



Mali Offline Shader Compiler Release Note

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Abstract

This document contains notes relating to the 3.0.0 release of the Mali 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 Offline Shader Compiler 3.0.0 deliverables and covers the following topics:

- Deliverables summary.
- Changes in this release.
- Known issues.

2 PRODUCT DELIVERABLES

2.1 Files

The Mali Offline Shader Compiler is delivered as a single compressed archive containing the Offline Compiler binary. The specific filename is dependent on target platform.

File Name	Description
Mali_Offline_Shader_Compiler_vm.vn.vp.vr_Win32.msi	A Windows Installer containing the Mali Offline Shader Compiler for Windows.
Mali_Offline_Shader_Compiler_vm.vn.vp.vr_Linux.tar.gz	A gzipped UNIX tarball containing the Mali Offline Shader Compiler for Linux.
Mali_Offline_Shader_Compiler_vm.vn.vp.vr_MacOSX.tar.gz	A gzipped UNIX tarball containing the Mali Offline Shader Compiler for Mac OS X.

Where vm is the mayor version number, vn is the minor version number, vp is a patch level and vr is the build number of the package.

3 DOCUMENTATION

Additional documentation for the Mali Offline Shader Compiler v3.0.0 is available from <http://www.malideveloper.com/>.

3.1 References

<i>Reference</i>	<i>Document number</i>	<i>Title</i>
[1]	PR389-PRDC-011263	Mali Offline Shader Compiler Errata
[2]	ARM DUI 0513B	Mali Offline Shader Compiler User Guide

3.2 Mali Offline Shader Compiler Errata

This document describes the errata discovered in the implementation of Mali 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.

3.3 Mali Offline Shader Compiler User Guide

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

4 REQUIRED TOOLS

ARM Limited recommends the use of the same tools that were used to develop and test the Mali 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 7 32bit.

4.1.2 Linux

The reference platform for Linux is desktop PC running Ubuntu 10.04 32bit.

4.1.3 Mac OS X

The reference platform is Mac OS X 10.6.8 32bit.

5 INSTALLATION

5.1 Installation Procedure

For more information about installing the Mali Offline Shader Compiler, see the Mali Offline Shader Compiler User Guide ^[2].

6 CHANGES IN FUNCTIONALITY FROM PREVIOUS RELEASES

This release of the Mali Offline Shader Compiler is derived from the latest release of the Mali-2/3/400 driver.

Mali Offline Shader Compiler Version

Derived from driver version

2.3

Mali-2/3/400 r2p2

3.0.0

Mali-2/3/400 r2p3_01rel10

7 KNOWN ISSUES AND LIMITATIONS

Consult the Mali Offline Shader Compiler Errata ^[1] 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.