



Mali GPU Shader Library Errata

Media Processing Division

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Product Version: 1.0

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Abstract

This document describes the known errata in the Mali GPU Shader Library version 1.0.

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1 ABOUT THIS DOCUMENT

1.1 Change Control

Issue	Date	Change
1.0	Sep-15, 2009	Errata for version 1.0 EAC

1.2 References

This document refers to the following documents.

Ref.	Document No.	Author(s)	Title
	(none)		

1.3 Scope

This document describes the errata discovered in the implementation of Mali GPU Shader Library, categorized by level of severity. Each description includes:

- 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

1.4 Terms and Abbreviations

This document uses the following terms and abbreviations.

Term	Meaning
Cat	Acronym for Category
RHEL4	Redhat Enterprise Linux version 4
AEL	ARM Embedded Linux
ETC	Ericson Texture Compression format

2 CATEGORISATION OF ERRATA

Errata recorded in this document are split into three groups:

- Category 1** Features which are impossible to work around and severely restricts the use of the software in all or the majority of applications rendering the software unusable.
- Category 2** Features which contravene the specified behavior and may limit or severely impair the intended use of specified features but does not render the software unusable in all or the majority of applications.
- Category 3** Features that were not the originally intended behavior but should not cause any problems in applications.

2.1 Errata Summary

The following tables summarize all errata associated with this product.

Mali GPU Shader Library Errata Summary

ID	Cat	Summary of Erratum

3 CATEGORY 1 ERRATA

No Category 1 errata exist.

4 CATEGORY 2 ERRATA

No Category 2 errata exist.

5 CATEGORY 3 ERRATA

No Category 3 errata exist.