EDID structure description

Below are some information about the modified EDID structure which is used in devicesettings api:

*dsGetEDID (int handle, dsDisplayEDID_t *edid)*

In coming RDK release, there is a plan to have parameter to get the Audio capabilities and RDK will have the parsing capability to parse the EDID values from raw EDID data.

```
typedef struct _dsDisplayEDID_t {

    int productCode; /**< Product code of the display device. */
    int serialNumber; /**< Serial number of the display device. */
    int manufactureYear; /**< Year of manufacture of the display device. */
    int manufactureWeek; /**< Week of manufacture of the display device. */
    bool hdmiDeviceType; /**< Device type (@ true if HDMI, @a false if DVI). */
    uint8_t physicalAddressA; /**< Physical Address for HDMI node A */
    uint8_t physicalAddressB; /**< Physical Address for HDMI node B */
    uint8_t physicalAddressC; /**< Physical Address for HDMI node C -*/
    uint8_t physicalAddressD; /**< Physical Address for HDMI node D */
    int numOfSupportedResolution; /**< Number of Supported Resolution */
    char monitorName[dsEEDID_MAX_MON_NAME_LENGTH]; /**< Connected Display Monitor Name */
    dsVideoPortResolution_t suppResolutionList [dsEEDID_MAX_VIDEO_CODE * dsVIDEO_SSMODE_MAX]; /**< EDID Supported Resoultion List */

} dsDisplayEDID_t;
```