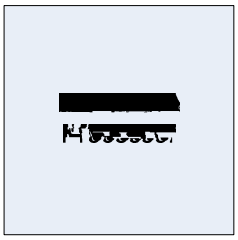

Intr Mem

2) For every BMP macroblock from **External Memory -> DLMB Bus ->Microblaze->DLMB Bus -> Data Memory**

Every BMP macroblock is then read and convert to YUV color domain and stored in global arrays located in Data Memory.

3) For every YUV macroblock from

1) Design hardware accelerator to improve performance and reduce memory

Appendix A Release Notes

You can checkout source code with CVS. It’s also possible to download bit file only from http://www.opencores.org/cvswe f77.94842(o)-5.17(s)-0.937(e)-1.45756417(i)1.2(/)-2.6 (f

2. Reduce file system resource usage. For xilfatfs, CONFIG_BUFCACHE_SIZE 2560 (default 10240), CONFIG_MAXFILES 2 (default 5), CONFIG_WRITE true (default false)

Code size

Text 30920 Data 5156 Bss 13028 total 49104 bytes

(CF card access, file system and I/O are all included)

Tool and Platform

EDK8.1i2, ISE8.1i2 and Xilinx XUP2PRO board.