

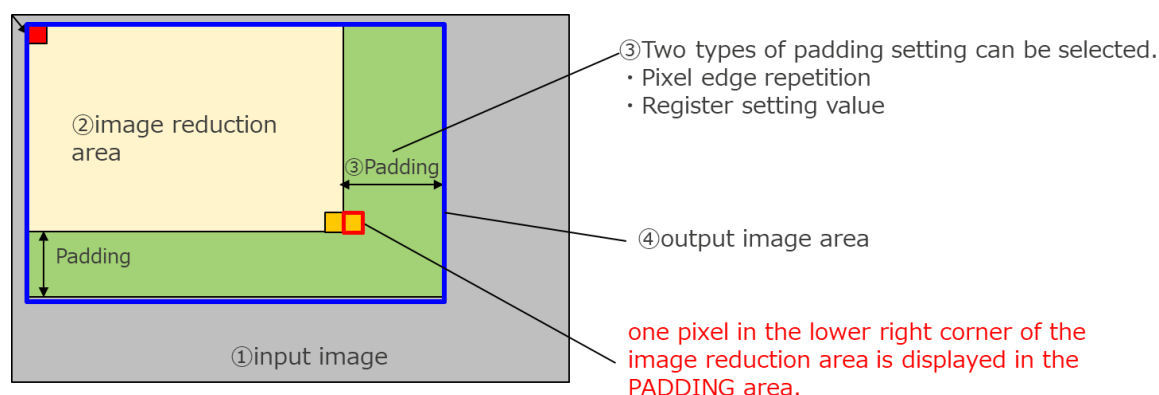
RENESAS TECHNICAL UPDATE

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Product Category	MPU/MCU	Document No.	TN-RZ*-A0083A/E	Rev.	1.00
Title	Padding issue in case of image reduction		Information Category	Technical Notification	
Applicable Product	RZ/G2L Group RZ/G2LC Group RZ/V2L Group	Lot No.	Reference Document	RZ/G2L Group, RZ/G2LC Group User's Manual: Hardware Rev.1.00 (R01UH0914EJ0100) RZ/V2L Group User's Manual: Hardware Rev.1.00 (R01UH0936EJ0100)	
		All lots			

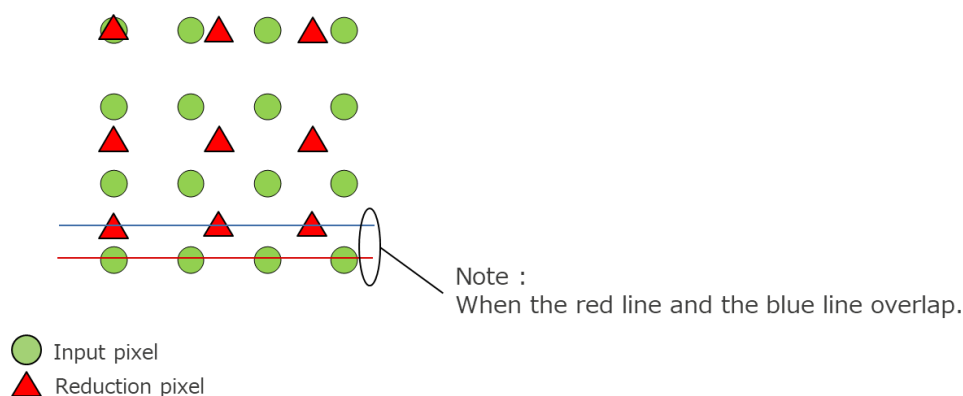
[Phenomenon]

In case of image reduction, one pixel in the lower right corner of the image reduction area is displayed in the PADDING area in the specific condition.



[Occurrence condition]

- ① Other than 1x
- ② When PADDING uses a register value.
- ③ When the final pixel of the reduction pixel is on the final horizontal line of the input pixel . (Note)



[User's Manual Update]

Add new section "36.4.3 Setting the vertical size, start position and reduction factor" to avoid this issue.

36.4.3 Setting the vertical size, start position and reduction factor

Set the input image size, start position, and reduction ratio before calculating the reduction by Resizer (RS).

Before setting the parameters, please check and adjust the following settings for the vertical direction.

(1) List of related registers

ISU_RPF_SRC_SIZE.S_VSIZE[11:0]

ISU_RS_STPOS.VSTART[10:0]

ISU_RS_POS_TUNE.VST_TUNE[11:0]

ISU_RS_VSCALE.VMANT[3:0]

ISU_RS_VSCALE.VFRAC[11:0]

ISU_RS_HSCALE.HMANT[3:0]

ISU_RS_HSCALE.HFRAC[11:0]

ISU_RS_PADDMODE.PADDSEL

(2) Confirmation and determination of setting values

(2)-1 When PADDSEL= 0

There is no need to change those register parameters.

(2)-2 When the reduction ratio is equal (1.0x)

In other words, when HMANT=0x1, HFRAC=0x000, VMANT = 0x1 and VFRAC = 0x000

There is no need to change those register parameters.

(2)-3 When the setting value is other than the above (other than equal)

Perform the following calculations.

$$Result = \frac{(S_VSIZE - VSTART - VST_TUNE/4096 - 1) * 4096}{4096 * VMANT + VFRAC}$$

(2)-3-1 If the calculation result (Result) is not an integer

There is no need to change those register parameters.

(2)-3-2 If the calculation result (Result) is an integer

(2)-3-2-1 If VST_TUNE is equal to 0xFFFF

VST_TUNE= 0xFFE

(2)-3-2-2 If VST_TUNE is not equal to 0xFFFF

VST_TUNE=VST_TUNE +0x001 (Add 1 to correct the start position)

