		File Extension	Container	Video Codec	Audio Codec	Comments
Container	Movie	.mpg/.mpeg/.dat .vob	MPEG-PS	. MPEG1/2 . H.264 . VC1	. MPEG Layer 1/2/3 . AC3	
		.ts/ .trp/ .m2ts/ .mts	MPEG TS	. MPEG1/2 . H.264 . VC1 . H.265 . AVS2	. MPEG Layer 1/2/3 . AC3 . E-AC3 . AC4	
		.avi	AVI	. MPEG1/2 . MPEG4 . H.264 . MJPEG	. MPEG Layer 1/2/3 . AC3 . AAC . WMA	
		.mp4/	MOV	. MPEG1/2 . H.263 . MPEG4 . H.264 . H.265 . AV1	. MPEG Layer 1/2/3 . AAC LC . AC3 . AC4	
	Music	.mp3	MP3		. mp3	
		.ac3	AC3		. ac3	
		.aac	AAC		. AAC	
		.wma	ASF		. WMA	
		.amr	AMR		. AMR-NB . AMR-WB	
		.wav	WAVE		. MPEG Layer 1/2/3 . AAC . PCM	
		.flac	FLAC		. FLAC	
	Photo	.jpg/.jpeg	JPG	.JPEG .PJPEG		
		.bmp	BMP	.BMP		
		.gif	GIF	.GIF		
		.png	PNG	.PNG		

Support

	File Extension	Name	Spec.	Max Resolution (Width x Height)	Comments
Picture	.jpg/ .jpeg	. JPEG	**. Baseline**	1920x1080	* Min resolution 16x16 * Sample type 420, 444, 422, GrayScale, RGB, CMYK
			. Progressive	1920x1080	
	.gif	. Graphics Intercahnge Format	**. 87a** **. 89a (Only 1 picture at animation format)**	1920x1080	* Support formats: version 87a/ version 89a (only decode 1st picture at animation format)
	.bmp	. Microsoft BMP image	**. RGB 1/4/8/16/24/ 32-bit** **. RLE 4/8-bit**	1920x1080	* Support OS/2 V1, V3, and Windows V3
	.png	. Portable Network Graphics	**. Grayscale, 24/32-bit per pixel** **. Interlace Format** **Progressive**	1920x1081	

Support

	IC Family	*FHD: NT72690-2K*				
	Video Codec	**Supported**	**Max. Resolution**	**Bitrate (Mbps)**	**Max. Frame rate**	**Spec.**
Video	**MPEG-1**	Yes	1920x1080	60	60	
	MPEG-2	Yes	1920x1080	70	60	**. MP@LL . SP@ML . MP@ML . MP@HL**
	MPEG-4	Yes	1920x1080	70	60	**. SP (Simple Profile) . ASP (Advanced Simple Profile)**
	DivX Optional	No				
	H.263	Yes	1920x1080	70	60	
	H.264	Yes	1920x1080	80	60	**. BP/ MP @L4.2**
	VC1/ WMV/ Optional	Yes	1920x1080	70	60	**. SP/MP/AP @ L3**
	AVS		1920x1080		30	**. Jizhun (SD & HD) 基準**
	MVC		1920x1080		30	**. Stereo High Profile @ L4.1**
	H.265/ HEVC	Yes	1920x1080	100	60	**Main-10, Main tier @ L4.1**
	VP9	Yes	1920x1080	80	60	**Profile 0/2, up to 10 bit 4:2:0**
	SHVC	Yes	1920x1080	100	60	**Main-10, Main tier @ L4.1**
	AV1	Yes	1920x1080	40	60	**Main profile @ L4.1**
	H.264 Encoder	Yes	1920x1080	N/A	30	
	JPEG Encoder	Yes	1920x1080	N/A	10	**Baseline only**

Optional: Need to get the license in advance.

Comments	Support
* Support Main profile and High level	
* Support GMC 1-point only * Don't suuport QMC + Interlaced combination. * Don't support Data Partition mode.	
* Support Profile 0(P0)	
* MPEG4-10 * Support Constrained Baseline Profile/ Main Profile/ High Profile, doesn't support full Baseline Profile (FMO/ RS). * Constrained Baseline Profile: http://www.innocodec.com/H.html	
Don't support complex profile.	
* It supports at x2 DDR environment for bandwidth issue * It is supported by NT72569 only.	

	Audio Codec	Max. Channels	Sample Frequency (Hz)	Bit rate (bps)	Bit depth
Audio	LPCM	2	48K/ 96K	768K ~ 6144K	16/24
	PCM	6	8K ~ 48K	64K ~ 4608K	8/16
	aLaw	2	8K ~ 48K	64K ~ 768K	14
	uLaw	2	8K ~ 48K	64K ~ 768K	14
	ADPCM	2	8K ~ 48K	32K ~ 384K	14
	MPEG-I Layer I/ II	2	32K ~ 48K	32K ~ 448K	16
	MPEG-II Layer I/ II	2	16K ~ 24K	8K ~ 256K	16
	MPEG-I Layer III	2	32K ~ 48K	32K ~ 320K	16
	MPEG-II Layer III	2	16k ~ 24K	8K ~ 160K	16
	MPEG-2.5 Layer III	2	8K ~ 12K	8K ~ 160K	16
	LC-AAC Optional	6	8K ~ 96K	16K ~ 1440K	16
	HE-AAC V1/V2 Optional	6	8K ~ 96K	16K ~ 720K	16
	AAC-ELD Optional	2	8K ~ 48K		16
	AC3 Optional	6	32K/ 44.1K/ 48K	32K ~ 640K	
	E-AC3 (Dolby Digital Plus) Optional	6 / 16 (MS12 v2.3)	32K/ 44.1K/ 48K	32K ~ 6144K	
	Vorbis (OGG)	6	8K ~ 96K	32k ~1440kbps	
	FLAC	8	any sampling rate (1Hz ~ 655,350Hz) 8~48kHz (8 channel) 96kHz/192kHz (2 channel)		
	DRA Optional	8	8K ~ 192K	32K ~ 9216K	
	AVS Optional	6	8K ~ 96K	16K ~ 480K	
	OPUS	6 Opus Family 0/1 (2~5.1ch) Opus Family 2 (Up to spatial 5.1ch)	8K ~ 48K	6K ~ 510K (2ch) 6k ~ 3060k (6ch)	
	APE	2	6K ~ 192K	422K ~ 27M	
	AC4 Optional	6(MS12 v.13) /10.1 (MS12 v2.3)	48KHz		32
	MPEG-H Optional	16	32K/ 44.1K/ 48KHz		
	TrueHD Optional	15.1 (48kHz) / 2 (96kHz/192kHz)	48k/96k/192kHz		32
	ALAC	8	8~48kHz (8 channel) 96kHz/192kHz (2 channel)		16/20/24/32
	MP3 Encoder Optional	2	48kHz	128k	
	MPEG2 AAC LC Encoder Optional	2	48kHz	128k	

	AC3/DDP encoder Optional	5.1(MS12 v1.3)/5.1.2(MS12 v2.3)	**48kHz**	**128k~1536k**	
	MAT encoder Optional	5,1,2	**48kHz**	**24M**	

Optional: Need to get the license in advance.

Dolby

2019/11/19 MS12 v2.4				
Codec	**Type**	**decode Request**	**Render**	
DDP	Channel-base	7.1 (v2), 5.1(v1)	5.1	Output of channel-based audio up to 5.1-channe
	ATMOS	15 OBJ + 1 LFE	5.1.2	Up to 15 objects (each of which may be a cluste Dolby Atmos soundtrack) and a LFE are downn 7.1-channel representations in the Dolby Digital
DD	Channel-base	5.1	5.1	
HE AAC	Channel-base	5.1	5.1	support decoding of up to 5.1-channel HE AAC
AC4 (level 3)	Channel-base	11		Up to 5.1 main and 2.0 associated channel-bas Up to 5.1 main, 3.0 dialogue, and 2.0 associate Up to 7.1.4 channel-based immersive audio plu
	ATMOS	10 OBJ	5.1.2	Dolby Atmos content with up to ten objects and
MAT	Channel-base	7.1	5.1	If 7.1-channel audio is input, it is decoded and d the object audio renderer
	ATMOS	31 OBJ + 1LFE	5.1.2	The decoder accepts input of up to 31.1 objects and both are used by the object audio renderer audio to a 5.1.2-channel representation.
	TrueHD	Dolby TrueHD access units		
TrueHD	48kHz, channel-based	7.1	5.1	The Dolby TrueHD decoder supports decoding TrueHD content that contains up to 7.1 channels of PCM audio with accompanying metadata. Th channel presentation for decoding, even if the in presentation
	48kHz, ATMOS	15 OBJ + 1 LFE	5.1.2	The decoder accepts input of up to 15.1 objects and both are used by the object audio renderer audio to a 5.1.2-channel representation.
	96/192KHz, channel-based	2	2	if the decoder receives input at 96 kHz or 192 k presentation to ensure that the audio is output a complexity required to process this input at a re

WMA

WMA7 (WMA Standard v1)		O
WMA8 (WMA Standard v2)		O
WMA9.x (WMA Standard v3)	STANDARD	O
	PRO	O

	PRO	O
	VOICE (WMSpeech)	
	LOSSLESS	
WMA10	PRO-LBR	O
	PRO-M0	O
	PRO-M1	O
	PRO-M2	O
	PRO-M3	

DTS M6

Stream Type	Minimum Decoding Capability
	DTS M6
Core 5.x	Core 5.x[a]
48 kHz[b]: LBR 7.x	48 kHz: LBR 5.x
48 kHz: Core + XLL 8-Channel	48 kHz:Core 5.x
48 kHz: Core + XCH + XLL 6.x	48 kHz:Core 5.x
96 kHz: Core + XLL 8-Channel	48 kHz:Core 5.x
96 kHz: Core + X96 + XLL 8-Channel	48 kHz:Core 5.x
192 kHz: Core + XLL 6-Channel	48 kHz:Core 5.x
48 kHz: Core + (XBR/XCH/XXCH) 8-Channel	48 kHz:Core 5.x
96 kHz: Core + (XCH/XXCH/X96) 8-Channel	48 kHz:Core 5.x
48 kHz: XLL 8-Channel (Coreless)	48 kHz: XLL 5.x
96 kHz: XLL 8-Channel (Coreless)	96 kHz: XLL 6 channel[c]
192 kHz: XLL 6-Channel (Coreless)	96 kHz: XLL 5.x channel[c]
192 kHz: XLL 8-Channel (Coreless)	96 kHz: XLL 6-channel[c]

Comments	Support
* DVD (in VOB container)	
* Support Intel DVI & Microsoft only and 4-bit per sample format.	
* Aka. Dolby Digital	
* Aka. Dolby Digital Plus	
* Supports from 4 to 32 bits per sample.	
. Dual DSP is needed . MS12 should be support	
. Dual DSP is needed . For ATSC 3.0 application.	
. Dual DSP is needed . MS12 v2.3 should be support	

. Dual DSP is needed . MS12 should be support
. Dual DSP is needed . MS12 should be support

els is required
er of objects from the original mixed and encoded as 5.1- or l Plus bitstream structure.
: or AAC main audio
sed audio ed channel-based audio us 2.0 associated audio
associated metadata
downmixed to 5.1 channels by
s and accompanying metadata, to render the object-based
of 48 kHz channel-based Dolby s and outputs up to 5.1 channels he decoder selects the 6- nput contains an 8-channel
s and accompanying metadata, to render the objectbased
kHz, it decodes the two-channel and to keep the computational easonable level.