Product Details

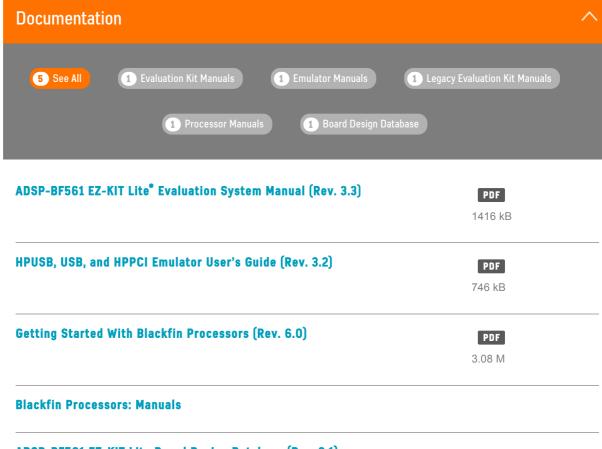
The ADSP-BF561 EZ-KIT Lite® provides developers with a cost-effective method for initial evaluation of the ADSP-BF561 Blackfin® Processor for audio and video applications via a USB-based PC-hosted tool set. Evaluation of analog audio applications is achieved through the use of the AD1836 multichannel 96 kHz audio codec. By utilizing the ADV7183A advanced 10-bit video decoder and ADV7179 chip scale NTSC/PAL video encode, the user is able to evaluate video applications such as simultaneous input and output video processing enabled by the dual core architecture of the ADSP-BF561 Processor. With this EZ-KIT Lite, users can learn more about Analog Devices' ADSP-BF561 hardware and software development and quickly prototype applications.

The... Show More..

System Requirements



- Windows Vista Business/Enterprise/Ultimate SP2 (32-bit only). It is recommended to install the software in a non-UAC-protected location.
- Windows XP Professional SP3 (32-bit only).
- Windows 7 Professional/Enterprise/Ultimate (32 and 64-bit). It is recommended to install the software in a non-UAC-protected location.
- Minimum of 2 GHz single core processor, 3.3 GHz dual core is recommended.
- Minimum of 1 GB memory (RAM), 4 GB is recommended.
- Minimum of 2 GB hard disk (HDD) space is required.
- CrossCore Embedded Studio for Analog Devices Processors.
- VisualDSP++ 5.0 and Latest Update.



ADSP-BF561 EZ-KIT Lite Board Design Database (Rev. 2.1)

layout, fabrication and assembly of the ADSP-BF561 EZ-KIT Lite.



Blackfin Software Modules

ADSP-BF561 Board Support Package (Rev. 1.0.0)

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Blackfin Processors Software and Tools

CrossCore Embedded Studio

CrossCore® Embedded Studio is a world-class integrated development environment (IDE) for the Analog Devices Blackfin®, SHARC® and ARM™ processor families.

Image Processing Toolbox, Blackfin

The Image Processing Toolbox library for the Blackfin processor implements a set of image processing primitives designed to enable faster development of complex image or video processing solutions.

Bitmap Image File (BMP) Decoder

The Bitmap Image File (BMP) Decoder library for the Blackfin processor implements data handling for BMP data as uncompressed data format or an RLE encoder data.

Vision Analytics Toolbox, Blackfin

The Vision Analytics Toolbox (VAT) library for the Blackfin processor provides a set of software modules that make use of primitives from the video content analysis toolbox (VCAT) and provides solutions to relatively complex problems like face detection, edge detection, shape detection, classification, and others.

2D Graphics Primitives, Blackfin

The 2D Graphics Primitives (BF2DGL) library for the Blackfin processor implements primitives, which are based on the Open GL-ES/OpenCV APIs and are supported with wrapper example code for the OpenGL-ES/OpenCV, GLUT, and extended APIs.

Audio Mixer, Blackfin

The Audio Mixer library for the Blackfin processor can mix N number of input channels to M output channels and can be used directly for VoIP applications.

Video Content Analysis Toolbox, Blackfin

The Video Content Analysis Toolbox (VCAT) library for the Blackfin processor implements a set of video analytics tools to be used in video surveillance for detection of events, such as intrusion detection, left/removed object detection.

GIF Decoder, Blackfin

The GIF (graphics interchange format) Decoder library for the Blackfin processor supports handling of data in GIF file format with data movement support, configurable to use either cache mode or MDMA.

JPEG Encoder, Blackfin

The JPEG (Joint Photographic Experts Group) Encoder library for the Blackfin processor is fully compliant with ISO/IEC 10918-1:1993 (ITU-T T.81) and can be used to build a Motion-JPEG video system, for example using the AVI file format.

Comms

Adaptive Jitter Buffer

MPEG-4 SP/ASP Decoder, Blackfin

The ADI MPEG-4 SP/ASP Decoder library for the Blackfin processor implements an MPEG-4 video decoder, which is compliant with the INTERNATIONAL STANDARD ISO/IEC14496-2, Information technology — Coding of audio-visual objects — Part 2: Visual, Third edition 2004-06-01.

Related Hardware

Emulator Hardware

EMULATOR-USB & HP USB ICE

USB-Based Emulator and High Performance USB-Based Emulator

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Evaluation Boards

Pricing displayed is based on 1-piece.

Model	Description	Price	RoHS
ADZS-BF561-EZLITE Production	Evaluation Board		Yes
ADZS-BFAUDIO-EZEXT Production	Evaluation Board		Yes
ADZS-BFAV-EZEXT Production	Evaluation Board		Yes
ADZS-BF-EZEXT-1 Production	Evaluation Board		Yes
ADZS-BFFPGA-EZEXT Production	Evaluation Board		Yes

Model	Description	Price	RoHS
ADZS-HPUSB-ICE Production	Evaluation Board		Yes
ADZS-ICE-100B Obsolete	Evaluation Board	-	Yes
ADZS-USB-ICE Obsolete	Evaluation Board	-	Yes
ADZS-USBLAN-EZEXT Production	Evaluation Board		Yes
Back Ad	d to cart GERMANY Y	Chec	k Inventory

Pricing displayed is based on 1-piece. The USA list pricing shown is for budgetary use only, shown in United States dollars (FOB USA per unit), and is subject to change. International prices may vary due to local duties, taxes, fees and exchange rates.

15,000

4,700+

125,000

50+

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