# **UCD Viewer**



# **USER MANUAL**

## /// UNIGRAF

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UCD Viewer User Manual

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UNIGRAF UCD Viewer User Manual

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## 1. ABOUT THIS MANUAL

### Purpose

This guide is the User Manual of UCD-1 MLC and UCD-1 QLV, USB-connected video capture units for use in a PC with Windows® 8, Windows® 7 or Windows® XP operating system.

The purpose of this guide is to

- Provide an overview of the product and its features.
- Provide instruction for the user on how to install the software and the drivers.
- Introduce the HW features of the units.
- Provide instructions for the user how use the UCD Viewer software.

### **Product and Driver Version**

This manual explains features found in UCD-1 Software Package **1.5. [R2]** Please consult Unigraf for differences or upgrades of previous versions.

Please consult the Release Notes document in the installation package for details of the SW versions and changes to previous releases.

### Notes

On certain sections of the manual, when important information or notification is given, text is formatted as follows. Please read these notes carefully.

Note This text is an important note

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Connectors

## 2. CONNECTORS



#### USB

USB 2.0 Hi-Speed standard type-B connector. There is no power draw from this connector.



#### Power

Switchcraft S761K external power connector.



Pin	Description
1. Tip	+5VDC
2. Sleeve	Ground

#### Sync Out, Sync In

Synchronization Output and Synchronization Input for Master Slave configuration of



capturing multiple parallel channels.

Pin	Description
1. Tip	Signal 1
2. Ring	Signal 2
3. Sleeve	Ground

Connectors



### **Display Signal Input Connectors**

JAE FI-RE51 series high-speed connector. Contacts are facing down when connecting this connector to device.

Note: These connectors are fragile and they are locking. Please make sure that you release the latches when removing. Please use care when you plug and unplug them.



Please find pinouts for the mini-LVDS (UFG-1 MLC) and Quad LVDS (UFG-1 QLV) cases below.

7.

#### UCD-1 mini-LVDS pinout

The table below shows the pin-out of one connector. Please refer to chapter <u>Connecting</u> <u>Source Devices</u> later in this document on allocating data to the two connectors.

Channel A is for the data of ODD and Channel B	of EVEN pixels. $N/C = No$ Connection
--	---------------------------------------

Pin	Signal	Description	Pin	Signal	Description
1	POD_+5PW	N/C / Not in use	25	CHB_N0	Channel B, Lane 0 Negative
2	POD_+5PW	N/C / Not in use	26	CHB_P0	Channel B, Lane 0 Positive
3	POD_+5PW	N/C / Not in use	27	CHB_N1	Channel B, Lane 1 Negative
4	POD_+5PW	N/C / Not in use	28	CHB_P1	Channel B, Lane 1 Positive
5	POD_+5PW	N/C / Not in use	29	CHB_N2	Channel B, Lane 2 Negative
6	GND	Signal Ground	30	CHB_P2	Channel B, Lane 2 Positive
7	GND	Signal Ground	31	GND	Signal Ground
8	GND	Signal Ground	32	CHB_CKN	Channel B, Clock Negative
9	GND	Signal Ground	33	CHB_CKP	Channel B, Clock Positive
10	CHA_N0	Channel A ,Lane 0 Negative	34	GND	Signal Ground
11	CHA_P0	Channel A, Lane 0 Positive	35	CHB_N3	Channel B, Lane 3 Negative
12	CHA_N1	Channel A, Lane 1 Negative	36	CHB_P3	Channel B, Lane 3 Positive
13	CHA_P1	Channel A, Lane 1 Positive	37	CHB_N4	Channel B, Lane 4 Negative
14	CHA_N2	Channel A, Lane 2 Negative	38	CHB_P4	Channel B, Lane 4 Positive
15	CHA_P2	Channel A, Lane 2 Positive	39	GND	Signal Ground
16	GND	Signal Ground	40	TP	N/C
17	CHA_CKN	Channel A, Clock Negative	41	CHB_N5	Channel B, Lane 5 Negative
18	CHA_CKP	Channel A, Clock Positive	42	CHB_P5	Channel B, Lane 5 Positive
19	GND	Signal Ground	43	GND	Signal Ground
20	CHA_N3	Channel A, Lane 3 Negative	44	CHA_N5	Channel A, Lane 5 Negative
21	CHA_P3	Channel A, Lane 3 Positive	45	CHA_P5	Channel A, Lane 5 Positive
22	CHA_N4	Channel A, Lane 4 Negative	46	GND	Signal Ground
23	CHA_P4	Channel A, Lane 4 Positive	47	CHA_FS	Channel A, mini-LVDS Frame Start, +3.3V logic level
24	GND	Signal Ground	48	GND	Signal Ground
			49	CHA_LS	Channel A, mini-LVDS Line Start, +3.3V logic level
			50	GND	Signal Ground
			51	CHB_LS	Channel B, mini-LVDS Line Start, +3.3V logic level

#### POD

This connector is unused with current firmware. Please leave unconnected.



#### Connecting mini-LVDS Source Devices

UCD-1 MLC has four mini-LVDS data channels with each having six data pairs and one clock pair. Each channel has a line sync signal input. Frame sync signal is shared between two channels on the same connector.

All UCD-1 channels are expected to have the same data and clock setups. Please find below example configurations of connecting the data lines.

Example Source	mLVDS1 A	mLVDS1 B	mLVDS2 A	mLVDS2 B
1 channel:	6 x data (0-5)	N/A	N/A	N/A
6 data pairs + 1 clock pair	1 x clock			
2 channels:	4 x data (0-3)	4 x data (0-3)	N/A	N/A
8 data pairs + 2 clock pairs	1 x clock	1 x clock		
4 channels:	6 x data (0-5)			
24 data pairs + 4 clock pairs	1 x clock	1 x clock	1 x clock	1 x clock
4 channels:	1 x data (0)			
4 data pairs + 4 clock pairs	1 x clock	1 x clock	1 x clock	1 x clock

#### UCD-1 Quad LVDS pinout

The table below shows the pin-out of one connector. Please refer to chapter <u>Connecting</u> <u>Source Devices</u> later in this document on allocating data to the two connectors.

Channel A is for the data of ODD and Channel B of EVEN pixels. $N/C = No$ Connection

Pin	Signal	Description	Pin	Signal	Description
1	POD_+5PW	N/C / Not in use	25	CHB_N0	Channel B (even), Lane 0 Negative
2	POD_+5PW	N/C / Not in use	26	CHB_P0	Channel B, Lane 0 Positive
3	POD_+5PW	N/C / Not in use	27	CHB_N1	Channel B, Lane 1 Negative
4	POD_+5PW	N/C / Not in use	28	CHB_P1	Channel B, Lane 1 Positive
5	POD_+5PW	N/C / Not in use	29	CHB_N2	Channel B, Lane 2 Negative
6	GND	Signal Ground	30	CHB_P2	Channel B, Lane 2 Positive
7	GND	Signal Ground	31	GND	Signal Ground
8	GND	Signal Ground	32	CHB_CKN	Channel B, Clock Negative
9	GND	Signal Ground	33	CHB_CKP	Channel B, Clock Positive
10	CHA_N0	Channel A (odd), Lane 0 Negative	34	GND	Signal Ground
11	CHA_P0	Channel A, Lane 0 Positive	35	CHB_N3	Channel B, Lane 3 Negative
12	CHA_N1	Channel A, Lane 1 Negative	36	CHB_P3	Channel B, Lane 3 Positive
13	CHA_P1	Channel A, Lane 1 Positive	37	CHB_N4	Channel B, Lane 4 Negative
14	CHA_N2	Channel A, Lane 2 Negative	38	CHB_P4	Channel B, Lane 4 Positive
15	CHA_P2	Channel A, Lane 2 Positive	39	GND	Signal Ground
16	GND	Signal Ground	40	TP	No connection
17	CHA_CKN	Channel A, Clock Negative	41	CHB_N5	Channel B, Lane 5 Negative
18	CHA_CKP	Channel A, Clock Positive	42	CHB_P5	Channel B, Lane 5 Positive
19	GND	Signal Ground	43	GND	Signal Ground
20	CHA_N3	Channel A, Lane 3 Negative	44	CHA_N5	Channel A, Lane 5 Negative
21	CHA_P3	Channel A, Lane 3 Positive	45	CHA_P5	Channel A, Lane 5 Positive
22	CHA_N4	Channel A, Lane 4 Negative	46	GND	Signal Ground
23	CHA_P4	Channel A, Lane 4 Positive	47	N/C	N/C / Not in use
24	GND	Signal Ground	48	GND	Signal Ground
			49	N/C	N/C / Not in use
			50	GND	Signal Ground
			51	N/C	N/C / Not in use

POD

This connector is unused with current firmware. Please leave unconnected.

Connectors



#### **Connecting LVDS Source Devices**

UCD-1 QLC has four mini-LVDS data channels with each having six data pairs and one clock pair. LVDS sync is embedded in the data lanes.

All UCD-1 channels are expected to have the same data and clock setups. Please find below example configurations of connecting the data lines.

Example Source	LVDS1 A	LVDS1 B	LVDS2 A	LVDS2 B
1 channel: 6 data pairs + 1 clock pair	6 x data (0-5) 1 x clock	N/A	N/A	N/A
2 channels: 12 data pairs + 2 clock pairs	(Channel 1) 6 x data (0-5) 1 x clock	(Channel 2) 6 x data (0-5) 1 x clock	N/A	N/A
4 channels: 24 data pairs + 4 clock pairs	(Channel 1) 6 x data (0-5) 1 x clock	(Channel 2) 6 x data (0-5) 1 x clock	(Channel 3) 6 x data (0-5) 1 x clock	6 x data (0-5) 1 x clock

## 3. UCD VIEWER

*Unigraf UCD Viewer* software is the configuration and capture GUI for UCD-1. UCD Viewer can be used with both mini-LVDS (UCD-1 MLC) and Quad LVDS (UCD-1 QLV) capture.

#### Installation

UCD Viewer can be installed by running **UCD Setup.exe.** The installer will allow you to select the components used and configure the install locations.

#### **Device and Mode Selection**

When UCD Viewer is launched, you can first select the connected UCD-1 device.

🕖 UCD Viewer		
File Tools Help		
	Select Device to open:	
	UCD-1 MLC A [1606C243A]	
	SW Emulated device [EMU001]	
	2 Re-scan devices	
	www.uniersf.f. V15(D2)	
	vi J [rz]	
V1.5 [R2] Device: -	Resolution: - Status: Idle	

In the following dialog you can select the signal mode that you want to use. Please select **LVDS Basic Video capture** for Quad LVDS signal and **miniLVDS Basic Video Capture** for mini-LVDS. The controls of the configuration dialog will be different in the two cases.

🕖 UCD Viewer			- • •
File Tools Help			
	Select dev	ice operation mode:	
	LVDS Basic Video	Capture (FW 1.1, SW	
	miniLVDS Basic V	ideo Capture (FW 1.0,	
	G Bad	to device selection	
	www.unigraf.fi	V1.5 [R2]	
V1.5 [R2] Device: -	Resolution: -	Status: Idle	

### mini-LVDS Mode

🕖 Unigraf I	UCD Viewer					
<u>File</u> <u>T</u> ools	s <u>H</u> elp					
	_	MLC Capture Configura	tion			
	1.	<ul> <li>Single</li> </ul>	Dual	Quad		
	oГ	Capture Colordepth				
	2.	6 bits per pixel	(	🔊 8 bits per pixel		
	2	Capture Mode				
	Э.	🔘 Line	(	Frame		
		Invert Pairs				
	Λ	Par <u>1</u>	Par	f Clock		
	- <b>T</b> -	Pair 2	Pair	5		
	L	Pair <u>3</u>	Pair	6		
	5	Miscellaneous	۵			
	<b>U</b> .	Number of pairs	0	Sections 1	•	
		Bytes per Line 2	049	V No Frame Sync		
	6.	Lines per Frame	768	Use Sync Delay		8
		Line Offset	0	Frame Sync Rising	-	0.
	7.	Reset Pulse Pair	1	No Force Line End		
		No Line Sync		B Uses A Sync		Q
		I NO LINE SYNC		Pising	7	J.
				Line Sync Linesing	<u> </u>	
	10	Capture Mode				
	10.	Real time		<ul> <li>Buffered</li> </ul>		
			Start	Capture		
V1.5 [R15]	Device UC	CD-1 MLC A Res	olution:	-	Statu	ıs: Idle
	A CONTRACTOR OF A					111

### MLC Capture Configuration

Section 1. Channels:	
Single	CH1 A is used.
Dual	CH1 A, CH1 B is used.
Quad	CH1 A, CH1 B, CH2 A, CH2 B is used.
Section 2: Capture Colordepth:	
6 bits per pixel	Data is serialized in 6 bits samples.
8 bits per pixel	Data is serialized in 8 bits samples.
Section 3: Capture Mode	
Line	Device outputs data one line per read.
Frame	Device outputs frames.
Section 4: Invert Pairs	
Tick any box to swap differential pair positive and negative for that pair. The same setting will be applied to all channels.	

### Miscellaneous:

Section 5:	
Bytes per line	Number of captured samples in a mini-LVDS line including all data pairs (must be divisible with "Number of pairs" in current Viewer version)
Lines per frame	Number of mini-LVDS lines in a frame (NOTE: some devices output R/G/B in separate lines i.e. this value is set to 3x resolution)
Line Offset	Offset from <i>frame sync</i> signal to video line start, signed value. Set this value (trial and error) last after you can capture stable video.
Section 6:	
6 bits per pixel	Data is serialized in 6 bits samples.
8 bits per pixel	Data is serialized in 8 bits samples.
Section 7:	
Reset Pulse Pair	Differential pair that has a stable mini-LVDS line reset pulse (line start marker). Same setting is applied to all channels.
Section 8:	
No Frame Sync	When set device tries to find a vertical blanking area between lines to split data into frames. Normally frame sync should be used
Use Sync Delay	When set device adds internal delay to frame sync signal. Set this if frame sync is close to a line start and video output jumps up and down one line.
Frame Sync	Set to rising or falling edge sync
Section 9:	
No Line Sync	When set device will only try to find line reset pulses (line starts). In this mode device may sync to frame video data depending on video content (e.g. vertical white bar in middle of frame). Normally when not set, line sync makes device to search reset pulse during horizontal blanking area.
No Force Line End	When set device will not cut line length when line sync signal is found. Set this if line sync is found during active video. Normally, line sync should mark the end of line data and be set after active video has already stopped.
B Uses A Sync	Set this if there is only one line sync signal per channel connector.
Line Sync	Set to rising or falling edge sync.
Section 10: Capture Mode	
Real Time	Frame buffer is flushed after one frame is read out from buffer.
Buffered	Frame buffer is flushed after all frames have been read out from buffer.

### Settings Example

Please find below an example on how to configure a mini-LVDS source. The source has the following characteristics:

- Resolution: 1920x1080
- Pairs: 6 data + 2 clocks
- Serialization / color depth: 6 bits
- Synchronization: Has frame sync and only one line sync

Configuration Item	Setting
Number of Pairs	CH1A has 3 pairs and CH1B has 3 pairs (because of two clocks cannot use same channel)
Channels	Dual, see Number of Pairs
Capture Color Depth	User should know this or try either value
Capture Mode	Frame, Line mode only needed if device cannot sync to frames and requires manual work to construct a frame.
Invert pairs	Depends on signal routing. If e.g. captured frame has a black bar on the left (width of sync pulse) sync pair is probably inverted.
Bytes per Line	CH1A has 960 pixels and CH1B has 960 pixels (expecting one line gives RGB data / whole pixels) 2* 960 pixels * 3 colors = 5760 samples (CHA and CHB will always capture same number of samples)
Lines per Frame	1080, because lines have RGB data (any value should work here i.e. can be 100 or 4000). Use with "Line Offset" to get the best view.
Line Offset	Set to a value where you see the first line in top of the frame. Use trial and error and positive and negative values.
B Uses A Sync	Must be set (only 1 sync available, must split)
No Frame Sync	Has a frame sync, not selected
No Line Sync	Has a line sync, not selected
No Force Line End	User should select this at first try and later unselect it if capturing works without it.
Reset Pulse Pair	User must find with trial and error
Sections	1, this option is not fully supported with current SW. User software must adjust sections correctly.
Capture Mode	Both options should work

### Quad LVDS Mode

🥢 UCD Viewer	
File Tools Help	
LVDS Capture Configuration	
Capture Mode	
Single Oual Quad	
Capture Colordepth	
6 bits per pixel I0 bits per pixel	
8 bits per pixel	
Color mapping	
VESA O Standard (JEIDA)	
Capture Mode	
Real time     Duffered	
El Start Capture	
V1.5 [R2] Device: UCD-1 QLV Resolution: -	Status: Idle 🔬

Capture Mode:	
Single	CH1 A is used.
Dual	CH1 A, CH1 B is used.
Quad	CH1 A, CH1 B, CH2 A, CH2 B is used.
Capture Colordepth:	
6 bits per pixel	Data is serialized in 6 bits samples.
8 bits per pixel	Data is serialized in 8 bits samples.
10 bits per pixel	Data is serialized in 10 bits samples.
12 bits per pixel	Data is serialized in 12 bits samples.
Color mapping	
VESA	VESA LVDS data mapping is used.
JEIDA	JEIDA LVDS data mapping is used.
Section 10: Capture Mode	
Real Time	Frame buffer is flushed after one frame is read out from buffer.
Buffered	Frame buffer is flushed after all frames have been read out from buffer.

### **Preview Window**

When you click **Start capture** a window will open and show a preview of your captured content. If audio capture was selected, captured audio will be played through the selected audio output.



You can align the size of the preview window to the content by right clicking on top of the window and selecting one of the **fixed zoom factors** 25% [Alt+1], 50% [Alt+2] or 100% [Alt+3].

You can display the captured content in a borderless window by selecting **Borderless Mode**. You can also maximize the window on your desktop by selecting **Maximize**.

#### Controls

You can end the current session by selecting File > Stop Capture.

You can select another capture device by selecting **File > Close Device**. From the dialog click the new capture device that you need to use.

#### Saving

By selecting File > Save snapshot (Ctrl+S) you can capture and save individual frames. By selecting File > Save video sequence you can save a sequence of captured frames.

#### **Capture Format**

You can select the capture image format from Tools > Options. The available formats are PPM (up to 16 bpc), BMP and JPG (8 bpc).

In the same dialog you can also select the folder where the image files are stored.

## APPENDIX A. PRODUCT SPECIFICATION

## UCD-1 MLC

Image Data Input	4 parallel mini-LVDS channels with 6 data lanes. Divided in 2 groups. 1 frame start input per group, 1 lane start input per channel.
Input Connector	3 x FI-RE51S-HF-R1500 (JAE Electronics) (2 x for data lanes 1 x for control)
Link Speed	270 MHz maximum
Input Configuration	6 or 8 bits / link
	Sync In / Out Synchronizing input and output for
	Master / Slave configuration
Capture Speed	Approximately 4 FHD frames / second
Computer interface	USB 2.0
Software	Windows 8, 7 and XP, Linux
	UCD Viewer application for Windows
	SDK SW API with Example and preview
Power supply	AC/DC Power supply
	(100 to 240 Vac 50/60 Hz input, +5 Vdc output)
Mechanical Size	170 × 128 × 33 mm
Weight	0.4 kg w/o power supply

### UCD-1 QLV

Image Data Input	4 parallel LVDS channels with
	6 data lanes. Clock input for Each
	channel
Input Connector	3 x FI-RE51S-HF-R1500 (JAE Electronics)
	(2 x for data lanes 1 x for control)
Pixel Rate	100 MHz / channel maximum
Input Configuration	Input Configuration 6, 8, 10 or 12 bits / color
	Sync In / Out Synchronizing input and output for
	Master / Slave configuration
Pixel Mapping	VESA and Jeida
Capture Speed	Approximately 4 FHD frames / second
Computer interface	USB 2.0
Software	Windows 8, 7 and XP, Linux
	UCD Viewer application for Windows
	SDK SW API with Example and preview
Power supply	AC/DC Power supply
	(100 to 240 Vac 50/60 Hz input, +5 Vdc output)
Mechanical Size	170 × 128 × 33 mm
Weight	0.4 kg w/o power supply

All specifications are subject to change without notice.

## APPENDIX B: MLVDS SYNCHRONIZATION

The image below describes the synchronization signal cases that UCD-1 MLC (mini-LVDS) recognizes. UCD-1 MLC samples the frame synchronization and line synchronization signals using mini-LVDS data clock. The mini-LVDS data clock (double data rate) is not shown in the image.



#### **Reset Pulse**

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The blue boxes in the image show the end of the reset pulse the start of data. In this example the reset pulse can be taken either from miniLVDS1 or miniLVDS3 pair.

#### Line Sync

The red boxes in the image show a correct line synchronization signal edge in three different cases. Line sync can be the TP1 signal in Mini-LVDS specification.

- The box on the left shows a valid rising edge. Also, falling edge would work with the left case.
- The box in the middle box shows a valid falling edge. The rising edge of the same pulse is during a data period and cannot be used.
- The box on the right shows a case where the falling edge of the pulse is during a data period. In this case the rising edge will be chosen.

#### Frame Sync

The magenta box shows a valid frame synchronization marker. UCD-1 accepts the first edge and ignores any consecutive edges for the duration of approximately one frame period. This means the frame sync can be a pulse train.

Frame sync must come during every (captured) frame and during the same frame line number. The data line following the frame sync will assigned as line number zero. In the GUI the user will indicate the positive or negative offset of line number zero to the first line of the frame.

## APPENDIX C: TROUBLESHOOTING

### Status LEDs



LED	Function	Description
1	ON / Flashing	Frame ready CH1 A / B
2	Flashing	FW running
3	N/A	Undefined
4	ON	Power Good
5	ON / Flashing	Frame ready CH2 A / B
6	Flashing	FW running

### Memory

The table below shows the available frame buffer memory capacity in different data configuration cases. Since captured data is stored as 8-bit bytes regardless of color depth setting (6 / 8 bits per color) each color component will use 8 bits of memory.

Case	Frame Buffer Capacity
1 Channel, 3 pairs	50331648 Samples (equals to 8 Full HD (1920 x 1080) frames)
1 Channel, 6 pairs	100663296 Samples
2 Channels, 6 pairs	201326592 Samples
4 Channels, 6 pairs	402653184 Samples