



# Mali GPU Asset Conditioning Tool Release Note

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## Abstract

This document contains notes relating to the 1.0.0 Beta release of the Mali GPU Asset Conditioning Tool.

## Release Information

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ARM welcomes feedback on this product and its documentation.

### ***Feedback on this product***

If you have any comments or suggestions about this product, contact your supplier and give the following:

- The product name.
- The product revision or version.
- An explanation with as much information as you can provide. Include symptoms if appropriate.

### ***Feedback on this document***

If you have any comments on or about this document, please send email to [errata@arm.com](mailto:errata@arm.com) giving the following:

- The document title.
- The document number.
- The page number(s) to which your comments refer.
- A concise explanation of your comments.

General suggestion for additions and improvements are also welcome.

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# 1 PREFACE

This document contains general release information about the Mali GPU Asset Conditioning Tool 1.0.0 Beta deliverables and covers the following topics:

- Deliverables summary.
- Details of external tools required.
- Build instructions.
- Changes and fixes in this release.
- Known issues.
- Details of testing prior to release.

## 2 PRODUCT DELIVERABLES

### 2.1 Parts

The Asset Conditioning Tool is made available via a Microsoft Installer Package,

```
Mali_GPU_Asset_Conditioning_Tool_<vm>.<vn>.<vp>.<vr>_<quality>_Win32.msi
```

Where `vm` is the major version number, `vn` is the minor version number, `vp` is a patch level, `vr` is the build number of the package and `quality` is the quality level of the release.

## 3 DOCUMENTATION

Additional documentation for the Asset Conditioning Tool is available from <http://www.malideveloper.com/>. This documentation comprises:

### 3.1 Mali GPU Asset Conditioning Tool Errata

This document describes the errata discovered in the implementation of the Asset Conditioning Tool, categorised by level of severity. Each description includes:

- a description of where the implementation deviates from the specification,
- the conditions under which erroneous behaviour occurs,
- the implications of the erratum with respect to typical applications,
- the application and limitations of a work-around where possible,
- the status of corrective action.

### 3.2 Mali GPU Asset Conditioning Tool User Guide

The integration guide provides user information for Mali GPU Asset Conditioning Tool. It describes how to install and operate the Asset Conditioning Tool.

### 3.3 Release Note

This document contains general release information about the Mali GPU Asset Conditioning Tool product.

### 3.4 Further Reading

For background information about the Asset Conditioning Tool and related technologies, consult the following documents:

- COLLADA 1.4.1 Specification: [www.khronos.org/files/collada\\_spec\\_1\\_4.pdf](http://www.khronos.org/files/collada_spec_1_4.pdf)

## 4 REFERENCE PLATFORM

ARM Limited recommends the use of the same platform that was used to develop and test the Mali GPU Asset Conditioning Tool. This section lists the additional hardware and software that is required.

### 4.1 The reference platform

The reference platform for this release is a PC running Windows XP Service Pack 2. No other software is required. However, to use conditioned COLLADA assets you may need extra software that is beyond the scope of this release note.

The Asset Conditioning Tool output has been tested for integrity on a variety of Mali hardware platforms including Mali200 and Mali400.

### 4.2 Installing the application on the reference platform

To install the system on the reference platform, the following are required:

- An up to date version of Windows Installer. This should be kept up-to-date by your operating system and separate installation is highly unlikely to be necessary.
- The Visual C++ 2005 Redistributable Package, if not already available.

## **5 INSTALLATION**

### **5.1 Installation Procedure**

Installation is achieved via the Windows Installer mechanism. Run the installer package and follow the on-screen instructions. For complete installation information, consult the Mali GPU Asset Conditioner User Guide.

### **5.2 Directory Structure**

For a complete list of the installed components, consult the Mali GPU Asset Conditioner User Guide.

## **6 CHANGES IN FUNCTIONALITY FROM PREVIOUS RELEASES**

This is the first public release of the Asset Conditioning Tool.

## 7 KNOWN ISSUES AND LIMITATIONS

### 7.1 Known Issues

The known issues affecting the Asset Conditioning Tool are documented in the Mali GPU Asset Conditioning Tool Errata document, available from <http://www.malideveloper.com>.

Any issues found subsequent to this release of the Asset Conditioning Tool will be documented in new versions of the errata document.

### 7.2 Support

Please contact [support@arm.com](mailto:support@arm.com) regarding any issues with the installation and content of this release.

It should be noted that Support of the product will only be provided by ARM if such support is covered by a current contract with the recipient.