High-Definition Multimedia Interface

Specification Version 1.3

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Preface

Notice

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Document Revision History

1.3   2006/06/22   Significant new features:
- Type C "Mini-Connector" (4.1.9.5, 4.1.9.6)
- Cable Categories 1 and 2 (4.2.6)
- Deep Color [4:4:4] (6.5, 8.3.2)
- Reference Cable Equalizer (4.2.3.2, 4.2.5, 4.2.6)
- Higher-speed single-link (4.1.2, 4.2.3,through 4.2.6, 8.3.2)
- xvYCC Enhanced Colorimetry (6.7.2.3)
- Gamut Metadata transmission (5.3.12, 6.7.3, Appendix E))
- DST audio format (5.3.10, 7.6.3)
- High-bitrate compressed audio formats (5.3.11, 7.2.4, 7.3.3, 7.6.2)
- Auto-Lipsync Correction feature (8.3.2, 8.9)

Updated normative reference from CEA-861-B to –D (1.2, throughout).
Updated Overview for new features (3)
Several minor editorial (throughout)

1.2a   2005/12/14   Changes to CEC supplement (see supplement for details)
Eliminated I_{OFF} and made V_{OFF} normative (4.2.4)
Changed CEC resistance to 5 ohms (4.2.10)
Clarified DVI device discrimination (8.3.3)
Several minor editorial (throughout)

1.2   2005/08/22   Removed limitations on Type A connector usage (4.1.2, 6.1)
Required new connector mechanical features, optional in 1.1 (4.1.9)
Required Sink support for future AC-coupled Sources (4.2.5)
Add note regarding maximum ratings of Sink (4.2.5)
Clarified Cable Assembly use of +5V Power (4.2.7)
Removed incorrect testing method for DDC capacitance (4.2.8)
Clarified when separate CEC lines on inputs are allowed (4.2.10)
Add maximum resistance spec for interconnected CEC line (4.2.10)
Remove CEC leakage current limit while in standby (4.2.10)
Relaxed YC_BC_R output requirement for RGB devices (6.2.3)
Added support for additional video formats (6.2.4, and 7.3.3, 8.2.1)
Corrected sample rate requirement from 1000 ppm to ±1000 ppm (7.2.6)
Clarified use of Speaker Allocation Data Block (7.4)
Added support for One Bit audio (7.9, and throughout)
Clarified exception for 640x480p (VGA) declaration in EDID (8.3.4)
Loosened requirement for duplicated DTD declarations (8.3.4)
Added recommendation for setting Supports_AI (9.2)
Clarified the behavior of Repeater to Sink with Supports_AI (9.3.2)
Clarified rule for DVD-Audio ACP Packet transmission (9.3.5)
Additional minor editorial (throughout)

1.1   2004/05/20   Permitted multi-rate native format support on Type A Sinks (4.1.2)
Changed connector mechanical spec (4.1.9)
Changed connector electrical spec (4.1.7)
Removed CEC / +5V Power dependency for Source (4.2.7)
Loosened regulation requirements for +5V Power (4.2.7)

Made HPD voltages consistent with new +5V Power (4.2.9)
Clarified CEC connection requirements (4.2.10)
Restricted CTLx values allowed in non-Preamble periods (5.2.1)
Added new Packet Types (5.3.1)
Clarified InfoFrame Packet requirements (5.3.5)
Added ACP and ISRC Packet definitions and usage (5.3.7, 8.8, 9.3)
Specified recommended handling of non-Subpacket 0 CS blocks (7.1)
Clarified audio sample rate requirements (7.2.6)
Disallowed Layout 1 2-channel (7.6)
Clarified AVI transmission requirements (8.2.1)
Added extension fields and clarified HDMI VSDB (8.3.2)
Clarified DVI/HDMI device discrimination (8.3.3)
Clarified HPD behavior (8.5)
Clarified EDID values of Physical Addresses (8.7)
Made minor editorial changes (throughout)

1.0   2002/12/09   Initial Release

Intellectual Property Statement

Hitachi, Ltd., Matsushita Electric Industrial Co., Ltd., Philips Consumer Electronics International, B.V., Silicon Image, Inc., Sony Corporation, Thomson Inc., and Toshiba Corporation each may have patents and/or patent applications related to the High-Definition Multimedia Interface Specification. These companies have made available to the industry an Adopter Agreement that includes a limited, reciprocal patent license to certain of the electrical interfaces, mechanical interfaces, signals, signaling and coding protocols, and bus protocols described in the mandatory portions of the High-Definition Multimedia Interface Specification Release 1.3 published by HDMI Licensing, LLC.

Contact Information

The URL for the HDMI Founders web site is: http://www.HDMI.org.

Contribution

Silicon Image, Inc has made a significant contribution to this standard by editing the specification and developing the core technologies upon which this specification is based; including Transition Minimized Differential Signaling (TMDS®) technology.

Acknowledgement

HDMI founders acknowledge the concerted efforts of employees of Japan Aviation Electronics Industry, Limited and Molex Japan, who have made a significant contribution to this standard by developing the connector technology and the mechanical and electrical specifications for the required plugs and receptacles.

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1   Introduction

1.1   **Purpose and Scope**

This document constitutes the specification for the High-Definition Multimedia Interface (HDMI), version 1.3.

The High-Definition Multimedia Interface is provided for transmitting digital television audiovisual signals from DVD players, set-top boxes and other audiovisual sources to television sets, projectors and other video displays.

HDMI can carry high quality multi-channel audio data and can carry all standard and high-definition consumer electronics video formats. Content protection technology is available.

HDMI can also carry control and status information in both directions.

This specification completely describes the interface such that one could implement a complete transmission and interconnect solution or any portion of the interface. The underlying Transition Minimized Differential Signaling (TMDS)-based protocol and associated electrical signaling is described in detail. The mechanical specification of the connector and the signal placement within the connector are described.

A device that is compliant with this specification is interoperable with other compliant devices through the configuration and implementation provided for in this specification.

Mechanical, electrical, behavioral and protocol requirements necessary for compliance are described for sources, sinks and cables.

1.2   **Normative References**

The following standards contain provisions that, through reference in this text, constitute normative provisions of this standard. At the time of publication, the editions indicated were valid. All standards are subject to revision, and parties to agreements based on this standard are encouraged to investigate the possibility of applying the most recent editions of the standards listed below. If the referenced standard is dated, the reader is advised to use the version specified.

CEA, CEA-861-D, "A DTV Profile For Uncompressed High Speed Digital Interfaces"[1]

VESA, VESA E-EDID Standard, ENHANCED EXTENDED DISPLAY IDENTIFICATION DATA STANDARD Release A, Revision 1, February 9, 2000

VESA, VESA E-DDC Standard, ENHANCED DISPLAY DATA CHANNEL STANDARD Version 1, September 2, 1999

Philips Semiconductors, The I^2C-bus Specification, Version 2.1, January 2000

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[1] All HDMI devices are required to comply with the requirements specified in CEA-861-D except where specifically noted in this document. The CEA-861-D term "source" should be read as "(HDMI) Source" and the terms "Display", "Monitor" or "DTV Monitor" should be read as "(HDMI) Sink".

ITU, ITU-R BT.601-5 Studio encoding parameters of digital television for standard 4:3 and wide-screen 16:9 aspect ratios (October 1995)

ITU, ITU-R BT.709-5 Parameter values for the HDTV standards for production and international programme exchange (2002)

IEC, IEC 60958-1, "Digital audio interface – Part 1: General", First edition 1999-12

IEC, IEC 60958-3, "Digital audio interface – Part 3: Consumer applications", Third edition 2006-05[pw9]

IEC, IEC 61937, "Digital Audio - Interface for non-linear PCM encoded audio bitstreams applying IEC 60958", First edition 2000-04

IEC, IEC 61966-2-4: "Multimedia systems and equipment - Colour measurement and management - Part 2-4: Colour management - Extended-gamut YCC colour space for video applications – xvYCC", January 2006

DDWG, "Digital Visual Interface," Revision 1.0, April 2, 1999 (DVI)

DVD Forum, "DVD Specifications for Read-Only Disc", "Part 4: AUDIO SPECIFICATIONS", Version 1, March 1999.

DVD Forum, "DVD Specifications for Read-Only Disc", "Part 4: AUDIO SPECIFICATIONS", Version-up Information (from 1.1 to 1.2), May 2000.

Digital Content Protection LLC, "High-bandwidth Digital Content Protection System Specification", Revision 1.10 (HDCP)

Royal Philips Electronics and SONY Corporation, "Super Audio CD System Description Version 2.0"

1.3   Informative References

The following documents contain information that is useful in understanding this standard. Some of these documents are drafts of standards that may become normative references in a future release of this standard.

ANSI/SMPTE, SMPTE Standard 170M (1999) for Television – Composite Analog Video Signal – NTSC for Studio Applications

ANSI/SMPTE, SMPTE Standard 274M

ANSI/SMPTE, SMPTE Standard 296M

1.4   Organization of this document

This specification is organized as follows:

- Chapter 1 introduces HDMI, describes the purpose and scope of this document, references, organization of the document and usages and conventions.
- Chapter 2 defines terms and acronyms used throughout this document.
- Chapter 3 provides a high-level overview of the operation of HDMI.

- Chapter 4 describes the details of the Physical Layer of HDMI including basic electrical specifications and mechanical specifications of cables and connectors.

- Chapter 5 describes the Signaling and Encoding used by HDMI including descriptions of the different periods and encoding types used to transmit audio, video, and control data types and packet definitions for audio and auxiliary data.

- Chapter 6 describes Video related issues including video format timings, pixel encodings (RGB, YC_BC_R), colorimetry and corresponding requirements.

- Chapter 7 describes Audio related issues including audio clock regeneration, placement of audio samples within packets, packet timing requirements, audio sample rates and requirements, and channel/speaker assignments.

- Chapter 8 describes Control and Configuration functions, mechanisms and requirements, including use of the E-EDID, and InfoFrames.

- Chapter 9 describes the Content protection used for HDMI.

- Appendix A describes the usage of Repeaters and Switches.

- Appendix B describes restrictions related to the use of the Type B connector.

- Appendix C describes DVI compatibility.

- Appendix D describes additional details of Deep Color not covered in chapter 6, including example state machines and details of audio transmission in a Deep Color mode.

- Appendix E describes data structures and characteristics of gamut boundary descriptions, used when transmitting video using xvYCC colorimetry.

- Appendix F recommends a number of rules regarding a Sink's indication of video format support and automatic configuration of video output format for a Source.

- Supplement 1 describes use of the Consumer Electronics Control (CEC) line and protocol.

1.5   <u>Usages and Conventions</u>

bit N	Bits are numbered in little-endian format, i.e. the least-significant bit of a byte or word is referred to as bit 0.
D[X:Y]	Bit field representation covering bit X to bit Y (inclusive) of value or field D.
0xNN	Hexadecimal representation of base-16 numbers are represented using 'C' language notation, preceded by '0x'.
0bNN	Binary (base-2) numbers are represented using 'C' language notation, preceded by '0b'.
NN	Decimal (base-10) numbers are represented using no additional prefixes or suffixes.

Within this specification, any descriptions of data structures, values or sequences that occur on the HDMI interface should be interpreted only as data structures, values and sequences that are transmitted by the HDMI Source. Due to the possibility of errors during the transmission, these items should not be construed as data structures, values or sequences that are guaranteed to be detected by the HDMI Sink.

2   Definitions

2.1   Conformance Levels

expected
: A key word used to describe the behavior of the hardware or software in the design models *assumed* by this specification. Other hardware and software design models may also be implemented.

may
: A key word that indicates flexibility of choice with *no implied preferenc*e.

shall
: A key word indicating a mandatory requirement. Designers are *required* to implement all such mandatory requirements.

should
: A key word indicating flexibility of choice with a strongly preferred alternative. Equivalent to the phrase *is recommended.*

reserved fields
: A set of bits within a data structure that are defined in this specification as reserved, and are not otherwise used. Implementations of this specification shall zero these fields. Future revisions of this specification, however, may define their usage.

reserved values
: A set of values for a field that are defined in this specification as reserved, and are not otherwise used. Implementations of this specification shall not generate these values for the field. Future revisions of this specification, however, may define their usage.

2.2   Glossary of Terms

(Audio) Channel
: Audio data intended to be delivered to a single audio speaker.

(Audio) Sample Clock
: Original clock related to the audio input samples at the Source or the generated clock used to time the output of audio samples.

BCH
: Error correction technique named after the developers: Bose, Chauduri, and Hocquenghem.

Byte
: Eight bits of data.

CEA Extension
: A 128 byte EDID 1.3-compatible extension block defined in CEA-861-D, designed to allow declaration of audio formats, additional video formats (beyond those in the base EDID structure) and other characteristics of the Sink..

CEC Root (Device)
: A device, generally a display (Sink) device, formally defined by the following rule: A device that has no HDMI output or, a device that has chosen to take the physical address 0.0.0.0 (see Section 8.7).

Compressed (Audio)
: All audio formats carried by HDMI other than L-PCM and One Bit Audio.

Data Stream Disparity
: Integer indicating "DC-offset" level of link. A positive value represents the excess number of "1"s that have been transmitted. A negative value represents the excess number of "0"s that have been transmitted.

Direct Stream Transport   An audio format which is a lossless compression of Direct Stream Digital (DSD), as used in SuperAudio CD. DST is described in ISO/IEC 14496, part 3, Amendment 6: Lossless coding of oversampled audio.

Downstream   In the direction of the primary audio and video data flow, i.e. towards the Sink (e.g. display).

DVD-Audio   Disk format conforming to any version of "DVD Specifications for Read-Only Disc", "Part 4: AUDIO SPECIFICATIONS".

(HDMI) Source   A device with an HDMI output.

(HDMI) Sink   A device with an HDMI input.

(HDMI) Repeater   A device with one or more HDMI inputs and one or more HDMI outputs. Repeater devices shall simultaneously behave as both an HDMI Sink and an HDMI Source.

InfoFrame   A data structure defined in CEA-861-D that is designed to carry a variety of auxiliary data items regarding the audio or video streams or the source device and is carried from Source to Sink across HDMI.

Multi-channel   Audio with more than 2 channels. Typically this term is applied to 6 (5.1) channel streams. Also called surround formats.

One Bit Audio   1-bit Delta-Sigma modulated signal stream such as that used by Super Audio CD.

Pixel   Picture Element. Refers to the actual element of the picture and the data in the digital video stream representing such an element.

Pixel Encoding   Bit placement and sequencing for the components of a pixel for a particular color space and chroma sampling.

Receiver   A component that is responsible for receiving the four differential TMDS input pairs at the input to an HDMI Sink and converting those signals into a digital output indicating a 24 bit, 12 bit, or 6 bit TMDS decoded word and indicating the TMDS coding mode used to decode those bits. This digital output may be contained within a semiconductor device or may be output from a semiconductor device.

(TMDS) Character   A 10-bit TMDS-encoded value. One such value is carried on each of the three data channels for each cycle of the TMDS clock.

Stereo   2 channel audio.

Stream   A time-ordered set of digital data originating from one Source and terminating at zero or more Sinks. A stream is characterized by bounded bandwidth requirements.

Super Audio CD   Disk format of "Super Audio CD System Description", see http://www.licensing.philips.com.

T_{bit} Time duration of a single bit carried across the TMDS data channels.

T$_{character}$ Time duration of a single TMDS character carried across the TMDS
                                      data channels. This is equal to $10*T_{bit}$.

Transmitter   A component that is responsible for driving the four differential TMDS
                                      output pairs into an HDMI output and for clocking the data driven into
                                      those four output pairs.

Video Field   The period from one VSYNC active edge to the next VSYNC active
                                      edge.

Video Format   A video format is sufficiently defined such that when it is received at the
                                      monitor, the monitor has enough information to properly display the
                                      video to the user. The definition of each format includes a Video Format
                                      Timing, the picture aspect ratio, and a colorimetry space.

Video Format Timing   The waveform associated with a video format. Note that a specific
                                      Video Format Timing may be associated with more than one Video
                                      Format (e.g., 720X480p@4:3 and 720X480p@16:9).

YC_BC_R Digital representation of any video signal using one of several
                                      luminance/color-difference color spaces.

2.3   <u>Acronyms and Abbreviations</u>

ANSI   American National Standards Institute

AVI   Auxiliary Video Information

CEA   Consumer Electronics Association

CEC   Consumer Electronics Control

CTS   Cycle Time Stamp

DDC   Display Data Channel

DDWG   Digital Display Working Group

DST   Direct Stream Transport

DTD   Detailed Timing Descriptor

DTV   Digital Television

DVD   Digital Versatile Disc

DVI   Digital Visual Interface

E-DDC   Enhanced Display Data Channel

E-EDID   Enhanced Extended Display Identification Data

ECC   Error Correction Code

EDID	Extended Display Identification Data
EIA	Electronic Industries Alliance
HDCP	High-bandwidth Digital Content Protection
HDMI	High-Definition Multimedia Interface
HDTV	High-Definition Television
HPD	Hot Plug Detect
IEC	International Electrotechnical Commission
IEEE	Institute of Electrical and Electronics Engineers
ITU	International Telecommunications Union
L-PCM	Linear Pulse-Code Modulation
LSb	least significant bit
MPEG	Moving Picture Experts Group
MSb	most significant bit
N.C.	No connect.
PCB	Printed Circuit Board
Rx	Receiver
SMPTE	Society of Motion Picture & Television Engineers
STB	Set-Top Box
SVD	Short Video Descriptor
TERC4	TMDS Error Reduction Coding – 4 bit
TMDS	Transition Minimized Differential Signaling
Tx	Transmitter
VESA	Video Electronics Standards Association
VSDB	Vendor-Specific Data Block

3   Overview

HDMI system architecture is defined to consist of Sources and Sinks. A given device may have one or more HDMI inputs and one or more HDMI outputs. Each HDMI input on these devices shall follow all of the rules for an HDMI Sink and each HDMI output shall follow all of the rules for an HDMI Source.

As shown in *Figure 3-1,* the HDMI cable and connectors carry four differential pairs that make up the TMDS data and clock channels. These channels are used to carry video, audio and auxiliary data. In addition, HDMI carries a VESA DDC channel. The DDC is used for configuration and status exchange between a single Source and a single Sink. The optional CEC protocol provides high-level control functions between all of the various audiovisual products in a user's environment.
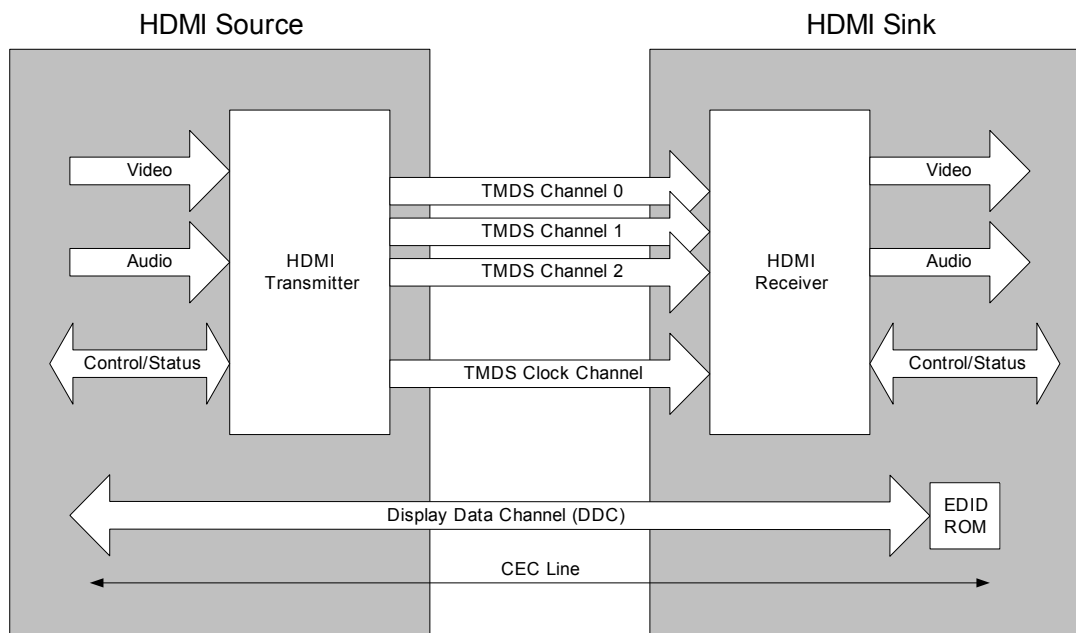
Figure 3-1 HDMI Block Diagram

Audio, video and auxiliary data is transmitted across the three TMDS data channels. A TMDS clock, typically running at the video pixel rate, is transmitted on the TMDS clock channel and is used by the receiver as a frequency reference for data recovery on the three TMDS data channels. At the source, TMDS encoding converts the 8 bits per TMDS data channel into the 10 bit DC-balanced, transition minimized sequence which is then transmitted serially across the pair at a rate of 10 bits per TMDS clock period.

Video data can have a pixel size of 24, 30, 36 or 48 bits. Video at the default 24-bit color depth is carried at a TMDS clock rate equal to the pixel clock rate. Higher color depths are carried using a correspondingly higher TMDS clock rate. Video formats with TMDS rates below 25MHz (e.g. 13.5MHz for 480i/NTSC) can be transmitted using a pixel-repetition scheme. The video pixels can be encoded in either RGB, YC_BC_R 4:4:4 or YC_BC_R 4:2:2 formats.

In order to transmit audio and auxiliary data across the TMDS channels, HDMI uses a packet structure. In order to attain the higher reliability required of audio and control data, this data is

protected with a BCH error correction code and is encoded using a special error reduction coding to produce the 10-bit word that is transmitted.

Basic audio functionality consists of a single IEC 60958 L-PCM audio stream at sample rates of 32kHz, 44.1kHz or 48kHz. This can accommodate any normal stereo stream. Optionally, HDMI can carry such audio at sample rates up to 192KHz and with 3 to 8 audio channels. HDMI can also carry an IEC 61937 compressed (e.g. surround-sound) audio stream at bit rates up to 24.576Mbps. HDMI can also carry from 2 to 8 channels of One Bit Audio and a compressed form of One Bit Audio called DST.

The DDC is used by the Source to read the Sink's Enhanced Extended Display Identification Data (E-EDID) in order to discover the Sink's configuration and/or capabilities.

4   Physical Layer

4.1   <u>Connectors and Cables</u>

4.1.1   Overview of Connectors

A device's external HDMI connection shall be presented via one of the three specified HDMI connectors, Type A, Type B or Type C. This connector can be attached directly to the device or can be attached via a cable adapter that is shipped with the device.

All three connectors carry all required HDMI signals, including a TMDS link. The Type B connector is slightly larger and carries a second TMDS link, which is necessary to support very high resolution displays using dual link. The Type C connector carries the same signals as the Type A but is more compact and intended for mobile applications.

Passive cable adapters between connector types are specified.

4.1.2   Connector Support Requirements

All features and functions are equally available to all three connectors.

4.1.3   Dual-Link

To support DVI signals greater than 165Mpixels/sec, the dual-link capability of the Type B connector shall be used. To support DVI signals less than or equal to 165Mpixels/sec, single-link operation shall be used.

To support very high-speed HDMI signals, the dual-link capability of the Type B connector is available. The single-link to dual-link crossover frequency for HDMI will be defined in a future specification and will be greater than 340Mpixels/sec. Dual-link cannot be used for formats below that crossover frequency.

4.1.4   Connector Pin Assignments

Table 4-1 Type A Connector Pin Assignment

PIN	Signal Assignment	PIN	Signal Assignment
1	TMDS Data2+	2	TMDS Data2 Shield
3	TMDS Data2–	4	TMDS Data1+
5	TMDS Data1 Shield	6	TMDS Data1–
7	TMDS Data0+	8	TMDS Data0 Shield
9	TMDS Data0–	10	TMDS Clock+
11	TMDS Clock Shield	12	TMDS Clock–
13	CEC	14	Reserved (N.C. on device)
15	SCL	16	SDA
17	DDC/CEC Ground	18	+5V Power
19	Hot Plug Detect		

Table 4-2 Type B Connector Pin Assignment

PIN	Signal Assignment	PIN	Signal Assignment
1	TMDS Data2+	2	TMDS Data2 Shield
3	TMDS Data2-	4	TMDS Data1+
5	TMDS Data1 Shield	6	TMDS Data1-
7	TMDS Data0+	8	TMDS Data0 Shield
9	TMDS Data0-	10	TMDS Clock+
11	TMDS Clock Shield	12	TMDS Clock-
13	TMDS Data5+	14	TMDS Data5 Shield
15	TMDS Data5-	16	TMDS Data4+
17	TMDS Data4 Shield	18	TMDS Data4-
19	TMDS Data3+	20	TMDS Data3 Shield
21	TMDS Data3-	22	CEC
23	Reserved (N.C. on device)	24	Reserved (N.C. on device)
25	SCL	26	SDA
27	DDC/CEC Ground	28	+5V Power
29	Hot Plug Detect		

Table 4-3 Type C Connector Pin Assignment

PIN	Signal Assignment
1	TMDS Data2 Shield
2	TMDS Data2+
3	TMDS Data2-
4	TMDS Data1 Shield
5	TMDS Data1+
6	TMDS Data1-
7	TMDS Data0 Shield
8	TMDS Data0+
9	TMDS Data0-
10	TMDS Clock Shield
11	TMDS Clock+
12	TMDS Clock-
13	DDC/CEC Ground
14	CEC
15	SCL
16	SDA
17	Reserved
18	+5V Power
19	Hot Plug Detect

4.1.5   Contact sequence

Table 4-4 Connector Contact Sequence

| Connection | Signals | |
	Type A & C Connectors	Type B Connector
First Make	Connector shell	Connector shell
Second Make	Pins 1 - 17 and pin 19	Pins 1 - 27 and pin 29
Third Make	Pin18 (+5V Power)	Pin28 (+5V Power)

4.1.6   Connector Mechanical Performance

Table 4-5 Type A and Type C Plug and Receptacle Mechanical Performance

Item	Test Condition	Requirement	
Vibration	Amplitude : 1.52mm P-P or 147m/s^2 {15G} Sweep time: 50-2000-50Hz in 20 minutes. Duration : 12 times in each (total of 36 Times) X, Y, Z axes. Electrical load : DC100mA current shall be Flowed during the test. (ANSI/EIA-364-28 Condition III)	Appearance	No Damage
		Contact Resistance	Contact : Change from initial value: 30 milliohms maximum. Shell Part : Change from initial value: 50 milliohms maximum.
		Discontinuity	1 μsec maximum.
Shock	Pulse width: 11 msec., Waveform : half sine, 490m/s^2 {50G}, 3 strokes in each X.Y.Z. axes (ANSI/EIA-364-27, Condition A)	Appearance	No Damage
		Contact Resistance	Contact : Change from initial value: 30 milliohms maximum. Shell : Change from initial value: 50 milliohms maximum.
		Discontinuity	1 μsec maximum.
Durability	Measure contact and shell resistance after Following. Automatic cycling : Type A: 10,000 cycles at 100 $\pm$ 50 cycles per hour Type C: 5,000 cycles at 100 $\pm$ 50 cycles per hour	Contact Resistance	Contact : Change from initial value: 30 milliohms maximum. Shell : Change from initial value: 50 milliohms maximum.

Item	Test Condition	Requirement	
Insertion / Withdrawal Force	Insertion and withdrawal speed : 25mm/minute. (ANSI/EIA-364-13)	Withdrawal force	Type A: 9.8N {1.0kgf} minimum 39.2N {4.0kgf} maximum Type C: 7N minimum 25N maximum
		Insertion force	44.1N {4.5kgf} maximum
Cable Flex	100 cycles in each of 2 planes Dimension X = 3.7 x Cable Diameter. (ANSI/EIA-364-41C, Condition I)	Discontinuity	1 μsec maximum.
		Dielectric Withstanding Voltage and Insulation Resistance	Conform to item of dielectric withstanding voltage and insulation resistance

4.1.7   **Connector Electrical Characteristics**

4.1.7.1   Electrical Performance

Table 4-6 Electrical Performance

Item	Test Condition	Requirement
Contact Resistance	Mated connectors, Contact : measure by dry circuit, 20 mVolts maximum.,10mA. Shell : measured by open circuit, 5 Volts maximum ,100mA. (ANSI/EIA-364-06B)	Initial Contact resistance excluding conductor resistance: 10 milliohms maximum . (Target design value)
Dielectric Strength	Unmated connectors, apply 500 Volts AC(RMS) between adjacent terminal or ground. Mated connector, apply 300 Volts AC(RMS.) between adjacent terminal and ground. (ANSI/EIA-364-20C, Method A)	No Breakdown
Insulation Resistance	Unmated connectors, apply 500 Volts DC between adjacent terminal or ground. (ANSI/EIA 364-21C)	100 megaohms minimum (unmated)
	Mated connectors, apply 150 Volts DC between adjacent terminal or ground.	10 megaohms minimum (mated)
Contact Current Rating	55 °C, maximum ambient 85 °C, maximum temperature change (ANSI/EIA-364-70A)	0.5 A minimum
Applied Voltage Rating	40 Volts AC (RMS.) continuous maximum, on any signal pin with respect to the shield.	No Breakdown
Electrostatic Discharge	Test unmated each connectors from 1 kVolt to 8 kVolts in 1 kVolt steps using 8mm ball probe. (IEC-801-2)	No evidence of Discharge to Contacts at 8 kVolts

Item	Test Condition	Requirement
TMDS Signals Time Domain Impedance	Rise time ≤ 200 psec (10%-90%). Signal to Ground pin ratio per HDMI designation. Differential Measurement Specimen Environment Impedance = 100 ohms differential Source-side receptacle connector mounted on a controlled impedance PCB fixture. (ANSI/EIA-364-108)	Connector Area : Type A: 100 ohms ±15% Type C: 100 ohms ±25% Transition Area : 100 ohms ±15% Cable Area : 100 ohms ±10%
TMDS Signals Time Domain Cross talk FEXT	Rise time ≤ 200 psec (10%-90%). Signal to Ground pin ratio per HDMI designation. Differential Measurement Specimen Environment Impedance = 100 ohms differential. Source-side receptacle connector mounted on controlled impedance PCB fixture. Driven pair and victim pair. (ANSI/EIA-364-90)	Type A: 5% maximum Type C: 10% maximum

4.1.8   Connector Environmental Characteristics

4.1.8.1   Environmental Performance

Table 4-7 Connector Environmental Performance

Item	Test Condition		Requirement	
Thermal Shock	10 cycles of: a) -55°Cfor 30 minutes b) +85°C for 30 minutes (ANSI/EIA-364-32C, Condition I)		Appearance	No Damage
			Contact Resistance	Contact : Change from initial value: 30 milliohms maximum. Shell Part : Change from initial value: 50 milliohms maximum.
Humidity	A	Mate connectors together and perform the test as follows. Temperature : +25 to +85°C Relative Humidity : 80 to 95% Duration : 4 cycles (96 hours) Upon completion of the test, specimens shall be conditioned at ambient room conditions for 24 hours, after which the specified measurements shall be performed. (ANSI/EIA-364-31B)	Appearance	No Damage
			Contact Resistance	Contact : Change from initial value: 30 milliohms maximum. Shell : Change from initial value: 50 milliohms maximum.
	B	Unmated each connectors and perform the test as follows. Temperature : +25 to +85°C Relative Humidity : 80 to 95% Duration : 4 cycles (96 hours) Upon completion of the test, specimens shall be conditioned at ambient room conditions for 24 hours, after which the specified measurements shall be performed. (ANSI/EIA-364-31B)	Appearance	No Damage
			Dielectric Withstanding Voltage and Insulation Resistance	Conform to item of Dielectric Withstanding Voltage and Insulation Resistance

Item	Test Condition	Requirement	
Thermal Aging	Mate connectors and expose to +105 ± 2°C for 250 hours. Upon completion of the exposure period, the test specimens shall be conditioned at ambient room conditions for 1 to 2 hours, after which the specified measurements shall be performed. (ANSI/EIA-364-17B, Condition 4, Method A)	Appearance	No Damage
		Contact Resistance	Contact : Change from initial value: 30 milliohms maximum. Shell Part : Change from initial value: 50 milliohms maximum.

4.1.9   Connector Drawings – Mating Interface Dimensions

All dimensions in millimeters.

4.1.9.1   Type A Receptacle
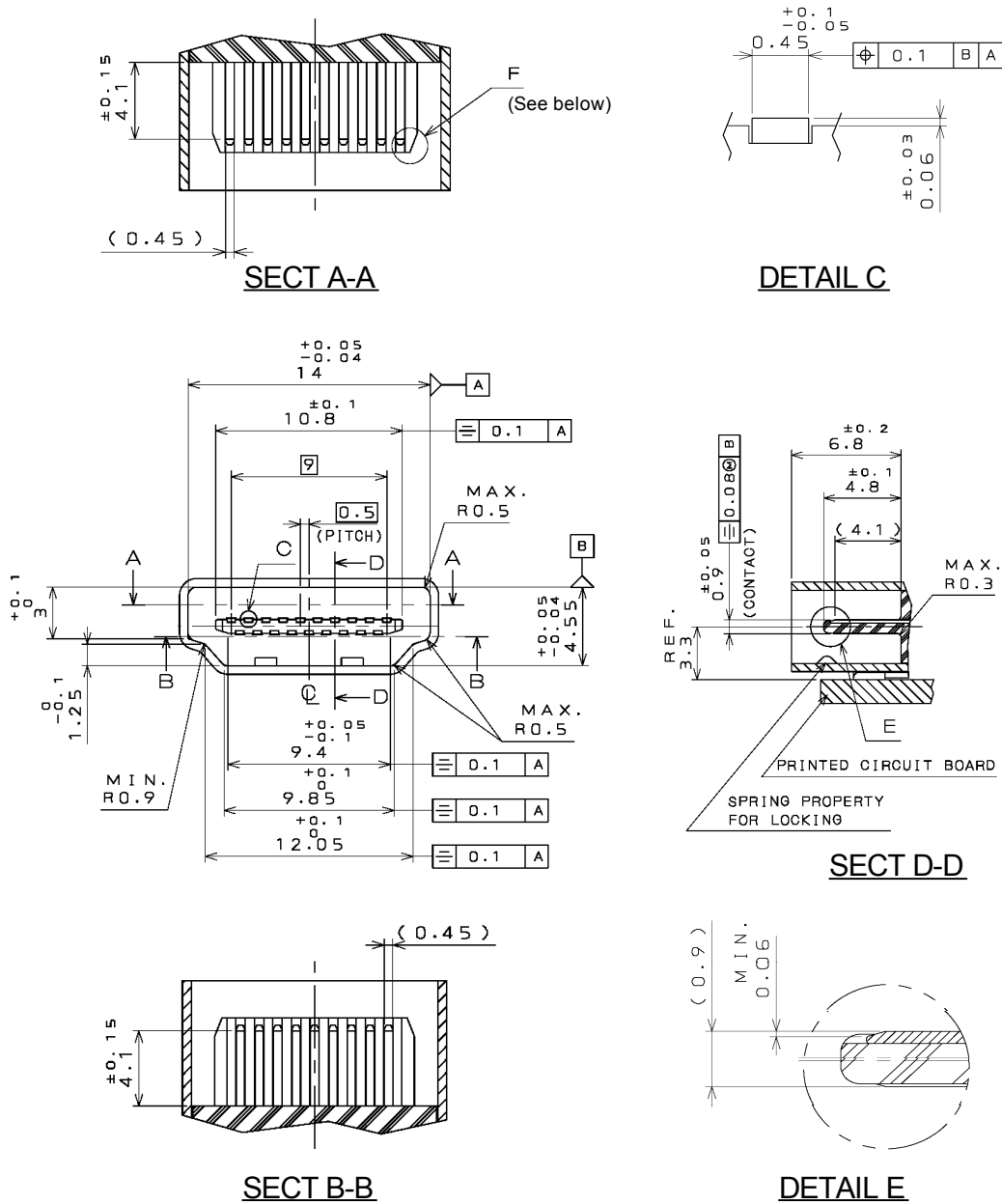
SECT A-A   DETAIL C

SECT D-D

SECT B-B   DETAIL E

- The shell shall have springs for locking. Additional springs may be used for EMI reduction.
- The spring property for locking shall be activated by the locking hole of the plug shell.

Figure 4-1 Type A Receptacle Mating Interface Dimensions
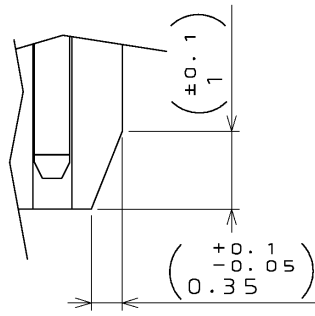
DETAIL F

- The form shown above is required. This feature will reduce the likelihood of damage to the receptacle insulator under rough operation.

Figure 4-1–continued; Type A Receptacle, Detail F
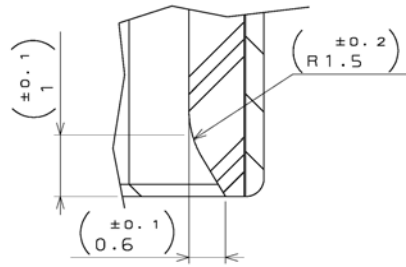
4.1.9.2   Type A Plug

SECT B–B

DETAIL C

SECT A–A

VIEW D

- The dimension of *13.9mm (+0.04 / -0.05) (on main section) should be measured at the point *7mm (on view D). The taper (on view D) shall be one degree max.
- The shell should not have a dimple other than the ones for locking.

Figure 4-2 Type A Plug Mating Interface Dimensions

DETAIL E

- The form shown above is required. This feature will reduce the likelihood of damage to the receptacle insulator under rough operation.

Figure 4-2-continued; Type A Plug, Detail E
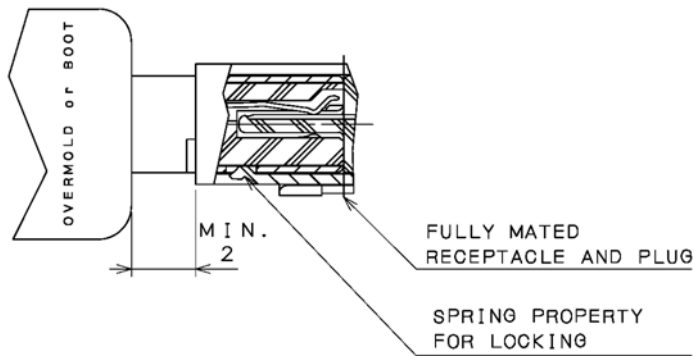
Figure 4-3 Type A Receptacle and Plug Mated Condition

It is recommended that products using Type A connectors be designed to ensure that cable bends are not tighter than that shown in Figure 4-4.
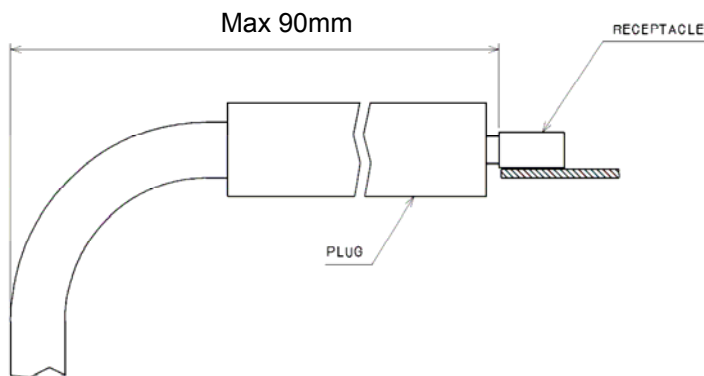
Figure 4-4 Type A Cable – Minimum Recommended Cable Bend

4.1.9.3   Type B Receptacle
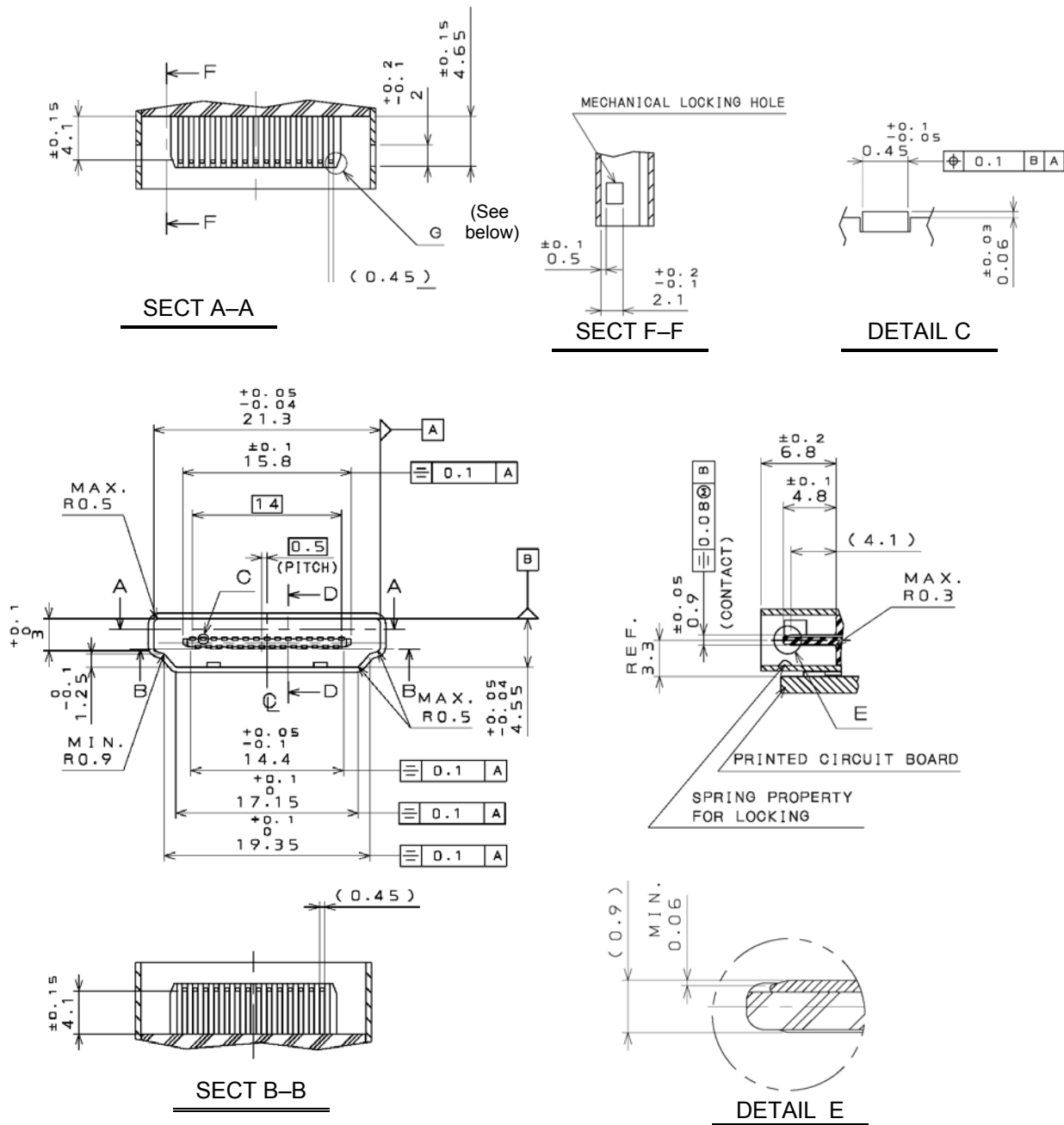
SECT A–A

SECT F–F

DETAIL C

SECT B–B

DETAIL E

- The shell shall have springs for locking. Additional springs may be used for EMI reduction.
- The spring property for locking shall be activated by the locking hole of the plug shell.

Figure 4-5 Type B Receptacle Mating Interface Dimensions
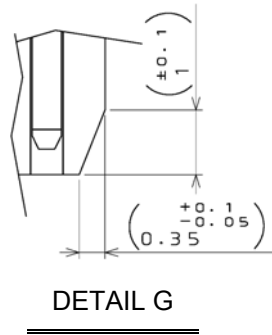
DETAIL G

- The form shown above is required. This feature will reduce the likelihood of damage to the receptacle insulator under rough operation.

Figure 4-5-continued; Type B Receptacle, Detail G

4.1.9.4   Type B Plug

MAX.
4.5

2

MAX.
4.5

2

2

(1.55)

PIN 2

PIN 28

E (See below)

SECT B–B

±0.05
0.3

⌖ | 0.1 | B | A

DETAIL C

+0.04
−0.05
✻ 21.2

A

+0.1
−0.05
16.45

PIN1

14

PIN29

MIN.
R0.5

B

0.5
(PITCH)

C

B

B

MAX.
2.8

B

B

+0.1
−0.05
1.3

MIN.
0.7

MIN.
1.3

A

A

A

MIN.
R0.5

+0.04
−0.05
4.45

MAX.
R0.4

MIN.
R0.5

MIN.
14.7

0
−0.1
16.75

0
−0.1
18.95

≡ | 0.1 | A

≡ | 0.1 | A

≡ | 0.1 | A

MIN.
4.9

±0.2
2.55

±0.2
1.55

MAX.
4.5

±0.05
C0.05

MIN.
7.2

±0.05
0.3

DEPTH OF
LOCKING HOLE

MAX.
4.5

D

PIN 1

PIN 29

(1.55)

OVERMOLD or BOOT
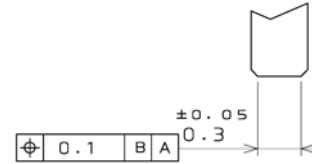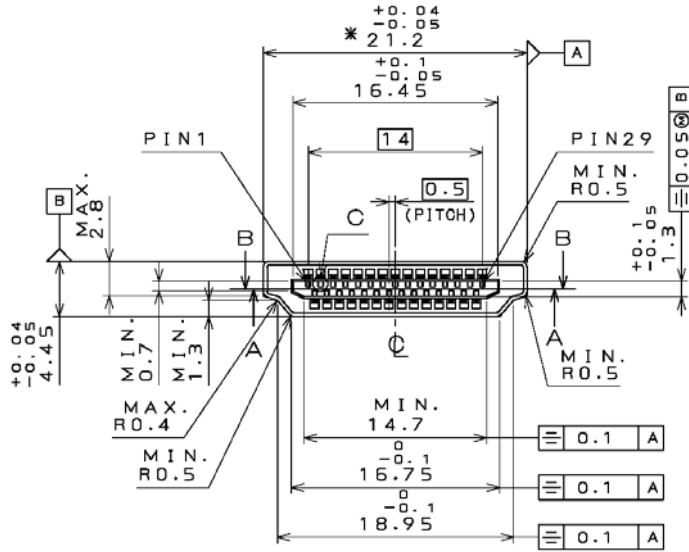
"VIEW D" → NEXT PAGE

SECT A–A

- The dimension of *21.2mm (+0.04 / -0.05) (on main section) should be measured at the point *7mm (on view D). The taper (on view D) shall be one degree max.
- The shell should not have a dimple other than the ones for locking.
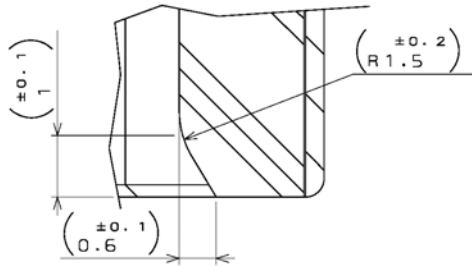
DETAIL E

- The form shown above is required. This feature will reduce the likelihood of damage to the receptacle insulator under rough operation.
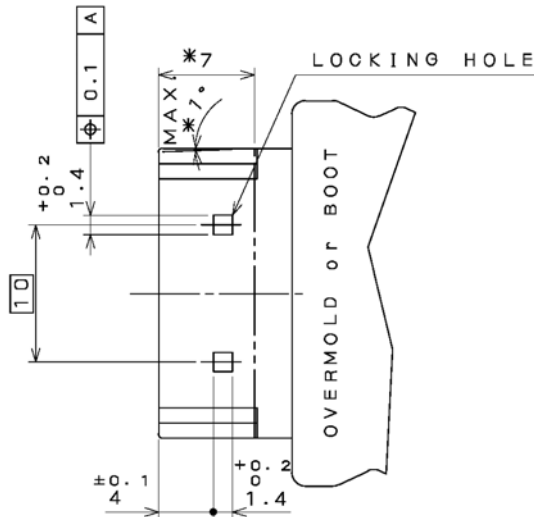
FRICTION LOCK TYPE
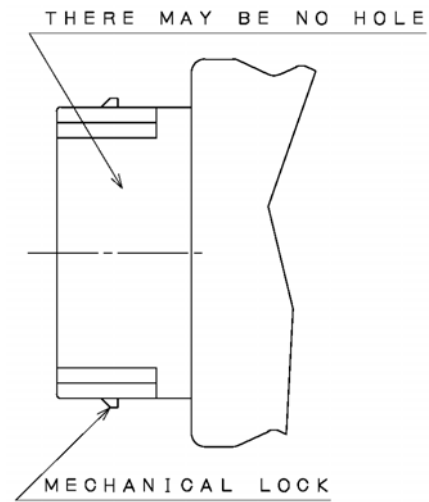
MECHANICAL LOCK TYPE
The spring property for locking should be activated by the locking hole of the plug shell.

VIEW D

Figure 4-6 Type B Plug Mating Interface Dimensions

FULLY MATED
RECEPTACLE AND PLUG

SPRING PROPERTY
FOR LOCKING
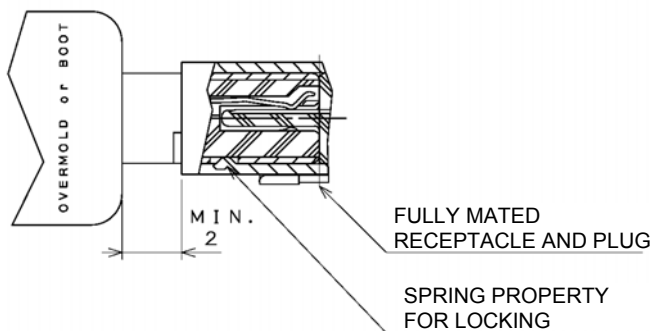
Figure 4-7 Type B Receptacle and Plug Mated Condition

4.1.9.5   Type C Receptacle

SECT A-A

SECT B-B

DETAIL C

DETAIL D   DETAIL E   DETAIL F
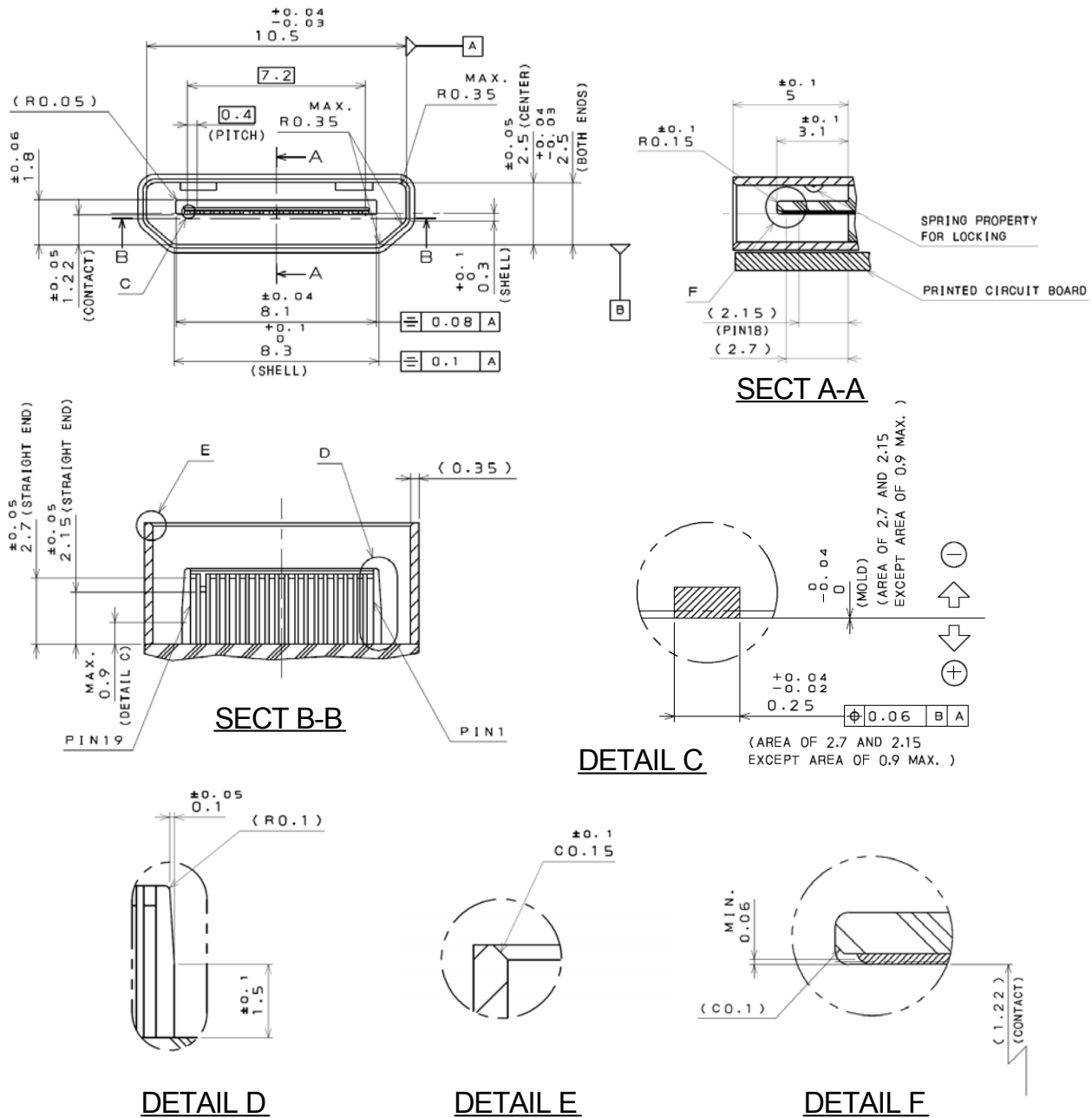
- The shell shall have spring for locking. Additional springs may be used for EMI reduction
- The spring property for locking shall be activated by the locking hole of the plug shell.

Figure 4-8 Type C Receptacle Mating Interface Dimensions

4.1.9.6   Type C Plug

SECT A-A   DETAIL B

VIEW C

- The shell should not have a dimple other than the ones for locking.

- The cable should have a maximum diameter of 7mm

Figure 4-9 Type C Plug Mating Interface Dimensions
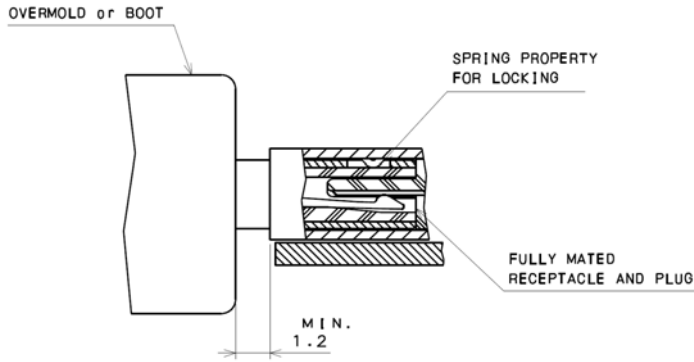
Figure 4-10 Type C Receptacle and Plug Mated Condition

It is recommended that products using Type C connectors be designed to ensure that cable bends that are not tighter than that shown in Figure 4-11. In addition, for strength, it is recommended that the shell flange and the case be fixed with a screw and that the clearance between the connector and the case be as narrow as possible.
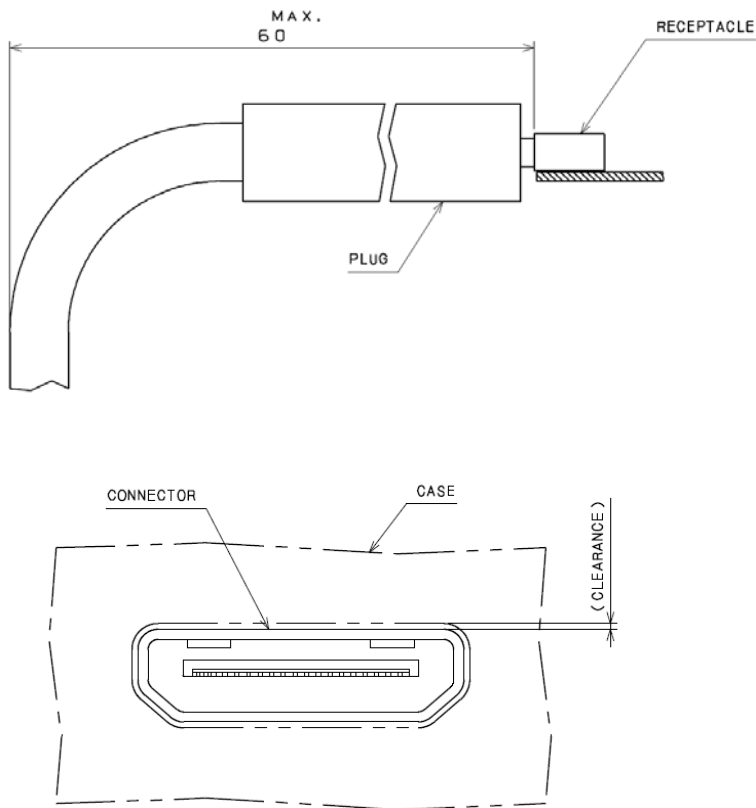
Figure 4-11 Type C Product Design Recommendations

4.1.10   Cable Adapter Specification

Table 4-8 Wire Categories

Category	Description
A	TMDS Signal Wire
B	TMDS Shield
C	Control
D	Control Ground
N.C.	No connect (no wire)
5V	5 Volts Power Wire

4.1.10.1   Type A Connector to Type A Connector

Table 4-9 Type A-to-Type A Cable Wire Assignment

Type A pin	Signal Name	Wire	Type A pin
1	TMDS Data2+	A	1
2	TMDS Data2 Shield	B	2
3	TMDS Data2–	A	3
4	TMDS Data1+	A	4
5	TMDS Data1 Shield	B	5
6	TMDS Data1–	A	6
7	TMDS Data0+	A	7
8	TMDS Data0 Shield	B	8
9	TMDS Data0–	A	9
10	TMDS Clock+	A	10
11	TMDS Clock Shield	B	11
12	TMDS Clock–	A	12
13	CEC	C	13
14	Reserved (in cable but N.C. on device)	C	14
15	SCL	C	15
16	SDA	C	16
17	DDC/CEC Ground	D	17
18	+5V Power	5V	18
19	Hot Plug Detect	C	19

4.1.10.2   Type A Connector to Type B Connector

Table 4-10 Type A-to-Type B Cable Wire Assignment

Type A pin	Pin Assignment	Wire	Type B pin
1	TMDS Data2+	A	1
2	TMDS Data2 Shield	B	2
3	TMDS Data2-	A	3
4	TMDS Data1+	A	4
5	TMDS Data1 Shield	B	5
6	TMDS Data1-	A	6
7	TMDS Data0+	A	7
8	TMDS Data0 Shield	B	8
9	TMDS Data0-	A	9
10	TMDS Clock+	A	10
11	TMDS Clock Shield	B	11
12	TMDS Clock-	A	12
13	CEC	C	22
15	SCL	C	25
16	SDA	C	26
17	DDC/CEC Ground	D	27
18	+5V Power	5V	28
19	Hot Plug Detect	C	29
14	No connect	N.C.	
	No connect	N.C.	23
	No connect	N.C.	24

4.1.10.3   Type B Connector to Type B Connector

Table 4-11 Type B to Type B Cable Wire Assignment

Type B pin	Pin Assignment	Wire	Type B pin
1	TMDS Data2+	A	1
2	TMDS Data2 Shield	B	2
3	TMDS Data2-	A	3
4	TMDS Data1+	A	4
5	TMDS Data1 Shield	B	5
6	TMDS Data1-	A	6
7	TMDS Data0+	A	7
8	TMDS Data0 Shield	B	8
9	TMDS Data0-	A	9
10	TMDS Clock+	A	10
11	TMDS Clock Shield	B	11
12	TMDS Clock-	A	12
13	TMDS Data5+	A	13
14	TMDS Data5 Shield	B	14
15	TMDS Data5-	A	15
16	TMDS Data4+	A	16
17	TMDS Data4 Shield	B	17
18	TMDS Data4-	A	18
19	TMDS Data3+	A	19
20	TMDS Data3 Shield	B	20
21	TMDS Data3-	A	21
22	CEC	C	22
25	SCL	C	25
26	SDA	C	26
27	DDC/CEC Ground	D	27
28	+5V Power	5V	28
29	Hot Plug Detect	C	29
23	No Connect	N.C.	
24	No Connect	N.C.	
	No Connect	N.C.	23
	No Connect	N.C.	24

4.1.10.4   Type C Connector to Type C Connector

Table 4-12 Type C-to-Type C Cable Wire Assignment

Type C pin	Signal Name	Wire	Type C pin
1	TMDS Data2 Shield	B	1
2	TMDS Data2+	A	2
3	TMDS Data2-	A	3
4	TMDS Data1 Shield	B	4
5	TMDS Data1+	A	5
6	TMDS Data1-	A	6
7	TMDS Data0 Shield	B	7
8	TMDS Data0+	A	8
9	TMDS Data0-	A	9
10	TMDS Clock Shield	B	10
11	TMDS Clock+	A	11
12	TMDS Clock-	A	12
13	DDC/CEC Ground	D	13
14	CEC	C	14
15	SCL	C	15
16	SDA	C	16
17	Reserved (in cable but N.C. on device)	C	17
18	+5V Power	5V	18
19	Hot Plug Detect	C	19

4.1.10.5   Type C Connector to Type A Connector

Table 4-13 Type C-to-Type A Cable Wire Assignment

Type C pin	Signal Name	Wire	Type A pin
1	TMDS Data2 Shield	B	2
2	TMDS Data2+	A	1
3	TMDS Data2-	A	3
4	TMDS Data1 Shield	B	5
5	TMDS Data1+	A	4
6	TMDS Data1-	A	6
7	TMDS Data0 Shield	B	8
8	TMDS Data0+	A	7
9	TMDS Data0-	A	9
10	TMDS Clock Shield	B	11
11	TMDS Clock+	A	10
12	TMDS Clock-	A	12
13	DDC/CEC Ground	D	17
14	CEC	C	13
15	SCL	C	15
16	SDA	C	16
17	Reserved (in cable but N.C. on device)	C	14
18	+5V Power	5V	18
19	Hot Plug Detect	C	19

4.2   Electrical Specification

Some timing parameter values in this specification are based on the clock rate of the link while others are based on absolute values. For scalable timing parameters based on the TMDS clock rate, the time period of the clock is denoted as 'TMDS character time', or $T_{character}$. One tenth of the character time is called the bit time, or T_{bit}. The bit time is also referred to as one Unit Interval in the jitter and eye diagram specifications.

Schematic diagrams contained in this chapter are for illustration only and do not represent the only feasible implementation.

4.2.1   TMDS Overview

The conceptual schematic of one TMDS differential pair is shown in Figure 4-12. TMDS technology uses current drive to develop the low voltage differential signal at the Sink side of the DC-coupled transmission line. The link reference voltage AV_{cc} sets the high voltage level of the differential signal, while the low voltage level is determined by the current source of the HDMI Source and the termination resistance at the Sink. The termination resistance (R_T) and the characteristic impedance of the cable (Z_0) must be matched.
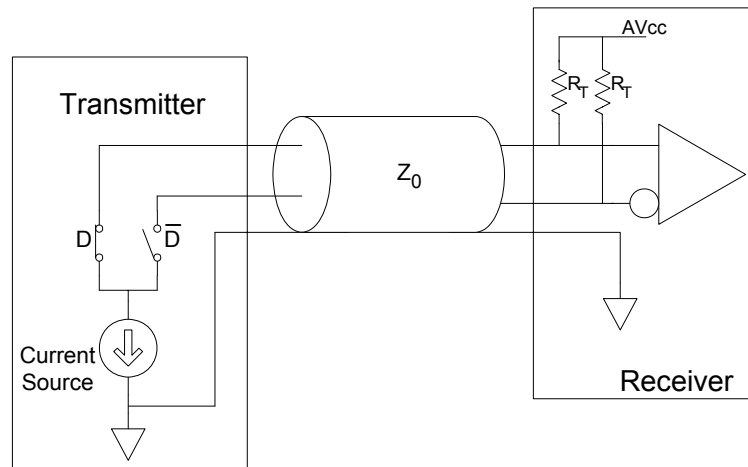
Figure 4-12 Conceptual Schematic for one TMDS differential pair

A single-ended differential signal, representing either the positive or negative terminal of a differential pair, is illustrated in Figure 4-13. The nominal high-level voltage of the signal is AV_{cc} and the nominal low-level voltage of the signal is (AV_{cc} - V_{swing}). Since the swing is differential on the pair, the net signal on the pair has a swing twice that of the single-ended signal, or $2*V_{swing}$. The differential signal, as shown in Figure 4-14, swings between positive V_{swing} and negative V_{swing}.
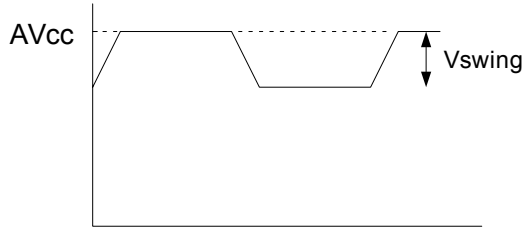
Figure 4-13 Single-ended Differential Signal
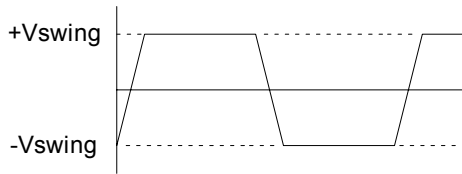
Figure 4-14 Differential Signal

The signal test points for a TMDS link are shown in Figure 4-15. TP1 is used for testing of HDMI Sources and Transmitter components. TP2 is used for testing of HDMI Sinks and Receiver components. TP1 and TP2 together are also used for testing of cables.
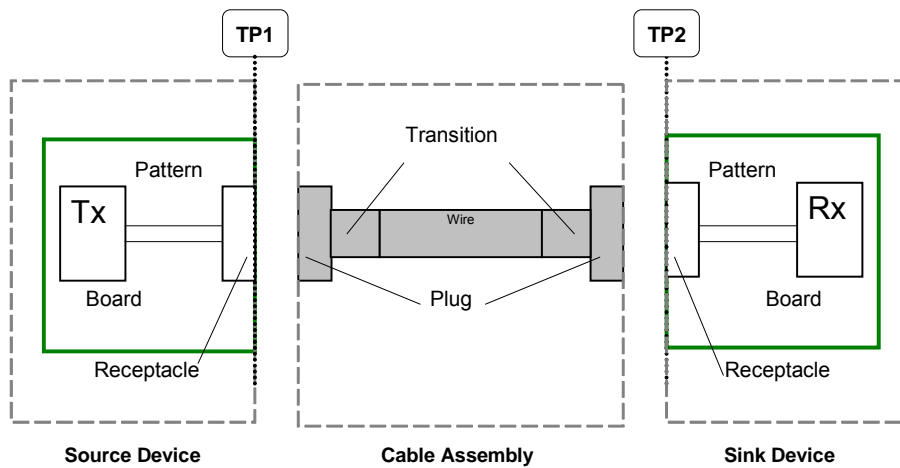
Figure 4-15 TMDS Link Test Points

4.2.2   **TMDS System Operating Conditions**

The required operating conditions of the TMDS pairs are specified in Table 4-14.

Table 4-14 Required Operating Conditions for HDMI Interface (see Figure 4-12)

Item	Value
Termination Supply Voltage, AV_{cc}	3.3 Volts $\pm5\%$
Termination Resistance, R_T	50 ohms $\pm10\%$

4.2.3   TMDS Specification and Testing Overview

4.2.3.1   Jitter and Eye Measurements: Ideal Recovery Clock

All TMDS Clock and Data signal jitter specifications are specified relative to an Ideal Recovery Clock defined below. The Data jitter is not specified numerically, but instead, an HDMI device or cable shall adhere to the appropriate eye diagram(s) when the TMDS data signals are measured using an Ideal Recovery Clock as a trigger source.

The TMDS Clock signal may contain low-frequency jitter components, which can be tracked by a Sink's clock recovery circuitry, and high-frequency components, which are not typically tracked. The purpose of the Ideal Recovery Clock is to give an accurate representation of link performance when used as a trigger for eye diagram and clock jitter specifications.

For the purposes of jitter and eye diagram specification, the Ideal Recovery Clock is defined relative to the TMDS clock signal. The Ideal Recovery Clock shall be equivalent to the signal that would be derived by a perfect PLL (Ideal Clock Recovery Unit) with a jitter transfer function shown in Equation 4-1, when the TMDS clock signal were input into that PLL. This jitter transfer function has the behavior of a low pass filter with 20dB/decade roll-off and with a –3dB point of 4MHz.

For the purposes of compliance testing, a Clock Recovery Unit is used to generate a Recovered Clock, which is meant to approximate the Ideal Recovery Clock. This Recovered Clock is used for measurement of the jitter and eye diagram.

$$H(j\omega) = 1 / (1 + j\omega/\omega_0)$$

$$\text{Where } \omega_0 = 2\pi F_0, \ F_0 = 4.0\text{MHz}$$

Equation 4-1   Jitter Transfer Function of Ideal CRU for Ideal Recovery Clock Definition

4.2.3.2   Reference Cable Equalizer

The signal degradation introduced by typical passive cables increases with the frequency of the signal and the length of the cable. In order to accommodate passive copper cables of market-required lengths at the very high frequencies supported by HDMI, higher-speed HDMI Sinks are expected to support some sort of cable equalization function which allows them to recover data from such cables.

For lower-speed operation, the HDMI cable is specified with respect to the worst-case Source output eye (cable input eye) and the Sink input eye. For higher-speed operation, the HDMI cable

specification also assumes application by the Sink of a cable equalization function approximating the performance implied by the Reference Cable Equalizer, which is a specified mathematical model of cable equalization.

The HDMI Sink is required to successfully recover the data stream from any compliant Sink input signal. At high frequencies, a compliant Sink input signal is any signal that, after application of the Reference Cable Equalizer to each of the differential TMDS signals, results in a signal that meets the Sink input eye requirements.

The definition of the Reference Cable Equalizer is given in Equation 4-2. The gain of this equation is shown in Figure 4-16.

$$
\left| H(j\omega) \right| = e
\begin{cases}
e^{A*\omega^N} & (\omega < \omega_0) \\
e^{-B*(\omega-1.2*\omega_0)^2+C} & (\omega_0 < \omega < 1.4*\omega_0) \\
e^{-D*\omega+E} & (1.4*\omega_0 < \omega)
\end{cases}
$$

Where:

$$N = 0.7$$

$$\omega_0 = 2\pi * 2.25GHz$$

$$A = 7.34E-8$$

$$B = \frac{7}{4} * A * \omega_0^{-1.3}$$

$$C = 1.07 * A * \omega_0^{0.7}$$

$$D = 0.7 * A * \omega_0^{-0.3}$$

$$E = 1.98 * A * \omega_0^{0.7}$$

Equation 4-2   Reference Cable Equalizer Function

Gain of Reference Cable Equalizer
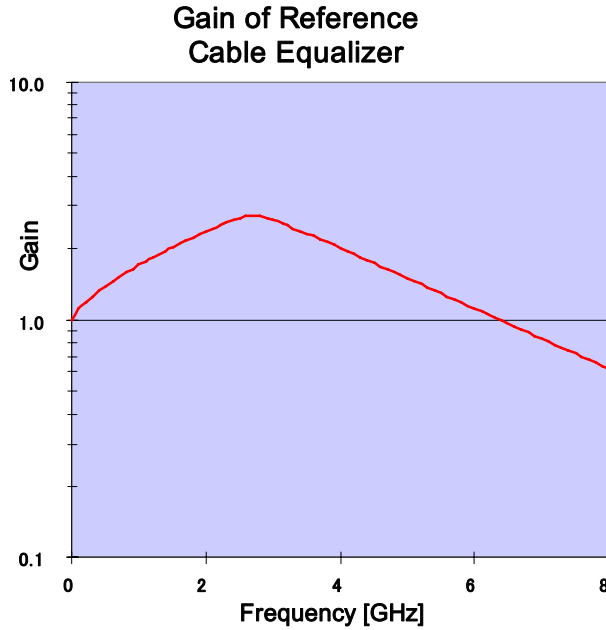
Figure 4-16 Gain of Reference Cable Equalizer

4.2.4 HDMI Source TMDS Characteristics

HDMI requires a DC-coupled TMDS link. Source electrical testing shall be performed using the test load shown in Figure 4-17, with AV_{cc} set to 3.3V. TP1 represents the connection point of the receptacle.
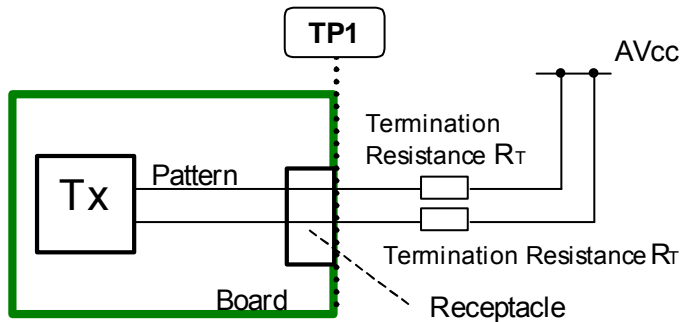
Figure 4-17 Balanced Source Test Load

The Source shall meet the DC specifications in Table 4-15 for all operating conditions specified in Table 4-14 when driving clock and data signals. The V_{swing} parameter is the difference between the single-ended most common high-level voltage (as would be revealed with a histogram measurement) and the most-common low-level voltage, after ringing has subsided.

Table 4-15 Source DC Characteristics at TP1

Item	Value
Single-ended standby (off) output voltage, V_{OFF}	$AV_{cc} \pm 10mVolts$
Single-ended output swing voltage, V_{swing}	$400mVolts \leq V_{swing} \leq 600mVolts$
Single-ended high level output voltage, V_H	if attached Sink supports only <=165MHz : $AV_{cc} \pm 10mVolts$ if attached Sink supports >165MHz : $(AV_{cc} - 200mVolts) \leq V_H \leq (AV_{cc} + 10mVolts)$
Single-ended low level output voltage, V_L	if attached Sink supports only <=165MHz : $(AV_{cc} - 600mVolts) \leq V_L \leq (AV_{cc} - 400mVolts)$ if attached Sink supports >165MHz : $(AV_{cc} - 700mVolts) \leq V_L \leq (AV_{cc} - 400mVolts)$

It is recommended that Sources capable of higher speeds incorporate some amount of source termination. This termination will typically have the effect of lowering the average DC level of each single-ended signal. The relaxed V_H and V_L parameters permit such an implementation.

The Source shall meet the AC specifications in Table 4-16 across all operating conditions specified in Table 4-14. Rise and fall times are defined as the signal transition time between 20% and 80% of the nominal swing voltage (V_{swing}) of the device under test.

The Source intra-pair skew is the maximum allowable time difference (on both low-to-high and high-to-low transitions) as measured at TP1, between the true and complement signals of a given differential pair. This time difference is measured at the midpoint on the single-ended signal swing of the true and complement signals. The Source inter-pair skew is the maximum allowable time difference (on both low-to-high and high-to-low transitions) as measured at TP1, between any two single-ended data signals that do not constitute a differential pair.

Table 4-16 Source AC Characteristics at TP1

Item	Value
Rise time / fall time (20%-80%)	$75psec \leq$ Rise time / fall time $\leq 0.4\ T_{bit}$
Undershoot, max	25% of full differential amplitude ($V_{swing}*2$)
Intra-Pair Skew at Source Connector, max	$0.15\ T_{bit}$
Inter-Pair Skew at Source Connector, max	$0.20\ T_{character}$
Clock duty cycle, min / average / max	40% / 50% / 60%
TMDS Differential Clock Jitter, max	$0.25\ T_{bit}$ (relative to Ideal Recovery Clock as defined in Section 4.2.3)

The design of a Source should take into account the differential impedance of the cable assembly and Sink of 100 ohms (see Table 4-21).

For all channels under all operating conditions specified in Table 4-14 and when terminated as shown in Figure 4-17, the Source shall have output levels at TP1that meet the normalized eye diagram requirements of Figure 4-18. This requirement, normalized in both time and amplitude, specifies the minimum eye opening relative to the average differential swing voltage as well as the absolute maximum and minimum voltages. The time axis is normalized to the bit time at the operating frequency, while the minimum eye amplitude is normalized to the average differential swing voltage.

Determination of average swing voltage is made with transmission of the half clock test pattern. The average high-level and low-level amplitudes are determined at the point where signal ringing has subsided. These averages establish the swing voltage and are used to normalize the eye diagram.

The average differential swing voltage is defined as the difference between the average differential amplitude when driving a logic one and the average differential amplitude when driving a logic zero. The average logic one appears at positive 0.5 on the vertical axis, while the average logic zero appears at negative 0.5. The normalized amplitude limits in Figure 4-18 allow 25% (of the average differential swing voltage) maximum undershoot, relative to the amplitudes determined to be logic one and zero. Overshoot limits are imposed only by the absolute max/min voltages of ±780mV shown above and below the normalized eye.
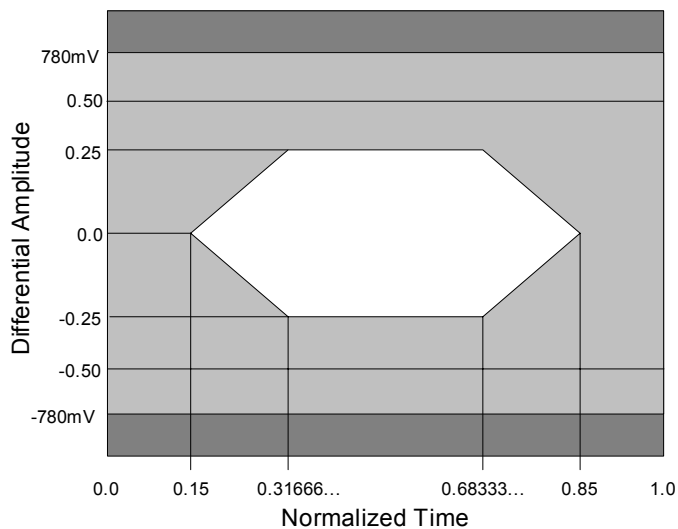
Figure 4-18 Eye Diagram Mask at TP1 for Source Requirements

Combining the single-ended swing voltage (V_{swing}) specified in Table 4-15 with a 15% overshoot (legacy) and the undershoot limits of Table 4-16, it is possible to calculate the minimum and maximum high-level voltage (V_{high}) and low-level voltage (V_{low}) that is allowable on the interface.

V_{high} (max) = V_{swing} (max) + 15% * (2*V_{swing} (max)) = 600 + 180 = 780 mV

V_{high} (min) = V_{swing} (min) - 25% * (2*V_{swing} (min)) = 400 - 200 = 200 mV

V_{low} (max) = -V_{swing} (max) - 15% * (2*V_{swing} (max)) = -600 - 180 = -780 mV

V_{low} (min) = -V_{swing} (min) + 25% * (2*V_{swing} (min)) = -400 + 200 = -200 mV

Minimum opening at Source = V_{high} (min) - V_{low} (min) = 400 mV

Note that the combination of these extreme cases do not constitute a single valid eye.

Source eye diagram test procedures are defined in the HDMI Compliance Test Specification. The Source eye diagram mask of Figure 4-18 is not used for response time and clock jitter specifications, but specifies the clock to data jitter indirectly.

4.2.5   HDMI Sink TMDS Characteristics

HDMI Sink electrical testing shall be performed using a test signal generator as shown in Figure 4-19.
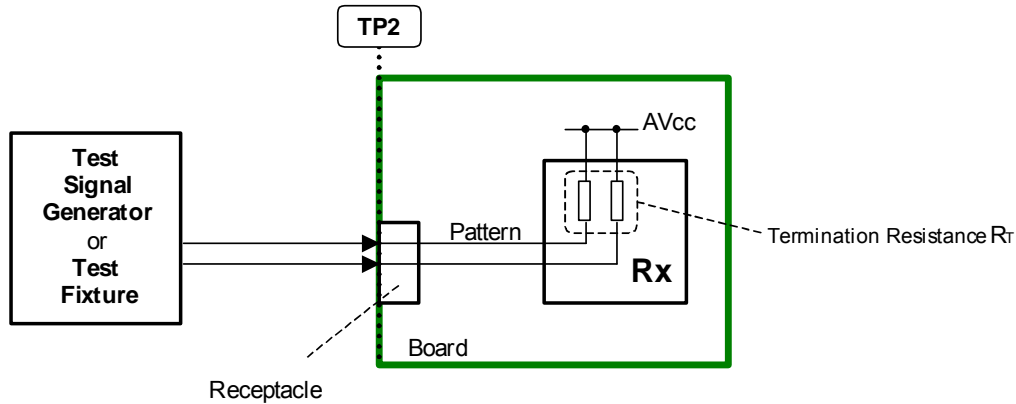
Figure 4-19 HDMI Sink Test Points

There may be a risk of source damage if the Sink asserts a very high or very low voltage, such as beyond the maximum ratings in the DVI 1.0 specification, on any TMDS line during power-on or other power transitions.

The Sink shall meet the signal requirements listed in Table 4-17, Table 4-18, and Table 4-19.

Table 4-17 Sink Operating DC Characteristics at TP2

Item		Value
Input Differential Voltage Level, V_{idiff}		$150 \leq V_{idiff} \leq 1200$ mVolts
Input Common Mode Voltage, V_{icm}	V_{icm1}	if Sink supports only <=165MHz : $(AV_{cc} - 300\text{mVolts}) \leq V_{icm1} \leq (AV_{cc} - 37.5\text{mVolts})$ If Sink supports >165MHz : $(AV_{cc} - 400\text{mVolts}) \leq V_{icm1} \leq (AV_{cc} - 37.5\text{mVolts})$
	V_{icm2}	$AV_{cc} \pm 10$mVolts

All Sinks are required to support both V_{icm} ranges (V_{icm1} and V_{icm2}). Sources are not yet permitted to operate in the V_{icm2} (AC-coupled) range. At higher speeds, Source devices may implement source termination, which may lower the DC-coupled V_{icm} (V_{icm1}) seen by the Sink.

Table 4-18 Sink DC Characteristics When Source Disabled or Disconnected at TP2

Item	Value
Differential Voltage Level	AV_{cc} ±10mVolts

Table 4-19 Sink AC Input Characteristics at TP2

Item	Value
Minimum differential sensitivity (peak-to-peak)	150 mVolts
Maximum differential input (peak-to-peak)	1560 mVolts

Max Allowable Intra-Pair Skew at Sink Connector	For TMDS Clock rates 225MHz and below:
	  0.4 T_{bit}
	For TMDS Clock rates above 225MHz:
	  0.15 T_{bit} + 111psecs

Max Allowable Inter-Pair Skew at Sink Connector	0.2 $T_{character}$ + 1.78nsecs
TMDS Clock Jitter	0.30 T_{bit} (relative to Ideal Recovery Clock as defined in Section 4.2.3, for all TMDS clock rates >165MHz: after application of Reference Cable Equalizer given in Equation 4-2)

For each channel under all operating conditions specified in this section the following conditions shall be met. At TMDS clock frequencies less than or equal to 165MHz, the Sink shall recover data at a TMDS character error rate of 10^{-9} or better, when presented with any signal compliant to the eye diagram of Figure 4-20. At TMDS clock frequencies above 165MHz, the Sink shall recover data on each channel at a TMDS character error rate of 10^{-9} or better, when presented with any signal compliant to the eye diagram of Figure 4-20 after application of the Reference Cable Equalizer.
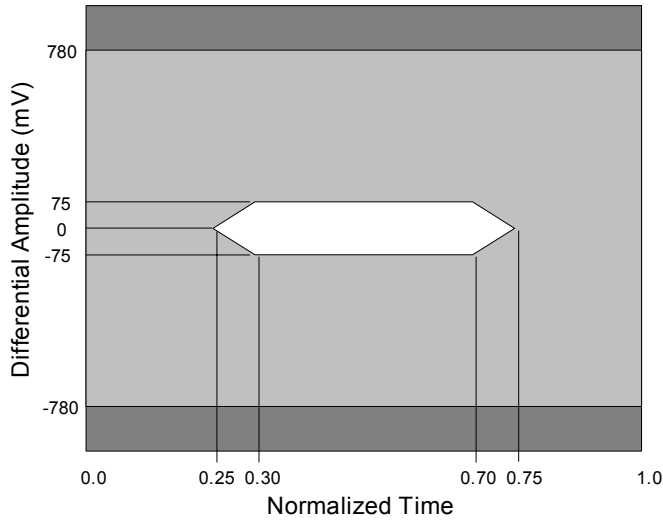
Figure 4-20 Eye Diagram Mask at TP2 for Sink Requirements

Table 4-20 HDMI Sink Impedance Characteristics at TP2

Item	Value
TDR Rise Time at TP2 (10%-90%)	$\leq$200 psec
Through connection impedance	100 ohms $\pm$15%
At Termination impedance (when V_{icm} is within V_{icm1} range)	100 ohms $\pm$10%
At Termination impedance (when V_{icm} is within V_{icm2} range)	100 ohms $\pm$35%

4.2.6   Cable Assembly TMDS Characteristics

The term "Cable assembly" includes all five parts listed below:

- Source-side plug
- Source-side transition (from plug to cable)
- Cable itself
- Sink-side transition
- Sink-side plug

HDMI cables are measured with respect to the test points TP3 and TP4 shown in Figure 4-21. TP1 and TP2 are not available because connection points between plug and receptacle cannot be accessed during testing. Therefore, TP3 and TP4 are used, even though the effects of receptacles at both ends are included in the test result.
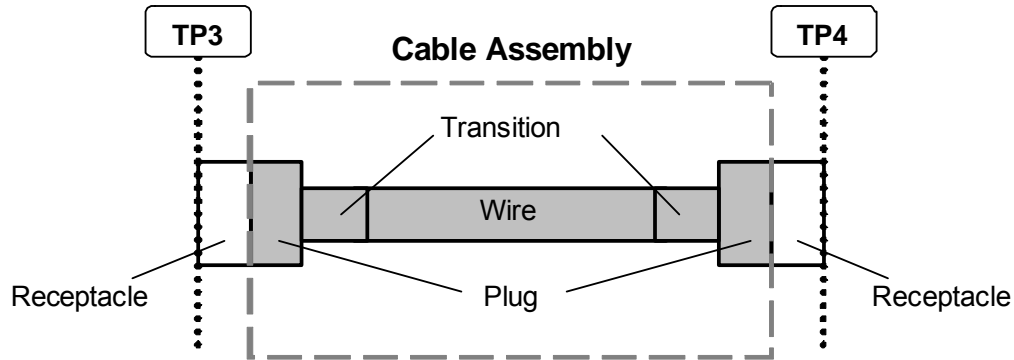
Figure 4-21 Cable Assembly Test Points

HDMI cable assemblies can fall into one of two categories: Category 1, supporting TMDS clock frequencies up to 74.25MHz and Category 2, supporting TMDS clock frequencies up to 340MHz.

HDMI cable assemblies are specified and tested using two different eye measurement procedures: "non-equalized" (without application of the Reference Cable Equalizer) and "equalized" (with application of the Reference Cable Equalizer).

- Non-equalized eye diagram specification – when driven by any TMDS input waveform meeting the Source eye diagram mask requirements of Figure 4-18 at the tested TMDS clock frequency, the HDMI cable assembly shall produce a TMDS output waveform that meets the Sink eye diagram mask of Figure 4-20.

- Equalized eye diagram specification – when driven by any TMDS input waveform meeting the Source eye diagram mask requirements of Figure 4-18 at the tested TMDS clock frequency, the TMDS output waveform of the cable shall meet the post-equalized eye diagram mask of Figure 4-20 after application of the Reference Cable Equalizer.

The application of these two different specifications depends upon the cables frequency rating:

- Category 1 (74.25MHz): The cable shall meet either:
  A)   the parameters specified for Category 1 cables in Table 4-21, or,
  B)   the non-equalized eye diagram requirements at 74.25MHz.

- Category 2 (>74.25MHz): The cable shall meet either
  A)   the parameters specified for Category 2 cables in Table 4-21, or,
  B)   all of:
    - the non-equalized eye diagram requirements at 165MHz and,
    - the equalized eye diagram requirements at 340MHz and,
    - the attenuation limits specified in Figure 4-24 if the cable is a passive copper cable or in Figure 4-25 if the cable has equalization circuitry embedded within.

Table 4-21 Cable Assembly TMDS Parameters

Parameter	Category 1 (74.25MHz)	Category 2 (>74.25MHz)
Maximum Cable Assembly Intra-Pair Skew	151psec	111psec
Maximum Cable Assembly Inter-Pair Skew	2.42nsec	1.78nsec
Far-end Crosstalk	< -26dB	< -26dB
Attenuation	See Figure 4-22	See Figure 4-23
300kHz - 825MHz	< 8dB	< 5dB
825MHz - 2.475GHz	< 21dB	< 5dB...< 12dB
2.475GHz - 4.125GHz	< 30dB	< 12dB...< 20dB
4.125GHz – 5.1GHz	- -	< 20dB...< 25dB
Differential Impedance Connection point and transition area: Up to 1nsec**	100 ohms ±15%	
Cable area: 1nsec – 2.5nsec:**	100 ohms ±10%	

** *Measurement point for TDR measurement of impedance.*
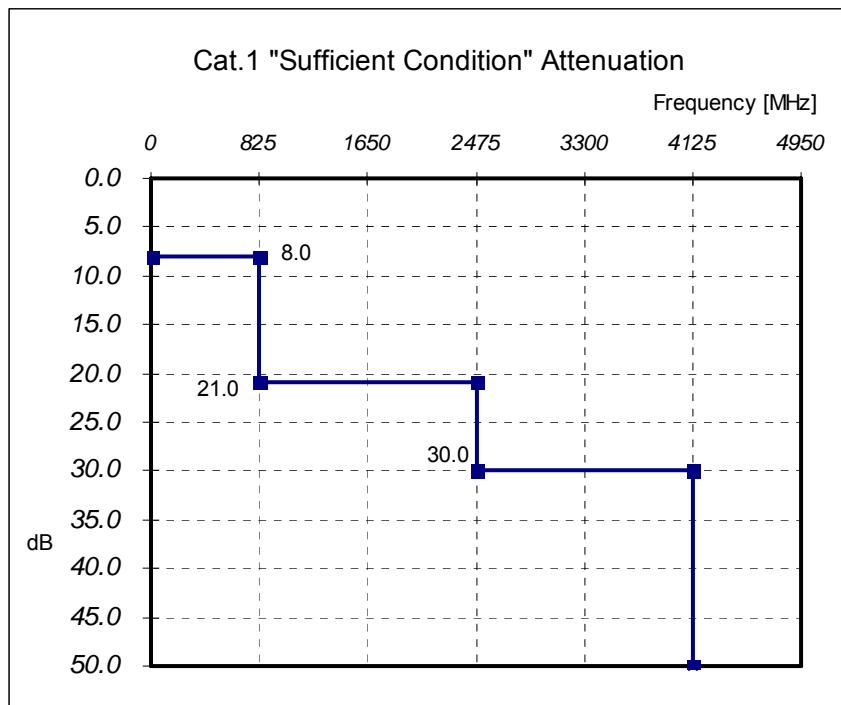
Figure 4-22 Category 1 Cable Attenuation Limits – Sufficient Condition
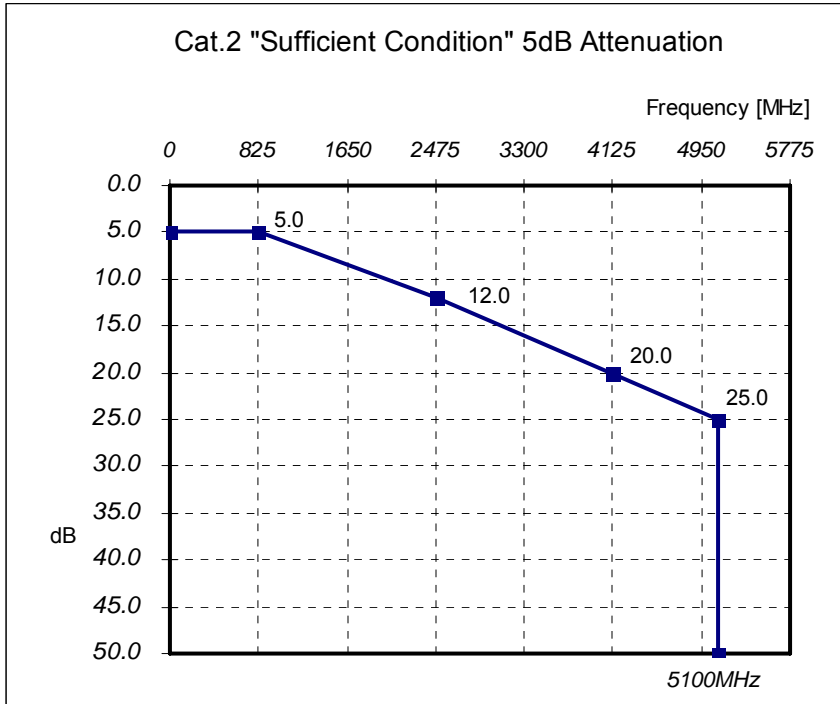
Figure 4-23 Category 2 Cable Attenuation Limits – Sufficient Condition
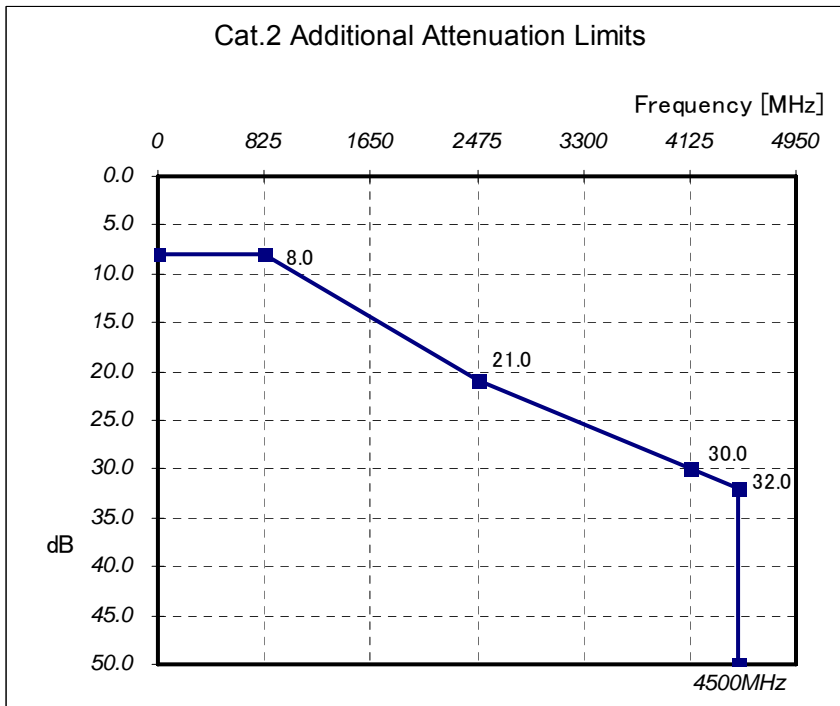
Figure 4-24 Category 2 Additional Attenuation Limits For Copper Cable
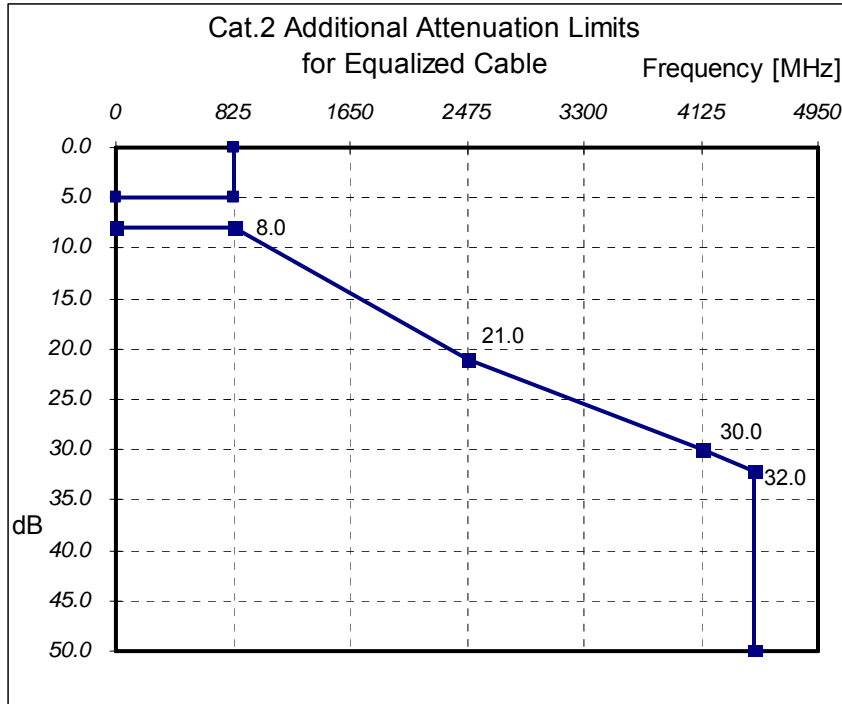
Figure 4-25 Category 2 Additional Attenuation Limits for Equalized Cable

4.2.7   +5V Power Signal

The HDMI connector provides a pin allowing the Source to supply +5.0 Volts to the cable and Sink.

All HDMI Sources shall assert the +5V Power signal whenever the Source is using the DDC or TMDS signals. The voltage driven by the Source shall be within the limits specified for TP1 voltage in Table 4-22. An HDMI Source shall have +5V Power signal over-current protection of no more than 0.5A.

All HDMI Sources shall be able to supply a minimum of 55 mA to the +5V Power pin.

A Sink shall not draw more than 50 mA of current from the +5V Power pin. When the Sink is powered on, it can draw no more than 10mA of current from the +5V Power signal. A Sink shall assume that any voltage within the range specified for TP2 voltage in Table 4-22 indicates that a Source is connected and applying power to the +5V Power signal.

A Cable Assembly shall be able to supply a minimum of 50mA to the +5V Power pin to a Sink, even when connected to a Source supplying no more than 55mA.

The return for the +5V Power signal is DDC/CEC Ground signal.

Table 4-22 +5V Power Pin Voltage

Item	Min	Max
TP1 voltage	4.8 Volts	5.3 Volts
TP2 voltage	4.7 Volts	5.3 Volts

4.2.8   DDC

The Display Data Channel (DDC) I/Os and wires (SDA, SCL, DDC/CEC Ground), shall meet the requirements specified in the I^{2}C-bus Specification, version 2.1, Section 15 for "Standard-Mode" devices. Note that the discussions of high capacitance environments in the I^{2}C-bus Specification, section 17.2, "Switched pull-up circuit for Fast-mode I^{2}C-bus", may be applied to the HDMI environment as well.

HDMI devices shall have DDC electrical characteristics complying with the values shown in Table 4-23 and Table 4-24.

The exact method and measurement procedure is written in HDMI Compliance Test Specification. In some cases, buffers or I^{2}C "accelerators", may be inserted in the cable as long as all I^{2}C timing requirements are met.

Table 4-23 Maximum Capacitance of DDC line

Item	HDMI Source	Cable Assembly	HDMI Sink
SDA – DDC/CEC Ground	50pF	700pF	50pF
SCL – DDC/CEC Ground	50pF	700pF	50pF

Table 4-24 Pull-up Resistance on DDC Lines

Item	Value
Source Pull-up resistors for SCL and SDA signals	minimum 1.5k ohms, maximum 2.0k ohms
Sink Pull-up resistors for SCL signal	47k ohms, ±10%

4.2.9   Hot Plug Detect Signal (HPD)

The ground reference for the Hot Plug Detect signal is the DDC/CEC Ground pin.

Table 4-25 Required Output Characteristics of Hot Plug Detect Signal

Item	Value
High voltage level (Sink)	Minimum 2.4 Volts, Maximum 5.3 Volts
Low voltage level (Sink)	Minimum 0 Volts, Maximum 0.4 Volts
Output resistance	1000 ohms $\pm$20%

Table 4-26 Required Detection Levels for Hot Plug Detect Signal

Item	Value
High voltage level (Source)	Minimum 2.0 Volts, Maximum 5.3 Volts
Low voltage level (Source)	Minimum 0 Volts, Maximum 0.8 Volts

Note that many Sink devices simply connect the HPD signal to the +5V Power signal through a 1000 ohm resistor. It may therefore be necessary for a Source to pull-down the HPD signal in order to reliably differentiate between a floating (disconnected) HPD and a high voltage level HPD signal.

4.2.10   CEC Line

The following line characteristics are required for all products, including those that do not implement the CEC protocol. Further requirements for those devices that implement the CEC protocol are given in Supplement 1. The ground reference for the CEC signal is the DDC/CEC Ground signal.

Table 4-27 CEC line Electrical Specifications for all Configurations

Item	Rule / Description	Value
Line connectivity	CEC lines from all HDMI inputs (if present) and a single HDMI output (if present) shall be interconnected. However, the following exceptions are allowed: A device that has no HDMI output is allowed to have separate CEC lines for each HDMI connector if that device implements CEC protocol and takes a logical address of 0 on each CEC line. Due to the complexity of handling multiple active CEC lines, this is discouraged. A device (typically a TV or media receiver box) that is acting as the CEC root device shall not connect the CEC line to any HDMI output.	
	Maximum resistance of interconnected CEC line between any two HDMI connectors:	5Ω
Power-off characteristics	A device with power removed shall not degrade communication between other CEC devices (e.g. the line shall not be pulled down by the powered off device).	
	Maximum CEC line leakage current in off (unpowered) state	1.8μA
CEC Line Capacitance	Maximum capacitance load of a device (excluding cable)	200pF
	Maximum capacitance load of a Cable Assembly	700pF

4.2.11   Robustness Requirements

No damage to the HDMI Source or Sink can result from the shorting of any combination of signals on any connector. If two HDMI Sources are connected together with a single cable, no damage can occur to either of the Sources. If two HDMI Sinks are connected together with a single cable, no damage can occur to either of the Sinks.

5 Signaling And Encoding

5.1 Overview

5.1.1 Link Architecture

As shown in Figure 5-1, an HDMI link includes three TMDS Data channels and a single TMDS Clock channel. The TMDS Clock channel constantly runs at a rate proportional to the pixel rate of the transmitted video. During every cycle of the TMDS Clock channel, each of the three TMDS data channels transmits a 10-bit character. This 10-bit word is encoded using one of several different coding techniques.

The input stream to the Source's encoding logic will contain video pixel, packet and control data. The packet data consists of audio and auxiliary data and associated error correction codes.

These data items are processed in a variety of ways and are presented to the TMDS encoder as either 2 bits of control data, 4 bits of packet data or 8 bits of video data per TMDS channel. The Source encodes one of these data types or encodes a Guard Band character on any given clock cycle.
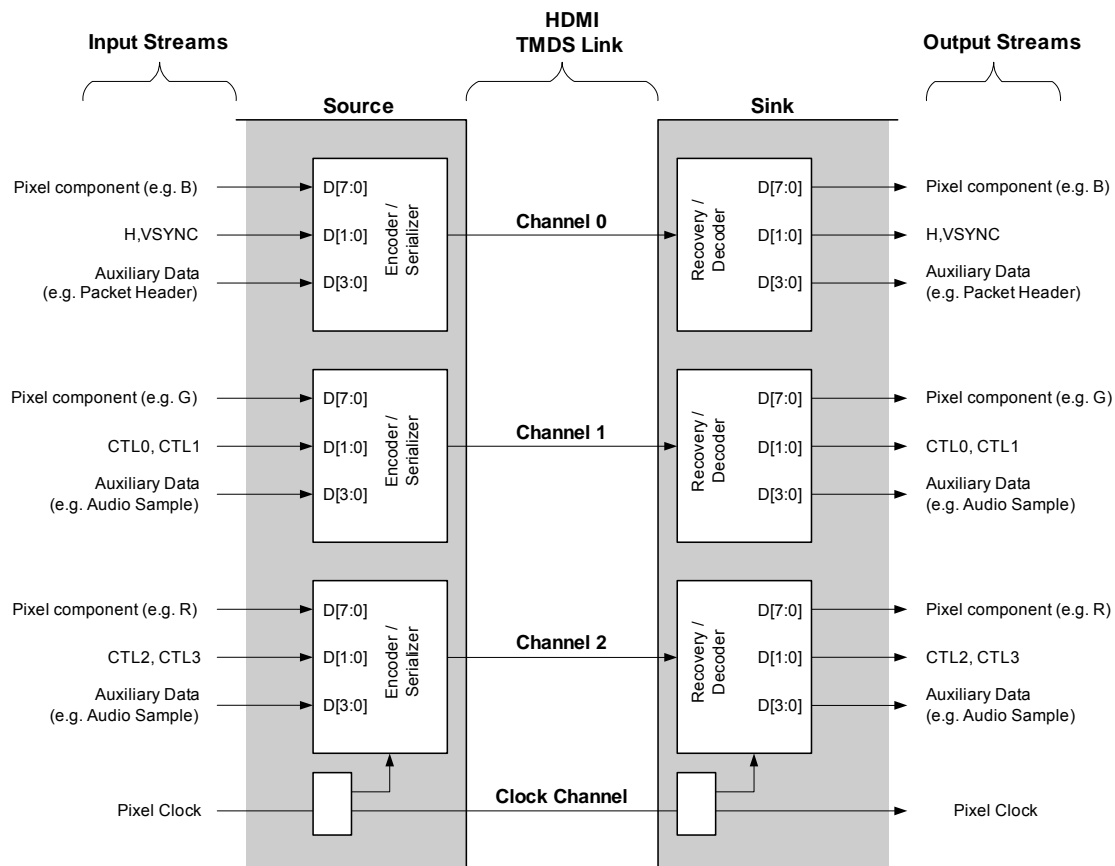
Figure 5-1 HDMI Encoder/Decoder Overview

5.1.2   Operating Modes Overview

The HDMI link operates in one of three modes: Video Data Period, Data Island period, and Control period. During the Video Data Period, the active pixels of an active video line are transmitted. During the Data Island period, audio and auxiliary data are transmitted using a series of packets. The Control period is used when no video, audio, or auxiliary data needs to be transmitted. A Control Period is required between any two periods that are not Control Periods.

An example of each period placement is shown in the following figure.
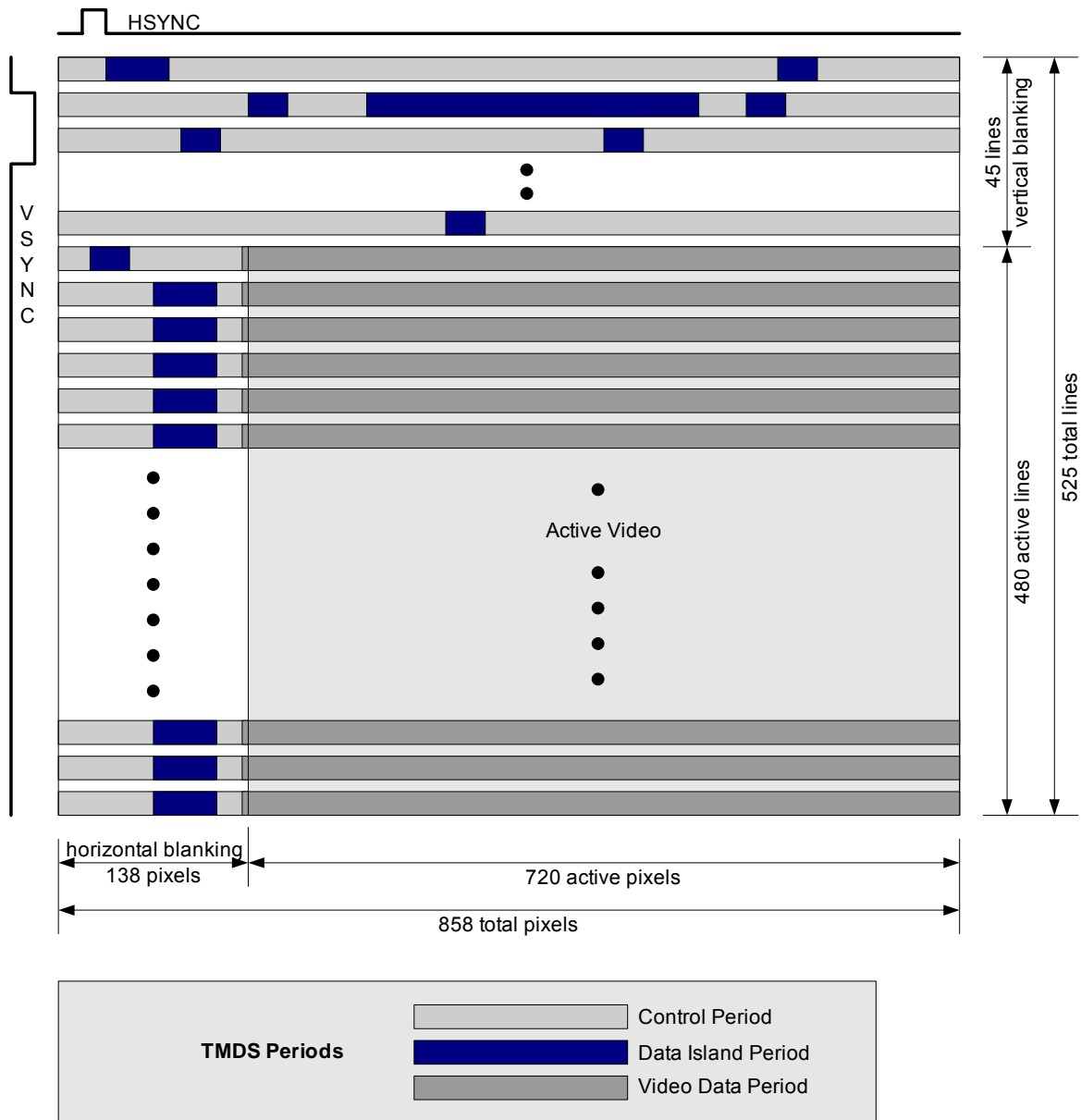
Figure 5-2 Informative Example: TMDS periods in 720x480p video frame

Video Data Periods use transition minimized coding to encode 8 bits per channel, or 24 bits total per pixel.

Data Island Periods are encoded using a similar transition minimized coding, TMDS Error Reduction Coding (TERC4), which transmits 4 bits per channel, or 12 bits total per TMDS clock period.

During Control Periods, 2 bits per channel, or 6 bits total are encoded per TMDS clock using a transition maximized encoding. These 6 bits are HSYNC, VSYNC, CTL0, CTL1, CTL2 and CTL3. Near the end of every Control Period, a Preamble, using the CTLx bits, indicates whether the next Data Period is a Video Data Period or a Data Island Period.

Each Video Data Period and Data Island Period starts with a Leading Guard Band designed to provide robust determination of the transition from the Control Period to the Data Period. This Leading Guard Band consists of two special characters.

The Data Island Period is also protected by a Trailing Guard Band, which is designed to provide a robust determination of the transition to Control Period.

The following table shows Encoding type used and data transmitted during each operating mode.

Table 5-1 Encoding Type and Data Transmitted

Period	Data Transmitted	Encoding Type
Video Data	Video Pixels	Video Data Coding (8 bits converted to 10 bits)
	(Guard Band)	(Fixed 10 bit pattern)
Data Island	Packet Data - Audio Samples - InfoFrames HSYNC, VSYNC	TERC4 Coding (4 bits converted to 10 bits)
	(Guard Band)	(Fixed 10 bit pattern)
Control	Control - Preamble - HSYNC, VSYNC	Control Period Coding (2 bits converted to 10 bits)

5.2 Operating Modes

5.2.1 Control Period

Control Period is used for transmission of the Preamble. The Control Period is also used by the Sink for character synchronization.

The HDCP-specified Enhanced Encryption Status Signaling ENC_EN code (CTL0:3=1001) shall not be used except as a correct ENC_EN during the HDCP-specified window of opportunity.

5.2.1.1   Preamble

Immediately preceding each Video Data Period or Data Island Period is the Preamble. This is a sequence of eight identical Control characters that indicate whether the upcoming data period is a Video Data Period or is a Data Island. The values of CTL0, CTL1, CTL2, and CTL3 indicate the type of data period that follows. The remaining Control signals, HSYNC and VSYNC, may vary during this sequence.

There are only two legal Preamble characters:

Table 5-2 Preambles for Each Data Period Type

CTL0	CTL1	CTL2	CTL3	Data Period Type
1	0	0	0	Video Data Period
1	0	1	0	Data Island Period

The Video Data Period type indicates that the following data period contains video data, beginning with a Video Guard Band.

The Data Island type indicates that the following data period is an HDMI compliant Data Island, beginning with a Data Island Guard Band.

The transition from TMDS control characters to Guard Band characters following this sequence identifies the start of the Data Period.

The Data Island Preamble control code (CTL0:3=1010) shall not be transmitted except for correct use during a Preamble period.

5.2.1.2   Character Synchronization

The TMDS Sink needs to determine the location of character boundaries in the serial data streams. Once character boundaries are established on all data channels, the Sink is defined to be synchronized to the serial streams, and may recover TMDS characters from the data channels for decode. The TMDS data stream provides periodic cues for decoder synchronization.

The TMDS characters used during the Video Data Period and Data Island Period contain five or fewer transitions, while the TMDS characters used during the Control Period contain seven or more transitions. The high-transition content of the characters transmitted during the Control Period form the basis for character boundary synchronization at the decoder. While these characters are not individually unique in the serial data stream, they are sufficiently alike that the decoder may uniquely detect the presence of a succession of them during transmitted synchronization intervals. The exact algorithm for this detection is an implementation detail beyond the scope of this document, but minimum conditions for Sink synchronization are defined.

The Sink is required to establish synchronization with the data stream during any Control Period greater than or equal to $t_{S,min}$ (12) characters in length.

The Source is also required to occasionally transmit an Extended Control Period per Table 5-4.

Table 5-3 TMDS Link Timing Parameters

Parameter	Description	Value	Unit
$t_{S,min}$	Minimum duration Control Period	12	T_{PIXEL}

Table 5-4 Extended Control Period Parameters

Parameter	Description	Value	Unit
t_{EXTS,max_delay}	Maximum time between Extended Control Periods	50	msec
$t_{EXTS,min}$	Minimum duration Extended Control Period	32	T_{PIXEL}

5.2.2   Video Data Period

Video data periods are used to carry the pixels of an active video line.

Each Video Data Period is preceded by a Preamble, described above.

Following the Preamble, the Video Data Period begins with a two character Video Leading Guard Band. There is no Trailing Guard Band for the Video Data Period.

During active video periods, 24 bits of pixel data are encoded using TMDS transition minimized encoding during each TMDS clock period.

5.2.2.1   Video Guard Band

Table 5-5 Video Leading Guard Band Values

```
case (TMDS Channel Number):
      0:  q_out[9:0] = 0b1011001100;
      1:  q_out[9:0] = 0b0100110011;
      2:  q_out[9:0] = 0b1011001100;
endcase
```

5.2.3   Data Island Period

5.2.3.1   Data Island Overview

Data Islands are used to carry packets of audio sample data and auxiliary data. This auxiliary data includes InfoFrames and other data describing the active audio or video stream or describing the Source.

Each Data Island is preceded by a Preamble, described above.

Following the Preamble, each Island starts with a Leading Guard Band. The first packet of the Data Island then follows.

During every TMDS clock period of the Data Island, including the Guard Band, bits 0 and 1 of TMDS Channel 0 transmit an encoded form of HSYNC and VSYNC.

Bit 2 of TMDS Channel 0 is used to transmit the Packet Header. All four bits of TMDS Channels 1 and 2 are used for the Packet data as shown in Figure 5-3. Each packet is 32 pixels long and is protected by BCH ECC for error correction and detection purposes.

During the Data Island, each of the three TMDS channels transmits a series of 10-bit characters encoded from a 4-bit input word, using TMDS Error Reduction Coding (TERC4). TERC4 significantly reduces the error rate on the link by choosing only 10-bit codes with high inherent error avoidance.

The last two characters of the Data Island, following the last packet, is the Trailing Guard Band.
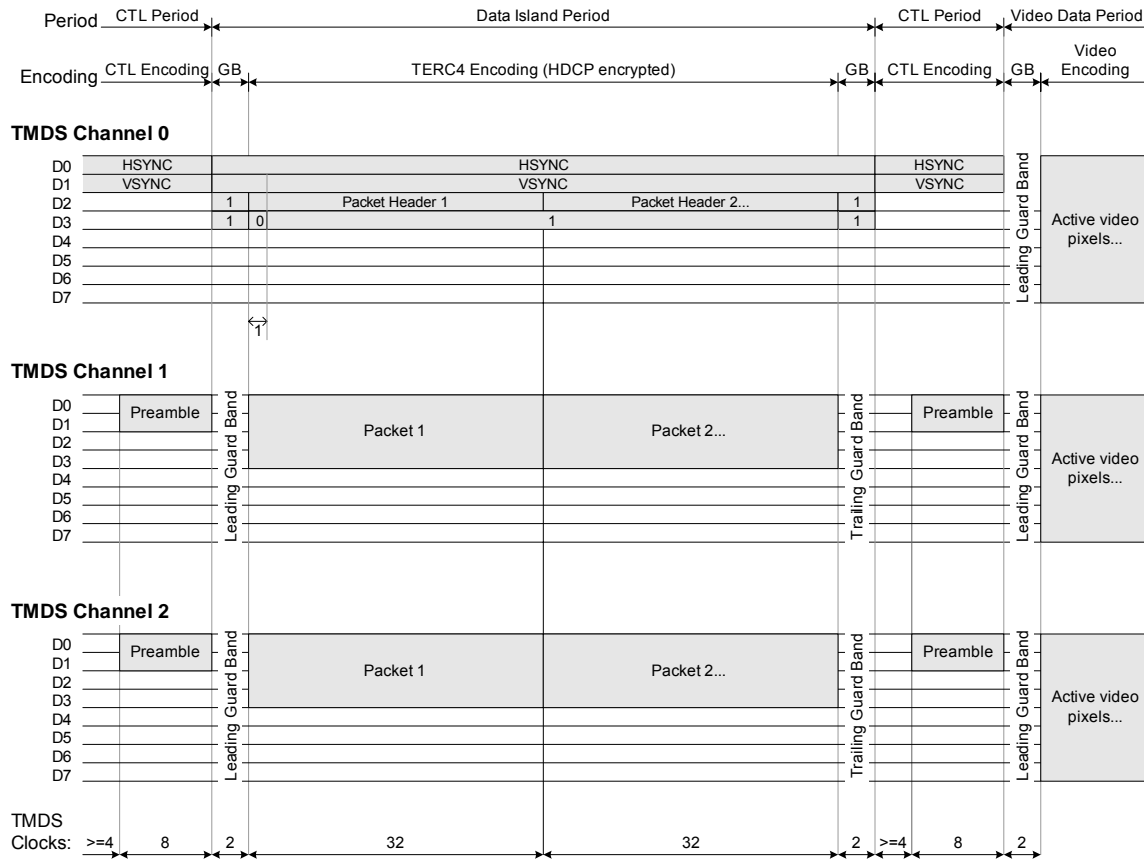
Figure 5-3 TMDS Periods and Encoding

Following the Data Island, all three channels revert to transmitting control characters.

5.2.3.2   Island Placement and Duration

The Source is required to determine the temporal placement and duration of the Data Island with respect to the video signal's horizontal and vertical blanking periods and synchronization signals. It shall do so following the rules stated below.

All TMDS Control Periods shall be at least t$_{S,min}$ (12) characters (pixels) long.

The Data Island shall contain at least one packet, limiting its minimum size to 36 pixels.

Islands shall contain an integer number of packets. In order to assure the reliability of the data within the Data Island, they shall be limited to 18 packets or fewer.

Zero, one or more Data Islands can occur between subsequent video data periods.

While transmitting video, at least one Data Island shall be transmitted during every two video fields.

5.2.3.3   Data Island Guard Bands

The first two data characters within the Data Island are the Leading Guard Band. The last two data characters within the Data Island are the Trailing Guard Band.

During the Data Island Guard Bands, Channel 0 is encoded as one of four TERC4 values. These TERC4 values (D[3:0]) are 0xC, 0xD, 0xE and 0xF, depending upon the values of HSYNC and VSYNC.

Table 5-6 Data Island Leading and Trailing Guard Band Values

```
case (TMDS Channel Number):
      0:  q_out[9:0] = n.a.;
      1:  q_out[9:0] = 0b0100110011;
      2:  q_out[9:0] = 0b0100110011;
endcase
```

5.2.3.4   Data Island Packet Construction

All data within a Data Island is contained within 32 clock Packets. Packets consist of a Packet Header, a Packet Body (consisting of four Subpackets), and associated error correction bits. Each Subpacket includes 56 bits of data and is protected by an additional 8 bits of BCH ECC parity bits.

Subpacket 0 plus its corresponding parity bits make up BCH Block 0. This block is mapped onto bit 0 of both Channel 1 and Channel 2. In this way, the 64 bits of BCH Block 0 are transferred over the course of 32 pixels. Likewise, BCH Block 1 (Subpacket 1 plus parity) is mapped onto bit 1 of both Channels 1 and 2.

In the tables below, Header bytes are indicated as HB0, HB1, and HB2 and Subpacket bytes are indicated as SB0 to SB6.

Subpacket 0 bytes 0 through 6 (SB0-SB6) are also designated Packet bytes 0 to 6 (PB0-PB6).

Subpacket 1 bytes 0 through 6 (SB0-SB6) are also designated Packet bytes 7 to 13 (PB7-PB13).

Subpacket 2 bytes 0 through 6 (SB0-SB6) are also designated Packet bytes 14 to 20 (PB14-PB20).

Subpacket 3 bytes 0 through 6 (SB0-SB6) are also designated Packet bytes 21 to 27 (PB21-PB27).

This is illustrated in Figure 5-4.
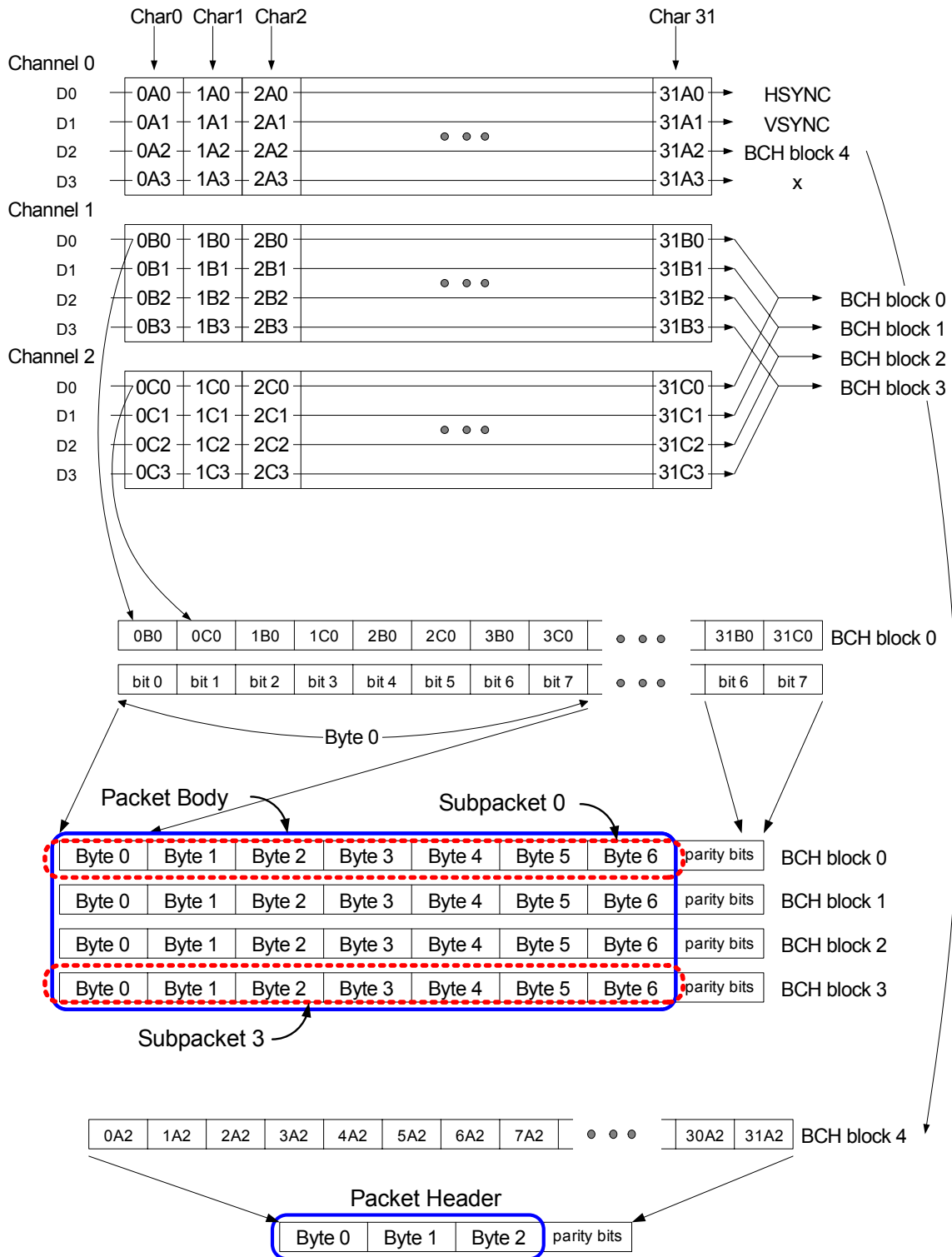
Figure 5-4 Data Island Packet and ECC Structure

5.2.3.5   Data Island Error Correction

To improve the reliability of the data and to improve the detection of bad data, Error Correction Code (ECC) parity is added to each packet. BCH(64,56) and BCH(32,24) are generated by the polynomial G(x) shown in Figure 5-5.

$G(x)=1+x^6+x^7+x^8$ (127 count repetition cycle).
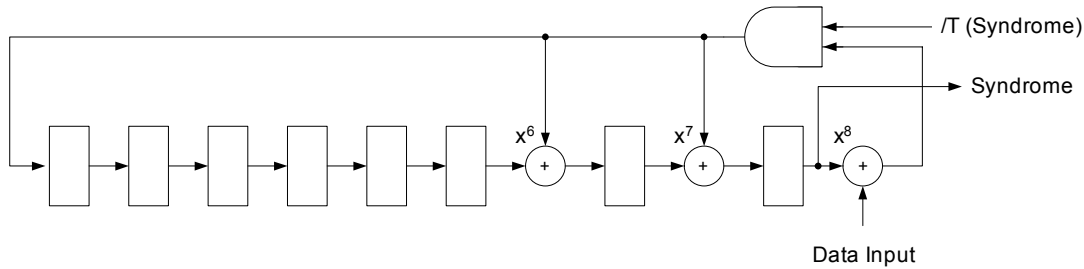
Figure 5-5 Error Correction Code generator

5.3   Data Island Packet Definitions

5.3.1   Packet Header

Packet Headers contain 24 data bits with an additional 8 bits of BCH(32,24) ECC parity. These parity bits are calculated over the 24 bits of the Packet Header.

A Packet Header includes an 8-bit Packet Type and 16 bits of packet-specific data.

A Sink shall be able to receive, with no adverse effects, any packet defined in the HDMI 1.0 specification including any InfoFrame Packet with an InfoFrame Type defined in CEA-861-D.

Table 5-7 Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	Packet Type							
HB1	packet-specific data							
HB2	packet-specific data							

Table 5-8 shows the available packet types.

Table 5-8 Packet Types

Packet Type Value	Packet Type	Described in Section
0x00	Null	5.3.2
0x01	Audio Clock Regeneration (N/CTS)	5.3.3
0x02	Audio Sample (L-PCM and IEC 61937 compressed formats)	5.3.4
0x03	General Control	5.3.6
0x04	ACP Packet	5.3.7
0x05	ISRC1 Packet	5.3.8
0x06	ISRC2 Packet	"
0x07	One Bit Audio Sample Packet	5.3.9
0x08	DST Audio Packet	5.3.10
0x09	High Bitrate (HBR) Audio Stream Packet (IEC 61937)	5.3.11
0x0A	Gamut Metadata Packet	5.3.12
0x80+InfoFrame Type	InfoFrame Packet	5.3.5
0x81	Vendor-Specific InfoFrame	- -
0x82	AVI InfoFrame*	8.2.1
0x83	Source Product Descriptor InfoFrame	- -
0x84	Audio InfoFrame*	8.2.2
0x85	MPEG Source InfoFrame	- -

* See Section 8.2 for the packet layout for these InfoFrames

5.3.2   Null Packet

Null packets can be used by the Source anytime. All bytes of a Null packet are undefined and shall contain only zero values. An HDMI Sink shall ignore bytes HB1 and HB2 of the Null Packet Header and all bytes of the Null Packet Body.

Table 5-9 Null Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	0	0	0	0
HB1	0	0	0	0	0	0	0	0
HB2	0	0	0	0	0	0	0	0

5.3.3   Audio Clock Regeneration Packet

Audio Clock Regeneration Packets contain both the N and CTS values used in the Audio Clock Regeneration process. The four Subpackets each contain the same Audio Clock Regeneration Subpacket. An HDMI Sink shall ignore bytes HB1 and HB2 of the Audio Clock Regeneration Packet header.

Table 5-10 Audio Clock Regeneration Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	0	0	0	1
HB1	0	0	0	0	0	0	0	0
HB2	0	0	0	0	0	0	0	0

Table 5-11 Audio Clock Regeneration Subpacket

Byte \ Bit #	7	6	5	4	3	2	1	0
SB0	0	0	0	0	0	0	0	0
SB1	0	0	0	0	CTS.19	-	-	CTS.16
SB2	CTS.15	-	-	-	-	-	-	CTS.8
SB3	CTS.7	-	-	-	-	-	-	CTS.0
SB4	0	0	0	0	N.19	-	-	N.16
SB5	N.15	-	-	-	-	-	-	N.8
SB6	N.7	-	-	-	-	-	-	N.0

- N   [20 bits] value of audio clock regeneration "N"
- CTS   [20 bits] Cycle Time Stamp

CTS values of zero are used to indicate no new value of CTS.

5.3.4   Audio Sample Packet

L-PCM and some IEC 61937 compressed audio formats are carried using Audio Sample Packets. Audio Sample Packets consist of one to four Audio Samples. These may be different samples or different partial samples (i.e. 2 of 6 channels). The configuration of the Subpackets is determined by the layout and sample_present bits in the header. This is described in detail in Section 7.6, *Audio Data Packetization.*

Table 5-12 Audio Sample Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	0	0	1	0
HB1	0	0	0	layout	sample_present.sp3	sample_present.sp2	sample_present.sp1	sample_present.sp0
HB2	B.3	B.2	B.1	B.0	sample_flat.sp3	sample_flat.sp2	sample_flat.sp1	sample_flat.sp0

- layout: [1 bit] indicates which of two possible Subpacket/audio sample layouts are used. See Section 7.6, *Audio Data Packetization*.

- sample_present.spX   [4 fields, 1 bit each] indicates if Subpacket X contains audio sample(s).

- sample_flat.spX   [4 fields, 1 bit each] indicates if Subpacket X represents a "flatline" sample. Only valid if "sample_present.spX" is set.

- B.X   [4 fields, 1 bit each] B.X =1 if Subpacket X contains the first frame in a 192 frame IEC 60958 Channel Status block; B.X = 0 otherwise

Table 5-13 Audio Sample Subpacket

Byte \ Bit #	7	6	5	4	3	2	1	0
SB0	L.11	-	-	-	-	-	-	L.4
SB1	L.19	-	-	-	-	-	-	L.12
SB2	L.27	-	-	-	-	-	-	L.20
SB3	R.11	-	-	-	-	-	-	R.4
SB4	R.19	-	-	-	-	-	-	R.12
SB5	R.27	-	-	-	-	-	-	R.20
SB6	P_R	C_R	U_R	V_R	P_L	C_L	U_L	V_L

- L.X: [24 fields, 1 bit each] Bit corresponding to Time Slot X from first ("left") sub-frame per IEC 60958-1, page 15

- R.X: [24 fields, 1 bit each] Bit corresponding to Time Slot X from second ("right") sub-frame per IEC 60958-1, page 15

- V_L: [1 bit] Valid bit from first sub-frame

- V_R: [1 bit] Valid bit from second sub-frame

- U_L: [1 bit] User Data bit from first sub-frame

- U_R: [1 bit] User Data bit from second sub-frame

- C_L: [1 bit] Channel Status bit from first sub-frame

- C_R: [1 bit] Channel Status bit from second sub-frame

- P_L: [1 bit] Parity bit from first sub-frame (even parity)

- P$_R$:   [1 bit] Parity bit from second sub-frame (even parity)

5.3.5   InfoFrame Packet

All InfoFrames defined in CEA-861-D may be carried across HDMI using the HDMI InfoFrame packet. InfoFrames not defined in CEA-861-D or in this specification shall not be transmitted.

Each HDMI InfoFrame Packet carries a single CEA InfoFrame, as shown below[2].[pw99] Note that HDMI places additional requirements on several InfoFrames that are not covered by CEA-861-D. For these additional details and restrictions, see Section 8.2.

Table 5-14 InfoFrame Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	1	InfoFrame Type						
HB1	InfoFrame_version							
HB2	0	0	0	InfoFrame_length				

- InfoFrame Type   [7 bits] least significant 7 bits of the InfoFrame type code as per CEA-861-D.

- InfoFrame_version [1 byte] version number of InfoFrame as per CEA-861-D.

- InfoFrame_length   [5 bits] InfoFrame length in bytes as per CEA-861-D. This length does not include any of the bytes in the Packet Header nor the checksum byte. The maximum value for this field is 27 (0x1B).

Table 5-15 InfoFrame Packet Contents

Byte \ Bit #	7	6	5	4	3	2	1	0
PB0	Checksum							
PB1	Data Byte 1							
PB2	Data Byte 2							
PB3...PB26	-							
PB27	Data Byte 27							

- Checksum   [1 byte] Checksum of the InfoFrame. The checksum shall be calculated such that a byte-wide sum of all three bytes of the Packet Header and all valid bytes of the InfoFrame Packet contents (determined by InfoFrame_length), plus the checksum itself, equals zero.

---

[2] An earlier version of CEA-861-D, CEA-861B, had a method for encapsulating multiple CEA InfoFrames into a single CEA InfoPacket. HDMI has its own packet structure and therefore CEA Info*Packets* are not used.

- Data Byte x   [27 fields, 1 byte each] Data Byte X of the InfoFrame as defined in CEA-861-D. See [HDMI Specification] Section 8.2 for more information.

5.3.6   General Control Packet

The General Control packet header contains no data. Bytes HB1 and HB2 shall be ignored by the Sink. The General Control packet body shall contain four identical subpackets, defined in Table 5-17, below.

Table 5-16 General Control Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	0	0	1	1
HB1	0	0	0	0	0	0	0	0
HB2	0	0	0	0	0	0	0	0

Table 5-17 General Control Subpacket

Byte \ Bit #	7	6	5	4	3	2	1	0
SB0	0	0	0	Clear_AVMUTE	0	0	0	Set_AVMUTE
SB1	PP3	PP2	PP1	PP0	CD3	CD2	CD1	CD0
SB2	0	0	0	0	0	0	0	Default_Phase
SB3	0	0	0	0	0	0	0	0
SB4	0	0	0	0	0	0	0	0
SB5	0	0	0	0	0	0	0	0
SB6	0	0	0	0	0	0	0	0

- Set_AVMUTE   [1 bit] Set the AVMUTE flag. (See description below).
- Clear_AVMUTE   [1bit] Clear the AVMUTE flag. (See description below).
- PP   [4 bits] Pixel Packing Phase. (See description in section 6.5.3.)
- CD   [4 bits] Color Depth. (See description in section 6.5.3.)
- Default_Phase   [1 bit] Default Phase. (See description in section 6.5.3.)

The General Control Packet contains fields for indicating AVMUTE information and color-depth information. Each transmitted GCP may contain valid indications for AVMUTE and/or color-depth or may contain no information (all fields zero).

General Control packets indicating Set_AVMUTE or Clear_AVMUTE may only be transmitted between the active edge of VSYNC and 384 pixels following this edge. A Source may not send a General Control Packet with the Clear_AVMUTE and Set_AVMUTE flags set simultaneously.

Source transmission of the General Control Packet is optional. Sinks may optionally interpret General Control Packet contents. Sinks shall be capable of receiving any General Control Packet.

The General Control packet's Set_AVMUTE and Clear_AVMUTE flags may be used by a Source to reduce the negative impact on the Sink of TMDS clock changes or interruptions. Use of the AVMUTE function may prevent spurious pops or noises in the audio during these clock changes.

When AVMUTE is set, the Sink may assume that no valid audio or video data is being received. The Sink may optionally apply a mute function to the audio data and/or a blank function to the video.

5.3.7   Audio Content Protection Packet (ACP)

A Source may use the ACP Packet to convey content-related information regarding the active audio stream.

See Section 9.3 for rules regarding the use of the ACP packet.

The following tables show the packetization of the ACP Packet.

Table 5-18 ACP Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	Packet Type = 0x04							
HB1	ACP_Type							
HB2	Reserved (0)							

- ACP_Type   [1 byte] Content protection type (see Section 9.3 for usage):
  0x00   = Generic Audio
  0x01   = IEC 60958-Identified Audio
  0x02   = DVD-Audio
  0x03   = Super Audio CD
  0x04...0xFF   Reserved

Table 5-19 ACP Packet contents

Packet Byte #	7	6	5	4	3	2	1	0
PB0-PB27	ACP_Type_Dependent (Dependent upon ACP_Type value)							

- ACP_Type_Dependent   [28 bytes] Contents are dependent upon ACP_Type field. See Section 9.3 for usage.

5.3.8   ISRC Packets

A Source may use the ISRC packets to transmit a UPC/EAN or ISRC code. See Section 8.8 for rules regarding the use of the ISRC packets.

Table 5-20 ISRC1 Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	Packet Type = 0x05							
HB1	ISRC_ Cont	ISRC_ Valid	Reserved (0)			ISRC_Status		
HB2	Reserved (0)							

- ISRC_Cont   [1 bit] ISRC Continued (in next packet). See Section 8.8 for usage.

- ISRC_Status   [3 bits] See Section 8.8 for usage.

- ISRC Valid   [1 bit]: This bit is set only when data located in ISRC_Status field and UPC_EAN_ISRC_xx field are valid. When Source cannot obtain complete data for these fields, ISRC_Valid may be 0.

Table 5-21 ISRC1 Packet contents

Packet Byte #	7	6	5	4	3	2	1	0
PB0	UPC_EAN_ISRC_0							
PB1	UPC_EAN_ISRC_1							
PB2	UPC_EAN_ISRC_2							
PB3	UPC_EAN_ISRC_3							
PB4	UPC_EAN_ISRC_4							
PB5	UPC_EAN_ISRC_5							
PB6	UPC_EAN_ISRC_6							
PB7	UPC_EAN_ISRC_7							
PB8	UPC_EAN_ISRC_8							
PB9	UPC_EAN_ISRC_9							
PB10	UPC_EAN_ISRC_10							
PB11	UPC_EAN_ISRC_11							
PB12	UPC_EAN_ISRC_12							
PB13	UPC_EAN_ISRC_13							
PB14	UPC_EAN_ISRC_14							
PB15	UPC_EAN_ISRC_15							
PB16-PB27	Reserved (0)							

- UPC_EAN_ISRC_xx [16 fields, 1 byte each] UPC/EAN or ISRC byte xx. See Section 8.8 for usage.

Bytes PB16-PB27 shall be set to a value of 0.

Table 5-22 ISRC2 Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	Packet Type = 0x06							
HB1	Reserved (0)							
HB2	Reserved (0)							

Table 5-23 ISRC2 Packet contents

Packet Byte #	7	6	5	4	3	2	1	0
PB0	UPC_EAN_ISRC_16							
PB1	UPC_EAN_ISRC_17							
PB2	UPC_EAN_ISRC_18							
PB3	UPC_EAN_ISRC_19							
PB4	UPC_EAN_ISRC_20							
PB5	UPC_EAN_ISRC_21							
PB6	UPC_EAN_ISRC_22							
PB7	UPC_EAN_ISRC_23							
PB8	UPC_EAN_ISRC_24							
PB9	UPC_EAN_ISRC_25							
PB10	UPC_EAN_ISRC_26							
PB11	UPC_EAN_ISRC_27							
PB12	UPC_EAN_ISRC_28							
PB13	UPC_EAN_ISRC_29							
PB14	UPC_EAN_ISRC_30							
PB15	UPC_EAN_ISRC_31							
PB16-PB27	Reserved (0)							

- UPC_EAN_ISRC_xx [16 fields, 1 byte each] UPC/EAN or ISRC byte xx.

Bytes PB16-PB27 shall be set to a value of 0.

5.3.9   One Bit Audio Sample Packet

One Bit Audio streams are transmitted using the One Bit Audio Sample Packet.

One Bit Audio Packets consist of one to four One Bit Audio Subpackets. These may be different samples or different partial samples (e.g. 2 of 6 channels). The configuration of the Subpackets is determined by the layout and samples_present bits in the header. This is described in detail in Section 7.6, *Audio Data Packetization*.

It is optional for the Source, Sink and Repeater to support the One Bit Audio packet.

Table 5-24 One Bit Audio Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	0	1	1	1
HB1	Rsvd (0)	Rsvd (0)	Rsvd (0)	layout	samples_ present.sp3	samples_ present.sp2	samples_ present.sp1	samples_ present.sp0
HB2	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	samples_ invalid.sp3	samples_ invalid.sp2	samples_ invalid.sp1	samples_ invalid.sp0

- layout   [1 bit] indicates which of two possible Subpacket/audio sample layouts are used. See Table 5-25 below and Section 7.6, *Audio Data Packetization*.

- samples_present.spX   [4 fields, 1 bit each] indicates if Subpacket X contains audio sample data. Samples_present.spX = 1 if subpacket X contains sample data; else = 0.

- samples_invalid.spX   [4 fields, 1 bit each] indicates if Subpacket X represents invalid samples. Samples_invalid = 1 if the samples in Subpacket X are invalid; else = 0. This bit is only valid if the relevant "samples_present.spX" is set.

Note that, for One Bit Audio, sample frequency information is carried in the Audio InfoFrame (see section 8.2.2).

Table 5-25 One Bit Audio Subpacket

Byte \ Bit #	7	6	5	4	3	2	1	0
SB0	ChA.7	-	-	-	-	-	-	ChA.0
SB1	ChA.15	-	-	-	-	-	-	ChA.8
SB2	ChA.23	-	-	-	-	-	-	ChA.16
SB3	ChB.7	-	-	-	-	-	-	ChB.0
SB4	ChB.15	-	-	-	-	-	-	ChB.8
SB5	ChB.23	-	-	-	-	-	-	ChB.16
SB6	ChB.27	ChB.26	ChB.25	ChB.24	ChA.27	ChA.26	ChA.25	ChA.24

- ChA.X: [28 fields, 1 bit each] indicates consecutive One Bit Audio samples of the first channel. The most significant bit (ChA.27) is the first sampled bit of the consecutive 28-bit part in the One Bit Audio stream.

- ChB.X: [28 fields, 1 bit each] indicates consecutive One Bit Audio samples of the second channel. The most significant bit (ChB.27) is the first sampled bit of the consecutive 28-bit part in the One Bit Audio stream.

5.3.10   DST Audio Packet

DST (compressed DSD) audio streams are transmitted using the DST Audio Packet.

A DST Audio Packet contains a single DST Audio Packet Body which is filled as audio data becomes available. All identification of channels and other data is embedded in the stream. DST Audio Packet packing is described further in 7.6.3, *DST Packetization*.

It is optional for a Source, Sink or Repeater to support the DST Audio Packet.

Table 5-26 DST Audio Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	1	0	0	0
HB1	frame_start	samples_invalid	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	DST_normal_double
HB2	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)

- frame_start   [1 bit] =1 indicates that this packet is the start of a DST frame; =0 otherwise.

- samples_invalid   [1 bit] = 1 if the samples are not valid; = 0 if the samples are valid.

- DST_Normal_Double   [1 bit] =0 ("DST_Normal") indicates that the sample rate equals the transfer rate. =1 ("DST_Double") indicates that the transfer rate is twice the sample rate. DST_Double rate is used when normal does not have sufficient bandwidth.

Note that, for DST, sample frequency information is carried in the Audio InfoFrame (see section 8.2.2).

Each DST Audio Packet Body contains 224 bits (28 bytes) of DST data. DST stream data is taken in byte order and packed into the DST Audio Packet Body as shown in Table 5-27.

Table 5-27 DST Audio Packet Body

Byte \ Bit #	7	6	5	4	3	2	1	0
PB0	D.7	D.6	D.5	D.4	D.3	D.2	D.1	D.0
PB1	D.15	D.14	D.13	D.12	D.11	D.10	D.9	D.8
-	-	-	-	-	-	-	-	-
PB26	D.215	D.214	D.213	D.212	D.211	D.210	D.209	D.208
PB27	D.223	D.222	D.221	D.220	D.219	D.218	D.217	D.216

- D.X   [224 fields, 1 bit each] DST bitstream, beginning with D.0.

5.3.11   High-Bitrate (HBR) Audio Stream Packet

High bitrate (>6.144Mbps) compressed audio streams conforming to IEC 61937 are carried using HBR Audio Stream Packets. Each packet carries four IEC 60958 frames which corresponds to (4x2x16 =) 128 contiguous bits of an IEC 61937 stream. This is described in more detail in Section 7.6.2, *High-Bitrate Audio Stream Packetization*.

Table 5-28 HBR Audio Stream Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	1	0	0	1
HB1	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)
HB2	B.3	B.2	B.1	B.0	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)

- B.X   [4 fields, 1 bit each] B.X =1 if Subpacket X contains the first frame in a 192 frame IEC 60958 Channel Status block; B.X = 0 otherwise

The HBR Audio Stream Packet uses four subpackets which are identical to the Audio Sample Subpacket shown above in Table 5-13.

5.3.12   Gamut Metadata Packet

Gamut boundary descriptions (GBD) and other gamut-related metadata are carried using the Gamut Metadata Packet. Gamut metadata is further described in Appendix E.

One of several transmission profiles (P0, P1, P2, etc.) can be used when sending GBDs using this packet. The difference between the transmission profiles is primarily the transmission rate,

specifically, the number of packets that may be sent per video field. The transmission profile is indicated in the field GBD_profile.

The lowest transmission profile (P0) also has a specific size limitation; it fits within a single Gamut Metadata Packet. Higher transmission profiles (P1, P2, etc.) can be larger, requiring many packets and possibly ten or more video fields for complete transmission.

Table 5-29 Gamut Boundary Description Metadata Profiles

Transmission Profile Name	EDID Colorimetry Data Block bit	Packets per Video Field	Total Packet Count
P0	MD0	1	1
P1	MD1	1	2-10
P2	MD2	2-10	11-100
P3	*	11-80	101-800

* This bit will be defined in a future specification.

Gamut metadata may be transmitted that describes the gamut of the currently transmitted video or that of upcoming video. Each time the gamut of the video stream changes in a way that requires transmission of new gamut metadata, a gamut sequence number is incremented. All metatdata packets include two fields, Affected_Gamut_Seq_Num and Current_Gamut_Seq_Num, that together indicate whether the metadata regards the current or the subsequent video stream. All Gamut Metadata Packets within a single video field (VSYNC active edge to VSYNC active edge) shall have the same Current_Gamut_Seq_Num field.

If a packet contains metadata for the currently transmitted video, Affected_Gamut_Seq_Num will be equal to Current_Gamut_Seq_Num. If the packet regards upcoming video, the Affected_Gamut_Seq_Num will be Current_Gamut_Seq_Num + 1 (mod 16). The field Affected_Gamut_Seq_Num shall never be beyond Current_Gamut_Seq_Num + 1, therefore, only current and next gamut may be described.

If it is known by the Source that a packet contains metadata that will be effective for the next video field then the Next_Field flag shall be set, whether or not the metadata is effective for the current video field.

Gamut metadata associated with upcoming video may be transmitted even when the current video has no associated metadata. In this situation, all Gamut Metadata packets transmitted shall indicate that the current stream has no associated metadata (i.e. colorimetry and gamut are described by the currently-valid AVI InfoFrame) by setting No_Current_GBD to 1. At least one such Gamut Metadata packet shall be transmitted in the VBLANK period. All Gamut Metadata packets within that same video field can carry metadata for the upcoming video.
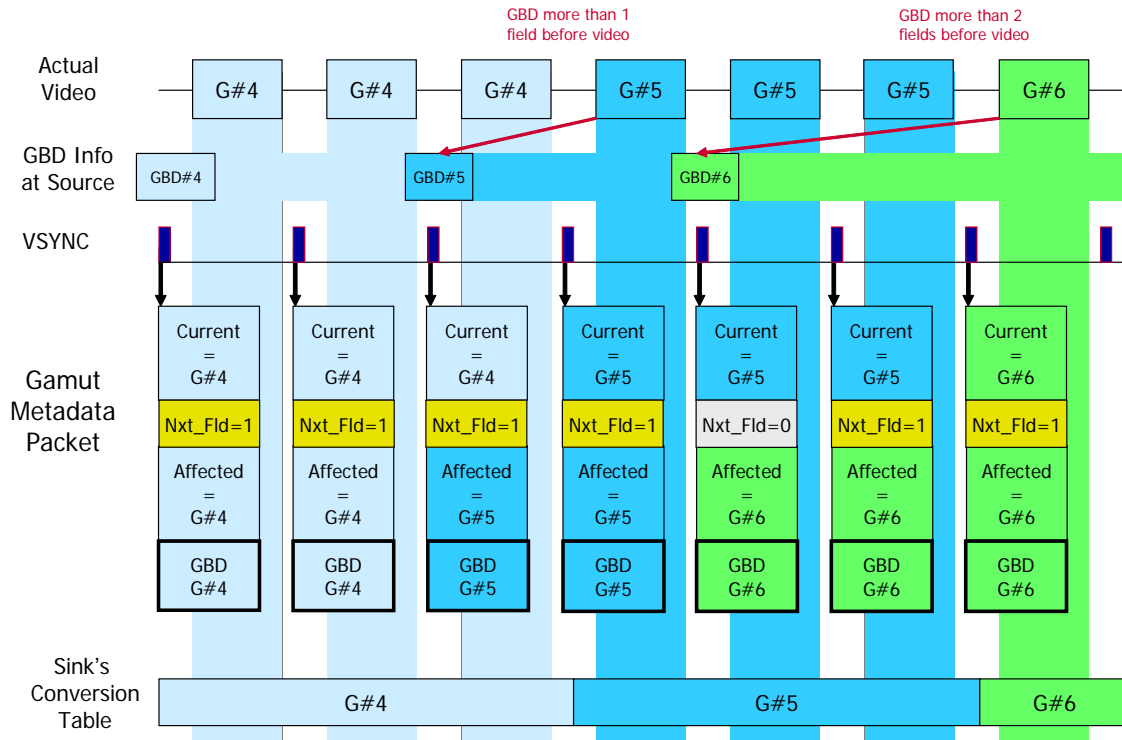
Figure 5-6 Example P0 Transmission Sequence

During the transmission of any video stream that is accompanied by or requires gamut metadata, at least one Gamut Metadata Packet containing a P0 transmission profile GBD shall be transmitted during each VBLANK. This transmission shall occur before the end of the first (VBLANK) video line following the active edge of VSYNC. If no Gamut Metadata Packet is transmitted during this period, then the colorimetry and gamut of the subsequent VACTIVE for that video field shall correspond to that described by the transmitted AVI InfoFrame.

If the Sink indicates support for P2 or higher transmission profiles then the Source may simultaneously transmit two GBDs. In this case, within each video field, the Source may transmit: a P0 profile containing the GBD for the current video and a portion of a higher profile containing the GBD for either the current or the upcoming video. Alternatively, the two simultaneous GBDs may be a P0 profile describing the current video and a P0 profile describing the upcoming video.

Table 5-30 Gamut Metadata Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	0	0	0	0	1	0	1	0
HB1	Next_Field	GBD_profile			Affected_Gamut_Seq_Num			
HB2	No_Crnt_GBD	Rsvd (0)	Packet_Seq		Current_Gamut_Seq_Num			

- Next_Field   [1 bit] Set to indicate that the GBD carried in this packet will be effective on the next video field. Specifically, the Affected_Gamut_Seq_Num for this packet will be equal to the Current_Gamut_Seq_Num for the next field. Next_Field should be set even if the GBD is already effective (e.g. Current=Affected).

- No_Current_GBD   [1 bit] Set to indicate that there is no gamut metadata available for the currently transmitted video (i.e. current video has a standard colorimetry not requiring a GBD). When set, the field Current_Gamut_Seq_Num is meaningless and shall be ignored by the Sink.

- GBD_profile   [3 bits] Transmission profile number:
  0: P0
  1: P1
  2: P2
  3: P3
  other values: reserved.

- Affected_Gamut_Seq_Num   [4 bits] Indicates which video fields are relevant for this metadata.

- Current_Gamut_Seq_Num   [4 bits] Indicates the gamut number of the currently transmitted video stream. All Gamut Metadata Packets transmitted within the same video field shall have the same Current_Gamut_Seq_Num, even if the Affected_Gamut_Seq_Num varies among the packets.

- Packet_Seq   [2 bits] Indicates whether this packet is the only, the first, an intermediate or the last packet in a Gamut Metadata packet sequence.
  = 0 (0b00)   Intermediate packet in sequence
  = 1 (0b01)   First packet in sequence
  = 2 (0b10)   Last packet in sequence
  = 3 (0b11)   Only packet in sequence (i.e. P0)

The Gamut Metadata Packet Body differs depending upon transmission profile and whether the packet is the first of a sequence or one of the remaining packets in that sequence.

The packet body for a P0 transmission is defined in Table 5-31.

Table 5-31 Gamut Metadata Packet for P0 Transmission Profile

Packet Byte #	7	6	5	4	3	2	1	0
PB00-PB27	GBD bytes 0 through 27							

When transmitting any GBD requiring more than one Gamut Metadata Packet for transmission, a packet containing the packet body shown in Table 5-32 shall be used. Subsequent packets in that sequence shall use the packet body shown in Table 5-33. If the GBD ends midway through a packet, the rest of the body shall be filled with zeroes by the Source and shall be ignored by the Sink.

Table 5-32 Gamut Metadata Packet for P1 and Higher – 1ˢᵗ Packet of Sequence

Packet Byte #	7	6	5	4	3	2	1	0
PB0	GBD_Length_H							
PB1	GBD_Length_L							
PB2	Checksum							
PB3-PB27	GBD bytes 0 through 24							

- GBD_Length(_H, _L)   [2 bytes] Total length (in bytes) of gamut metadata, not including GBD_Length or Checksum.
- Checksum   [1 byte] Checksum of every byte covered by GBD_Length field.

Table 5-33 Gamut Metadata Packet for P1 and Higher – Remaining Packets

Packet Byte #	7	6	5	4	3	2	1	0
PB00-PB27	Next 28 bytes of GBD							

5.4   Encoding

5.4.1   Serialization

The stream of TMDS characters produced by the encoder is serialized for transmission on the TMDS data channel. In the discussions that follow, the least significant bit of each character (q_out[0]) is the first bit to be transmitted and the most significant bit (q_out[9]) is the last.

5.4.2   Control Period Coding

Each TMDS channel has two control signals, which are encoded into 10 bits during Control
Periods. For each of the three channels these signals are shown in Table 5-34.

Table 5-34 Control-signal Assignment

TMDS Channel	D0	D1
0	HSYNC	VSYNC
1	CTL0	CTL1
2	CTL2	CTL3

The two Control signals for each of the three TMDS channels are encoded as follows:

```
case (D1, D0):
      0, 0:  q_out[9:0] = 0b1101010100;
      0, 1:  q_out[9:0] = 0b0010101011;
      1, 0:  q_out[9:0] = 0b0101010100;
      1, 1:  q_out[9:0] = 0b1010101011;
endcase;
```

5.4.3   TERC4 Coding

TMDS Error Reduction Coding (TERC4) is used during the Data Island period to encode 4 bits
per channel into the 10 bits serialized and transmitted.

```
case (D3, D2, D1, D0):
   0000:  q_out[9:0] = 0b1010011100;
   0001:  q_out[9:0] = 0b1001100011;
   0010:  q_out[9:0] = 0b1011100100;
   0011:  q_out[9:0] = 0b1011100010;
   0100:  q_out[9:0] = 0b0101110001;
   0101:  q_out[9:0] = 0b0100011110;
   0110:  q_out[9:0] = 0b0110001110;
   0111:  q_out[9:0] = 0b0100111100;
   1000:  q_out[9:0] = 0b1011001100;
   1001:  q_out[9:0] = 0b0100111001;
   1010:  q_out[9:0] = 0b0110011100;
   1011:  q_out[9:0] = 0b1011000110;
   1100:  q_out[9:0] = 0b1010001110;
   1101:  q_out[9:0] = 0b1001110001;
   1110:  q_out[9:0] = 0b0101100011;
   1111:  q_out[9:0] = 0b1011000011;
endcase;
```

5.4.4   Video Data Coding

5.4.4.1   Video Data Encoding

The following is a description of the encoding algorithm used during transmission of video data. A detailed description of an encoder is given. Other implementations are possible and are permitted but, given the same sequence of input characters, they are required to produce the same sequence of output (10-bit) characters that is generated by the described encoder.

During video data, where each 10-bit character represents 8 bits of pixel data, the encoded characters provide an approximate DC balance as well as a reduction in the number of transitions in the data stream. The encode process for the active data period can be viewed in two stages. The first stage produces a transition-minimized 9-bit code word from the input 8 bits. The second stage produces a 10-bit code word, the finished TMDS character, which will manage the overall DC balance of the transmitted stream of characters.

The 9-bit code word produced by the first stage of the encoder is made up of an 8-bit representation of the transitions found in the input 8 bits, plus a one-bit flag to indicate which of two methods was used to describe the transitions. In both cases, the LSb of the output matches the LSb of the input. With a starting value established, the remaining 7 bits of the output word is derived from sequential exclusive OR (XOR) or exclusive NOR (XNOR) functions of each bit of the input with the previously derived bit. The choice between XOR and XNOR logic is made such that the encoded values contain the fewest possible transitions, and the ninth bit of the code word is used to indicate whether XOR or XNOR functions were used to derive the output code word. The decode of this 9-bit code word is simply a matter of applying either XOR or XNOR gates to the adjacent bits of the code, with the LSb passing from decoder input to decoder output unchanged.

The second stage of the encoder performs an approximate DC balance on the transmitted stream by selectively inverting the 8 data bits of the 9-bit code words produced by the first stage. A tenth bit is added to the code word, to indicate when the inversion has been made. The encoder determines when to invert the next character based on the running disparity between ones and zeros that it tracks in the transmitted stream, and the number of ones and zeros found in the current code word. If too many ones have been transmitted and the input contains more ones than zeros, the code word is inverted. This dynamic encoding decision at the Source is simply decoded at the Sink by the conditional inversion of the input code word based on the tenth bit of the TMDS character. The TMDS code mapping is specified by Figure 5-7 with the definitions of Table 5-35. The encoder produces one of 460 unique 10-bit characters. The encoder shall not generate any other 10-bit character during a Video Data Period.

Upon entering a Video Data Period, the data stream disparity (cnt) shall be considered to be zero by the encoder.

Table 5-35 Encoding Algorithm Definitions

D	The encoder input data set. D is 8-bit pixel data
cnt	This is a register used to keep track of the data stream disparity. A positive value represents the excess number of "1"s that have been transmitted. A negative value represents the excess number of "0"s that have been transmitted. The expression cnt{t-1} indicates the previous value of the disparity for the previous set of input data. The expression cnt(t) indicates the new disparity setting for the current set of input data.
q_m	Intermediate value.
q_out	These 10 bits are the encoded output value.
$N_1\{x\}$	This operator returns the number of "1"s in argument "x"
$N_0\{x\}$	This operator returns the number of "0"s in argument "x"

D[0:7], cnt(t-1)

$(N_1\{D\}>4)$ **OR**
$(N_1\{D\} == 4$ **AND** $D[0] == 0)$

FALSE   TRUE

q_m[0] = D[0];
q_m[1] = q_m[0] **XOR** D[1];
q_m[2] = q_m[1] **XOR** D[2];
                ...
                ...
                ...
q_m[7] = q_m[6] **XOR** D[7];
q_m[8] = 1;

q_m[0] = D[0];
q_m[1] = q_m[0] **XNOR** D[1];
q_m[2] = q_m[1] **XNOR** D[2];
                ...
                ...
                ...
q_m[7] = q_m[6] **XNOR** D[7];
q_m[8] = 0;

$(Cnt(t-1)==0)$ **OR**
$(N_1\{q\_m[0:7]\}==N_0\{q\_m[0:7]\})$

TRUE

q_out[9]=~q_m[8];
q_out[8]=q_m[8];
q_out[0:7]=(q_m[8])**?** q_m[0:7]**:**~q_m[0:7]);

FALSE

q_m[8]==0   FALSE

$(cnt(t-1)>0$ **AND**
$(N_1\{q\_m[0:7]\}>N_0\{q\_m[0:7]\})$
OR
$(cnt(t-1)<0$ **AND**
$N_0\{q\_m[0:7]\}>N_1\{q\_m[0:7]\})$

TRUE   TRUE

cnt(t) = cnt(t-1)+
$(N_1\{q\_m[0:7]\} - N_0\{q\_m[0:7]\})$;

cnt(t) = cnt(t-1) +
$(N_0\{q\_m[0:7]\} - N_1\{q\_m[0:7]\})$;

FALSE

q_out[9]=0;
q_out[8]=q_m[8];
q_out[0:7]=q_m[0:7];
Cnt(t)=Cnt(t-1) - 2*(~q_m[8]) +
   $(N_1\{q\_m[0:7]\} - N_0\{q\_m[0:7]\})$;

q_out[9]=1;
q_out[8]=q_m[8];
q_out[0:7]=~q_m[0:7];
Cnt(t) = Cnt(t-1) + 2*q_m[8] +
   $(N_0\{q\_m[0:7]\} - N_1\{q\_m[0:7]\})$;

Figure 5-7 TMDS Video Data Encode Algorithm

5.4.4.2   Video Data Decoding

The TMDS decode mapping is specified by Figure 5-8. Alternative implementations are possible but, given the same input data stream, they are required to generate the same output data stream as the described decoder algorithm.

```
                    D[9:0]
                      |
                      v
              /  D[9] == 1  \ ---- TRUE ----+
              \             /               |
                      |                     v
                    FALSE          +------------------+
                      |            | D[7:0] := ~D[7:0];|
                      |            +------------------+
                      |                     |
                      +<--------------------+
                      |
                      v
              /  D[8] == 1  \ ---- TRUE ----+
              \             /               |
                      |                     |
                    FALSE                   |
                      |                     |
                      v                     v
```

Q[0] := D[0];	Q[0] := D[0];
Q[1] := D[1] XNOR D[0];	Q[1] := D[1] XOR D[0];
Q[2] := D[2] XNOR D[1];	Q[2] := D[2] XOR D[1];
Q[3] := D[3] XNOR D[2];	Q[3] := D[3] XOR D[2];
Q[4] := D[4] XNOR D[3];	Q[4] := D[4] XOR D[3];
Q[5] := D[5] XNOR D[4];	Q[5] := D[5] XOR D[4];
Q[6] := D[6] XNOR D[5];	Q[6] := D[6] XOR D[5];
Q[7] := D[7] XNOR D[6];	Q[7] := D[7] XOR D[6];
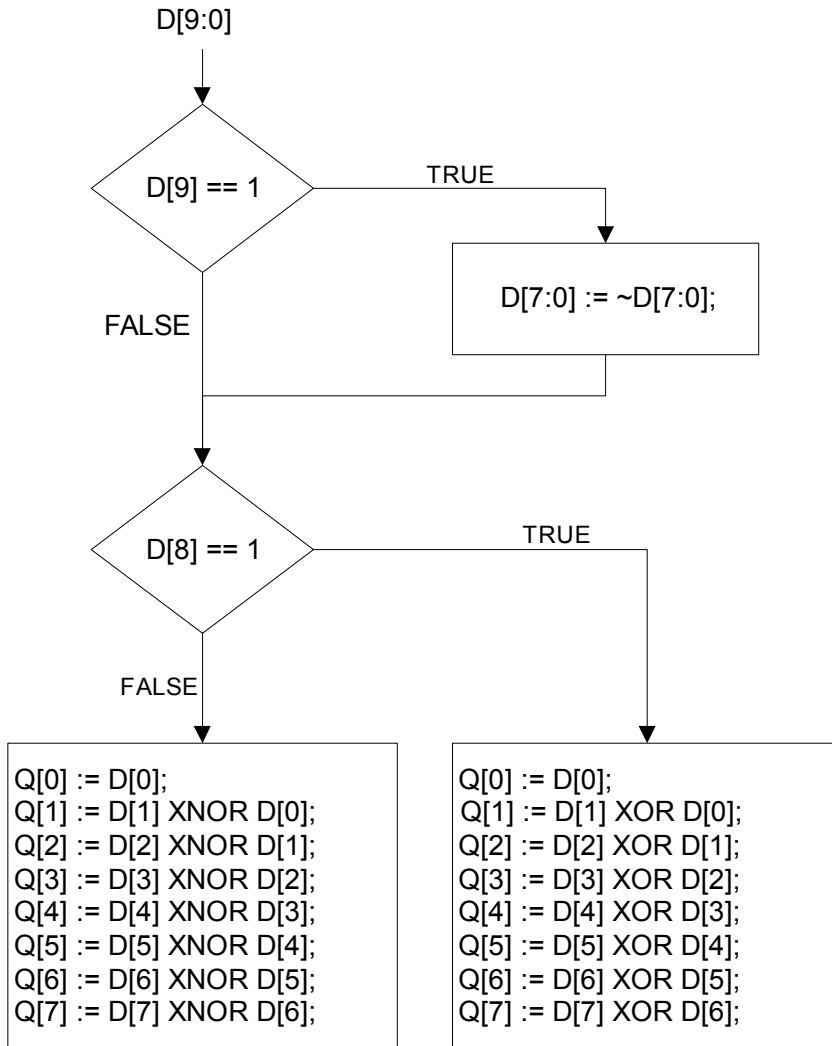
Figure 5-8 TMDS Video Decode Algorithm

6   Video

6.1   Overview

HDMI allows any video format timing to be transmitted and displayed. To maximize interoperability between products, common DTV formats have been defined. These video format timings define the pixel and line counts and timing, synchronization pulse position and duration, and whether the format is interlaced or progressive. HDMI also allows vendor-specific formats to be used.

The video pixels carried across the link shall be in one of three different pixel encodings: RGB 4:4:4, YC_BC_R 4:4:4 or YC_BC_R 4:2:2.

The HDMI Source determines the pixel encoding and video format of the transmitted signal based on the characteristics of the source video, the format and pixel encoding conversions possible at the Source, and the format and pixel encoding capabilities and preferences of the Sink.

6.2   Video Format Support

In order to provide maximum compatibility between video Sources and Sinks, specific minimum requirements have been specified for Sources and Sinks.

6.2.1   Format Support Requirements

Some of the following support requirements are in addition to those specified in CEA-861-D.

- An HDMI Source shall support at least one of the following video format timings:

    - 640x480p @ 59.94/60Hz

    - 720x480p @ 59.94/60Hz

    - 720x576p @ 50Hz

- An HDMI Source that is capable of transmitting any of the following video format timings using any other component analog or uncompressed digital video output, shall be capable of transmitting that video format timing across the HDMI interface.

    - 1280x720p @ 59.94/60Hz

    - 1920x1080i @ 59.94/60Hz

    - 720x480p @ 59.94/60Hz

    - 1280x720p @ 50Hz

    - 1920x1080i @ 50Hz

    - 720x576p @ 50Hz

- An HDMI Sink that accepts 60Hz video formats shall support the 640x480p @ 59.94/60Hz and 720x480p @ 59.94/60Hz video format timings.

- An HDMI Sink that accepts 50Hz video formats shall support the 640x480p @ 59.94/60Hz and 720x576p @ 50Hz video format timings.

- An HDMI Sink that accepts 60Hz video formats, and that supports HDTV capability, shall support 1280x720p @ 59.94/60Hz or 1920x1080i @ 59.94/60Hz video format timings.

- An HDMI Sink that accepts 50Hz video formats, and that supports HDTV capability, shall support 1280x720p @ 50Hz or 1920x1080i @ 50Hz video format timings.

- An HDMI Sink that is capable of receiving any of the following video format timings using any other component analog or uncompressed digital video input, shall be capable of receiving that format across the HDMI interface.

  - 1280x720p @ 59.94/60Hz

  - 1920x1080i @ 59.94/60Hz

  - 1280x720p @ 50Hz

  - 1920x1080i @ 50Hz

Additional recommendations for video format handling by Sources and Sinks is given in Appendix F.

6.2.2 Video Control Signals : HSYNC, VSYNC

During the Data Island period, HDMI carries HSYNC and VSYNC signals using encoded bits on Channel 0. During Video Data periods, HDMI does not carry HSYNC and VSYNC and the Sink should assume that these signals remain constant. During Control periods, HDMI carries HSYNC and VSYNC signals through the use of four different control characters on TMDS Channel 0.

6.2.3 Pixel Encoding Requirements

Only pixel encodings of RGB 4:4:4, YC_BC_R 4:2:2, and YC_BC_R 4:4:4 (as specified in Section 6.5) may be used on HDMI.

All HDMI Sources and Sinks shall be capable of supporting RGB 4:4:4 pixel encoding.

All HDMI Sources shall support either YC_BC_R 4:2:2 or YC_BC_R 4:4:4 pixel encoding whenever that device is capable of transmitting a color-difference color space across any other component analog or digital video interface except where that device would be required to convert RGB video to YC_BC_R in order to meet this requirement.

All HDMI Sinks shall be capable of supporting both YC_BC_R 4:4:4 and YC_BC_R 4:2:2 pixel encoding when that device is capable of supporting a color-difference color space from any other component analog or digital video input.

If an HDMI Sink supports either YC_BC_R 4:2:2 or YC_BC_R 4:4:4 then both shall be supported.

An HDMI Source may determine the pixel-encodings that are supported by the Sink through the use of the E-EDID. If the Sink indicates that it supports YC_BC_R-formatted video data and if the Source can deliver YC_BC_R data, then it can enable the transfer of this data across the link.

6.2.4 Color Depth Requirements

HDMI Sources and Sinks may support color depths of 24, 30, 36 and/or 48 bits per pixel. All HDMI Sources and Sinks shall support 24 bits per pixel.

Color depths greater than 24 bits are defined to be "Deep Color" modes. All Deep Color modes are optional though if an HDMI Source or Sink supports any Deep Color mode, it shall support 36-bit mode.

For each supported Deep Color mode, RGB 4:4:4 shall be supported and optionally YC_BC_R 4:4:4 may be supported.

YC_BC_R 4:2:2 is not permitted for any Deep Color mode.

An HDMI Sink shall support all EDID-indicated Deep Color modes on all EDID-indicated video formats except if that combination exceeds the Max_TMDS_Clock indication.

An HDMI Source shall not send any Deep Color mode to a Sink that does not indicate support for that mode.

6.3   Video Format Timing Specifications

All specified video line pixel counts and video field line counts (both active and total) and HSYNC and VSYNC positions, polarities, and durations shall be adhered to when transmitting a specified video format timing.

For example, if a Source is processing material with fewer active pixels per line than required (i.e. 704 pixels vs. 720 pixels for standard definition MPEG2 material), it may add pixels to the left and right of the supplied material before transmitting across HDMI. AVI bar info may need to be adjusted to account for these added pixels.

Detailed timing is found in CEA-861-D or a later version of CEA-861 for the following video format timings.

6.3.1   Primary Video Format Timings

- 640x480p @ 59.94/60Hz

- 1280x720p @ 59.94/60Hz

- 1920x1080i @ 59.94/60Hz

- 720x480p @ 59.94/60Hz

- 720(1440)x480i @ 59.94/60Hz

- 1280x720p @ 50Hz

- 1920x1080i @ 50Hz

- 720x576p @ 50Hz

- 720(1440)x576i @ 50Hz

6.3.2   Secondary Video Format Timings

- 720(1440)x240p @ 59.94/60Hz

- 2880x480i @ 59.94/60Hz

- 2880x240p @ 59.94/60Hz

- 1440x480p @ 59.94/60Hz

- 1920x1080p @ 59.94/60Hz

- 720(1440)x288p @ 50Hz

- 2880x576i @ 50Hz

- 2880x288p @ 50Hz

- 1440x576p @ 50Hz

- 1920x1080p @ 50Hz

- 1920x1080p @ 23.98/24Hz

- 1920x1080p @ 25Hz

- 1920x1080p @ 29.97/30Hz

- 2880x480p @ 59.94/60Hz

- 2880x576p @ 50Hz

- 1920x1080i (1250 total) @ 50Hz

- 720(1440)x480i @ 119.88/120Hz

- 720x480p @ 119.88/120Hz

- 1920x1080i @ 119.88/120Hz

- 1280x720p @ 119.88/120Hz

- 720(1440)x480i @ 239.76/240Hz

- 720x480p @ 239.76/240Hz

- 720(1440)x576i @ 100Hz

- 720x576p @ 100Hz

- 1920x1080i @ 100Hz

- 1280x720p @ 100Hz

- 720(1440)x576i @ 200Hz

- 720X576p @ 200Hz

6.4   **Pixel-Repetition**

Video formats with native pixel rates below 25 Mpixels/sec require pixel-repetition in order to be carried across a TMDS link. 720x480i and 720x576i video format timings shall always be pixel-repeated.

The HDMI Source indicates the use of pixel-repetition with the Pixel Repetition (PR0:PR3) field in the AVI InfoFrame. This field indicates to the HDMI Sink how many repetitions of each unique pixel are transmitted. In non-repeated formats, this value is zero.

For pixel-repeated formats, this value indicates the number of pixels that may be discarded by the Sink without losing real image content.

The Source shall always accurately indicate the pixel repetition count being used. The use of the Pixel Repetition field is optional for HDMI Sink.

The use of this pixel-repetition count field is more fully described in CEA-861-D.

6.5   Pixel Encodings and Color Depth

There are three different pixel encodings that may be sent across an HDMI cable: YC_BC_R 4:4:4, YC_BC_R 4:2:2 and RGB 4:4:4. Whichever encoding is used, it shall conform to one of the methods described in this section.

There are four color depths supported: 24-, 30-, 36- and 48-bits per pixel. Only RGB 4:4:4 and YC_BC_R 4:4:4 are permitted at depths greater than 24-bits ("Deep Color" modes).

6.5.1   24-Bit Pixel Encodings

Figure 6-1 shows the default encoding, RGB 4:4:4 for 24-bit color depth. The R, G, and B components of the first pixel for a given line of video are transferred on the first pixel of the video data period following the Guard Band characters.
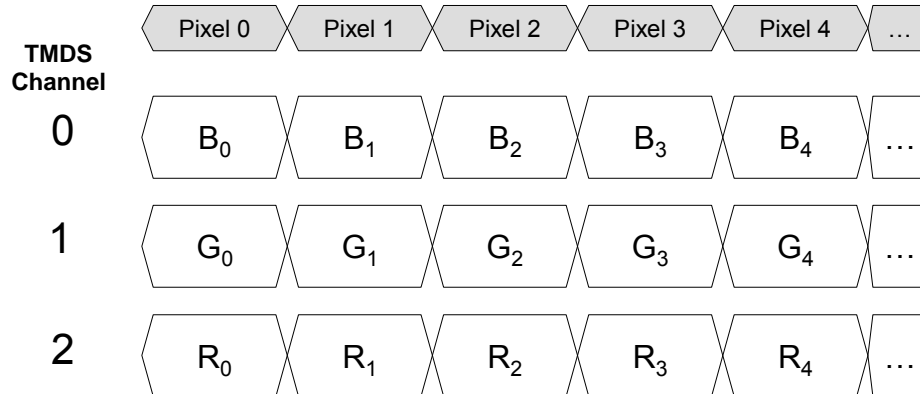
Figure 6-1 Default pixel encoding: RGB 4:4:4, 8 bits/component

Figure 6-2 shows the signal mapping and timing for transferring 24-bit YC_BC_R 4:2:2 data across HDMI. Because 4:2:2 data only requires two components per pixel, more bits are allocated per component. The available 24 bits are split into 12 bits for the Y component and 12 bits for the C components.
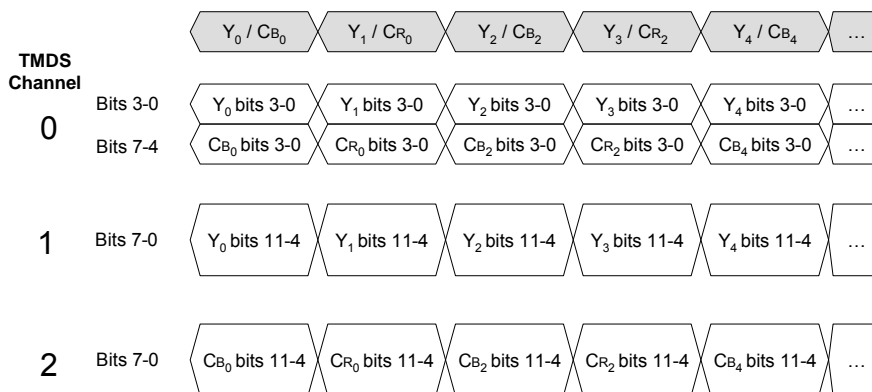
Figure 6-2 YC$_B$C$_R$ 4:2:2 component

The YC$_B$C$_R$ 4:2:2 pixel encoding on HDMI closely resembles standard ITU-R BT.601. The high-order 8 bits of the Y samples are mapped onto the 8 bits of Channel 1 and the low-order 4 bits are mapped onto the low-order 4 bits of Channel 0. If fewer than 12 bits are used, the valid bits shall be left-justified (i.e. MSb=MSb) with zeroes padding the bits below the LSb.

The first pixel transmitted within a Video Data Period contains three components, Y0, Cb0 and Cr0. The Y0 and Cb0 components are transmitted during the first pixel period while Cr0 is transmitted during the second pixel period. This second pixel period also contains the only component for the second pixel – Y1. In this way, the link carries one C$_B$ sample for every two pixels and one Cr sample for every two pixels. These two components (C$_B$ and C$_R$) are multiplexed onto the same signal paths on the link.

At the third pixel, this process is repeated with the Y and C$_B$ components for the third pixel being transmitted, followed, in the next pixel period, by the C$_R$ component of the third pixel and the Y component of the fourth pixel.

YC$_B$C$_R$ 4:4:4 data is transferred using the scheme illustrated in Figure 6-3.
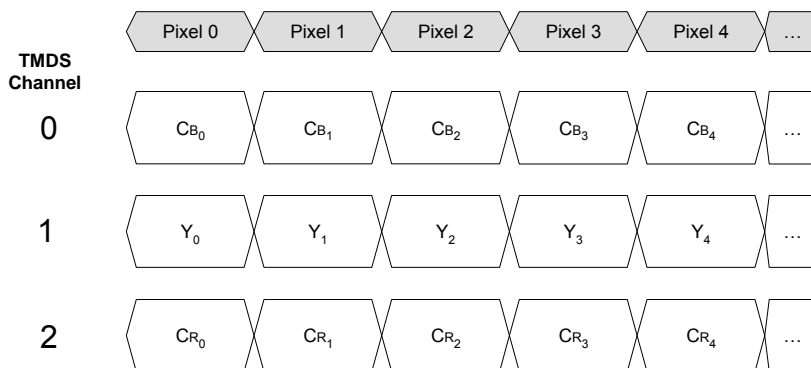
Figure 6-3 8-bit YC$_B$C$_R$ 4:4:4 mapping

6.5.2   Deep Color Pixel Packing

For a color depth of 24 bits/pixel, pixels are carried at a rate of one pixel per TMDS clock. At deeper color depths, the TMDS clock is run faster than the source pixel clock providing the extra bandwidth for the additional bits. The TMDS clock rate is increased by the ratio of the pixel size to 24 bits:

- 24 bit mode: TMDS clock = 1.0 x pixel clock (1:1)

- 30 bit mode: TMDS clock = 1.25 x pixel clock (5:4)

- 36 bit mode: TMDS clock = 1.5 x pixel clock (3:2)

- 48 bit mode: TMDS clock = 2.0 x pixel clock (2:1)

When operating in a Deep Color mode, all video data (pixels) and signaling (HSYNC, VSYNC, DE transitions) are grouped into a series of packed Pixel Groups, each carrying the same number of pixels and each requiring the same number of TMDS clocks for transmission. On each TMDS

clock, one Fragment of the Pixel Group is transmitted. The number of pixels per group and number of fragments per group depends on the pixel size:

- 24 bit mode: 1 pixel/group, 1 fragment/group

- 30 bit mode: 4 pixels/group, 5 fragments/group

- 36 bit mode: 2 pixels/group, 3 fragments/group

- 48 bit mode: 1 pixel/group, 2 fragments/group

During active video, the input pixel data is packed into these groups. During blanking, HSYNC and VSYNC are packed into these same groups. In this way, all video-related protocol elements are carried at a direct ratio to the pixel clock, thus ensuring no change to the relationship between the pixel clock and the pixel data, DE transitions and HSYNC or VSYNC transitions. This also allows any sequence of HSYNC, VSYNC, DE transitions, etc. that can be supported at 24 bits/pixel to be supported equally in any other pixel size.

All other HDMI protocol elements are unaffected by the Deep Color pixel packing. Data Islands, Video Guard Bands and Preambles occur as they do in normal (24-bit) mode – each Preamble is 8 TMDS clocks, each Data Island packet is 32 TMDS clocks, and each Guard Band is 2 TMDS clocks.

As shown above, a pixel group consists of 1, 2, or 4 pixels. Each pixel group is broken into 1, 2, 3 or 5 pixel fragments transmitted one fragment per TMDS clock.

Each TMDS character period (one TMDS clock) in the transmitted stream carries a single Fragment of a Pixel Group and so represents a particular Packing Phase of the group. It is necessary for the Sink to determine which character in the stream of characters represents the start of a new group, or phase 0, in order to synchronize its pixel unpacking state with the source's pixel packing state. To accomplish this, the source sends a packet indicating the packing phase of a specific pixel (see 6.5.3 for packet details). This packet is sent at least once per video field indicating the then-current packing phase. The sink uses this data to initially determine where each new group starts should also use this periodic update to verify that it is still synchronized or to recover from gross errors on the link.

The following tables specify all Pixel Encodings for all color depths. For each mode, the packing for each phase is described. Packing phases for active video are identified as "mPn" (10P0, 10P1, etc. while the packing phases for blanking are identified as "mCn" (10C0, 10C1, etc.).

24 bit mode: P (pixels/group) = 1 pixel; L (fragments/group) = 1 fragment (1 TMDS character). Standard HDMI format.

Fragment	Phase	Pixels	8 bit HDMI pixel data code (to encoder)							
			Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
8P0	0	A	A0	A1	A2	A3	A4	A5	A6	A7

30 bit mode: P = 4 pixels; L = 5 fragments

Fragment	Phase	Pixels	8 bit HDMI pixel data code (to encoder)							
			Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
10P0	0	A	A0	A1	A2	A3	A4	A5	A6	A7
10P1	1	A+B	A8	A9	B0	B1	B2	B3	B4	B5
10P2	2	B+C	B6	B7	B8	B9	C0	C1	C2	C3
10P3	3	C+D	C4	C5	C6	C7	C8	C9	D0	D1
10P4	4	D	D2	D3	D4	D5	D6	D7	D8	D9

36 bit mode: P = 2 pixels; L = 3 fragments

Fragment	Phase	Pixels	8 bit HDMI pixel data code (to encoder)							
			Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
12P0	0	A	A0	A1	A2	A3	A4	A5	A6	A7
12P1	1	A+B	A8	A9	A10	A11	B0	B1	B2	B3
12P2	2	B	B4	B5	B6	B7	B8	B9	B10	B11

48 bit mode: P = 1 pixel; L = 2 fragments

Fragment	Phase	Pixels	8 bit HDMI pixel data code (to encoder)							
			Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7
16P0	0	A	A0	A1	A2	A3	A4	A5	A6	A7
16P1	1	A	A8	A9	A10	A11	A12	A13	A14	A15

During blanking, one HSYNC and VSYNC value per pixel clock is carried in each Pixel Group. This provides one more HSYNC and VSYNC slot per group than is required (e.g. 5 TMDS clocks for 4 pixels) so the HSYNC and VSYNC values are simply repeated on the last TMDS clock of a group.

The following tables specify, for each mode, the group size and the sequence of HSYNC and VSYNC transmission within a group.

Source HSYNC/VSYNC values for each pixel are labeled S, T, U, V (as needed). Source HSYNC/VSYNC value S is the leftmost (earliest) code in the group.

- 24 bit mode:

Group size = 1 pixel; 1 fragment.

Fragment	HS/VS value
8C0	S

- 30 bit mode:

In 30-bit mode, if the Video Data Period ends before the pixel group boundary, the remaining fragments are filled using one or more steps from the 10PC*n* sequence listed in the table below until the group boundary is reached (step 10PC4). After that, the normal sequence is used (steps 10C*n*).

Group size = 4 pixels; 5 fragments.

Fragment	HS/VS value
10C0	S
10C1	T
10C2	U

10C3	V
10C4	V

30-bit mode remnant (Falling Edge of DE occurs mid-group). Bridge states for transition from 10P*n* to 10C0 are named "10PC*n*":

Fragment	HS/VS value
10PC2	T
10PC3	U
10PC4	V

- 36 bit mode:

Group size = 2 pixels; 3 fragment.

Fragment	HS/VS value
12C0	S
12C1	T
12C2	T

- 48 bit mode:

Group size = 1 pixel; 2 fragment.

Fragment	HS/VS value
16C0	S
16C1	S

6.5.3 Deep Color Mode / Phase Indication

When in a Deep Color mode, the Source and Sink each records the packing phase of the last pixel character of a Video Data period. The Source occasionally sends a General Control Packet (GCP) communicating the current color depth and the packing phase of the last pixel character sent prior to the GCP. This data is valid in the GCP whenever CD (CD0, CD1, CD2, CD3) is non-zero. Whenever the Sink receives a GCP with non-zero CD data, it should compare the receiver's own color depth and phase with the CD data. If they do not match, the Sink should adjust its color depth and/or phase to match the CD data.

When transmitting Deep Color, the Source shall send a General Control Packet (GCP) with an accurate CD field indicating the current color depth and with the PP field (PP0, PP1, PP2, PP3) indicating the packing phase of the last pixel character (within the last Video Data Period) sent prior to the GCP. Sources shall only send GCPs with non-zero CD to Sinks that indicate support for Deep Color, and shall only select color depths supported by the Sink.

Once a Source sends a GCP with non-zero CD to a sink, it should continue sending GCPs with non-zero CD at least once per video field even if reverting to 24-bit color, as long as the Sink continues to support Deep Color.

If the Sink does not receive a GCP with non-zero CD for more than 4 consecutive video fields, it should exit deep color mode (revert to 24-bit color).

Color Depth field (CC) of SB1:

- When CD is zero, no information about color depth is indicated. PP shall be zero.

- When CD is non-zero, the color depth is indicated and the packing phase bits (PP) are valid.

Table 6-1 Color Depth (CD field) Values

CD3	CD2	CD1	CD0	Color Depth
0	0	0	0	Color Depth not indicated
0	0	0	1	Reserved
0	0	1	0	Reserved
0	0	1	1	Reserved
0	1	0	0	24 bits per pixel
0	1	0	1	30 bits per pixel
0	1	1	0	36 bits per pixel
0	1	1	1	48 bits per pixel
All other values				Reserved

A CD field of zero (Color Depth not indicated) shall be used whenever the Sink does not indicate support for Deep Color. [pw130]This value may also be used in Deep Color mode to transmit a GCP indicating only non-Deep Color information (e.g. AVMUTE).

When the CD field indicates 24 bits per pixel, the PP field is invalid and should be ignored by the Sink.

Pixel Packing Phase field (PP) of SB1:

- When the CD field is zero, the PP field shall also be zero.

- When the CD field is non-zero, the PP field indicates the packing phase of the last fragment in the most recent Video Data Period (prior to the GCP message).

Table 6-2 shows the specific PP values for each of the packing phases shown in the packing phase tables earlier.

Table 6-2 Pixel Packing Phase (PP field) Values

PP3	PP2	PP1	PP0	Pixel packing Phase
0	0	0	0	Phase 4 (10P4)
0	0	0	1	Phase 1 (10P1, 12P1, 16P1)
0	0	1	0	Phase 2 (10P2, 12P2)
0	0	1	1	Phase 3 (10P3)
0	1	0	0	Reserved
All other values				Reserved

Packing phase 0 does not need to be indicated using the PP bits. This is not necessary as phase 0 always represents only part of the first pixel of the group and therefore, no Video Data Period will end at phase 0. If the active video ended after the first pixel, then the final phase will be phase 1, containing the last bits of the first pixel.

If the transmitted video format has timing such that the phase of the first pixel of every Video Data Period corresponds to pixel packing phase 0 (e.g. 10P0, 12P0, 16P0), the Source may set the Default_Phase bit in the GCP. The Sink may use this bit to optimize it's filtering or handling of the PP field.

Default_Phase field of GCP SB2:

- When Default_Phase is 0, the PP bits may vary and the first pixel of each Video Data Period may vary.

- When Default_Phase is 1, the following will be true:

  - The first pixel of each Video Data Period shall always have a pixel packing phase of 0 (10P0, 12P0, 16P0).

  - The first pixel following each Video Data Period shall have a pixel packing phase of 0 (10C0, 12C0, 16C0).

  - The PP bits shall be constant for all GCPs and will be equal to the last packing phase (10P4, 12P2, 16P1).

  - The first pixel following every transition of HSYNC or VSYNC shall have a pixel packing phase of 0 (10C0, 12C0, 16C0).

6.5.4   Pixel Repetition

During pixel-doubling (Pixel_Repetition_Count = 1), all of the data sent across during the first pixel period will be repeated during the second pixel period. The third pixel period will then represent the second actual pixel and so on. This is shown below for YC_BC_R 4:2:2.
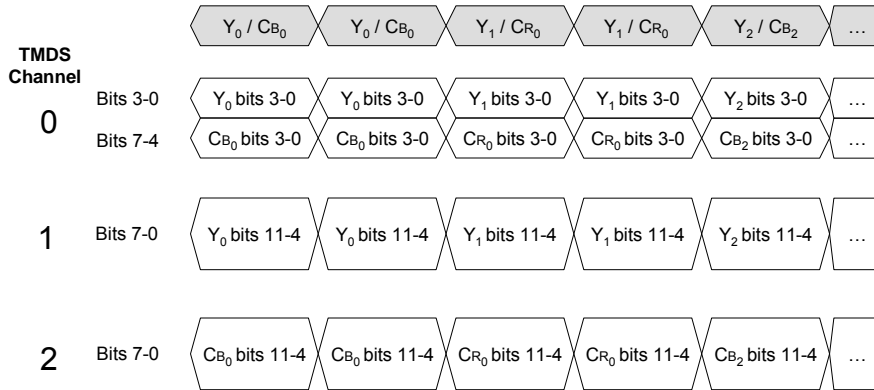
Figure 6-4 YC$_B$C$_R$ 4:2:2 with Pixel-Doubling

Pixel repetition is permitted in conjunction with Deep Color modes. The Source replicates the pixels as described above prior to Deep Color packing into multiple fragments.

6.6   Video Quantization Ranges

Black and white levels for video components shall be either "Full Range" or "Limited Range." YC$_B$C$_R$ components shall always be Limited Range while RGB components may be either Full Range or Limited Range. While using RGB, Limited Range shall be used for all video formats defined in CEA-861-D, with the exception of VGA (640x480) format, which requires Full Range.

Table 6-3 Video Color Component Ranges

Color Components	Component Bit Depth	for Full range		for Limited range	
		Black level	Nominal Peak (White level)	Black level	Nominal Peak (White level)
R / G / B	8	0	255	16	235
R / G / B	10	0	1023	64	940
R / G / B	12	0	4095	256	3760
R / G / B	16	0	65535	4096	60160

Color Component	Bit Depth	for Full range	for Limited range		
			Black level	Nominal Peak	Valid range
Y	8	not allowed	16	235	1 to 254
C$_B$ / C$_R$			-	16 and 240	
Y	10	not allowed	64	940	4 to 1019
C$_B$ / C$_R$			-	64 and 960	
Y	12	not allowed	256	3760	16 to 4079
C$_B$ / C$_R$			-	256 and 3840	
Y	16	not allowed	4096	60160	256 to 65279
C$_B$ / C$_R$			-	4096 and 61440	

For component ranges for xvYCC, please refer to IEC 61966-2-4.

6.7   <u>Colorimetry</u>

6.7.1   Default Colorimetry

Sources will typically use the specific default colorimetry for the video format being transmitted. If no colorimetry is indicated in the AVI InfoFrame's C field (C1, C0) then the colorimetry of the transmitted signal shall match the default colorimetry for the transmitted video format.

6.7.1.1   480p, 480i, 576p, 576i, 240p and 288p

The default colorimetry for all 480-line, 576-line, 240-line, and 288-line video formats described in CEA-861-D is based on SMPTE 170M.

6.7.1.2   1080i, 1080p and 720p

The default colorimetry for high-definition video formats (1080i, 1080p and 720p) described in CEA-861-D is based on ITU-R BT.709-5.

6.7.1.3   Other Formats

The default colorimetry of other video formats is sRGB.

6.7.2   Applicable Colorimetry Standards

6.7.2.1   SMPTE 170M / ITU-R BT.601

For any video categorized as SMPTE 170M, ITU-R BT.601-5 Section 3.5 shall be used for any color space conversion needed in the course of processing.

The encoding parameter values shall be as defined in Table 3 of ITU-R BT.601-5 and as summarized in Section 6.6.

6.7.2.2   ITU-R BT.709-5

For any video categorized as ITU-R BT.709, Part 1, Section 4 of that document shall be used for any color space conversion needed in the course of processing.

The digital representation shall be as defined in Part 1, Section 6.10 of ITU-R BT.709-5 and as summarized in Section 6.6.

6.7.2.3   IEC 61966-2-4 (xvYCC)

IEC 61966-2-4 defines the "Extended-gamut YCC color space for video applications". It is based on the YCC color encoding described in ITU-R BT.709-5 but extends its definition to a much wider gamut.

$xvYCC_{601}$ is based on the colorimetry defined in ITU-R BT.601, and $xvYCC_{709}$ is based on the colorimetry defined in ITU-R BT.709.

Refer to Chapter 4.3 of IEC 61966-2-4 for more details.

Any Source transmission of xvYCC video (either $xvYCC_{601}$ or $xvYCC_{709}$) shall be accompanied by the transmission of valid gamut boundary metadata.

If the attached Sink does not support xvYCC or does not support Gamut Metadata Packets, then the Source should not transmit xvYCC-encoded video and shall not indicate $xvYCC_{601}$ or $xvYCC_{709}$ in the AVI InfoFrame.

6.7.3   Gamut-Related Metadata

HDMI has the ability to carry a description of the video gamut boundary using the Gamut Metadata Packet.

The Sink indicates support for specific transmission profiles by setting one or more of the MD0, MD1, etc. bits in the Colorimetry Data Block.

If the attached Sink's EDID does not include a Colorimetry Data Block then the Source shall not transmit Gamut Metadata Packets. Note that xvYCC colorimetry requires transmission of the gamut metadata.

7   Audio

7.1   Relationship with IEC 60958/IEC 61937

L-PCM and IEC 61937 compressed audio data is formatted in the Audio Sample Packet or in the High Bitrate Audio Stream Packet as a structure that closely resembles an IEC 60958 frame. (Note: One Bit Audio and DST use a different mechanism – see the overview in sections 7.9.)

On HDMI, each IEC 60958 sub-frame is represented as a 28-bit word. There is no encoding of the preamble type, which instead is replaced with a "B" bit (start-of-block) in each Audio Sample packet. The B bit shall be set for a "B, W" frame and shall be clear for an "M, W" frame. (IEC 60958-1 Section 4.1.2). No other sub-frame preamble combinations are allowed.

Except where specifically indicated in this document, the behavior of all fields within the Audio Sample Subpackets shall follow the corresponding rules specified in the IEC 60958 or IEC 61937 specifications.

HDMI supports any IEC 61937 compressed audio format with a maximum bitrate of 6.144Mbps (frame rate of 192kHz) or less using Layout 0 of the Audio Sample Packet and higher bitrates using the HBR Audio Stream Packet (defined in section 5.3.11). See section 7.6 for more details.

Any IEC 61937-compliant compressed audio format may be supported by an HDMI Source or Sink if a published version of CEA-861 specifies an appropriate Audio Format Code for use in the EDID's CEA Short Audio Descriptor (see CEA-861-D, table 37).

When receiving multi-channel audio, the Sink should not assume that Channel Status bits carried in Subpackets other than Subpacket 0 will have valid data.

7.2   Audio Sample Clock Capture and Regeneration

Audio data being carried across the HDMI link, which is driven by a TMDS clock running at a rate corresponding to the video pixel rate, does not retain the original audio sample clock. The task of recreating this clock at the Sink is called Audio Clock Regeneration.

There are a variety of clock regeneration methods that can be implemented in an HDMI Sink, each with a different set of performance characteristics. This specification does not attempt to define exactly how these mechanisms operate. It does however present a possible configuration and it does define the data items that the HDMI Source shall supply to the HDMI Sink in order to allow the HDMI Sink to adequately regenerate the audio clock. It also defines how that data shall be generated.

In many video source devices, the audio and video clocks are generated from a common clock (coherent clocks). In this situation, there exists a rational (integer divided by integer) relationship between these two clocks. The HDMI clock regeneration architecture can take advantage of this rational relationship and can also work in an environment where there is no such relationship between these two clocks, that is, where the two clocks are truly asynchronous or where their relationship is unknown.

Figure 7-1 Audio Clock Regeneration model, illustrates the overall system architecture model used by HDMI for audio clock regeneration. The Source shall determine the fractional relationship between the TMDS clock and an audio reference clock (128 * audio sample rate [f_s]) and shall pass the numerator and denominator of that fraction to the Sink across the HDMI link. The Sink

may then recreate the audio clock from the TMDS clock by using a clock divider and a clock multiplier.

The exact relationship between the two clocks will be:

$$128*f_S = f_{TMDS\_clock} * N / CTS.$$

The Source shall determine the value of the numerator N as specified in Section 7.2.1. Typically, this value N will be used in a clock divider to generate an intermediate clock that is slower than the $128*f_S$ clock by the factor N. The Source will typically determine the value of the denominator CTS (Cycle Time Stamp) by counting the number of TMDS clocks in each of the $128*f_S/N$ clocks.

If there is a constant fractional relationship between these two clocks, and the two clocks are exactly synchronous, then the CTS value will quickly come to a constant value. If the clocks are asynchronous, or there is some amount of jitter between the two clocks, then the CTS value will typically alternate between two or three different values. Greater variations are possible with larger jitter.

Note: N and CTS values are transmitted using the "Audio Clock Regeneration" Packet. Video Clock is transmitted on TMDS Clock Chanel.
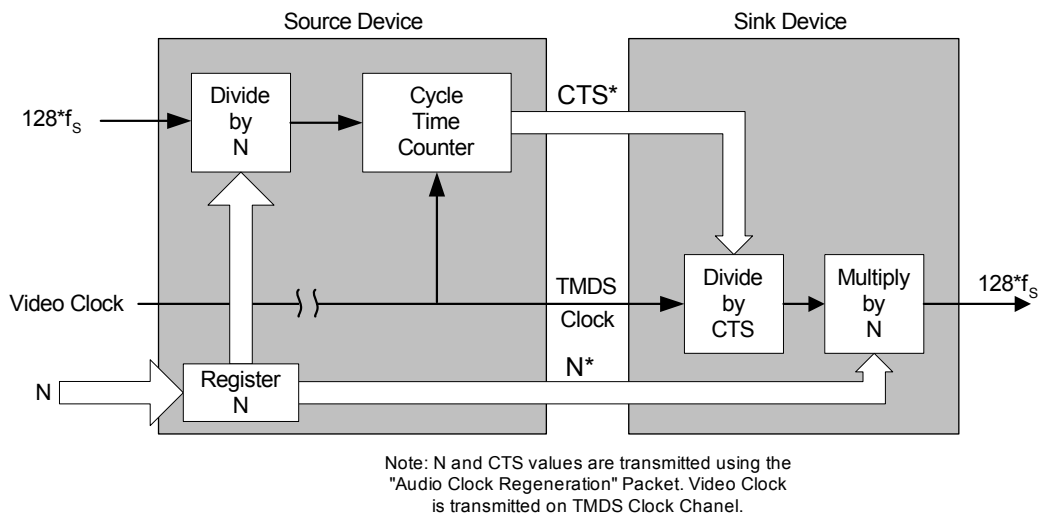
Figure 7-1 Audio Clock Regeneration model
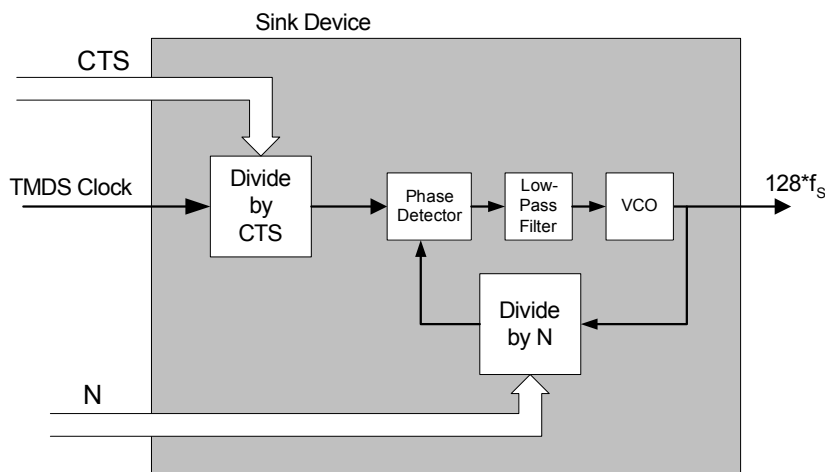
Figure 7-2 Optional Implementation: Audio Sink

It is expected that most Sinks will be implemented with an architecture similar to that shown in Figure 7-2, however, it is permitted and possible to devise an audio clock regeneration function that does not take advantage of the N or CTS values passed to the Sink.

Note that the ACR mechanism uses the TMDS clock, not the pixel clock. When transmitting normal 24-bit pixels, the two are equivalent but when transmitting Deep Color modes, the TMDS clock, used for the ACR, will be running at a higher rate than the pixel clock.

It is recommended that Source devices be designed to support integer CTS values whenever possible.

7.2.1   N parameter

N shall be an integer number and shall meet the following restriction:

$$128*f_S / 1500Hz \leq N \leq 128*f_S / 300Hz$$

with a recommended optimal value of

$$128*f_S / 1000Hz \text{ approximately equals } N$$

For coherent audio and video clock Sources, the tables in section 7.2.3 below should be used to determine the value of N. For non-coherent Sources or Sources where coherency is not known, the equations above should be used.

7.2.2   CTS parameter

CTS shall be an integer number that satisfies the following:

$$(\text{Average CTS value}) = (f_{TMDS\_clock} * N) / (128 * f_S)$$

7.2.3   Recommended N and Expected CTS Values

The recommended value of N for several standard TMDS clock rates are given in Table 7-1, Table 7-2, and Table 7-3. It is recommended that Sources with non-coherent clocks use the values listed for a TMDS clock of "Other".

Table 7-1 Recommended N and Expected CTS for 32kHz

TMDS Clock (MHz)	32 kHz	
	N	CTS
25.2 / 1.001	4576	28125
25.2	4096	25200
27	4096	27000
27 * 1.001	4096	27027
54	4096	54000
54 * 1.001	4096	54054
74.25 / 1.001	11648	210937-210938*
74.25	4096	74250
148.5 / 1.001	11648	421875
148.5	4096	148500
Other	4096	Measured

* Note: This value will alternate because of restriction on N.

Table 7-2 Recommended N and Expected CTS for 44.1kHz and Multiples

TMDS Clock (MHz)	44.1 kHz		88.2 kHz		176.4 kHz	
	N	CTS	N	CTS	N	CTS
25.2 / 1.001	7007	31250	14014	31250	28028	31250
25.2	6272	28000	12544	28000	25088	28000
27	6272	30000	12544	30000	25088	30000
27 * 1.001	6272	30030	12544	30030	25088	30030
54	6272	60000	12544	60000	25088	60000
54 * 1.001	6272	60060	12544	60060	25088	60060
74.25 / 1.001	17836	234375	35672	234375	71344	234375
74.25	6272	82500	12544	82500	25088	82500
148.5 / 1.001	8918	234375	17836	234375	35672	234375
148.5	6272	165000	12544	165000	25088	165000
Other	6272	measured	12544	measured	25088	measured

Table 7-3 Recommended N and Expected CTS for 48kHz and Multiples

TMDS Clock (MHz)	48 kHz		96 kHz		192 kHz	
	N	CTS	N	CTS	N	CTS
25.2 / 1.001	6864	28125	13728	28125	27456	28125
25.2	6144	25200	12288	25200	24576	25200
27	6144	27000	12288	27000	24576	27000
27 * 1.001	6144	27027	12288	27027	24576	27027
54	6144	54000	12288	54000	24576	54000
54 * 1.001	6144	54054	12288	54054	24576	54054
74.25 / 1.001	11648	140625	23296	140625	46592	140625
74.25	6144	74250	12288	74250	24576	74250
148.5 / 1.001	5824	140625	11648	140625	23296	140625
148.5	6144	148500	12288	148500	24576	148500
Other	6144	measured	12288	measured	24576	measured

7.2.4   L-PCM and IEC 61937 Compressed Audio ACR

For any L-PCM stream, the ACR f_S value shall be equal to the audio sample rate.

For any IEC 61937 compressed audio with an IEC 60958 frame rate at or below 192kHz, the ACR f_S value shall be equal to the frame rate. For any such stream with an IEC 60958 frame rate above 192kHz, the ACR f_S value shall be 1/4th of the frame rate.

7.2.5   One Bit Audio ACR

For any One Bit Audio stream, the ACR f_S value shall be 1/64th of the bit rate. For One Bit Audio data from Super Audio CD (2.8224MHz) the ACR f_S would therefore be 44.1kHz.

7.2.6   DST Audio ACR

For DST audio streams, the ACR f_S corresponds to the sample rate of the underlying compressed audio samples, which is typically 64*44.1kHz (2.8224MHz). This is true whether DST_Normal or DST_Double rate is used.

7.3   Audio Sample Rates and Support Requirements

If an HDMI Source supports audio transmission across any output, then it shall support HDMI audio transmission. Exceptions to this rule for Sources with Type B connectors are found in Appendix B.

An HDMI Source is permitted to transmit L-PCM audio data at sample rates of 32kHz, 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz or 192kHz.

An HDMI Source is permitted to transmit IEC 61937 compressed audio at any IEC 60958 frame rate listed in Table 7-4.

If an HDMI Source supports any HDMI audio transmission, then it shall support 2 channel L-PCM (using an IEC 60958 Subpacket structure), with either 32kHz, 44.1kHz or 48kHz sampling rate and a sample size of 16 bits or more.

Transmitted audio shall have an audio sample rate (f_S) within $\pm$1000 ppm of the sample rate indicated in Channel Status bits 24 through 27.

If an HDMI Sink supports audio reception from any input, then it shall support audio reception from all HDMI inputs.

An HDMI Sink may accept L-PCM audio at sample rates of 32kHz, 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz or 192kHz, and should indicate these capabilities in the E-EDID data structure.

An HDMI Sink may accept IEC 61937 compressed audio at any IEC 60958 frame rate listed in Table 7-4, and should indicate these capabilities in the E-EDID data structure.

An HDMI Sink that is capable of accepting any audio format is required to accept two channel (IEC 60958-formatted) L-PCM audio at sample rates of 32kHz, 44.1kHz, and 48kHz.

A Sink shall support the reception of an audio stream with correct sample rate indication in Channel Status bits 24 through 27 and with a sample rate (f_S) within $\pm$1000 ppm of any supported sample rate. There is no sample size usage restriction for Sinks.

For CEA-861-D references to Sources, "Basic Audio" is defined as two channel L-PCM audio at sample rates of 32kHz, 44.1kHz, *or* 48kHz, with a sample size of at least 16 bits. For CEA-861-D references to DTV devices, "Basic Audio" is defined as two channel L-PCM audio at sample rates of 32kHz, 44.1kHz, *and* 48kHz.

An HDMI Repeater shall support HDMI audio reception and transmission.

Whenever transmitting a valid audio stream, HDMI Sources shall always include valid and correct information in Channel Status bits 24 through 27. For L-PCM audio, these bits shall indicate the audio sample frequency. For compressed audio formats, these bits shall indicate the IEC 60958 frame rate. An HDMI audio stream shall only indicate values shown in Table 7-4. Note that the allowed values do not include the IEC 60958-specified "Sample frequency not indicated" value.

Table 7-4 Allowed Values for Channel Status bits 24 to 27

Channel Status Bit Number				Sample Frequency or Frame Rate
24	25	26	27	
1	1	0	0	32 kHz
0	0	0	0	44.1 kHz
0	0	0	1	88.2 kHz
0	0	1	1	176.4 kHz
0	1	0	0	48 kHz
0	1	0	1	96 kHz
0	1	1	1	192 kHz
1	0	0	1	768 kHz

Note that rates of 352.8 kHz, 384 kHz, 705.6 kHz are not yet supported by IEC 60958. When this happens, these rates may be supported by an HDMI Source or Sink.

In some cases, pixel-repetition may be required to increase the available bandwidth for audio transmission. For instance, when transmitting a 720x480p video format timing, it is required to pixel double in order to transmit 6 channels @ 96kHz.

7.3.1   One Bit Audio Sample Rate Requirements

A Source may transmit One Bit Audio at an f_S ($1/64^{th}$ of the bit rate) of 32kHz, 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz or 192kHz. Any Source capable of supporting One Bit Audio should support an f_S of 44.1kHz, corresponding to a bit rate of 2.8224MHz.

Transmitted One Bit Audio shall have an audio sample rate within ±1000 ppm of the targeted sample rate.

A Sink may accept One Bit Audio at an f_S ($1/64^{th}$ of the bit rate) of 32kHz, 44.1kHz, 48kHz, 88.2kHz, 96kHz, 176.4kHz or 192kHz. Any Sink capable of supporting One Bit Audio shall support an f_S of 44.1kHz, corresponding to a bit rate of 2.8224MHz.

For One Bit Audio, sample frequency information is carried in the Audio InfoFrame (see section 8.2.2).

7.3.2   DST Audio Sample Rate Requirements

All current DST streams carry compressed one bit audio samples with an actual (DAC) sampling frequency of 64*44.1kHz (2.8224MHz).

Any Source capable of supporting DST may transfer DST streams using either DST_Normal or DST_Double rate transmission.

Transmitted DST shall have an audio sample rate within ±1000 ppm of the targeted sample rate.

Any Sink capable of supporting DST shall support streams with a sample rate of 64*44.1kHz (an f_S of 44.1kHz), and shall support reception of both DST_Normal and DST_Double rate.

7.3.3   Video Dependency

Available audio bandwidth depends upon the TMDS clock frequency, the video format timing, and whether or not content protection re-synchronization is needed.

Table 7-5 shows the available audio sample rates for 2-channel (Layout 0) and 8-channel (Layout 1) audio transmission at the various video format timings specified in CEA-861-D, assuming that 58 TMDS clocks of the horizontal blanking interval is required for content protection re-synchronization.

Table 7-5 Max Sampling Frequency for 24-bit Video Format Timings* (Informative)

Description	Format Timing	Pixel Repetition	Vertical Freq (Hz)	Max f_S 8 ch (kHz)	Max frame rate 2 ch, comp**	SuperAudio CD Channel Count
VGA	640x480p	none	59.94/60	48	192	2
480i	1440x480i	2	59.94/60	88.2	192	2
480i	2880x480i	4	59.94/60	192	768	8
240p	1440x240p	2	59.94/60	88.2	192	2
240p	2880x240p	4	59.94/60	192	768	8
480p	720x480p	none	59.94/60	48	192	2
480p	1440x480p	2	59.94/60	176.4	384	8
480p	2880x480p	4	59.94/60	192	768	8
720p	1280x720p	none	59.94/60	192	768	8
1080i	1920x1080i	none	59.94/60	192	768	8
1080p	1920x1080p	none	59.94/60	192	768	8
480i / 120Hz	1440x480i	2	119.9/120	176.4	384	8
480p / 120Hz	720x480p	none	119.9/120	96	384	8
50Hz Formats						
576i	1440x576i	2	50	88.2	192	2
576i	2880x576i	4	50	192	768	8
288p	1440x288p	2	50	88.2	192	2
288p	2880x288p	4	50	192	768	8
576p	720x576p	none	50	48	192	2
576p	1440x576p	2	50	176.4	384	8
576p	2880x576p	4	50	192	768	8

720p/50	1280x720p	none	50	192	768	8
1080i/50	1920x1080i	none	50	192	768	8
1080p/50	1920x1080p	none	50	192	768	8
1080i, 1250 total	1920x1080i	none	50	192	768	8
576i / 100Hz	1440x576i	2	100	176.4	384	8
576p / 100Hz	720x576p	none	100	96	384	8
1080p @ 24-30Hz						
1080p	1920x1080p	None	24	192	768	8
1080p	1920x1080p	None	25	192	768	8
1080p	1920x1080p	None	29.97/30	192	768	8

* Note that formats listed in Section 6.2.4 but not listed above can carry 8 channels at 192kHz or 8 channels of One Bit Audio at the SuperAudio CD rate.

** Note that 2-channel PCM can never exceed 192kHz. Higher values in this column indicate higher frame rates that can be used for compressed streams. Note that 384kHz is not currently supported by IEC 60958.

7.4   Channel / Speaker Assignment

HDMI allows a Sink to indicate the configuration of attached speakers through the use of the Speaker Allocation Data Block described in CEA-861-D section 7.5.3. Sinks supporting multi-channel L-PCM or multi-channel One Bit Audio shall include this Data Block.

In addition, for L-PCM or One Bit audio streams, the Source shall specify the speaker assignment for each of the channels in the audio stream delivered to the Sink. CEA-861-D section 6.6 specifies the available speaker assignments for active audio channels on HDMI. The indication of the current speaker assignment is carried in the CA field of the Audio InfoFrame.

7.5   Audio, Video Synchronization

For a variety of reasons, an HDMI link may add a delay to the audio and/or video.

An HDMI Source shall be capable of transmitting audio and video data streams with no more than ±2 msec of audio delay relative to the video. Due to the uneven transmission of audio data, the delay shall be considered to be the average delay of all of the audio sample packets over the course of 3 steady-state video frames.

7.6   Audio Data Packetization

Each Subpacket of an Audio Sample Packet shall contain zero or one IEC 60958-defined "frames" of an IEC 60958 or IEC 61937 "block." There are two defined Subpacket layouts. No others are permitted.

Table 7-6 Audio Packet Layout and Layout Value

Layout Value	Max Num Channels	Samples	Subpkt 0	Subpkt 1	Subpkt 2	Subpkt 3
0	2	4	Chnl 1,2 Sample 0	Chnl 1,2 Sample 1	Chnl 1,2 Sample 2	Chnl 1,2 Sample 3
1	8	1	Chnl 1,2 Sample 0	Chnl 3,4 Sample 0	Chnl 5,6 Sample 0	Chnl 7,8 Sample 0

There are four sample_present bits in the Audio Sample Packet Header, one for each of the Subpackets. These indicate if that Subpacket contains audio sample(s).

In addition, there are four sample_flat.spX bits which are set if no useful audio data was available at the Source during the time period represented by that sample. This may occur during sample rate changes or temporary stream interruptions. When sample_flat.spX is set, Subpacket X continues to represent a sample period but does not contain useful audio data. The sample_flat.spX bit is only valid when the corresponding sample_present.spX bit is set.

Layout 0 can be used to carry up to four samples from a single IEC 61937 or from a single 2-channel IEC 60958 stream of audio.

There are only five valid configurations of sample_present bits for a Layout 0 Audio Packet. They are shown in Table 7-7.

Table 7-7 Valid Sample_Present Bit Configurations for Layout 0

SP0	SP1	SP2	SP3	Description
0	0	0	0	No Subpackets contain audio samples.
1	0	0	0	Only Subpacket 0 contains audio samples.
1	1	0	0	Subpackets 0 and 1 contain audio samples.
1	1	1	0	Subpackets 0, 1, and 2 contain audio samples.
1	1	1	1	All Subpackets contain audio samples.

Layout 1 can be used to carry one audio sample with three to eight channels of L-PCM audio (i.e. two to four IEC 60958 streams).

Valid combinations of sample_present bits for Layout 1 Audio Packets are determined by the permitted channel allocations as described in CEA-861-D section 6.6.

An HDMI Source shall place the data shown into the specified Subpackets and to identify the layout in the Audio Sample Packet Header.

The fields within a Subpacket with a corresponding sample_flat bit set or a sample_present bit clear, are not defined and can be any value.

480p / 576p Horizontal Blanking Interval

138 clocks

| 56 | 2 | 32 clocks | 2 | 44 | 2 |

**2 channels
Fs<=96kHz**

1 packet per
line, 3 or 4
samples per
packet

| Sample N |
| Sample N+1 |
| Sample N+2 |
| Sample N+3 |

| 56 | 2 | 32 clocks | 32 clocks | 2 | 12 | 2 |

**8 channels
Fs<=48kHz**

1 or 2 packets
per line

N / Chan. 1,2	N+1 / Chan. 1,2
N / Chan. 3,4	N+1 / Chan. 3,4
N / Chan. 5,6	N+1 / Chan. 5,6
N / Chan. 7,8	N+1 / Chan. 7,8

480p / 576p Horizontal Blanking Interval
- with Pixel Doubling

276 clocks

| 56 | 2 | 32 clocks | 32 clocks | 32 clocks | 2 | 118 clocks | 2 |

**8 channels
Fs=96kHz**

3 or 4 packets
per line

N / Chan. 1,2	N+1 / Chan. 1,2	N+2 / Chan. 1,2	N+3 / Chan. 1,2
N / Chan. 3,4	N+1 / Chan. 3,4	N+2 / Chan. 3,4	N+3 / Chan. 3,4
N / Chan. 5,6	N+1 / Chan. 5,6	N+2 / Chan. 5,6	N+3 / Chan. 5,6
N / Chan. 7,8	N+1 / Chan. 7,8	N+2 / Chan. 7,8	N+3 / Chan. 7,8

Figure 7-3 Example Audio Sample Timing (Informative)

7.6.1   One Bit Audio Packetization

When transmitting One Bit Audio, each Subpacket shall contain One Bit Audio bits for zero, one or two audio channels.

There are four sample_present bits in the One Bit Audio Sample Packet Header, one for each of the Subpackets. The corresponding bit is set if that Subpacket contains audio samples. There are four samples_invalid.spX bits which are set if no useful audio data was available at the Source during the time period represented by that sample. When samples_invalid.spX is set, Subpacket X continues to represent a sample period but does not contain any useful data.

Layout 0 can be used to carry 2 channels of One Bit Audio samples. Layout 1 can be used to carry from three to eight channels of One Bit Audio samples.

Valid combinations of sample_present bits for Layout 1 Audio Packets are determined by the permitted channel allocations as described in section 7.6 above.

The fields within a Subpacket with a corresponding samples_invalid bit set or a sample_present bit clear, are not defined and can be any value.
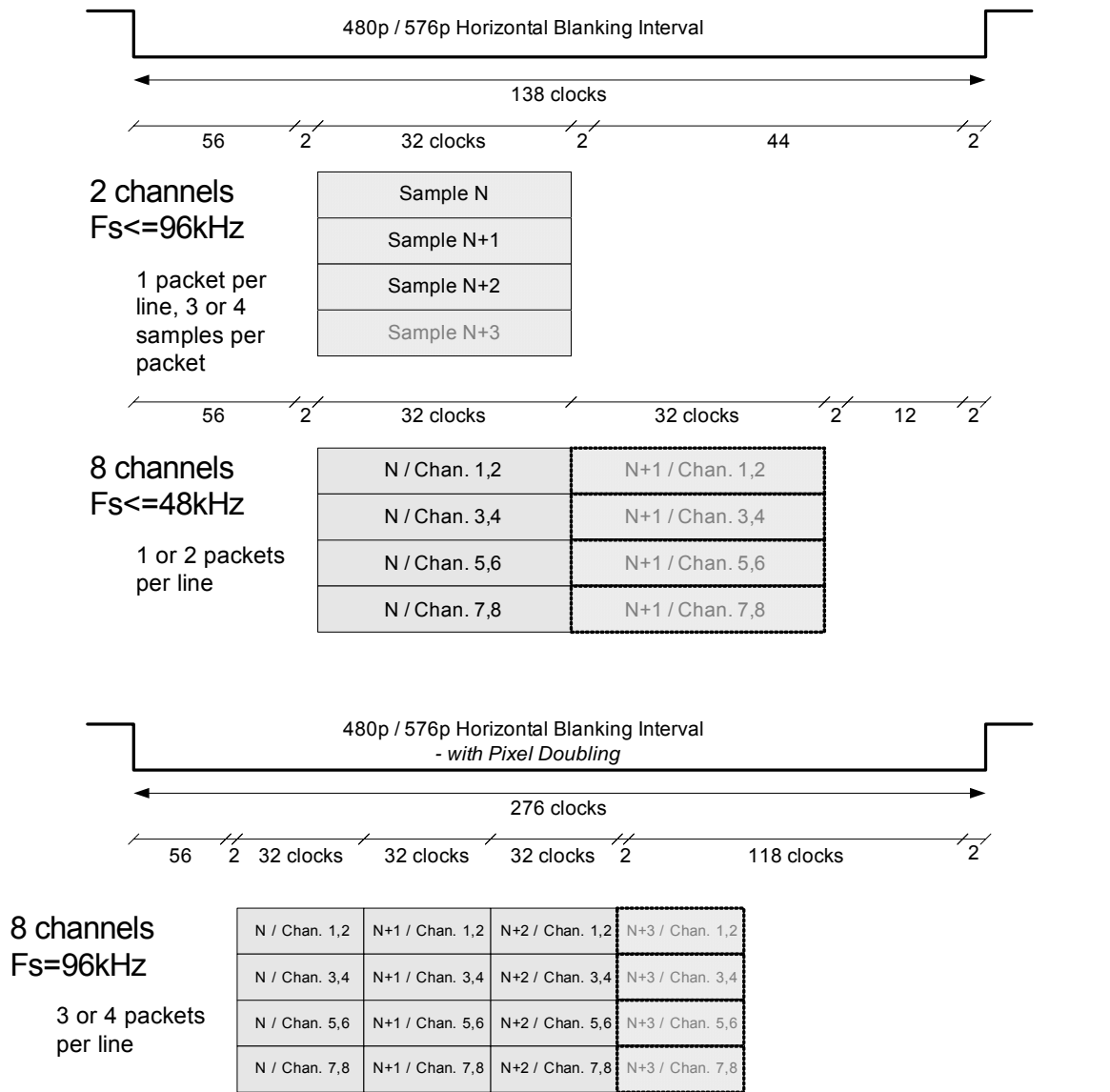
7.6.2   High-Bitrate Audio Stream Packetization

When carrying IEC 61937 compressed audio at frame rates above 192kHz, the HBR Audio Stream packet shall be used.

For many high bitrate streams (e.g. DTS-HD Master Audio and Dolby MAT), the IEC 61937 data bursts will always have a repetition period that is a multiple of four frames, and so the Pa and Pb syncwords will always be found in the same subpacket. In such cases, the codec vendor may impose the additional constraint that Pa and Pb always appear in subpacket 0.

7.6.3   DST Packetization

The DST audio stream consists of a series of frames, each of which carries audio data for $1/75^{th}$ of a second. Each DST frame will be transmitted using a number of DST Audio Packets. The end of a DST frame may occur within a DST Audio Packet. Any unused bits in such a DST Audio Packet shall be padded with "0". In the time between the completion of one DST Audio Frame and the start of the next, DST Audio Packets containing all "0" shall be sent. A new DST Audio Packet with the frame_start bit set to "1" in the header shall be used when the next DST Audio Frame starts and the first bit of the new DST frame data shall be placed in D.0 of the packet body.

When samples_invalid in the DST Audio Packet is set to "1", then the data in the DST Audio Packet is not valid or does not contain any useful data.

7.7   Error Handling (Informative)

The behavior of the Sink after detecting an error is implementation-dependent. However, Sinks should be designed to prevent loud spurious noises from being generated due to errors. Sample repetition and interpolation are well known concealment techniques and are recommended.

7.8   Packet Delivery Rules

7.8.1   Audio Sample Packets

All audio samples that are stored in a source buffer shall be sent as soon as possible while still fulfilling requirements for audio/video synchronization, and Data Island timing and placement. When using Layout 0 Audio Sample Packets, the Source shall transmit an Audio Sample Packet if at least one sample is stored in the source buffer.

Relative to an ideal constant-frequency clock, the jitter present in the Audio Sample Packet transmission timing shall not exceed one horizontal line period plus a single audio sample period.

7.8.2   Audio Clock Regeneration Packets

Nominally, Audio Clock Regeneration Packets with newly generated CTS values will be transmitted at a rate of $128*f_S/N$. On average, the Source shall transmit CTS values at this rate precisely. The Source shall transmit each CTS data value as close as possible to the nominal transmission time for that value with the exception that priority must be given to Audio Sample packets to ensure that Audio Sample Packet delivery requirements are met.

7.9   One Bit Audio Usage Overview

One Bit Audio data is transmitted using the One Bit Audio packet defined in section 5.3.9 and described in section 7.6.1.

One Bit Audio clock regeneration uses the same mechanism used for all audio on HDMI and is described in section 7.2.4. One Bit Audio sample rate requirements are described in section 7.3.1.

A Sink may indicate its support for One Bit Audio with the Short Audio Descriptor as described in section **Error! Reference source not found.**.

One Bit Audio uses some fields within the Audio InfoFrame differently than L-PCM or compressed audio; these differences are described in section 8.2.2.

7.10   DST Usage Overview

DST data is transmitted using the DST Sample packet defined in section 5.3.10 and described in section 7.6.3.

DST clock regeneration uses the same mechanism used for all audio on HDMI and is described in section {7.2.5}. One Bit Audio sample rate requirements are described in section 7.3.2.

A Sink may indicate its support for DST with the Short Audio Descriptor as described in CEA-861-D.

In some cases, DST uses some fields within the Audio InfoFrame differently than L-PCM or IEC 61937 compressed audio; these differences are described in section 8.2.2.

8   Control And Configuration

8.1   Overview

HDMI includes three separate communications channels: TMDS, DDC, and the optional CEC.

TMDS is used to carry all audio and video data as well as auxiliary data, including AVI and Audio InfoFrames that describe the active audio and video streams.

The DDC channel is used by an HDMI Source to determine the capabilities and characteristics of the Sink by reading the E-EDID data structure.

HDMI Sources are expected to read the Sink's E-EDID and to deliver only the audio and video formats that are supported by the Sink. In addition, HDMI Sinks are expected to detect InfoFrames and to process the received audio and video data appropriately.

The CEC channel is optionally used for higher-level user functions such as automatic setup tasks or tasks typically associated with infrared remote control usage.

8.2   InfoFrames

An InfoFrame packet carries one InfoFrame. The InfoFrame provided by HDMI is limited to 30 bytes plus a checksum byte. HDMI Sources are required, in some cases, to use the AVI InfoFrame and Audio InfoFrame and recommended in other cases. Other InfoFrames specified in CEA-861-D are optional.

All InfoFrames are described in detail in CEA-861-D. The following describes how two of these InfoFrames are placed within the InfoFrame Packet structure and any areas where HDMI behavior is different from that specified in CEA-861-D.

8.2.1   Auxiliary Video information (AVI) InfoFrame

Various aspects of the current video stream are indicated by the HDMI Source to the Sink with an Auxiliary Video information (AVI) InfoFrame.

A Source shall always transmit an AVI InfoFrame at least once per two video fields if the Source:

- is *ever* capable of transmitting an AVI InfoFrame or,

- is ever capable of transmitting YC_BC_R pixel encoding or,

- is ever capable of transmitting any colorimetry other than the transmitted video format's default colorimetry or,

- is ever capable of transmitting any xvYCC or future enhanced colorimetry or,

- is ever capable of transmitting any Gamut Metadata packet or,

- is ever capable of transmitting any video format with multiple allowed pixel repetitions.

The AVI InfoFrame shall be transmitted even while such a Source is transmitting RGB and non-pixel-repeated video. When a Source is not explicitly required to transmit AVI InfoFrames, it is recommended that the Source transmit AVI InfoFrames.

The packetization of the AVI InfoFrame Version 2 is shown below.

Table 8-1 AVI InfoFrame Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	Packet Type = 0x82							
HB1	Version = 0x02							
HB2	0	0	0	Length = 13 (0x0D)				

Table 8-2 AVI InfoFrame Packet Contents

Packet Byte #	CEA-861-D Byte #	7	6	5	4	3	2	1	0
PB0	N. A.	Checksum							
PB1	Data Byte 1	Rsvd (0)	Y1	Y0	A0	B1	B0	S1	S0
PB2	Data Byte 2	C1	C0	M1	M0	R3	R2	R1	R0
PB3	Data Byte 3	ITC	EC2	EC1	EC0	Q1	Q0	SC1	SC0
PB4	Data Byte 4	Rsvd (0)	VIC6	VIC5	VIC4	VIC3	VIC2	VIC1	VIC0
PB5	Data Byte 5	Reserved (0)				PR3	PR2	PR1	PR0
PB6	Data Byte 6	Line Number of End of Top Bar (lower 8 bits)							
PB7	Data Byte 7	Line Number of End of Top Bar (upper 8 bits)							
PB8	Data Byte 8	Line Number of Start of Bottom Bar (lower 8 bits)							
PB9	Data Byte 9	Line Number of Start of Bottom Bar (upper 8 bits)							
PB10	Data Byte 10	Pixel Number of End of Left Bar (lower 8 bits)							
PB11	Data Byte 11	Pixel Number of End of Left Bar (upper 8 bits)							
PB12	Data Byte 12	Pixel Number of Start of Right Bar (lower 8 bits)							
PB13	Data Byte 13	Pixel Number of Start of Right Bar (upper 8 bits)							
PB14-PB27	n. a.	Reserved (0)							

See CEA-861-D section 6.4 for more information on the following fields:

- Y0, Y1   RGB or YC_BC_R indicator.

- A0   Active Information Present. Indicates whether field R0...R3 is valid. See CEA-861-D table 8 for details.

- B0, B1   Bar Info data valid. See CEA-861-D table 8 for details.

- S0, S1   Scan Information (i.e. overscan, underscan). See CEA-861-D table 8 for details.

- C0, C1   Colorimetry (ITU BT.601, BT.709 etc.). See CEA-861-D table 9 for details.

- EC0, EC1, EC2   Extended Colorimetry (IEC 61966-2-4 etc.). See CEA-861-D table 11 for details.

- Q1, Q0   Quantization range (Full vs. Limited, etc.). See CEA-861-D table 11 for details.

- ITC   IT Content. See CEA-861-D table 11 for details.

- M0, M1   Picture Aspect Ratio (4:3, 16:9). See CEA-861-D table 9 for details.

- R0...R3   Active Format Aspect Ratio. See CEA-861-D table 10 and Annex H for details.

- VIC0...VIC6   Video Format Identification Code. When transmitting any video format in section 6.2.4, above, an HDMI Source shall set the VIC field to the Video Code for that format. See CEA-861-D section 6.4 for details.

- PR0...PR3   Pixel Repetition factor. See CEA-861-D table 13 for details.

- SC1, SC0   Non-uniform Picture Scaling. See CEA-861-D table 11.

Table 8-3 HDMI Valid Pixel Repeat Values for Each Video Format Timing

Video Code	Video Description		HDMI Pixel Repeat Values
1	640x480p @ 60Hz		No Repetition
2,3	720x480p @ 59.94/60Hz		No Repetition
4	1280x720p @ 59.94/60Hz		No Repetition
5	1920x1080i @ 59.94/60Hz		No Repetition
6,7	720(1440)x480i @ 59.94/60Hz		Pixel sent 2 times
8,9	720(1440)x240p @ 59.94/60Hz		Pixel sent 2 times
10,11	2880x480i @ 59.94/60Hz		Pixel sent 1 to 10 times
12,13	2880x240p @ 59.94/60Hz		Pixel sent 1 to 10 times
14,15	1440x480p @ 59.94/60Hz		Pixel sent 1 to 2 times
16	1920x1080p @ 59.94/60Hz		No Repetition
17,18	720x576p @ 50Hz		No Repetition
19	1280x720p @ 50Hz		No Repetition
20	1920x1080i @ 50Hz		No Repetition
21,22	720(1440)x576i @ 50Hz		Pixel sent 2 times
23,24	720(1440)x288p @ 50Hz		Pixel sent 2 times
25,26	2880x576i @ 50Hz		Pixel sent 1 to 10 times
27,28	2880x288 @ 50Hz		Pixel sent 1 to 10 times
29,30	1440x576p @ 50Hz		Pixel sent 1 to 2 times
31	1920x1080p @ 50Hz		No Repetition
32	1920x1080p @ 23.97/24Hz		No Repetition
33	1920x1080p @ 25Hz		No Repetition
34	1920x1080p @ 29.97/30Hz		No Repetition
35,36	2880x480p @ 59.94/60Hz		Pixel sent 1, 2 or 4 times
37,38	2880x576p @ 50Hz		Pixel sent 1, 2 or 4 times
39	1920x1080i (1250 total) @ 50Hz		No Repetition
40	1920x1080i @ 100Hz		No Repetition
41	1280x720p @ 100Hz		No Repetition
42,43	720x576p @ 100Hz		No Repetition
44,45	720(1440)x576i @ 100Hz		Pixel sent 2 times
46	1920x1080i @ 119.88/120Hz		No Repetition
47	1280x720p @ 119.88/120Hz		No Repetition
48,49	720x480p @ 119.88/120Hz		No Repetition
50,51	720(1440)x480i @ 119.88/120Hz		Pixel sent 2 times
52,53	720X576p @ 200Hz		No Repetition
54,55	720(1440)x576i @ 200Hz		Pixel sent 2 times
56,57	720x480p @ 239.76/240Hz		No Repetition
58,59	720(1440)x480i @ 239.76/240Hz		Pixel sent 2 times

8.2.2   Audio InfoFrame

A Source shall indicate characteristics of the active audio stream using the IEC 60958 Channel Status bits, IEC 61937 Burst Info and/or stream data (if present) and the Audio InfoFrame. Whenever an active audio stream is being transmitted, an accurate Audio InfoFrame shall be transmitted at least once per two video fields.

Upon the start of a new audio stream or upon any change in the audio stream that can be indicated by the Audio InfoFrame, a modified, accurate Audio InfoFrame shall be transmitted no later than one video field following the first affected non-silent audio sample. Preferably, this

would occur just before the first affected audio sample is transmitted. For One Bit Audio streams, the Audio InfoFrame shall be transmitted before the first affected sample.

The Audio InfoFrame transmission may occur at any time that a Data Island packet may be transmitted, including during any horizontal or vertical blanking period.

Note that several of the fields permit a value of 0 (referred to in the CEA-861-D specification as "Refer to Stream Header"). A value of 0 signifies that the information associated with that field is actually indicated or implied by other items in the audio stream, for instance, by the IEC 60958 Channel Status bits or the IEC 61937 Burst Info.

The following tables show the packetization of the Audio InfoFrame.

Table 8-4 Audio InfoFrame Packet Header

Byte \ Bit #	7	6	5	4	3	2	1	0
HB0	Packet Type = 0x84							
HB1	Version Number = 0x01							
HB2	0	0	0	Length = 10 (0x0A)				

Table 8-5 Audio InfoFrame Packet contents

Packet Byte #	CEA-861-D Byte #	7	6	5	4	3	2	1	0
PB0	n. a.	Checksum							
PB1	Data Byte 1	CT3	CT2	CT1	CT0	Rsvd	CC2	CC1	CC0
PB2	Data Byte 2	Reserved (0)			SF2	SF1	SF0	SS1	SS0
PB3	Data Byte 3	Format depends on coding type (i.e. CT0...CT3)							
PB4	Data Byte 4	CA7	CA6	CA5	CA4	CA3	CA2	CA1	CA0
PB5	Data Byte 5	DM_INH	LSV3	LSV2	LSV1	LSV0	Reserved (0)		
PB6	Data Byte 6	Reserved (0)							
PB7	Data Byte 7	Reserved (0)							
PB8	Data Byte 8	Reserved (0)							
PB9	Data Byte 9	Reserved (0)							
PB10	Data Byte 10	Reserved (0)							
PB11-PB27	n. a.	Reserved (0)							

See CEA-861-D section 6.6 for more information on the following fields:

- CC0...CC2   Channel Count. See CEA-861-D table 17 for details.

- CT0...CT3   Coding Type. The CT bits shall always be set to a value of 0 ("Refer to Stream Header").

- SS0...SS1   Sample Size. The SS bits shall always be set to a value of 0 ("Refer to Stream Header").

- SF0...SF2   Sample Frequency. See CEA-861-D table 18 for details. For L-PCM and IEC 61937 compressed audio streams, the SF bits shall always be set to a value of 0 ("Refer to Stream Header"). For One Bit Audio and DST streams, the value indicated by the SF bits shall equal the ACR f_S value (see sections 7.2.5 and 7.2.6). For Super Audio CD, the SF bits are typically set to 0, 1, 0, to indicate a Sample Frequency of 2.8224MSamples/s (i.e. 64*44.1kHz).

- CA0...CA7   Channel/Speaker Allocation. See CEA-861-D Section 6.6.2 for details. The CA field is not valid for IEC 61937 compressed audio streams.

- LSV0...LSV3   Level Shift Value (for downmixing). See CEA-861-D Section 6.6.2 and CEA-861-D table 21 for details.

- DM_INH   Downmix Inhibit. See CEA-861-D section 6.6.2 and table 22 for details. The DM_INH field is to be set only for DVD-Audio applications and corresponds to the value in the DM_INH field of the current audio stream

being played from the disk. The DM_INH field value shall be set to zero in all cases other than DVD-Audio applications.

Data Byte 3 shall always be set to a value of 0.

8.3   E-EDID Data Structure

All Sinks shall contain an CEA-861-D compliant E-EDID data structure accessible through the DDC.

A Source shall read the EDID 1.3 and first CEA Extension to determine the capabilities supported by the Sink. Additional extensions may be read to discover additional capabilities. The Source is responsible for any format conversions that may be necessary to supply audio and video in an understandable form to the Sink. However, it is permitted for a Source to transmit Basic Audio (see Section 7.2.6) to a Sink that does not indicate support for Basic Audio.

The Source shall not transmit at TMDS clock rates higher than the maximum rate supported by the Sink, as determined by video format and Deep Color mode support indications but limited by the Max_TMDS_Clock field of the HDMI VSDB.

The overall structure of the E-EDID in the Sink shall conform to the E-EDID structure defined in the VESA E-EDID Standard Release A, Revision 1, but shall also meet the additional requirements specified herein.

The first 128 bytes of the E-EDID shall contain an EDID 1.3 structure. The contents of this structure shall also meet the requirements of CEA-861-D.

8.3.1   CEA Extension

The first E-EDID 'extension' shall contain a CEA Extension version 3, defined in CEA-861-D section 7.5. Additional CEA Extensions may also be present. The E-EDID shall not contain a CEA Extension version 1 or version 2.

CEA Extension version 3 details are described in CEA-861-D Section 7.5.

Further details on the requirements of the data structures in the E-EDID and implementation examples are given in CEA-861-D.

8.3.2   HDMI Vendor-Specific Data Block (HDMI VSDB)

The first CEA Extension shall include an HDMI Vendor Specific Data Block (HDMI VSDB) shown in Table 8-6. This is a CEA-861-D Vendor Specific Data Block (see CEA-861-D section 7.5.4 for details) containing a 24-bit IEEE Registration Identifier of 0x000C03, a value belonging to HDMI Licensing, LLC.

Sinks shall contain an HDMI VSDB minimally containing a 2-byte Source Physical Address field following the 24-bit identifier. An HDMI VSDB may have zero or more extension fields as shown in Table 8-6. The minimum value of N (length) is 5 and the maximum value of N is 31. A Sink that supports any function indicated by an extension field shall use an HDMI VSDB with a length sufficient to cover all supported fields.

The Source shall have the ability to handle an HDMI VSDB of any length. In future specifications, new fields may be defined. These additional fields will be defined such that a zero value indicates the same characteristics as is indicated if the field was not present. Sources should use the

length field to determine which extension fields are present, and shall process the HDMI VSDB with no regard to non-zero values in fields defined as Reserved in this specification.

Table 8-6 HDMI-LLC Vendor-Specific Data Block (HDMI VSDB)

Byte #	7	6	5	4	3	2	1	0	
0	Vendor-specific tag code (=3)				Length (=N)				
1	24-bit IEEE Registration Identifier (0x000C03) (least significant byte first)								
2									
3									
4	A				B				
5	C				D				
6	Supports_AI	DC_48bit	DC_36bit	DC_30bit	DC_Y444	Rsvd (0)	Rsvd (0)	DVI_Dual	extension fields ↓
7	Max_TMDS_Clock								
8	Latency_Fields_Present	I_Latency_Fields_Present	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	Rsvd (0)	
(9)	Video_Latency								
(10)	Audio_Latency								
(11)	Interlaced_Video_Latency								
(12)	Interlaced_Audio_Latency								
9, 11 or 13...N*	*Reserved (0)**								

*   The position of these bytes will depend upon the values of Latency_Fields_Present and I_Latency_Fields_Present.

** No additional bytes are necessary but if present, they shall be zero.

- A, B, C, D   [4 bits each] Components of Source Physical Address (A.B.C.D). See Section 8.7.

- Supports_AI   [1 bit] Set to 1 if the Sink supports at least one function that uses information carried by the ACP, ISRC1, or ISRC2 packets. If Supports_AI is set (=1), then the Sink shall accept and process any ACP, ISRC1 or ISRC2 packet with no regard to non-zero values in fields defined as Reserved in this specification. If the Sink does not support ACP, ISRC1 or ISRC2 packets, Supports_AI shall be clear (=0).

- DC_30bit   [1 bit] Set if Sink supports 30 bits/pixel (10 bits/color).

- DC_36bit   [1 bit] Set if Sink supports 36 bits/pixel (12 bits/color).

- DC_48bit   [1 bit] Set if Sink supports 48 bits/pixel (16 bits/color).

- DC_Y444   [1 bit] Set if Sink supports YC_BC_R 4:4:4 in Deep Color modes.

The three DC_XXbit bits above only indicate support for RGB 4:4:4 at that pixel size. Support for YC_BC_R 4:4:4 in Deep Color modes is indicated with the DC_Y444 bit. If DC_Y444 is set, then YC_BC_R 4:4:4 is supported for all modes indicated by the DC_XXbit flags. This provides the Sink the flexibility of supporting YC_BC_R formats for the standard color-depth (24-bits/pixel) while only supporting RGB for Deep Color modes.

- DVI_Dual   [1 bit] Set if Sink supports DVI dual-link operation.

- Max_TMDS_Clock   [1 byte] Indicates the maximum TMDS clock rate supported. Max rate = Max_TMDS_Clock * 5MHz. This field shall be set correctly and non-zero if the Sink supports TMDS clock frequencies above 165MHz or supports any Deep Color mode or supports DVI dual-link. A value of zero means that no clock rate is indicated.

The Max_TMDS_Clock field may be set by the Sink at a level below the TMDS clock rate corresponding to the maximum pixel clock rate at the maximum color depth. This allows the Sink to support higher color depths at lower resolutions than it can support at higher resolutions.

See section 8.9 for more detail on the following lipsync-related fields:

- Latency_Fields_Present   [1 bit] If set (=1) then the Video_Latency and Audio_Latency fields are present. If clear (=0) then these fields are not present in the HDMI VSDB.

- I_Latency_Fields_Present [1 bit] If set (=1) then the latency fields total four bytes, two for video and audio latency information when progressive video formats are received and two for latency information when interlaced video formats are received. If clear (=0) then only two bytes are present, indicating the video and audio latency when any video format is received. I_Latency_Fields_Present shall be zero if Latency_Fields_Present is zero.

- Video_Latency   [1 byte] Indicates the amount of video latency when receiving any video format or only when receiving progressive video formats; if I_Latency_Fields_Present flag == 1 then this field only indicates the latency while receiving progressive video formats, otherwise this field indicates the latency when receiving any video format. Value is number of (milliseconds / 2) + 1 with a maximum allowed value of 251 (indicating 500 millisecond duration). A value of 0 indicates that the field is not valid or that the latency is unknown. A value of 255 indicates that no video is supported in this device or downstream.

- Audio_Latency   [1 byte] Indicates the amount of audio latency when receiving any video format or only when receiving progressive video formats; if I_Latency_Fields_Present flag == 1 then this field only indicates the latency while receiving progressive video formats, otherwise this field indicates the latency when receiving any video format. Value is number of (milliseconds / 2) + 1 with a maximum allowed value of 251 (indicating 500 millisecond duration). A value of 0 indicates that the field is not valid or that the latency is unknown. A value of 255 indicates that no audio is supported in this device or downstream.

- Interlaced_Video_Latency   [1 byte] This field is only present if I_Latency_Fields_Present flag == 1. If present, the field indicates the amount of video latency when

receiving an interlaced video format. Format is identical to
Video_Latency field.

- Interlaced_Audio_Latency   [1 byte] This field is only present if I_Latency_Fields_Present flag
== 1. If present, the field indicates the amount of audio latency when
receiving an interlaced video format. Format is identical to
Audio_Latency field.

8.3.3   DVI/HDMI Device Discrimination

In order to determine if a sink is an HDMI device, an HDMI Source shall check the E-EDID for the
presence of an HDMI Vendor Specific Data Block within the first CEA Extension. Any device with
an HDMI VSDB of any valid length, containing the IEEE Registration Identifier of 0x000C03, shall
be treated as an HDMI device.

Any device with an E-EDID that does not contain a CEA Extension or does not contain an HDMI
VSDB of any valid length shall be treated by the Source as a DVI device (see Appendix C).

8.3.4   Audio and Video Details

Sink audio characteristics and support are indicated in a series of Short Audio Descriptors located
in the CEA Extension's Data Block collection. This data includes a list of audio encodings
supported by the Sink and parameters associated with each of those encodings, such as number
of channels supported for that format. A Speaker Allocation Descriptor may also be included in
the Data Block collection and is required for Sinks supporting multi-channel L-PCM or multi-
channel One Bit Audio.

A Sink may indicate support for YC_BC_R pixel encodings. To indicate support, bits 4 and 5 of byte
3 of the CEA Extension shall both be set to one (see Table 27 of CEA-861-D). To indicate no
support, bits 4 and 5 shall both be zero.

With the exception of 640x480p video format, if a Sink is required to support a particular video
format, video format timing, or pixel encoding, then the Sink shall indicate support for that video
format, video format timing or pixel encoding in the E-EDID. Explicit indication of 640x480p is
optional but is not required because all Sinks are required to support that video format.

To indicate support for any video format in section 6.2.4, an HDMI Sink shall use a Short Video
Descriptor (SVD) containing the Video Code for that format and may also use a Detailed Timing
Descriptor (DTD).

If the Sink supports extended colorimetries (those beyond the default standard- and high-
definition colorimetries) or supports the reception of gamut-related metadata, the Sink shall use a
Colorimetry Data Block to indicate support for these colorimetries and metadata. See section
6.7.3 for more details.

8.4   Enhanced DDC

Enhanced DDC described in this section is defined in VESA "ENHANCED DISPLAY DATA
CHANNEL STANDARD Version 1 (September 2, 1999)". All Sinks are required to support these

enhanced DDC features. If a Sink's E-EDID structure is longer than 256 bytes, it shall support the segment pointer.

8.4.1   Timing

Data is synchronized with the SCL signal and timing shall comply with the Standard Mode of the I^{2}C specification (100kHz maximum clock rate).

I^{2}C Bus is a standard two-wire (clock and data) serial data bus protocol. Refer to the I^{2}C specification for details.

Note that an HDMI Sink may hold off the DDC transaction by stretching the SCL line during the SCL-low period following the Acknowledge bit as permitted by the I^{2}C specification. All HDMI Sources shall delay the DDC transaction while the SCL line is being held low.

8.4.2   Data Transfer Protocols

The Source shall use I^{2}C commands to read information from a Sink's E-EDID with a slave address.

In Enhanced DDC, a segment pointer is used to allow addressing of the E-EDID outside of the normal 256-byte limit of the 0xA0/0xA1 address. The Enhanced DDC protocol sets the segment pointer before the remainder of the DDC command.

8.4.3   Segment pointer

Enhanced DDC allows access of up to 32 Kbytes of data. This is accomplished using a combination of the 0xA0/0xA1 address pair and a segment pointer. For each value of the segment pointer, 256 bytes of data are available at the 0xA0/0xA1 address pair. An unspecified segment pointer references the same data as when the segment pointer is zero.

Each successive value of the segment pointer allows access to the next two blocks of E-EDID (128 bytes each). The value of the segment pointer register cannot be read since it is reset at the completion of each command.

8.4.4   Enhanced DDC Sink

The Sink shall be Enhanced DDC read compliant.

The Sink shall be capable of responding with EDID 1.3 data and up to 255 extension blocks, each 128 bytes long (up to 32K bytes total E-EDID memory) whenever the Hot Plug Detect signal is asserted.

The Sink should be capable of providing E-EDID information over the Enhanced DDC channel whenever the +5V Power signal is provided. This should be available within 20msec after the +5V Power signal is provided.

8.4.5   Enhanced DDC Source

The Source shall use Enhanced DDC protocols.

The Source shall be capable of reading EDID 1.3 data at DDC address 0xA0.

The Source reads Enhanced EDID extensions data at DDC address 0xA0 using segment pointer 0x60.

8.5   Hot Plug Detect Signal

An HDMI Sink shall not assert high voltage level on its Hot Plug Detect pin when the E-EDID is not available for reading. This requirement shall be fulfilled at all times, even if the Sink is powered-off or in standby. The Hot Plug Detect pin may be asserted only when the +5V Power line from the Source is detected. This will ensure that the Hot Plug Detect pin is not asserted before the Third Make of the connector (see Section 0).

A Source may use a high voltage level Hot Plug Detect signal to initiate the reading of E-EDID data.

A Source shall assume that any voltage within the range specified for High voltage level in Table 4-26 indicates that a Sink is connected and that E-EDID is readable. It does not indicate whether or not the Sink is powered or whether or not the HDMI input on the Sink is selected or active.

An HDMI Sink shall indicate any change to the contents of the E-EDID by driving a low voltage level pulse on the Hot Plug Detect pin. This pulse shall be at least 100 msec.

8.6   Consumer Electronics Control (CEC)

The CEC line is used for high-level user control of HDMI-connected devices. The mandatory requirements for the CEC line are described in detail in Section 4.2.10, CEC Line. The optional CEC protocol is described in Supplement 1: Consumer Electronics Control (CEC).

8.7   Physical Address

8.7.1   Overview

In order to allow CEC to be able to address specific physical devices and control switches, all devices shall have a physical address. This connectivity has to be worked out whenever a new device is added to the cluster. The physical address discovery process uses only the DDC/EDID mechanism and applies to all HDMI Sinks and Repeaters, not only to CEC-capable devices.

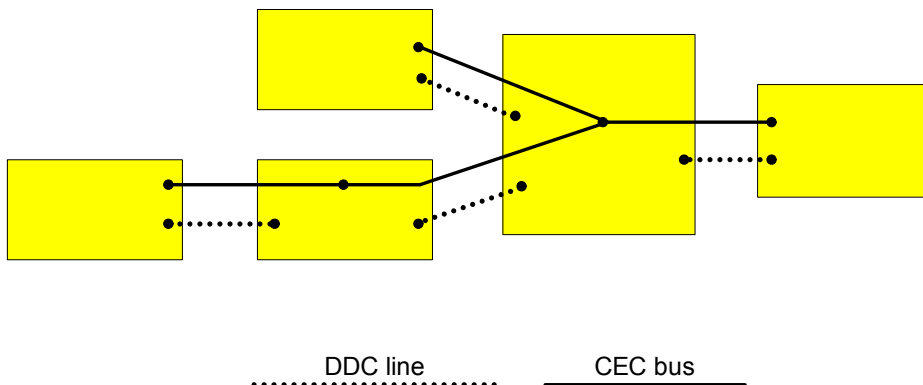The CEC and DDC connections are shown in Figure 8-1.

DDC line   CEC bus

Figure 8-1 CEC and DDC line connections

The CEC line is directly connected to all nodes on the network.

After discovering their own physical address, the CEC devices transmit their physical and logical addresses to all other devices, thus allowing any device to create a map of the network.

8.7.2   Physical Address Discovery

The physical address of each node is determined through the physical address discovery process. This process is dynamic in that it automatically adjusts physical addresses as required as devices are physically or electrically added or removed from the device tree.

All Sinks and Repeaters shall perform the steps of physical address discovery and propagation even if those devices are not CEC-capable. Sources are not required to determine their own physical address unless they are CEC-capable.

All addresses are 4 digits long allowing for a 5–device-deep hierarchy. All are identified in the form of n.n.n.n in the following description. An example of this is given in Figure 8-3.

A Sink or a Repeater that is acting as the CEC root device will generate its own physical address: 0.0.0.0. A Source or a Repeater reads its physical address from the EDID of the connected Sink. The CEC line may be connected to only one HDMI output so a device with multiple HDMI outputs will read its physical address from the EDID on the CEC-connected output. Each Sink and Repeater is responsible for generating the physical address of all Source devices connected to that device by appending a port number onto its own physical address and placing that value in the EDID for that port. The Source Address Field of the HDMI Vendor Specific Data Block (see Section 8.3.2) is used for this purpose.

Note that the values shown in the figures below represent the physical addresses for the devices themselves, not the Source physical addresses stored in the EDID within that device. In fact, for all devices shown, except the TV, those physical addresses are stored in the EDID of the connected Sink. An example is shown for the TV at physical address 0.0.0.0.
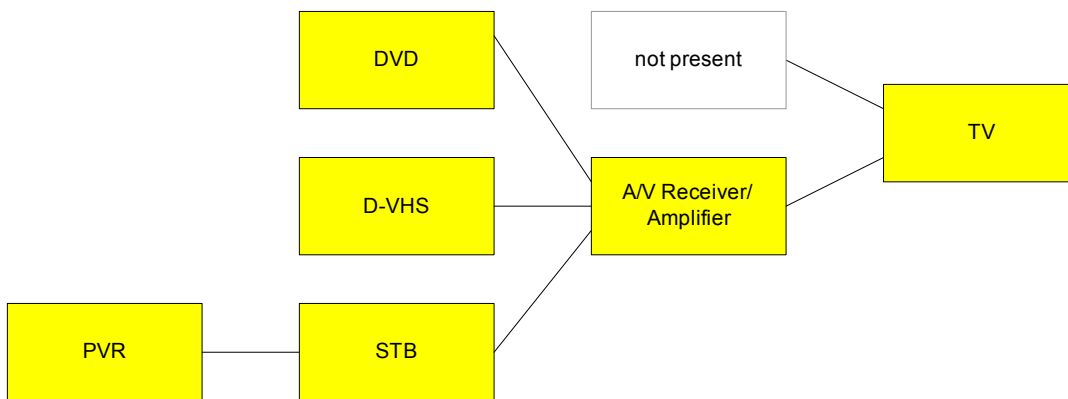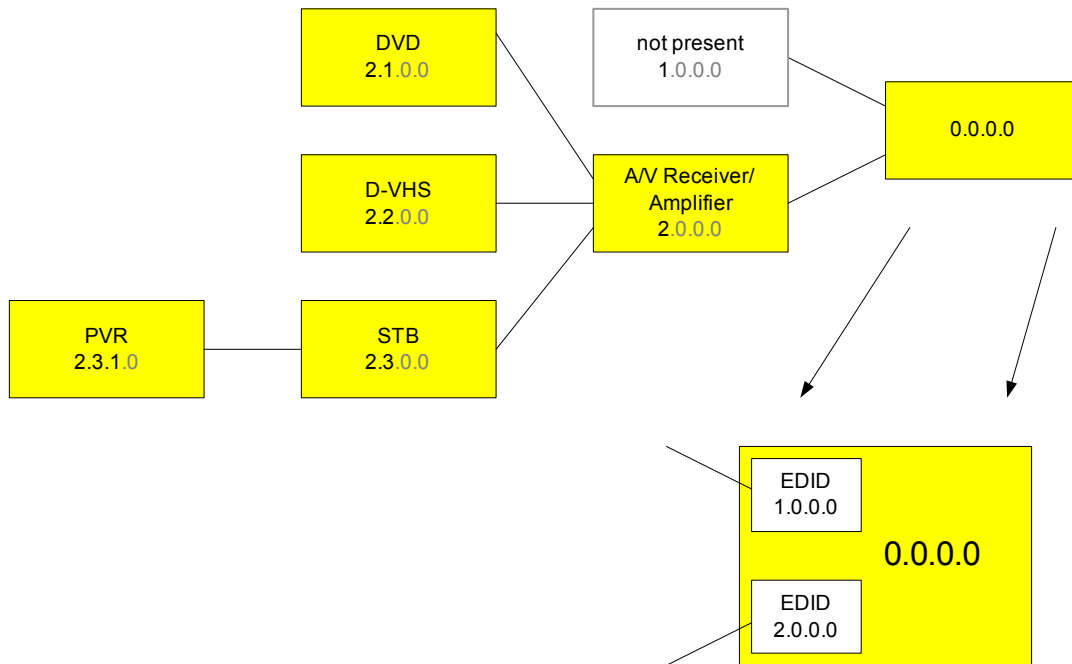

Figure 8-2 Typical HDMI cluster

Figure 8-3 Addresses within an HDMI cluster

8.7.3   Discovery Algorithm

The following algorithm is used to allocate the physical address of each device whenever HPD is de-asserted or upon power-up:

```
Disable assertion of HPD to all source devices
If I am CEC root
    Set my_address to 0.0.0.0
Else
    Wait for HPD from sink
    Query sink for my_address of my connection (Section 8.7.4)
    The device shall retain this physical address until HPD is
        removed (or the device is powered off).
End if
If device has connections for source devices then
    Label all possible connections to source devices uniquely starting
        from connection_label = 1 to the number of source input connections
    If device has separate EDIDs for each source connection then
        If my_address ends with 0 then
            Set each source_physical_address to my_address with the
                first 0 being replaced with connection_label.
        Else (i.e. beyond the fifth layer of the tree)
            Set each source_physical_address to F.F.F.F
        End if
    Else
        Set each source_physical_address to my_address
    End if
    Write source_physical_address to HDMI VSDB in EDID for each source
        connection
End if
Allow HPD to be asserted for source devices
```

8.7.4   HDMI Sink Query

A Source shall determine its physical address (my_address) by checking the HDMI Vendor Specific Data Block (see Section 8.3.2) within the EDID. The fourth and fifth bytes of this 5 byte structure contain the Source Physical Address (fields A, B, C, D).

8.8   ISRC Handling

A Source shall not transmit an ISRC1 or ISRC2 Packet to a Sink that does not have Supports_AI = 1.

A Source may handle an International Standard Recording Code (ISRC) and/or UPC/EAN describing the origin or owner details for each track of content on the medium. These values may be transmitted using the ISRC1 and ISRC2 packets.

When fields UPC_EAN_ISRC_16 through 31 include effective data (i.e. not "reserved"), a subsequent ISRC2 Packet shall be transmitted. In other cases, the ISRC2 packet may optionally be transmitted.

When a subsequent ISRC2 Packet is transmitted, the ISRC_Cont field shall be set and shall be clear otherwise.

For further description of the UPC_EAN_ISRC fields, see "DVD Specifications for Read-Only Disc", Part 4: AUDIO SPECIFICATIONS Version 1.0, March 1999, Annex B".

Regarding usage of the ISRC_Status field, Source shall comply with "DVD Specifications for Read-Only Disc", "Part 4: AUDIO SPECIFICATIONS", Version-up Information (from 1.1 to 1.2), Table 7.2.3.1.1-2, May 2000. Following is a summary of the relevant rules from that specification:

- At the beginning of each track, at least two complete UPC_EAN_ISRC codes are transmitted with an ISRC_Status of 0b001.

- During the bulk of the track, continuous repetitions of the packet(s) are required, with an ISRC_Status of 0b010.

- Immediately before the end of each track, at least two complete UPC_EAN_ISRC codes are transmitted with an ISRC_Status of 0b100.
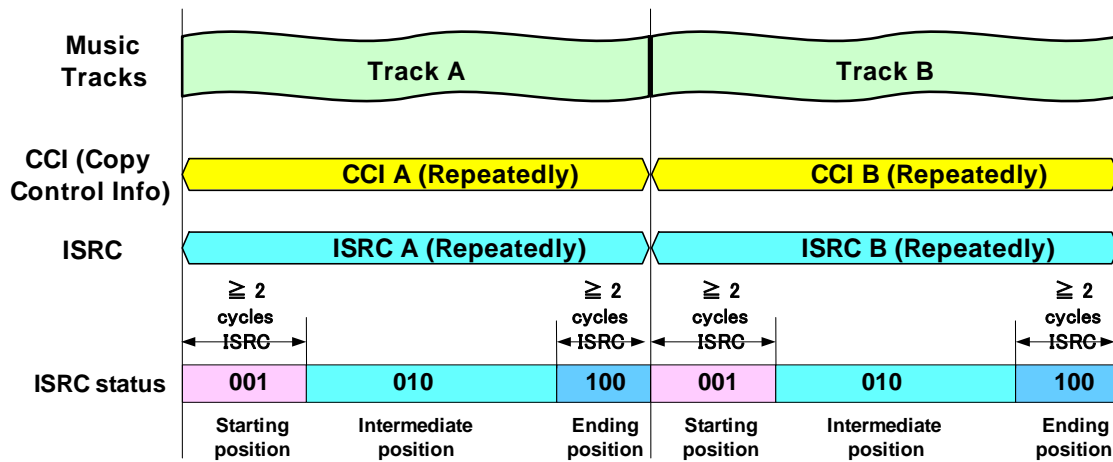
Figure 8-4 ISRC/CCI and ISRC Status Handling

8.9   Auto Lipsync Correction Feature

Some common home theater device configurations will render the audio in a device other than the TV. In these configurations, the video processing latency of the TV may cause perceptible lipsync issues to the user. These issues can be corrected by delaying the audio to compensate for the video processing latency. The HDMI Auto Lipsync Correction feature allows a Source or Repeater to automatically determine the necessary amount of audio delay before presentation or output of that audio signal.

8.9.1   EDID Latency Info

HDMI Sinks and Repeaters may declare audio and video latency information in the EDID, allowing an HDMI Source or Repeater to determine how best to maintain synchronization between the rendered audio and video. These fields and other lipsync-related fields are in the HDMI VSDB (see section 8.3.2). The latency values within these fields indicate the amount of time between the video or audio entering the HDMI input to the actual presentation to the user (on a display or speakers), whether that presentation is performed by the device itself or by another device downstream.

Many TVs internally compensate for their own video processing latency by adding a delay to the audio stream that corresponds to the video latency. In this case, the EDID-indicated audio and video latencies will be equal. This delay will typically be applied for audio sent to internal speakers as well as audio sent to external S/PDIF (or other) audio outputs so that downstream amplifiers will also be in-sync.

A lipsync-aware Repeater will calculate the latency fields for its upstream EDID to indicate the overall video and audio latency from the reception by the Repeater to the eventual rendering by the Repeater or by downstream device(s). For instance, if the Repeater is a video processor the video data will be delayed by its internal processing before being passed downstream. In this case, the Repeater should indicate a video latency in the upstream EDID equal to the video latency found in the downstream device's EDID plus the Repeater's own internal video processing latency.

Likewise, if the Repeater is an audio amplifier which passes video through unmodified but which renders (amplifies) the audio directly (not passing it downstream), then the upstream audio latency will be equal to the Repeater's audio processing latency (only). If this amplifier adds an audio delay sufficient to compensate for the video latency of the downstream device, then the upstream audio and video latencies will be equal, whether that Repeater forwards the audio downstream or renders the audio directly.

8.9.1.1 Supporting a Range of Latency Values

If the video latency of a device differs significantly depending upon the video format or other factor, it is recommended that the video latency field indicate a latency that is between the extremes but skewed toward the longer latency. An audio/video mismatch is more perceptible if the audio leads the video than if the video leads the audio by a similar amount. Because of this effect, indicating a value that is closer to the maximum video delay may result in better overall user experience. For example, a value of roughly (2 * max_latency + min_latency)/3 may be used. The same is true for the audio latency but in this case, the indicated value should be skewed towards the minimum latency. For example, a value of roughly (max_latency + 2*min_latency)/3 may be used.

If the optimum indication for the video latency for interlaced video formats is significantly different than the optimum indication of latency for progressive formats, then the I_Latency_Fields_Present flag should be set, allowing the EDID to indicate separate latencies for these two categories of video formats. This approach may be used anytime but it is recommended in case the difference between the two latencies is more than roughly 30 msecs.

8.9.2   Compensation

A lipsync-aware Source or Repeater may delay the audio to compensate for the video latency of the downstream device(s), by an amount equal to the video_latency minus the audio_latency of the downstream (or rendering) devices.

It may not be possible to determine the audio latency of non-HDMI audio outputs (e.g. S/PDIF or analog outputs). For uncompressed audio formats, typically the value will be close to zero and so the device can simply delay the audio by the amount of video latency in the downstream EDID. For compressed audio formats, the device may assume that the audio latency is near the standard decompression latency specified in the relevant IEC61937-x standard or in the codec vendor's documentation.

It is expected that an audio delay capability of 100msecs will support full compensation for almost all of the TV and video processor products on the market today.

If transmitting a progressive video format, the Video_Latency and Audio_Latency fields are used for this calculation. If transmitting an interlaced video format, either these same fields are used or, if I_Latency_Fields_Present == 1, then the Interlaced_Video_Latency and Interlaced_Audio_Latency fields are used.

8.9.3   Supporting Dynamic Latency Changes

A future version of the HDMI Spec will define a mechanism for Sinks to dynamically modify their latency information.

8.9.4   Separate Audio and Video Paths

If the Source or Repeater splits the audio and video stream for transmission to two separate outputs, the device should calculate the required audio delay for the audio path by subtracting the audio latency in the audio path's EDID from the video latency in the video path's EDID.

A Source may use the no-video value or the corresponding no-audio value (in the Audio_Latency fields) to automatically determine whether video or audio is supported on a particular signal path.

The no-video value of the Video_Latency fields allows a Sink to declare that it does no internal rendering of the video signal nor does it output the HDMI-received video stream on an HDMI or non-HDMI output. This may never be true for a TV but it may be true or may change dynamically for an audio amplifier with a video pass-through function depending upon whether any device is connected downstream of the video output port, for example.

For a Repeater that does no video rendering, if there is no downstream video device connected to the Repeater's output, then the Repeater should indicate no-video. If there are downstream device(s) connected but all of those device(s) have no-video value in the video latency field then the Repeater should also indicate no-video.

9   Content Protection

9.1   <u>Recommendation</u>

Content protection capability is recommended for all HDMI compliant devices. An HDMI compliant Source should protect all of the protected audiovisual data. Amongst adequate copy protection technologies that are compatible with HDMI, HDCP is available.

9.2   <u>HDCP Implementations</u>

HDCP implementations for HDMI shall adhere to HDCP specification version 1.10.

Note that if the Sink has no digital audio outputs and has typical restrictions on its analog audio outputs (e.g. must be normal pitch) then it is recommended that Supports_AI be set. If this bit is clear then the Sink will not be able to receive audio content from DVD-Audio and Super Audio CD.

9.3   <u>Usage of Audio Content Protection (ACP) Packets</u>

A Source may use the ACP Packet to convey content-related information regarding the active audio stream.

Non-transmission of ACP Packets should be considered equivalent to transmission of an ACP Packet with an ACP_Type field of 0. If a Sink does not receive an ACP Packet within 600msecs, it shall revert to ACP_Type = 0 behavior.

Whenever a Source is required by other license agreements or specifications to transmit information related to the content protection requirements of the active audio stream, ACP Packets shall be transmitted at least once per 300msecs and an appropriate ACP_Type value shall be set.

When transmitting ACP Packets, upon the start of a new audio stream or upon any change in the audio stream that can be indicated by the ACP Packet, a modified, accurate ACP Packet shall be transmitted no later than 300msec following the transmission of the affected or relevant audio sample.

The ACP Packet transmission may occur at any time that a Data Island packet may be transmitted.

A Source shall not transmit an ACP Packet to a Sink that does not have Supports_AI = 1.

9.3.1   Requirements for Sink

A Sink that has any type of audio output and/or audio recording function shall be capable of receiving and appropriately handling the ACP Packet even if the Sink does not support any audio rendering functionality.

Whenever an HDCP-capable Sink detects an ACP Packet, it shall comply with the HDCP Audio Compliance Rules.

Whenever an HDCP-capable Sink detects an ACP Packet with an unknown ACP_Type value, it shall comply with the HDCP Audio Compliance Rules for undefined content.

9.3.2   Requirements for Repeater

Any content that is received by a Repeater and is accompanied by an ACP Packet shall be accompanied with an identical ACP Packet and any concurrently received ISRC1 or ISRC2 packets when that content is transmitted to a Sink with Supports_AI = 1.

9.3.3   Application to Generic Audio

With regards to the control of copying and audio output permissions, transmission of an ACP Packet with an ACP_Type field of 0 is equivalent to no transmission of an ACP Packet.

ACP_Type = 0 : Generic Audio

ACP_Type_Dependent fields all Reserved (0).

9.3.4   Application to IEC 60958-Identified Audio

A Source may indicate that the Sink must support the proper output of SCMS bits by setting ACP_Type = 1 (Type 1 = IEC 60958-identified).

ACP_Type = 1 : IEC 60958-identified

ACP_Type_Dependent fields all Reserved (0).

9.3.5   Application to DVD-Audio

Whenever a Source is transmitting DVD-Audio content for which HDCP is required, an accurate ACP Packet, with ACP_Type = 2 shall be transmitted at least once per 300msec.

The UPC/EAN and/or ISRC values are recorded on the DVD-Audio disc with DVD audio data. When the Source transmits UPC/EAN and/or ISRC using ISRC packet, the time lag between the ISRC packet and the corresponding audio sample packet should be minimized.

ACP_Type = 2 : DVD-Audio

ACP_Type_Dependent Usage:

Table 9-1 ACP_Type Dependent Fields for DVD-Audio Application

Packet Byte #	7	6	5	4	3	2	1	0
PB0	DVD-Audio_Type_Dependent_Generation							
PB1	Copy_Permission		Copy_Number			Quality		Transaction
PB2	Reserved (0)							
: :								
PB27								

- DVD-Audio_Type_Dependent_Generation   [8 bits] Identifies the generation of the DVD-Audio-specific ACP_Type_Dependent fields. Shall be set to 1. In the future version of this specification, currently reserved field(s) may be used to carry additional information. In such case, the value of this field may be incremented.

- Copy_Permission   [2 bits] audio_copy_permission parameter.

- Copy_Number   [3 bits] audio_copy_number parameter.

- Quality   [2 bits] audio_quality parameter.

- Transaction   [1 bit] audio_transaction parameter.

See "DVD Specifications for Read-Only Disc, Part 4: AUDIO SPECIFICATIONS", Version 1.2, Table 7.2.3.1.1-2", and "Supplement to Part 4: AUDIO SPECIFICATIONS Version 1.2 (February 2004)" for descriptions and use of the fields: audio_copy_permission, audio_copy_Number, audio_quality, and audio_transaction.

Any Source that supports DVD-Audio transmission on HDMI shall have the ability to transmit all valid channels of any multi-channel content.

9.3.6   Application to Super Audio CD

Whenever a Source is transmitting content originally derived from the HD Layer of a Super Audio CD, an accurate ACP Packet with ACP_Type = 3 shall be transmitted at least once per 300msec. See Super Audio CD System Description for "HD Layer Content".

ACP_Type = 3 : Super Audio CD

ACP_Type_Dependent Usage:

Table 9-2 ACP_Type Dependent Fields for Super Audio CD Application

Packet Byte #	7	6	5	4	3	2	1	0
PB0								
: :				CCI_1				
PB15								
PB16								
: :				Reserved (0)				
PB27								

CCI_1 [16 bytes] Additional content control information. See Super Audio CD System Description for details.

Appendix A   Repeater

A.1   Repeater Functions

A Repeater is defined as a device with one or more HDMI inputs, one or more HDMI outputs, and a retransmission function.

A Repeater has at least one of following functions:

- Repeat function:
  Single-input, single-output devices. Used primarily for cable extension.

- Switch function:
  Multiple-input, single-output devices. Used primarily to select among multiple Sources.

- Distributor function:
  Single-input, multiple-output devices, where only one output is active. Used primarily to select among multiple displays or Sinks.

- Duplicator function:
  Single-input, multiple-output devices, where more than one output is active. Used for signal distribution.

Combinations of the above, for instance, multiple-input, multiple-output devices, incorporating both input selection and output selection or signal distribution are allowed.

In all cases, each HDMI input shall fulfill all of the requirements of an HDMI Sink when it is connected with an active sink device, and each HDMI output shall fulfill all of the requirements of an HDMI Source when it is connected with an active source.

The E-EDID presented by a Repeater should reflect the capabilities of the downstream Sink.

A.2   E-EDID Read Timing (Informative)

In terms of E-EDID handling, Repeaters will typically fall into one of the following categories.

- Stored E-EDID type: The Repeater stores an E-EDID data structure that typically consists of downstream Sink capabilities.

- Forwarding type: The Repeater does not store an E-EDID data structure. When an E-EDID read request comes from a Source, the Repeater forwards the read request to a Sink. The E-EDID data from the Sink is then forwarded back to the Source.

An HDMI cluster may have several Repeaters between a Source and a Sink. To minimize the impact to the E-EDID reading time, each Repeater in the chain should minimize the added delay.

For example, the delay added by a Forwarding type Repeater should be no more than 4 msec per 16-byte read.

A stored E-EDID type Repeater should be able to send a 256 byte E-EDID within 150 msec when a Source issues sixteen 16-byte read requests. This means that a 16-byte read request would be completed within approximately 10 msec.

Appendix B   Type B Connector Usage

B.1   Exception To Audio Format Support Requirement

Sources are not required to carry audio when all of the following conditions are met:

- Source is required by the HDMI Specification or associated agreements to use the Type B connector, and,

- Source has alternate default or user selectable audio outputs, and,

- Source can ensure that the appropriate audio stream is being delivered to the alternate audio outputs.

In order to guarantee rendering of video from Sources that do not fully support HDMI audio, the following condition shall be met:

- Sinks that are capable of supporting an HDMI video format when it is accompanied by audio shall also support that format when it is not accompanied by audio.

It is strongly recommended that a display device, when receiving an HDMI video signal without audio, temporarily indicate to the user that there is no audio accompanying the stream.

B.2   HDMI Dual-Link Architecture

HDMI dual-link architecture is compatible with DVI 1.0 dual-link architecture. Refer to section 3.1.5 of the DVI 1.0 specification.

Appendix C   Compatibility With DVI

C.1   Requirement for DVI Compatibility

All HDMI Sources shall be compatible with DVI 1.0 compliant sink devices (i.e. "monitors" or "displays") through the use of a passive cable converter. Likewise, all HDMI Sinks shall be compatible with DVI 1.0 compliant sources (i.e. "systems" or "hosts") through the use of a similar cable converter.

When communicating with a DVI device, an HDMI device shall operate according to the DVI 1.0 specification, with the following exception – these devices are not required to comply with DVI 1.0 rules regarding:

- Monitor scaling requirements [refer to Section 2.2.8.2 of the DVI specification – superseded by HDMI specifications]

- Physical Interconnect specifications [refer to Chapter 5 of the DVI specification – superseded by HDMI specifications]

- System Low Pixel Format Support Requirements [refer to Section 2.2.4 of the DVI specification – superseded by HDMI specifications]

Furthermore, for HDMI devices that would not otherwise have a "BIOS" or "operating system" there are the following additional exceptions:

- "BIOS" requirements [refer to Section 2.2.4 of the DVI specification]

- "Operating system" requirements [refer to Section 2.2.2 and Section 2.2.9 of the DVI specification]

- "System level event" requirements [refer to Section 2.2.9.1 of the DVI specification]

- Power management requirements [refer to Section 2.4 of the DVI specification]

C.2   HDMI Source Requirements

When communicating with a DVI sink device, an HDMI Source shall operate in a mode compatible with that device. This requires that the Source operate under the following limitations:

- Video pixel encoding shall be RGB.

- No Video Guard Bands shall be used.

- No Data Islands shall be transmitted.

An HDMI Source may transmit Video Data Periods without Guard Bands only when communicating to a DVI sink device or during the process of determining if the sink device is HDMI capable.

An HDMI Source, upon power-up, reset or detection of a new sink device, shall assume that the sink device operates under DVI 1.0 limitations. An HDMI Source shall determine if the sink device is an HDMI Sink by following the rule(s) described in Section 8.3.3. Upon detection of an HDMI Sink, the HDMI Source shall follow all of the HDMI Source-related requirements specified in this document.

All electrical and physical specifications in Section 4 shall be followed by the HDMI Source even when communicating with a DVI sink device.

C.3   HDMI Sink Requirements

When connected to a DVI source device, an HDMI Sink shall operate as a DVI 1.0 compliant sink with the exceptions outlined in Section C.1 above.

A DVI source device will always be restricted in the following ways:

• Only RGB pixel encoding is used.

• There is no Guard Band on the Video Data Period.

• There are no Data Islands transmitted.

An HDMI Sink, upon power-up, reset or detection of a new source device, shall assume that the source device is limited to the above behavior. Upon the detection of an indication that the source is HDMI-capable, the HDMI Sink shall follow all of the HDMI Sink-related requirements specified in this document.

All electrical and physical specifications in Section 4 of the HDMI Specification shall be followed by the HDMI Sink even when communicating with a DVI source device.

C.4   Type A to DVI Adapter Cable [Informative]

Table C-1 Wire Categories

Category	Description
A	TMDS Signal Wire
B	TMDS Shield
C	Control
D	Control Ground
N.C.	No connect (no wire)
5V	5 Volts Power Wire

Table C-2 Type A-to-DVI-D Cable Wire Assignment [Informative]

Type A pin	Signal Name	Wire	DVI-D pin
1	TMDS Data2+	A	2
2	TMDS Data2 Shield	B	3
3	TMDS Data2–	A	1
4	TMDS Data1+	A	10
5	TMDS Data1 Shield	B	11
6	TMDS Data1–	A	9
7	TMDS Data0+	A	18
8	TMDS Data0 Shield	B	19
9	TMDS Data0–	A	17
10	TMDS Clock+	A	23
11	TMDS Clock Shield	B	22
12	TMDS Clock–	A	24
15	SCL	C	6
16	DDC Data	C	7
17	DDC/CEC Ground	D	15
18	+5V Power	5V	14
19	Hot Plug Detect	C	16
13	CEC	N.C.	
14	Reserved (in cable but N.C. on device)	N.C.	
	TMDS Data 4-	N.C.	4
	TMDS Data 4+	N.C.	5
	TMDS Data 3-	N.C.	12
	TMDS Data 3+	N.C.	13
	TMDS Data 5-	N.C.	20
	TMDS Data 5+	N.C.	21
	No Connect	N.C.	8

C.5   Type B to DVI Adapter Cable [Informative]

Table C-3 Type B to DVI-D Cable Wire Assignment [Informative]

Type B pin	Pin Assignment	Wire	DVI-D pin
1	TMDS Data2+	A	2
2	TMDS Data2 Shield	B	3
3	TMDS Data2-	A	1
4	TMDS Data1+	A	10
5	TMDS Data1 Shield	B	11
6	TMDS Data1-	A	9
7	TMDS Data0+	A	18
8	TMDS Data0 Shield	B	19
9	TMDS Data0-	A	17
10	TMDS Clock+	A	23
11	TMDS Clock Shield	B	22
12	TMDS Clock-	A	24
13	TMDS Data5+	A	21
14	TMDS Data5 Shield	B	19
15	TMDS Data5-	A	20
16	TMDS Data4+	A	5
17	TMDS Data4 Shield	B	3
18	TMDS Data4-	A	4
19	TMDS Data3+	A	13
20	TMDS Data3 Shield	B	11
21	TMDS Data3-	A	12
25	SCL	C	6
26	DDC Data	C	7
27	DDC/CEC Ground	D	15
28	+5V Power	5V	14
29	Hot Plug Detect	C	16
22	CEC	N.C.	
23	Reserved	N.C.	
24	Reserved	N.C.	
	No Connect	N.C.	8

Appendix D   Deep Color Additional Detail

E.1   State Machines

The following state machine drawings are provided for informative purposes to provide better understanding of the Deep Color packing sequences. For each mode, the source sequence starts at phase 0, and then increments through the phases. While DE=1 (pixel data is available), pixel data fragments *m*P*n* are transmitted. While DE=0, blanking fragments *m*C*n* are transmitted.

24 bit mode:
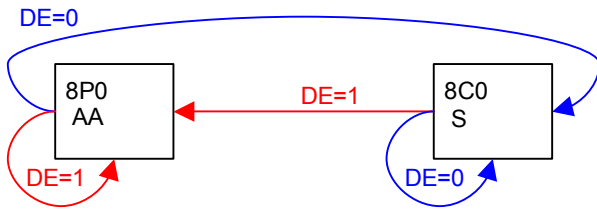
30 bit mode:
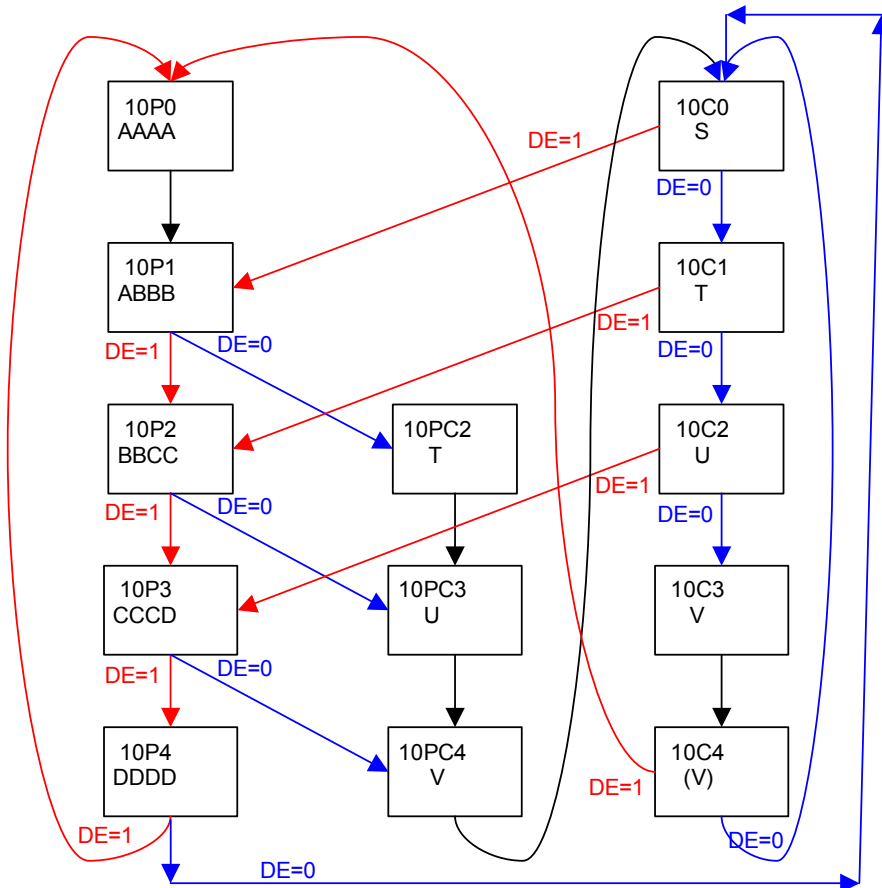
36 bit mode:

48 bit mode:

D.2   Recommended N and Expected CTS Values

The recommended value of N for several standard pixel clock rates at several Deep Color modes are shown below. It is recommended that Sources with non-coherent clocks use the values listed for a TMDS clock of "Other".

Table D-1 36 bits/pixel: Recommended N and Expected CTS for 32kHz

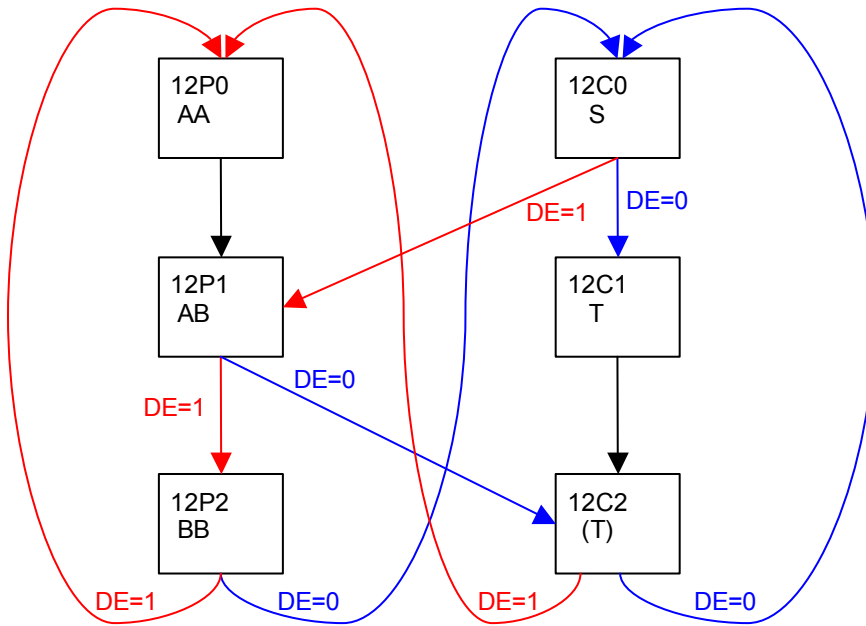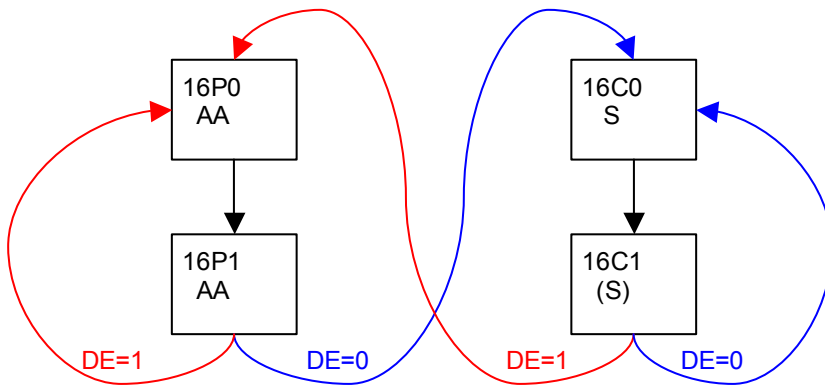| TMDS Clock (MHz)	32 kHz	
	N	CTS
25.2 / 1.001	9152	84375
25.2	4096	37800
27	4096	40500
27 * 1.001	8192	81081
54	4096	81000
54 * 1.001	4096	81081
74.25 / 1.001	11648	316406-316407*
74.25	4096	111375
148.5 / 1.001	11648	632812-632813*
148.5	4096	222750
Other	4096	Measured

* Note: This value will alternate because of restriction on N.

Table D-2 36 bits/pixel: Recommended N and Expected CTS for 44.1kHz and Multiples

TMDS Clock (MHz)	44.1 kHz		88.2 kHz		176.4 kHz	
	N	CTS	N	CTS	N	CTS
25.2 / 1.001	7007	46875	14014	46875	28028	46875
25.2	6272	42000	12544	42000	25088	42000
27	6272	45000	12544	45000	25088	45000
27 * 1.001	6272	45045	12544	45045	25088	45045
54	6272	90000	12544	90000	25088	90000
54 * 1.001	6272	90090	12544	90090	25088	90090
74.25 / 1.001	17836	351562-351563*	35672	351562-351563*	71344	351562-351563*
74.25	6272	123750	12544	123750	25088	123750
148.5 / 1.001	17836	703125	35672	703125	71344	703125
148.5	6272	247500	12544	247500	25088	247500
Other	6272	measured	12544	measured	25088	measured

* Note: This value will alternate because of restriction on N.

Table D-3 36 bits/pixel: Recommended N and Expected CTS for 48kHz and Multiples

TMDS Clock (MHz)	48 kHz		96 kHz		192 kHz	
	N	CTS	N	CTS	N	CTS
25.2 / 1.001	9152	56250	18304	56250	36608	56250
25.2	6144	37800	12288	37800	24576	37800
27	6144	40500	12288	40500	24576	40500
27 * 1.001	8192	54054	16384	54054	32768	54054
54	6144	81000	12288	81000	24576	81000
54 * 1.001	6144	81081	12288	81081	24576	81081
74.25 / 1.001	11648	210937-210938*	23296	210937-210938*	46592	210937-210938*
74.25	6144	111375	12288	111375	24576	111375
148.5 / 1.001	11648	421875	23296	421875	46592	421875
148.5	6144	222750	12288	222750	24576	222750
Other	6144	measured	12288	measured	24576	measured

* Note: This value will alternate because of restriction on N.

Table D-4 48 bits/pixel: Recommended N and Expected CTS for 32kHz

TMDS Clock (MHz)	32 kHz	
	N	CTS
25.2 / 1.001	4576	56250
25.2	4096	50400
27	4096	54000
27 * 1.001	4096	54054
54	4096	108000
54 * 1.001	4096	108108
74.25 / 1.001	11648	421875
74.25	4096	148500
148.5 / 1.001	11648	843750
148.5	4096	297000
Other	4096	Measured

Table D-5 48 bits/pixel: Recommended N and Expected CTS for 44.1kHz and Multiples

TMDS Clock (MHz)	44.1 kHz		88.2 kHz		176.4 kHz	
	N	CTS	N	CTS	N	CTS
25.2 / 1.001	7007	62500	14014	62500	28028	62500
25.2	6272	56000	12544	56000	25088	56000
27	6272	60000	12544	60000	25088	60000
27 * 1.001	6272	60060	12544	60060	25088	60060
54	6272	120000	12544	120000	25088	120000
54 * 1.001	6272	120120	12544	120120	25088	120120
74.25 / 1.001	17836	468750	35672	468750	71344	468750
74.25	6272	165000	12544	165000	25088	165000
148.5 / 1.001	8918	468750	17836	468750	35672	468750
148.5	6272	330000	12544	330000	25088	330000
Other	6272	measured	12544	measured	25088	measured

Table D-6 48 bits/pixel: Recommended N and Expected CTS for 48kHz and Multiples

TMDS Clock (MHz)	48 kHz		96 kHz		192 kHz	
	N	CTS	N	CTS	N	CTS
25.2 / 1.001	6864	56250	13728	56250	27456	56250
25.2	6144	50400	12288	50400	24576	50400
27	6144	54000	12288	54000	24576	54000
27 * 1.001	6144	54054	12288	54054	24576	54054
54	6144	108000	12288	108000	24576	108000
54 * 1.001	6144	108108	12288	108108	24576	108108
74.25 / 1.001	11648	281250	23296	281250	46592	281250
74.25	6144	148500	12288	148500	24576	148500
148.5 / 1.001	5824	281250	11648	281250	23296	281250
148.5	6144	297000	12288	297000	24576	297000
Other	6144	measured	12288	measured	24576	measured

Appendix E   Gamut-Related Metadata

E.1   Overview

Unlike the classic colorimetry standards used for standard definition and high definition video, the enhanced colorimetry of xvYCC has a virtually unconstrained gamut, which does not easily map to the real-world gamut of existing or near-future display technologies. When transmitting such an enhanced colorimetry, it is necessary for the video source to also indicate the color gamut of the transmitted video. This metadata allows the display to map the gamut of the video stream more accurately and more predictably onto the gamut of the display.

The gamut describes all colors that are reproducible by a particular reference display or that are present in a given content. The color gamut can be described by a Gamut Boundary Description (GBD). When a given image content has a gamut larger or different from the gamut of the HDMI sink, the colors lying outside the aimed gamut need to be clipped or moved accordingly. This procedure is called gamut mapping. The gamut of the content is circumscribed by the gamut of the HDMI source color space. The display can then use the content's Gamut Boundary Description to perform accurate and predictable mapping onto its own gamut.

E.2   Transmission Profiles

There are several transmission profiles (P0, P1, etc.) for gamut related metadata. The difference between the transmission profiles is primarily the transmission rate, specifically, the number of packets that may be sent per video field. Because of the need to transmit the entire metadata within a short period of time, this transmission rate limits the maximum size of the profile as well. The maximum size of the metadata then also corresponds to the accuracy of the gamut boundary description.

The lowest speed transmission profile is P0, transmitting at a rate of one Gamut Metadata Packet per video field. P0 metadata fits completely within that one packet.

When transmitting GBD data, the Source shall send the GBD for an upcoming gamut change using P0 transmission profile if that GBD is available prior to transmission of the content. This P0 transmission should occur at least one full video field prior to the start of the new gamut video.

E.3   Gamut Boundary Description

The HDMI source gamut is described either by a set of R/G/B range limits or by a set of vertices with or without indexed facets. The Format_Flag field indicates which format is supplied:

- Format_Flag   [1 bit] Identifies whether subsequent data describes gamut range
                       boundary or gamut vertices boundary. A value of 0 indicates
                       vertices/facets description. 1 indicates range description.

Two simple GBD data structures: one based on four vertices and the other based on R/G/B min/max range limits, are fully defined here and may be supported using the P0 transmission profile. Larger data structures carrying many more vertices as well as facets, will be defined in a future international specification, not necessarily the HDMI Specification. These data structures will require higher transmission speeds and sizes and therefore will require higher transmission profiles (P1**...**).

After those data structures are defined, a subsequent version of the HDMI Specification will permit HDMI devices to support them. Until that time, no HDMI Source may transmit a GBD with

more than four vertices or containing facet data, nor may any Sink indicate support for transmission profiles other than P0 in the Colorimetry Data Block in the EDID.

Facet data descriptions below are informative only. The facet data structures and relationship between facets and vertices will be described in a future specification.

The size of each component of each vertex or range entry is indicated in the field GBD_Color_Precision:

- GBD_Color_Precision   [2 bits] Color precision of GBD vertex and range data:
  - 0b00   8 bit
  - 0b01   10 bit
  - 0b10   12 bit

The definition of vertex data depends on the GBD_Color_Space field (see below) and is as follows:

- RGB: Unsigned integer. According to ITU-R 709-5 item 6.10 (8 bit), summarized in Section 6.6 (for 8**...**16 bit).

- xvYCC: Unsigned integer. According to IEC 61966-2-4 item 4.4, summarized in Section 6.6

- XYZ: Not valid. Future versions of this specification will further define XYZ tristimulus. Until that point, XYZ shall not be used for GBD data.

The precision of the facet data (Packed_GBD_Facets_Data in Table E-1) depends on the number of vertices (Number_Vertices) according to the following equation:

$$\text{Precision [number of bits] of color facet data} = \text{ld}(\text{Number\_Vertices})$$

Where ld() is the logarithm to the base of two. The format of color facet data is positive integer, each color facet data indicating the index of a vertex in the Packed_GBD_Vertices_data field. For example, the integer 0 indicates the first vertex in Packed_GBD_Vertices_data and the integer 1 indicates the second vertex in Packed_GBD_Vertices_data. Three consecutive facets data define one triangle with surface normal pointing outside the gamut.

The definition of 8/10/12-bit range data is as follows:

- 8-bit: signed fixed-point – 1 sign bit, 2 bits integer, 5 bits fraction

- 10-bit: signed fixed-point – 1 sign bit, 2 bits integer, 7 bits fraction

- 12-bit: signed fixed-point – 1 sign bit, 2 bits integer, 9 bits fraction

The data structures for these two different formats are shown in Table E-1 and Table E-2 .

Table E-1 Vertices/Facets GBD Data Structure

Byte #	7	6	5	4	3	2	1	0
0	Format_ Flag = 0	Facet_ Mode	Rsvd(0)	GBD_Color_Precision		GBD_Color_Space		
1	Number_Vertices_H							
2	Number_Vertices_L							
3...VSIZE+2	Packed_GBD_Vertices_Data[0... VSIZE-1]							
VSIZE+ 3	Number_Facets_H							
VSIZE+ 4	Number_Facets_L							
VSIZE+ 5...	Packed_GBD_Facets_Data[0...FSIZE-2]							
VSIZE+ FSIZE+ 4	Packed_GBD_Facets_Data[FSIZE-1]							

- Facet_Mode   [1 bit] Indicates if Facets are also included in the GBD. Field is valid only when Format_Flag = 0. Reserved (0) when Format_Flag = 1.

- GBD_Color_Precision   [2 bits] see above

- GBD_Color_Space   [3 bits] Color space of GBD data:
  0b000   ITU-R BT.709 (using RGB)
  0b001   xvYCC$_{601}$ (IEC 61966-2-4 – SD) (using YC$_B$C$_R$)
  0b010   xvYCC$_{709}$ (IEC 61966-2-4 – HD) (using YC$_B$C$_R$)
  0b011   XYZ (see above)

- Number_Vertices(_H, _L)   [2 bytes] Number of vertices described by following structure.

- Number_Facets(_H, _L)   [2 bytes] Number of facets described by following structure.

VSIZE is the number of bytes in the Packed_GBD_Vertices_Data according to:

$$VSIZE = INT(3 \cdot Number\_Vertices \cdot GBD\_Color\_\Pr ecision / 8 + 0.99999)$$

Where, INT() is a function returning the integer part of the number (e.g. INT(3.99999...) = 3).

FSIZE is the number of bytes of Packed_GBD_Facets_Data and will be defined in a future specification.

The minimal number of vertices is 4. In this case, and only this case, the vertices have the following meaning, in this order: black point, red primary, green primary and blue primary. This convention allows constructing the white point and the secondary colors (magenta, cyan and yellow) without transmission.

Table E-2 Range GBD Data Structure

Byte #	7	6	5	4	3	2	1	0
0	Format_ Flag = 1	Rsvd(0)	Rsvd(0)	GBD_Color_Precision		GBD_Color_Space		
1...N	Packed_Range_Data							

- Packed_Range_Data   [N bytes] Packed range data according to following sequence:
  Min_Red_Data
  Max_Red_Data
  Min_Green_Data
  Max_Green_Data
  Min_Blue_Data
  Max_Blue_Data

- GBD_Color_Precision   [2 bits] see above

- GBD_Color_Space   [3 bits] Color space of GBD data:
  0b000   Reserved
  0b001   RGB expression of $xvYCC_{601}$ coordinates
  0b010   RGB expression of $xvYCC_{709}$ coordinates
  0b011   Reserved

E.4   Data Packing

GBD data is efficiently packed with each 8-, 10- and 12-bit value taking exactly 8-, 10- or 12-bits in the packet. The GBD_Color_Precision field specifies the packing and precision of the GBD data. Table E-3 and Table E-4 define the packing for 10- and 12-bit values using a representative sequence of values, A, B, C..., with A_low representing the low-order bits and A_high, the high-order bits of value A.

Table E-3 10-bit Packing

	7	6	5	4	3	2	1	0
0	A_high							
1	A_low		B_high					
2	B_low			C_high				
3	C_low				D_high			
4	D_low							
5	E_high							
6	E_low		F_high					
7	F_low			G_high...				

Table E-4 12-bit Packing

	7	6	5	4	3	2	1	0
0	A_high							
1	A_low			B_high				
2	B_low							
3	C_high							
4	C_low			D_high				
5	D_low							

E.5   Example P0 Data Structures

A simple but useful vertex GBD data structure is defined in Table E-5 and can be transmitted using a single Gamut Metadata Packet, fitting within the P0 transmission profile.

The gamut is described in xvYCC$_{709}$ space at 8-bit. The GBD consists of black point as well as red, green and blue primaries.

This data structure has the minimum number of vertices. Following the specification, the correspondence of transmitted vertices and primaries and black point is given. To reconstruct the full gamut boundary description, the white point vertex V_{WHITE} and the secondary colors $(V_{MAGENTA}, V_{CYAN}, V_{YELLOW}$ for magenta, cyan and yellow, respectively) are generated from the first primaries as follows:

$$V_{WHITE} = V_{RED} + V_{GREEN} + V_{BLUE} - 2V_{BLACK}$$

$$V_{MAGENTA} = V_{RED} + V_{BLUE} - V_{BLACK}$$

$$V_{CYAN} = V_{GREEN} + V_{BLUE} - V_{BLACK}$$

$$V_{YELLOW} = V_{RED} + V_{GREEN} - V_{BLACK}$$

Table E-5 P0 Vertices-Only Data – 8-bit Precision Example

Byte #	7	6	5	4	3	2	1	0
0	Format_ Flag = 0	Facet_ Mode = 0	Rsvd = 0	GBD_Color_Precision = 00		GBD_Color_Space = 010		
1	Number_Vertices_H = 0							
2	Number_Vertices_L = 4							
3	Black(Y)							
4	Black(C_B)							
5	Black(C_R)							
6	Red(Y)							
7	Red(C_B)							
8	Red(C_R)							
9	Green(Y)							
10	Green(C_B)							
11	Green(C_R)							
12	Blue(Y)							
13	Blue(C_B)							
14	Blue(C_R)							

A typical range GBD data structure is shown in Table E-6 . This can be transmitted using a single Gamut Metadata Packet, fitting within the P0 transmission profile. The gamut is described in xvYCC$_{709}$ space at 12-bit. The GBD consists of min_red_data, max_red_data, min_green_data, max_green_data, min_blue_data, and max_blue_data

Table E-6 P0 Range Data – 12-bit Precision Example

Byte #	7	6	5	4	3	2	1	0
0	Format_ Flag = 1	Rsvd = 0	Rsvd = 0	GBD_Color_Precision = 10		GBD_Color_Space = 010		
1	Min_Red_Data_H							
2	Min_Red_Data_L				Max_Red_Data_H			
3	Max_Red_Data_L							
4	Min_Green_Data_H							
5	Min_Green_Data_L				Max_Green_Data_H			
6	Max_Green_Data_L							
7	Min_Blue_Data_H							
8	Min_Blue_Data_L				Max_Blue_Data_H			
9	Max_Blue_Data_L							

Appendix F   Video Scaling Auto-Configuration

Informative Appendix

In addition to any other mode that a source provides, it is highly recommended that it also provide a pass-through mode of operation. In the pass-through mode the source will pass video unprocessed to its output, if the format is supported by the display, without scaling or de-interlacing (except for performing any necessary field repeats, for instance to show 720p24Hz content on a display with only a 720p60Hz input capability).

In the case that the source cannot send the video in pass-through mode (because the format is not supported by the display), it should convert to the highest priority format as indicated by the DTDs and SVDs, with the first DTD ("Preferred") being the highest priority.

In the case that the source cannot send the video in pass-through mode (format not supported by the display), and it can also not convert to the preferred video format, the source should select the highest resolution progressive video format supported by the display.

Note: in order to allow displays to indicate a wide range of supported video formats, the source must be able to read EDID information from all defined blocks and must read and understand DTDs and SVDs as defined in CEA-861-D.

The source may also provide a "film-mode" de-interlacer to convert interlaced format video to its original progressive format. It should then consider such converted video as progressive, for instance 480i 60Hz video should be considered as 480p 24Hz video after successful film mode conversion.

It is strongly recommended that displays that cannot perform film-mode de-interlacing on an interlaced video format do not list such an interlaced format as the preferred format but list such a format with a priority (in the list of DTDs and SVDs) that corresponds to the effective resolution. For instance, a display that cannot do film-mode de-interlacing on 1080i may list this format with a priority roughly equivalent to 540 progressive lines.

Supplement 1

Consumer Electronics Control (CEC)

CEC Table of Contents

CEC Figures

CEC Tables

CEC 1   Introduction

CEC is a protocol that provides high-level control functions between all of the various audiovisual products in a user's environment. This appendix describes the CEC protocol in the following order:

- An overview of the recommended features available in CEC.

- A Low Level Protocol Definition - Includes the electrical specification, signaling and bit timings and the frame description.

- A High Level Protocol Definition - Includes a detailed feature breakdown and individual message descriptions.

CEC 1.1   Normative references

[1n] ISO 639.2 Code for the representation of names of languages - Part 2: Alpha 3 code
http://www.loc.gov/standards/iso639-2/langhome.html

CEC 1.2   Informative References

[1i] CENELEC, EN 50049-1:1997/A1:1998, Domestic and similar electronic equipment interconnection requirements: Peritelevision connector

[2i] CENELEC, EN 50157, Domestic and similar electronic equipment interconnection requirements: AV.link
    EN 50157-1   : Part 1
    EN 50157-2-1 : Part 2-1
    EN 50157-2-2 : Part 2-2
    EN 50157-2-3 : Part 2-3

[3i] IEEE std. 1394-1995 HIGH PERFORMANCE SERIAL BUS section 8.3.2.5.1 – example use of Company_id.

CEC 1.3   Document Revision History

1.2   Clarification of CEC line Standby behaviour
       Clarification of test conditions in Table 2
       Addition of CEC line pull-up using a current source
       Addition of Give Power Status message
       Clarification of response to <Abort> message
1.2A   Tolerance on internal pull-up resistance changed to ±5% in Table 2.
       Removal of test conditions from Table 2,
       Clarification of maximum message length.
       Re-ordering of some Features in the text and splitting of message description table.
       Update and clarification of mandatory and optional implementation status.
       Clarification of rules with more explanations for Routing Control.
       Additional examples and notes regarding the use of System Standby with recordings.
       System Info simplified to language selection. <Set Language> now becomes <Set Menu
          Language> with a simplified mechanism. Removal of <Set System Info Version
          Number>, <Give System Info> and <Set Country>.
       Removal of analogue tuning messages and addition of <Set Digital Service>.
       Removal of Preset Download and Timer Programme Features.
       Various editorial corrections throughout
1.3   No Changes.

CEC 2   Definitions

CEC 2.1   Conformance Levels

Because CEC is optional, the conformance level in this appendix is only effective when the device supports CEC. For example, the word "shall" indicates a mandatory requirement for the CEC supporting devices. However, within the Features section (CEC 13) "shall" only indicates a requirement if the feature is implemented.

CEC 2.2   Glossary of Terms

Broadcast Message	This is a message, sent to logical address 15, on which all devices are expected to receive.
Clear	Set to an empty/undefined state. When a physical address is cleared it takes the value F.F.F.F. When a logical address is cleared it takes the value 15.
Deck	The part of a recording device or playback device that provides playback functionality usually from a removable media.
Destination	The target device for a CEC message.
Follower	A device that has just received a CEC message and is required to respond to it.
Initiator	The device that is sending, or has just sent, a CEC message and, if appropriate, is waiting for a follower to respond.
Logical address	A unique address assigned to each device (see section CEC 10.2)
Menu Providing Device	A non-display device that may render a menu on TV.
Playback device	A device that has the ability to play media, e.g. a DVD Player.
Recording device	A device that has the ability to record a source such as an internal digital tuner or an external connection.
Source Device	A device that is currently providing an AV stream via HDMI.
Tuner Device	A device that contains a digital tuner, e.g. a STB or a Recording Device.
Timer Setting Device	A device that has the ability to set the record timer blocks of a recording device.
TV	A device with HDMI input that has the ability to display the input HDMI signal. Generally it has no HDMI output.

CEC 2.3   Usages and Conventions

CEC 2.3.1   State Diagrams

State diagrams describe behavior in terms of device states and events or actions. In these diagrams, the ovals represent device states and the arrows represent events and/or actions that move the device from one state to another state.
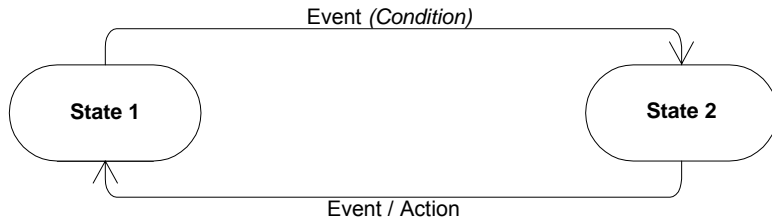
CEC Figure 1 Example State Diagram

CEC 2.3.2   Message Flow Diagrams

Message Flow Diagrams show sequences of messages that occur between 2 devices.
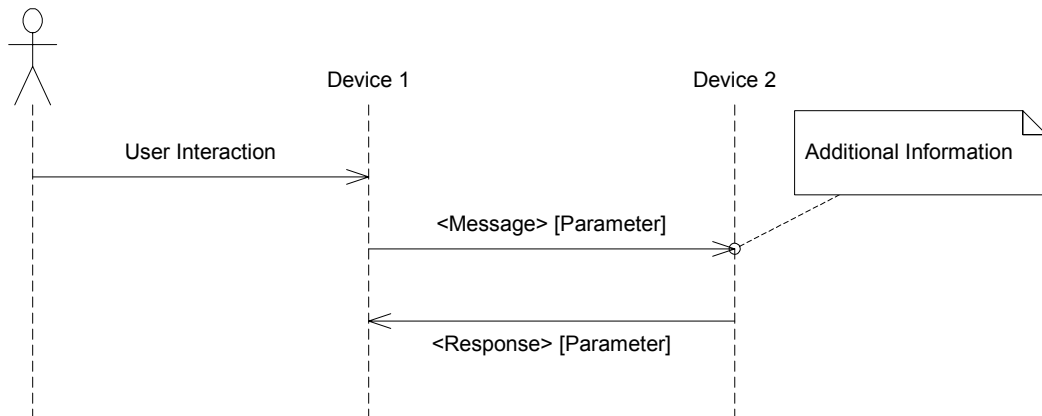
CEC Figure 2 Example Message Flow Diagram

CEC 2.3.3   Notation

Within the CEC specification there are a number of notations:

<xxx>   xxx is an opcode for a message, which is defined in section CEC 15

[yyy]   yyy is a data item, which is defined in section CEC 17.

"zzz"   zzz is a constant and is a possible value for a data item in section CEC 17.

N{….} indicates the item within the braces is repeated N times, this is used mainly in section CEC 17.

CEC 3   Feature Overview

CEC provides a number of recommended features designed to enhance the functionality and interoperability of devices within an HDMI system. This section gives an overview of these features.

CEC 3.1   End-User Features

One Touch Play - Allows a device to be played and become the active source with a single button press.

System Standby - Enables the user to switch all devices to standby with one button press.

One Touch Record - Offers a What You See Is What You Record (WYSIWYR) facility, meaning that whatever is shown on the TV screen is recorded on a selected recording device.

Deck Control - Enables a device to control (e.g. play, fast forward etc.) and interrogate a playback device (a deck).

Tuner Control - Allows a device to control the tuner of another device.

Device Menu Control - Enables a device to control the menu of another device by passing through user interface commands.

Remote Control Pass Through - Enables remote control commands to be passed through to other devices within the system.

CEC 3.2   Supporting Features

Device OSD Name Transfer - Enables devices to upload their preferred OSD name to the TV. The TV can then use this name in any menus associated with that device.

Device Power Status – Allows the current power status of a device to be discovered.

OSD Display - Enables a device to use the on-screen display of the TV to display text strings.

Routing Control - Allows the control of CEC Switches for streaming of a new source device.

System Information - Queries the system to determine device addresses and language.

Vendor Specific Commands - Allows a set of vendor-defined commands to be used between devices of that vendor.

CEC 4   Electrical Specification

The electrical specifications define CEC such that a maximum of 10 devices can interoperate in the worst-case scenario. In practice, many more may be expected to operate together as the worst case is highly improbable.

A device that implements CEC protocols, as described in this CEC supplement, and has enabled its CEC functionality, shall:

- Conform to Table 1 when it is powered-Off (e.g. power removed); or,

- Conform to Table 2 in all other power states. In these states, the device shall keep monitoring the CEC line for any messages addressing that device, including any messages that bring the device out of Standby, see CEC 14.1.3.

During the powered-Off state (e.g. power removed), the CEC line is not monitored.

CEC Table 1 CEC Electrical Specifications during the fully powered-Off state

Description	Value	Notes
Leakage current in powered-Off state	1.8μA max	1

CEC Table 2 CEC Electrical Specifications except during the fully powered-Off state

Description	Value	Notes
Maximum Output Voltage Logic '0'	+0.6V	
Minimum Output Voltage Logic '0'	0V	
Maximum Output Voltage Logic '1'	+3.63 V	
Minimum Output Voltage Logic '1'	2.5V	
High to Low Input Voltage Threshold Logic '0'	$V_{cecin}('0') \geq +0.8V$	
Low to High Input Voltage Threshold Logic '1'	$V_{cecin}('1') \leq +2.0V$	
Typical Input hysteresis	+0.4 V	2
Maximum rise time (10% to 90%)	250 μs	
Maximum fall time (90% to 10%)	50 μs	
Internal device pull-up:	27k ohms ± 5% or equivalent (eg a current source)	

The device shall remain within specification under the full-range of load conditions.

Notes:

1   This effectively requires that the internal pull-up circuit shall be disconnected from the CEC line when the device is off. For example, this can be implemented by connecting an isolating diode between the CEC input pin and the internal pull-up circuit, such that diode is reverse-biased in the off state with an external device pulling-up the CEC line.

2   For information, input hysteresis is normally supplied by the microprocessor input circuit: in this circumstance, external hysteresis circuitry is not needed.

CEC 5   Signaling and Bit Timings

All transactions on the CEC line consist of an initiator and one or more followers. The initiator is responsible for sending the message structure and the data. The follower is the recipient of any data and is responsible for setting any acknowledgement bits.

CEC 5.1   CEC Line Usage

A message is conveyed over the control signal line in a single frame; a frame is a self-contained unit consisting of a start bit followed by a number of data bits.

An initiator first has to test that the control signal line is free for use (described below). After that it generates a high to low transition on the CEC line, followed by a series of pulses comprising data bits whose starting point is defined by a high to low transition.

The initiator provides bit timing and bit leading edges. Only one initiator is allowed at any one time. A control signal line arbitration mechanism avoids conflict when more than one initiator begins transmitting at the same time.

CEC 5.2   Bit Timing

CEC 5.2.1   Start Bit Timing

The pulse format of the start bit is shown in CEC Figure 3. It is unique and identifies the start of a frame.

The start bit has to be validated by its low duration (a) and its total duration (b).
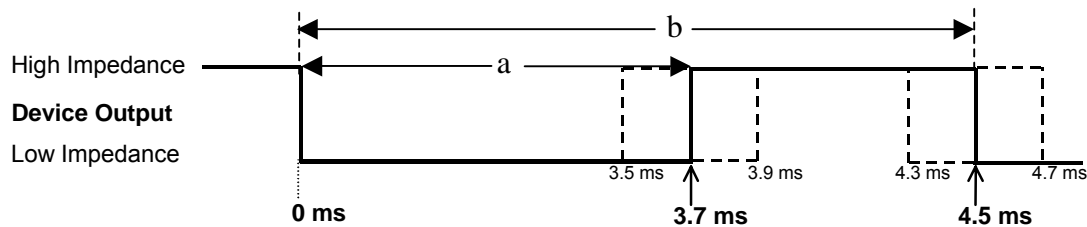
CEC Figure 3 Start bit pulse format showing minimum and maximum tolerances

CEC 5.2.2   Data Bit Timing

All remaining data bits in the frame, after the start bit, have consistent timing. There are, however, two types of bits; an initiator asserted bit and a follower asserted bit. All bits apart from the acknowledge bit are asserted by the initiator. CEC Figure 4 shows both logical 1 and logical 0 timing diagrams for an initiator asserted bit.

The high to low transition at the end of a data bit is the start of the next data bit and only occurs if there is a following data bit; after transmission of the final bit the CEC line remains high.
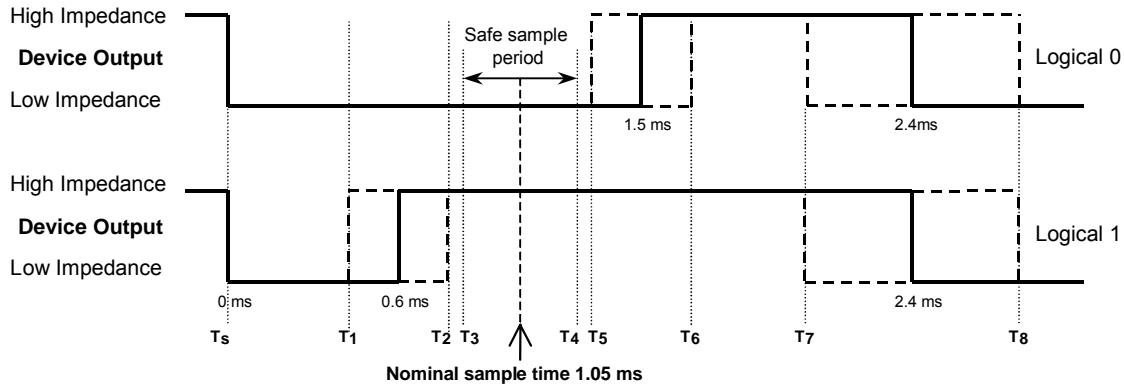
T_S	0 ms	The bit start event.
T₁	0.4 ms	The earliest time for a low - high transition when indicating a logical 1.
T₂	0.8 ms	The latest time for a low - high transition when indicating a logical 1.
T₃	0.85 ms	The earliest time it is safe to sample the signal line to determine its state.
T₄	1.25 ms	The latest time it is safe to sample the signal line to determine its state.
T₅	1.3 ms	The earliest time a device is permitted return to a high impedance state (logical 0).
T₆	1.7 ms	The latest time a device is permitted return to a high impedance state (logical 0).
T₇	2.05 ms	The earliest time for the start of a following bit.
	2.4ms	The nominal data bit period.
T₈	2.75 ms	The latest time for the start of a following bit.

CEC Figure 4 Timing diagrams for both bit states

CEC Figure 5 shows an example bit with both initiator and follower where the follower may assert the bit to a logical 0 to acknowledge a data block. The initiator outputs a logical 1, thus allowing the follower to change the CEC state by pulling the control line low for the duration of the safe sample period.
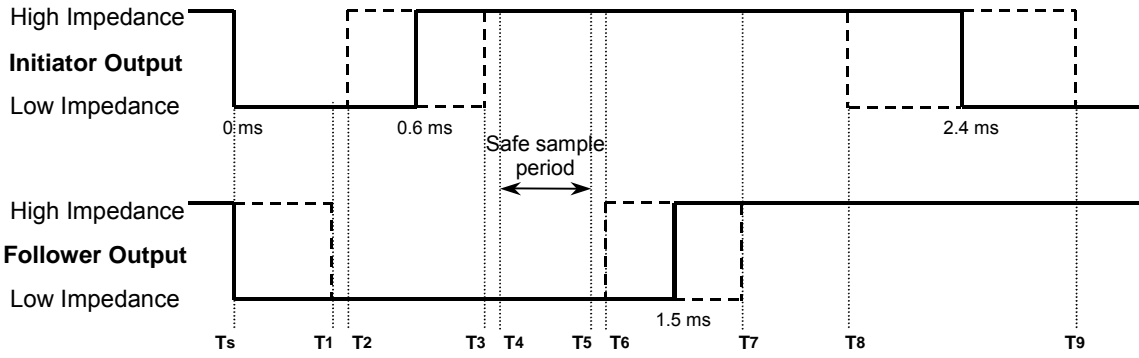
T_S	0 ms	The bit start event.
T_1	0.35 ms	The latest response time for a follower to go to the low impedance state.
T_2	0.4 ms	The earliest the initiator can return to high impedance when transmitting a logical 1.
T_3	0.8 ms	The latest the initiator can return to high impedance when transmitting a logical 1.
T_4	0.85 ms	The earliest time at which the bit state on the CEC line is valid for reading.
T_5	1.25 ms	The latest time at which the bit state on the CEC line is valid for reading.
T_6	1.3 ms	The earliest time the follower is permitted return to a high impedance state.
T_7	1.7 ms	The latest time the follower is permitted return to a high impedance state.
T_8	2.05 ms	The earliest time for the start of a following bit.
	2.4ms	The nominal data bit period.
T_9	2.75 ms	The latest time for the start of a following bit.

CEC Figure 5 Timing Diagram for Follower Asserted Bit (Logical 0)

CEC 6   Frame Description

The following table describes the complete CEC frame; the details of each block of the frame are given in the subsequent sections.

CEC Table 3 Frame Description

Name	Description	Value
Start	Special start 'bit'	N/A
Header Block	Source and destination addresses (see CEC Figure 7)	See CEC Table 5
Data Block 1 (opcode block)	Opcode (Optional)	See CEC Table 6 to CEC Table 18
Data Block 2…. (operand blocks)	Operand(s) specific to opcode (Optional, depending on opcode)	See CEC Table 6 and CEC Table 22

The maximum message size (opcode block plus operand blocks) is 16 * 10 bits

CEC 6.1   Header/Data Block description

All Data Blocks and Header Blocks are ten bits long and have the same basic structure, as shown in CEC Figure 6.

Header/Data Block									
7	6	5	4	3	2	1	0	-	-
Information bits								EOM	ACK
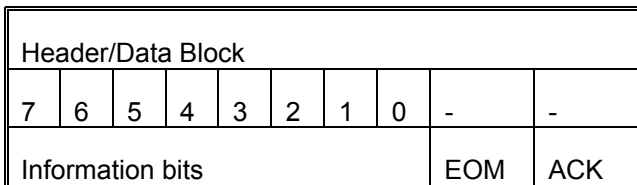
CEC Figure 6 Block Structure

The information bits are data, opcodes or addresses, dependent on context. The control bits, EOM and ACK, are always present and always have the same usage.

CEC 6.1.1   EOM (End of Message)

The EOM bit is used to indicate if this is the final block in the message.

A '0' bit specifies that one or more data blocks follow.

A '1' bit specifies that the message is complete.

In the event that a message contains additional data blocks after an EOM is indicated, the follower shall ignore the additional blocks.

CEC 6.1.2   ACK (Acknowledge)

The ACK bit is used by follower(s) to acknowledge the data or header block. It is always set to 1 by the initiator. It operates in one of two modes:

For messages addressed to a single device:

▪ A follower that reads its own address in the destination address field shall acknowledge with a '0' ACK bit.

▪ All other devices shall generate a '1' ACK bit (i.e. do nothing).

▪ A '0' read by the initiator therefore indicates a successful transmission of the data or header block.

For broadcast messages the sense of the ACK bit is inverted to allow for a single device to reject a message:

▪ All followers shall acknowledge with a '1' ACK bit.

▪ A '1' read by the initiator therefore indicates that no device has rejected the data or header block – the message transmission can therefore continue if required.

▪ A '0' read by the initiator therefore indicates that one or more devices have rejected the message.

CEC 6.1.3   Header Block Details

The header block consists of the source logical address field, the destination logical address field, the end of message bit (EOM) and the acknowledge bit (ACK) as shown in CEC Figure 7. The addresses for the devices are specified in CEC Table 5.

Header Block									
3	2	1	0	3	2	1	0	-	-
Initiator				Destination				EOM	ACK

CEC Figure 7 Header Block

The initiator logical address field is used to identify the initiator of the current frame. The logical address of the initiator is written in this field (see CEC 10.2). The field consists of bits one to four of the header block, most significant bit first.

The destination logical address field is used to identify the destination of the current frame. The logical address of the destination is written in this field (see CEC 10.2). A special address (0b1111) is used for broadcast messages. The field consists of bits five to eight of the header block, most significant bit first.

A message with the EOM bit set in the Header Block can be used to 'ping' other devices, to ascertain if they are active.

CEC 7   Reliable Communication Mechanisms

There are three mechanisms to provide a reliable communications medium for the transfer of frames:

- Frame re-transmissions increase the chance of a successful message transfer.
- Flow control ensures that communication only progresses as fast as the slowest follower.
- Frame validation.

Given these mechanisms and the active ACK method, a message transmitted and acknowledged should be assumed correctly received. A message that does not result in a <Feature Abort> can be assumed to have been acted upon. It is suggested that the receiving device can assume this after 1 second. Generally however, the <Feature Abort> will be received within around 100ms.

CEC 7.1   Frame Re-transmissions

A frame is considered lost and therefore may be re-transmitted under the following conditions:

- If a frame is not acknowledged in a directly addressed message.
- If a frame is negatively acknowledged in a broadcast message.
- If the initiator detects low impedance on the CEC line when it is transmitting high impedance and is not expecting a follower asserted bit.

Re-transmission can be attempted up to 5 times for a single message and shall be attempted at least once. The re-try shall be after a signal free time as described in CEC Table 4.

CEC 7.2   Flow Control

To provide flow control, a receiving device may negatively acknowledge any data or header block it is at present unable to process. A negative acknowledge will cause re-transmission by the initiator.

CEC 7.3   Frame Validation

A follower shall ignore a frame if the number of operands is less than the number specified for that opcode.

CEC 7.4   CEC Line Error Handling

It is the responsibility of all devices acting as followers to detect the existence of spurious pulses on the control signal line and notify all other devices (primarily the initiator) that a potential error has occurred.

An error is defined as a period between falling edges that is less than a minimum data bit period (i.e. too short to be a valid bit). Note that the start bit is excluded from CEC Line Error Handling.

Errors are notified by the follower generating a low bit period on the control signal line of 1.4-1.6 times the nominal data bit period. After such an error notification the original initiator should stop sending its current frame and re-try later.

CEC 8   Protocol Extensions

In order to allow for extensions to the protocol in future releases of the specification, the current opcodes and parameters can be extended by adding further parameters onto them. If an older CEC node receives a message with more operands than expected, it should ACK the additional operands and simply ignore them, thus allowing extensions to already existing commands.

For entirely new commands, new opcodes can be allocated.

For entirely new device types, new addresses may be allocated.

CEC 9   CEC Arbitration

Arbitration for the CEC line ensures collisions are spotted and a reliable message layer can be achieved.

All devices that wish to transmit a frame onto the CEC line have to ensure that it has been inactive for the signal free time, see CEC Table 4.

A device that has lost arbitration shall stop transmitting and become a follower. The device shall then wait for the CEC line to be inactive for the signal free time period as specified in CEC Table 4, before attempting to send another message.

CEC line arbitration commences with the leading edge of the start bit and continues until the end of the initiator address bits within the header block. During this period the initiator shall monitor the CEC line and if whilst in high impedance state it detects low impedance then it shall assume that it has lost the arbitration to a second initiator.

It should be noted that this process gives priority to the logical address with the most leading zeros and, ultimately, the TV.

CEC 9.1   Signal Free Time

Before attempting to transmit or re-transmit a frame, a device shall ensure that the CEC line has been inactive for a number of bit periods. This signal free time is defined as the time since the start of the final bit of the previous frame.

The length of the required signal free time depends on the current status of the control signal line and the initiating device. The different signal free times required are summarized in the following table:

CEC Table 4 Signal Free Time

Precondition	Signal Free Time (nominal data bit periods)
Present initiator wants to send another frame immediately after its previous frame	≥7 and <10
New initiator wants to send a frame	≥5 and <7
Previous attempt to send frame unsuccessful	≥3 and <5

CEC 9.2   Message Time Constraints

There are certain time constraints for messages that should be obeyed at application level. These are a desired maximum response time of 200ms and a required maximum response time of 1 second.

CEC 10   Device Connectivity and Addressing

CEC is a protocol based on a bus system and therefore cannot alone ascertain the physical connectivity of the network. The mechanism defined in section 8.7 uses DDC to allocate physical addresses to devices in the network.

All CEC devices therefore have both a physical and logical address, whereas non-CEC devices only have a physical address.

CEC 10.1   Physical Address Discovery

The algorithm defined in 8.7.3 is used to allocate the physical address of each device.

Whenever a new physical address (other than F.F.F.F) is discovered, a CEC device shall:

- allocate the logical address (see CEC 10.2.1)

- report the association between its logical and physical addresses by broadcasting <Report Physical Address>.

This process allows any node to create a map of physical connections to logical addresses.

CEC 10.2   Logical Addressing

Each device appearing on the control signal line has a unique logical address. This address defines a device type as well as being a unique identifier. These are specified in CEC Table 5.

If a physical device contains the functions of more than one logical device then it should take the logical addresses for each of those logical devices. It is allowed for a device to declare the functionality of another device by using a different logical address. For example a recordable DVD device may take the address 4 or 8 to expose only the functionality of a standard DVD device.

CEC Table 5 Logical Addresses

Address	Device
0	TV
1	Recording Device 1
2	Recording Device 2
3	STB1
4	DVD1
5	Audio System
6	STB2
7	STB3
8	DVD2
9	Recording Device 3
10	Reserved
11	Reserved
12	Reserved
13	Reserved
14	Free Use
15	Unregistered (as initiator address) Broadcast (as destination address)

CEC 10.2.1   Logical Address Allocation

Note that a logical address should only be allocated when a device has a valid physical address (i.e. not F.F.F.F), at all other times a device should take the 'Unregistered' logical address (15).

Only the device at physical address 0.0.0.0 may take logical address TV (0). A TV at any other physical address shall take the 'Free Use' (14) address. If address 14 is already allocated it shall take the 'Unregistered' address (15).

Reserved addresses shall not be used at present and are reserved for future extensions to this specification.

Where more than one possible logical address is available for the given device type (e.g. STB1, STB2, etc.), an address allocation procedure shall be carried out by a newly connected device. The device takes the first allocated address and sends a polling message to the same address (e.g. STB1 → STB1). If the polling message is not acknowledged, then the device stops the procedure and retains that address.

If the first address is acknowledged, then the device takes the next address and repeats the process (e.g. STB2 → STB2). Again, if the message is not acknowledged, the device keeps that address.

This procedure continues until all possible 'type specific' addresses have been checked; if no 'type specific' addresses are available the device should take the unregistered address (15).

A device may lose its logical address when it is disconnected or switched off. However, it may remember its previous logical address, so that the next time it is reconnected, it can begin the polling process at its

previous logical address and try each other allowable logical address in sequence before taking the unregistered address. For example if an STB that was previously allocated address STB2 is reconnected, it would poll STB2, STB3 and STB1 before taking the unregistered address.

If a device loses its physical address at any time (e.g. it is unplugged) then its logical address shall be set to unregistered (15).
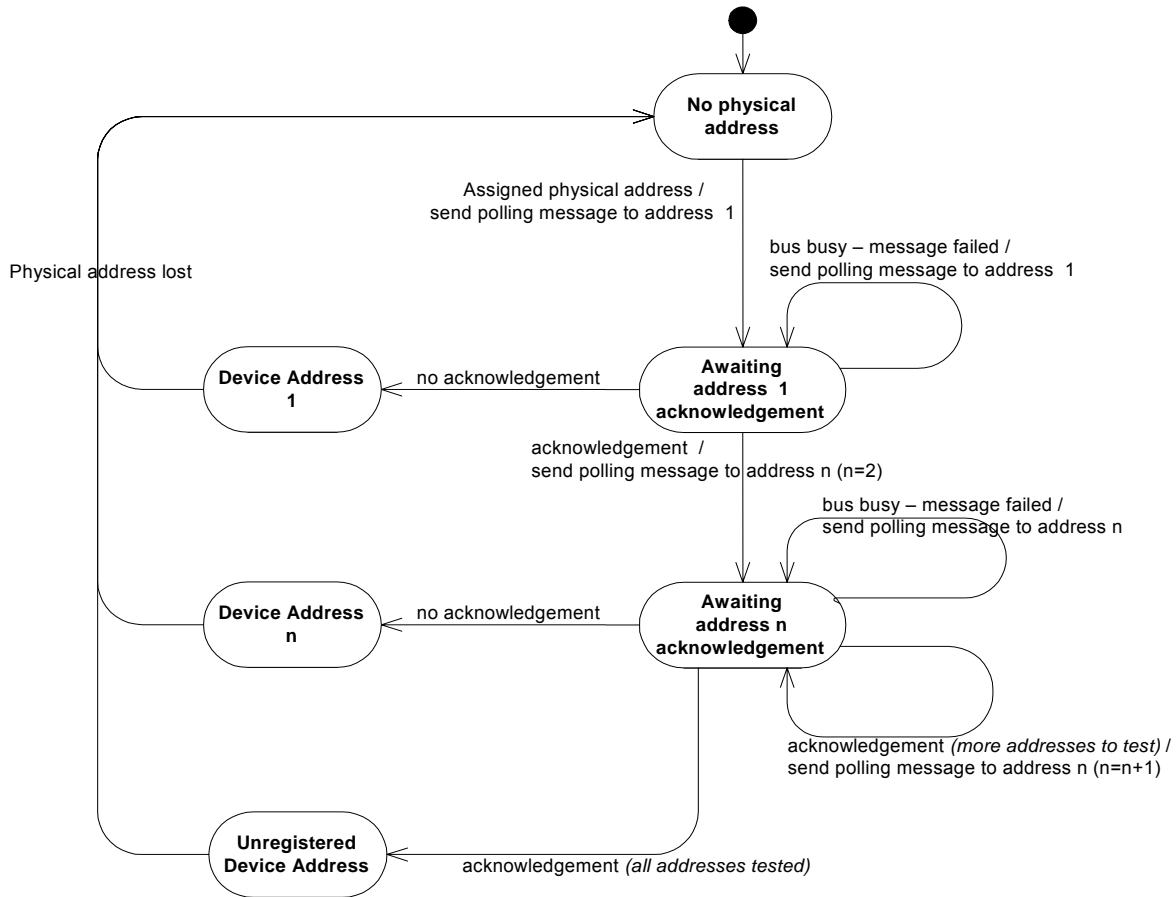
CEC Figure 8 Logical Address Allocation

CEC 11   Switch Requirements

One of the major uses of the physical address identification is to allow a switch to be controlled in order to enable a specific device to stream to the TV. This places requirements on both CEC and non-CEC compliant switches.

All switches will consist of a single switched TMDS connection, and a fully wired CEC connection to each source device. There are significant differences between a CEC Switch and a non-CEC Switch, which are identified below.

CEC 11.1   CEC Switch

A CEC Switch allocates a unique child_address for every connection below the switch. This means that any device connected to the switch will always have a valid physical address (assuming the switch itself has a valid physical address). Therefore, any device below the switch may take a logical address and can react to CEC messages in a normal way. The switch is effectively transparent and will enable all standard CEC communications in its connected source devices.

For CEC compliant switches, there is a requirement to react on <Active Source> and <Set Stream Path> messages. Both of these messages require the switch to change the connected source device according to the physical AV stream path indicated by the CEC message. These mechanisms allow a source device to configure the switches between itself and the TV to ensure that its output is displayed, or for the TV to specifically receive the output from a given device.

A CEC compliant device that is only a switch does not need to take a logical address; it uses the unregistered address for any communications.

It is possible that a user may change a CEC Switch manually. In this instance a CEC Switch shall send a <Routing Change> message to inform other devices about the change.

CEC 11.2   Non-CEC Switch

There are two types of non-CEC switches, those which have only one EDID for all source devices (or simply reflect the sink EDID), and those which have a separate EDID for all source devices. The rules for the operation of these two types of switch are different:

CEC 11.2.1   Switches with One EDID

A non-CEC-compliant switch may have a single child_address, which is always occupied by the currently switched device. Any other connected devices will have no hot plug signal and will therefore have an unallocated physical address (and can use only the unregistered logical address). These devices will, however, still see CEC messages as they will be connected to the CEC line and they may react to some broadcast messages in the normal way (e.g. standby).

When a switch de-selects a device, that device will detect the removal of the 'hot plug' signal to indicate that its physical AV connection has been removed. It should immediately clear its physical and logical addresses. Each source device below the switch will detect the removal of the 'hot plug' signal to indicate they are no longer on the active AV Path and clear their addresses accordingly.

When a switch selects a device, that device will detect the 'hot plug' signal. It can then obtain a valid physical address from its sink and subsequently a logical address. The device should activate the hot plug signal to its source (child) devices (if any) to indicate that they should now request a physical address.

Non CEC Switch deselects device ("Hot Plug" signal removed) /
clear physical and logical address

HDMI connection unplugged ("Hot Plug" signal removed) /
clear physical and logical address

Connected   **Unconnected**

HDMI connection plugged in ("Hot Plug" signal detected) /
query sink for physical address

Non CEC Switch selects device ("Hot Plug" signal detected) /
query sink for physical address

CEC Figure 9 Behavior when beneath a one EDID non-CEC Switch

CEC 11.2.2   Switches with Multiple EDIDs

These should operate as CEC switches except that they do not send messages on, or monitor, the CEC line.

CEC 12   High Level Protocol

As described in the previous sections, messages consist of an opcode and a number of parameters. This is the high level protocol.

This protocol can be described best by detailing the messages and the data types used for the parameters. These are detailed in CEC Table 6.

Although these tables explain the majority of the high level protocol, there are some special situations that require further explanation. These are given in the following sections.

CEC 12.1   Source Declaration

Before a device becomes a source, it should issue an <Active Source> message to declare its intention. Thus any presently active source can and should act appropriately.

CEC 12.2   Protocol General Rules

A message that is defined as being valid only when directly addressed shall be ignored if received as a broadcast message.

A message that is defined as being valid only when broadcast shall be ignored if received as a directly addressed message.

All numbers greater than one byte are transmitted as bytes in big endian format.

All bit sequences are sent most significant bit first.

A follower shall respond to a message coming from any valid logical address from 0 to 14 unless otherwise stated.

A follower shall ignore a message coming from address 15 (unregistered), unless:

- that message invokes a broadcast response (e.g. <Get Menu Language >), or,

- the message has been sent by a CEC switch (a <Routing Change> or <Routing Information> message), or,

- the message is <standby>.

CEC 12.3   Feature Abort

All devices shall support the message <Feature Abort>. It is used to allow devices to indicate if they do not support an op code that has been sent to them, if it is unable to deal with the message at present, or if there was something wrong with the transmitted frame at the high-level protocol layer.

Feature abort has two parameters, the opcode and a reason for its rejection of the frame.

The reaction to a faulty message by the follower depends on if the message was directed or broadcast:

For a broadcast message:

- A follower that receives a broadcast message which it does not support, ignores the received message, and does not send a <Feature Abort>.

For a directly addressed message:

- <Feature abort> is used as a response to any failure.

If an initiator wishes to attempt retransmission after receiving a <Feature Abort> it is suggested that it waits for 200ms. This will allow time for the follower to recover from the state that caused the initial <Feature Abort> message.

- <Feature Abort> is also used as a response to the <Abort> message during testing, see CEC 12.4

CEC 12.4   <u>Abort</u>

The <Abort> message shall be implemented as a Follower in all devices except CEC switches and is used during testing only. It shall be directly addressed to a specific device, which shall respond with a <Feature Abort> message. In this instance, any valid [Abort Reason] operand may be returned.

- A device shall ignore an <Abort> message which is broadcast.

CEC 13   CEC Features Description

This section describes the message transfer and additional details for a number of common features enabled by CEC. Note that where a feature is supported, all messages within that feature should be implemented.

CEC 13.1   One Touch Play

CEC 13.1.1   Messages

The following messages are used for the One Touch Play feature:

<Active Source>, <Image View On>, <Text View On>

CEC 13.1.2   Feature Description

The One Touch Play feature allows a device to be played and become the active source with a single button press.

A device shall send the message <Image View On> to the TV to indicate that its output should be displayed on the screen. If the TV is in a Text Display state (e.g. Teletext) it should switch to the Image Display state. If a menu is being displayed on the TV it shall remain on screen.
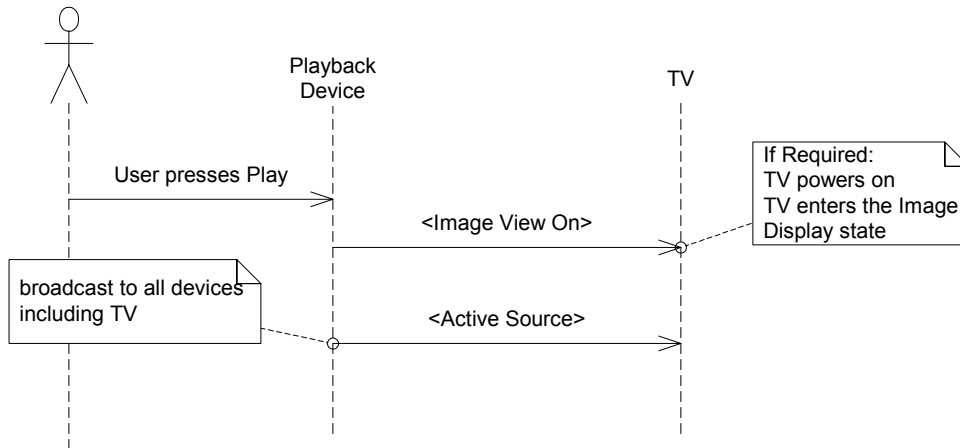
CEC Figure 10 A typical scenario illustrating the One Touch Play feature

A device may alternatively send the message <Text View On>. This message has the same functionality as <Image View On> with the addition that any menus that the TV is displaying shall be removed.

Whenever a device becomes the new source device it should broadcast an <Active Source> message. The current active source device should then take appropriate action, for example, it may pause if it is playing media.

Note: there is a special case when a TV switches to its internal tuner or to another non-HDMI source (eg Y/C, or a SCART socket on European market sets). In this case, it is the TV which broadcasts the <Active Source> message with address 0.0.0.0.

Note that it is mandatory for a source to implement at least one of <Image View On> or <Text View On>.

CEC 13.2   <u>Routing Control</u>

CEC 13.2.1   Messages

The following messages are used for the Routing Control feature:

<Active Source>, <Request Active Source>, <Set Stream Path>, <Routing Change>, <Routing Information>

CEC 13.2.2   Feature Description

This feature is used to control the routing of the HDMI network, by controlling CEC Switches. In general whenever a device starts being streamed to the TV it should send an <Active Source> message (see One-Touch Play in section CEC 13.1).

On receiving an <Active Source> message, CEC Switches between the device and the TV shall come out of standby (if necessary) and switch (if required) to ensure the device at the physical address specified is on the active path.

If a device (other than a CEC switch) is currently the active source, then it shall lose its active source status on receiving an <Active Source> message from another device and should act accordingly, for example it may pause if it is playing media.

When a device comes out of standby or a (mains) off state, it may broadcast a <Request Active Source> message to discover if any other device is currently acting as the active source. On receiving a <Request Active Source> message, the active source device shall respond by broadcasting an <Active Source> message. A particular instance of this rule is when a TV comes out of standby some time after its source device(s). In this case, if the TV has multiple HDMI connectors, it will not know which is the correct connector for the currently active source (because it was in standby when that device sent its <Active Source> message). Here, the <Request Active Source> and the corresponding <Active Source> response are needed to identify the relevant connector.

The user may select a device to view via the TV user interface. In contrast to the <Active Source> message (which is sent by the current active source to the TV), the <Set Stream Path> is sent by the TV to the source device to request it to broadcast its path using an < Active Source> message. In this case, the TV should broadcast a <Set Stream Path> message with the physical address of the device it wishes to display as a parameter. Any CEC Switches between the device and TV shall switch (if required) to ensure the device is on the active AV path. This feature also ensures that non-CEC-compliant devices in the network can be switched to, if for instance they have been manually set up in the TV menu. A CEC device at the location specified by the <Set Stream Path> message shall broadcast an <Active Source> message and begin streaming its output.

Note: there is a special case when a TV switches to its internal tuner or to another non-HDMI source (eg Y/C, or a SCART socket on European market sets). In this case, it is the TV which broadcasts the <Active Source> message with address 0.0.0.0.

In the case that the user manually switches a CEC Switch it should broadcast a <Routing Change> message. This will inform all devices in the network that the current active route below the switch has changed. This enables, for instance, a device that has been deselected by a switch to pause if it is playing media.

If a CEC Switch is at the new position indicated by the <Routing Change> message then it shall broadcast a <Routing Information> message with the physical address of its current active path. If a CEC Switch receives a <Routing Information> message then it shall broadcast a <Routing Information> message to indicate it's current active path. In this way the TV is aware of which device is on the current active path after the switch occurs. If the TV detects that the active source device has been de-selected by changing the switch it may either switch to an internal digital service or send a <Set Stream Path> message to the device at the new location to indicate that it should become the new active source.

The TV shall wait for a minimum of 7 nominal data bit periods before reacting to a <Routing Change> or <Routing Information> message to allow CEC switches to relay any <Routing Information> messages that are required.

The following diagram shows an example of the message flow when a user manually switches a CEC Switch. (CEC Switches are shown filled).
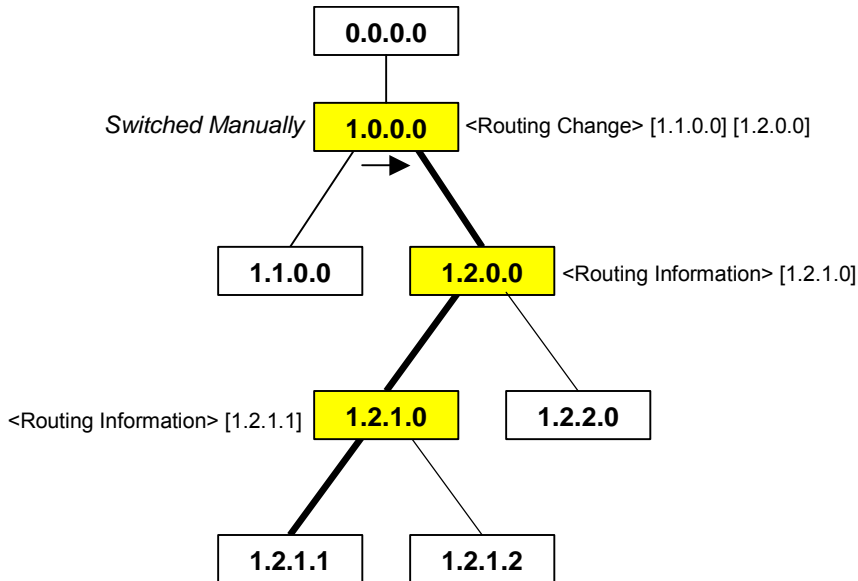
CEC Figure 11 Example message flow, when a CEC Switch is manually switched

CEC 13.3   System Standby

CEC 13.3.1   Messages

The following message is used for the System Standby feature:

<Standby>

CEC 13.3.2   Feature Description

The message <Standby> can be used to switch one or more CEC devices to standby. A typical scenario where the user sets a specific device to standby is shown below:
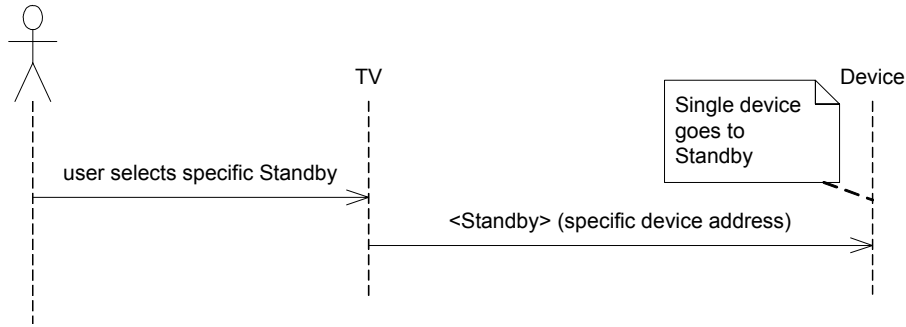
CEC Figure 12 A typical scenario for the Standby feature to a specific device

A device can switch another single device into standby by sending the message <Standby> as a directly addressed message to it. It should only switch a single device into standby if it previously activated that device (brought it out of standby).

The whole system may be set to standby by broadcasting the <Standby> message. It is manufacturer dependent on how to differentiate between standby for a single device, e.g. a STB, and System Standby (broadcast to the whole system).
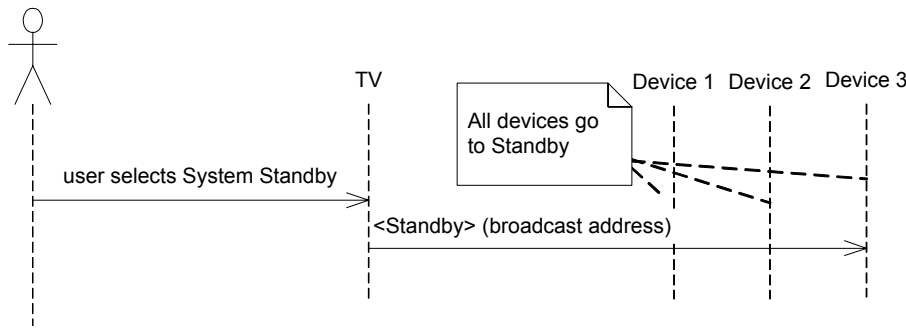
CEC Figure 13 A typical scenario for the broadcast (system) Standby feature

Note that whilst it is possible for a recorder to ignore a <Standby> message (see "Exceptions" below), it is not possible to identify the source for a recording device, e.g. a STB to a separate recorder. This implies that:

▪   With a specific <Standby> message, if the TV has brought a device (eg an STB) out of standby and it then sends a specific <Standby> to that STB (as a result of user interaction or when the TV goes to standby), this may upset a recording. It is therefore a manufacturer's decision whether to send a specific <Standby> under these circumstances.

▪   The broadcast <Standby> message may cause the source of a recording to go to standby. Therefore, if the device is capable of sending a broadcast <Standby> message, then it should also provide a means for the user to select between the system (broadcast) <Standby> or the specific <Standby> message.

▪   It is also the manufacturer's decision if a source device goes into standby when it receives a system (broadcast) <Standby> message.

Devices can ignore <Standby> messages if they are in a state where going into standby is not sensible. For example if the device is actively involved in a recording it should ignore any requests to go into standby. It is up to the device implementer how 'sensible' is defined.

CEC 13.4   <u>One Touch Record</u>

CEC 13.4.1   Messages

The following messages are used for the One Touch Record feature:

<Record Off>, <Record On>, <Record Status>, <Record TV Screen>

CEC 13.4.2   Feature Description

This feature allows the user to easily start a recording of the source that is being displayed on the TV, just by selecting a recording device and giving the record command. It is not always possible to carry out a One Touch Record as it depends on what source is currently being displayed. It is primarily used for the instant recording of a tuner preset, or the recording of another device (e.g. Camcorder) connected externally to the recording device

Either the TV or the recording device may initiate the One Touch Record Feature, for example by selecting a menu option on the TV or by pressing record on the recording device.
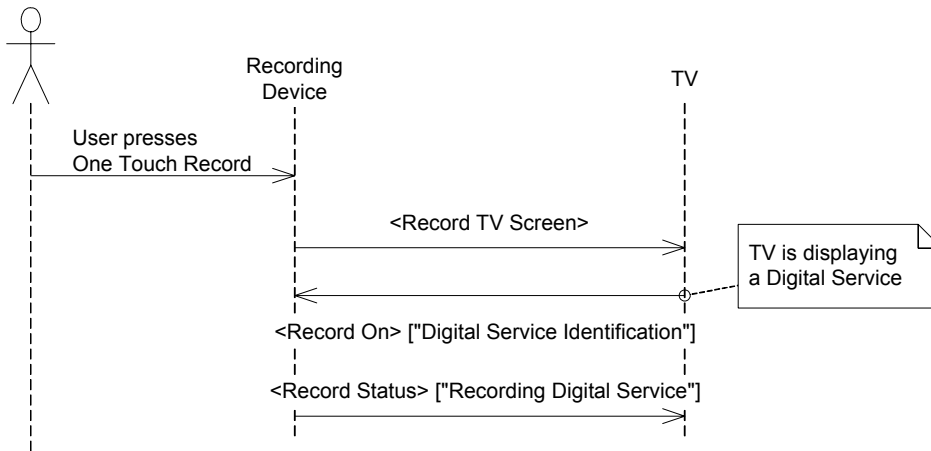
CEC Figure 14 A typical scenario for the One Touch Record feature

In the event of the recording device initiating the feature it will send a <Record TV Screen> message to the TV. On receipt of the <Record TV Screen> message by the TV, or if the user initiates the One Touch Record feature via the TV, the TV shall react as follows:

- It the TV is currently displaying an internal digital tuner service, it shall respond with a <Record On> ["Digital Service"] [Digital Service Identification] message.

- If the Recording Device is the current active source device, then the TV shall respond with a <Record On> ["Own source"] message.

- If the TV is currently displaying some other source, it shall respond with a <Feature Abort> ["Cannot provide source"] message, or do nothing if initiated via the TV.

On receipt of a <Record On> message the recording device shall act as follows:

- If ["Digital Service"] is indicated and the device can record the digital service using the Digital Service Information that was sent, the device shall change to that digital service and start recording. If the device cannot support the required digital service, then it should respond with a <Record Status> ["No recording –unable to record Digital Service"]. In this latter case, the TV should inform the user that the recording has failed, with the reason, or take other appropriate action.

▪ If ["Own source"] is indicated, then it shall attempt to record whatever it is currently displaying, e.g. an external connection such as a camcorder or the digital service it is currently tuned to.

The recording device shall respond with the message <Record Status> to indicate if recording has begun, or a reason why recording has failed. If the TV initiated the recording, it may stop it at any time by sending a <Record Off> message. The recording device should then stop recording immediately.

The TV should ignore a <Record TV Screen> message that comes from a non-recording device address, however it shall accept the message from a 'Reserved' address (a future device type).

CEC 13.5   System Information

CEC 13.5.1   Messages

The following messages are used for the System Information feature:

<Get Menu Language>, <Give Physical Address>, <Polling Message>, <Report Physical Address>, <Set Menu Language>.

CEC 13.5.2   Feature Description

This feature allows devices to automatically use the same language settings as the TV and also for a TV to discover the current language when it is being installed.

When a source device is powered on, it should send a <Get Menu Language> message to the TV. The TV shall then respond as shown below with a <Set Menu Language> message.
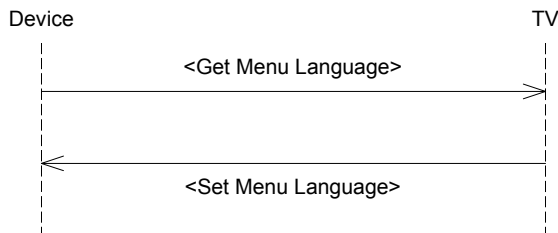
CEC Figure 15 Message exchange when getting the TV's menu Language

When the user changes a menu language setting on the TV, it shall send a <Set Menu Language> message containing the currently selected menu [Language], as shown below.
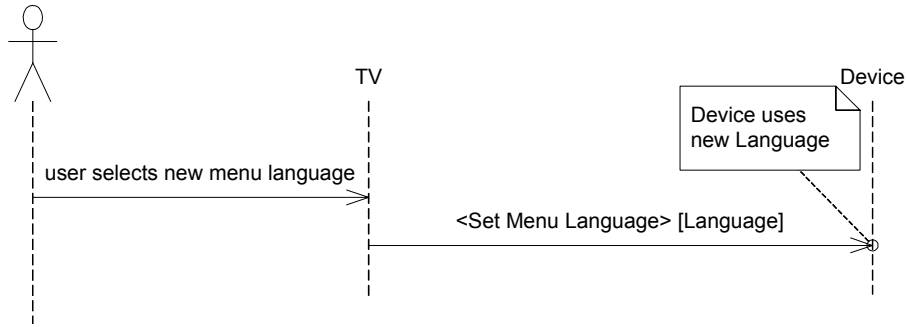
CEC Figure 16 A typical scenario when a menu language setting within the TV is modified

On receipt of the <Set Menu Language> message, the device shall attempt to use the newly selected [Language] for Menus and OSDs.

Note that a device might receive a <Set Menu Language> message even when the language has not been changed. A device shall ignore any of the above messages that come from an initiator address other than 0 (the TV).

During the installation of a TV, the <Get Menu Language> message may be sent by the TV to another device to discover what language has been set on that device.

CEC 13.5.3   Additional Information

The <Polling Message> is used to detect the presence or absence of a device within the system. It is used for allocating logical addresses as detailed in CEC 10.2.1.

The <Report Physical Address> message is used by a device to broadcast its physical address to all other devices in the system. By using the logical and physical addresses, any other device is able to derive the physical connectivity of the network. A device may request the physical address of another device by sending a directly addressed <Give Physical Address> message to it.

CEC 13.6   Deck Control

### CEC 13.6.1   Messages

The following messages are used for the Deck Control feature:

<Deck Status>, <Give Deck Status>, <Deck Control>, <Play>

CEC 13.6.2   Feature Description

This feature allows a playback device (a deck or disc player or recorder) to be controlled by another device (e.g. the TV). Messages are also provided to allow a device to find out the status of the Deck; this allows, for example, a TV to keep its user interface synchronized with the status of the Deck.

A device may query the status of a deck with the <Give Deck Status> command. The deck should respond with a <Deck Status> message.

A device may control a Deck with the <Play> and <Deck Control> messages. These messages may be initiated after a user command. The Deck shall act upon the command that it receives within the messages <Play> and <Deck Control>. It is the equivalent of the user selecting the command local to the Deck. If the

deck cannot carry out the command (e.g. it has no media when trying to play) it should respond with a <Feature Abort> ["Not in correct mode to respond"] message.

If the deck is in standby and receives a <Deck Control> ["Eject"] or <Play> ["Play Forward"] message, it should power on and act on the message. It is up to the manufacturer to decide if the device should power on when receiving any other <Deck Control> or <Play> messages.

```
                              TV                    Playback Device ('Deck')

                               │      <Give Deck Status> ["On"]        │
                               ├─────────────────────────────────────►│
                               │                                       │
                               │◄──────────────────────────────────────┤
                               │       <Deck Status> ["Stop"]          │
      Selects 'Play' via TV UI │                                       │
   ───────────────────────────►│                                       │
                               │         <Play> ["Forward"]            │
                               ├─────────────────────────────────────►│
                               │                                       │
                               │◄──────────────────────────────────────┤
                               │       <Deck Status> ["Play"]          │
 Selects 'Next Chapter' via TV UI                                      │
  ────────────────────────────►│                                       │
                               │   <Deck Control> ["Skip Forward"]     │
                               ├─────────────────────────────────────►│
                               │                                       │
                               │◄──────────────────────────────────────┤
                               │   <Deck Status> ["Skip Forward"]      │
```

CEC Figure 17 A typical scenario for the Deck Control feature

Note that it is mandatory for a Deck to support <Play>["Forward"] and <Deck Control>["Stop"] only. The support of <Play> and <Deck Control> with other operands is optional.

CEC 13.7   Tuner Control

CEC 13.7.1   Messages

The following message are used for the Tuner Control feature:

<Give Tuner Device Status>, <Select Digital Service>. <Tuner Step Decrement>, <Tuner Step Increment>, <Tuner Device Status>
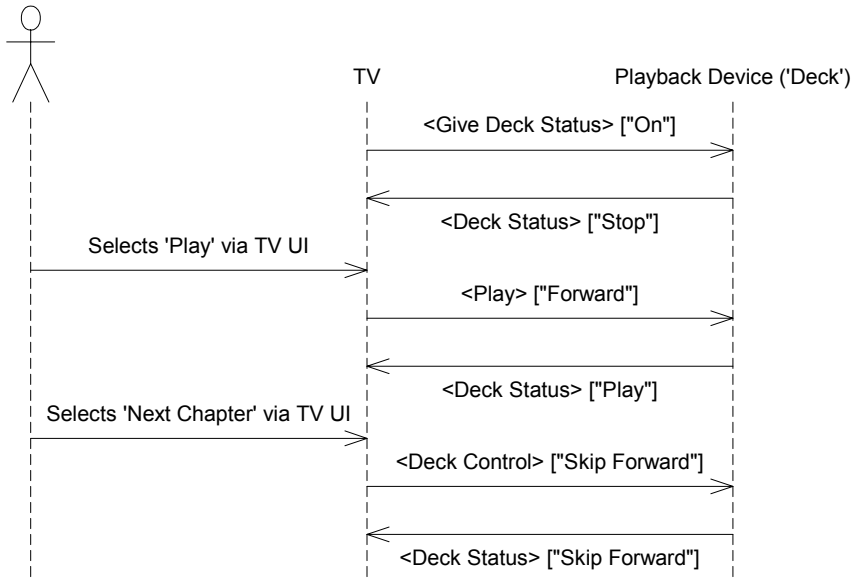
CEC 13.7.2   Feature Description

This feature allows a device (e.g. the TV) to control another CEC device's tuner.
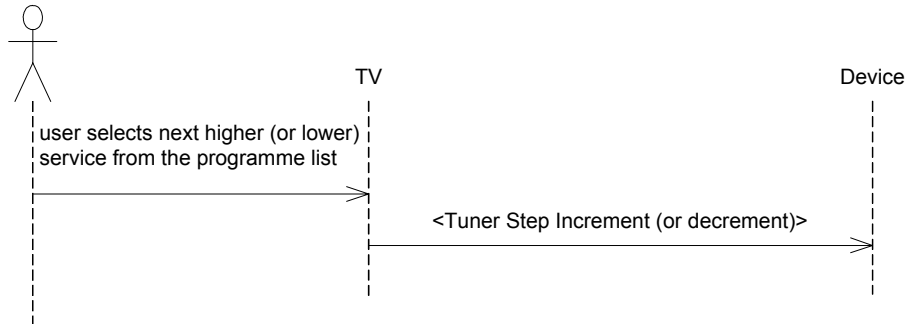
CEC Figure 18 A typical scenario for selecting a new Digital Service

A device can select a digital service on a tuner device by sending the <Select Digital Service> message. The tuner device shall then attempt to tune to that digital service and stream its output on the HDMI connection. If the specified digital service is not supported on the device then it should send a <Feature Abort> ["Invalid operand"] message. If the tuner device cannot select that digital service (e.g. if it is recording), it should respond with a <Feature Abort> ["Refused"] message.

A device can also control a CEC Device's tuner using the <Tuner Step Increment> and <Tuner Step Decrement> messages. If a device receives the <Tuner Step Increment> or <Tuner Step Decrement> message then it should select the next highest or next lowest digital service in its service list. The tuner device can interpret the messages as it chooses, for example, it may only cycle through channels included in the user's list of favorites.

A device may query the status of a tuner device by sending a <Give Tuner Device Status> message. The tuner device shall respond by sending a <Tuner Device Status> message indicating if it is currently displaying its tuner and the digital service that is currently selected.

CEC 13.8   Vendor Specific Commands

CEC 13.8.1   Messages

The following messages are used for the Vendor Specific Commands feature:

<Device Vendor ID>, <Give Device Vendor ID>, <Vendor Command>, <Vendor Remote Button Down>, <Vendor Remote Button Up>

CEC 13.8.2   Feature Description

This feature allows a set of vendor specific commands to be used to communicate between devices of a single vendor.

A device that supports vendor specific commands shall store a Vendor ID. A device shall broadcast a <Device Vendor ID> message after a successful initialization and address allocation to inform all other devices of its vendor ID. A device may request the Vendor ID of another device by sending a <Give Device Vendor ID> message to it. The follower shall respond by broadcasting a <Device Vendor ID> message. In this way any device can determine the vendor of another device. A device shall only attempt to transmit a vendor specific command to another device that it knows has the same vendor ID. In this way a device receiving a vendor specific command can always assume that it came from a device of the same vendor and respond accordingly.

It is possible to send vendor specific remote control commands using the <Vendor Remote Button Down> and <Vendor Remote Button Up> messages.
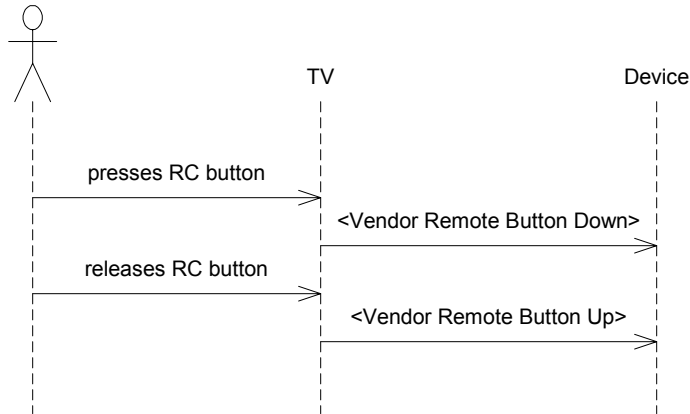
CEC Figure 19 The messages sent in the Vendor Specific Commands feature

In addition it is possible to send other (non remote control key) vendor specific messages using the <Vendor Command> message. The message parameter(s) can be used to communicate any additional (vendor defined) messages and data.

# CEC 13.9   OSD Status Display

CEC 13.9.1   Messages

The following message is used for the OSD Status Display feature:

<Set OSD String>

CEC 13.9.2   Feature Description

This feature allows a device to transfer a text string to the TV for On Screen Display. The <Set OSD String> message is used to transfer the text string to the TV.

A text string may be displayed for a default period (i.e. 5 seconds) or until explicitly cleared. In the latter case the device should send another <Set OSD String> message to clear the text when it is appropriate.

The TV should display the whole string unless it is in an unsuitable state, in which case it should generate a <Feature Abort> message.

If a new <Set OSD String> message is received when an OSD String is already being displayed, it should overwrite the existing string. OSD Strings generated locally within the TV may also overwrite any messages sent via the <Set OSD String> message.

CEC 13.10   Device OSD Name Transfer

CEC 13.10.1   Messages

The following messages are used for the Device OSD Name Transfer feature:

<Give OSD Name>, <Set OSD Name>

CEC 13.10.2   Feature Description

This feature is used to request the preferred name of a device to be used in any on screen display (e.g. menus), which reference that device. A device (e.g. the TV) may request another devices name by sending a directly addressed <Give OSD Name> message to it. If the device supports this feature it shall respond with a <Set OSD Name> message. The devices name should then be stored and used in any future on screen references to it.

A TV shall send a <Give OSD Name> message whenever it discovers a new device that has been connected.

CEC 13.11   Device Menu Control

CEC 13.11.1   Messages

The following messages are used for the Device Menu Control feature:

<User Control Pressed>, <User Control Released>, <Menu Request>, <Menu Status>

CEC 13.11.2   Feature Description

This feature allows device menus to be controlled via the TV remote control as if it was using its own remote control and allow the TV to be aware when another device has a menu on its display.

A device shall indicate that it is displaying a menu by sending a <Menu Status> ["Activated"] message to the TV. If the device leaves the menu it shall send a <Menu Status> ["Deactivated"] message to the TV. The TV should then handle incoming remote control commands internally (as it would normally).

The message <User Control Pressed> can be used to send incoming Remote Control commands from the TV to a device that it is displaying a menu. The <User Control Released> message should be sent on release of the RC button. If a device fails to acknowledge any <User Control Pressed> or <User Control Released> message when in the providing menu state, the TV shall assume that it has been removed from the system and act accordingly. For more information on <User Control> see the Remote Control Pass Through feature description (CEC 13.12).

The TV may initiate a device's menu by sending a <Menu Request> ["Activate"] command. It may subsequently remove the menu by sending a <Menu Request> ["Deactivate"] message. The TV may also query a devices menu status by sending a <Menu Request> ["Query"]. The menu device shall always respond with a <Menu Status> command when it receives a <Menu Request>.

A new active source device shall send a <Menu Status> ["Activated"] message to the TV if it is displaying a menu. The TV shall assume that a new active source is not in a menu unless it receives this message after the <Active Source> message. The TV shall ignore a <Menu Status> message coming from a device that is not the current active source. A source device shall only send <Menu Status> commands when it is the current active source.

CEC 13.12   Remote Control Pass Through

CEC 13.12.1   Messages

The following messages are used for the Remote Control Pass Through feature:

,

CEC 13.12.2 Feature Description

This feature is used to pass remote control commands received by one device (typically the TV) through to another device in the network. This feature will typically be used in situations where a TV offers a remote control with additional modes for controlling other devices within the system. The TV will receive the RC command and pass the command through to the appropriate device within the system.

The initiator shall decide on which device the remote command is for and send a directly addressed <User Control Pressed> message to it using the table of standard remote control pass through commands given in CEC Table 23. In a system where there is more than one of a particular device type present, the initiator should decide (as locally specified) a default device to pass remote control commands to.

The initiator will send a <User Control Pressed> message when the remote control button is pressed. When the button is released a <User Control Released> message should be sent by the initiator. The initiator should not send repeated <User Control Pressed> messages for the same button press.

The initiator may send further <User Control Pressed> messages without interleaving <User Control Released> messages if a new button press occurs quickly after a button release.

A device that has initiated a <User Control Pressed> message shall ensure that it sends a <User Control Released> message before going into standby. In the event that the initiator of the message is powered off/disconnected before sending a <User Control Released> message, the follower will never receive the <User Control Released> message.

This method should not be used for sending commands other than true remote control pass through to another device as the actions taken by the other device are not defined in a consistent way.

CEC 13.13 Give Device Power Status

CEC 13.13.1 Messages

The following messages are used for the Give Device Power Status feature:

<Give Device Power Status>, <Report Power Status>

CEC 13.13.2 Feature Description

Several messages, such as <Image View On> and <Play>, bring another device out of standby. The <Give Device Power Status> message is used to determine the current power status of a target device. The target device responds with a <Report Power Status> message containing the Power Status operand.

Some devices, such as TVs, may take some time before they have fully transitioned to the On state. A requesting device may poll the target device to determine when that device is fully On. In this case, the requesting device shall not send a <Give Device Power Status> message more frequently than once every 0.5 seconds. It is not recommended that a requesting device polls another device until the first device has transitioned to a stable state.

CEC 14   Device States

This section shows how CEC messages can change the states of a device.

CEC 14.1.1   Device States

The following is a list of states that each device type can be in. Each device should be in one and only one state for each line shown below.

All Devices:	On, Standby, Off
TV:	Image Display, Menu Display, Text Display Device Menu Active, Device Menu Inactive
Recording Device:	Recording, Not Recording
Playback Device:	Deck Active, Deck Inactive
Menu Providing Device:	Device Menu Active, Device Menu Inactive

CEC 14.1.2   State Changes

The following diagrams show the state transitions that are caused as a direct result of a device receiving a CEC message. Transitions between states that are not caused as a result of CEC messages are generally not shown, except where no CEC message can cause that transition.

CEC 14.1.3   All Devices
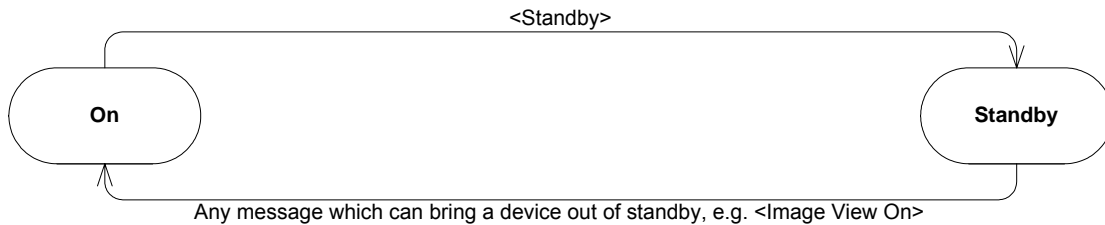
CEC 14.1.4   TV
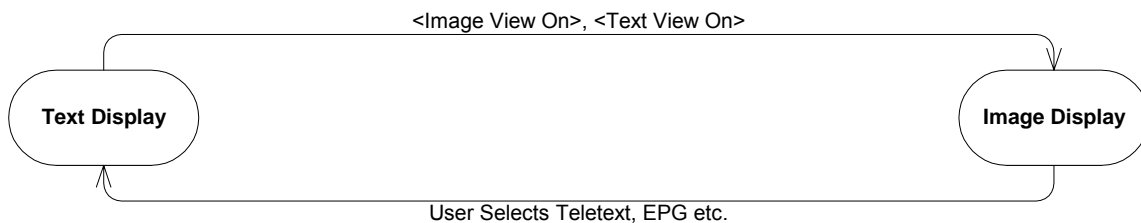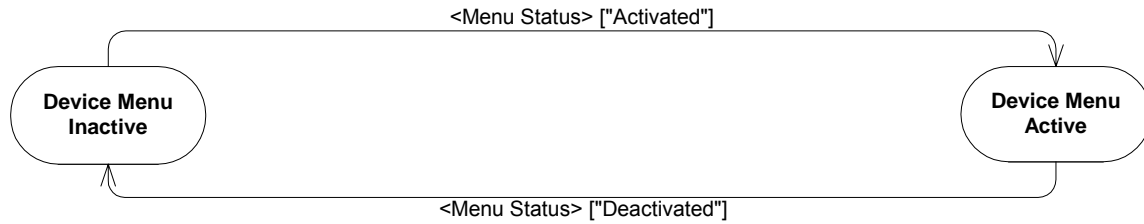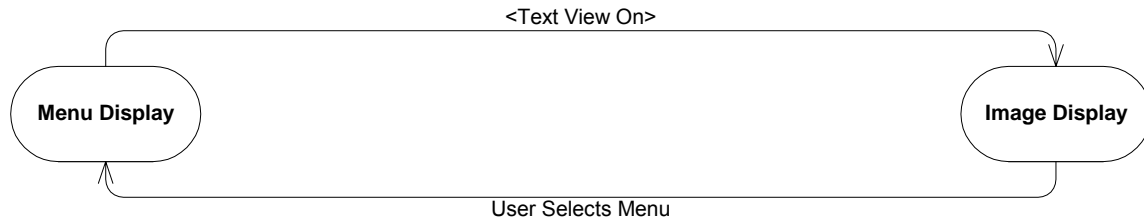
CEC 14.1.5   Recording Device
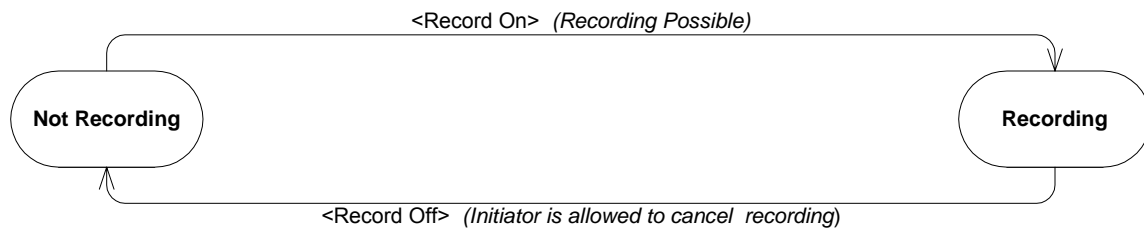
CEC 14.1.6   Playback Device

<Deck Control> ["Skip Fwd"], <Deck Control> ["Skip Back"] *(Device Dependant and Media Available)*

<Play> *(Media Available)*

Deck Inactive

Deck Active

<Deck Control> ["Skip Fwd"],
<Deck Control> ["Skip Back"]

<Deck Control> ["Stop"], <Deck Control> ["Eject"]

<Play>
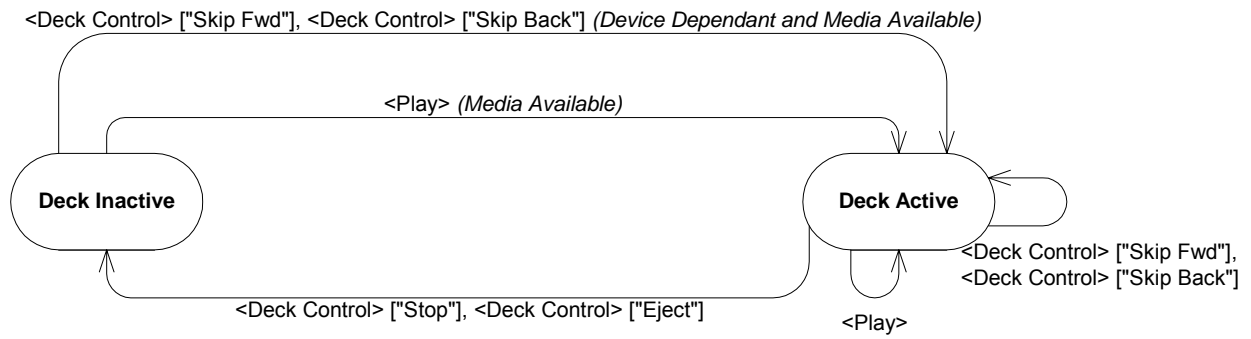
CEC 14.1.7   Menu Providing Device

<Menu Request> ["Activated"]

**Device Menu
Inactive**

**Device Menu
Active**

<Menu Request> ["Deactivated"]
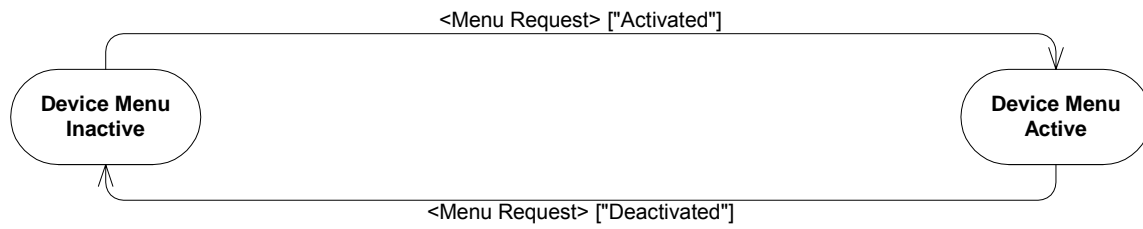
CEC 15   Message Descriptions

The section defines the individual messages used in CEC. It describes them and defines their parameters and expected responses. As CEC has no session layer, this section and the operands section (CEC 17) effectively define the complete messaging system. Tables CEC Table 6 to CEC Table 18 show which messages are mandatory. If a manufacturer implements any of the optional messages, then they shall be implemented as described in CEC 13.

The following list describes each heading within the message tables CEC Table 6 to CEC Table 18.

- **Opcode** – The name used to identify the message.

- **Value** – The unique identifier for the message.

- **Description** – A brief description of the message.

- **Parameters** – The set of parameters used by the message, refer to CEC Table 22 for individual descriptions.

- **Parameter Description** – A brief description of the parameters that the message uses.

- **Response** – Describes how a device should respond on receipt of the message.

- **Directly Addressed** – Indicates if the message may be directly addressed.

- **Broadcast** – Indicates if the message may be broadcast.

- **Mandatory** – Indicates if it is mandatory for a device to react and respond on receipt of the message. Note that where a message is indicated as being mandatory for 'All' devices, this excludes devices which act only as a CEC Switch.

Within the table some cells are intentionally left blank; this indicates that there is no associated requirements for the Opcode described.

CEC Table 6 Message Descriptions for the One Touch Play Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Active Source> [1]	0x82	Used by a new source to indicate that it has started to transmit a stream OR used in response to a <Request Active Source>	[Physical Address]	The physical address of the device.	A current active source should take appropriate action. TV should switch to the appropriate input. Any CEC switches between source and root should switch to the appropriate input and come out of standby if necessary.		●	All sources	TV, CEC Switches
<Image View On>	0x04	Sent by a source device to the TV whenever it enters the active state (alternatively it may send <Text View On>).	None		Turn on (if not on). If in 'Text Display' state then the TV enters 'Image Display' state. Note: Does not change TV menu or PIP status.	●		All sources shall implement at least one of <Image View On> or <Text View On>	TV
<Text View On>	0x0D	As <Image View On>, but also removes any text, menus and PIP windows from the TV's display.	None		As <Image View On>, but removes PIPs and menus from the screen. The TV enters 'Image Display' state regardless of its previous state.	●		All sources shall implement at least one of <Image View On> or <Text View On>	TV

---

[1] This message is also used in the Routing Control Feature

CEC Table 7 Message Descriptions for the Routing Control Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Active Source> [2]	0x82	Used by a new source to indicate that it has started to transmit a stream OR used in response to a <Request Active Source>	[Physical Address]	The physical address of the device.	A current active source should take appropriate action. TV should switch to the appropriate input. Any CEC switches between source and root should switch to the appropriate input.		•	All sources	TV, CEC Switches
<Request Active Source>	0x85	Used by a new device to discover the status of the system.	None		<Active Source> from the present active source.		•		All except CEC Switches
<Routing Change>	0x80	Sent by a CEC Switch when it is manually switched to inform all other devices on the network that the active route below the switch has changed.	[Original Address] [New Address]	The previous child_address that the switch was switched to and the new child_address it has been moved to.	If a CEC Switch is at the new address, it sends a <Routing Information> message to indicate its current active route.		•	CEC Switches	CEC Switches
<Routing Information>	0x81	Sent by a CEC Switch to indicate the active route below the switch.	[Physical Address]	The current active route to the sink in the CEC Switch.	If a CEC Switch is at the specified address it should relay a <Routing Information> message to indicate its current active path.		•	CEC Switches	CEC Switches
<Set Stream Path>	0x86	Used by the TV to request a streaming path from the specified physical address.	[Physical Address]	The physical address of the source device.	Any CEC switches between should switch inputs according to the path defined in [Physical Address]. The device at the new address should stream its output and broadcast an <Active Source> message.		•		CEC Switches

---

[2] This message is also used in the One Touch Play Feature

CEC Table 8 Message Descriptions for the Standby Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Standby>	0x36	Switches one or all devices into standby mode. Can be used as a broadcast message or be addressed to a specific device. It is recommended that a directly addressed message is only sent if the initiator originally brought the device out of standby. See section CEC 13.3 for important notes on the use of this message	None		Switch the device into standby. [3] Ignore the message if already in standby.	●	●		All

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[3] Can be ignored if actively engaged in a recording or providing a source stream for a recording.

CEC Table 9 Message Descriptions for the One Touch Record Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Record Off>	0x0B	Requests a device to stop a recording.	None		Exit 'Recording' state and stop recording if the initiator is the same as the initiator of the <Record On> message which started this recording.	●			Recording Device
<Record On>	0x09	Attempt to record the specified source.	[Record Source]	Source to record, either digital service or own source (ie currently selected source).	Enter 'Recording' state and start recording if possible. Send the initiator <Record Status>.	●			Recording Device, Own Source only
<Record Status>	0x0A	Used by a recording device to inform the initiator of the message <Record On> about its status.	[Record Status Info]	The recording status of the device.		●		Recording Device	Device Initiating a recording
<Record TV Screen>	0x0F	Request by the recording device to record the presently displayed source.	None		Initiate a recording using the <Record On> message, or send a <Feature Abort> ["Cannot provide source"] if the presently displayed source is not recordable.	●			

CEC Table 10 Message Descriptions for the System Information Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Give Physical Address>	0x83	A request to a device to return its physical address.	None		<Report Physical Address>	●			All
<Get Menu Language>	0x91	Sent by a device capable of character generation (for OSD and Menus) to a TV in order to discover the currently selected Menu language. Also used by a TV during installation to discover the currently set menu language.	None		The addressed device responds with a <Set Menu Language> message	●			TV with OSD / Menu generation capabilities
<Polling Message>	-	Used by any device for device discovery – similar to ping in other protocols.	None		Shall set a low level ACK.	●		All except for TV and CEC Switches	
<Report Physical Address>	0x84	Used to inform all other devices of the mapping between physical and logical address of the initiator.	[Physical Address] [Device Type]	The device's physical address within the cluster.			●	All	TV
<Set Menu Language>	0x32	Used by a TV or anther device to indicate the menu language.	[Language]	The user's menu language choice.	Set the menu language as specified, if possible.		●	TV	All, except TV and CEC Switches

CEC Table 11 Message Descriptions for the Deck Control Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Deck Control>	0x42	Used to control a device's media functions.	[Deck Control Mode]	The deck control requested.	Perform the specified actions, or return a <Feature Abort> message. It is device dependent whether or not a Skip Fwd/Skip Back (Wind/Rewind) command is legal when in the 'Deck Inactive' state. If the device is in standby and receives an eject command, it should power on and eject its media.	●			<Deck Control> ["Stop"] for a playback device
<Deck Status>	0x1B	Used to provide a deck's status to the initiator of the <Give Deck Status> message.	[Deck Info]	Information on the device's current status.		●			
<Give Deck Status>	0x1A	Used to request the status of a device, regardless of whether or not it is the current active source.	[Status Request]	Allows the initiator to request the status once or on all future state changes. Or to cancel a previous <Give Deck Status> ["On"] request.	<Deck Status>	●			
<Play>	0x41	Used to control the playback behaviour of a source device.	[Play Mode]	Play mode required.	Perform the specified actions, or return a <Feature Abort> message. If media is available the device enters 'Deck Active' state. If the device is in standby, has media available and the parameter is ["Play Forward"] it should power on.	●			<Play> ["Forward"] for a playback device

CEC Table 12 Message Descriptions for the Tuner Control Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Give Tuner Device Status>	0x08	Used to request the status of a tuner device.	[Status Request]	Allows the initiator to request the status once or on all future state changes, or to cancel a previous <Give Tuner Device Status> ["On"] message.	Respond with a <Tuner Device Status> message, or stop reporting changes on receipt of the ["Off"] message.	●			
<Select Digital Service>	0x93	Directly selects a Digital TV, Radio or Data Broadcast Service	[Digital Service Identification]	Defines Digital TV system and necessary data to specify a service	Change to the selected digital service and stream its output on the HDMI connection. If the tuner device is not capable of selecting this service, respond with a <Feature Abort>	●			
<Tuner Device Status>	0x07	Use by a tuner device to provide its status to the initiator of the <Give Tuner Device Status> message.	[Tuner Device Info]	Information on the tuner devices current status.		●			
<Tuner Step Decrement>	0x06	Used to tune to next lowest service in a tuner's service list. Can be used for PIP.	None		Follower tunes to next lowest service in its service list.	●		TV without Tuner and with Program Inc./ Dec. facility	Tuner Device
<Tuner Step Increment>	0x05	Used to tune to next highest service in a tuner's service list. Can be used for PIP.	None		Follower tunes to next highest service in its service list.	●		TV without Tuner and with Program Inc./ Dec. facility	Tuner Device

CEC Table 13 Message Descriptions for the Vendor Specific Commands Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Device Vendor ID>	0x87	Reports the vendor ID of this device.	[Vendor ID]	The vendor ID of the device.	Any other interested device may store the vendor ID of the device.		●	As needed for Devices supporting Vendor Specific Command	As needed for Devices supporting Vendor Specific Command
<Give Device Vendor ID>	0x8C	Requests the Vendor ID from a device.	None		<Device Vendor ID>	●		As needed for Devices supporting Vendor Specific Command	As needed for Devices supporting Vendor Specific Command
<Vendor Command>	0x89	Allows vendor specific commands to be sent between two devices.	[Vendor Specific Data]	Vendor specific command or data. The maximum length of the [Vendor Specific Data] shallnot exceed 14 data blocks to avoid saturating the bus.	Vendor Specific	●			
<Vendor Remote Button Down>	0x8A	Indicates that a remote control button has been depressed.	[Vendor Specific RC Code]	The vendor specific Remote Control Code for the key pressed.	Vendor Specific	●	●		
<Vendor Remote Button Up>	0x8B	Indicates that a remote control button (the last button pressed indicated by the Vendor Remote Button Down message) has been released.	None		Vendor Specific	●	●		

CEC Table 14 Message Descriptions for the OSD Status Display Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Set OSD String>	0x64	Used to send a text message to output on a TV.	[Display Control] [OSD String]	Display timing. Text to be displayed.	TV displays the message.	●			

CEC Table 15 Message Descriptions for the Device OSD Transfer Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Give OSD Name>	0x46	Used to request the preferred OSD name of a device for use in menus associated with that device.	None		<Set OSD Name>	●			
<Set OSD Name>	0x47	Used to set the preferred OSD name of a device for use in menus associated with that device.	[OSD Name]	The preferred name of the device.	Store the name and use it in any menus associated with that device.	●			

CEC Table 16 Message Descriptions for the Device Menu Control Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Menu Request>	0x8D	A request from the TV for a device to show/remove a menu or to query if a device is currently showing a menu.	[Menu Request Type]	Indicates if the menu request is to activate or deactivate the devices menu, or to simply query the devices menu status.	May enter or exit the 'Device Menu Active' state if the parameter was "Activate" or "Deactivate" Send <Menu Status> to indicate the current status of the devices menu.	●			
<Menu Status>	0x8E	Used to indicate to the TV that the device is showing/has removed a menu and requests the remote control keys to be passed though.	[Menu State]	Indicates if the device is in the 'Device Menu Active' state or 'Device Menu Inactive' state.	If Menu State indicates activated, TV enters 'Device Menu Active' state and forwards those Remote control commands, shown in CEC Table 23, to the initiator. If deactivated, TV enters 'Device Menu Inactive' state and stops forwarding remote control commands.	●			
<User Control Pressed> [4]	0x44	Used to indicate that the user pressed a remote control button or switched from one remote control button to another.	[UI Command]	UI command issued by user.	Update display or perform an action, as required.	●			
<User Control Released> [5]	0x45	Indicates that user released a remote control button (the last one indicated by the <User Control Pressed> message)	None		Update display or perform an action, as required.	●			

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[4] This message is also used in the RC Passthrough Feature
[5] This message is also used in the RC Passthrough Feature

CEC Table 17 Message Descriptions for the Remote Control Passthrough Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<User Control Pressed> [6]	0x44	Used to indicate that the user pressed a remote control button or switched from one remote control button to another.	[UI Command]	UI command issued by user.	Update display or perform an action, as required.	•			
<User Control Released> [7]	0x45	Indicates that user released a remote control button (the last one indicated by the <User Control Pressed> message)	None		Update display or perform an action, as required.	•			

CEC Table 18 Message Descriptions for the Power Status Feature

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Give Device Power Status>	0x8F	Used to determine the current power status of a target device	None		<Report Power Status>	•			
<Report Power Status>	0x90	Used to inform a requesting device of the current power status	[Power Status]	The current power status		•			

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[6] This message is also used in the Device Menu Control Feature
[7] This message is also used in the Device Menu Control Feature

CEC Table 19 Message Descriptions for General Protocol messages

Opcode	value	Description	Parameters	Parameter description	Response	Directly addressed	Broadcast	Mandatory for Initiator	Mandatory for Follower
<Feature Abort>	0x00	Used as a response to indicate that the device does not support the requested message type, or that it cannot execute it at the present time.	[Feature Opcode] [Abort Reason]	The Opcode of the aborted message. The reason provides an indication as to whether the follower does not support the message, or does support the message but cannot respond at the present time.	Assume that request is not supported or has not been actioned.	●		Generate if a message is not supported	All
<Abort> Message	0xFF	This message is reserved for testing purposes.	None		A device shall never support this message, and shall always respond with a <Feature Abort> message containing any valid value for [Abort Reason]. CEC switches shall not respond to this message.	●			All, except for CEC switches

CEC 16 Message Dependencies

This section describes the dependencies between each message. This section is divided into two tables, which describe the following:

- CEC Table 20 describes the message dependencies when a device is capable of receiving a particular message (i.e. it does not <Feature Abort> indicating an ["Unrecognized opcode"] in response to the message).

- CEC Table 21 describes the message dependencies when a device is capable of sending a particular message.

- Each table describes the additional messages that the device shall be capable of receiving and sending if a particular message is supported.

CEC Table 20 Message dependencies when receiving a message

If device does not <Feature Abort> the following message:	It shall not <Feature Abort> the message(s):	It shall be able to send the message(s):
<Deck Control>	<Play>	<Deck Status>
<Deck Status>	-	<Play>, <Deck Control>
<Device Vendor ID> [8]		<Give Device Vendor ID>
<Get Menu Language>	-	<Set Menu Language>
<Give Deck Status>	<Play>, <Deck Control>	<Deck Status>
<Give Device Power Status	-	<Report Power Status>
<Give Device Vendor ID>	-	<Device Vendor ID>
<Give OSD Name>	-	<Set OSD Name>

---

[8] This message is broadcast and there is therefore no <Feature Abort>, but devices accepting this message shall also be able to send the associated message

If device does not <Feature Abort> the following message:	It shall not <Feature Abort> the message(s):	It shall be able to send the message(s):
<Give Physical Address>	-	<Report Physical Address>
<Give Tuner Device Status>	-	<Tuner Device Status>
<Image View On>	<Active Source> [9]	-
<Menu Request>	<User Control Pressed>, <User Control Released>	<Menu Status>
<Menu Status>	-	<Menu Request>, <User Control Pressed>, <User Control Released>
<Play>	<Deck Control>	<Deck Status>
<Record Off>	<Record On>	<Record Status>
<Record On>	<Record Off>	<Record Status>
<Record Status>	-	<Record On>, <Record Off>
<Record TV Screen>	<Record Status>	<Record On>, <Record Off>
<Request Active Source>[10]	-	<Active Source>
<Routing Change>[11]	<Routing Information>	-
<Routing Information>[12]	<Routing Change>	-
<Set Digital Service>	-	-
<Set Menu Language>	-	-
<Set OSD Name>	-	<Give OSD Name>
<Set OSD String>	-	-
<Set Stream Path>[13]	-	<Active Source> (not CEC Switches)

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[9] This message is broadcast and there is therefore no <Feature Abort>, but devices shall also accept the associated message.

[10] This message is broadcast and there is therefore no <Feature Abort>, but devices accepting this message shall also be able to send the associated message.

[11] This message is broadcast and there is therefore no <Feature Abort>, but devices shall also accept the associated message.

[12] This message is broadcast and there is therefore no <Feature Abort>, but devices shall also accept the associated message.

If device does not <Feature Abort> the following message:	It shall not <Feature Abort> the message(s):	It shall be able to send the message(s):
<Text View On>[14]	<Active Source>	-
<Tuner Device Status>	-	<Give Tuner Device Status>
<Tuner Step Decrement>	<Tuner Step Increment>	-
<Tuner Step Increment>	<Tuner Step Decrement>	-
<User Control Pressed>	<User Control Released>	-
<User Control Released>	<User Control Pressed>	-
<Vendor Command>[15]	<Device Vendor ID>	<Give Device Vendor ID>
<Vendor Remote Button Down> [16]	<Vendor Remote Button Up>, <Device Vendor ID>	<Give Device Vendor ID>
<Vendor Remote Button Up> [17]	<Vendor Remote Button Down>, <Device Vendor ID>	<Give Device Vendor ID>

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[13] This message is broadcast and there is therefore no <Feature Abort>, but devices accepting this message shall also be able to send the associated message.

[14] This message is broadcast and there is therefore no <Feature Abort>, but devices shall also accept the associated message

[15] This message is broadcast and there is therefore no <Feature Abort>, but devices shall also accept the associated message and also be able to send the associated message.

[16] This message can be broadcast and there may not be a <Feature Abort>, but devices shall also accept the associated messages and also be able to send the associated message.

[17] This message can be broadcast and there may not be a <Feature Abort>, but devices shall also accept the associated messages and also be able to send the associated message.

CEC Table 21 Message dependencies when sending a message

If device ever sends the following message:	It shall be able to send the message(s):	It shall not <Feature Abort> the message(s):
<Deck Control>	<Play>	-
<Deck Status>	-	<Give Deck Status>, <Play>, <Deck Control>
<Device Vendor ID>	-	<Give Device Vendor ID>
<Get Menu Language>	-	<Set Menu Language>[18]
<Give Deck Status>	<Play>, <Deck Control>	<Deck Status>
<Give Device Vendor ID>	-	<Device Vendor ID> [19]
<Give OSD Name>	-	<Set OSD Name>
<Give Physical Address>	-	<Report Physical Address> [20]
<Give Tuner Device Status>	-	<Tuner Device Status>
<Image View On>	<Active Source>	-
<Menu Request>	<User Control Pressed>, <User Control Released>	<Menu Status>
<Menu Status>	-	<Menu Request>, <User Control Pressed>, <User Control Released>
<Play>	<Deck Control>	-
<Record Off>	<Record On>	<Record Status>
<Record On>	<Record Off>	<Record Status>
<Record Status>	-	<Record On>, <Record Off>

[18] This message is broadcast and there is therefore no <Feature Abort>, but devices sending the associated message shall also be able to send this message.

[19] This message is broadcast and there is therefore no <Feature Abort>, but devices sending the associated message shall also be able to send this message.

[20] This message is broadcast and there is therefore no <Feature Abort>, but devices sending the associated message shall also be able to send this message.

If device ever sends the following message:	It shall be able to send the message(s):	It shall not <Feature Abort> the message(s):
<Record TV Screen>	<Record Status>	<Record On>, <Record Off>
<Report Power Status>	-	<Give Device Power Status>
<Request Active Source>	-	<Active Source>[21]
<Routing Change>	<Routing Information>	-
<Routing Information>	<Routing Change>	-
<Set Menu Language>	-	<Get Menu Language>
<Set OSD Name>	-	<Give OSD Name>
<Set Stream Path>	-	<Active Source> (not CEC Switches)
<Text View On>	<Active Source>	-
<Tuner Device Status>	-	<Give Tuner Device Status>
<Tuner Step Decrement>	<Tuner Step Increment>	-
<Tuner Step Increment>	<Tuner Step Decrement>	-
<User Control Pressed>	<User Control Released>	-
<User Control Released>	<User Control Pressed>	-
<Vendor Command>	<Device Vendor ID>	<Give Device Vendor ID>
<Vendor Remote Button Down>	<Vendor Remote Button Up>, <Device Vendor ID>	<Give Device Vendor ID>
<Vendor Remote Button Up>	<Vendor Remote Button Down>, <Device Vendor ID>	<Give Device Vendor ID>

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[21] This message is broadcast and there is therefore no <Feature Abort>, but devices sending the associated message shall also be able to send this message.

CEC 17   Operand Descriptions

In the following table, Operand Descriptions are ordered alphabetically. Sub-operands, which only occur in a single parent operand, are grouped with their parent and are shown indented.

CEC Table 22 Operand Descriptions.

Name	Range Description		Length	Purpose
[Abort Reason]	"Unrecognized opcode"	0	1 byte	Reason for a <Feature Abort> response.
	"Not in correct mode to respond"	1		
	"Cannot provide source"	2		
	"Invalid operand"	3		
	"Refused"	4		
[ASCII digit]	0x30≤n≤0x39		1 byte	Subset of [ASCII] representing a printable digit character.
[ASCII]	0x20≤n≤0x7F		1 byte	Represents a printable character.
[Boolean]	"False"	0	1 bit	Flag
	"True"	1		
[Deck Control Mode]	"Skip Forward / Wind Forward"	1	1 byte	Used in <Deck Control>. Note: The "Skip Forward / Wind Forward" and "Skip Backward / Wind Backward" values are used for example in a DVD as next chapter and previous chapter and in a VCR as wind and rewind.
	"Skip Backward / Rewind"	2		
	"Stop"	3		
	"Eject"	4		

Name	Range Description		Length	Purpose
[Deck Info]	"Play"	0x11	1 byte	Indicates the current status of a tape or disk deck.
	"Record"	0x12		
	"Play Reverse"	0x13		
	"Still"	0x14		
	"Slow"	0x15		
	"Slow Reverse"	0x16		
	"Search Forward"	0x17		
	"Search Reverse"	0x18		
	"No Media"	0x19		
	"Stop"	0x1A		
	"Wind"	0x1B		
	"Rewind"	0x1C		
	"Index Search Forward"	0x1D		
	"Index Search Reverse"	0x1E		
	"Other Status"	0x1F		

Name		Range Description		Length	Purpose
[Device Type]		"TV"	0	1 byte	Allows additional devices, above the number allowed in the logical addressing mechanism, to indicate their device type.
		"Recording Device"	1		
		"STB"	3		
		"DVD"	4		
		"Audio System"	5		
[Digital Service Identification]		[Digital Broadcast System] [Service Identification]		7 bytes	Indicates Digital Broadcast System and the parameters to identify a specific service. Length of data depends on [Digital Broadcast System].
	[Digital Broadcast System]	"ARIB"	0x00	1 byte	Indicates the Digital Broadcast System of required service.
		"ATSC"	0x01		
		"DVB"	0x02		
	[Service Identification]	[ARIB data]		6 bytes	Specifies an ARIB digital service
		[ATSC data]		6 bytes	Specifies an ATSC digital service
		[DVB data]		6 bytes	Specifies a DVB digital service
	[ARIB data]	"Transport_stream_ID"		2 bytes	The transport_stream_ID of the transport stream carrying the required service
		"Service_ID"		2 bytes	The service_ID of the required service
		"Original_Network_ID"		2 bytes	The original_network_ID of the network carrying the transport stream for the required service
	[ATSC data]	"Transport_stream_ID"		2 bytes	The transport_stream_ID of the transport stream carrying the required service
		"Content_ID"		2 bytes	The content_ID of the required service
		"Reserved (0x0000)"		2 bytes	Reserved

Name		Range Description			Length	Purpose
	[DVB data]	"Transport_stream_ID"			2 bytes	The transport_stream_ID of the transport stream carrying the required service
		"Service_ID"			2 bytes	The service_ID of the required service
		"Original_Network_ID"			2 bytes	The original_network_ID of the network carrying the transport stream for the required service
[Display Control]		bit 5 – bit 0 = 0			1 byte	To indicate the display mode for an on screen display message.
			bit 7	bit 6		
		"Display for default time"	0	0		
		"Display until cleared"	0	1		
		"Clear previous message"	1	0		
		Reserved for future use	1	1		
[Feature Opcode]		0x00≤n≤0xFF (n is defined in CEC Table 6)			1 byte	Defines command to be performed.
[Language]		3 {[ASCII]} as defined in ISO/FDIS 639-2 [ref 1n]			3 bytes	Specify the language with which to interact with the user.
[Menu Request Type]		"Activate"		0	1 byte	Specifies whether to activate or deactivate a devices menu or simply query its current menu status.
		"Deactivate"		1		
		"Query"		2		
[Menu State]		"Activated"		0	1 byte	Specifies the state of a device menu
		"Deactivated"		1		
[New Address]		[Physical Address]			2 bytes	The physical address of the new device selected by a CEC Switch.
[Original Address]		[Physical Address]			2 bytes	The physical address of the device de-selected by a CEC Switch.

Name		Range Description		Length	Purpose
[OSD Name]		N {[ASCII]}, 1≤N ≤ 8		1 - 8 bytes	The devices name - To be used in On Screen Display references to it.
[OSD String]		N {[ASCII]}, 1≤N ≤ 13		1 - 13 bytes	A string to be displayed on the display.
[Physical Address]		4{[Port ID]}		2 bytes	Defines the path between the TV and a device – thus giving it a physical address within the cluster.
	[Port ID]	0x0≤n≤0xF		4 bits	Defines one 'hop' within the physical address relating to the physical connection of the device.
[Play Mode]		"Play Forward"	0x24	1 byte	The mode in which to play media. Note: If a device does not support a particular play mode it should select the closest match.
		"Play Reverse"	0x20		
		"Play Still"	0x25		
		"Scan Forward Min Speed"	0x05		
		"Scan Forward Medium Speed"	0x06		
		"Scan Forward Max Speed"	0x07		
		"Scan Reverse Min Speed"	0x09		
		"Scan Reverse Medium Speed"	0x0A		
		"Scan Reverse Max Speed"	0x0B		
		"Slow Forward Min Speed"	0x15		
		"Slow Forward Medium Speed"	0x16		
		"Slow Forward Max Speed"	0x17		
		"Slow Reverse Min Speed"	0x19		
		"Slow Reverse Medium Speed"	0x1A		
		"Slow Reverse Max Speed"	0x1B		

Name		Range Description		Length	Purpose
[Power Status]		"On"	0x00	1 byte	Used to indicate the current power status of a device.
		"Standby"	0x01		
		"In transition Standby to On"	0x02		
		"In transition On to Standby"	0x03		
[Record Source]		[Record Source Type] | {[Record Source Type] [Digital Service Identification]}		-	To define the source for a recording.
	[Record Source Type]	"Own source"	1	1 byte	Allows the record source to be specified for a recording.
		"Digital Service"	2		
[Record Status Info]		"Recording own source"	0x01	1 byte	Indicates the status of a recording.
		"Recording Digital Service Service"	0x02		
		"Reserved"	0x03		
		"Reserved"	0x04		
		"No recording – unable to record Digital Service "	0x05		
		"No recording - no media"	0x10		
		"No recording - playing"	0x11		
		"No recording - already recording"	0x12		
		"No recording - media protected"	0x13		
		"No recording - no source"	0x14		
		"No recording - media problem"	0x15		
		"No recording - other reason"	0x1F		

Name		Range Description		Length	Purpose
[Reserved Bit]		0		1 bit	Used as padding bit for future extensions.
[Status Request]		"On"	1	1 byte	Contains the status request mode which can be report once or on all future state changes or reporting off.
		"Off"	2		
		"Once"	3		
[Tuner Device Info]		[Tuner Display Info][Digital Service Identification]]		8 bytes	Indicates information about the tuner. Indicates the digital service that the tuner is set to, regardless of whether or not it is currently displaying the tuner.
	[Tuner Display Info]	"Displaying tuner"	0	1 byte	Indicates if the device is currently displaying its tuner or not (it may for example be displaying an external source or media).
		"Not displaying tuner"	1		
[UI Command]		0x00≤n≤0xFF (n is defined in CEC Table 23)		1 byte	Indicates the remote control button pressed.
[Vendor ID]		0x000000≤n≤0xFFFFFF (n is the 24-bit unique company ID [ref. 3i] obtained from the IEEE Registration Authority Committee (RAC)).		3 bytes	Identifier for a specific Vendor.

Notes: Items are transmitted in the order shown in the description.
All bit descriptions are done most significant bit first (i.e. first bit described is sent first)

CEC Table 23 User Control Codes

Operation id	User Operation
0x00	**Select**
0x01	**Up**
0x02	**Down**
0x03	**Left**
0x04	**Right**
0x05	**Right-Up**
0x06	**Right-Down**
0x07	**Left-Up**
0x08	**Left-Down**
0x09	Root Menu
0x0A	Setup Menu
0x0B	Contents Menu
0x0C	Favorite Menu
0x0D	**Exit**
0x0E - 0x1F	Reserved
0x20 - 0x29	**Numbers 0-9**
0x2A	Dot
0x2B	Enter
0x2C	Clear
0x2D - 0x2F	Reserved
0x30	Channel Up
0x31	Channel Down

Operation id	User Operation
0x32	Previous Channel
0x33	Sound Select
0x34	Input Select
0x35	Display Information
0x36	Help
0x37	Page Up
0x38	Page Down
0x39 - 0x3F	Reserved
0x40	Power
0x41	Volume Up
0x42	Volume Down
0x43	Mute
0x44	Play
0x45	Stop
0x46	Pause
0x47	Record
0x48	Rewind
0x49	Fast forward
0x4A	Eject
0x4B	Forward
0x4C	Backward
0x4D - 0x4F	Reserved

Operation id	User Operation
0x50	Angle
0x51	Sub picture
0x52 - 0x5F	Reserved
0x60	Play Function
0x61	Pause-Play Function
0x62	Record Function
0x63	Pause-Record Function
0x64	Stop Function
0x65	Mute Function
0x66	Restore Volume Function
0x67	Tune Function
0x68	Select Disk Function
0x69	Select A/V Input Function
0x6A	Select Audio Input Function
0x6B - 0x70	Reserved
0x71	**F1 (Blue)**
0x72	**F2 (Red)**
0x73	**F3 (Green)**
0x74	**F4 (Yellow)**
0x75	**F5**
0x76 - 0x7F	Reserved

Note: The elements identified in **bold** are the only ones which are forwarded as part of the device menu control feature.