



Mali GPU Texture Compression Tool Release Note

Media Processing Division

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Abstract

This document contains notes relating to the version 2.2 release of the Mali GPU Texture Compression Tool. This is a working document throughout the product lifecycle and, as such, the content may be modified as new information is uncovered.

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<http://www.arm.com>

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Feedback

ARM limited welcomes feedback on both the product, and the documentation. Please contact malidevelopers@arm.com regarding any issues with the installation and content of this release.

Feedback on this document

If you have any comments on or about this document, please send email to errata@arm.com giving:

- The document title
- The documents 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.

Contents

	Abstract	1
1	PREFACE	5
	1.1 Change Control	5
	1.2 References	5
	1.3 Intended Audience	5
2	GLOSSARY	6
3	PRODUCT DELIVERABLES	7
	3.1 Files	7
4	DOCUMENTATION	8
	4.1 Mali GPU Texture Compression Tool Release Note	8
	4.2 Mali GPU Texture Compression Tool Errata Document	8
	4.3 Mali GPU Texture Compression Tool User Guide	8
5	REQUIRED PLATFORM	9
6	INSTALLATION	10
	6.1 Installation Procedure	10
7	DIFFERENCES FROM PREVIOUS RELEASES	11
	7.1 Notable changes since the GX610-SW-98003-r3p0-00rel0 release	11
	7.2 Notable changes since the beta release	11
8	KNOWN ISSUES AND LIMITATIONS	12

1 PREFACE

This document contains general release information about the Mali GPU Texture Compression Tool 2.2 and covers the following topics:

- Deliverables summary
- Platform requirements
- Installation
- Known issues

1.1 Change Control

Issue	Date	Change
1.0	July-31, 2009	Release notes for beta release of Mali GPU Texture Compression Tool version 2.2
2.0	September-15, 2009	Release notes for EAC release of Mali GPU Texture Compression Tool version 2.2

1.2 References

This document refers to the following documents.

Ref.	Document No.	Title
1.	PR389-PRDC-011084	Mali GPU Texture Compression Tool Errata
2.	DUI 0503A	Mali GPU Texture Compression Tool User Guide

Table 1: Table of References

1.3 Intended Audience

This document is written for developers who wish to use the Mali GPU Texture Compression Tool to compress images which are optimized for Mali GPU platforms.

2 GLOSSARY

The following terminology is used in this manual.

TERM	MEANING
DDK	Driver Development Kit
EAC	Early Access
GPU	Graphics Processing Unit

3 PRODUCT DELIVERABLES

3.1 Files

The deliverables are individually downloadable parts which can be downloaded from <https://silver.arm.com>. The names and description of various deliverables that can be downloaded are as detailed in Table -2.

Deliverable Names	Description
Mali_GPU_Texture_Compression_Tool_RHEL4_v2.2.tar.gz	Tar Gzipped package for Mali GPU Texture Compression Tool for Linux
Mali_GPU_Texture_Compression_Tool_WinXP_v2.2.exe	Windows Installer for Mali GPU Texture Compression Tool
Mali GPU Texture Compression Tool User Guide.pdf	User guide for Mali GPU Texture Compression Tool
Mali GPU Texture Compression Tool Release Note.pdf	This document
Mali GPU Texture Compression Tool Errata.pdf	Errata for Mali GPU Texture Compression Tool

Table -2: List of Parts in the Deliverable

4 DOCUMENTATION

Documents are supplied as “Adobe PDF” (Portable Document Format) files. These files are readable on most common computer platforms and operating systems using an appropriate file reader. A suitable file reader can be downloaded from the Adobe site at <http://www.adobe.com/>. Select “Acrobat” and download the reader for your computer platform/operating system.

The Red Hat Linux system contains an inbuilt PDF reader which can be used to open the PDF files. Please go to Applications > Graphics > PDF Viewer or type ‘gpdf’ on a linux terminal to open the viewer.

4.1 Mali GPU Texture Compression Tool Release Note

This document contains general release information about the Mali GPU Texture Compression Tool product.

4.2 Mali GPU Texture Compression Tool Errata Document

The errata document describes the errata discovered in the Mali GPU Texture Compression Tool, categorised by level of severity. Each description includes:

- 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

4.3 Mali GPU Texture Compression Tool User Guide

This document provides information on how to install and use the Mali GPU Texture Compression Tool product.

5 REQUIRED PLATFORM

The Mali GPU Texture Compression Tool has been tested on the platforms listed below. ARM Limited recommends the use of Mali GPU Texture Compression Tool on these platforms.

1. Microsoft® Windows XP™ Professional Service Pack 3
2. Redhat Enterprise GNU/Linux release 4, revision 2.6.9-55.ELsmp

6 INSTALLATION

6.1 Installation Procedure

For a description on how to install the Mali Texture Compression Tool see the Mali Texture Compression Tool User Guide 4.3, Section 1.2.1 for Windows Installation procedure and Section 1.2.2 for Linux Installation procedure.

7 DIFFERENCES FROM PREVIOUS RELEASES

7.1 Notable changes since the GX610-SW-98003-r3p0-00rel0 release

Change	Description
Linux port of Mali GPU Texture Compression Tool	The Mali GPU Texture Compression Tool has been ported and thoroughly tested on GNU/Linux platform. With this the application developers / Mali developers can use Mali GPU Texture Compression Tool on Linux platforms for optimizing images for their target platforms.
Separate packaging of Mali GPU Texture Compression tool	The Mali GPU Texture Compression Tool is now available as a separate installer instead of being bundled with other Mali GPU tools.

7.2 Notable changes since the beta release

No notable changes since 2.2 beta release have taken place except that extensive testing has been done on various ARM platforms for Mali GPU Texture Compression Tool.

8 KNOWN ISSUES AND LIMITATIONS

Issues related to this release are documented in the Mali GPU Texture Compression Tool Errata document 4.2.

Please contact malidevelopers@arm.com regarding any issues with the installation and content of this release.