



Mali OpenGL ES 2.0 SDK for Linux on ARM (GX819) **Errata Notice**

This document contains all errata known at the date of issue in the current release (1.0.0) of the Mali OpenGL ES 2.0 SDK for Linux on ARM.

Proprietary Notice

Words and logos marked with ® or ™ are registered trademarks or trademarks of ARM Limited in the EU and other countries, except as otherwise stated below in this proprietary notice. Other brands and names mentioned herein may be the trademarks of their respective owners.

Neither the whole nor any part of the information contained in, or the product described in, this document may be adapted or reproduced in any material form except with the prior written permission of the copyright holder.

The product described in this document is subject to continuous developments and improvements. All particulars of the product and its use contained in this document are given by ARM Limited in good faith. However, all warranties implied or expressed, including but not limited to implied warranties of merchantability, or fitness for purpose, are excluded.

This document is intended only to assist the reader in the use of the product. ARM Limited shall not be liable for any loss or damage arising from the use of any information in this document, or any error or omission in such information, or any incorrect use of the product.

Document Confidentiality Status

This document is Non-Confidential. The right to use, copy and disclose this document may be subject to license restrictions in accordance with the terms of the agreement entered into by ARM and the party that ARM delivered this document to.

ARM Web Address

The ARM website is located at the following address: <http://www.arm.com>

Feedback

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 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 suggestions for additions and improvements are also welcome.

CONTENTS

1	Introduction	5
2	Errata Summary Table	6
3	Errata – Category 1	7
4	Errata – Category 2	8
5	Errata – Category 3	9
	83: EGLPreserve sample not working properly with the emulator	9
	117: Windows installer does not support roaming profiles	9

1 INTRODUCTION

Scope

This document describes errata categorized by level of severity. Each description includes:

- a unique defect tracking identifier
- the current status of the defect
- where the implementation deviates from the specification and 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

Categorization of Errata

Errata recorded in this document are split into three levels of severity:

Category 1 Behavior that is impossible to work around and that severely restricts the use of the product in all, or the majority of applications, rendering the device unusable.

Category 2 Behavior that contravenes the specified behavior and that might limit or severely impair the intended use of specified features, but does not render the product unusable in all or the majority of applications.

Category 3 Behavior that was not the originally intended behavior but should not cause any problems in applications.

2 ERRATA SUMMARY TABLE

The errata associated with this product affect product versions as below.

A cell shown thus **X** indicates that the defect affects the platform shown at the top of that column.

<i>ID</i>	<i>Cat</i>	<i>Summary of erratum</i>	<i>Windows</i>	<i>Linux desktop</i>	<i>Linux on ARM</i>
83	3	EGLPreserve sample not working properly with the emulator	X	X	
117	3	Windows installer does not support roaming profiles	X		

3 ERRATA – CATEGORY 1

There are no Errata in this Category

4 ERRATA – CATEGORY 2

There are no Errata in this Category

5 ERRATA – CATEGORY 3

83: EGLPreserve sample not working properly with the emulator

Status

Affects: Mali OpenGL ES 2.0 SDK for Linux on ARM running on desktop machines with the OpenGL ES Emulator v1.3.0.

Fault Status: Cat 3, Present in version 1.0.0

Description

The buffer is always preserved, even when `EGL_SWAP_BEHAVIOR` is set to `EGL_BUFFER_DESTROYED`. This error is due to the fact that the OpenGL ES Emulator v1.3.0 does not completely support such feature.

Implications

Calls to `eglSurfaceAttrib` which set the `EGL_SWAP_BEHAVIOR` attribute will not work if running on the emulator.

Workaround

Testing the sample application on Linux running on an ARM device.

117: Windows installer does not support roaming profiles

Status

Affects: Mali OpenGL ES 2.0 SDK for Linux on ARM installed on Windows machines.

Fault Status: Cat 3, Present in version 1.0.0

Description

Installing the Mali OpenGL ES 2.0 SDK to the default path when using a roaming profile may cause incorrect behaviour.

Implications

Files installed as part of the SDK may be left on the user's machine when the profile is "roamed".

Workaround

Install the SDK somewhere other than the user's home directory when using roaming profiles.