

# DISPLAYPORT AUX

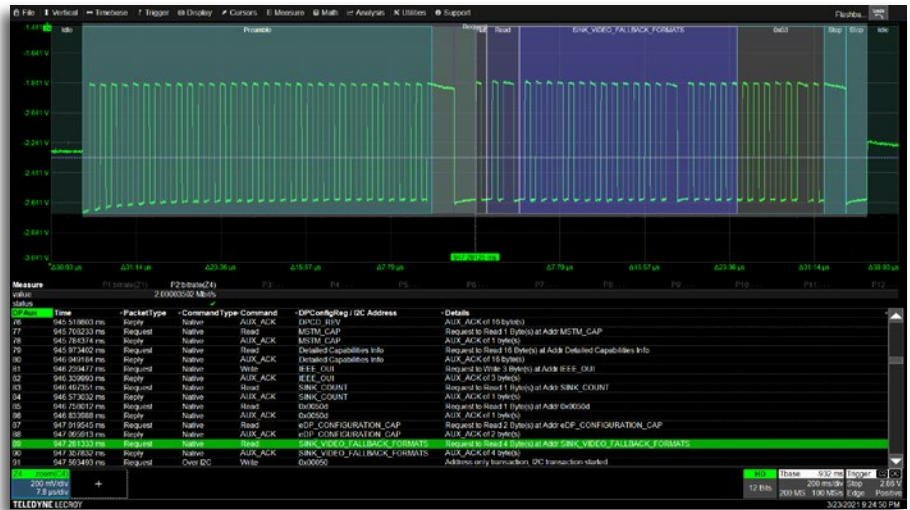
## Key Features

DisplayPort 2.0, 1.4, and eDP  
(Embedded DisplayPort) Standards

Decodes DisplayPort AUX Reads and  
Writes

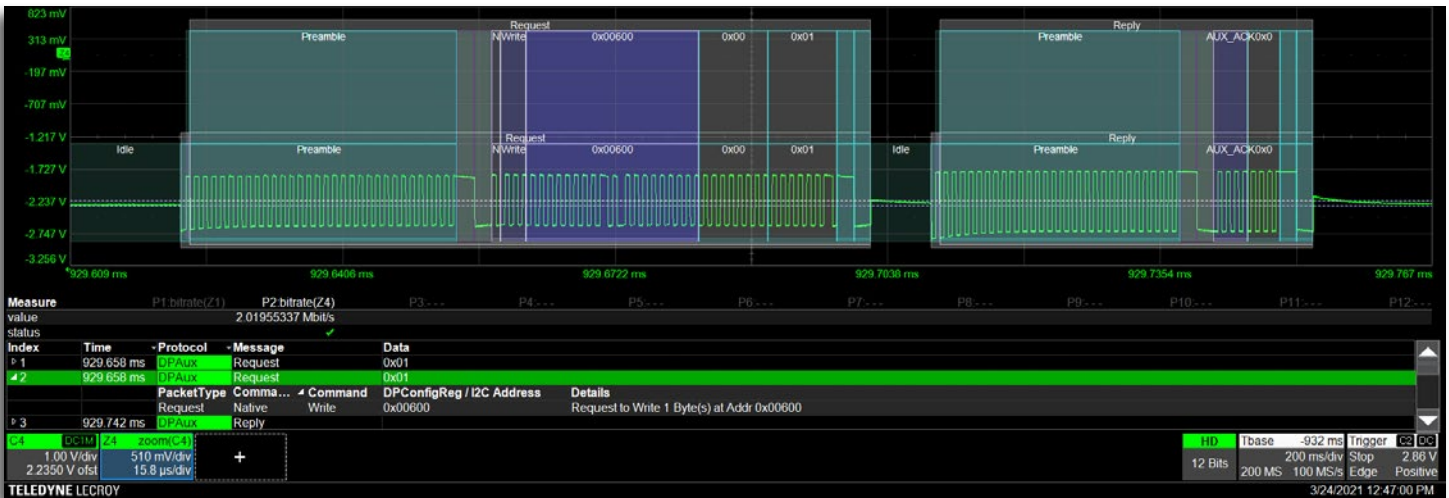
Native and I<sup>2</sup>C AUX Channel  
Transactions

Use Standalone or with USB-PD TDME  
for DisplayPort over USB-C® testing



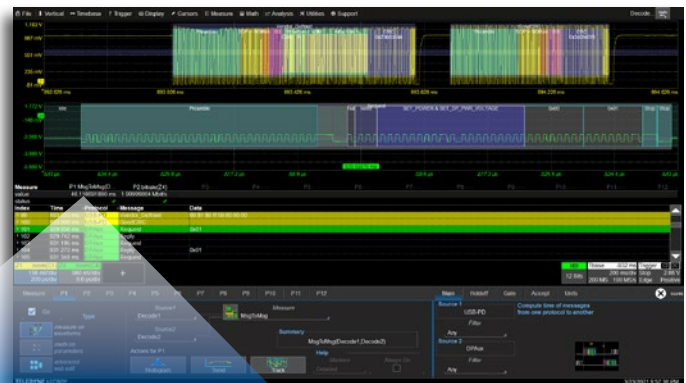
## Interactive Protocol Table

Simply click on the DPAUX packet of interest in the protocol table to create a zoom window of the waveform with color coded overlay showing the packet type, command, AUX register address, and message details.



## Use with USB-PD TDME for DisplayPort over USB-C®

DPAUX DME can be used as standalone for Standard DP connector or eDP designs; or along with USB-PD TDME to analyze timing between the DisplayPort AUX (SBU lines) and USB-PD (CC lines) in a DisplayPort over USB-C design. Msg-Msg timing measurements can be used to debug system interoperability issues caused by improper timing between USB-PD Alt Mode transactions and DisplayPort AUX link training.



Measure value status  
P1.MsgToMsg(D...  
46.118691890 ms

# SPECIFICATIONS

<b>DPAUX D and DPAUX DME</b>	
<b>Definition</b>	
<b>Source and Protocol Setup</b>	Select Source (Decode Input), Protocol (DPAux).
<b>Trigger Capability</b>	
<b>Format</b>	No Triggering on DisplayPort AUX. If used with USB-PD, use USB-PD Triggering to trigger on DisplayPort 'Alt Mode' transactions.
<b>Decode + Search Capability</b>	
<b>Format</b>	Hexadecimal or Symbolic DisplayPort AUX Transaction Decode.
<b>Decode Setup</b>	Select Source, View (Hexidecimal or Symbolic), Probing (AUX-P, AUX-N, or Differential), Reply Timeout, and Decode Threshold Levels.
<b>Decode Input</b>	Any analog Channel, Memory, Math, or Digital trace.
<b># of Decodes</b>	Up to four buses may be decoded at one time. In addition, zooms can be displayed (with decoded information).
<b>Location</b>	Overlaid on acquired DATA waveform, on Grid.
<b>Visual Aid</b>	Color Coding of Idle, Preamble, Packet Type, Command Type (Read/Write), DP Configuration Register or I2C Address, and Command Register Data, Stop.
<b>Table Configure, Export Table</b>	Display up to 20 rows of decoded information for up to four different protocols or decodes in time order in a single table. Displayed information includes Index, Timestamp, and other various protocol-specific information. Table permits scrolling, touch to zoom, export to .csv file, and special display of long data or other patterns.
<b>Pattern Search</b>	Search for previous or next: Index, Packet Type, Command Type, Command, DPCCConfigReg/I2C Address.

<b>DPAUX DME Only</b>	
<b>Measure / Graph Capability</b>	
<b>Timing Measurements</b>	<b>Message to Analog, Analog to Message, Message to Message, <math>\Delta</math>Message Time</b> (identical message on same decoder), Time@Message (time from trigger). Serial Message may be defined by "ID =" (where applicable) and user-defined DATA with condition <=, <, =, >, >=, <>, IN RANGE, or OUT OF RANGE in any location in up to 2048 bits of data. Analog Signal may be defined by Slope (pos, neg), Level (abs or %) with Hysteresis setting. Holdoff may be set on the Analog Signal by either Time or Events (up to 1000) to preclude unwanted measurements.
<b>Eye Diagram Capability</b>	
<b>Setup</b>	Create up to four simultaneous Eye Diagrams (one per Serial Decoder) of the physical layer signal(s). Eye Style selectable as color- or analog-persisted. Eye Saturation adjustable from 0 to 100%.
<b>Eye Parameters</b>	Eye Height, Eye Width, (Number of) Mask Hits.
<b>Eye Mask</b>	Create a custom Mask using the free Teledyne LeCroy MaskMaker software utility. Store custom masks for later recall and use.
<b>Failure Indication and Location</b>	*Mask Failure Indication ON or OFF (ON = indicated with a red circle). Mask Failure Location trace waveform displayed and interactive with Eye Mask failure table. Supports STOP trigger on Mask Failure.