



Mali GPU Offline Shader Compiler Release Note

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Abstract

This document contains notes relating to the 2.2 release of the Mali GPU Offline Shader Compiler.

Release Information

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Feedback on this product

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

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- 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 Offline Shader Compiler 2.2 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 Files

The Mali GPU Offline Shader Compiler is delivered as a single compressed archive containing the Offline Compiler binary. The specific filename is dependent on target platform. Table 2-1 describes this.

File Name	Description
Mali_GPU_Offline_Shader_Compiler_WinXP_v2.2.exe	A self-extracting archive containing the Mali GPU Offline Shader Compiler for Windows.
Mali_GPU_Offline_Shader_Compiler_RHEL4_v2.2.tar.gz	A gzipped UNIX tarball containing the Mali GPU Offline Shader Compiler for Linux.
Mali_GPU_Offline_Shader_Compiler_Release_Note_v2.2.pdf	Release Note (this document)

Table 2-1 Files making up the Mali GPU Offline Shader Compiler

3 DOCUMENTATION

3.1 Mali GPU Offline Shader Compiler Errata

This document describes the errata discovered in the implementation of the Mali GPU Offline Shader Compiler, 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 Offline Shader Compiler User Guide

The user guide provides user information for Mali GPU Offline Shader Compiler. It describes how to install and operate the software.

3.3 Release Note

This document contains general release information about the Mali GPU Offline Shader Compiler product.

4 REQUIRED TOOLS

ARM Limited recommends the use of the same tools that were used to develop and test the Mali GPU Offline Shader Compiler. This section lists the additional hardware and software that is required.

4.1 The reference platform

4.1.1 Windows

The reference platform for Windows is a desktop PC running Microsoft Windows XP Service Pack 2.

4.1.2 Linux

The reference platform for Linux is a Red Hat Enterprise Linux 4 workstation environment.

4.2 Build platform

The Mali GPU Offline Shader Compiler is a binary-only release and cannot be built from source.

5 INSTALLATION

5.1 Installation Procedure

For more information about installing the Mali GPU Offline Shader Compiler, see the Mali GPU Offline Shader Compiler User Guide.

6 CHANGES IN FUNCTIONALITY FROM PREVIOUS RELEASES

This is the first public release of the Mali GPU Offline Shader Compiler.

7 KNOWN ISSUES AND LIMITATIONS

Consult the Mali GPU Offline Shader Compiler Errata document for details on known issues and limitations of the software.

Please contact 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.