bytes per pixel * source width.</td>
</tr>
<tr>
<td>Splash Video Destination X</td>
<td>The X location, in pixels, where the Splash Video will be placed. This number is a signed number in 2's complement. Positive numbers are offset from the left of the screen. Negative numbers are offset from the right of the screen.</td>
</tr>
<tr>
<td>Splash Video Destination Y</td>
<td>The Y location, in pixels, where the Splash Video will be placed. This number is a signed number in 2's complement. Positive numbers are offset from the top of the screen. Negative numbers are offset from the bottom of the screen.</td>
</tr>
<tr>
<td>Splash Video Destination Height</td>
<td>The height, in pixels, of the Splash Video window on the screen. This number must currently be the same as SrcHeight.</td>
</tr>
<tr>
<td>Splash Video Destination Width</td>
<td>The width of the screen. This number must currently be the same as SrcWidth.</td>
</tr>
</tbody>
</table>
The external PCIe device that is connected to the camera needs to know the exact DDR RAM physical address to stream, or dump the video data at that memory location.

To calculate the Start DDR RAM physical address:

\[
\text{Start} \_ \text{Phy} \_ \text{Ram} \_ \text{Addr} = \text{BGSM} + \text{Video} \_ \text{Offset}
\]

where \( \text{BGSM} \) = Base of Graphics Stolen Memory

and \( \text{Video} \_ \text{Offset} \) = Offset where the video data is present. This is what you enter into the CED tool.

To calculate BGSM, find the amount of physical RAM populated in the system, for example, 1 GB, and the stolen memory selected by the user in the system BIOS, for example, 8 MB.

\[
\text{BGSM} = 1 \text{ GB} - 8 \text{ MB} = 0x4000 \text{ 0000} - 0x80 \text{ 0000} = 0x3F80 \text{ 0000}
\]

### 3.5.4.2 How to Select the Video_Offset

Determine the size of the maximum resolution of the framebuffer.

\[
\text{Size} = \text{framebuffer} \_ \text{height} \ast \text{framebuffer} \_ \text{pitch}
\]

where \( \text{framebuffer} \_ \text{pitch} = \text{framebuffer} \_ \text{width} \ast \text{Bytes} \_ \text{per} \_ \text{Pixel} \) (page aligned)

For example, 1024x768 at 32-bit BPP:

\[
\text{Size} = 768 \ast (1024 \ast 4) = 3145728 = 0x30 \text{ 0000}
\]

For some usage models, the framebuffer pitch is set to 8192 bytes. In that case:

\[
\text{Size} = 768 \ast (8192) = 6291456 = 0x60 \text{ 0000}
\]

The Video_Offset can start from \( 0x30 \text{ 0000} \) or \( 0x60 \text{ 0000} \) (if the pitch is 8192). See the notes below on the recommended values for the Video Offset.

Max Size of Splash Video = Size of Stolen Memory - Max Frame buffer size - Size of GTT - Size of Scratch Page (4 KB)

**Notes:**

1. For the Splash Video option the stolen memory MUST be a minimum of 8 MB. This is selected in the BIOS menu.
2. The recommended Video Offsets for the splash video are \( 0x600000 \) and \( 0x700000 \).
3. If the Size of the Video frame is more than 1 MB, please choose \( 0x600000 \).

### 3.5.5 Configuring the Video BIOS and EFI

The final page of the Intel® EMGD Configuration allows you to configure your video BIOS (if you are creating a configuration that includes the Video BIOS) and EFI. You can configure the Video BIOS by clicking **Next** after you configure each port. When you do, the following Video BIOS and EFI Configuration Page appears.
From this page, you can customize POST (Power On Self Test) messages and default display modes as well as matching port devices to System BIOS ports.
Table 16. Video BIOS Settings Options (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Video BIOS Settings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Primary Display Mode</td>
<td>This section allows you to specify a standard or a customized display mode for the primary display. You can select a standard mode from any of the standard modes listed in the drop-down list. If you want to use a customized mode for the primary display, check the <strong>Custom</strong> check box and enter the mode number in the box. For a complete list of customized VGA and VESA modes, refer to Table 25, &quot;Supported VGA Video Display Modes&quot; on page 72 and Table 26, &quot;VESA Modes Supported by Video BIOS&quot; on page 74.</td>
</tr>
<tr>
<td>Secondary Display Mode</td>
<td>This section allows you to specify a standard or a customized display mode for the secondary display. You can select a standard mode from any of the standard modes listed in the drop-down list. If you want to use a customized mode for the secondary display, check the <strong>Custom</strong> check box and enter the mode number in the box. For a complete list of customized VGA and VESA modes, refer to Table 25, &quot;Supported VGA Video Display Modes&quot; on page 72 and Table 26, &quot;VESA Modes Supported by Video BIOS&quot; on page 74.</td>
</tr>
<tr>
<td>SF Functions</td>
<td>These settings allow you to enable or disable the five System BIOS 15h interrupt hooks. (Please see Appendix C, &quot;Intel® 5F Extended Interface Functions&quot; for more information on 5F functions.) All five functions are enabled by default.</td>
</tr>
<tr>
<td>Common to Port</td>
<td>The Common to Port section lets you match port devices with common System BIOS ports. This allows the Video BIOS to retrieve information about the port from the System BIOS. It allows you to associate standard display names used in most system BIOSs to specific ports that are recognized by Intel® EMGD (for example, LVDS). The VBIOS makes this association when the VBIOS calls the System BIOS Intel® 5F interrupt functions. This setting consists of six numbers, where each number is associated with one of the System BIOS displays: 1 : CRT - Standard analog CRT 2 : TV1 - TV Output 1 3 : EFP1 - DVI Flat Panel 1 4 : LFP - Local Flat Panel (Internal LVDS display) 5 : TV2 - TV Output 2 6 : EFP2 - DVI Flat Panel 2 The values above are an example of the typical displays and corresponding order used by a system BIOS. However, this may vary depending on how your system BIOS has implemented the displays and the Intel 5F interrupt functions. The value in each position in the setting should be the associated port device. Using the typical settings above, if you want to associate CRT in the system BIOS with the internal CRT (port 1) and LFP in the system BIOS with internal LVDS (port 4) in the VBIOS, select CRT from the VBIOS Port Devices list and click the left arrow button next to the CRT row in the Matches column, and then select LFP from the VBIOS Port Devices list and click the left arrow button next to the LFP row in the Matches column. <strong>Notes:</strong> This feature must be compatible with the System BIOS. If the System BIOS does not properly implement the Intel 5F functions, then using the Common to Port feature could cause unpredictable results with the displays. If you are unsure, leave the Matches column blank for all ports to disable this feature. The Display Detect field on the Chipset Configuration page must be set to <strong>Enable</strong> in order for the Common to Port values to be used.</td>
</tr>
<tr>
<td>Enable POST messages to display</td>
<td>To enable Power On Self Test (POST) messages to display during the power on sequence, check this box. If left unchecked (i.e., cleared), the POST messages do not display.</td>
</tr>
<tr>
<td>OEM String</td>
<td>Enter a string of up to 100 characters. This string appears on the display when the Video BIOS starts up. The default is a blank string.</td>
</tr>
</tbody>
</table>
3.6 Creating a New Package

A package consists of one or more configurations and is used to create an installation that works for multiple operating systems and chipset platforms and displays.

To create a new package, click the New Package link at the top of the main CED window. The Intel® EMGD Package Page appears.

### Table 16. Video BIOS Settings Options (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Video BIOS Settings</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OEM Vendor Name</td>
<td>Enter a string of up to 80 characters that identifies the OEM Vendor. This string appears on the display when the Video BIOS starts up. The default is a blank string.</td>
</tr>
<tr>
<td>OEM Product Name</td>
<td>Enter a string of up to 80 characters that identifies the OEM Product Revision. This string appears on the display when the Video BIOS starts up. The default is a blank string.</td>
</tr>
<tr>
<td>OEM Product Revision</td>
<td>Enter a string of up to 80 characters that identifies the OEM Product Revision. This string appears on the display when the Video BIOS starts up. The default is a blank string.</td>
</tr>
<tr>
<td>Number of Seconds to Display</td>
<td>Enter the number of seconds to display the above information. The default is 1.</td>
</tr>
</tbody>
</table>
The table below describes each field on this page.

Table 17. Intel® EMGD Package Editor Setting Options

<table>
<thead>
<tr>
<th>Package Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Package File Name</td>
<td>Enter a name for the package. This is a required field and the name must be between 1 and 50 characters and may contain spaces.</td>
</tr>
<tr>
<td>Configurations</td>
<td>This block shows the configurations that are available to be packaged. Each package consists of one or more configurations, each of which is associated with a specific chipset. To select a configuration, click the check box next to the configuration name. You can select all available configurations by clicking Select All located below the Configurations block and clear all configurations by clicking Clear All. The Configuration Name column shows the name of each configuration and the Chipset column shows the chipset associated with each configuration. In the Config ID column, you must enter a configuration ID for each configuration. The configuration ID must be a number between 1 and 15. By default, the Package Editor automatically assigns the next available configuration ID when you select a configuration. You can change the default configuration ID by clicking in the edit box and entering a different value.</td>
</tr>
<tr>
<td>Default Configuration</td>
<td>The Default Configuration list box allows you to select a default configuration from the configurations you selected in the Configurations block. For single configurations the default is the one selected in the previous option. For multiple configurations, the default is the first one selected in the Configurations list. To have no default configuration, select None. See also Section 5.2.1, &quot;Universal INF Configuration&quot; on page 76.</td>
</tr>
<tr>
<td>Target OS</td>
<td>This block allows you to select one or more operating systems and Video BIOS for the package. For each target you select, CED produces a configuration file for the selected OS or Video BIOS platform. Please see the following section for settings on the Target OS: • &quot;Entering Windows OS Options&quot; on page 42 • &quot;Generating a VBIOS Package&quot; on page 44 • &quot;Entering EFI Options&quot; on page 45</td>
</tr>
<tr>
<td>Microsoft Windows Settings</td>
<td>If you are creating a package for a Microsoft Windows® platform, click the Microsoft Windows Settings button for additional settings that may be required for your configuration. Please see &quot;Entering Windows OS Options&quot; on page 42 for descriptions of these settings.</td>
</tr>
<tr>
<td>General Driver Windows Embedded Compact 7 Settings</td>
<td>To specify general setting for Windows Embedded Compact 7, click this button. See Section 3.6.2, &quot;Entering General Windows Embedded Compact 7 Options&quot; on page 44.</td>
</tr>
</tbody>
</table>

If you are not creating a VBIOS package, click Finish. When you click Finish, CED creates a package that can be used for generating an installation.

### 3.6.1 Entering Windows OS Options

The Windows Options Page allows you to enter Windows OS-specific options into the configuration. When you click Microsoft Windows Settings from the Intel® EMGD Package Package Page, the following page appears.
The table below describes each field on this page.

### Table 18. Windows OS Setting Options (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Windows OS Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Display</td>
<td>The Display section allows you to use the default settings by checking the <strong>Use Default</strong> check box or to select the default width, height, color quality, and refresh rate for the configuration.</td>
</tr>
<tr>
<td>Disable Off-Screen Bitmap support (No DFB)</td>
<td>Setting No DFB causes the driver to enable using off-screen Bitmap support potentially using more memory, but speeding up bitmap handling. Default is enabled.</td>
</tr>
<tr>
<td>Disable Display Attributes Page in EMGD GUI</td>
<td>Some OEMs may choose to limit the features in the standard EMGD GUI interface. Setting this option removes the display attributes from the GUI presented to the end user. Default is this feature disabled, thus allowing full GUI features.</td>
</tr>
</tbody>
</table>
### 3.6.2 Entering General Windows Embedded Compact 7 Options

The General Driver Windows Embedded Compact 7 Settings Page allows you to enter Windows Embedded Compact 7 OS-specific options into the configuration. When you click **General Driver Windows Embedded Compact 7 Settings** from the Intel® EMGD Package Page, the following page appears.

#### Table 18. Windows OS Setting Options (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Windows OS Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable Framebuffer Overlay Blending</td>
<td>When checked, this option enables overlay blending with the framebuffer on both display outputs (if in VEXT mode) and when display mode resolution is 32-bit XRGB. This is used to enable some advanced “special effects” within the overlay plane at the expense of performance. Default is blending in Overlay disabled for best performance of graphics/video in the overlay.</td>
</tr>
</tbody>
</table>
| Enable Framebuffer Overlay Blending 2D Alpha Override | This option applies only to Windows XP. When checked, it enables an override to the frame buffer overlay blending 2D alpha.  
**Note:** Checking the Framebuffer Overlay Blending option and running a 3D alpha blending application on overlay [non full screen mode] causes the black icons on the desktop to appear. This is expected behavior as the operating system sets the 2D alpha values. To overcome this behavior, choose **Enable Framebuffer Overlay Blending 2D Alpha Override** option and then enter the alpha value. This alpha override will cause performance impact when a lot of 2D blitting operations take place. |
| Framebuffer Overlay Blending Alpha Value   | The valid range is from 0x00 to 0xFF (0-255).                                                                                                                                 |

#### 3.6.3 Generating a VBIOS Package

If you are creating a package for a VBIOS installation, click **Next**. CED displays the VBIOS Generation page.
To generate a VBIOS, click the **Generate VBIOS** check box and select the configurations to include. After selecting the chipset and the configurations, click **Finish**. CED generates a package that includes both the OROM and the TSR for the chipsets and the configurations you selected.

### 3.6.4 Entering EFI Options

If you are creating a package for an EFI installation, click **Next**. CED displays the EFI Generation page.

**Figure 20. VBIOS Generation Page**

To generate a VBIOS, click the **Generate VBIOS** check box and select the configurations to include. After selecting the chipset and the configurations, click **Finish**. CED generates a package that includes both the OROM and the TSR for the chipsets and the configurations you selected.

**Figure 21. EFI Generation Page**
To generate an EFI configuration:
1. In the Fastboot and/or General modes sections, click the **Generate EFI** checkbox.
2. Select the chipset and configuration(s) to include.
3. Click **Finish**.
   CED generates a package that includes the EFI driver for the modes, chipsets and the configurations you selected.

**3.6.4.1 Using the Generated EFI Configuration**

Use Intel® EMGD CED to configure and build an EFI video driver for your platform, as described in [Section 3.6.4](#) and then follow the instructions below to install the driver.

1. After building the EFI driver, copy the appropriate module to your working directory where you keep your Aptio MMTOOL and EFI BIOS that needs to be updated.
   The file is typically called **IEGD.DXE** and is found in the IEGD ZIP file in the installations folder under EFI.

2. Make a working copy of your EFI BIOS image.
   For example, copy CBCHAxxx.ROM to CBCHAxxx_IEGD_EFI.ROM where xxx = the release version of Standard BIOS  
   OR
   Copy CBFBAxxx.ROM to CBFBAxxx_IEGD_EFI.ROM where xxx = the release version of Fast Boot BIOS)

3. Start the MMTOOL in GUI mode.

4. Load the EFI BIOS image using the **Load Image** button.
   After it loads you will be presented with a list of existing modules.

5. Select CBCHAxxx_IEGD_EFI.ROM or CBFBAxxx_IEGD_EFI.ROM (from step 2.)

6. If it exists, delete any legacy VBIOS by highlighting the old video solution, select the DELETE tab at the top, and then press the DELETE button.

   **Note:** The EFI Fast Boot images typically do NOT contain a video module.

   For example, for CBCHAxxx.ROM you will see a CSMVIDEO module. This is the Compatibility Software Module for a legacy VBIOS.

7. If it exists, delete any old versions of the Intel® EMGD EFI Fast Boot Video Driver.
   Look for an unnamed module with a GUID that starts with "2B13E5F0-" or with a module name that includes "IEGD". If it exists, select the DELETE tab, highlight the module and then click the **DELETE** button.

8. Insert the new video module by clicking on the INSERT tab, specifying the module file name, and then clicking the **INSERT** button. You may browse to locate the file, for example, iegd.dxe.)

9. Save image by clicking the **Save Image** button and then close the dialog box.

10. Flash the image into your flash chip and install it on the board. You can either use the hardware flash programmer or the Aptio AFUDOS tool for this purpose.
3.7 Generating an Installation

After you have created a package, you can generate an installation for the package by following this procedure.

1. Select a package from the Package folder located on the left pane of the CED main window.

2. Click Generate Installation. While the installation is building, CED displays a progress bar. When the installation is complete, CED places the output in the Installation folder on the left pane of the CED window.

For each OS and VBIOS platform specified in the package, CED generates a folder in the ...\workspace\installation folder under the current folder. For example, if you select a package that contains configurations for all supported operating systems and the VBIOS, CED generates the following folders:

- ...\workspace\installation\<package name_installation>\IEMGD_HEAD_WINDOWS
- ...\workspace\installation\<package name_installation>\IEMGD_HEAD_WINCE70
- ...\workspace\installation\<package name_installation>\IEMGD_HEAD_VBIOS
- ...\workspace\installation\<package name_installation>\IEMGD_HEAD_EFI

These folders contain all the subfolders required for the installation onto the target systems. To complete the installations on the target systems, refer to the following sections:

- “Configuring and Installing Microsoft Windows Drivers” on page 76
- “Configuring and Building Intel® EMGD for Microsoft Windows* Embedded Compact 7” on page 89

3.8 Configuring the System BIOS for Use with the Intel® EMGD

Some aspects of configuring the Intel® Embedded Media and Graphics Driver are common across the Video BIOS (VBIOS), EFI, and the drivers for the supported operating systems. The following sections provide an overview for configuring both the VBIOS and Intel® EMGD and describe in detail the common components and tools. This section also describes how to configure the system BIOS for the supported systems.

3.9 System BIOS Settings

Before installing Intel® EMGD, you must first configure the system BIOS. The following sections describe the required settings. These descriptions are based on AMIBIOS8* from American Megatrends, Inc., which is the recommended system BIOS to use with Intel® EMGD. Settings may vary if a different system BIOS is used.

3.9.1 GMCH PCIe Device Enabling

The PCIe Device Enabling feature on the Graphics and Memory Controller Hub (GMCH) should be set as specified in the table below.

<table>
<thead>
<tr>
<th>OS</th>
<th>Chipset</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microsoft Windows* XP</td>
<td>Intel® Atom™ Processor N2000 and D2000 Series</td>
</tr>
<tr>
<td>Microsoft Windows* XPe*</td>
<td></td>
</tr>
<tr>
<td>Microsoft Windows* Embedded Compact 7</td>
<td></td>
</tr>
</tbody>
</table>

Table 20. GMCH Device 2, Function 1 BIOS Setting
3.9.2 Graphics Mode Select (GMS)

The System BIOS typically allows a portion of physical memory to be dedicated to firmware and graphics driver use. This dedicated memory is known as stolen memory since it is not available to the operating system. The size of this memory is selectable and chipset-specific. Stolen memory is typically used by the firmware and graphics driver to locate the framebuffer, but can also be used as scratch and surface memory. Because it is programmatically set aside during boot by the System BIOS, access to it is direct and does not require OS memory allocation services. Firmware is fully responsible for stolen memory management.

Graphics Mode Select (GMS), or stolen memory, can be set to any of the sizes listed in the table below. Smaller sizes limit the framebuffer size during firmware boot. Larger sizes marginally increase surface allocation performance for the graphics driver.

Table 21. GMS Settings

<table>
<thead>
<tr>
<th>Chipset</th>
<th>GMS Settings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel® Atom™ Processor N2000 and D2000 Series</td>
<td>64 MB, 128 MB, 256 MB</td>
</tr>
</tbody>
</table>

3.9.3 AGP (Accelerated Graphics Port) Aperture Size

The AGP Aperture size controls the total amount of graphics memory that can be mapped in the AGP Aperture. This value can be set from 64 MB up to 256 MB, depending on the chipset. Refer to specific chipset details for information on the valid range.

3.10 VBIOS and Driver Configuration

The Intel Embedded Graphics Suite allows user configuration of both the VBIOS and graphics driver as well as programming of Detailed Timing Descriptors (DTDs) for EDID-less panels for both the VBIOS and graphics driver. This is accomplished using CED, which offers several ways to input DTDs, each associated with a potential target panel and display mode for the system. CED generates DTD and configuration settings used by the Intel® EMGD VBIOS and/or Windows drivers.

The following example is for a system setup with just an internal LVDS and sample timing parameters for illustration purposes only. You can use this example to set up DTD timings that are specific to your non-standard panels and then activate the panels using a custom mode.

To create a configuration and configure the LVDS options:

1. Create a custom DTD as described in Section 3.4, “Creating a New Customized DTD” on page 20.
2. From the CED main screen, select New Configuration.
3. Enter a name for the configuration in the text box provided, for example, LVDS_test.
4. Select the platform chipset.
5. In the list of available ports, select LVDS and then click Next.
6. On the LVDS Configuration Page, clear the checkbox for Use EDID Display if available, which disables all the selections under If EDID Device (edid_avail).
7. Select the checkbox for Use user-defined DTDs.
8. In the Encoder Configuration section, select Internal LVDS.
9. In the Custom Display Timing Descriptors (DTDs) list, select the DTD you created in Section 3.4, “Creating a New Customized DTD” on page 20 for example, test_LVDS.

Figure 22. LVDS Configuration Page

10. Click Next.

11. (Optional) Configure Fastboot options as described in “Configuring EFI GOP” on page 35.

12. Click Next.

To set the custom mode:
1. From the Intel® EMGD CED screen (similar to the example below), in the Primary Display Mode section, clear the Use Default checkbox.
2. In the Primary Non-standard Modes section, select the checkbox for Custom.
3. In the Primary Non-standard Modes section, enter 0x120 in the Default Mode Settings text box. (See a description of the custom modes.)
Figure 23. Intel® EMGD Configuration Editor Page

The Intel® EMGD Configuration Editor Page allows you to customize POST messages and default display modes for the Video BIOS.

- **Primary Display Mode**: Use Default or Custom.
  - Standard Modes: 0x00 - 320x200x16bpp (gray)@70Hz
  - Non-standard Modes: Custom

- **Secondary Display Mode**: Use Default or Custom.
  - Standard Modes: 0x00 - 320x200x16bpp (gray)@70Hz
  - Non-standard Modes: Custom

- **Power On Self Test**
  - OEM String
  - OEM Vendor Name
  - OEM Product Name
  - OEM Product Revision
  - Enable POST messages to display
  - Number of Seconds to Display: 1

- **5F Functions**
  - SF21h, POST Completion Notify
  - SF33h, Hook After Mode Set
  - SF35h, Boot Display Device Hook
  - SF36h, Boot TV Format Hook

- **Common to Port**
  - Match the Port Device selected in the configuration with the SystemBIOS common port name. This will allow the VBios to get information about the port from the System BIOS.

- **System BIOS Ports**
  - 1 (CRT)
  - 2 (TV1)
  - 3 (EFPI)
  - 4 (LFP)
  - 5 (TV2)
  - 6 (EFPI)

- **VBios Port Devices**
  - CRT
  - LVDS
  - HDMI-B/DP-B/4
  - HDMI-C/DP-C
Custom Modes

The custom modes begin with 0x120 (0x121 and 0x122 are the same modes in different pixel formats). If there was a second custom mode entered it would begin with 0x123 to 0x125.

From the above DTD 200x200 example, this is what the custom modes represent:

- 0x120 200x200@8bpp
- 0x121 200x200@16bpp
- 0x122 200x200@32bpp

And if the second custom mode was a 400x400 panel, its custom modes would be:

- 0x123 400x400@8bpp
- 0x124 400x400@16bpp
- 0x125 400x400@32bpp

3.11 Configuration Options

The table below describes available Intel® EMGD settings. The gray rows are block headings and the non-gray rows that follow each heading are settings within the block. Some of these block headings are contained within prior block headings.

**Table 22. Parameter Configuration Format (Sheet 1 of 7)**

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ConfigID</td>
<td>Integer (1-15)</td>
<td>Optional keyword used to specify which configuration is used. The config ID specified here must match one of the configuration IDs defined with CED. If this keyword is omitted, all configurations specified in the config file are used. Note that this keyword is not required for VBIOS configurations.</td>
</tr>
<tr>
<td>Config</td>
<td>Integer (1-15)</td>
<td>More than one configuration is valid.</td>
</tr>
<tr>
<td>Comment</td>
<td></td>
<td>A quoted string used to identify the origin of the .bin or .inf file.</td>
</tr>
<tr>
<td>Name</td>
<td></td>
<td>A quoted string used to identify the configuration name. Name is a required field for VBIOS configuration.</td>
</tr>
<tr>
<td>General</td>
<td></td>
<td>Settings that are generic to the configuration.</td>
</tr>
<tr>
<td>DisplayConfig</td>
<td>1 – Single, 2 – Clone, 8 – Extended</td>
<td>Used to configure initial state of attached displays. 1 – Single. A single display. 2 – Clone. Primary and secondary displays enabled and configured with separate timing pipes. This allows different timings to be applied to each display. Resolutions can be different on both displays. 8 – Extended. Configures separate pipes to allow primary and secondary displays to have different resolutions and display different content. Upon first boot after the driver installation, this option will enable only the primary display, as the extended modes must be enabled in the operating system (i.e., <strong>Extended Desktop</strong> in the <strong>Display Properties</strong> sheet within Microsoft Windows). Default: 8</td>
</tr>
</tbody>
</table>
Table 22. Parameter Configuration Format (Sheet 2 of 7)

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DisplayDetect</td>
<td>0 - Disable</td>
<td>Enable or disable Display Detection. Note that this parameter must be Enabled in order to use COMMON_TO_PORT values. Default is 0. Please see Section 3.12, &quot;Display Detection and Initialization&quot; on page 58 for detailed information on this parameter.</td>
</tr>
<tr>
<td>PortOrder</td>
<td>PortOrder must be specified as a quoted string containing five digits. The valid values are: 2 - HDMI-B port 3 - HDMI-C port 4 - Integrated LVDS port 5 - CRT (VGA) 6 - DisplayPort-B (DP-B) 7 - DisplayPort-C (DP-C) 8 - embedded DisplayPort (eDP) Default: 0 for all keys</td>
<td>Search order for detecting attached displays for the Display Detection feature. When Display Detection is enabled, the PortOrder determines which display is primary and which display is secondary. The port search order can be specified to ensure the port device is found, based on the system integrator's routing choices. Default ordering is chosen by specifying zeros in the PortOrder keys. Default ordering is chipset specific; see Table 35, &quot;Default Search Order&quot; on page 118. Please see Section 3.12, &quot;Display Detection and Initialization&quot; on page 58 for more information on using PortOrder in combination with the Display Detect feature.</td>
</tr>
<tr>
<td>CloneRefresh = 60</td>
<td>Typical refresh rates (expressed in Hz): 60 Hz, 75 Hz, 85 Hz</td>
<td>Refresh rate for a cloned display.</td>
</tr>
<tr>
<td>OverlayOff</td>
<td>0 - Overlay on (default) 1 - Overlay off</td>
<td>This parameter allows you to disable Overlay support, which is enabled by default. Note: This parameter is only for Microsoft Windows*.</td>
</tr>
<tr>
<td>FbBlendOvl</td>
<td>0 - Off (Default) 1 - On</td>
<td>When checked, this enables overlay blending with the framebuffer on both display outputs when display mode resolution is 32-bit XRGB.</td>
</tr>
<tr>
<td>No_DFB</td>
<td>0 - Off (Default) 1 - On</td>
<td>This parameter enables the Intel® EMGD to pass the DIB call back to the OS. This is required in certain circumstances to improve performance.</td>
</tr>
<tr>
<td>FbBlendAlphaValue</td>
<td>The valid range is from 0x00 to 0xFF.</td>
<td>The Alpha value used for the frame buffer blend.</td>
</tr>
<tr>
<td>vbios</td>
<td></td>
<td>This block contains settings for the Video BIOS. Note that you only need to specify the parameters you are actually using. You do not need to specify all the parameters in this block. If you omit any parameters, the vbios uses the default values.</td>
</tr>
<tr>
<td>COMMON_TO_PORT</td>
<td>6 digit value</td>
<td>Maps the ports from the system BIOS to a port number used by the graphics hardware. Please see Section 3.5.5, &quot;Configuring the Video BIOS and EFI&quot; on page 38 for more information on this parameter. Note that the displaydetect parameter must be set to Enabled in order for the COMMON_TO_PORT values to be used. The default is all zeroes: 000000</td>
</tr>
<tr>
<td>OverlayNoClip</td>
<td>0 - Off (Default) 1 - On</td>
<td>Enables/disables the colorkey feature.</td>
</tr>
<tr>
<td>Name</td>
<td>Range/Value</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>------------------------------</td>
<td>------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>post_display_msg</td>
<td>0 - disable greater than 0 - enable and display POST message for the specified number of seconds</td>
<td>Enables or disables the POST (Power On Self Test) message. When you specify a value greater than 0, the message is displayed for the specified number of seconds. For example: post_display_msg = 5. This enables the POST message and displays it for approximately 5 seconds. The maximum value that can be entered here is 65535. The default is 1, enable and display the POST message for approximately 1 second.</td>
</tr>
<tr>
<td>oem_string</td>
<td>double-quoted string</td>
<td>This string appears on the display when the post_display_msg is enabled and the VBIOS starts up. The maximum string length is 100 characters. The default is &quot; &quot; (two double quotes with a single space in between).</td>
</tr>
<tr>
<td>oem_vendor</td>
<td>double-quoted string</td>
<td>This string appears on the display when the post_display_msg is enabled and the VBIOS starts up. The maximum string length is 80 characters. The default is &quot; &quot; (two double quotes with a single space in between).</td>
</tr>
<tr>
<td>oem_product_name</td>
<td>double-quoted string</td>
<td>This string appears on the display when the post_display_msg is enabled and the VBIOS starts up. The maximum string length is 80 characters. The default is &quot; &quot; (two double quotes with a single space in between).</td>
</tr>
<tr>
<td>oem_product_rev</td>
<td>double-quoted string</td>
<td>This string appears on the display when the post_display_msg is enabled and the VBIOS starts up. The maximum string length is 80 characters. The default is &quot; &quot; (two double quotes with a single space in between).</td>
</tr>
</tbody>
</table>
### int15

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
</table>
|      | 5 digits    | This parameter allows you to enable or disable the five System BIOS 15h interrupt hooks. The value must be 5 digits in length. Each digit is associated with one of the five System BIOS interrupt 15h hooks as shown below (left to right):
|      |             | 1 - 5F31h, POST Completion Notification Hook<br>2 - 5F33h, Hook After Mode Set<br>3 - 5F35h, Boot Display Device Hook<br>4 - 5F36h, Boot TV Format Hook<br>5 - 5F38h, Hook Before Set Mode<br>(Please see Appendix C, "Intel® 5F Extended Interface Functions" for more information on 5F functions.)
|      |             | The value of each digit must be a 0 or a 1 as follows:
|      |             | 0 - disable a System BIOS 15h hook<br>1 - enable a System BIOS 15h hook
|      |             | For example, int15 = 11001 Enables 5F31h, 5F33h, and 5F38h hooks only. The 5F35h and 5F36h hooks are disabled.
|      |             | The default is 11111, enable all five hooks. |

### port

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2 - HDMI-B port&lt;br&gt;3 - HDMI-C&lt;br&gt;4 - Integrated LVDS port&lt;br&gt;5 - Analog&lt;br&gt;6 - DP-B&lt;br&gt;7 - DP-C&lt;br&gt;8 - eDP</td>
<td>Used to define port specific settings.</td>
</tr>
</tbody>
</table>

### rotation

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Degrees</td>
<td>Rotation of the display.</td>
</tr>
<tr>
<td></td>
<td>Windows</td>
<td>0 0 0x00&lt;br&gt;90 90 0x5A&lt;br&gt;180 180 0xB4&lt;br&gt;270 270 0x10E&lt;br&gt;Default: 0 degrees</td>
</tr>
<tr>
<td></td>
<td>WEC</td>
<td></td>
</tr>
</tbody>
</table>

### flip

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Flip</td>
<td>Flip of the display.</td>
</tr>
<tr>
<td></td>
<td>Windows</td>
<td>off 0 0x00&lt;br&gt;on 1 0x01&lt;br&gt;Default: off</td>
</tr>
<tr>
<td></td>
<td>WEC</td>
<td>0x00&lt;br&gt;0x01</td>
</tr>
<tr>
<td>Name</td>
<td>Range/Value</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>centeroff</td>
<td>Default: 0 – disabled, allow centering and add compatibility modes</td>
<td>When this option is enabled it DISABLES centering. Also, depending on the combination of “edid” + “user-dtd” + connected hardware, Intel® EMGD will add missing compatibility modes (6x4, 8x6, 10x7&amp; 12x10) via centering. Use this option to disable this feature.</td>
</tr>
<tr>
<td>edid</td>
<td>0 – Do not read EDID from panel/CRT</td>
<td>If VBIOS/driver reads EDID from panel/CRT.</td>
</tr>
<tr>
<td></td>
<td>1 – Attempt to extract EDID timing data from panel/CRT</td>
<td></td>
</tr>
<tr>
<td>edid_avail</td>
<td>Range [16 bits]</td>
<td>These two parameters are used to control the available timings for any display. edid_avail is used when EDID values are read from the display. If an attempt to read EDID from the display fails or the edid parameter is set to 0, then the driver uses the edid_not_avail flags.</td>
</tr>
<tr>
<td>edid_not_avail</td>
<td></td>
<td>The value for both parameters must be specified as a decimal or hex value, e.g., &quot;3&quot; or &quot;0x3&quot;</td>
</tr>
<tr>
<td>fpininfo</td>
<td></td>
<td></td>
</tr>
<tr>
<td>bkltmethod</td>
<td>Range [0-3]</td>
<td>Instructs which backlight method is required for the panel attached to the given port. If zero is supplied, or the key is not present, then no backlight control is provided.</td>
</tr>
<tr>
<td>bkltt1</td>
<td>(T1) Time delay between VDD active, and clock/data active. Zero indicates no delay required.</td>
<td></td>
</tr>
<tr>
<td>bkltt2</td>
<td>(T2) Time delay between clock/data active and backlight enable.</td>
<td></td>
</tr>
<tr>
<td>bkltt3</td>
<td>(T3) Time delay between backlight disable and clock/data inactive.</td>
<td></td>
</tr>
<tr>
<td>bkltt4</td>
<td>(T4) Time delay between clock/data inactive and VDD inactive.</td>
<td></td>
</tr>
<tr>
<td>bkltt5</td>
<td>(T5) Minimum delay between VDD inactive, and active.</td>
<td></td>
</tr>
<tr>
<td>gpiopinvee</td>
<td>Valid ICH GPIO pin, 0 indexed</td>
<td>GPIO connection for panel power.</td>
</tr>
<tr>
<td>gpiopinvdd</td>
<td>For example: gpiopinvdd = 3 gpiopinvee = 5 gpiopinenable = 1</td>
<td>GPIO connection for backlight power on/off sequencing signal.</td>
</tr>
<tr>
<td>gpiopinbklt</td>
<td></td>
<td>GPIO to enable backlight signal.</td>
</tr>
</tbody>
</table>
### Table 22. Parameter Configuration Format (Sheet 6 of 7)

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>UseGMCHClockPin</td>
<td>1 - Flat panel is connected to the</td>
<td>This entry is needed when GMCH is selected as</td>
</tr>
<tr>
<td></td>
<td>clock pin</td>
<td>backlight control method.</td>
</tr>
<tr>
<td></td>
<td>0 - Flat panel is not connected to</td>
<td></td>
</tr>
<tr>
<td></td>
<td>the clock pin</td>
<td></td>
</tr>
<tr>
<td>UseGMCHDataPin</td>
<td>1 - Flat panel is connected to the</td>
<td>This entry is needed when GMCH is selected as</td>
</tr>
<tr>
<td></td>
<td>data pin</td>
<td>backlight control method.</td>
</tr>
<tr>
<td></td>
<td>0 - Flat panel is not connected to</td>
<td></td>
</tr>
<tr>
<td></td>
<td>the data pin</td>
<td></td>
</tr>
<tr>
<td>dtd</td>
<td></td>
<td>Denotes a Detailed Timing Descriptor (DTD) block. Settings in this section,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>except for the flags parameter, correspond to the Detailed Timing Block</td>
</tr>
<tr>
<td></td>
<td></td>
<td>described in the VESA standard &quot;Extended Display Identification Data</td>
</tr>
<tr>
<td>p_clock</td>
<td>Range [0-0xffffffff]</td>
<td>Pixel clock value in KHz.</td>
</tr>
<tr>
<td>h_active</td>
<td>Range 0-4096 [12 bits]</td>
<td>Horizontal Active.</td>
</tr>
<tr>
<td>v_active</td>
<td>Range 0-4096 [12 bits]</td>
<td>Vertical Active.</td>
</tr>
<tr>
<td>h_sync</td>
<td>Range 0-1024 [10 bits]</td>
<td>Horizontal Sync Offset.</td>
</tr>
<tr>
<td>v_sync</td>
<td>Range 0-64 [6 bits]</td>
<td>Vertical Sync Offset.</td>
</tr>
<tr>
<td>h_syncp</td>
<td>Range 0-1024 [10 bits]</td>
<td>Horizontal Sync Pulse Offset.</td>
</tr>
<tr>
<td>v_syncp</td>
<td>Range 0-64 [6 bits]</td>
<td>Vertical Sync Pulse Width.</td>
</tr>
<tr>
<td>h_blank</td>
<td>Range 0-4096 [12 bits]</td>
<td>Horizontal Blanking.</td>
</tr>
<tr>
<td>h_border</td>
<td>Range 0-256 [8 bits]</td>
<td>Horizontal Border. Currently not supported.</td>
</tr>
<tr>
<td>v_border</td>
<td>Range 0-256 [8 bits]</td>
<td>Vertical Border. Currently not supported.</td>
</tr>
</tbody>
</table>
### Table 22. Parameter Configuration Format (Sheet 7 of 7)

<table>
<thead>
<tr>
<th>Name</th>
<th>Range/Value</th>
<th>Description</th>
</tr>
</thead>
</table>
| flags | Range [32 bits]                | Valid values:  
|       | bit 31                        | 0 - Non-interlaced, 1 - Interlaced                                          |
|       | bit 27                        | 0 - vertical sync polarity active low, 1 - vertical sync polarity active high |
|       | bit 26                        | 0 - horizontal sync polarity active low, 1 - horizontal sync polarity active high |
|       | bit 25                        | 0 - blank sync polarity active high, 1 - blank sync polarity active low      |
|       | bit 17                        | 0 - Normal DTD, 1 - Panel/display Native DTD                                |
|       | All other bits                | Do not use any other bits; all other bits must be set to 0.                 |
| attr  | 0-0xFFFF                      | Attribute values that are specific to the device for the port. See Appendix B, “Port Driver Attributes” for specific attribute IDs and associated values. |
| id <Attribute ID> | 0 -4294967296             | id = <value>.  
|       |                              | Both the Attribute ID and its value should be specified in decimal. For example, to set brightness to 50, you specify id 0 = 50  
|       |                              | See Appendix B, “Port Driver Attributes”.                                    |
3.12 Display Detection and Initialization

The Display Detection and Initialization feature, when enabled, automatically detects displays and allocates ports without the need to change any configuration files. This feature is off by default and can be enabled either through CED or by directly editing the iegd.inf file for Microsoft Windows.

To enable the feature via CED, select the DisplayDetect option on the CED Chipset Configuration page. Please see Section 3.5, “Creating a New Configuration” on page 23 or CED online help for more information.

Alternatively, you can enable the feature in Microsoft Windows by entering the following line in the iegd.inf section [iegd_SoftwareDeviceSettings_xxx] (where xxx = chipset/processor code name, for example: cdv for Atom N2000/D2000 Series, etc.):

```
HKR, All\<ConfigID>\General, DisplayDetect, %REG_DWORD%, 1
```

where <ConfigID> is the configuration ID (without the angle brackets).

When the display detection feature is enabled, ports are allocated only when the display satisfies the following conditions:

1. The port is not in use (that is, it is not already allocated).
2. The port driver detects the display.

The first port that passes these conditions is allocated. If condition 2 fails for all ports, then the first port in the PortOrder setting that passes condition 1 is allocated. If the port is not detectable (specifically the internal LVDS), the driver assumes the display is connected. Condition number 2. always passes for these displays.

When this feature is disabled, display allocation is done based on PortOrder and no display detection is performed.

3.12.1 Display Detect Operation

This section describes the logic of the Display Detection feature and provides several examples.

1. If Display Detect is disabled, the driver uses the first two ports identified in the PortOrder.
2. If Display Detect is enabled and you are using the 1.12 version of the VBIOS, the VBIOS performs the display detection. The driver then checks whether the VBIOS returns the display allocations and if it does, the driver does not re-execute the display detection steps.
   If you are not using the v1.12 Legacy VBIOS, then the driver performs display discovery as described in the following steps.
3. The number of displays to be detected is based on the DisplayConfig settings in the configuration. If this is set to Single, then only one display is detected. If it is set to any other value, a maximum of two displays will be detected.
4. The Intel® EMGD goes through each port in the PortOrder settings and attempts to detect a display using the following algorithm:

a. PortOrder sequence determines display detection. Port allocation shows after the display has been detected. For example:
   PortOrder = “42000” (LVDS, HDMI-B)
   Displays Connected = LVDS
   **Primary display allocation:** Searches for a display connected according to the PortOrder sequence. The first detected display is an LVDS, so the Primary display is “LVDS.”
   **Secondary display allocation:** Searches for a display connected according to the PortOrder sequence. The first non-allocated display detected is HDMI-B, so the Secondary display is “HDMI-B.”

b. With no display detected on any port, then turn off the DisplayDetect option and allocate ports in the order defined by PortOrder. For example:
   PortOrder = “20000”
   Displays Connected = None
   **Primary display allocation:** Searches for a connected display according to the PortOrder. Because Intel® EMGD detects no displays, the Primary display is set to “HDMI-B.”

c. The driver cannot detect the presence of a display connected to the Internal LVDS. Consequently, the driver assumes that an LVDS display is connected if it is in the PortOrder. If you only want to use the internal LVDS when no external panel from other detectable ports or devices are connected, then put LVDS in the PortOrder after the other detectable ports. For example:
   PortOrder = “24000” (HDMI-B, LVDS)
   Displays Connected = None
   **Primary display allocation:** Searches for a display connected according to PortOrder sequence. Since no display is connected and since LVDS is specified in the PortOrder, the driver assumes that an LVDS display is connected. Consequently, set the Primary display to “LVDS.”

d. When the port drivers do not load for any ports specified in the PortOrder, the driver enables port 4 (LVDS) only. For example:
   PortOrder = “20000” (HDMI-B)
   PortDrivers = “” (None)
   **Primary display allocation:** Searches for displays connected according to the PortOrder. Since no port drivers are available for the specified ports, LVDS port 4 is enabled. Consequently, set the Primary display to “LVDS.”

3.12.2 Detectable Displays

The table below provides a list of displays that are detectable by Intel® EMGD.

**Table 23. Detectable Displays**

<table>
<thead>
<tr>
<th>Transmitter</th>
<th>Display Type</th>
<th>Detectable by Intel® EMGD?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated LVDS</td>
<td>LVDS</td>
<td>No (assumed attached)</td>
</tr>
<tr>
<td>CH7022</td>
<td>VGA</td>
<td>Yes</td>
</tr>
<tr>
<td>Integrated DisplayPort</td>
<td>DP Display</td>
<td>Yes</td>
</tr>
<tr>
<td>Integrated eDP</td>
<td>eDP flat panel</td>
<td>No (assumed attached)</td>
</tr>
</tbody>
</table>
### 3.13 Advanced EDID Configuration

Shown in the following EDID Options example, the If EDID Device (edid_avail) and If Not EDID Device (edid_not_avail) options in CED are found on the CRT, DisplayPort, LVDS, HDMI, etc. configuration pages.

These options control the available timings for any display. Use the edid_avail parameter when EDID information is read from the display. If the driver cannot read EDID information from the display or if the edid parameter is set to "0" (disable), then use the settings of the edid_not_avail parameter.

The default behavior of edid_avail is to use the driver’s built-in standard timings and EDID block and filter modes. The default for edid_not_avail uses the driver's built-in standard timings. Please see Table 22 in Section 3.11 for more information on these parameters.

The Intel® EMGD supports three different types of EDID display modes:

1. **Built-in display modes.** These modes are hard-coded in the Intel® EMGD. These modes can be filtered based on the EDID block.

2. **EDID-DTDs:** These are Detailed Timing Descriptors read from the EDID block. EDID can have these DTDs along with other information about the display.


The Advanced EDID Configuration supports different possible combinations of display modes when an EDID display is present along with user-specified DTDs.
3.13.1 **Sample Advanced EDID Configurations**

The table below presents various EDID configurations and the EDID settings in CED used for those configurations.

**Table 24. Sample Advanced EDID Configurations**

<table>
<thead>
<tr>
<th>Configurations</th>
<th>CED Settings</th>
<th>Description</th>
</tr>
</thead>
</table>
| 1. Use only filtered built-in and any EDID-DTDs when the display has EDID information.  
  2. Use all built-in modes when the display does not contain EDID information. | edid = 1, edid_avail = 3, edid_not_avail = 1 | Default values.                                                               |
| 1. Use only filtered built-in modes and EDID-DTDs when the display has EDID.  
  2. Use only user-DTDs otherwise.                                                | edid = 1, edid_avail = 3, edid_not_avail = 4 | This configuration allows the Intel® EMGD to use its built-in display modes and the modes provided by the display.  
  If the Intel® EMGD is unable to read EDID information from the display, then the Intel® EMGD uses the user-DTDs defined in CED. |
| 1. Use only user-DTDs regardless of connected display. (Typically used for a custom panel that only supports user-defined DTDs.)  
  2. Use limited set of timings when a panel EDID is present, but the Intel® EMGD cannot read the EDID information. | edid = 0, edid_avail = (any value), edid_not_avail = 4 | Only user-DTDs defined in CED are used. |
| 1. Use EDID-DTDs for an EDID display.  
  2. Use user-DTDs for a non-EDID display.                                         | edid = 1, edid_avail = 2, edid_not_avail = 4 | This configuration uses the EDID-DTDs when detecting an EDID display and EDID information comes from the display.  
  If the driver detects a non-EDID display, then the Intel® EMGD uses user-DTDs defined in CED. |
| 1. Use only EDID-DTDs and user-DTDs for an EDID display.  
  2. Use user-DTDs only for a non-EDID display.                                    | edid = 1, edid_avail = 6, edid_not_avail = 4 | This configuration uses both EDID-DTDs and user-DTDs when the Intel® EMGD detects an EDID display.  
  If the driver detects a non-EDID display, then the Intel® EMGD uses user-DTDs defined in CED. |

3.13.2 **User-Specified DTDs**

CED provides the ability to input DTD data directly. There are numerous sources of DTD data: VESA, panel manufacturers, etc. See [Creating a New Customized DTD](#) for more information.

3.14 **Enhanced Clone Mode Support**

The Enhanced Clone Mode feature lets you specify a clone display size that is different from the primary display. It also allows you to change the clone display size at runtime using the Intel® EMGD Runtime GUI (see Section 5.6, “Viewing and Changing the Driver Configuration from Microsoft Windows” on page 84).

In Clone mode, the framebuffer is always allocated to match the primary display size. On the clone display (secondary display) the image is centered if the display is bigger than the framebuffer. Centering happens only if the requested resolution and refresh rate is not available for the clone display.
Extended Clone mode uses four CED parameters:
- Clone Width — specifies a width for the clone display
- Clone Height — specifies a height for the clone display
- Clone Refresh — specifies a refresh rate for the clone display
- Enable interlace mode — uses interlace mode for the clone display

3.14.1 Clone Mode CED Configuration

The following CED screenshot shows a sample Clone mode setting configuration.
3.15 Scaling and Centering Configurations

This release supports the following scaling and centering configurations:

- Internal LVDS Scaling With EDID Panels
- Alignment in Clone mode

See the following topics for configuration details:

- “Internal LVDS Scaling with EDID Panels”
- “Centering Primary Display”
- “Alignment in Clone Mode”

3.15.1 Internal LVDS Scaling with EDID Panels

The Intel® EMGD uses a user-supplied DTD with the native flag set (also known as native DTD) as native timing.

If the user does not supply a native DTD, the Intel® EMGD takes the first available matching FP info width and height timings as native timing for the panel if standard timings were selected as part of edid_avail or edid_not_avail flags.

The Internal LVDS connected to an EDID Panel supports scaling of modes other than native mode. To support this, the port driver exports information to the EDID parser that it can scale. The EDID parser does not remove other modes (that is, non-native modes) from the mode table. It only marks the native mode. When the Intel® EMGD queries the port driver on which modes are supported, the port driver then removes any modes that cannot be scaled (up or down depending on the port's hardware capability). When mode-setting occurs, the second display in Clone mode can indeed support non-native modes even though the panel had EDID. This occurs only if a native mode can be found the port driver can scale. Otherwise, the port driver ignores the scaling information and the Intel® EMGD proceeds normally.

The driver also supports Internal LVDS Scaling on EDID-less panels. To support upscaling, the LVDS transmitters require setting the pipe to native timing of the panel despite the user-selected resolution. It also requires finding the native timing (also known as native DTD) of the panel based on user-supplied configuration information.

The port drivers mark one of the timings as native DTD as follows (it goes to the next step only if native DTD is not found in the current step):

1. It finds the timing with the user-defined DTD with the native DTD flag set. This becomes the native DTD for the panel.
2. If the panel is an EDID panel and user selected to use EDID DTDs, then the port driver marks the EDID DTD as native DTD.
3. If the user supplies a DTD without the native DTD flag set, then the port driver marks this one as the native DTD.
4. If none of the above steps works, the port driver finds the first matching timing for FP width, height and marks it as native DTD.

If none of the above steps work, then there is no native DTD and no upscaling is performed.

3.15.2 Centering Primary Display

In Clone mode, the Intel® EMGD expects the primary display to have a framebuffer size (OS Aware mode) that matches the display’s native size of panel timings. When the user designates a display as primary in a Clone mode configuration and wants to center
it (as explained in Section 3.15.3), they may want this setup to align a primary display on a scaling encoder with a secondary one that can only center. This will not work by default for certain port encoders such as the internal LVDS, which default to hardware scaling. But Intel® EMGD has a mechanism to override hardware scaling, thus forcing centering.

When possible, the Intel® EMGD allows centering of 640x480, 800x600, and 1024x768 resolutions on the primary display. In some cases (depending on panels), the image may appear on the top-left. It may also produce unusable output on some displays (such as a TV). Therefore, this type of configuration is more appropriate for LVDS panels.

To disable hardware scaling and force centering for a primary display on the above modes, users only need to set the "Panel_Fit" attribute ("0x12") to "0" (zero).

3.15.3 Alignment in Clone Mode

In Clone mode, both can be configured with separate timings and different resolutions. Both displays show the same content. In the case where resolutions are different on the cloned displays, the display identified as primary drives the display mode and framebuffer size. In this situation, three options exist for the cloned displays:

- **Panning**: If the clone display is smaller than the primary display, the displayed image can be off the screen with the display showing only a window into the overall image. Panning moves the window, following the cursor.

- **Centering**: If the clone display is larger than the primary display mode, the display image can be centered in the clone display. Black borders are displayed around the image on the display, known as picture-boxing.

- **Scaling**: There is one type of scaling in Clone mode, as described below.
  - **Hardware Scaling**: This feature adjusts the resolution of the image from the primary display to fit the resolution of the clone display. This permits scaling up to a larger display (upsampling), or scaling down to a smaller display (downscaling). It also allows the full image to be displayed within the full resolution of the clone display.

  - Some systems may have cloned displays that cannot scale but have a primary display that can scale such as an internal LVDS. In non-panning modes, i.e., centering/hardware scaling, this display combination results in the primary display (LVDS) scaling up but the clone display centering. Section 3.15.2 explains how to force the primary display to center — thus allowing both displays to center.
4.0 Video BIOS Firmware

4.1 Overview

The Intel Embedded Video BIOS incorporates many of the features and capabilities of the Intel® Embedded Media and Graphics Driver. The 1.12 version of the VBIOS includes support for the following chipsets:

- Intel® Atom™ Processor N2000 and D2000 Series

Enabling the SMSW instructions used when Intel® EMGD VBIOS sets up its caching functions increases the boot speed during POST and system boot. Caching is vital for the Intel® EMGD VBIOS and it uses SMSW by design. Changes to the Intel® Embedded Media and Graphics Driver VBIOS cannot happen without affecting its performance.

4.2 System Requirements

The new Video BIOS can be built on a host Microsoft Windows* system and moved to the target system. The host system must have a 32-bit Microsoft Windows operating system installed with the capability to execute DOS commands from a command line window.

The target system must contain one of the following Intel chipsets:

- Intel® Atom™ Processor N2000 and D2000 Series

The target system must contain a minimum of 64 MB of RAM.

4.3 Configuring and Building the VBIOS with CED

The Intel® Embedded VBIOS is built with the Intel Configuration Editor (CED). The VBIOS will use the configuration that you specify in CED. The VBIOS is selected to be built when you specify the Video BIOS as a Target OS in your package configuration. After specifying the Video BIOS, follow all CED prompts, and be sure to select “Generate VBIOS” when available. The VBIOS will then be built when you select “Generate Installation” in CED.
Before building your VBIOS, you must set up your DOS environment with the steps below.

1. Download the Open Watcom* C/C++ compiler from http://www.openwatcom.com. The User Build System for the VBIOS relies on the Open Watcom C/C++ compiler to be able to build a 16-bit DOS binary required for the BIOS. The VBIOS has been tested with version 1.7a of the Open Watcom compiler.

2. Install the Open Watcom* C/C++ compiler using the full or complete option. Do not use the default installation option as it may cause errors when creating the BIOS in CED.

3. Set up directory paths.
   You must set up the PATH environment variable in DOS to be able to execute the Watcom compiler. If Watcom was installed with its default path, CED will by default be able to use it.

When you generate a VBIOS, CED produces the following folders and files:
- Compiled_VBIOS folder
  - iegdtsr.exe (Terminate and Stay Resident executable)
  - VGA.BIN (Option ROM)
- IEMGD_HEAD_VBIOS.zip (this file is generated by the build system)

The iegdtsr.exe can be copied to any folder on the target machine. To run the TSR, boot the target machine with DOS, and then run the iegdtsr.exe from the DOS command line.

The VGA.bin file is the binary option ROM that can be merged with your system BIOS per the instructions provided by your system BIOS vendor.

The IEMGD_HEAD_VBIOS.zip file contains default builds of the TSR executable and Option ROM for the various chipsets. The filenames are iegdtsr-def.exe and vga-def.bin and are located in the tsr or orom folder of the specific chipset folder (see Figure 24).

For further VBIOS build guidelines, see Section 4.3.3, “Building the VBIOS” on page 69.

See also the following topics:
- “Selecting the Build Folder”
- “Configuring the Video BIOS”
- “Building the VBIOS”

### 4.3.1 Selecting the Build Folder

The 1.12 version of the VBIOS contains specific folders used for creating a VBIOS that is either an option ROM (OROM) that can be merged with the system BIOS, or an executable Terminate and Stay Resident (TSR) program for debugging purposes. There are also separate directories for the different chipsets that are supported. CED will build both the TSR and OROM.

Figure 24 shows the directory structure for the Video BIOS libraries contained within CED.
4.3.2 Configuring the Video BIOS

Use CED to configure the VBIOS. Display settings will be used the same way as for the driver.

4.3.2.1 COMMON_TO_PORT

This setting allows you to associate standard display names used in most system BIOSs to specific ports that are recognized by Intel® Embedded Media and Graphics Driver (e.g., LVDS, etc.). The VBIOS makes this association when the VBIOS calls the System BIOS Intel® 5F interrupt functions.

This setting is a six digit number, where each digit is associated with one of the system BIOS displays (from left to right):

1 : CRT - Standard analog CRT
2 : TV1 - TV Output 1
3 : EFP1 - DVI Flat Panel 1
4 : LFP - Local Flat Panel (Internal LVDS display)
5 : TV2 - TV Output 2
6 : EFP2 - DVI Flat Panel 2

The example values above show the typical displays and corresponding order used by a system BIOS. However, this may vary depending on how your system BIOS has implemented the displays and the Intel 5F interrupt functions.
The value in each setting associates with the port number. Using the typical settings above, set COMMON_TO_PORT to be 500400, if you want to associate CRT in the system BIOS with the internal CRT (port 5) and LFP in the system BIOS with internal LVDS (port 4) in the VBIOS.

**Warning:** This feature must be compatible with the system BIOS. If the system BIOS does not properly implement the Intel 5F functions, then using the COMMON_TO_PORT feature could cause unpredictable results with the displays. If you are unsure, set COMMON_TO_PORT to all zeros (000000) to disable this feature.

**Note:** The displaydetect parameter must be set to Enabled in order for the COMMON_TO_PORT values to be used.

### 4.3.2.2 post_display_msg

This setting is a binary setting that enables (1) or disables (0) POST messages to the display.

### 4.3.2.3 OEM Vendor Strings

The following settings are string values that allow you to set the values that are returned from the Intel 4F interrupt functions.

- oem_string
- oem_vendor_name
- oem_product_name
- oem_product_rev

### 4.3.2.4 Default Mode Settings

These settings establish the default VGA or VESA mode to use for the primary (0) and secondary (1) displays. The values should be set to a valid standard VGA or VESA mode (in hexadecimal format, for example, 0x117). Note that a VGA mode can only be set on one display and a second display is disabled unless the DisplayConfig parameter is set to clone mode.

- default_mode_0
- default_mode_1

### 4.3.2.5 Default Refresh Settings

These settings allow you to specify which refresh rate to use for certain VESA modes on the primary and secondary displays. For example, mode 0x117 specifies refresh rates of 60 Hz, 75 Hz, and 85 Hz. This setting allows use to specify which of those three rates to use (specified in decimal, e.g., default_refresh_0=60).

- default_refresh_0
- default_refresh_1

### 4.3.2.6 default_vga_height

This setting allows you to specify which resolution to use for certain VGA modes. Because only one VGA mode can be supported on both displays, this setting applies to the primary display mode (default_mode_0). For example, mode 3 specifies three possible resolutions: 640x200, 640x350, and 720x400. In this example, setting default_vga_height=350 indicates the resolution 640x350.
4.3.3 Building the VBIOS

CED is used to build the VBIOS. The following steps and screenshots outline a typical CED VBIOS build procedure.

1. Define your configuration via CED, being sure to complete the Video BIOS Configuration Page.
2. When defining the package, be sure to select **Video BIOS** as Target OS.

3. Generate the installation. The following message will appear if the Open Watcom* C/C++ compiler has not been installed on the user build system.

![Error Message](image)
4. Generated files should now be in your CED Installation folder.
4.4 **VBIOS, Driver Compatibility, and Data Dependencies**

The Intel® Embedded Media and Graphics Driver does not depend on any data from the VBIOS, and will either use driver settings or select default values for the attached displays. This allows the driver to properly operate with incompatible BIOS or BIOS replacements.

The Intel® Embedded Media and Graphics Driver will retrieve settings, such as panel ID and other display settings from the Embedded VBIOS. The Embedded VBIOS can configure display timings that can also be used for the Intel® Embedded Media and Graphics Driver.

In the current release, Intel® EMGD supports only pre-configured 10x7 resolution and EDID-detected 13x7 resolutions on an internal LVDS panel.

### 4.4.1 VESA and VGA Video Modes

The VBIOS supports many VESA and standard VGA modes. See Table 25 and Table 26 for the VGA and VESA modes and vertical refresh rates that are supported by the VBIOS.

*Note:* Although IBM labeled certain EGA modes with a (*) suffix and the VGA modes with a (+) suffix (such as mode 3, 3* and 3+), the VGA modes are so common that this document does not use the (+) suffix to refer to them.

The actual availability of any particular mode depends on the capabilities of the display device, the amount of memory installed, and other system parameters.

#### Table 25. Supported VGA Video Display Modes (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Video Mode</th>
<th>Pixel Resolution</th>
<th>Color Depth (bpp)</th>
<th>Mode Type</th>
<th>Display Adapter</th>
<th>Font Size</th>
<th>Character Resolution</th>
<th>Dot Clock (MHz)</th>
<th>Horiz. Freq. (KHz)</th>
<th>Vert Freq (Hz)</th>
<th>Video Memory (KB)</th>
</tr>
</thead>
<tbody>
<tr>
<td>00h</td>
<td>320 x 200</td>
<td>16 (gray) (4 bpp)</td>
<td>Text</td>
<td>CGA</td>
<td>8 x 8</td>
<td>40 x 25</td>
<td>25</td>
<td>31.5</td>
<td>70</td>
<td>256</td>
</tr>
<tr>
<td>00h</td>
<td>320 x 350</td>
<td>16 (gray) (4 bpp)</td>
<td>EGA</td>
<td>8 x 14</td>
<td>40 x 25</td>
<td>25</td>
<td>31.5</td>
<td>70</td>
<td>256</td>
<td></td>
</tr>
<tr>
<td>00h</td>
<td>360 x 400</td>
<td>16 (4 bpp)</td>
<td>VGA</td>
<td>9 x 16</td>
<td>40 x 25</td>
<td>28</td>
<td>31.5</td>
<td>70</td>
<td>256</td>
<td></td>
</tr>
<tr>
<td>01h</td>
<td>320 x 200</td>
<td>16 (4 bpp)</td>
<td>Text</td>
<td>CGA</td>
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<td>Text</td>
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<td>80 x 25</td>
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<td>02h</td>
<td>720 x 400</td>
<td>16 (4 bpp)</td>
<td>VGA</td>
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<td>80 x 25</td>
<td>28</td>
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Table 25.  Supported VGA Video Display Modes (Sheet 2 of 2)

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<th>Video Mode</th>
<th>Pixel Resolution</th>
<th>Color Depth (bpp)</th>
<th>Mode Type</th>
<th>Display Adapter</th>
<th>Font Size</th>
<th>Character Resolution</th>
<th>Dot Clock (MHz)</th>
<th>Horiz. Freq. (KHz)</th>
<th>Vert Freq (Hz)</th>
<th>Video Memory (KB)</th>
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<tr>
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<td>640 x 200</td>
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<td>Text</td>
<td>CGA</td>
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<td>80 x 25</td>
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<td>31.5</td>
<td>70</td>
<td>256</td>
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<td>EGA</td>
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<td>80 x 25</td>
<td>25</td>
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<td>70</td>
<td>256</td>
<td></td>
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<tr>
<td></td>
<td>720 x 400</td>
<td>16 (4 bpp)</td>
<td>VGA</td>
<td>9 x 16</td>
<td>80 x 25</td>
<td>28</td>
<td>31.5</td>
<td>70</td>
<td>256</td>
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<td>70</td>
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<td>05h</td>
<td>320 x 200</td>
<td>4 (gray)</td>
<td>Graph</td>
<td>CGA</td>
<td>8 x 8</td>
<td>40 x 25</td>
<td>25</td>
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<td>70</td>
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<td>320 x 200</td>
<td>4 (gray)</td>
<td>EGA</td>
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<td>25</td>
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<td>70</td>
<td>256</td>
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<td>Graph</td>
<td>E/VGA</td>
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<td>80 x 25</td>
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<td>70</td>
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<td>VGA</td>
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<td>VGA</td>
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<td>60</td>
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Table 26. VESA Modes Supported by Video BIOS (Sheet 1 of 2)

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<thead>
<tr>
<th>Video Mode</th>
<th>Pixel Resolution</th>
<th>Colors (bpp)</th>
<th>Mode Type</th>
<th>Display Adapter</th>
<th>Vertical Frequency (Hz)</th>
<th>Video Memory (MB)</th>
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<td>VGA</td>
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<tr>
<td></td>
<td>640 x 480</td>
<td>256 (8 bpp)</td>
<td>Graph</td>
<td>VGA</td>
<td>75</td>
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<tr>
<td></td>
<td>640 x 480</td>
<td>256 (8 bpp)</td>
<td>Graph</td>
<td>VGA</td>
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<tr>
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<td>SVGA</td>
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<tr>
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<td>800 x 600</td>
<td>256 (8 bpp)</td>
<td>Graph</td>
<td>SVGA</td>
<td>75</td>
<td>1</td>
</tr>
<tr>
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<td>800 x 600</td>
<td>256 (8 bpp)</td>
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<tr>
<td>105h</td>
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<td>256 (8 bpp)</td>
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<td>XVGA</td>
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<tr>
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<td>XVGA</td>
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</tr>
<tr>
<td>107h</td>
<td>1280 x 1024</td>
<td>256 (8 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
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<tr>
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<td>1280 x 1024</td>
<td>256 (8 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
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<td>256 (8 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
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<td>VGA</td>
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<td>114h</td>
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<td></td>
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</tbody>
</table>
Table 26. **VESA Modes Supported by Video BIOS (Sheet 2 of 2)**

<table>
<thead>
<tr>
<th>Video Mode</th>
<th>Pixel Resolution</th>
<th>Colors (bpp)</th>
<th>Mode Type</th>
<th>Display Adapter</th>
<th>Vertical Frequency (Hz)</th>
<th>Video Memory (MB)</th>
</tr>
</thead>
<tbody>
<tr>
<td>11Ah</td>
<td>1280 x 1024</td>
<td>64K (16 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
<td>60</td>
<td>4</td>
</tr>
<tr>
<td>1280 x 1024</td>
<td>64K (16 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
<td>75</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>1280 x 1024</td>
<td>64K (16 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
<td>85</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>112</td>
<td>640 x 480</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>VGA</td>
<td>60</td>
<td>2</td>
</tr>
<tr>
<td>640 x 480</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>VGA</td>
<td>75</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>640 x 480</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>VGA</td>
<td>85</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>115</td>
<td>800 x 600</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>SVGA</td>
<td>60</td>
<td>4</td>
</tr>
<tr>
<td>800 x 600</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>SVGA</td>
<td>75</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>800 x 600</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>SVGA</td>
<td>85</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>118</td>
<td>1024 x 768</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>XVGA</td>
<td>60</td>
<td>4</td>
</tr>
<tr>
<td>1024 x 768</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>XVGA</td>
<td>75</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>1024 x 768</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>XVGA</td>
<td>85</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>11B</td>
<td>1280 x 1024</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
<td>60</td>
<td>8</td>
</tr>
<tr>
<td>1280 x 1024</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
<td>75</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>1280 x 1024</td>
<td>16M (32 bpp)</td>
<td>Graph</td>
<td>SXGA</td>
<td>85</td>
<td>8</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

Clone mode is not supported in VBIOS for DOS.

A single config ID can have multiple port drivers. However, only one display will be activated based on port order priority.

§ §
5.0 Configuring and Installing Microsoft Windows Drivers

5.1 Editing the Microsoft Windows INF File

This section describes the driver-level information (iegd.inf) for the Microsoft Windows* operating system, which includes the following:

- Microsoft Windows* XP SP3
- Microsoft Windows* XP Embedded with Embedded Standard 2009

Note: Configuration and Installation information for the Microsoft Windows CE operating system is described in Chapter 6.0, "Configuring and Building Intel® EMGD for Microsoft Windows* Embedded Compact 7."

5.2 Configuration Information

5.2.1 Universal INF Configuration

One INF file can specify multiple display configurations. A ConfigId parameter uniquely identifies each configuration.

The driver reads the PanelId from the System BIOS during initialization and uses the configuration whose ConfigId matches the PanelId. If the System BIOS does not set a valid PanelId (for example, panelId = 0), the driver reads a configuration using ConfigId = 1. (A ConfigId value of 0 is invalid.)

Note: When setting up a multiple display configuration to be used with the PanelID, do not set a default configuration. To have no default configuration, select None from the Default Configuration drop-down menu on the EMGD Package Page. See Section 3.6, "Creating a New Package" on page 41 for details.

You can override the default behavior by specifying a ConfigId parameter as follows:

```
HKR,, ConfigId, %REG_DWORD%, %DEFAULT_CONFIG_ID%
```

In this case, the driver ignores the PanelId returned by the System BIOS. Instead, the Intel® Embedded Media and Graphics Driver uses the configuration information using the specified ConfigId.

The PcfVersion key is generated automatically by the CED utility and is placed in the [iegd_SoftwareDeviceSettings] section of the .inf file. The default iegd.inf file already contains the PcfVersion key. Please see Appendix A, "Example INF File" to view a sample .inf file.

1. These versions of the drivers are not WHQL (Windows Hardware Quality Labs) certified.
5.2.2 Dual Panel Configuration

Below are the settings required to set the INF file to enable extended display configurations. Typically, these settings are output from the CED utility. However, the INF file may also be edited directly. See Table 27 for a description of these settings.

```plaintext
HKR, Config\%DEFAULT_CONFIG_ID%\General, DisplayConfig, %REG_DWORD%, 8
HKR, Config\%DEFAULT_CONFIG_ID%\General, PortOrder, %REG_SZ%, "52000"
```

5.2.3 Chipset Dual Display Example

The table below presents the dual display example for an Intel chipset. The first number in the port order represents the primary display.

Notice the configuration limitations, for instance HDMI is only available on port B, and embedded DisplayPort (eDP) uses port C.

Table 27. Dual Display Parameter Setting

<table>
<thead>
<tr>
<th>Dual Display Combination</th>
<th>Port Order</th>
</tr>
</thead>
<tbody>
<tr>
<td>Internal LVDS and HDMI-B</td>
<td>42000</td>
</tr>
<tr>
<td>HDMI-B and Internal LVDS</td>
<td>24000</td>
</tr>
<tr>
<td>HDMI-B and Analog CRT</td>
<td>25000</td>
</tr>
<tr>
<td>HDMI-B and eDP</td>
<td>28000</td>
</tr>
<tr>
<td>HDMI-B and DP-C</td>
<td>27000</td>
</tr>
<tr>
<td>Internal LVDS and Analog CRT</td>
<td>45000</td>
</tr>
<tr>
<td>Internal LVDS and DP-B</td>
<td>46000</td>
</tr>
<tr>
<td>Internal LVDS and DP-C</td>
<td>47000</td>
</tr>
<tr>
<td>Analog CRT and Internal LVDS</td>
<td>54000</td>
</tr>
<tr>
<td>Analog CRT and DP-B</td>
<td>56000</td>
</tr>
<tr>
<td>Analog CRT and DP-C</td>
<td>57000</td>
</tr>
<tr>
<td>Analog CRT and HDMI-B</td>
<td>52000</td>
</tr>
<tr>
<td>Analog CRT and Internal LVDS</td>
<td>54000</td>
</tr>
<tr>
<td>DP-B and Internal LVDS</td>
<td>64000</td>
</tr>
<tr>
<td>DP-B and DP-C</td>
<td>67000</td>
</tr>
<tr>
<td>DP-B and eDP</td>
<td>68000</td>
</tr>
<tr>
<td>DP-C and Internal LVDS</td>
<td>74000</td>
</tr>
</tbody>
</table>

5.2.4 Creating Registry Settings for Graphics Driver INF File

Use CED to configure the driver settings. It generates the following output, which is then inserted into the graphics driver INF file before driver installation. CED simply translates the configuration options to the INF file. See Table 22 for details on the specific settings and values, which also apply to the settings and values of the INF file. The values of the INF file may also be directly modified. See the example below for syntax and usage. Also, see Appendix A, "Example INF File" for a complete sample INF file.
[iegd_SoftwareDeviceSettings_cdv]
HKR,, InstalledDisplayDrivers, %REG_MULTI_SZ%, iegddis
HKR,, MultiFunctionSupported, %REG_MULTI_SZ%, 1
HKR,, VgaCompatible, %REG_DWORD%, 0
HKR,, PciVersion, %REG_DWORD%, 0x0700

HKR,, ConfigId, %REG_DWORD%, 1

HKR, ALL\1 , name, %REG_SZ%, "Atom_N2000/D2000"
HKR, ALL\1\General, DisplayConfig, %REG_DWORD%, 1
HKR, ALL\1\General, DisplayDetect, %REG_DWORD%, 1
HKR, ALL\1\General, PortOrder, %REG_SZ%, "52678400"
HKR, ALL\1\General, DxvaOptions, %REG_DWORD%, 0
HKR, ALL\1\Port\4\General, name, %REG_SZ%, "LVDS13x7"
HKR, ALL\1\Port\4\General, Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\4\General, CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\4\General, Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\4\General, EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\4\General, EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\4\FpInfo, bkltmethod, %REG_DWORD%, 1
HKR, ALL\1\Port\4\FpInfo, BkltT1, %REG_DWORD%, 60
HKR, ALL\1\Port\4\FpInfo, BkltT2, %REG_DWORD%, 200
HKR, ALL\1\Port\4\FpInfo, BkltT3, %REG_DWORD%, 200
HKR, ALL\1\Port\4\FpInfo, BkltT4, %REG_DWORD%, 50
HKR, ALL\1\Port\4\FpInfo, BkltT5, %REG_DWORD%, 400
HKR, ALL\1\Port\4\Dtd\1, PixelClock, %REG_DWORD%, 72300
HKR, ALL\1\Port\4\Dtd\1, HzrsActive, %REG_DWORD%, 1366
HKR, ALL\1\Port\4\Dtd\1, HzrsSync, %REG_DWORD%, 48
HKR, ALL\1\Port\4\Dtd\1, HszSyncPulse, %REG_DWORD%, 32
HKR, ALL\1\Port\4\Dtd\1, HzrsBlank, %REG_DWORD%, 150
HKR, ALL\1\Port\4\Dtd\1, VertActive, %REG_DWORD%, 768
HKR, ALL\1\Port\4\Dtd\1, VertSync, %REG_DWORD%, 3
HKR, ALL\1\Port\4\Dtd\1, VertSyncPulse, %REG_DWORD%, 5
HKR, ALL\1\Port\4\Dtd\1, VertBlank, %REG_DWORD%, 22
HKR, ALL\1\Port\4\Dtd\1, Flags, %REG_DWORD%, 0x20000
HKR, ALL\1\Port\4\Attr, 26, %REG_DWORD%, 18
HKR, ALL\1\Port\4\Attr, 60, %REG_DWORD%, 1
HKR, ALL\1\Port\4\Attr, 70, %REG_DWORD%, 100
HKR, ALL\1\Port\4\Attr, 71, %REG_DWORD%, 20300
HKR, ALL\1\Port\5\General, name, %REG_SZ%, "ANALOG"
HKR, ALL\1\Port\5\General, Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\5\General, Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\5\General, EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\5\General, EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\5\General, CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\2\General, name, %REG_SZ%, "HDMI-B"
HKR, ALL\1\Port\2\General, Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\2\General, Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\2\General, EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\2\General, EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\2\General, CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\6\General, name, %REG_SZ%, "DP-B"
HKR, ALL\1\Port\6\General, Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\6\General, Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\6\General, EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\6\General, EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\6\General, CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\7\General, name, %REG_SZ%, "DP-C"
HKR, ALL\1\Port\7\General, Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\7\General, Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\7\General, EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\7\General, EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\7\General, CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\8\General, name, %REG_SZ%, "eDP"
HKR, ALL\1\Port\8\General, Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\8\General, CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\8\General, Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\8\General, EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\8\General, EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\8\PpInfo, bkltmethod, %REG_DWORD%, 1
HKR, ALL\1\Port\8\PpInfo, bkltT1, %REG_DWORD%, 200
HKR, ALL\1\Port\8\PpInfo, bkltT2, %REG_DWORD%, 1
HKR, ALL\1\Port\8\PpInfo, bkltT3, %REG_DWORD%, 200
HKR, ALL\1\Port\8\PpInfo, bkltT4, %REG_DWORD%, 50
HKR, ALL\1\Port\8\PpInfo, bkltT5, %REG_DWORD%, 500
HKR, ALL\1\Port\8\Dtd\1, PixelClock, %REG_DWORD%, 69300
HKR, ALL\1\Port\8\Dtd\1, HorzActive, %REG_DWORD%, 1366
HKR, ALL\1\Port\8\Dtd\1, HorzSync, %REG_DWORD%, 48
HKR, ALL\1\Port\8\Dtd\1, HorzSyncPulse, %REG_DWORD%, 32
HKR, ALL\1\Port\8\Dtd\1, VertActive, %REG_DWORD%, 160
HKR, ALL\1\Port\8\Dtd\1, VertSync, %REG_DWORD%, 768
HKR, ALL\1\Port\8\Dtd\1, VertSyncPulse, %REG_DWORD%, 3
HKR, ALL\1\Port\8\Dtd\1, VertBlank, %REG_DWORD%, 22
HKR, ALL\1\Port\8\Dtd\1, Flags, %REG_DWORD%, 0x20000
HKR,, No_D3D, %REG_DWORD%, 1
HKR,, PortDrivers, %REG_SZ%, "analog lvds hdmi dp"

;----------------------------------------------------------------------
[iegd_ICDSoftwareSettings]
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", DLL, %REG_SZ%, iegdglga
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", DriverVersion, %REG_DWORD%, 0x00000001
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", Flags, %REG_DWORD%, 0x00000001
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", Version, %REG_DWORD%, 0x00000002

;----------------------------------------------------------------------
[Strings]
;----------------------------------------------------------------------

; Localizable Strings
;----------------------------------------------------------------------
Intel="Intel Corporation"
DiskDesc="Embedded Installation"
iCDV0="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"
iCDV1="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"
iCDV2="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"
iCDV3="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"

;----------------------------------------------------------------------
; Non Localizable Strings
;----------------------------------------------------------------------
SERVICE_BOOT_START = 0x0
SERVICE_SYSTEM_START = 0x1
SERVICE_AUTO_START = 0x2
SERVICE_DEMAND_START = 0x3
SERVICE_DISABLED = 0x4
SERVICE_KERNEL_DRIVER = 0x1
SERVICE_ERROR_IGNORE = 0x0; Continue on driver load fail
SERVICE_ERROR_NORMAL = 0x1; Display warn, but continue
SERVICE_ERROR_SEVERE = 0x2; Attempt LastKnownGood
SERVICE_ERROR_CRITICAL = 0x3; Attempt LastKnownGood, BugCheck

REG_EXPAND_SZ = 0x00020000
REG_MULTI_SZ = 0x00010000
REG_DWORD = 0x00010001
REG_SZ = 0x0

5.2.5 Dynamic Port Driver Configuration

The Intel® Embedded Media and Graphics Driver supports many combinations and detection orders of displays. The support for these ports is dynamically loaded at startup. The driver configuration can be modified to add or remove availability of specific port drivers.

This section describes the portions of the iegd.inf file that can be modified to either add or remove a port driver for the Microsoft Windows version of the Intel® Embedded Media and Graphics Driver.

5.2.5.1 iegd.PortDrvs_xxx

The first step in either adding or removing a port driver is to identify the family of the chipset you are using. Next locate the appropriate [iegd.PortDrvs_xxx] section for your graphics family. Below are the default settings for the blocks of associated port drivers for a particular graphics chipset family:

[iegd.PortDrvs_cdv]
analog.sys
lvds.sys
hdmi.sys
dp.sys

To remove one or more port drivers, delete the associated line from the iegd.PortDrvs_xxx block. To add a port driver, add the associated line into the appropriate iegd.PortDrvs_xxx block. For example, to add a new port driver for a device named "NewPD", add the following line to the iegd.PortDrvs_alm block:

NewPD.sys
### 5.2.5.2 SourceDisksFiles

To either add or remove a port driver, identify the specific port driver file names in the SourceDisksFiles blocks. The default settings are as follows:

```
[sourcedisksfiles]
iegdmnini.sys = 1
iegdcckey.vp  = 1
iegdm.sys     = 1
iegdcagt.cpa   = 1
iegdcagt.vp    = 1
iegddis.dll    = 1
analog.sys     = 1
analog.vp      = 1
lvds.sys       = 1
lvds.vp        = 1
hdmi.sys       = 1
hdmi.vp        = 1
dp.sys         = 1
dp.vp          = 1
```

To remove a port driver, delete the associated line in the `[SourceDisksFiles]` block. To add a port driver, add the associated line to the block. For example, to add a port driver for a device whose driver is named `NewPD.sys`, add the following line:

```
NewPD.sys  = 1
```

### 5.2.5.3 PortDrivers Registry Key

Modify the registry key in the appropriate `[iegd_SoftwareDeviceSettings_xxx]` section that defines the list of available port drivers. Below are the default values of this registry key in the `iegd.inf` file:

```
For the `[iegd_SoftwareDeviceSettings_cdv]` block:
HKR,, PortDrivers, %REG_SZ%, "analog lvds hdmi dp"
```

Remove or add port driver names as appropriate to the list of port drivers specified within the quoted string. For example, to add support for a new port driver named “NewPD”, the registry key would be defined as follows:

```
HKR,, PortDrivers, %REG_SZ%, "lvds NewPD"
```

### 5.2.6 Changing Default Display Mode

After installing the Intel® Embedded Media and Graphics Driver, Microsoft Windows selects a default display mode for the initial startup of the system. This is an 800 x 600 resolution in 8-bit, 16-bit, or even 32-bit color mode.

In some cases, particularly with EDID-less LVDS displays, the 640 x 480 resolution may not be supported, so the default mode selected by Microsoft Windows must be changed. Otherwise, the display may not work after installation of the Intel® Embedded Media and Graphics Driver.
This default mode can be changed by adding the following registry keys to the
[iegd_SoftwareDeviceSettings] section of the iegd.inf file:
HKR,, DefaultSettings.XrResolution, %REG_DWORD%, 1024
HKR,, DefaultSettings.YResolution, %REG_DWORD%, 768
HKR,, DefaultSettings.BitsPerPel, %REG_DWORD%, 32
HKR,, DefaultSettings.VRefresh, %REG_DWORD%, 60

The example above makes the default resolution 1024 x 768, with a 32-bit color depth
and a refresh rate of 60 MHz.

5.2.7 Creating an .sld file for Microsoft Windows XP Embedded Systems

Microsoft Windows XP Embedded* operating systems require the use of an .sld
(system level definitions) file. The following steps detail how to create such a file for
IEGD from your custom iegd.inf file that you created using CED.

1. Run Component Designer.
2. In the File menu, select Import.
3. In the Choose File for Import dialog, select Setup Information files (*.inf) in
the File of type drop-down list.
4. Select iegd.inf from installation directory.
5. In the Inf Processing Options dialog, select Automatic in the Parsing Options
dialog and click OK.
6. Click Start in the Import File dialog box. Close the dialog on completion. There
should not be any errors.
7. If there are no errors, Save the .sld file.
8. Run Component Database Manager and import the .sld file created above.

Note: Multiple versions will be created.

9. To move the binaries, copy the Intel® EMGD/driver files into the root repository:
  \Windows Embedded Data\Repository
10. In Target Designer, all Intel® EMGD files are found under
    Hardware\Devices\Display Adapters and can be selected by dragging and
dropping into your build.

5.3 Installing Intel® Embedded Media and Graphics Driver on
Microsoft Windows

You can install and uninstall Intel® Embedded Media and Graphics Driver on a Microsoft
Windows system by using the setup.exe program located in the
IEMGD_HEAD_Windows\Utilities folder. The following procedure shows how to
install Intel® Embedded Media and Graphics Driver. Section 5.4, "Uninstalling the
Current Version of the Driver" on page 83 provides instructions for uninstalling the
current version of Intel® Embedded Media and Graphics Driver.
5.3.1 Silent Installation

Intel® Embedded Media and Graphics Driver supports silent installation through an option in setup.exe. With command line installation, add the parameter "/s" (case insensitive), for example `setup.exe /s` at the command prompt. When this option is used, the installation does not display any messages or splash screen except the warning messages about Intel® EMGD not being WHQL compliant. After the silent installation, a message box prompts the user to reboot the system.

**Note:** To disable the Windows WHQL compliance warning messages, use the Windows System Properties -> Hardware -> Driver Signing -> Ignore option.

To allow automatic reboot without the reboot dialog box stopping the installation, use the option "/nr" following the setup.exe command, for example, `setup.exe /nr`. The end user will be responsible to do their own reboot.

5.4 Uninstalling the Current Version of the Driver

You can use the setup.exe Microsoft Windows GUI program to remove the driver from your system. When you run the uninstaller program, it removes the following items from the system:

- The Intel® Embedded Media and Graphics Driver
- The .inf and .pnf files from the windows\inf folder.
- The DisplayPage.dll and qt-mt332.dll from the windows\system32 folder
- Data registry items by running regsvr32.exe with the uninstall option.

**Warning:** If you have a previous version of the Intel® Embedded Media and Graphics Driver installed on your system, you must remove it. Do not use the current version of the Intel® Embedded Media and Graphics Driver Install program to uninstall previous versions of the driver. If you do, unpredictable results may occur. You can use this program only to uninstall the driver from the current version. Each version of the driver has its own version of the installer/uninstaller utility.

1. Click the setup.exe icon located in the Utilities subfolder of the Windows folder.
2. In the dialog box, select Uninstalls driver and application files, and then click Next. The following prompt appears:
3. Click **Yes** to remove the driver. A progress bar displays and when the driver has been removed, the following screen appears.

4. To complete the uninstallation, you must restart your system. If you want to restart your system now, click **Yes** in the following dialog box.

5.5 **Runtime Operation**

Resolution, refresh rate, and color bit depth can be changed after installation and reboot via a Microsoft Windows display property sheet. Other operations such as enabling and disabling ports (display output), rotation, port configuration, and attribute control are accessible via the standard display driver escape protocol.

5.6 **Viewing and Changing the Driver Configuration from Microsoft Windows**

*N: Note: For correct display, emgdgui requires the MS Sans Serif(8) font to be installed in the system font folder.

You can change certain configuration attributes of the Intel® Embedded Media and Graphics Driver using the emgdgui.exe program located in the \Utilities folder. On Microsoft Windows XP systems, you can access the Intel® Embedded Media and Graphics Driver configuration on the display properties setting tab. This program launches the Intel® Embedded Media and Graphics Driver Configuration GUI that consists of the following four tabs:

- **Driver Info** — Contains the driver information.
- **Display Config** — Contains current display information and allows configuration of display configurations, display resolutions and bit depth for primary and secondary displays, flip, rotation, and enabling/disabling for a given port.
- **Display Attributes** — Contains the supported Port Driver (PD) attributes and allows configuration of PD attributes.
- **Color Correction** — Contains color-correction information for the framebuffer and overlay. Using this tab, you can change the framebuffer and overlay color settings.

To view or change the driver settings using the GUI interface, follow this procedure.

1. Double-click the emgdgui.exe icon in the Utilities folder.
   To change display configuration, mode, and display setting, select **Display Config**.
2. Click the **Display Config** tab to show the current configuration.

**Figure 26. Example Runtime Configuration GUI — Display Config Tab**
The **Display Status** section of the above dialog shows the current configuration for the **Primary** and **Secondary** displays.

3. In the **Display Configuration** section of the dialog, select the required display configuration in the **Display Config** drop-down list. This allows the user to choose between Single, Clone, and Extended for all connected ports. A maximum of two ports per display configuration is currently allowed.

4. In the **Primary Mode** and **Secondary Mode** sections of the dialog, change resolution and bit depth of the primary and secondary displays via the **Resolution** and **Bit Depth** drop-down lists.

5. In the **Display Settings** section of the dialog, view and change the settings for a port, rotate and flip the display via the appropriate drop-down lists:
   - **Port**: Allows you to select the required port.
   - **Port Status**: Allows you to enable or disable the selected port. May not be available if there is only one currently active port.
   - **Rotate**: You can rotate the display 0, 90, 180, and 270 degrees.
   - **Flip**: Inverts the display horizontally.

*Note:* If you change any configuration settings in the **Display Config** dialog box, click **Apply** for the changes to take effect.

6. Click the **Display Attributes** tab to view and change the attributes for a port. The screen that appears depends upon the port drivers used.

**Figure 27. Example Runtime Configuration GUI — Display Attributes Tab**
The figure above shows the attributes that can be changed for the selected port in the Port drop-down list. You can change the Port Driver by selecting the appropriate one for your device. The attributes that appear on this tab depend upon the selected port driver. Please see Appendix B, “Port Driver Attributes,” for a complete list of port driver attributes.

**Note:** This tab can be set to NOT display with a configuration option in CED! See CED configuration options for details.

7. Click the Color Correction tab to view and change color corrections. Figure 28 shows a sample Color Correction tab screen. Color Correction is available for both overlays and framebuffers.

**Figure 28. Example Runtime Configuration GUI — Color Correction Tab**

![Example Runtime Configuration GUI — Color Correction Tab](image)

**Table 28. Framebuffer Color Correction Values (applies to R, G, B color)**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gamma</td>
<td>0.6 to 6.0 (default value is 1)</td>
</tr>
<tr>
<td>Brightness</td>
<td>-127 to 127 (default value is 0)</td>
</tr>
<tr>
<td>Contrast</td>
<td>-127 to 127 (default value is 0)</td>
</tr>
</tbody>
</table>

**Table 29. Overlay Color Correction Values (applies to ALL color)**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gamma</td>
<td>0.6 to 6.0 (default value is 1)</td>
</tr>
<tr>
<td>Brightness</td>
<td>0 to 200 (default value is 100)</td>
</tr>
<tr>
<td>Contrast</td>
<td>0 to 200 (default value is 100)</td>
</tr>
<tr>
<td>Saturation</td>
<td>0 to 200 (default value is 100)</td>
</tr>
</tbody>
</table>
The following sub-steps present an example color-correction procedure:

a. Select Framebuffer in the Surface section and select the appropriate port for the color correction to be applied to or select Overlay in the Surface section for color correction to be applied to the overlay.

b. Select the required color to be corrected in the Color section.

c. Select the required color attribute to be corrected in the Gamma Correction section.

d. Click Restore Defaults to restore the default values.

Note: If you make any changes to the color-correction settings, click Apply to have the changes take effect.

Note: The hardware does not support brightness, saturation, and contrast of the overlay and second overlay with RGB pixel format.

§ §
6.0 Configuring and Building Intel® EMGD for Microsoft Windows* Embedded Compact 7

6.1 Microsoft Windows* Embedded Compact 7 Installation

The following sections describe how to install Intel® EMGD on the Microsoft Windows* Embedded Compact 7 operating system.

6.1.1 Prerequisites

The development system should have the following software installed:

- Visual Studio® 2008 and Visual Studio Professional Service Pack 1
- Windows* Embedded Compact 7
- Board Support Package (BSP) - version 3.2 Alpha PPR (see Section 6.1.2.1, “Installation and Setup” on page 90 for download location)

The target system must contain one of the following Intel chipsets:

- Intel® Atom™ Processor N2000 and D2000 Series

Notes: When using a platform based on the Intel® Atom™ Processor E6xx, for proper driver operation you must:

1. Replace the default VBIOS with the latest EMGD VBIOS.
2. Install the latest Intel® EMGD software.

6.1.2 Platform Builder Requirements

You must configure your Platform Builder parameters specific to the options that the system and image require, for example, options for the operating system. A Board Support Package (BSP) is also required however, configuration steps for the BSP are beyond the scope of this procedure. An Intel® BSP can be used or the Windows Embedded Compact 7 PC PSP that is included with Platform Builder.
6.1.2.1 Installation and Setup

**Note:** The installation sequences are crucial for compilation success.

1. Install Visual Studio 2008 Professional.
3. Install Windows Embedded Compact 7 platform builder.
   In the SETUP dialog during installation, select **x86** in the processor architecture section.
4. Install Board Support Package (BSP); v3.2 Alpha PPR is required. Download the BSP from BSquare at:
   or Adeneo at:
   **Note:** You need to register before you are able to download.
5. Download Intel® EMGD from the Intel EDC website: [edc.intel.com](http://edc.intel.com). For assistance on using CED, refer to Section 3.0.
6. Generate a driver for your platform.
7. Unzip and copy the contents of the Driver folder from the zip to C:\Driver.
8. Copy and unzip the codecs to a folder on your hard drive. For illustration purposes, assume the folders have been copied to C:\Driver
9. After installation is complete, change directories:
   cd C:\WinCE700\Platform\Intel_CS
10. Edit Intel_cs.bat:
    a. Change `BSP_DISPLAY_FLAT= 1` to `BSP_DISPLAY_FLAT=
    b. On a new line below `set BSP_DISPLAY_FLAT=`, add a new line:
       `set WEC7_EMGD_DRIVER=1`
    c. Save and close the file.
11. Change directories:
    cd C:\WinCE700\Platform\Intel_CS\Files
12. Edit Platform.reg:
    a. From the C:\WinCE700\platform\INTEL_CS\FILES folder, open the file platform.reg.
    b. Find the lines `ENDIF BSP_DISPLAY_RAGEXL` and `ENDIF BSP_NODISPLAY T`. Between these two lines, paste the following code:

```plaintext
ENDIF BSP_DISPLAY_RAGEXL
; include the path to the iegd.reg file in the release package
;----------------------------------------------------------
; IEGD/EMGD
;----------------------------------------------------------
;[HKEY_LOCAL_MACHINE\System\GDI\DisplayCandidates]
;"Candidate3"="Drivers\Display\Intel"
```
Add in the following code:

```
IF WEC7_EMGD_DRIVER
[HKEY_LOCAL_MACHINE\System\GDI\DisplayCandidates]
"Candidate3"="Drivers\Display\Intel"
#include "C:\WINCE700\platform\INTEL_CS\SRC\DRIVERS\CDV_WEC7\Driver\emgd.reg"
#include C:\WINCE700\platform\INTEL_CS\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\emgd_filters.reg
ENDIF WEC7_EMGD_DRIVER
```

13. Edit Platform.bib and at the end of the file, add the following lines. (Note that indented lines below indicate that lines have wrapped; however, they should be entered into Platform.bib as one line.)

```
IF WEC7_EMGD_DRIVER
ddi_emgd.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\ddi_emgd.dll
NK SHK
;isr_emgd.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\isr_emgd.dll
NK SHK
analog.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\analog.dll
NK SHK
lvds.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\lvds.dll
NK SHK
hdm1.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\hdm1.dll
NK SHK
dp.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\dp.dll
NK SHK

;    aac_dec_filter.dll
$(_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\aac_dec_filter.dll
NK SHK
```

---

**Configuring and Building Intel® EMGD for Microsoft Windows® Embedded Compact 7—Intel® EMGD**

Intel® Embedded Media and Graphics Driver, EFI Video Driver, and Video BIOS

User Guide

July 2012

Document Number: 493848-003US
; ac3_dec_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\ac3_dec_filter.dll NK SH
; h264_dec_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\h264_dec_filter.dll NK SH
; mp3_dec_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\mp3_dec_filter.dll NK SH
; mpeg2_dec_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\mpeg2_dec_filter.dll NK SH
; mpeg2_spl_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\mpeg2_spl_filter.dll NK SH
; mpeg4_dec_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\mpeg4_dec_filter.dll NK SH
; mpeg4_spl_filter.dll
$(\_TARGETPLATROOT)\SRC\DRIVERS\CDV_WEC7\Driver\Codecs\mpeg4_spl_filter.dll NK SH
ENDIF WEC7_EMGD_DRIVER

where <EMGD driver path> is replaced with the actual path for Intel® EMGD, for example, C:\Driver\.... This tells the BSP where to find the EMGD driver files.

14. Check that all the paths edited in steps 12 and 13 are valid. If not, do a manual search for the file concerned and adjust the path accordingly.

15. Intel® EMGD does not support compositor in Windows Embedded Compact 7, however, the default setting in Platform Builder has compositor enabled. To disable it, after creating a new project in Platform Builder, use the Catalog Items View search function to find and disable the following settings IN ORDER:
   - SYSGEN_VIDEO_PLAYER
   - SYSGEN_PHOTO_VIEWER
   - SYSGEN_COMPOSITION
   - SYSGEN_DSHOW_MPEG2DEMUX
   - SYSGEN_MULTIMON
   - SYSGEN_DSHOW_MP4DEMUX

6.1.3 Integrating Intel® EMGD DirectX DirectShow Codecs

6.1.3.1 Intel® EMGD DirectShow Codecs Overview

Microsoft's DirectX DirectShow infrastructure provides a standardized interface for middleware audio-video codec software libraries to expose features for accelerating video and audio processing. This infrastructure does not differentiate between hardware and software acceleration but the middleware codec libraries have the choice of employing either method. For the purpose of enabling hardware accelerated video decode on Windows Embedded Compact 7, the Intel® EMGD Windows Embedded Compact 7 DirectShow filters are provided in the form of middleware codec libraries (DLLs) that will interface with the Intel® EMGD Windows Embedded Compact 7 driver to operate.

The Intel® EMGD DirectShow package includes the following Windows Embedded Compact 7 codecs that are DirectShow transform filters in .dll binary form:

- mpeg2_dec_filter.dll
- mpeg2_spl_filter.dll
- mpeg4_dec_filter.dll
- mp3_dec_filter.dll
- mpeg4_spl_filter.dll
- h264_dec_filter.dll
- aac_dec_filter.dll
- ac3_dec_filter.dll

The codecs with "spl" are splitter codecs.

Notes: Intel® EMGD DirectShow codecs are supported only on the Windows Embedded Compact 7 operating system.

Intel® EMGD splitter filters can connect with most source filters but have been verified to connect only with Intel® EMGD transform filters on its downstream pins. The same case is true with respect to Intel® EMGD transform filter connection with upstream splitter filters.

Important: Intel® EMGD audio and video codec filters work only with Intel® EMGD splitter filters. If these codecs are installed properly into the Windows Embedded Compact 7 OS image (via registry changes), the vplayer.exe is able to load and use Intel® EMGD codecs without any help. VPlayer does not support video resizing or drag-and-drop functionality.

6.1.3.2 Installing Intel® EMGD DirectShow Codecs

Prerequisites:

- At least 512 MB RAM for the target system. The hardware video decode performance depends on what other processes are being run on the system.
- The target system must contain the chipset or processor that supports the video engine.
- Include Intel® EMGD Graphics Driver in the Windows Embedded Compact 7 OS image per the appropriate installation instructions in Section 6.1.2.1, “Installation and Setup” on page 90.
For the latest EVALUATION ONLY versions of the Intel® EMGD DirectShow codecs, contact your Intel FAE or open a QuAD case and request the codecs.

After you have the codec package, follow these steps to set up the Intel® EMGD DirectShow codecs:

1. Ensure that the Intel® EMGD DirectShow codecs are included in the Windows Embedded Compact 7 OS image. You do this by including it into either the platform.bib or project.bib file.

2. Ensure that the emgd_filters.reg file is included into the image registry. You do this by including it into either the platform.reg or project.reg file.

3. Set the backbuffers required for Intel® EMGD Codecs on the Microsoft video renderer filter for smoother performance by changing the following registry key:

   ![Registry Key Example](https://example.com/registry_key.png)

   where X is the current value that you need to change to equal to or greater than 5.

4. For smoother playback and lower CPU utilization, ensure you use interrupts with Intel® EMGD if available. See Section 6.1.2.1, “Installation and Setup” on page 90 for details.

### 6.2 Microsoft Windows* Embedded Compact 7 Configuration

The following sections describe how to configure the Intel® EMGD on the Microsoft Windows* Embedded Compact 7 operating system. All the Intel® EMGD-specific registry keys are located within the path

```
[HKEY_LOCAL_MACHINE\Software\Microsoft\DirectX\DirectShow\Video Renderer]
```

All keys use one of the following syntax:

```
"<keyname>"=dword:<value>,

or

"<keyname>" = <value>
```

where <value> in the second case is a string in double quotes.

**Note:** Unless specified otherwise, the “value” field is in hex format.

The emgd.reg file contains display configuration registry entries for the Intel® EMGD. A sample emgd.reg file is provided along with the driver package. The content of this file may be included through the “#include” directive in platform.reg (see Section 6.1.2.1, “Installation and Setup” on page 90), or it may be copied into the proper section in platform.reg.

### 6.2.1 Basic Driver Configuration

This section discusses basic driver configuration keys located in

```
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\General]
```

The table below lists the keys in the “Intel” folder.
6.2.1.1 Graphics Memory Configuration

The Intel Embedded Graphics Suite (IEGS = VBIOS + Graphics driver) provides the ability to dedicate additional memory for graphics functions on the Microsoft Windows* Embedded Compact 7 platform. This is known as reserved memory. Firmware selects the amount of reserved memory. The reservation size is passed to the graphics driver through a scratch register available on the GMCH. Reserved memory helps minimize the amount of memory stolen from the OS for memory-limited, embedded systems. For instance, if firmware uses a 640 x 480, 32-bit framebuffer, a total of 1.2 MB is required. Stolen memory would need to be configured as 8 MB or higher, since the next smaller option is only 1 MB, too small for the 640 x 480, 32-bit framebuffer. In such a case, stolen memory can be programmed to 1 MB. Reserved memory can provide the additional memory required for the framebuffer, removing only a minimum amount of memory from the OS.

**Note:** Reserved memory is only available on the Microsoft Windows Embedded Compact 7 operating system, and must be accounted for in the config.bib memory layout file.

Additionally, one can configure the Microsoft Windows Embedded Compact 7 display driver for either static or dynamic allocation of video memory. The static model preallocates physical memory for the display driver and provides a more efficient surface allocation scheme. The dynamic model allocates surface memory on demand from the system and will incur a small performance hit. However, the dynamic model has the advantage of deallocation of video memory when not required, thus making it available to other applications.

The static memory model requires a base and size specification registered in the project.reg file. The base + size must reach to top of memory (TOM). Since this is not required to be specified in the config.bib memory map, care must be taken not to overlap any other memory arenas with the static allocation. See Section 6.2.1.2, “Defining Graphics Memory Size” on page 96 for further details on how to configure the static memory model.

Figure 29 shows a typical memory map, using a static memory model.

### Table 30. [HKLM\DRIVERS\Display\Intel] Registry Keys

<table>
<thead>
<tr>
<th>Registry Entry</th>
<th>Description</th>
<th>Possible Ranges</th>
</tr>
</thead>
<tbody>
<tr>
<td>PCFversion</td>
<td>Specifies the version of the current configuration file.</td>
<td>400 or 700</td>
</tr>
<tr>
<td>ConfigId</td>
<td>This selects the configuration set.</td>
<td>1, 2, 3, 4, or 5</td>
</tr>
<tr>
<td>PortDrivers</td>
<td>List of port drivers to be dynamically loaded when the system boots. The dll's must exist in the C:\Windows directory.</td>
<td>Space separated string enclosed in quotes, where each port driver name is listed in the string. The default string included with the release has all supported port drivers.</td>
</tr>
</tbody>
</table>
6.2.1.2 Defining Graphics Memory Size

The driver supports the ability to allocate graphics memory dynamically by sharing system resources with the operating system or statically by pre-allocating a block of system memory to be used exclusively by the graphics driver.

To configure the driver to operate using static video memory, two registry settings "ReservedMemoryBase" and "ReservedMemorySize" need to be enabled and defined with valid values. These two registry entries control the start address and size of the memory range pre-allocated for graphics driver use. The pre-allocated memory range should include the stolen memory (BIOS setting). For the Intel chipset or processor, this feature does not reuse the stolen video memory reserved by BIOS. Intel recommends getting BIOS to limit this to the smallest size as this memory is wasted due to some combined OS and hardware limitation.

For example, on a system with 512 MB of system memory and 4 MB of stolen memory (BIOS option), if an additional 14 MB of graphics memory (for a total of 18 MB) is desired, these settings should be used.

```
"ReservedMemoryBase"=dword:1E400000
"ReservedMemorySize"=dword:01C00000
```

These settings indicate that the managed graphics memory pool will begin at physical address 0xE400000 (484 MB) and will be 18 MB in size. The base address, "ReservedMemoryBase," is the physical system address value and the stolen memory from the BIOS settings is included.

Check the platform you are using to ensure you have all the stolen memory taken into account. For example, in the case of the Cobra board that uses Intel's ACSFL firmware, 2 MB of stolen video memory needs to be included in this configuration. Always remember to include the amount of stolen memory in this number.
Besides the registry entry, the Platform Builder working project also needs to be updated to ensure that the kernel does not try to access this stolen memory. Two items in the config.bib of the project workspace need editing: the NK image/RAM memory partitioning and the memory reservation list. Using the example of the registry configurations above, the kernel would have to be configured not to use the physical memory above the 484 MB mark since that's where the static video memory begins. Thus, the total of the NK image and the system's available RAM must be no more than 484 MB, so you must change your config.bib accordingly:

NK 80220000 009BE0000 RAMIMAGE ;14 MB for nk.bin + misc.

RAM 80C00000 1DA00000 RAM ;42 MB for RAM

The NK.BIN image plus the lower conventional memory DMA buffers used by Windows Embedded Compact 7 takes 10 MB; 474 MB is for the RAM. Thus, the memory area above the 484 MB mark is untouched by the kernel and will be used by the display driver.

Overall solution from above example settings in terms of physical system memory viewpoint:

```
NK 80220000 009BE0000 RAMIMAGE ;14 MB for nk.bin + misc.
RAM 80C00000 1DA00000 RAM ;42 MB for RAM
```

The 64 MB NK.BIN image plus the lower conventional memory DMA buffers used by Windows Embedded Compact 7 takes 10 MB; 474 MB is for the RAM. Thus, the memory area above the 484 MB mark is untouched by the kernel and will be used by the display driver.
6.2.1.3 Framebuffer and Video Surface Size

Two additional optional registry settings are available to limit the framebuffer size of the display driver and the total size of offscreen video surfaces.

The MaxFbSize registry entry will control the maximum size of the framebuffer only. Actual usage will depend on the mode being used.

The PageReqLimit registry entry will control the total size in pages (4 KB) of all video surfaces, buffers allocated for any use. Both of these registry configurations apply to both the static as well as dynamic video memory management explained in the previous section. The default below indicates that a maximum of 2 MB are used for the framebuffer and a maximum of 16 MB are permitted for all offscreen videosurface allocations.

```
"MaxFbSize"=dword:200000
"PageReqLimit"=dword:1000
```

In the case of Microsoft Windows Embedded Compact 7, because the OS does not allow for dynamically setting the framebuffer size, the MaxFbSize can be changed to match the mode setting being used in order to minimize on video memory waste. The following are different suggested values for MaxFbSize for different display modes. These values have not been validated. Note that 640x480 is calculated as 640x512 and 800x600 is calculated as 800x768 for stride alignment purposes.

- 640x512X16 = A0000
- 640x512X24 = F0000
- 640x512X32 = 140000
- 800x768X16 = 12C000
- 800x768X24 = 1C2000
- 800x768X32 = 258000
- 1024x768X16 = 180000
- 1024x768X24 = 240000
- 1024x768X32 = 300000
- 1280x1024x16 = A000000
- 1280x1024X32 = A000000

6.2.1.4 Video Surface Allocation Rule

Another two optional registry entries determine a minimum width and height that allow video surface allocations to succeed.

In Windows Embedded Compact 7 GDI, video surface allocations can happen with a REQUIRE_VIDEO_MEMORY or a PREFER_VIDEO_MEMORY flag. The following options will force surface allocations with the PREFER_VIDEO_MEMORY flag to be allocated in system memory if the width and height are lower than stated.

The "MinVidSurfX" registry entry defines the minimum width of a surface allocation for it to succeed with video memory. "MinVidSurfY" defines the minimum height. The surface allocation will succeed if either the width or the height is at the required minimum.

```
"MinVidSurfX"=dword:10
"MinVidSurfY"=dword:10
```
In this example, surfaces allocated with the PREFER_VIDEO_MEMORY where the width and height are both less than 16 pixels are forced to be in system memory. This option increases performance of the display device as smaller video images, such as icons, would be kept in system memory and only blitted onto the visible frame buffer when they are needed. This ensures optimal use of the display device for larger video surfaces where acceleration makes sense.

6.2.1.5 System to Video Stretch Blit

System to Video Memory stretch blits are not natively supported on Intel GMCH devices. This feature allows you to enable a soft copy of system surfaces to video surfaces to conduct an accelerated stretch blit. The advantage is that the stretch blit uses the blend engine and hardware filtering can be applied. The filtering options are listed in Section 6.2.2.

A value of 1 for the “SysToVidStretch” enables system-to-video stretch blits, as described above, while a value of 0, disables this feature and forwards all system to video stretch blits to the emulator provided by the operating system.

```plaintext
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\General]
"SysToVidStretch"=dword:0
```

6.2.1.6 emgd.reg File Backward Compatibility

Intel® Embedded Media and Graphics Driver expects a configuration file in the PCFVersion 700 format. However, the driver currently supports backward compatibility with version 4.0. This support is not guaranteed, and will be discontinued at a later release. This support is implemented through the PcfVersion key as shown below:

```plaintext
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\General]
"PcfVersion"=dword:400
```

Intel® EMGD uses this key to determine the format of the configuration file. When this key is present, Intel® EMGD parses the configuration file using the format specified by the key (400 or 700). If this key is not present, then Intel® EMGD assumes 4.0 format.

6.2.2 Configuration Sets

The Intel® Embedded Graphics Drivers allows multiple configuration sets for OEMs who want to use the same emgd.reg file across different platforms. There can be up to 16 instances of configurations. The registry key described in the previous section, ConfigId, ensures the display driver selects the right instance. Each instance may contain multiple groups of per-config and per-config+per-port platform customizations.

The configuration sets are defined in the registry tree as

```plaintext
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\<platform>\<config id>],
```

Where `<config id>` is the configuration number. The “ConfigID” key described in the previous section selects the active configuration set.

6.2.3 General Configuration

Registry keys described in this section can be found in

```plaintext
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\<platform>\<config id>],
```

where `<config id>` is the configuration number, and where `<platform>` is Atom_N2000/D2000. The driver first attempts to find the configuration or platform on which it is booted, but if the configuration for that platform is not present, the driver uses the ALL platform setting.
<table>
<thead>
<tr>
<th>Registry Entry</th>
<th>Description</th>
<th>Possible Ranges</th>
</tr>
</thead>
<tbody>
<tr>
<td>Width</td>
<td>Width of the display</td>
<td>Width and Height must be expressed as hexadecimal values. For example:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1024 x 768: 400 x 300</td>
</tr>
<tr>
<td></td>
<td></td>
<td>800 x 600: 320 x 258</td>
</tr>
<tr>
<td></td>
<td></td>
<td>640 x 480: 280 x 1E0</td>
</tr>
<tr>
<td>Height</td>
<td>Height of the display</td>
<td>See above.</td>
</tr>
<tr>
<td>Depth</td>
<td>Color depth in bpp (bits per pixel)</td>
<td>Depth must be expressed as a hexadecimal number and must be one of the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>following values:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>8bpp: 8</td>
</tr>
<tr>
<td></td>
<td></td>
<td>16bpp: 10</td>
</tr>
<tr>
<td></td>
<td></td>
<td>24bpp: 18</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32bpp: 20</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Note that the Intel 915 chipsets do not support 24 bpp.)</td>
</tr>
<tr>
<td>Refresh</td>
<td>The refresh rate of the display.</td>
<td>Refresh rate must be in hex:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>60 : 3c</td>
</tr>
<tr>
<td></td>
<td></td>
<td>70 : 46</td>
</tr>
<tr>
<td></td>
<td></td>
<td>75 : 4b</td>
</tr>
<tr>
<td></td>
<td></td>
<td>85 : 55</td>
</tr>
<tr>
<td></td>
<td></td>
<td>etc...</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This value can be any valid refresh rate as long as the display port supports it.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A refresh of '0' takes the first refresh that matches width, height and depth.</td>
</tr>
<tr>
<td>NO_D3D</td>
<td>Specify whether to enable D3D.</td>
<td>0 = Enable D3D</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = Disable D3D</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default is 0.</td>
</tr>
<tr>
<td>ReservedMemoryBase</td>
<td>Video memory can be statically reserved or dynamically allocated on demand. If both Reserved</td>
<td>The ReservedMemoryBase plus the ReservedMemorySize must extend to the TOM (Top</td>
</tr>
<tr>
<td>ReservedMemorySize</td>
<td>MemoryBase and ReservedMemorySize are non-zero, then Video memory allocation uses the static</td>
<td>Of Memory) and not conflict with other reserved memory arenas in config.bib.</td>
</tr>
<tr>
<td></td>
<td>model.</td>
<td>Default for both base and size is zero, indicating a dynamic allocation model.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default behavior disables static memory model.</td>
</tr>
<tr>
<td>MaxFbSize</td>
<td>Maximum size of the expected framebuffer. By providing this hint, the display driver can more</td>
<td>Must be greater than or equal to the expected size of framebuffer. Units are in</td>
</tr>
<tr>
<td></td>
<td>efficiently organize GART memory, leading to a smaller video memory consumption.</td>
<td>bytes. Specifying zero causes the default framebuffer reservation sizing.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>All other chipsets: 16 MB</td>
</tr>
<tr>
<td>MinVidSurfX</td>
<td>In pixels, the minimum width and height of surfaces in order to be acceptable for allocation in</td>
<td>No limitations. Suggested values for both width and height are 10. Default value</td>
</tr>
<tr>
<td>MinVidSurfY</td>
<td>Video memory. Due to hardware restrictions that optimize memory access, it is advisable to</td>
<td>for both width and height is 1. Default:</td>
</tr>
<tr>
<td></td>
<td>reserve video memory for larger surfaces and allow GDI and DirectDraw* to allocate small</td>
<td>MinVidSurfX = 1</td>
</tr>
<tr>
<td></td>
<td>surfaces from system memory.</td>
<td>MinVidSurfY = 1</td>
</tr>
<tr>
<td>ReUseStolenMemory</td>
<td>The dynamic memory option allows the user to choose whether they want to use the memory stolen</td>
<td>dword:0 = Disabled</td>
</tr>
<tr>
<td></td>
<td>by the BIOS or if they want to scrap that memory and re-allocate memory dynamically.</td>
<td>dword:1 = Enabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Default: dword:1</td>
</tr>
</tbody>
</table>
Table 31. [HKLM\Drivers\Display\Intel\<platform>\<config id>\]Registry Keys (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Registry Entry</th>
<th>Description</th>
<th>Possible Ranges</th>
</tr>
</thead>
<tbody>
<tr>
<td>SysToVidStretch</td>
<td>Enables system-to-video memory stretch blit operations to take advantage of hardware-accelerated filtering. Normally, it is more efficient to allow GDI to conduct system-to-video stretch blits, but the default filtering used by GDI is Nearest.</td>
<td>0 = Disabled&lt;br&gt;1 = Enabled&lt;br&gt;Default: 0</td>
</tr>
<tr>
<td>BlendFilter</td>
<td>Provides selection of hardware-accelerated filtering methods for stretch blit operations.</td>
<td>0 = Nearest&lt;br&gt;1 = Bilinear&lt;br&gt;2 = Anisotropic&lt;br&gt;Default: 2</td>
</tr>
<tr>
<td>TearFB</td>
<td>If enabled, all blit operations to the framebuffer are synchronized with video sync to eliminate any visible tearing or flickering on the display screen. Disabling this feature achieves a performance gain.</td>
<td>0 = Disabled, tearing allowed&lt;br&gt;1 = Enabled, no visible tearing&lt;br&gt;Default: 1</td>
</tr>
<tr>
<td>OverlayDualVext</td>
<td>Provides selection for enabling two hardware overlay planes (one for each screen) to display independent video streams on each overlay plane. This selection only applicable in Vertical Extended Mode. Note that the hardware overlay plane for each display locks on that screen; the overlay fails to display if it is crossed into the wrong screen.</td>
<td>0 = Disabled&lt;br&gt;1 = Enabled&lt;br&gt;Default: 0</td>
</tr>
<tr>
<td>DisplayConfig</td>
<td>The &quot;DisplayConfig&quot; key sets the display configuration to be in Single, Clone, or Vertical Extended modes. (Unlike Microsoft Windows* XP, Microsoft Windows* Embedded Compact 7 does not support Extended mode). It does not, however, dictate what type of display ports will be used.</td>
<td>1 (single), 2 (clone), 5 (vertical extended)</td>
</tr>
<tr>
<td>DisplayDetect</td>
<td>The &quot;DisplayDetect&quot; key allows the user to enable a display port only if a display device is connected. Displays without EDID will not be detected.</td>
<td>0 = disable&lt;br&gt;1 = enable&lt;br&gt;Default: 0</td>
</tr>
<tr>
<td>PortOrder</td>
<td>The PortOrder setting ensures the correct display port types are used based on user selection.</td>
<td>See Section 6.2.3.1.</td>
</tr>
</tbody>
</table>
6.2.3.1 PortOrder Information

PortOrder specifies the actual ports that are used for the Primary and Secondary display. As shown in the table below, the port numbers are slightly different among the supported chipsets.

### Table 32. PortOrder Information

<table>
<thead>
<tr>
<th>Port Number</th>
<th>Chipsets</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>HDMI-B</td>
</tr>
<tr>
<td>3</td>
<td>HDMI-C</td>
</tr>
<tr>
<td>4</td>
<td>Internal LVDS Port</td>
</tr>
<tr>
<td>5</td>
<td>Analog</td>
</tr>
<tr>
<td>6</td>
<td>DP-B</td>
</tr>
<tr>
<td>7</td>
<td>DP-C</td>
</tr>
<tr>
<td>8</td>
<td>eDP</td>
</tr>
</tbody>
</table>

The driver attempts to use the ports in the order specified by "PortOrder". For example, "PortOrder" = "42000" will assign the internal LVDS port to the primary display and the HDMI-B port to the secondary display (if any), assuming all the ports are present and detected. Suppose port "4" is not present, in that case the driver tries to assign the next port (2, in this case) in line to the primary display, resulting in HDMI-B port for primary.

Setting PortOrder to "00000" causes the driver to use default internal settings.

```
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\General]
;-------------------------------------
; Select Port Order
;-------------------------------------
"PortOrder"="54320"
```

; PortOrder specifies the actual port
; that will be taken for the Primary /
; Secondary ports if there are duplicates
; of the same type. For example, if both
; Primary and Secondary are digital, then
; port order will determine which ports
; will be first and second. The section below
; gives the port order numbers for various chipsets.
; Specify value "0000" to use default settings.
On i915 chipsets:
; ================================
; 1 - Integrated TV Encoder
; 2 - HDMI-B port
; 4 - HDMI-C port
; 5 - Analog port
; 6 - DP-B
; 7 - DP-C
6.2.3.2 Vertical Extended Mode

The Windows® Embedded Compact 7 Intel® EMGD driver supports Vertical Extended display mode, which is one large framebuffer that extends across two displays by doubling the height of resolution. The top half of the framebuffer is on the first pipe and the bottom half is on the second pipe. The Windows Embedded Compact 7 operating system is unaware of the two displays. This feature is supported only on the dual-pipelined chipsets, which is every supported platform stated in Section 6.1.1.

This feature is enabled through the DisplayConfig key in the project.reg file. The resolution, bit depth, and refresh rates of both displays must be the same. Vertical and horizontal panning are not supported. DirectDraw is supported on both pipes, but DirectDraw 3D must be disabled when Vertical Extended Display mode is enabled.

6.2.4 Per Port Platform Customization

Intel® EMGD provides what is considered the most useful tools to the embedded market — per port platform customizations. This includes the following:

- Defining custom DTD panel timings: PixelClock, HorzActive, HorzSync etc...
- Flat Panel width and height limitations and power and/or backlight control mechanisms: BkltMethod, BkltT1, BkltT2, GpioPinVdd etc...
- Port driver specific attribute settings for initialization at boot time: Brightness, Contrast, H-Position etc...

All of the above can be set for each individual port depending on the maximum number of ports the chipset supports. Also, you can have multiple instances of these configurations to allow different settings per configuration.

The usage model for this per-config, per-port platform customizations follows after the same options available in the INF registry settings for the Intel Embedded Graphics Drivers for Microsoft Windows® XP. Please see Figure 6.2.6, “Sample emgd.reg File” on page 106 or to the provided registry sample file in the Intel® EMGD Windows® Embedded Compact 7 driver package for examples. The following sections provide information on these configurations.

6.2.4.1 Per Port Customization — General Port Configuration

This section describes port-specific general configuration options. These options are located under

```
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\1\General]
```

- Edid
  This boolean key enables (set to 1) or disables (set to 0) the EdidAvail and EdidNotAvail keys.
• EdidAvail and EdidNotAvail
These two 16-bit keys control the available timings for the display. If an EDID is successfully read from the display device, then Intel® EMGD uses the EdidAvail flag to determine what timings are available. Otherwise, if an EDID cannot be read, then Intel® EMGD uses the EdidNotAvail key.

<table>
<thead>
<tr>
<th>Bit #</th>
<th>Value (0 or 1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Disable/Enable driver built-in timings</td>
</tr>
<tr>
<td>1</td>
<td>Disable/Enable EDID timings. (Only valid for the EdidAvail flag)</td>
</tr>
<tr>
<td>2</td>
<td>Disable/Enable DTD</td>
</tr>
<tr>
<td>3-15</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

• CenterOff
If the selected frame buffer size is smaller than what the Intel® EMGD hardware can support, by default the frame buffer will be centered with a black border around it. To explicitly turn off this feature, the user may set the “CenterOff” key to “1”.

• Rotation and Flip
Intel® EMGD supports desktop rotation through the “Rotation” key in Single and Clone mode. Rotation is not supported in Vertical Extended Mode. The “Rotation” key can be set to one of the four following values.

<table>
<thead>
<tr>
<th>Degrees</th>
<th>Key Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0 (default)</td>
</tr>
<tr>
<td>90</td>
<td>5A</td>
</tr>
<tr>
<td>180</td>
<td>B4</td>
</tr>
<tr>
<td>270</td>
<td>10E</td>
</tr>
</tbody>
</table>

So, "Rotation”=dword:5A will rotate the frame buffer 90 degrees. The “Flip” key flips the desktop horizontally, displaying a mirror image. “Flip” is a boolean value: 1 to enable, 0 to disable.

• Scale
Intel® EMGD can scale the desktop to the output panel using the panel's DTD or EDID (in that order). Scaling (attribute ID "18") is a boolean value, “18”=dword:1 to enable, 0 to disable.

6.2.4.2 Per Port Customization — Custom DTD Timings
For each configuration, each port can be added with up to 255 customized DTD modes.

The following is an example of adding 800x640 mode to the LVDS port when ConfigId=1 is used.

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\4\DTD\1]
"PixelClock“=dword:9c40
"HorzActive“=dword:320
"HorzSync“=dword:28
"HorzSyncPulse“=dword:80
"HorzBorder“=dword:0
"HorzBlank“=dword:100
"HorzSize“=dword:0
"VertActive“=dword:280
6.2.4.3 Per Port Customization — Custom Flat Panel Controls

Similarly, the flat panel native resolution and power and backlight sequencing controls can also be configured here.

```
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\1\FPInfo]
  "BkltMethod"=dword:0
  "BkltT1"=dword:0
  "BkltT2"=dword:0
  "BkltT3"=dword:0
  "BkltT4"=dword:0
  "BkltT5"=dword:0
  "GpioPinVdd"=dword:0
  "GpioPinVee"=dword:0
  "GpioPinBklt"=dword:0
  "BkltEnable"=dword:0
  "UseGMCHClockPin"=dword:0
  "UseGMCHDataPin"=dword:0
```

Note: For Per-Config, Per-Port configuration, the subkey path includes the correct "Config" and "Port" numbers.

6.2.4.4 Per Port Customization — Attribute Initialization

Attributes are also per config and per port. However, the actual keys are dependent on the port driver being used. Below are examples of registry keys associated with initializing attributes for the Chrontel Port Driver.

For complete information on port driver attributes, refer to Appendix B.

Note: For Per-Config, Per-Port configuration, the subkey path includes the correct "Config" and "Port" numbers.

The following example sets the port driver attributes using the attribute IDs. Please see Table 22, "Parameter Configuration Format" on page 51 for a list of attribute IDs and their meanings.

```
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\1\Attr]
  "0"=dword:32
  "1"=dword:4
  "3"=dword:1
  "8"=dword:1
  "12"=dword:0
  "14"=dword:1
  "19"=dword:1
```
6.2.5 Miscellaneous Configuration Options

This section covers registry settings not in [HKEY_LOCAL_MACHINE\Drivers\Display\Intel].

6.2.5.1 Text Anti-Aliasing

The Microsoft Windows* Embedded Compact 7 driver supports text anti-aliasing. To switch it on, add these registry settings:

[HKEY_LOCAL_MACHINE\System\GDI\Fontsmoothing]
[.HKEY_LOCAL_MACHINE\System\GDI]
"ForceGRAY16"=dword:1

*Note:* Always turn on Text Anti-Aliasing when using a TV display device.

6.2.6 Sample emgd.reg File

;***** BEGIN INTEL DISPLAY DRIVER REGISTRY ENTRY *****
;*******************************************************************************
; This file was created based on user variable specified in the CED.
; DriverVer=
;*******************************************************************************

[HKEY_LOCAL_MACHINE\System\GDI\Drivers]
"Display"="ddi_emgd.dll"
;[HKEY_LOCAL_MACHINE\System\GDI\Drivers]
; "MainDisplay"="ddi_emgd.dll"
[HKEY_LOCAL_MACHINE\System\GDI\Drivers]
"D3DMOverride"="ddi_emgd.dll"
[HKEY_LOCAL_MACHINE\System\D3DM\Drivers]
"RemoteHook"="ddi_emgd.dll"

;*******************************************************************************
; The Following Sections Provide General Driver-Wide Registry Settings
;*******************************************************************************

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel]
"PcfVersion"=dword:700
"ConfigId"=dword:1

;*******************************************************************************
; The Following Sections Provide Per-Config & Per-Port Registry Settings
;*******************************************************************************

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1]
"name"="Sample"
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\General]
;==============================================================
; Select Display configuration, single, twin ...
Configuring and Building Intel® EMGD for Microsoft Windows® Embedded Compact 7—Intel® EMGD

;-------------------------------------------------------------
"DisplayConfig"=dword:1
;-------------------------------------------------------------
; Select if you want to enable Display Detection
;-------------------------------------------------------------
"DisplayDetect"=dword:1
;-------------------------------------------------------------
; Select Port Order
;-------------------------------------------------------------
"PortOrder"="52740000"
"Width"=dword:400
"Height"=dword:300
"Depth"=dword:20
"Refresh"=dword:3c
"MaxFbSize"=dword:800000
"MinVidSurfX"=dword:10
"MinVidSurfY"=dword:10
"OverlayDualVext"=dword:0
"NO_D3D"=dword:0
;-------------------------------------------------------------
; Config 1 - Analog Port
;-------------------------------------------------------------
; Following are the registry entries for port's general config
;-------------------------------------------------------------
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\5\General]
 "Name"="Analog"
 "Edid"=dword:1
 "EdidAvail"=dword:3 ; STD TIMINGS + EDID TIMINGS + USER TIMINGS
 "EdidNotAvail"=dword:1 ; STD TIMINGS + USER TIMINGS
;-------------------------------------------------------------
; Following are the registry entries for port's DVO I2C settings
;-------------------------------------------------------------
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\5\DVO]
;-------------------------------------------------------------
; Following are the registry entries for port's flat panel's mode-limits,
; power and backlight control
;-------------------------------------------------------------
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\5\FPInfo]
;-------------------------------------------------------------
; Following are the registry entries for ports first custom DTD mode to add
;-------------------------------------------------------------

; Following are the registry entries for the port device's display
attribute parameters
;
;-------------------------------------------------------------
[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\5\Attr]
;---------------------------------------
; Config 1 - HDMI-B Port
;---------------------------------------
; Following are the registry
; entries for port's general config
;---------------------------------------

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\2\General]
"Name"="HDMI-B"
"Edid"=dword:1
"EdidAvail"=dword:3 ; STD TIMINGS + EDID TIMINGS + USER TIMINGS
"EdidNotAvail"=dword:1 ; STD TIMINGS + USER TIMINGS
;---------------------------------------
; Following are the registry entries
; for port's DVO I2C settings
;---------------------------------------

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\2\DVO]
;---------------------------------------
; Following are the registry entries
; for port's flat panel's mode-limits,
; power and backlight control
;---------------------------------------

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\2\FPInfo]
;---------------------------------------
; Following are the registry entries
; for ports first custom DTD mode to add
;---------------------------------------

; Following are the registry entries for the port device' display
; attribute parameters
;
;---------------------------------------

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\2\Attr]
;---------------------------------------
; Config 1 - DP-C Port
;---------------------------------------
; Following are the registry
; entries for port's general config
;---------------------------------------

[HKEY_LOCAL_MACHINE\Drivers\Display\Intel\ALL\1\Port\7\General]
"Name"="DP-C"
"Edid"=dword:1
"EdidAvail"=dword:3 ; STD TIMINGS + EDID TIMINGS + USER TIMINGS
"EdidNotAvail"=dword:1 ; STD TIMINGS + USER TIMINGS
;---------------------------------------
; Following are the registry entries
; for port's DVO I2C settings
;---------------------------------------
Appendix A Example INF File

;*******************************************************************************
; Filename: iegd.inf
; $Revision: 1.552.4.1.2.80 $
; $Id: iegd.inf,v 1.552.4.1.2.80 2012/04/14 04:17:18 lab_bldmstr Exp $
; $Source: /nfs/fm/proj/eia/cvsroot/ssigd/ial/dx/install/iegd.inf,v $
;
; Copyright (c) 2012 Intel Corporation. All rights reserved.
;
;*******************************************************************************

[Version]
Signature="$WINDOWS NT$"
Class=Display
ClassGUID={4D36E968-E325-11CE-BFC1-08002BE10318}
Provider=%Intel%
;CatalogFile=iegd.cat
DriverVer = 04/14/2012,1.12.0.2450

[SourceDisksNames]
l=%DiskDesc%,""

[SourceDisksFiles]
iegdmini.sys = 1
iegdckey.vp = 1
iegdmsys.vp = 1
iegdca.gt.cpa = 1
iegdca.gt.vp = 1
iegddis.dll = 1
analog.sys = 1
analog.vp = 1
lvds.sys = 1
lvds.vp = 1
hdmi.sys = 1
hdmi.vp = 1
dp.sys = 1
dp.vp = 1
;iegd3dga.dll = 1
;iegdgiga.dll = 1
;libGLES_CM.dll = 1
;libGLESv2.dll = 1
;sdvo.sys = 1
;sdvo.vp = 1

[DestinationDirs]
DefaultDestDir = 11; System directory
iegd.Display_cdv = 11
iegd.Miniport = 12; Drivers directory
iegd.Copp = 12
iegd.Copp_cdv = 12
iegd.PortDrvs_cdv = 12

;*******************************************************************************
// Intel® EMGD—Example INF File

;----------------------------------------------------------------------------------
[Manufacturer]
%Intel% = Intel.Mfg

;----------------------------------------------------------------------------------
[Intel.Mfg]
%Intel% %iCDV0%    = iegd_cdv, PCI\VEN_8086&DEV_0BE0
%Intel% %iCDV1%    = iegd_cdv, PCI\VEN_8086&DEV_0BE1
%Intel% %iCDV2%    = iegd_cdv, PCI\VEN_8086&DEV_0BE2
%Intel% %iCDV3%    = iegd_cdv, PCI\VEN_8086&DEV_0BE3

;----------------------------------------------------------------------------------
[iegd_cdv.GeneralConfigData]
MaximumNumberOfDevices = 2
MaximumDeviceMemoryConfiguration = 256

;----------------------------------------------------------------------------------
[iegd_cdv]

;----------------------------------------------------------------------------------
[iegd.Miniport]
iegdmini.sys

[iegd.Copp]
iegdckey.vp
iegdmsys.vp
svdo.vp
lvds.vp
iegdcgagt.cpa
iegdcgagt.vp

[iegd.Copp_cdv]
iegdckey.vp
iegdmsys.vp
analog.vp
lvds.vp
hdmi.vp
dp.vp
iegdcgagt.cpa
iegdcgagt.vp

[iegd.Display_cdv]
iegddis.dll

[iegd.PortDrvs_cdv]
analog.sys
lvds.sys
hdmi.sys
dp.sys

[iegd.Null]

;----------------------------------------------------------------------------------
[iegd_cdv.Services]
AddService = iegdmini, 0x00000002, iegd_Service_Inst, iegd_EventLog_Inst
AddService = analog, /analog_Service_Inst, iegd_EventLog_Inst
AddService = lvds, /lvds_Service_Inst, iegd_EventLog_Inst
AddService = hdmi, /hdmi_Service_Inst, iegd_EventLog_Inst
AddService = dp, /dp_Service_Inst, iegd_EventLog_Inst

;----------------------------------------------------------------------------------
Example INF File—Intel® EMGD

```
[iegd_Service_Inst]
ServiceType = 1
StartType = %SERVICE_DEMAND_START%
ErrorControl = 0
LoadOrderGroup = Video
ServiceBinary = %12%\iegdmini.sys

[analog_Service_Inst]
DisplayName = "analog"
ServiceType = %SERVICE_KERNEL_DRIVER%
StartType = %SERVICE_DEMAND_START%
ErrorControl = %SERVICE_ERROR_IGNORE%
ServiceBinary = %12%\analog.sys

[lvds_Service_Inst]
DisplayName = "lvds"
ServiceType = %SERVICE_KERNEL_DRIVER%
StartType = %SERVICE_DEMAND_START%
ErrorControl = %SERVICE_ERROR_IGNORE%
ServiceBinary = %12%\lvds.sys

[sdvo_Service_Inst]
DisplayName = "sdvo"
ServiceType = %SERVICE_KERNEL_DRIVER%
StartType = %SERVICE_DEMAND_START%
ErrorControl = %SERVICE_ERROR_IGNORE%
ServiceBinary = %12%\sdvo.sys

[hdmi_Service_Inst]
DisplayName = "hdmi"
ServiceType = %SERVICE_KERNEL_DRIVER%
StartType = %SERVICE_DEMAND_START%
ErrorControl = %SERVICE_ERROR_IGNORE%
ServiceBinary = %12%\hdmi.sys

[dp_Service_Inst]
DisplayName = "dp"
ServiceType = %SERVICE_KERNEL_DRIVER%
StartType = %SERVICE_DEMAND_START%
ErrorControl = %SERVICE_ERROR_IGNORE%
ServiceBinary = %12%\dp.sys

;===============================================================================
[iegd_EventLog_Inst]
AddReg = iegd_EventLog_AddReg

[iegd_EventLog_AddReg]
HKR,,EventMessageFile,0x00020000,%SystemRoot%\System32\IoLogMsg.dll;%SystemRoot%\System32\drivers\iegdmini.sys
HKR,,TypesSupported,0x00010001,7

;===============================================================================
[iegd_cdv.SoftwareSettings]
AddReg = iegd_SoftwareDeviceSettings_cdv

;-------------------------------------------------------------------------------
[iegd_SoftwareDeviceSettings_cdv]
HKR,, InstalledDisplayDrivers, %REG_MULTI_SZ%, iegddis
HKR,, MultiFunctionSupported, %REG_MULTI_SZ%, 1
HKR,, VgaCompatible, %REG_DWORD%, 0
HKR,, PcfVersion, %REG_DWORD%, 0x0700
HKR,, ConfigId, %REG_DWORD%, 1
```
HKR, ALL\1 , name, %REG_SZ%, "Atom_N2000/D2000"
HKR, ALL\1\General , DisplayConfig, %REG_DWORD%, 1
HKR, ALL\1\General , DisplayDetect, %REG_DWORD%, 1
HKR, ALL\1\General , PortOrder, %REG_SZ%, "52678400"
HKR, ALL\1\General , DxvaOptions, %REG_DWORD%, 0
HKR, ALL\1\Port\4\General , name, %REG_SZ%, "LVDS13x7"
HKR, ALL\1\Port\4\General , Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\4\General , CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\4\General , Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\4\General , EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\4\General , EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\4\FpInfo , bkltMethod, %REG_DWORD%, 1
HKR, ALL\1\Port\4\FpInfo , BkltT1, %REG_DWORD%, 60
HKR, ALL\1\Port\4\FpInfo , BkltT2, %REG_DWORD%, 200
HKR, ALL\1\Port\4\FpInfo , BkltT3, %REG_DWORD%, 200
HKR, ALL\1\Port\4\FpInfo , BkltT4, %REG_DWORD%, 50
HKR, ALL\1\Port\4\FpInfo , BkltT5, %REG_DWORD%, 400
HKR, ALL\1\Port\4\Dtd\1 , PixelClock, %REG_DWORD%, 72300
HKR, ALL\1\Port\4\Dtd\1 , HorzActive, %REG_DWORD%, 1366
HKR, ALL\1\Port\4\Dtd\1 , HorzSync, %REG_DWORD%, 48
HKR, ALL\1\Port\4\Dtd\1 , HorzSycn pulse, %REG_DWORD%, 32
HKR, ALL\1\Port\4\Dtd\1 , HorzBlank, %REG_DWORD%, 160
HKR, ALL\1\Port\4\Dtd\1 , VertActive, %REG_DWORD%, 768
HKR, ALL\1\Port\4\Dtd\1 , VertSync, %REG_DWORD%, 3
HKR, ALL\1\Port\4\Dtd\1 , VertSync pulse, %REG_DWORD%, 5
HKR, ALL\1\Port\4\Dtd\1 , VertBlank, %REG_DWORD%, 22
HKR, ALL\1\Port\4\Dtd\1 , Flags, %REG_DWORD%, 0x20000
HKR, ALL\1\Port\4\Attr , 27, %REG_DWORD%, 0
HKR, ALL\1\Port\4\Attr , 26, %REG_DWORD%, 18
HKR, ALL\1\Port\4\Attr , 60, %REG_DWORD%, 1
HKR, ALL\1\Port\4\Attr , 71, %REG_DWORD%, 100
HKR, ALL\1\Port\5\General , name, %REG_SZ%, "ANALOG"
HKR, ALL\1\Port\5\General , Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\5\General , Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\5\General , EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\5\General , EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\5\General , CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\2\General , name, %REG_SZ%, "HDMI-B"
HKR, ALL\1\Port\2\General , Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\2\General , Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\2\General , EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\2\General , EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\2\General , CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\6\General , name, %REG_SZ%, "DP-B"
HKR, ALL\1\Port\6\General , Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\6\General , Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\6\General , EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\6\General , EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\6\General , CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\7\General , name, %REG_SZ%, "DP-C"
HKR, ALL\1\Port\7\General , Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\7\General , Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\7\General , EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\7\General , EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\7\General , CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\8\General , name, %REG_SZ%, "eDP"
HKR, ALL\1\Port\8\General , Rotation, %REG_DWORD%, 0
HKR, ALL\1\Port\8\General , CenterOff, %REG_DWORD%, 1
HKR, ALL\1\Port\8\General , Edid, %REG_DWORD%, 1
HKR, ALL\1\Port\8\General , EdidAvail, %REG_DWORD%, 3
HKR, ALL\1\Port\8\General , EdidNotAvail, %REG_DWORD%, 4
HKR, ALL\1\Port\8\FpInfo , bkltMethod, %REG_DWORD%, 1
HKR, ALL\1\Port\8\FpInfo , BkltT1, %REG_DWORD%, 200
HKR, ALL\1\Port\8\FpInfo , BkltT2, %REG_DWORD%, 1
HKR, ALL\1\Port\8\FpInfo , BkltT3, %REG_DWORD%, 200
HKR, ALL\1\Port\8\FpInfo , BkltT4, %REG_DWORD%, 50
Example INF File—Intel® EMGD

HKR, ALL\1\Port\8\PpInfo , BkltT5, %REG_DWORD%, 500
HKR, ALL\1\Port\8\Dtd\1 , PixelClock, %REG_DWORD%, 69300
HKR, ALL\1\Port\8\Dtd\1 , HorzActive, %REG_DWORD%, 1366
HKR, ALL\1\Port\8\Dtd\1 , HorzSync, %REG_DWORD%, 48
HKR, ALL\1\Port\8\Dtd\1 , HorzSyncPulse, %REG_DWORD%, 32
HKR, ALL\1\Port\8\Dtd\1 , HorzBlank, %REG_DWORD%, 160
HKR, ALL\1\Port\8\Dtd\1 , VertActive, %REG_DWORD%, 768
HKR, ALL\1\Port\8\Dtd\1 , VertSync, %REG_DWORD%, 3
HKR, ALL\1\Port\8\Dtd\1 , VertSyncPulse, %REG_DWORD%, 5
HKR, ALL\1\Port\8\Dtd\1 , VertBlank, %REG_DWORD%, 22
HKR, ALL\1\Port\8\Dtd\1 , Flags, %REG_DWORD%, 0x20000

HKR,, No_D3D, %REG_DWORD%, 1
HKR,, PortDrivers, %REG_SZ%, "analog lvds hdmi dp"

;--------------------------------------------------------------------------
[iegd_ICDSoftwareSettings]
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", DLL, %REG_SZ%, iegdgiga
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", DriverVersion, %REG_DWORD%, 0x00000001
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", Flags, %REG_DWORD%, 0x00000001
HKLM, "SOFTWARE\Microsoft\Windows NT\CurrentVersion\OpenGLDrivers\iegddis", Version, %REG_DWORD%, 0x00000002

;===============================================================================
[Strings]
;----------------------------------------------------------------------
; Localizable Strings
;----------------------------------------------------------------------
Intel="Intel Corporation"
DiskDesc="Embedded Installation"
iCDV0="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"
iCDV1="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"
iCDV2="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"
iCDV3="Atom™ N2000/D2000 Series Embedded Media and Graphics Driver"

;----------------------------------------------------------------------
; Non Localizable Strings
;----------------------------------------------------------------------
SERVICE_BOOT_START     = 0x0
SERVICE_SYSTEM_START   = 0x1
SERVICE_AUTO_START     = 0x2
SERVICE_DEMAND_START   = 0x3
SERVICE_DISABLED       = 0x4
SERVICE_KERNEL_DRIVER  = 0x1
SERVICE_ERROR_IGNORE   = 0x0; Continue on driver load fail
SERVICE_ERROR_NORMAL   = 0x1; Display warn, but continue
SERVICE_ERROR_SEVERE   = 0x2; Attempt LastKnownGood
SERVICE_ERROR_CRITICAL = 0x3; Attempt LastKnownGood, BugCheck
REG_EXPAND_SZ          = 0x00020000
REG_MULTI_SZ           = 0x00010000
REG_DWORD              = 0x00010001
REG_SZ                 = 0x00000000
Appendix B Port Driver Attributes

B.1 Standard Port Driver Attributes

Port drivers are modules within the Intel® Embedded Media and Graphics Driver that control SCH-specific modules such as SCH LVDS, SCH TV or add-on modules to SCH. The table below lists the attributes available to port drivers. Some of these standard attributes can be customized for specific port drivers and are detailed in the following sections of this appendix.

In the following tables, device-specific (non-standard) attributes are highlighted in gray.

- “Internal LVDS Port Driver Attributes (Mobile chipsets only)” on page 116
- “HDMI Port Driver Attributes” on page 117

Note: Not all standard attributes are supported by all port drivers. Please see the following sections for details on the specific attributes supported by each port driver. Flat panel settings are specified via the FPINFO options of the configuration; please see Table 22, “Parameter Configuration Format” on page 51.

Table 33. Standard Port Driver Attributes (Sheet 1 of 2)

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute ID Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BRIGHTNESS</td>
<td>0</td>
<td>Brightness adjustment.</td>
</tr>
<tr>
<td>CONTRAST</td>
<td>1</td>
<td>Contrast adjustment.</td>
</tr>
<tr>
<td>HUE</td>
<td>2</td>
<td>Hue adjustment.</td>
</tr>
<tr>
<td>FLICKER</td>
<td>3</td>
<td>Setting to reduce flicker.</td>
</tr>
<tr>
<td>HPOSITION</td>
<td>4</td>
<td>Controls the horizontal position of the display.</td>
</tr>
<tr>
<td>VPOSITION</td>
<td>5</td>
<td>Controls the vertical position of the display.</td>
</tr>
<tr>
<td>HSCALE</td>
<td>6</td>
<td>Horizontal scaling ratio.</td>
</tr>
<tr>
<td>VSCALE</td>
<td>7</td>
<td>Vertical scaling ratio.</td>
</tr>
<tr>
<td>TVFORMAT</td>
<td>8</td>
<td>TV formats are device-specific.</td>
</tr>
<tr>
<td>DISPLAY TYPE</td>
<td>9</td>
<td>Allows selection of different displays for multi-display devices. This attribute is device-specific.</td>
</tr>
<tr>
<td>LUMA FILTER</td>
<td>10</td>
<td>TV Luma Filter adjustment.</td>
</tr>
<tr>
<td>CHROMA FILTER</td>
<td>11</td>
<td>Chroma Filter adjustment.</td>
</tr>
<tr>
<td>TEXT FILTER</td>
<td>12</td>
<td>Text Filter adjustment.</td>
</tr>
<tr>
<td>TV OUTPUT TYPE</td>
<td>14</td>
<td>TV output types. This attribute is device-specific.</td>
</tr>
<tr>
<td>SATURATION</td>
<td>15</td>
<td>Saturation adjustment.</td>
</tr>
<tr>
<td>PANEL FIT</td>
<td>18</td>
<td>Panel fitting. Yes or no.</td>
</tr>
<tr>
<td>SCALING RATIO</td>
<td>19</td>
<td>Output Scaling. Device-specific.</td>
</tr>
<tr>
<td>FP BACKLIGHT ENABLE</td>
<td>20</td>
<td>Enable flat panel backlight.</td>
</tr>
<tr>
<td>Attribute Name</td>
<td>Attribute ID Number</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>---------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PANEL DEPTH</td>
<td>26</td>
<td>Can be either 18 or 24. 18 specifies 6-bit output per color, 24 specifies 8-bit output per color.</td>
</tr>
<tr>
<td>DUAL CHANNEL PANEL</td>
<td>27</td>
<td>Is it a dual channel panel or not? Takes 0 or 1.</td>
</tr>
<tr>
<td>GANG MODE</td>
<td>28</td>
<td>For achieving a Gang mode output using two digital ports.</td>
</tr>
<tr>
<td>GANG MODE EVEN ODD</td>
<td>29</td>
<td>Gang display even or odd. This attribute is to be set along with Gang mode (28). This mode (Gang Mode Even Odd) puts even pixels on one digital port and odd pixels on the other, and needs to be selected based on the display panel used.</td>
</tr>
<tr>
<td>SHARPNESS</td>
<td>31</td>
<td>Sharpness.</td>
</tr>
<tr>
<td>HWCONFIG</td>
<td>32</td>
<td>Hardware Configuration encoders that support multiple configurations.</td>
</tr>
<tr>
<td>HORIZFILTER</td>
<td>33</td>
<td>Horizontal Filter.</td>
</tr>
<tr>
<td>VERTFILTER</td>
<td>34</td>
<td>Vertical Filter.</td>
</tr>
<tr>
<td>FRAME BUFFER GAMMA</td>
<td>35</td>
<td>Framebuffer gamma correction.</td>
</tr>
<tr>
<td>FRAME BUFFER BRIGHTNESS</td>
<td>36</td>
<td>Framebuffer brightness.</td>
</tr>
<tr>
<td>FRAME BUFFER CONTRAST</td>
<td>37</td>
<td>Framebuffer contrast.</td>
</tr>
<tr>
<td>2D FLICKER</td>
<td>39</td>
<td>Two-dimension flicker.</td>
</tr>
<tr>
<td>ADAPTIVE FLICKER</td>
<td>40</td>
<td>Adaptive flicker.</td>
</tr>
<tr>
<td>HORIZONTAL OVERSCAN</td>
<td>41</td>
<td>Horizontal overscan.</td>
</tr>
<tr>
<td>VERTICAL OVERSCAN</td>
<td>42</td>
<td>Vertical overscan.</td>
</tr>
<tr>
<td>SPREAD SPECTRUM CLOCKING</td>
<td>43</td>
<td>Spectrum Clocking</td>
</tr>
<tr>
<td>DOT_CRAWL</td>
<td>44</td>
<td>Dot crawl affects the edges of color and manifests itself as moving dots of color along these edges.</td>
</tr>
<tr>
<td>DITHER</td>
<td>45</td>
<td>Dither setting</td>
</tr>
<tr>
<td>PANEL PROTECT HSYNC</td>
<td>46</td>
<td>Horizontal sync panel protection</td>
</tr>
<tr>
<td>PANEL PROTECT VSYNC</td>
<td>47</td>
<td>Vertical sync panel protection</td>
</tr>
<tr>
<td>PANEL PROTECT PIXCLK</td>
<td>48</td>
<td>Pixel clock protection</td>
</tr>
<tr>
<td>LVDS PANEL TYPE</td>
<td>49</td>
<td>This is used to select SPWG vs. OpenLDI panel types. 0 = SPWG; 1 = OpenLDI.</td>
</tr>
<tr>
<td>VGA 2X IMAGE</td>
<td>57</td>
<td>Controls VGA image in Gang mode.</td>
</tr>
<tr>
<td>TEXT ENHANCEMENT</td>
<td>58</td>
<td>Controls text tuning.</td>
</tr>
<tr>
<td>MAINTAIN ASPECT RATIO</td>
<td>59</td>
<td>This controls scaled image to match source image aspect ratio or full screen image.</td>
</tr>
<tr>
<td>FIXED TIMING</td>
<td>60</td>
<td>This indicates whether the attached display is a fixed timing display.</td>
</tr>
<tr>
<td>INTENSITY</td>
<td>70</td>
<td>This attribute provides a method to control the backlight intensity. It is not a method to turn on backlight but provides a way to adjust its value in percentages from 0% to 100%</td>
</tr>
</tbody>
</table>
### B.2 Port Driver Attributes

This section provides the supported attributes for each of the port drivers.

#### B.2.1 Internal LVDS Port Driver Attributes (Mobile chipsets only)

**Table 34. Internal LVDS Port Driver Attributes (Sheet 1 of 2)**

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute ID</th>
<th>Description</th>
<th>Possible Ranges</th>
</tr>
</thead>
<tbody>
<tr>
<td>PANELDEPTH</td>
<td>26</td>
<td>Specify Panel Depth based on connected panel.</td>
<td>Default is 18, however, on some SCH chipsets 24-bit also is supported. For example, US15W supports both 18 and 24-bit outputs.</td>
</tr>
<tr>
<td>DUALCHANNEL</td>
<td>27</td>
<td>Single or Dual Channel Panel</td>
<td>0 = Single, 1 = Dual. Default is 0.</td>
</tr>
<tr>
<td>SPREAD SPECTRUM CLOCKING</td>
<td>43</td>
<td>Spectrum Clocking</td>
<td>3-9 for US15W, 0-15 for other chipsets. Default = 7, Step = 1. Note: This setting changes the EMI characteristics, which can be measured with tuning equipment. The change will not necessarily be visible in the display.</td>
</tr>
<tr>
<td>DITHER</td>
<td>45</td>
<td>On and off Dithering</td>
<td>Dither=0 for 24-bit panels, Dither=1 for 18-bit panels. Default: • dither = 1 for 18-bit panels, • dither = 0 for 24-bit panels.</td>
</tr>
<tr>
<td>LVDS PANEL TYPE</td>
<td>49</td>
<td>LVDS panel connector</td>
<td>0 = SPWG formatted LVDS output (default), 1 = OpenLDI unbalanced color mapping output. Default = 0.</td>
</tr>
<tr>
<td>FIXED TIMING</td>
<td>60</td>
<td>This indicates whether attached display is a fixed timing display.</td>
<td>0 = on, 1 = off</td>
</tr>
</tbody>
</table>
B.2.2 HDMI Port Driver Attributes

B.2.2.1 Audio

The Intel® EMGD package does not include an HDMI audio driver, so you must obtain and install the driver yourself. The HDMI audio driver needs to support Intel HD Audio to be compatible with Intel® EMGD. You must also obtain Microsoft patch KB888111 to enable HDMI audio. Intel® EMGD supports only the Windows* HDMI audio driver.

B.2.2.2 Internal HDMI

Only one HDMI port has audio at any one time. The first port in the port order has audio while the second port would have only display without audio.

Only one HDMI port has HDCP at any one time. The first port to receive a request for HDCP has HDCP enabled only in that port.

B.2.2.3 HDCP

HDCP is supported through the Certified Output Protection Protocol* (COPP) interface in Windows.

### Table 34. Internal LVDS Port Driver Attributes (Sheet 2 of 2)

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute ID</th>
<th>Description</th>
<th>Possible Ranges</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTENSITY</td>
<td>70</td>
<td>This attribute provides a method to control the backlight intensity. It is not a method to turn on backlight but provides a way to adjust its value in percentages from 0% to 100%</td>
<td>Valid range is 0-100%. Default is 100.</td>
</tr>
<tr>
<td>INVERTER FREQUENCY</td>
<td>71</td>
<td>A method of controlling the backlight. It determines the number of time base events in total for a complete cycle of modulated backlight control.</td>
<td>Valid range is 0-65535 Hz. Typical value is 300 – 1000. Default depends on the board.</td>
</tr>
<tr>
<td>BACKLIGHT LEGACY MODE</td>
<td>72</td>
<td>A method for controlling whether to use legacy mode for PWM duty cycle. Legacy mode is where the PWM duty cycle will be calculated using a combination of Backlight duty cycle and Legacy backlight Control (LBPC). In non-legacy mode, it will be calculated using Backlight duty cycle only.</td>
<td>Valid values are 0 for non-legacy mode or 1 for legacy mode. Default is 0.</td>
</tr>
</tbody>
</table>
B.3 Chipset and Port Driver-specific Installation Information

B.3.1 Default Search Order

Note: See more information pertaining to port order in the description for Section, “Port Devices (Available Ports, Port Order)” on page 25.

Table 35. Default Search Order

<table>
<thead>
<tr>
<th>Chipset</th>
<th>Default Search Order</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intel® Atom™ Processor N2000 and D2000 Series</td>
<td>CRT, LVDS</td>
</tr>
</tbody>
</table>

B.3.2 Default GPIO Pin Pair Assignments

Table 36. Default GPIO Pin Pair Assignments

<table>
<thead>
<tr>
<th>Chipset</th>
<th>Default GPIO Pin Pair for EDID</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>HDMI-B</td>
</tr>
<tr>
<td>Intel® Atom™ Processor N2000 and D2000 Series</td>
<td>4</td>
</tr>
</tbody>
</table>

§ §
The BIOS provides a set of proprietary function calls to control operation of the extended features. These function calls all use AH = 5Fh in their designed interface for easy identification as a proprietary function.

These functions are designed to maintain maximum compatibility with the Desktop and Mobile Video BIOS. As such many of the definitions behave identically. When the behavior of the Embedded Video BIOS is not identical to the Desktop and Mobile Video BIOS it is noted.

In addition to these 5F functions, the Video BIOS also supports all 4F functions defined by the VESA BIOS Extension (VBE) Core Functions Standard, Version 3.0 with the exception of the 0A function (Return VBE Protected Mode Interface). All other functions, from 00 through 09 and 0B are supported by the Video BIOS. The VESA BIOS Extension (VBE) Core Functions Standard, Version 3.0 document is available from http://www.vesa.org/vesa-standards/free-standards/

The table below provides a summary of the Intel® EMGD supported Intel 5F functions.

<table>
<thead>
<tr>
<th>Function</th>
<th>Function Name</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>5F01h</td>
<td>Get Video BIOS Information</td>
<td>Gets VBIOS Build Information.</td>
<td>120</td>
</tr>
<tr>
<td>5F05h</td>
<td>Refresh Rate</td>
<td>Sets a new vertical refresh rate for a given mode and returns the current vertical refresh rate</td>
<td>120</td>
</tr>
<tr>
<td>5F10h</td>
<td>Get Display Memory Information</td>
<td>Returns information about the linear memory.</td>
<td>122</td>
</tr>
<tr>
<td>5F1Ch</td>
<td>BIOS Pipe Access</td>
<td>Sets the BIOS pipe access and returns the BIOS pipe access status.</td>
<td>122</td>
</tr>
<tr>
<td>5F29h</td>
<td>Get Mode Information</td>
<td>Returns information on the requested mode.</td>
<td>123</td>
</tr>
<tr>
<td>5F61h</td>
<td>Local Flat Panel Support Function</td>
<td>Supports local flat panel features.</td>
<td>123</td>
</tr>
<tr>
<td>5F68h</td>
<td>System BIOS Callback</td>
<td>Allows SoftBIOS to do any system callbacks through INT 15h</td>
<td>124</td>
</tr>
<tr>
<td>5F31h</td>
<td>POST Completion Notification Hook</td>
<td>Signals the completion of video POST (Power On Self Test)</td>
<td>124</td>
</tr>
<tr>
<td>5F33h</td>
<td>Hook After Mode Set</td>
<td>Allows System BIOS to intercept Video BIOS at the end of a mode set.</td>
<td>124</td>
</tr>
<tr>
<td>5F35h</td>
<td>Boot Display Device Hook</td>
<td>Allows System BIOS to override video display default setting.</td>
<td>125</td>
</tr>
<tr>
<td>5F36h</td>
<td>Boot TV Format Hook</td>
<td>Allows System BIOS to boot TV in selected TV format state.</td>
<td>126</td>
</tr>
</tbody>
</table>
The BIOS provides a set of proprietary function calls to control operation of the extended features. These function calls all use AH = 5Fh in their designed interface for easy identification as a proprietary function.

These functions are designed to maintain maximum compatibility with the Desktop and Mobile Video BIOS. As such many of the definitions behave identically. When the behavior of the Embedded Video BIOS is not identical to the Desktop and Mobile Video BIOS it is noted.

### C.1.1 5F01h – Get Video BIOS Information

This function returns the Video BIOS Build information.

**Note:** This function is an extension of the Desktop and Mobile Video BIOS. If register ECX does not contain ASCII characters “IEGD” then the VBIOS is not described by this specification.

**Calling Register:**

\[
AX = 5F01h, \text{Get Video Information function}
\]

**Return Registers:**

\[
AX = \text{Return Status (function not supported if AL != 5Fh):}
\]

\[
\begin{align*}
&= 005Fh, \text{Function supported and successful} \\
&= 015Fh, \text{Function supported but failed}
\end{align*}
\]

\[
EBX = 4 \text{ bytes Video BIOS Build Number ASCII string, e.g., '1000'}
\]

\[
ECX = 4 \text{ bytes Embedded Identifier, ASCII string 'IEGD'}
\]

### C.1.2 5F05h – Refresh Rate

This function sets a new vertical refresh rate for a given mode and returns the current vertical refresh rate and available refresh rate for a given non-VGA mode.

### C.1.2.1 5F05h, 00h – Set Refresh Rate

This sub-function sets a new default refresh rate for the selected pipe. If the mode is currently active, the CRT controller and other registers will be automatically programmed setting the requested refresh rate.

**Note:** This function is not entirely compatible with the Desktop and Mobile versions. It is not possible to set the refresh rate for a given mode in advance. This function sets the “desired” refresh rate which will be applied to all subsequent mode sets when possible. If the mode provided in BL is the current mode, then a mode change will be automatically performed.
Calling Register:
AX = 5F05h, Refresh Rate function
BH = 00h, Set Refresh Rate sub-function
BL = Mode Number
ECX = Refresh rate (indicated by setting one bit):
   Bits 31 - 9 = Reserved
   Bit 8 = 120 Hz
   Bit 7 = 100 Hz
   Bit 6 = 85 Hz
   Bit 5 = 75 Hz
   Bit 4 = 72 Hz
   Bit 3 = 70 Hz
   Bit 2 = 60 Hz
   Bit 1 = 56 Hz
   Bit 0 = 43 Hz (Interlaced - Not supported)

Return Registers:
AX = Return Status (function not supported if AL != 5Fh):
   = 005Fh, Function supported and successful
   = 015Fh, Function supported but failed

C.1.2.2 5F05h, 01h – Get Refresh Rate
This sub-function returns current vertical refresh rate for the selected pipe and available refresh rates information for a given Non-VGA mode.

Note: This sub-function returns a status of supported but failed (AX = 015Fh) if executed with a standard VGA mode.

Calling Registers:
AX = 5F05h, Refresh Rate function
BH = 01h, Get Refresh Rate sub-function
BL = Mode number

Return Registers:
AX = Return Status (function not supported if AL != 5Fh):
   = 005Fh, Function supported and successful
   = 015Fh, Function supported but failed
EBX = Available refresh rates (indicated by one or more bits set):
   Bits 31 - 9 = Reserved
   Bit 8 = 120 Hz
   Bit 7 = 100 Hz
   Bit 6 = 85 Hz
   Bit 5 = 75 Hz
   Bit 4 = 72 Hz
   Bit 3 = 70 Hz
   Bit 2 = 60 Hz
   Bit 1 = 56 Hz
   Bit 0 = 43 Hz (Interlaced - Not supported)
ECX = Current refresh rate (see EBX for bit definitions)
C.1.3 5F10h – Get Display Memory Information

This function returns information regarding the linear memory starting address, size and memory mapped base address.

**Calling Register:**

AX = 5F10h, Get Linear Display Memory Information function

**Return Registers:**

AX = Return Status (function not supported if AL != 5Fh):
- 005Fh, Function supported and successful
- 015Fh, Function supported but failed

ESI = Display memory base address
ECX = Total physical display memory size (in bytes)
EDX = Available display memory size (in bytes)
EDI = Memory Mapped I/O Base Address
EBX = Stride (memory scan line width in bytes)

C.1.4 5F1Ch – BIOS Pipe Access

This function will set the BIOS pipe access or return the BIOS pipe access status.

C.1.4.1 5F1Ch, 00h – Set BIOS Pipe Access

This sub-function will set the currently selected pipe. All 5f functions operate on the currently selected pipe.

When not in clone modes this value cannot be set.

**Calling Registers:**

AX = 5F1Ch, BIOS Pipe Access function
BH = 00h, Set BIOS Pipe Access sub-function
CH = BIOS Pipe access:
- 00h, Pipe A
- 01h, Pipe B

**Return Registers:**

AX = Return Status (function not supported if AL != 5Fh):
- 005Fh, Function supported and successful
- 015Fh, Function supported but failed

C.1.4.2 5F1Ch, 01h – Get BIOS Pipe Access

This sub-function will return the currently selected pipe.

**Calling Registers:**

AX = 5F1Ch, BIOS Pipe Access function
BH = 01h, Get BIOS Pipe Access sub-function

**Return Registers:**

AX = Return Status (function not supported if AL != 5Fh):
- 005Fh, Function supported and successful
- 015Fh, Function supported but failed

CH = BIOS Pipe access:
- 00h, Pipe A
- 01h, Pipe B
**C.1.5 5F29h – Get Mode Information**

This function returns the requested mode’s resolution, color depth, and maximum required bandwidth using its current refresh rate. This function is applied to extended-graphics modes only. If the mode number is not an extended graphics mode, the function will return failure.

**Calling Registers:**
- AX = 5F29h, Get Mode Information function
- BH = Mode To Use:
  - 80h, Current Mode
  - 00h - 7Fh, Given Mode Number

**Return Registers:**
- AX = Return Status (function not supported if AL != 5Fh):
  - 005Fh, Function supported and successful
  - 015Fh, Function supported but failed
- EBX bits 31 - 16 = Mode horizontal (X) resolution in pixels
- EBX bits 15 - 0 = Mode vertical (Y) resolution in pixels
- ECX bits 31 - 16 = Maximum bandwidth in megabytes per second
- ECX bits 15 - 0 = Color depth in bits per pixel

**C.1.6 5F61h – Local Flat Panel Support Function**

This function supports local flat panel only features.

**Note:** Only Subfunction 5h of the 5f61h interface is supported for the Embedded VBIOS.

**C.1.6.1 5F61h, 05h – Get Configuration ID**

This function is used to return the Configuration ID.

**Note:** This function is known as “Get Local Flat Panel Number” in the Desktop and Mobile Video BIOS. This function performs a similar purpose however, the configuration IDs have no pre-defined meaning. The Configuration ID is reported to the Intel® EMGD.

**Calling Registers:**
- AX = 5F61h, Local Flat Panel Support function
- BH = 05h, Get Config ID Subfunction

**Return Registers:**
- AX = Return Status (function not supported if AL != 5Fh):
  - 005Fh, Function supported and successful
  - 015Fh, Function supported but failed
- BL = Config ID
C.1.7 5F68h – System BIOS Callback

This is a generic function that allows SoftBIOS to do any system callbacks through INT 15h. The Input/Output of this function is dependent on the definition of the desired INT 15h hook except for the EAX register.

Calling Registers:
- AX = 5F68h, System BIOS Callback Function
- EAX bits 31:16 = System BIOS INT 15h Hook Function

Return Registers:
- AX = Return Status (function not supported if AL != 5Fh):
  - 005Fh, Function supported and successful
  - 015Fh, Function supported but failed

C.2 Hooks for the System BIOS

The video BIOS performs several system BIOS interrupt function calls (interrupt 15h hooks). Each function provides the system BIOS with the opportunity to gain control at specific times to perform any custom processing that may be required. After each interrupt hook, the system BIOS must return control to the video BIOS. INT 10h calls could be made within the INT 15h hook calls provided that it is not recursive and thus cause a deadlock.

C.2.1 5F31h – POST Completion Notification Hook

This hook signals the completion of video POST (Power On Self Test). The hook executes after the sign-on message is displayed and PCI BIOS resizing.

Calling Registers:
- AX = 5F31h, POST Completion Notification Hook

Return Registers:
- AX = Return Status (function not supported if AL != 5Fh):
  - 015Fh, Function supported but failed
  - 005Fh, Function supported and successful

C.2.2 5F33h – Hook After Mode Set

This hook allows the system BIOS to intercept the video BIOS at the end of a mode set.

Calling Registers:
- AX = 5F33h, Hook After Mode Set
- BH = Number of character columns
- BL = Current mode number
- CH = Active display page

Return Registers:
- AX = Return Status (function not supported if AL != 5Fh):
  - 015Fh, Function supported but failed
  - 005Fh, Function supported and successful
C.2.3 5F35h – Boot Display Device Hook

This hook allows the system BIOS to override the video display default setting. The graphics BIOS will set the returned video display during POST (power up initialization).

Note: This function is not entirely compatible with the Desktop and Mobile Video BIOS. The bits in CL have a configurable mapping to the Port Numbers as defined in Section 4.0, “Video BIOS Firmware” on page 65. The assigned meanings used in the Desktop specification can be duplicated with a correct configuration. The values below are the default values if no “Common To Port” mapping is provided.

Calling Registers:
AX = 5F35h, Boot Display Device Hook

Return Registers:
AX = Return Status (function not supported if AL != 5Fh);
   = 005Fh, Function supported and successful
   = 015Fh, Function supported but failed
CL = Display Device Combination to boot (1 = Enable display, 0 = Disable display):
   = 00h, VBIOS Default
   Bit 7 - 6 = Reserved
   Bit 5 = Port 5 (or common_to_port[5])
   Bit 4 = Port 4 (or common_to_port[4])
   Bit 3 = Port 3 (or common_to_port[3])
   Bit 2 = Port 2 (or common_to_port[2])
   Bit 1 = Port 1 (or common_to_port[1])
   Bit 0 = Port 0 (or common_to_port[0])
C.2.4 5F36h – Boot TV Format Hook

This hook allows the system BIOS to boot TV in selected TV format state.

Calling Registers:
   AX = 5F36h, Boot TV Format Hook

Return Registers:
   AX = Return Status (function not supported if AL != 5Fh):
      = 015Fh, Function supported but failed
      = 005Fh, Function supported and successful
   BL = TV Format requested:
      = 00h, No Preference
      = 01h, NTSC_M
      = 11h, NTSC_M_J
      = 21h, NTSC_433
      = 31h, NTSC_N
      = 02h, PAL_B
      = 12h, PAL_G
      = 22h, PAL_D
      = 32h, PAL_H
      = 42h, PAL_I
      = 52h, PAL_M
      = 62h, PAL_N
      = 72h, PAL_60
      = 03h, SECAM_L
      = 13h, SECAM_L1
      = 23h, SECAM_B
      = 33h, SECAM_D
      = 43h, SECAM_G
      = 53h, SECAM_H
      = 63h, SECAM_K
      = 73h, SECAM_K1

C.2.5 5F38h – Hook Before Set Mode

This hook allows the system BIOS to intercept the video BIOS before setting the mode.

Calling Registers:
   AX = 5F38h, Hook Before Set Mode
   CL = New video mode to be set

Return Registers:
   AX = Return Status (function not supported if AL != 5Fh):
      = 015Fh, Function supported but failed
      = 005Fh, Function supported and successful
C.2.6  5F40h – Config ID Hook

This function is known as “Boot Panel Type Hook” in the Desktop and Mobile Video BIOS. It allows the system BIOS to supply a configuration ID that will eventually be passed to the driver. This configuration ID is unused by the Video BIOS; however, it alters the behavior of the driver as described in Section 4.0, "Video BIOS Firmware" on page 65.

Calling Registers:
AX = 5F40h, Config ID Hook

Return Registers:
AX = Return Status (function not supported if AL != 5Fh):
   = 005Fh, Function supported and successful
   = 015Fh, Function supported but failed
CL = Configuration ID

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Appendix D 2D/3D API Support

This section provides information on 2D and 3D support.

D.1 2D Support

Intel® EMGD provides 2D capabilities on Windows through DirectX®/GDI.

D.2 3D Support

Intel® EMGD provides 3D capabilities through Direct3D.

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