



Mali GPU Asset Conditioning Tool (GX817) **Errata Notice**

This document contains all errata known at the date of issue in supported releases up to and including version 1.0.0 Beta of the Mali GPU Asset Conditioning Tool.

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General suggestion for additions and improvements are also welcome.

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1 INTRODUCTION

Scope

This document describes errata categorized by level of severity. Each description includes:

- a unique defect tracking identifier
- the current status of the defect
- where the implementation deviates from the specification and the conditions under which erroneous behavior occurs
- the implications of the erratum with respect to typical applications
- the application and limitations of a 'work-around' where possible

Categorization of Errata

Errata recorded in this document are split into three levels of severity:

Category 1 Behavior that is impossible to work around and that severely restricts the use of the product in all, or the majority of applications, rendering the device unusable.

Category 2 Behavior that contravenes the specified behavior and that might limit or severely impair the intended use of specified features, but does not render the product unusable in all or the majority of applications.

Category 3 Behavior that was not the originally intended behavior but should not cause any problems in applications.

2 ERRATA SUMMARY TABLE

The errata associated with this product affect product versions as below.

A cell shown thus **X** indicates that the defect affects the revision shown at the top of that column.

<i>ID</i>	<i>Cat</i>	<i>Summary of erratum</i>	<i>1.0.0 Beta</i>
5974	3	Geometries with no ID are processed even when excluded	X
5975	3	Split element step rejects triangulate step output	X
6027	3	URIs in Assets without leading “#” can cause unwanted conditioning	X

3 ERRATA – CATEGORY 1

There are no Errata in this Category

4 ERRATA – CATEGORY 2

There are no Errata in this Category

5 ERRATA – CATEGORY 3

5794: Geometries with no ID are processed even when excluded

Status

Affects: Asset Conditioning Tool

Fault Status: Cat 3, Present in version 1.0.0 Beta

Description

If a COLLADA asset's geometry does not contain an "id" attribute the asset will not be excluded when using the "-exclude" switch.

Implications

Assets with geometries lacking an "id" attribute may be unintentionally processed.

Workaround

Strictly speaking, geometries are required to have an "id" attribute, so it should be ensured that all geometries have "id" attributes. They will then be successfully excluded.

5795: Split element step rejects triangulate step output**Status**

Affects: Asset Conditioning Tool

Fault Status: Cat 3, Present in version 1.0.0 Beta

Description

In cases where the geometry is malformed COLLADA but erroneously accepted for processing by the Asset Conditioning Tool (see errata ID 5734) the “split elements” step can reject the output of the triangulation step.

Implications

Ill-formed geometries may be not be correctly conditioned.

Workaround

Ensure only well-formed COLLADA geometries are processed by the Asset Conditioning Tool.

6027: URIs in Assets without leading “#” can cause unwanted conditioning

Status

Affects: Asset Conditioning Tool

Fault Status: Cat 3, Present in version 1.0.0 Beta

Description

If a COLLADA asset contains URIs without a leading “#” character, the DOM parser can believe the URI is outside the scope of the file. This can affect checks done in the conditioning steps that analyse the geometry, leading to conditioning steps to be applied where they should not be.

Implications

Assets with malformed URIs could have unwanted conditioning steps applied.

Workaround

For intra-asset URIs, ensure that the URI is preprended with “#”.