

# i.MX 6 Graphics User's Guide

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## Chapter 1 Introduction

The purpose of this document is to provide information on graphic APIs and driver support. Each chapter describes a specific set of APIs or driver integration as well as specific hardware acceleration customization. The target audiences for this document are developers writing graphics applications or video drivers.

## Chapter 2 i.MX 6 G2D API

### 2.1 Overview

The G2D API (Application Programming Interface) is designed to be easy to understand and to use the 2D BLT function. It allows the user to implement the customized applications with simple interfaces. It is hardware and platform independent for i.MX 6 2D Graphics.

G2D API supports the following features but is not limited to these:

- Simple BLT operation from source to destination
- Alpha blend for source and destination with Porter-Duff rules
- High performance memory copy from source to destination
- Up-scaling and down-scaling from source to destination
- 90/180/270 degree rotation from source to destination
- Horizontal and vertical flip from source to destination
- Enhanced visual quality with dither for pixel precision-loss
- High performance memory clear for destination
- Pixel-level cropping for source surface
- Global alpha blend for source only
- Asynchronous mode and sync
- Contiguous memory allocator
- Support VG engine

The G2D API document includes a detailed interface description and sample code for reference. The API is designed with C-Style coding and can be used in both C and C++ applications.

### 2.2 Enumerations and structures

This chapter describes all enumeration and structure definitions in G2D.

#### 2.2.1 g2d\_format enumeration

This enumeration describes the pixel format for source and destination.

**Table 1 g2d\_format enumeration**

Name	Numeric	Description
G2D_RGB565	0	RGB565 pixel format
G2D_RGBA8888	1	32bit-RGBA pixel format
G2D_RGBX8888	2	32bit-RGBX without alpha
G2D_BGRA8888	3	32bit-BGRA pixel format
G2D_BGRX8888	4	32bit-BGRX without alpha
G2D_BGR565	5	16bit-BGR565 pixel format

G2D_ARGBA8888	6	32bit-ARGB pixel format
G2D_ABGR8888	7	32bit-ABGR pixel format
G2D_XRGB8888	8	32bit-XRGB without alpha
G2D_XBGR8888	9	32bit-XBGR without alpha
G2D_NV12	20	Y plane followed by interleaved U/V plane
G2D_I420	21	Y, U, V are within separate planes
G2D_YV12	22	Y, V, U are within separate planes
G2D_NV21	23	Y plane followed by interleaved V/U plane
G2D_YUYV	24	interleaved Y/U/Y/V plane
G2D_YVYU	25	interleaved Y/V/Y/U plane
G2D_UYVY	26	interleaved U/Y/V/Y plane
G2D_VYUY	27	interleaved V/Y/U/Y plane
G2D_NV16	28	Y plane followed by interleaved U/V plane
G2D_NV61	29	Y plane followed by interleaved V/U plane

## 2.2.2 g2d\_blend\_func enumeration

This enumeration describes the blend factor for source and destination.

**Table 2 g2d\_blend\_func enumeration**

Name	Numeric	Description
G2D_ZERO	0	Blend factor with 0
G2D_ONE	1	Blend factor with 1
G2D_SRC_ALPHA	2	Blend factor with source alpha
G2D_ONE_MINUS_SRC_ALPHA	3	Blend factor with 1 - source alpha
G2D_DST_ALPHA	4	Blend factor with destination alpha
G2D_ONE_MINUS_DST_ALPHA	5	Blend factor with 1 - destination alpha

## 2.2.3 g2d\_cap\_mode enumeration

This enumeration describes the alternative capability in 2D BLT.

**Table 3 g2d\_cap\_mode enumeration**

Name	Numeric	Description
G2D_BLEND	0	Enable alpha blend in 2D BLT
G2D_DITHER	1	Enable dither in 2D BLT
G2D_GLOBAL_ALPHA	2	Enable global alpha in blend

Note: G2D\_GLOBAL\_ALPHA is only valid when G2D\_BLEND is enabled.

## 2.2.4 g2d\_rotation enumeration

This enumeration describes the rotation mode in 2D BLT.

**Table 4 g2d\_rotation enumeration**

Name	Numeric	Description
G2D_ROTATION_0	0	No rotation
G2D_ROTATION_90	1	Rotation with 90 degree
G2D_ROTATION_180	2	Rotation with 180 degree
G2D_ROTATION_270	3	Rotation with 270 degree
G2D_FLIP_H	4	Horizontal flip
G2D_FLIP_V	5	Vertical flip

## 2.2.5 g2d\_cache\_mode enumeration

This enumeration describes the cache operation mode.

**Table 5 g2d\_cache\_mode enumeration**

Name	Numeric	Description
G2D_CACHE_CLEAN	0	Clean the cacheable buffer
G2D_CACHE_FLUSH	1	Clean and invalidate cacheable buffer
G2D_GLOBAL_INVALIDATE	2	Invalidate the cacheable buffer

## 2.2.6 g2d\_hardware\_type enumeration

This enumeration describes the supported hardware type.

**Table 6 g2d\_hardware\_type enumeration**

Name	Numeric	Description
G2D_HARDWARE_2D	0	2D hardware type by default
G2D_HARDWARE_VG	1	VG hardware type

## 2.2.7 g2d\_surface structure

This structure describes the surface with operation attributes.

**Table 7 g2d\_surface structure**

g2d_surface Members	Type	Description
format	g2d_format	Pixel format of surface buffer
planes[3]	Int	Physical addresses of surface buffer
left	Int	Left offset in blit rectangle
top	Int	Top offset in blit rectangle

right	Int	Right offset in blit rectangle
bottom	Int	Left offset in blit rectangle
stride	Int	RGB/Y stride of surface buffer
width	Int	Surface width in pixel unit
height	Int	Surface height in pixel unit
blendfunc	g2d_blend_func	Alpha blend mode
global_alpha	Int	Global alpha value 0~255
clrcolor	Int	Clear color is 32bit RGBA
rot	g2d_rotation	Rotation mode

**Notes:**

- RGB and YUV formats can be set in source surface, but only RGB format can be set in destination surface.
- RGB pixel buffer only uses planes [0], buffer address is with 16bytes alignment,
- NV12: Y in planes [0], UV in planes [1], with 64bytes alignment,
- I420: Y in planes [0], U in planes [1], U in planes [2], with 64 bytes alignment
- The cropped region in source surface is specified with left, top, right and bottom parameters.
- RGB stride alignment is 16bytes for source and destination surface,
- NV12 stride alignment is 8bytes for source surface, UV stride = Y stride,
- I420 stride alignment is 8bytes for source surface, U stride=V stride = ½ Y stride.
- G2D\_ROTATION\_0/G2D\_FLIP\_H/G2D\_FLIP\_V shall be set in source surface, and the clockwise rotation degree shall be set in destination surface.
- Application should calculate the rotated position and set it for destination surface.
- The geometry definition of surface structure is described as below:

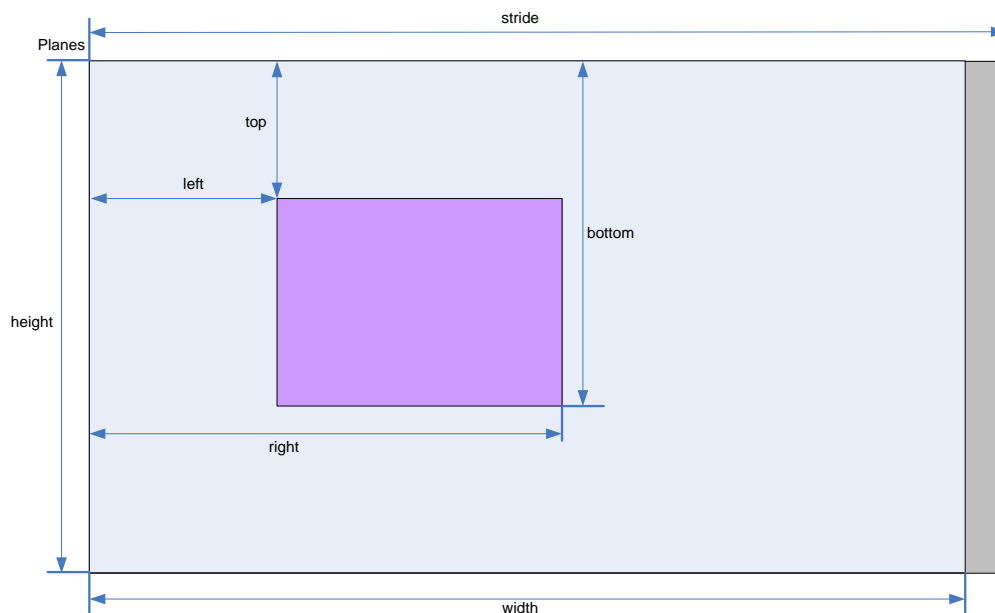


Figure 1 g2d\_surface structure

## 2.2.8 g2d\_buf structure

This structure describes the buffer used as g2d interfaces.



**Table 8 g2d\_buf structure**

g2d_buf Members	Type	Description
buf_handle	void *	The handle associated with buffer
buf_vaddr	void *	Virtual address of the buffer
buf_paddr	int	Physical address of the buffer
buf_size	int	The actual size of the buffer

## 2.3 G2D function descriptions

### 2.3.1 g2d\_open

**Description:**

Open G2D device and return a handle.

**Syntax:**

```
int g2d_open(void **handle);
```

**Parameters:**

handle     Pointer to receive g2d device handle

**Returns:**

Success with 0, fail with -1

### 2.3.2 g2d\_close

**Description:**

Close g2d device with the handle.

**Syntax:**

```
int g2d_close(void *handle);
```

**Parameters:**

handle     g2d device handle

**Returns:**

Success with 0, fail with -1

### 2.3.3 g2d\_make\_current

**Description:**

Set the specific hardware type for current context, default is G2D\_HARDWARE\_2D.

**Syntax:**

```
int g2d_make_current(void *handle, enum g2d_hardware_type type);
```

**Parameters:**

handle     g2d device handle  
type       g2d hardware type

**Returns:**

Success with 0, fail with -1

### 2.3.4 g2d\_clear

**Description:**

Clear a specific area.

**Syntax:**

```
int g2d_clear(void *handle, struct g2d_surface *area);
```

**Parameters:**

handle     g2d device handle  
area       the area to be cleared

**Returns:**

Success with 0, fail with -1

### 2.3.5 g2d\_blit

**Description:**

G2d blit from source to destination with alternative operation (Blend, Dither, etc).

**Syntax:**

```
int g2d_blit(void *handle, struct g2d_surface *src, struct g2d_surface *dst);
```

**Parameters:**

handle     g2d device handle  
src        source surface  
dst        destination surface

**Returns:**

Success with 0, fail with -1

### 2.3.6 g2d\_copy

**Description:**

G2d copy with specified size.

**Syntax:**

```
int g2d_copy(void *handle, struct g2d_buf *d, struct g2d_buf* s, int size);
```

**Parameters:**

handle     g2d device handle  
d          destination buffer  
s          source buffer

size          copy bytes

**Limitations:**

If the destination buffer is cacheable, it must be invalidated before `g2d_copy` due to the alignment limitation of `g2d` driver.

**Returns:**

Success with 0, fail with -1

### 2.3.7 g2d\_query\_cap

**Description:**

Query the alternative capability enablement.

**Syntax:**

```
int g2d_query_cap(void *handle, enum g2d_cap_mode cap, int *enable);
```

**Parameters:**

handle      g2d device handle  
cap          g2d capability to query  
enable      Pointer to receive g2d capability enablement

**Returns:**    Success with 0, fail with -1

### 2.3.8 g2d\_enable

**Description:**

Enable g2d capability with the specific mode

**Syntax:**

```
int g2d_enable(void *handle, enum g2d_cap_mode cap);
```

**Parameters:**

handle      g2d device handle  
cap          g2d capability to enable

**Returns:**

Success with 0, fail with -1

### 2.3.9 g2d\_disable

**Description:**

Enable g2d capability with the specific mode.

**Syntax:**

```
int g2d_disable (void *handle, enum g2d_cap_mode cap);
```

**Parameters:**

handle g2d device handle  
cap g2d capability to disable

**Returns:**

Success with 0, fail with -1

### 2.3.10 g2d\_cache\_op

**Description:**

Perform cache operations for the cacheable buffer allocated through g2d driver.

**Syntax:**

```
int g2d_cache_op (struct g2d_buf *buf, enum g2d_cache_mode op);
```

**Parameters:**

buf the buffer to be handled with cache operations  
op cache operation type

**Returns:**

Success with 0, fail with -1

### 2.3.11 g2d\_alloc

**Description:**

Allocate a buffer through g2d device

**Syntax:**

```
struct g2d_buf *g2d_alloc(int size, int cacheable);
```

**Parameters:**

size allocated bytes  
cacheable 0, non-cacheable, 1, cacheable attribute defined by system

**Returns:**

Success with valid g2d buffer pointer, fail with 0

### 2.3.12 g2d\_free

**Description:**

Free the buffer through g2d device.

**Syntax:**

```
int g2d_free(struct g2d_buf *buf);
```

**Parameters:**

buf g2d buffer to free

**Returns:**

Success with 0, fail with -1

### 2.3.13 g2d\_flush

**Description:**

Flush g2d command and return without completing pipeline.

**Syntax:**

```
int g2d_flush (void *handle);
```

**Parameters:**

handle     g2d device handle

**Returns:**

Success with 0, fail with -1

### 2.3.14 g2d\_finish

**Description:**

Flush g2d command and then return when pipeline is finished.

**Syntax:**

```
int g2d_finish (void *handle);
```

**Parameters:**

handle     g2d device handle

**Returns:**

Success with 0, fail with -1

## 2.4 Sample codes for G2D API usage

This chapter provides the brief prototype codes with G2D API.

### 2.4.1 Color space conversion from YUV to RGB

```
g2d_open(&handle);

src.planes[0] = buf_y;
src.planes[1] = buf_u;
src.planes[2] = buf_v;
src.left = crop.left;
src.top = crop.top;
src.right = crop.right;
src.bottom = crop.bottom;
src.stride = y_stride;
src.width = y_width;
src.height = y_height;
```

```
src.rot = G2D_ROTATION_0;  
src.format = G2D_I420;
```

```
dst.planes[0] = buf_rgba;  
dst.left = 0;  
dst.top = 0;  
dst.right = disp_width;  
dst.bottom = disp_height;  
dst.stride = disp_width;  
dst.width = disp_width;  
dst.height = disp_height;  
dst.rot = G2D_ROTATION_0;  
dst.format = G2D_RGBA8888;
```

```
g2d_blit(handle, &src, &dst);  
g2d_finish(handle);
```

```
g2d_close(handle);
```

## 2.4.2 Alpha blend in source over mode

```
g2d_open(&handle);
```

```
src.planes[0] = src_buf;  
src.left = 0;  
src.top = 0;  
src.right = test_width;  
src.bottom = test_height;  
src.stride = test_width;  
src.width = test_width;  
src.height = test_height;  
src.rot = G2D_ROTATION_0;  
src.format = G2D_RGBA8888;  
src.blendfunc = G2D_ONE;
```

```
dst.planes[0] = dst_buf;  
dst.left = 0;  
dst.top = 0;  
dst.right = test_width;  
dst.bottom = test_height;  
dst.stride = test_width;  
dst.width = test_width;  
dst.height = test_height;  
dst.format = G2D_RGBA8888;  
dst.rot = G2D_ROTATION_0;  
dst.blendfunc = G2D_ONE_MINUS_SRC_ALPHA;
```

```
g2d_enable(handle, G2D_BLEND);
```

```
g2d_blit(handle, &src, &dst);
g2d_finish(handle);
g2d_disable(handle,G2D_BLEND);

g2d_close(handle);
```

### 2.4.3 Source cropping and destination rotation

```
g2d_open(&handle);

src.planes[0] = src_buf;
src.left = crop.left;
src.top = crop.left;
src.right = crop.right;
src.bottom = crop.bottom;
src.stride = src_stride;
src.width = src_width;
src.height = src_height;
src.format = G2D_RGBA8888;
src.rot = G2D_ROTATION_0;//G2D_FLIP_H or G2D_FLIP_V

dst.planes[0] = dst_buf;
dst.left = 0;
dst.top = 0;
dst.right = dst_width;
dst.bottom = dst_height;
dst.stride = dst_width;
dst.width = dst_width;
dst.height = dst_height;
dst.format = G2D_RGBA8888;
dst.rot = G2D_ROTATION_90;

g2d_blit(handle, &src, &dst);
g2d_finish(handle);

g2d_close(handle);
```

## Chapter 3 i.MX 6 EGL & OGL Extension Support

### 3.1 Introduction

The following tables list the level of support for EGL and OES extensions available with i.MX 6 hardware and software. Support levels are current as of the date of the document and subject to change.

Two tables are provided. The first table lists the EGL interface extensions. The second table lists extensions for OpenGL ES 1.1, OpenGL ES 2.0, and OpenGL ES 3.0.

#### Key:

**Extension Name and Number:** Each listed extension is derived from the relevant khronos.org webpage list and includes the extension number as well as a hyperlink to the khronos description of the extension.

**Yes:** Support is currently available.

**No:** Support is not available. (Reasons for lack of support may vary: the extension may be proprietary or obsolete, or not applicable to the specified OES version.)

**N/A:** Support is not provided as the extension is not applicable in this and subsequent versions of the specification.

### 3.2 EGL extension support

The following table includes the list of all current EGL Extensions and indicates their support level. (list from [www.khronos.org/registry/egl/](http://www.khronos.org/registry/egl/) as of 1/24/2013)

Table 9 EGL extension support

EGL Extension Number, Name, and hyperlink	Supported?
1. <a href="#">EGL_KHR_config_attribs</a>	No
2. <a href="#">EGL_KHR_lock_surface</a>	Yes
3. <a href="#">EGL_KHR_image</a>	Yes
4. <a href="#">EGL_KHR_vg_parent_image</a>	No
5. <a href="#">EGL_KHR_gl_texture_2D_image</a>	Yes
<a href="#">EGL_KHR_gl_texture_cubemap_image</a>	Yes
<a href="#">EGL_KHR_gl_texture_3D_image</a>	No
<a href="#">EGL_KHR_gl_renderbuffer_image</a>	Yes
6. <a href="#">EGL_KHR_reusable_sync</a>	Yes
8. <a href="#">EGL_KHR_image_base</a>	Yes
9. <a href="#">EGL_KHR_image_pixmap</a>	Yes
10. <a href="#">EGL_IMG_context_priority</a>	No
16. <a href="#">EGL_KHR_lock_surface2</a>	No
17. <a href="#">EGL_NV_coverage_sample</a>	No
18. <a href="#">EGL_NV_depth_nonlinear</a>	No
19. <a href="#">EGL_NV_sync</a>	No
20. <a href="#">EGL_KHR_fence_sync</a>	Yes
24. <a href="#">EGL_HI_clientpixmap</a>	No
25. <a href="#">EGL_HI_colorformats</a>	No
26. <a href="#">EGL_MESA_drm_image</a>	No
27. <a href="#">EGL_NV_post_sub_buffer</a>	No
28. <a href="#">EGL_ANGLE_query_surface_pointer</a>	No
29. <a href="#">EGL_ANGLE_surface_d3d_texture_2d_share_handle</a>	No



30. <u>EGL_NV_coverage_sample_resolve</u>	No
31. <u>EGL_NV_system_time</u>	No
32. <u>EGL_KHR_stream</u>	No
33. <u>EGL_KHR_stream_consumer_gltexture</u>	No
34. <u>EGL_KHR_stream_producer_eglsurface</u>	No
35. <u>EGL_KHR_stream_producer_aldatalocator</u>	No
36. <u>EGL_KHR_stream_fifo</u>	No
37. <u>EGL_EXT_create_context_robustness</u>	Yes
38. <u>EGL_ANGLE_d3d_share_handle_client_buffer</u>	No
39. <u>EGL_KHR_create_context</u>	Yes
40. <u>EGL_KHR_surfaceless_context</u>	No
41. <u>EGL_KHR_stream_cross_process_fd</u>	No
42. <u>EGL_EXT_multiview_window</u>	No
43. <u>EGL_KHR_wait_sync</u>	No
44. <u>EGL_NV_post_convert_rounding</u>	No
45. <u>EGL_NV_native_query</u>	No
46. <u>EGL_NV_3dvision_surface</u>	No
47. <u>EGL_ANDROID_framebuffer_target</u>	No
48. <u>EGL_ANDROID_blob_cache</u>	No
49. <u>EGL_ANDROID_image_native_buffer</u>	Yes
50. <u>EGL_ANDROID_native_fence_sync</u>	Yes
51. <u>EGL_ANDROID_recordable</u>	No
52. <u>EGL_EXT_buffer_age</u>	Yes
53. <u>EGL_EXT_image_dma_buf_import</u>	No
54. <u>EGL_ARM_pixmap_multisample_discard</u>	No
55. <u>EGL_EXT_swap_buffers_with_damage</u>	No
56. <u>EGL_NV_stream_sync</u>	No
57. <u>EGL_EXT_platform_base</u>	No
58. <u>EGL_EXT_client_extensions</u>	No
59. <u>EGL_EXT_platform_x11</u>	No
60. <u>EGL_KHR_cl_event</u>	No
61. <u>EGL_KHR_get_all_proc_addresses</u>	No
<u>EGL_KHR_client_get_all_proc_addresses</u>	No
62. <u>EGL_MESA_platform_gbm</u>	No
63. <u>EGL_EXT_platform_wayland</u>	No
64. <u>EGL_KHR_lock_surface3</u>	No
65. <u>EGL_KHR_cl_event2</u>	No
66. <u>EGL_KHR_gl_colorspace</u>	No

### 3.3 OpenGL ES extension support

The following table includes the list of all current OpenGL ES Extensions and indicates their support level. (list from [www.khronos.org/registry/gles/](http://www.khronos.org/registry/gles/) as of 9/27/2012)

Table 10 OpenGL ES extension support

Extension Number, Name and hyperlink	ES1.1	ES2.0/3.0
1. <a href="#">GL_OES_blend_equation_separate</a>	Yes	N/A
2. <a href="#">GL_OES_blend_func_separate</a>	Yes	N/A
3. <a href="#">GL_OES_blend_subtract</a>	Yes	N/A
4. <a href="#">GL_OES_byte_coordinates</a>	Yes	N/A
5. <a href="#">GL_OES_compressed_ETC1_RGB8_texture</a>	Yes	Yes
6. <a href="#">GL_OES_compressed_paletted_texture</a>	Yes	Yes
7. <a href="#">GL_OES_draw_texture</a>	Yes	N/A
8. <a href="#">GL_OES_extended_matrix_palette</a>	Yes	No
9. <a href="#">GL_OES_fixed_point</a>	Yes	No
10. <a href="#">GL_OES_framebuffer_object</a>	Yes	N/A
11. <a href="#">GL_OES_matrix_get</a>	Yes	N/A
12. <a href="#">GL_OES_matrix_palette</a>	Yes	N/A
14. <a href="#">GL_OES_point_size_array</a>	Yes	No
15. <a href="#">GL_OES_point_sprite</a>	Yes	No
16. <a href="#">GL_OES_query_matrix</a>	Yes	N/A
17. <a href="#">GL_OES_read_format</a>	Yes	No
18. <a href="#">GL_OES_single_precision</a>	Yes	No
19. <a href="#">GL_OES_stencil_wrap</a>	Yes	No
20. <a href="#">GL_OES_texture_cube_map</a>	Yes	N/A
21. <a href="#">GL_OES_texture_env_crossbar</a>	No	No
22. <a href="#">GL_OES_texture_mirrored_repeat</a>	Yes	N/A
23. <a href="#">GL_OES_EGL_image</a>	Yes	Yes
24. <a href="#">GL_OES_depth24</a>	Yes	Yes
25. <a href="#">GL_OES_depth32</a>	No	No
26. <a href="#">GL_OES_element_index_uint</a>	Yes	Yes
27. <a href="#">GL_OES_fbo_render_mipmap</a>	Yes	Yes
28. <a href="#">GL_OES_fragment_precision_high</a>	No	Yes
29. <a href="#">GL_OES_mapbuffer</a>	Yes	Yes
30. <a href="#">GL_OES_rgb8_rgba8</a>	Yes	Yes
31. <a href="#">GL_OES_stencil1</a>	Yes	Yes
32. <a href="#">GL_OES_stencil4</a>	Yes	Yes
33. <a href="#">GL_OES_stencil8</a>	Yes	N/A
34. <a href="#">GL_OES_texture_3D</a>	No	No
35. <a href="#">GL_OES_texture_float_linear</a>	No	No
<a href="#">GL_OES_texture_half_float_linear</a>	No	No
36. <a href="#">GL_OES_texture_float</a>	No	No
<a href="#">GL_OES_texture_half_float</a>	No	No
37. <a href="#">GL_OES_texture_npot</a>	Yes	Yes
38. <a href="#">GL_OES_vertex_half_float</a>	Yes	Yes
39. <a href="#">GL_AMD_compressed_3DC_texture</a>	No	No

<b>Extension Number, Name and hyperlink</b>	<b>ES1.1</b>	<b>ES2.0/3.0</b>
40. <a href="#">GL AMD compressed ATC texture</a>	No	No
41. <a href="#">GL EXT texture filter anisotropic</a>	Yes	Yes
42. <a href="#">GL EXT texture type 2 10 10 10 REV</a>	No	Yes
43. <a href="#">GL OES depth texture</a>	No	Yes
44. <a href="#">GL OES packed depth stencil</a>	Yes	Yes
45. <a href="#">GL OES standard derivatives</a>	No	Yes
46. <a href="#">GL OES vertex type 10 10 10 2</a>	No	Yes
47. <a href="#">GL OES get program binary</a>	No	Yes
48. <a href="#">GL AMD program binary Z400</a>	No	No
49. <a href="#">GL EXT texture compression dxt1</a>		
50. <a href="#">GL AMD performance monitor</a>	No	No
51. <a href="#">GL EXT texture format BGRA8888</a>	Yes	Yes
52. <a href="#">GL NV fence</a>	No	No
53. <a href="#">GL IMG read format</a>	No	No
54. <a href="#">GL IMG texture compression pvrtc</a>	No	No
55. <a href="#">GL QCOM driver control</a>	No	No
56. <a href="#">GL QCOM performance monitor global mode</a>	No	No
57. <a href="#">GL IMG user clip plane</a>	No	No
58. <a href="#">GL IMG texture env enhanced fixed function</a>	No	No
59. <a href="#">GL APPLE texture 2D limited npot</a>	No	No
60. <a href="#">GL EXT texture lod bias</a>	Yes	N/A
61. <a href="#">GL QCOM writeonly rendering</a>	No	No
62. <a href="#">GL QCOM extended get</a>	No	No
63. <a href="#">GL QCOM extended get2</a>	No	No
64. <a href="#">GL EXT discard framebuffer</a>	No	Yes
65. <a href="#">GL EXT blend minmax</a>	Yes	Yes
66. <a href="#">GL EXT read format bgra</a>	Yes	Yes
67. <a href="#">GL IMG program binary</a>	No	No
68. <a href="#">GL IMG shader binary</a>	No	No
69. <a href="#">GL EXT multi draw arrays</a>	Yes	Yes
<a href="#">GL SUN multi draw arrays</a>	No	No
70. <a href="#">GL QCOM tiled rendering</a>	No	No
71. <a href="#">GL OES vertex array object</a>	No	No
72. <a href="#">GL NV coverage sample</a>	No	No
73. <a href="#">GL NV depth nonlinear</a>	No	No
74. <a href="#">GL IMG multisampled render to texture</a>	No	No
75. <a href="#">GL OES EGL sync</a>	Yes	N/A
76. <a href="#">GL APPLE rgb 422</a>	No	No
77. <a href="#">GL EXT shader texture lod</a>	No	No
78. <a href="#">GL APPLE framebuffer multisample</a>	No	No
79. <a href="#">GL APPLE texture format BGRA8888</a>	No	No
80. <a href="#">GL APPLE texture max level</a>	No	No
81. <a href="#">GL ARM mali shader binary</a>	No	No
82. <a href="#">GL ARM rgba8</a>	No	No
83. <a href="#">GL ANGLE framebuffer blit</a>	No	No

<b>Extension Number, Name and hyperlink</b>	<b>ES1.1</b>	<b>ES2.0/3.0</b>
84. <a href="#">GL_ANGLE_framebuffer_multisample</a>	No	No
85. <a href="#">GL_VIV_shader_binary</a>	No	Yes
86. <a href="#">GL_EXT_frag_depth</a>	No	Yes
87. <a href="#">GL_OES_EGL_image_external</a>	Yes	Yes
88. <a href="#">GL_DMP_shader_binary</a>	No	No
89. <a href="#">GL_QCOM_alpha_test</a>	No	No
90. <a href="#">GL_EXT_unpack_subimage</a>	No	N/A
91. <a href="#">GL_NV_draw_buffers</a>	No	No
92. <a href="#">GL_NV_fbo_color_attachments</a>	No	No
93. <a href="#">GL_NV_read_buffer</a>	No	No
94. <a href="#">GL_NV_read_depth_stencil</a>	No	No
95. <a href="#">GL_NV_texture_compression_s3tc_update</a>	No	No
96. <a href="#">GL_NV_texture_npot_2D_mipmap</a>	No	No
97. <a href="#">GL_EXT_color_buffer_half_float</a>	No	No
98. <a href="#">GL_EXT_debug_label</a>	No	No
99. <a href="#">GL_EXT_debug_marker</a>	No	No
100. <a href="#">GL_EXT_occlusion_query_boolean</a>	No	No
101. <a href="#">GL_EXT_separate_shader_objects</a>	No	No
102. <a href="#">GL_EXT_shadow_samplers</a>	No	No
103. <a href="#">GL_EXT_texture_rg</a>	No	No
104. <a href="#">GL_NV_EGL_stream_consumer_external</a>	No	No
105. <a href="#">GL_EXT_sRGB</a>	No	No
106. <a href="#">GL_EXT_multisampled_render_to_texture</a>	No	Yes
107. <a href="#">GL_EXT_robustness</a>	No	Yes
108. <a href="#">GL_EXT_texture_storage</a>	No	No
109. <a href="#">GL_ANGLE_instanced_arrays</a>	No	No
110. <a href="#">GL_ANGLE_pack_reverse_row_order</a>	No	No
111. <a href="#">GL_ANGLE_texture_compression_dxt3</a>	No	No
<a href="#">GL_ANGLE_texture_compression_dxt5</a>	No	No
112. <a href="#">GL_ANGLE_texture_usage</a>	No	No
113. <a href="#">GL_ANGLE_translated_shader_source</a>	No	No
114. <a href="#">GL_FJ_shader_binary_GCCSO</a>	No	No
115. <a href="#">GL_OES_required_internalformat</a>	No	No
116. <a href="#">GL_OES_surfaceless_context</a>	No	No
117. <a href="#">GL_KHR_texture_compression_astc_ldr</a>	No	No
118. <a href="#">GL_KHR_debug</a>	No	No
119. <a href="#">GL_QCOM_binning_control</a>	No	No
120. <a href="#">GL_ARM_mali_program_binary</a>	No	No
121. <a href="#">GL_EXT_map_buffer_range</a>	No	No
122. <a href="#">GL_EXT_shader_framebuffer_fetch</a>	No	No
123. <a href="#">GL_APPLE_copy_texture_levels</a>	No	No
124. <a href="#">GL_APPLE_sync</a>	No	No
125. <a href="#">GL_EXT_multiview_draw_buffers</a>	No	No
126. <a href="#">GL_NV_draw_texture</a>	No	No
127. <a href="#">GL_NV_packed_float</a>	No	No

<b>Extension Number, Name and hyperlink</b>	<b>ES1.1</b>	<b>ES2.0/3.0</b>
128. <a href="#">GL_NV_texture_compression_s3tc</a>	No	No
129. <a href="#">GL_NV_3dvision_settings</a>	No	No
130. <a href="#">GL_NV_texture_compression_latc</a>	No	No
131. <a href="#">GL_NV_platform_binary</a>	No	No
132. <a href="#">GL_NV_pack_subimage</a>	No	No
133. <a href="#">GL_NV_texture_array</a>	No	No
134. <a href="#">GL_NV_pixel_buffer_object</a>	No	No
135. <a href="#">GL_NV_bgr</a>	No	No
136. <a href="#">GL_OES_depth_texture_cube_map</a>	No	No
137. <a href="#">GL_EXT_color_buffer_float</a>	No	No
138. <a href="#">GL_ANGLE_depth_texture</a>	No	No
139. <a href="#">GL_ANGLE_program_binary</a>	No	No
140. <a href="#">GL_IMG_texture_compression_pvrtc2</a>	No	No
141. <a href="#">GL_NV_draw_instanced</a>	No	No
142. <a href="#">GL_NV_framebuffer_blit</a>	No	No
143. <a href="#">GL_NV_framebuffer_multisample</a>	No	No
144. <a href="#">GL_NV_generate_mipmap_sRGB</a>	No	No
145. <a href="#">GL_NV_instanced_arrays</a>	No	No
146. <a href="#">GL_NV_shadow_samplers_array</a>	No	No
147. <a href="#">GL_NV_shadow_samplers_cube</a>	No	No
148. <a href="#">GL_NV_sRGB_formats</a>	No	No
149. <a href="#">GL_NV_texture_border_clamp</a>	No	No
150. <a href="#">GL_VIV_direct_texture</a>	Yes	Yes
151. <a href="#">GL_EXT_disjoint_timer_query</a>	No	No
152. <a href="#">GL_EXT_draw_buffers</a>	No	No
153. <a href="#">GL_EXT_texture_sRGB_decode</a>	No	No
154. <a href="#">GL_EXT_sRGB_write_control</a>	No	No
155. <a href="#">GL_EXT_texture_compression_s3tc</a>	No	No
156. <a href="#">GL_EXT_pvrtc_sRGB</a>	No	No
157. <a href="#">GL_EXT_instanced_arrays</a>	No	No
158. <a href="#">GL_EXT_draw_instanced</a>	No	No
159. <a href="#">GL_NV_copy_buffer</a>	No	No
160. <a href="#">GL_NV_explicit_attrib_location</a>	No	No
161. <a href="#">GL_NV_non_square_matrices</a>	No	No

<b>Extension Number, Name and hyperlink</b>	<b>ES1.1</b>	<b>ES2.0/3.0</b>
162. GL_EXT_shader_integer_mix	No	No
163. GL_OES_texture_compression_astc	No	No
164. GL_NV_blend_equation_advanced GL_NV_blend_equation_advanced_coherent	No No	No No
165. GL_INTEL_performance_query	No	No

### 3.4 Extension GL\_VIV\_direct\_texture

#### Name

VIV\_direct\_texture

#### Name strings

GL\_VIV\_direct\_texture

#### IPStatus

Contact Freescale Semiconductor regarding any intellectual property questions associated with this extension.

#### Status

Implemented: July, 2011

#### Version

Last modified: 29 July, 2011

Revision: 2

#### Number

Unassigned

#### Dependencies

OpenGL ES 1.1 is required. OpenGL ES 2.0 support is available.

#### Overview

Create a texture with direct access support. This is useful when an application desires to use the same texture over and over while frequently updating its content. It could also be used for mapping live video to a texture. A video decoder could write its result directly to the texture and then the texture could be directly rendered onto a 3D shape. `glTexDirectVIVMap` is similar to `glTexDirectVIV`. The only difference is that it has two inputs, "Logical" and "Physical," which support mapping a user space memory or a physical address into the texture surface.

#### New Procedures and Functions

##### glTexDirectVIV

#### Syntax:

```
GL_API void GL_APIENTRY
glTexDirectVIV (
```

```

        GLenum
        GLsizei
        GLsizei
        GLenum
        GLvoid **
    );
    Target,
    Width,
    Height,
    Format,
    Pixels
    
```

**Parameters**

<b>Target</b>	Target texture. Must be GL_TEXTURE_2D.
<b>Width</b> <b>Height</b>	Size of LOD 0. Width must be 16 pixel aligned. The width and height of LOD 0 of the texture is specified by the Width and Height parameters. The driver may auto-generate the rest of LODs if the hardware supports high quality scaling (for non-power of 2 textures) and LOD generation. If the hardware does not support high quality scaling and LOD generation, the texture will remain a single-LOD texture.
<b>Format</b>	<p>You can choose the format of the pixel data from the following formats: GL_VIV_YV12, GL_VIV_NV12, GL_VIV_NV21, GL_VIV_YUY2, GL_VIV_UYVY, GL_RGBA, and GL_BGRA_EXT.</p> <ul style="list-style-type: none"> <li>• If the format is GL_VIV_YV12, glTexDirectVIV creates a planar YV12 4:2:0 texture and the format of the Pixels array is as follows: Yplane, Vplane, Uplane.</li> <li>• If the format is GL_VIV_NV12, glTexDirectVIV creates a planar NV12 4:2:0 texture and the format of the Pixels array is as follows: Yplane, UVplane.</li> <li>• If the format is GL_VIV_NV21, glTexDirectVIV creates a planar NV21 4:2:0 texture and the format of the Pixels array is as follows: Yplane, VUplane.</li> <li>• If the format is GL_VIV_YUY2 or GL_VIV_UYVY, glTexDirectVIV creates a packed 4:2:2 texture and the Pixels array contains only one pointer to the packed YUV texture.</li> <li>• If Format is GL_RGBA, glTexDirectVIV creates a pixel array with four GL_UNSIGNED_BYTE components: the first byte for red pixels, the second byte for green pixels, the third byte for blue, and the fourth byte for alpha.</li> <li>• If Format is GL_BGRA_EXT, glTexDirectVIV creates a pixel array with four GL_UNSIGNED_BYTE components: the first byte for blue pixels, the second byte for green pixels, the third byte for red, and the fourth byte for alpha.</li> </ul>
<b>Pixels</b>	Stores the memory pointer created by the driver.

**Output**

If the function succeeds, it returns a pointer, or, for some YUV formats, it returns a set of pointers that directly point to the texture. The pointer(s) will be returned in the user-allocated array pointed to by the Pixels parameter.

## GLTexDirectVIVMap

---

### Syntax:

```

GL_API void GL_APIENTRY
glTexDirectVIVMap (
    GLenum           Target,
    GLsizei          Width,
    GLsizei          Height,
    GLenum           Format,
    GLvoid **        Logical,
    const GLuint *   Physical
);

```

### Parameters

<b>Target</b>	Target texture. Must be GL_TEXTURE_2D.
<b>Width</b>	Size of LOD 0. Width must be 16 pixel aligned. See glTexDirectVIV.
<b>Height</b>	
<b>Format</b>	Same as glTexDirectVIV Format.
<b>Logical</b>	Pointer to the logical address of the application-defined texture buffer. Logical address must be 64 bit (8 byte) aligned.
<b>Physical</b>	Pointer to the physical address of the application-defined buffer to the texture, or ~0 if no physical address has been provided.

## GLTexDirectInvalidateVIV

---

### Syntax:

```

GL_API void GL_APIENTRY
glTexDirectInvalidateVIV (
    GLenum           Target
);

```

### Parameters

<b>Target</b>	Target texture. Must be GL_TEXTURE_2D.
---------------	--

### New Tokens

GL_VIV_YV12	0x8FC0
GL_VIV_NV12	0x8FC1
GL_VIV_YUY2	0x8FC2
GL_VIV_UYVY	0x8FC3
GL_VIV_NV21	0x8FC4

### Error codes

GL_INVALID_ENUM	Target is not GL_TEXTURE_2D, or format is not a valid format.
-----------------	---



<b>GL_INVALID_VALUE</b>	Width or Height parameter is less than 1.
<b>GL_OUT_OF_MEMORY</b>	A memory allocation error occurred.
<b>GL_INVALID_OPERATION</b>	Specified format is not supported by the hardware, or no texture is bound to the active texture unit, or some other error occurs during the call.

**Example 1.**

First, call `glTexDirectVIV` to get a pointer.

Second, copy the texture data to this memory address.

Then, call `glTexDirectInvalidateVIV` to apply the texture before you draw something with that texture.

```
... ..
glTexDirectVIV(GL_TEXTURE_2D, 512, 512, GL_VIV_YV12, &texels);
... ..
glTexDirectInvalidateVIV(GL_TEXTURE_2D);
...
glDrawArrays(...);
...
```

**Example 2.**

First, call `glTexDirectVIVMap` to map Logical and Physical address to the texture.

Second, you can modify Logical and Physical data.

Then, call `glTexDirectInvalidateVIV` to apply the texture before you draw something with that texture.

```
... ..
char *Logical = (char*) malloc (sizeof(char)*size);
GLuint physical = ~0U;
glTexDirectVIVMap(GL_TEXTURE_2D, 512, 512, GL_VIV_YV12,
    (void*)&Logical, &physical);
... ..
glTexDirectInvalidateVIV(GL_TEXTURE_2D);
...
glDrawArrays(...);
```

**Issues**

None

### 3.5 Extension GL\_VIV\_texture\_border\_clamp

**Name**

VIV\_texture\_border\_clamp

**Name Strings**

GL\_VIV\_texture\_border\_clamp

**Status**

Implemented September 2012.

**Version**

Last modified: 27 September 2012  
 Vivante revision: 1

**Number**

Unassigned

**Dependencies**

This extension is implemented for use with OpenGL ES 1.1 and OpenGL ES 2.0.

This extension is based on OpenGL ARB Extension #13: GL\_ARB\_texture\_border\_clamp:

[www.opengl.org/registry/specs/ARB/texture\\_border\\_clamp.txt](http://www.opengl.org/registry/specs/ARB/texture_border_clamp.txt). See also vendor extension GL\_SGIS\_texture\_border\_clamp:  
[www.opengl.org/registry/specs/SGIS/texture\\_border\\_clamp.txt](http://www.opengl.org/registry/specs/SGIS/texture_border_clamp.txt).

**Overview**

This extension was adapted from the OpenGL extension for use with OpenGL ES implementations. The OpenGL ARB Extension 13 description applies here as well:

“The base OpenGL provides clamping such that the texture coordinates are limited to exactly the range [0,1]. When a texture coordinate is clamped using this algorithm, the texture sampling filter straddles the edge of the texture image, taking 1/2 its sample values from within the texture image, and the other 1/2 from the texture border. It is sometimes desirable for a texture to be clamped to the border color, rather than to an average of the border and edge colors.

This extension defines an additional texture clamping algorithm. CLAMP\_TO\_BORDER\_[VIV] clamps texture coordinates at all mipmap levels such that NEAREST and LINEAR filters return only the color of the border texels.”

The color returned is derived only from border texels and cannot be configured.

**Issues**

None

**New Tokens**

Accepted by the <param> parameter of TexParameteri and TexParameterf, and by the <params> parameter of TexParameteriv and TexParameterfv, when their <pname> parameter is TEXTURE\_WRAP\_S, TEXTURE\_WRAP\_T, or TEXTURE\_WRAP\_R:

<b>CLAMP_TO_BORDER_VIV</b>	0x812D
----------------------------	--------

**Errors**

None.

**New State**

Only the type information changes for these parameters.

See OES 2.0 Specification Section 3.7.4, page 75-76, Table 3.10, “Texture parameters and their values.”

## Chapter 4 i.MX 6 Framebuffer API

### 4.1 Overview

The graphics software includes i.MX 6 Framebuffer (FB) API which enables users to easily create and port their graphics applications by using a framebuffer device without the need to expend additional effort handling platform-related tasks. i.MX 6 Framebuffer API focuses on providing mechanisms for controlling display, window, and pixmap render surfaces.

The EGL Native Platform Graphics Interface provides mechanisms for creating rendering surfaces onto which client APIs can draw, creating graphics contexts for client APIs, and synchronizing drawing by client APIs as well as native platform rendering APIs. This enables seamless rendering using Khronos APIs such as OpenGL ES and OpenVG for high-performance, accelerated, mixed-mode 2D, and 3D rendering. For further information on EGL, see [www.khronos.org/registry/egl](http://www.khronos.org/registry/egl). The API described in this document is compatible with EGL version 1.4 of the specification.

This API document is current as of the software version specified in the document revision history. The following platforms are supported:

- Linux®/X11
- Android™
- Windows Embedded Compact

### 4.2 API data types and environment variables

#### 4.2.1 Data types

The GPU software provides platform independent member definitions for the following EGL types:

```
typedef struct _FBDisplay * EGLNativeDisplayType;
typedef struct _FBWindow * EGLNativeWindowType;
typedef struct _FBPixmap * EGLNativePixmapType;
```

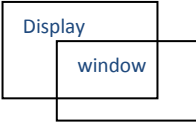
Types [2.1.1]		The following types differ based on platform.	
unsigned int	EGLBoolean	<b>Windows platform:</b>	
unsigned int	EGLenum	HDC	EGLNativeDisplayType
void	*EGLConfig	HBITMAP	EGLNativePixmapType
void	*EGLContext	HWND	EGLNativeWindowType
void	*EGLDisplay	<b>Linux/X11 platform:</b>	
void	*EGLSurface	Display	*EGLNativeDisplayType
void	*EGLClientBuffer	Pixmap	EGLNativePixmapType
		Window	EGLNativeWindowType
		<b>Android platform:</b>	
		ANativeWindow*	EGLNativeWindowType

Figure 2 Types as listed on EGL 1.4 API Quick Reference Card

(from [www.khronos.org/files/egl-1-4-quick-reference-card.pdf](http://www.khronos.org/files/egl-1-4-quick-reference-card.pdf))

## 4.2.2 Environment variables

**Table 11 i.MX 6 FB API environment variables**

Environment Variables	Description
FB_MULTI_BUFFER	<p>To use multiple-buffer rendering, set the environment variable <b>FB_MULTI_BUFFER</b> to an unsigned integer value, which indicates the number of buffers required. Maximum is 3.</p> <p><b>Recommended values: 2 or 3.</b></p> <p>The FB_MULTI_BUFFER variable can be set to any positive integer value.</p> <ul style="list-style-type: none"> <li>• If set to 1, the multiple buffer function is not enabled.</li> <li>• If set to 2 or 3, the driver will run as users expect.</li> <li>• If set to a value more than 3, the driver will use 3 as the buffer count.</li> </ul>
FB_FRAMEBUFFER_0, FB_FRAMEBUFFER_1, FB_FRAMEBUFFER_2, FB_FRAMEBUFFER_n	<p>To open a specified framebuffer device, set the environment variable <b>FB_FRAMEBUFFER_n</b> to a proper value (for example, FB_FRAMEBUFFER_0 = /dev/fb0).</p> <p><b>Allowed values for n: any positive integer.</b></p> <p>Note: If there are no environment variables set, the driver will try to use the default framebuffer devices (fb0 for index 0, fb1 for index 1, fb2 for index 2, fb3 for index 3, and so on).</p>
FB_IGNORE_DISPLAY_SIZE	<p>When set to a positive integer and a window's initial size request is greater than the display size, the window size will not be reduced to fit within the display. Global.</p> <p><b>Allowed values: any positive integer.</b></p> <p>Note: The drivers will read the value from this environment variable as a Boolean to check if the user wants to ignore the display size when creating a window.</p> <ul style="list-style-type: none"> <li>• If the variable is set to value, 0, or this environment variable is not set, then the driver when creating window will use display size to cut down the size of the window to ensure that the entire window area is inside the display screen.</li> <li>• If the user sets this variable to 1, or any positive integer value, then the window area can be partly or entirely outside of the display screen area (see the image below in which the ignore display size is equal to 1).</li> </ul> 

Below are some usage syntax examples for environment variables:

To create a window with its size different from the display size, use the environment variable **FB\_IGNORE\_DISPLAY\_SIZE**. Example usage syntax:

```
export FB_IGNORE_DISPLAY_SIZE=1
```

To let the driver use multiple buffers to do swap work, use the environment variable **FB\_MULTI\_BUFFER**. Example usage syntax:

```
export FB_MULTI_BUFFER=2
```

To specify the display device, use the environment variable **FB\_FRAMEBUFFER\_n**, where n = any positive integer. Example usage syntax:

```
export FB_FRAMEBUFFER_0=/dev/fb0
export FB_FRAMEBUFFER_1=/dev/fb1
export FB_FRAMEBUFFER_2=/dev/fb2
export FB_FRAMEBUFFER_3=/dev/fb3
```

## 4.3 API description and syntax

### fbGetDisplay

#### Description:

This function is used to get the default display of the framebuffer device.

To open the framebuffer device, set an environment variable **FB\_FRAMEBUFFER\_n** to the framebuffer location.

#### Syntax:

```
EGLNativeDisplayType
fbGetDisplay (
    void *      context
);
```

#### Parameters:

context                      Pointer to the native display instance.

#### Return Values:

The function returns a pointer to the EGL native display instance if successful; otherwise, it returns a NULL pointer.

### fbGetDisplayByIndex

#### Description:

This function is used to get a specified display within a multiple framebuffer environment by providing an index number.

To use multiple buffers when rendering, set the environment variable **FB\_MULTI\_BUFFER** to an unsigned integer value, which indicates the number of buffers. Maximum is 3.

To open a specific framebuffer device, set environment variables to their proper values (e.g., set **FB\_FRAMEBUFFER\_0 = /dev/fb0**). If there are no environment variables set, the driver will try to use the default fb devices (fb0 for index 0, fb1 for index 1, fb2 for index 2, fb3 for index 3, and so on).

**Syntax:**

```

EGLNativeDisplayType
fbGetDisplayByIndex (
    int             DisplayIndex
);

```

**Parameters:**

DisplayIndex	An integer value where the integer is associated respectively with one of the following environment variables for framebuffer devices: FB_FRAMEBUFFER_0 FB_FRAMEBUFFER_1 FB_FRAMEBUFFER_2 FB_FRAMEBUFFER_n
--------------	--

**Return Value:**

The function returns a pointer to the EGL native display instance if successful; otherwise, it returns a NULL pointer.

**fbGetDisplayGeometry****Description:**

This function is used to get display width and height information.

**Syntax:**

```

void
fbGetDisplayGeometry (
    EGLNativeDisplayType  Display,
    int *                 Width,
    int *                 Height
);

```

**Parameters:**

Display	[in] Pointer to EGL native display instance created by <b>fbGetDisplay</b> .
Width	[out] Pointer that receives the width of the display.
Height	[out] Pointer that receives the height of the display.

**fbGetDisplayInfo****Description:**

This function is used to get display information.

**Syntax:**

```

void
fbGetDisplayInfo (
    EGLNativeDisplayType  Display,
    int *                 Width,
    int *                 Height,
    unsigned long *       Physical,
    int *                 Stride,
    int *                 BitsPerPixel
);

```

**Parameters:**

Display [in] A pointer to the EGL native display instance created by **fbGetDisplay**.  
 Width [out] A pointer to the location that contains the width of the display.

Height [out] A pointer to the location that contains the height of the display.  
 Physical [out] A pointer to the location that contains the physical start address of the display.  
 Stride [out] A pointer to the location that contains the stride of the display.  
 BitsPerPixel [out] A pointer to the location that contains the pixel depth of the display.

**fbDestroyDisplay****Description:**

This function is used to destroy a display.

**Syntax:**

```
void
fbDestroyDisplay (
    EGLNativeDisplayType    Display
);
```

**Parameters:**

Display [in] Pointer to EGL native display instance created by **fbGetDisplay**.

**fbCreateWindow****Description:**

This function is used to create a window for the framebuffer platform with the specified position and size. If width/height is 0, it will use the display width/height as its value.

Note: When either window X + width or the Y + height is larger than the display's width or height respectively, the API will reduce the window size to force the whole window inside the display screen limits. To avoid reducing the window size in this scenario, users can set a value of "1" to the environment variable **FB\_IGNORE\_DISPLAY\_SIZE**.

**Syntax:**

```
EGLNativeWindowType
fbCreateWindow (
    EGLNativeDisplayType    Display,
    int                     X,
    int                     Y,
    int                     Width,
    int                     Height
);
```

**Parameters:**

Display [in] Pointer to EGL native display instance created by **fbGetDisplay**.  
 X [in] Specifies the initial horizontal position of the window.

Y [in] Specifies the initial vertical position of the window.  
 Width [in] Specifies the width of the window.  
 Height [in] Specifies the height of the window in device units.

**Return Value:**

The function returns a pointer to the EGL native window instance if successful; otherwise, it returns a NULL pointer.

**fbGetWindowGeometry****Description:**

This function is used to get window position and size information.

**Syntax:**

```
void
fbGetWindowGeometry (
    EGLNativeWindowType Window,
    int * X,
    int * Y,
    int * Width,
    int * Height
);
```

**Parameters:**

Window [in] Pointer to EGL native window instance created by **fbCreateWindow**.  
 X [out] Pointer that receives the horizontal position value of the window.  
 Y [out] Pointer that receives the vertical position value of the window.  
 Width [out] Pointer that receives the width value of the window.  
 Height [out] Pointer that receives the height value of the window.

**fbGetWindowInfo****Description:**

This function is used to get window position and size and address information.

**Syntax:**

```
void
fbGetWindowInfo (
    EGLNativeWindowType Window,
    int * X,
    int * Y,
    int * Width,
    int * Height,
    int * BitsPerPixel,
    unsigned int * Offset
);
```

**Parameters:**



Window	[in] A pointer to the EGL native window instance created by <b>fbCreateWindow</b> .
X	[out] A pointer to the location that contains the horizontal position value of the window.
Y	[out] A pointer to the location that contains the vertical position value of the window.
Width	[out] A pointer to the location that contains the width of the window.
Height	[out] A pointer to the location that contains the height of the window.
BitsPerPixel	[out] A pointer to the location that contains the pixel depth of the window.
Offset	[out] A pointer to the location that contains the offset of the window.

## fbDestroyWindow

### Description:

This function is used to destroy a window.

### Syntax:

```
void
fbDestroyWindow (
    EGLNativeWindowType Window
);
```

### Parameters:

Window [in] Pointer to EGL native window instance created by **fbCreateWindow**.

## fbCreatePixmap

### Description:

This function is used to create a pixmap of a specific size on the specified framebuffer device. If either the width or height is 0, the function will fail to create a pixmap and return NULL.

### Syntax:

```
EGLNativePixmapType
fbCreatePixmap (
    EGLNativeDisplayType Display,
    int Width,
    int Height
);
```

### Parameters:

Display [in] Pointer to the EGL native display instance created by **fbGetDisplay**.  
 Width [in] Specifies the width of the pixmap.  
 Height [in] Specifies the height of the pixmap.

### Return Value:

The function returns a pointer to the EGL native pixmap instance if successful; otherwise, it returns a NULL pointer.

## fbCreatePixmapWithBpp

**Description:**

This function is used to create a pixmap of a specific size and bit depth on the specified framebuffer device. If either the width or height is 0, the function will fail to create a pixmap and return NULL.

**Syntax:**

```

EGLNativePixmapType
fbCreatePixmapWithBpp (
    EGLNativeDisplayType    Display,
    int                     Width,
    int                     Height
    int                     BitsPerPixel
);

```

**Parameters:**

Display [in] A pointer to the EGL native display instance created by **fbGetDisplay**.  
Width [in] Specifies the width of the pixmap.  
Height [in] Specifies the height of the pixmap.  
BitsPerPixel [in] Specifies the bit depth of the pixmap.

**Return Value:**

The function returns a pointer to the EGL native pixmap instance if successful; otherwise, it returns a NULL pointer.

**fbGetPixmapGeometry****Description:**

This function is used to get pixmap size information.

**Syntax:**

```

void
fbGetPixmapGeometry (
    EGLNativePixmapType    Pixmap,
    int *                  Width,
    int *                  Height
);

```

**Parameters:**

Pixmap [in] Pointer to the EGL native pixmap instance created by **fbCreatePixmap**.  
Width [out] Pointer that receives a width value for pixmap.  
Height [out] Pointer that receives a height value for pixmap.

**fbGetPixmapInfo****Description:**

This function is used to get pixmap size and depth information.

**Syntax:**

```

void
fbGetPixmapInfo (
    EGLNativePixmapType    Pixmap,

```

```

        int *           Width,
        int *           Height,
        int *           BitsPerPixel
        int *           Stride,
        void **         Bits
    );

```

**Parameters:**

Pixmap	[in] A pointer to the EGL native pixmap instance created by <b>fbCreatePixmap</b> .
Width	[out] A pointer to the location that contains a width value for pixmap.
Height	[out] A pointer to the location that contains a height value for pixmap.
BitsPerPixel	[out] A pointer to the location that contains the pixel depth of the pixmap.
Stride	[out] A pointer to the location that contains the stride of the pixmap.
Bits	[out] A pointer to the location that contains the bit address of the pixmap.

**fbDestroyPixmap****Description:**

This function is used to destroy a pixmap.

**Syntax:**

```

void
fbDestroyPixmap (
    EGLNativePixmapType   Pixmap
);

```

**Parameters:**

Pixmap	[in] Pointer to the EGL native pixmap instance created by <b>fbCreatePixmap</b> .
--------	---

## Chapter 5 Freescale XServer Video Driver

### 5.1 EXA driver

XServer video driver is designed to help XServer to render desktop onto a screen. It manages the display driver, and provides rendering acceleration and other display features, such as rotation and multiple display methods. Freescale video driver implements XServer's EXcellent Architecture (EXA).

#### 5.1.1 EXA driver options

These options are used in the configuration file `/etc/X11/xorg.conf`:

```
Section "Device"
    Identifier "i.MX Accelerated Framebuffer Device"
    Driver      "vivante"
    Option      "fbdev"      "/dev/fb1"
    Option      "vivante_fbdev" "/dev/fb1"
    Option      "SyncDraw"   "false"
EndSection
```

**Table 12 EXA driver options**

Option	Meaning	Default Value	Comment
ShadowFB	Whether to enable the shadow frame buffer (FB).	False	<i>Deprecated technology.</i> It rotates the FB. If it is enabled, acceleration is disabled.
Rotate	Rotation of FB.	<null>	<i>Deprecated technology.</i> It can be CW/CCW/UD. If it is set to one of these values, Shadow FB is automatically enabled. Rotation cannot change after XServer is started.
NoAccel	Disables EXA acceleration.	False	If it is set to <b>True</b> , the EXA functions are not accelerated by the GPU.
VivCacheMem	Pixmap created by GPU is generally cacheable.	True	Normal Pixmap are created cacheable. Special Pixmap used for EGL are still non-cacheable.
SyncDraw	Wait for the GPU to complete for every single drawing.	False	This will affect the performance if it is set to <b>True</b> .

#### 5.1.2 24 bpp pixmap

The GPU can only accelerate a 16 bpp or 32 bpp pixmap. For a 24 bpp screen, a 32 bpp buffer is actually reserved.

#### 5.1.3 Shared pixmap extension

The Shared Pixmap Extension (SHM) pixmap will be described in next release.

### 5.1.4 How to disable XRandR

For an embedded device that does not support XRandR (for which the memory can be reduced), set “gEnableXRandR” to **False** in `vivante_fbdev_driver.c`.

### 5.1.5 Cursor

Freescale hardware IPU does not provide a hardware cursor.

### 5.1.6 DRI

DRI is designed to accelerate OpenGL rendering. It enables the GPU direct render to the on-screen buffer. Due to the lack of hard cursor support, and because often the window location is not well aligned, the GPU cannot render to screen directly. Therefore, DRI is not fully used.

DRI is supported in this video driver. DRI2 or DRI3 is not supported.

### 5.1.7 Tearing

XServer (and early Microsoft Windows) does not support double buffering for the screen. There will be a copy from off-screen buffer to target on-screen area (or direct rendering to on-screen). The operation cannot be completed in the blank time of the display, and the IPU cannot provide an ideal VSYNC signal. Therefore, there will be tearing. To remove tearing, a GLES compositor is needed. This tearing free feature will be described in next release.

## 5.2 XRandR

This video driver supports XRandR.

The X Resize, Rotate and Reflect Extension (RandR) is an X Window System extension, which allows clients to dynamically resize, rotate, and reflect the root window of a screen (<http://en.wikipedia.org/wiki/Xrandr>).

### 5.2.1 Useful commands

If the display supports multiple resolution types, use the following commands for a query:

```
root@imx6qsabresd:~# export DISPLAY=:0.0
```

```
root@imx6qsabresd:~# xrandr
```

```
Screen 0: minimum 240 x 240, current 1920 x 1080, maximum 8192 x 8192
```

```
DISP3 BG connected 1920x1080+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
```

```
  S:1920x1080p-50   50.0*
```

```
  S:1920x1080p-60   60.0
```

```
  S:1280x720p-50    50.0
```

```
  S:1280x720p-60    60.0
```

```
  S:720x576p-50     50.0
```

```
  S:720x480p-60     59.9
```

```
  V:640x480p-60     60.0
```

```
  S:640x480p-60     59.9
```

If using the console serial port for the command line interface, the DISPLAY environment variable is not configured by default and the `xrandr` command will fail. The solution is to set the DISPLAY environment variable. (Reference: see `manpage` for X)

```
root@imx6qsabresd:~# xrandr
```

```
Can't open display
```

```
root@imx6qsabresd:~# echo $DISPLAY
```

```
root@imx6qsabresd:~# export DISPLAY=:0.0
```

```
root@imx6qsabresd:~# xrandr
```

```
Screen 0: minimum 240 x 240, current 1024 x 768, maximum 8192 x 8192
```

```
DISP4 BG - DI1 connected 1024x768+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
```

```
U:1024x768p-60 60.0*+
```

- Change the resolution:

```
root@imx6qsabresd:~# xrandr -s 1920x1080
```

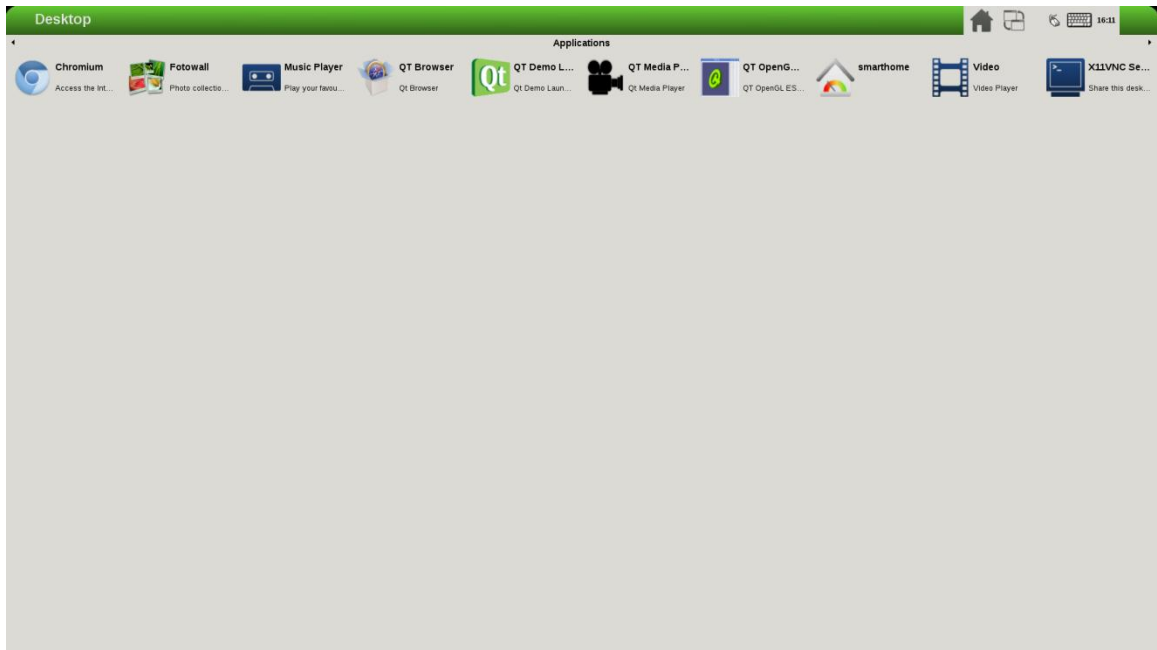


Figure 3 Changing the resolution

- Rotate the screen:  
root@imx6qsabresd:~# xrandr -o left:

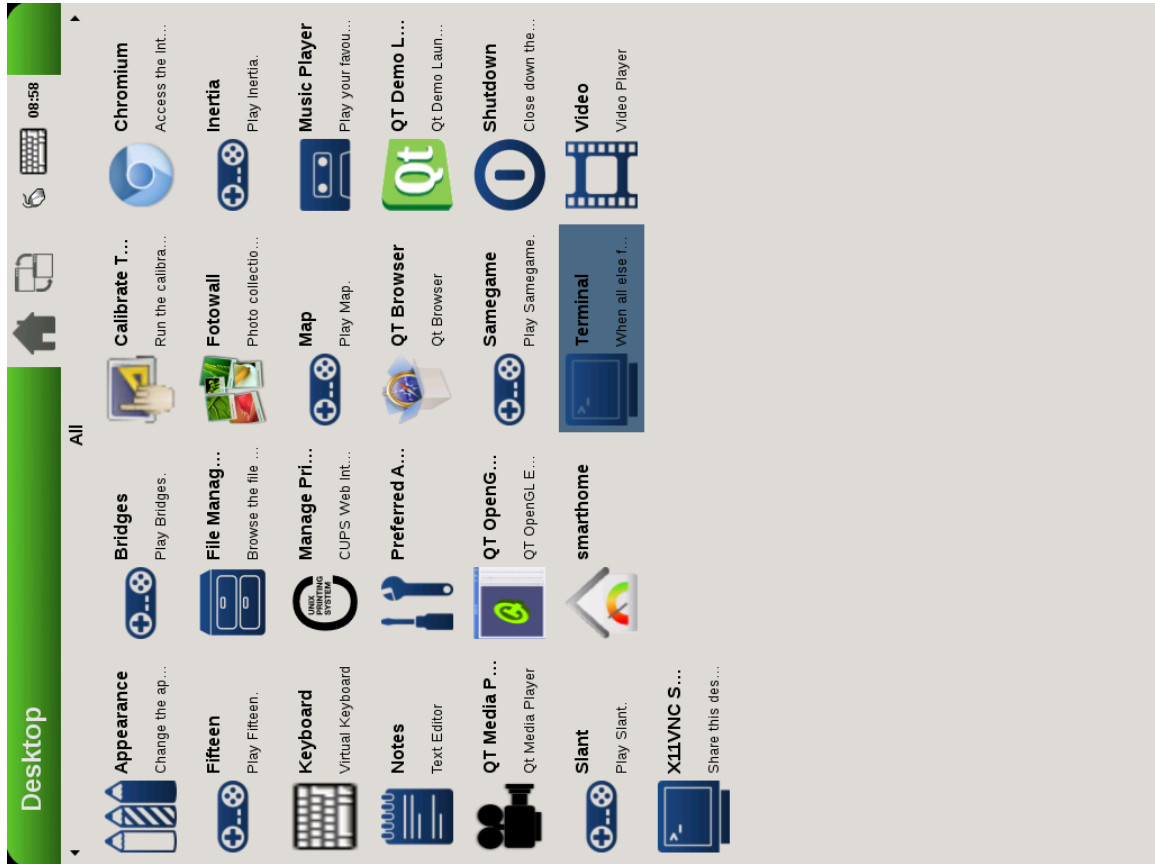


Figure 4 Rotating the screen

root@imx6qsabresd:~# xrandr -o right:

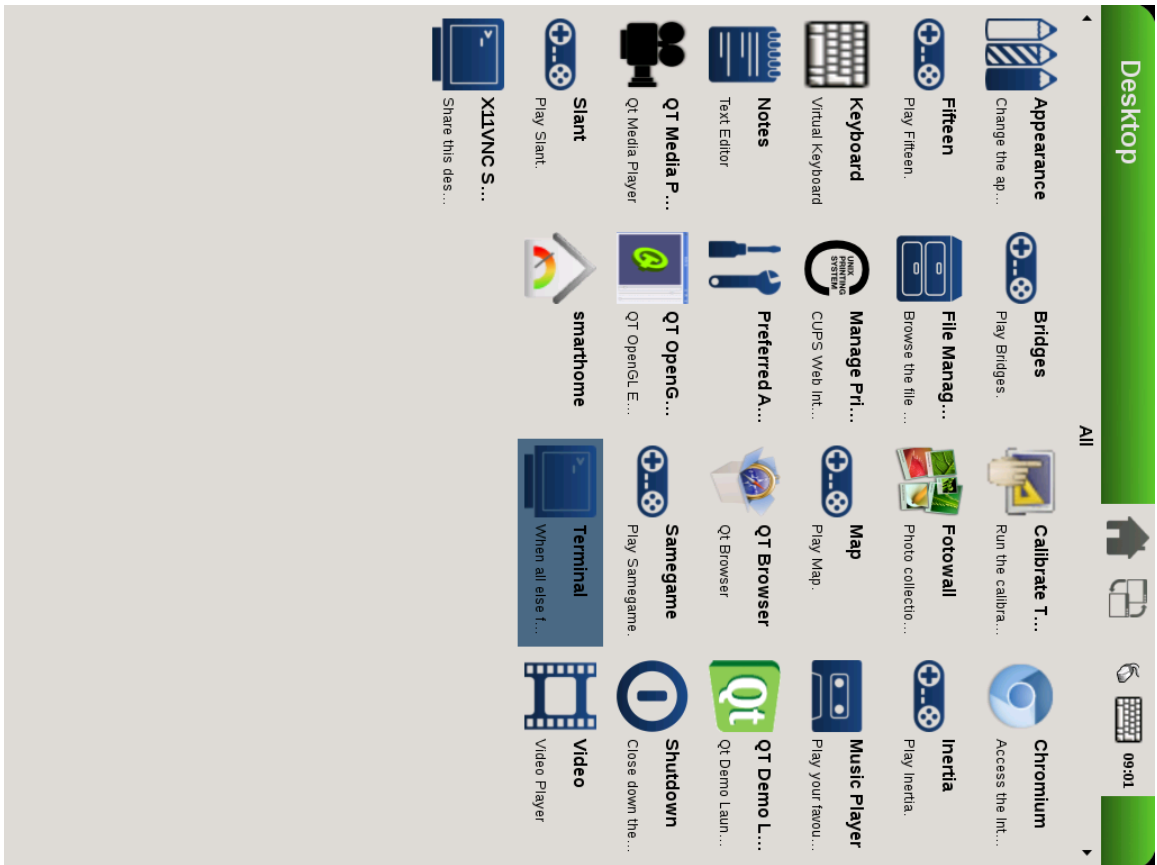


Figure 5 Rotating the screen



root@imx6qsabresd:~# xrandr -o inverted:



Figure 6 Rotating the screen

- Reflect the screen:  
root@imx6qsabresd:~# xrandr -x

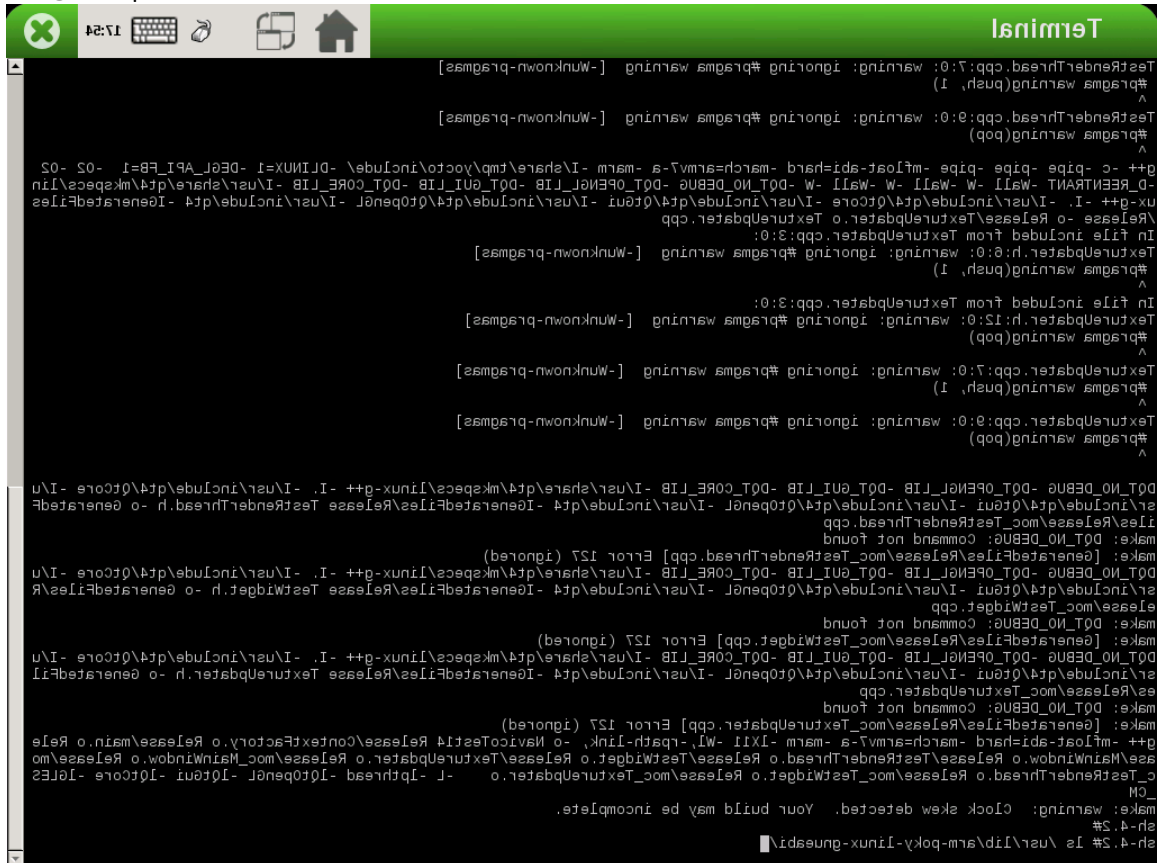


Figure 7 Reflecting the screen

root@imx6qsabresd:~# xrandr -y

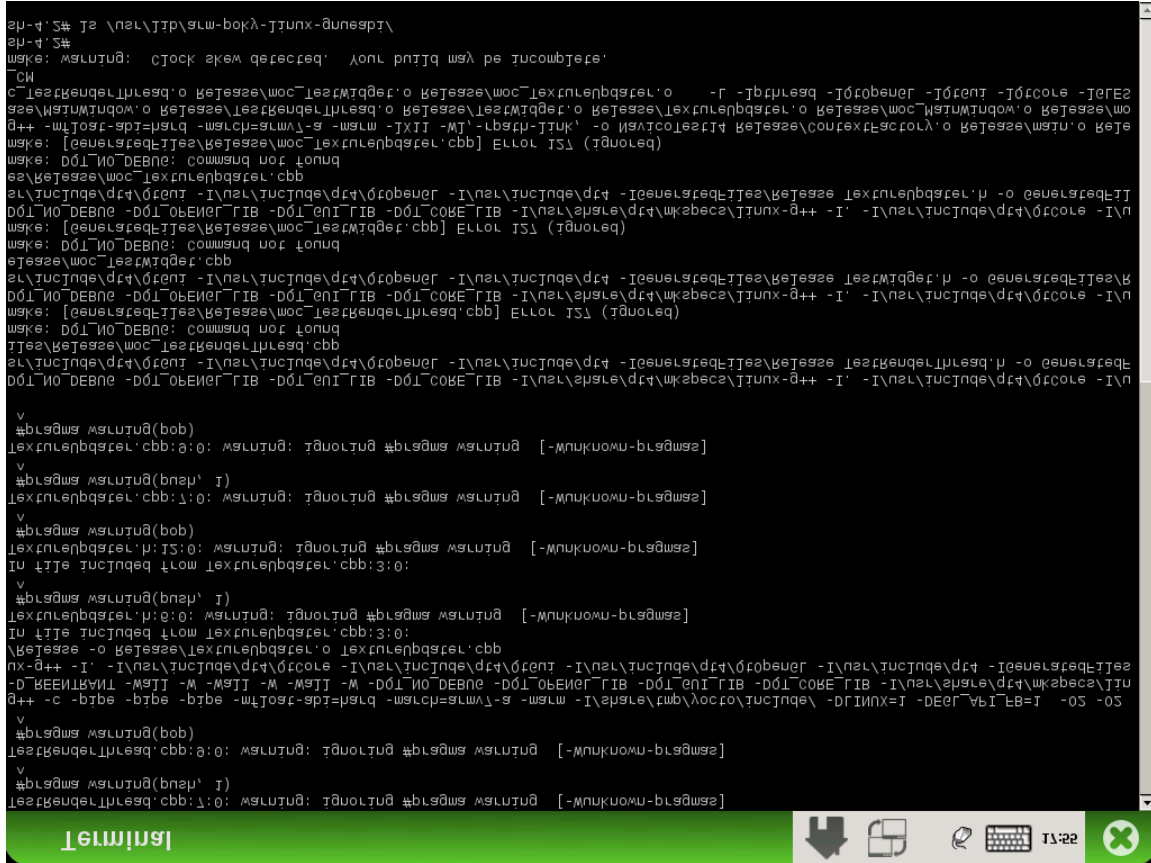


Figure 8 Reflecting the screen

- Restore to normal state:  
root@imx6qsabresd:~# xrandr -o normal:

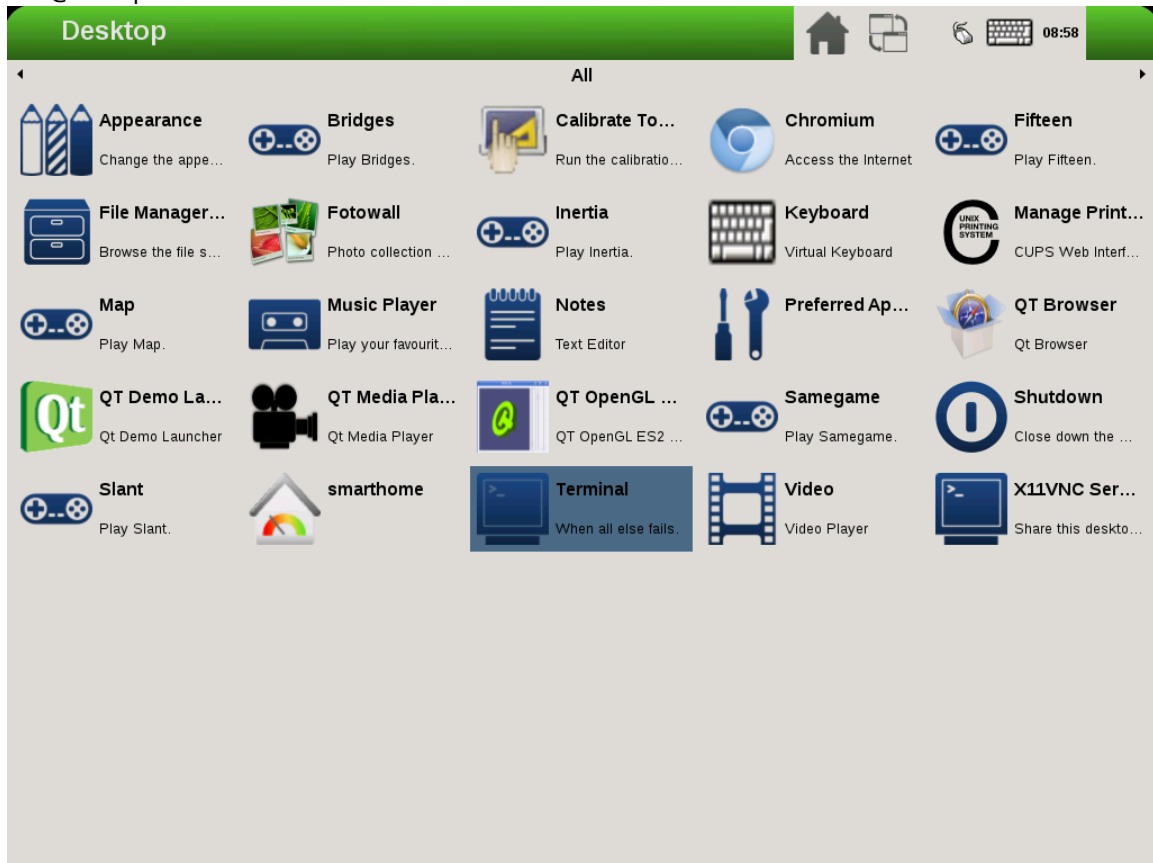


Figure 9 Restoring to normal state

## 5.2.2 Rendering the desktop on overlay

`/dev/fb1` is the overlay device on the same screen as `/dev/fb0`; and `/dev/fb3` is the overlay of `/dev/fb2`. Use `xorg.conf` to specify `fb1` or `fb3`:

```
Section "Device"
    Identifier "i.MX Accelerated Framebuffer Device"
    Driver      "vivante"
    Option      "fbdev"      "/dev/fb1"
    Option      "vivante_fbdev" "/dev/fb1"
EndSection
```

After rebooting the system, the desktop will be rendered on the overlay:

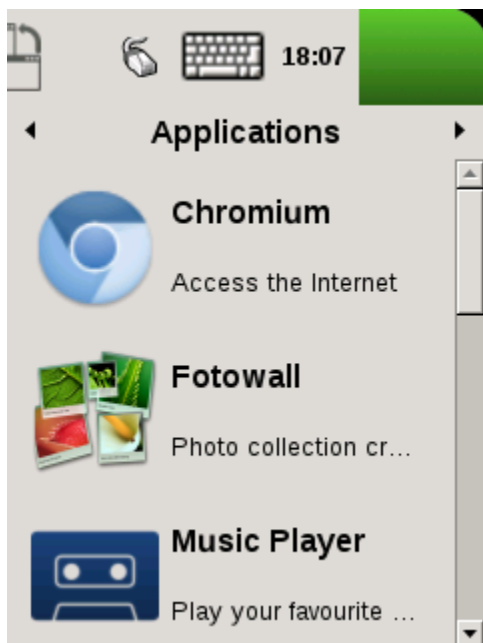


Figure 10 Rendering the desktop on overlay

If the size is too small (240x240), XRandR can be used to define a new mode.

1. Get the output name:

```
root@imx6qsabresd:~# xrandr
Screen 0: minimum 240 x 240, current 240 x 320, maximum 8192 x 8192
DISP4 FG connected 240x320+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
  U:240x320p-60  60.0*
```

2. Define a new mode:

```
root@imx6qsabresd:~# xrandr --newmode "640x480R" 23.50 640 688 720 800 480 483 487 494 +hsync -vsync
```

3. Add the newly created mode:

```
root@imx6qsabresd:~# xrandr --addmode "DISP4 FG" 640x480R
```

4. Check the modes:

```
root@imx6qsabresd:~# xrandr
Screen 0: minimum 240 x 240, current 240 x 320, maximum 8192 x 8192
DISP4 FG connected 240x320+0+0 (normal left inverted right x axis y axis) 0mm x 0mm
  U:240x320p-60  60.0*
  640x480R      59.5
```

5. Switch to a new mode:

```
root@imx6qsabresd:~# xrandr -s 640x480
```

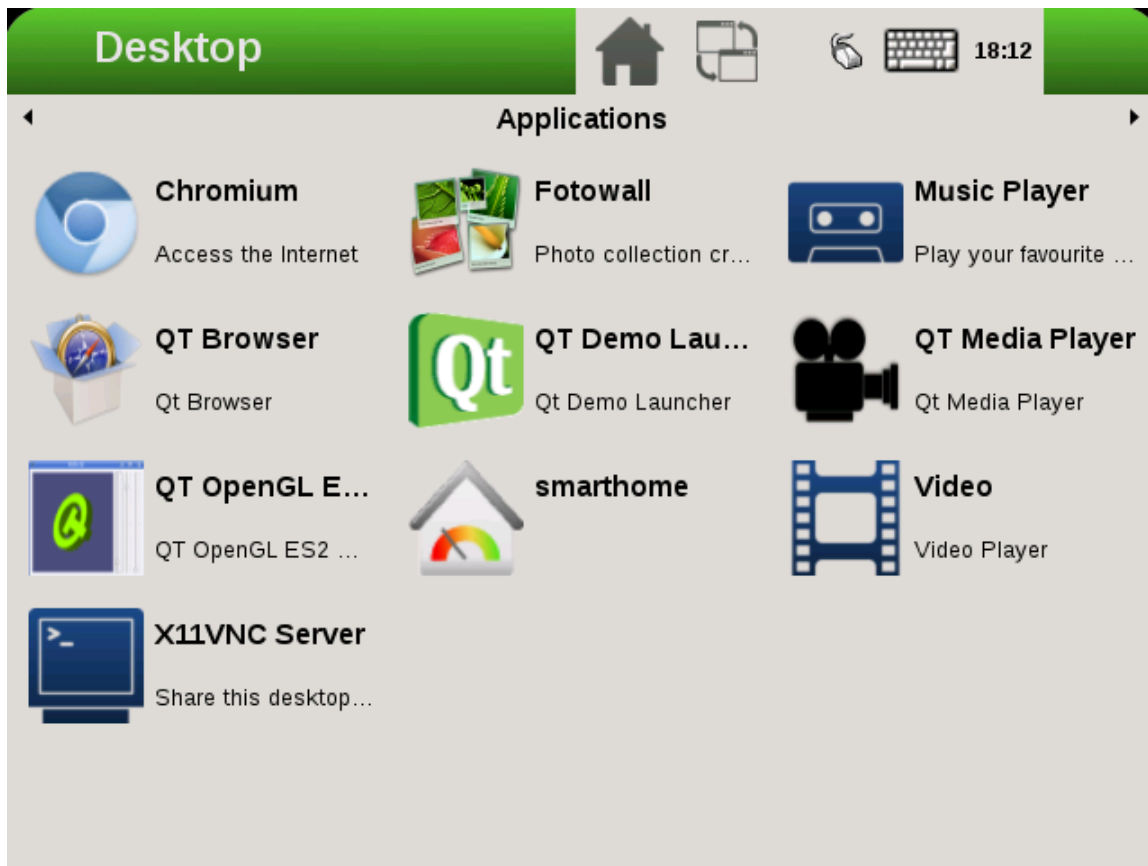


Figure 11 Switching to a new mode

**Note:**

- The overlay size cannot exceed the display size. For example, if LVDS is 1024x768, the overlay size cannot be larger than this.
- Timings for overlay are meaningless, but wrong timings may damage your display, so be careful when creating a new display mode for your display.
- If fb3 is used, fb2 must be enabled. Otherwise, fb3 is invisible.

### 5.2.3 Process of selecting the HDMI default resolution

The process of selecting the HDMI default resolution is as follows:

1. Set the user preferred mode (must be within the initial size).
2. Set the display preferred mode (must be within the initial size).
3. Check the aspect (if not found, use 4:3. Find the biggest resolution within the initial size for the aspect ratio).
4. Check the first mode.

Initial size: initial FB virtual size or configured maximum size.

To specify the user preferred mode, add the option “PreferredMode” or “modes”.

## 5.2.4 Performance

The performance will decrease in the case of screen rotation or mirroring.

## 5.2.5 Memory consumption

The video driver supports a maximum of 1920x1080@32bpp. To support rotation, a shadow buffer is reserved, so the total memory consumption is 16 MB (1920x1080x4x2).

## Chapter 6 Vivante Software Tool Kit

### 6.1 Vivante Tool Kit overview

The Vivante Tool Kit (VTK) is a set of applications designed to be used by graphics application developers to rapidly develop and port graphics applications either stand alone, or as part of an IDE targeting a system-on-chip (SoC) platform containing an embedded GPU.

#### 6.1.1 VTK component overview

The VTK includes a graphics and OpenCL emulator (vEmulator) to enable embedded graphics and compute application development on a PC platform, a driver and hardware performance profiling utility (vProfiler), and a visual analyzer (vAnalyzer) for graphing the performance metrics. Also provided are pre-processing utilities for stand-alone development of optimized shader programs (vShader) and for compiling shader code (vCompiler) into binary executables targeting Vivante accelerated hardware platforms. An image transfer utility (vTexture) provides compression and decompression options.

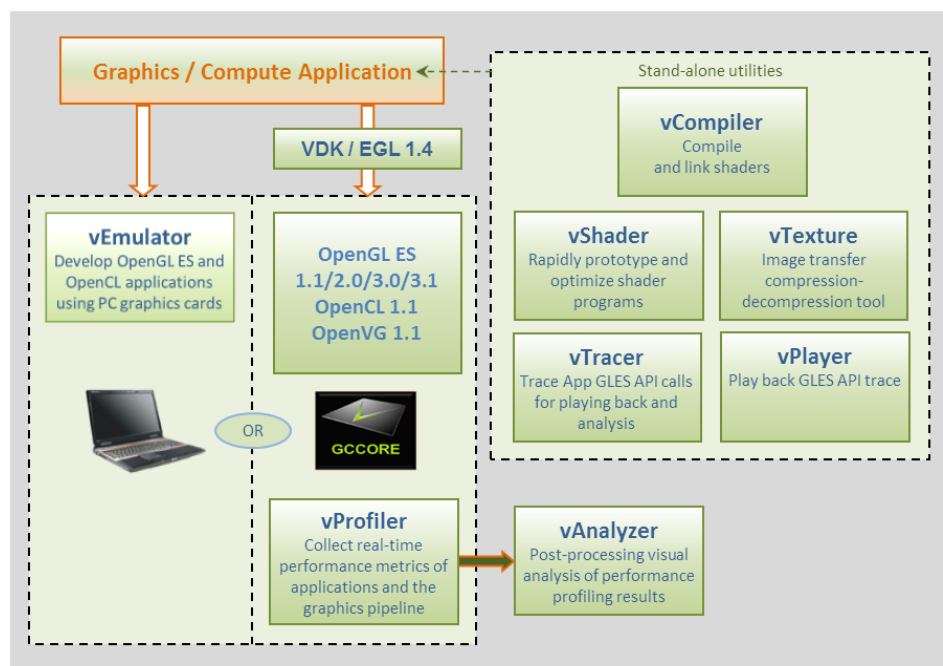


Figure 12 Vivante Tool Kit vTools components

#### 6.1.2 VTK operating system requirements

Most VTK vTools applications are designed to run on Microsoft Windows operating systems. The following systems are compatible with current releases of vTools:

- Microsoft Windows® XP Professional, with Service Pack 2 or later
- Microsoft Windows® Vista with Service Pack 2 or later
- Microsoft Windows® 7 Professional

Some components, such as the vProfiler, are run on other platforms. Refer to the individual vTools component detail description.



### 6.1.3 VTK installation

The vProfiler tool is not included in the VTK. This tool can be built by setting a build command option when making the Vivante Graphics Drivers.

The VTK package contains a **vtools** folder. Inside this folder are six .zip packages which can be individually extracted. As an example, if you have a system with WinRAR installed, right click and select Extract Here. A folder will be created with the same name as the .zip file.

- **vAnalyze.zip**
- **vCompiler.zip**
- **vEmulator.zip**
- **vShader.zip**
- **vTexture.zip**
- **vTracer.zip**

Each vTools extracted folder will contain a **SETUP.exe** and a **vToolName.msi** file. The tool can be installed independently by running the **SETUP.exe** located in that tool's folder. Typical licensing and folder placement options may appear as part of the installation prompts.

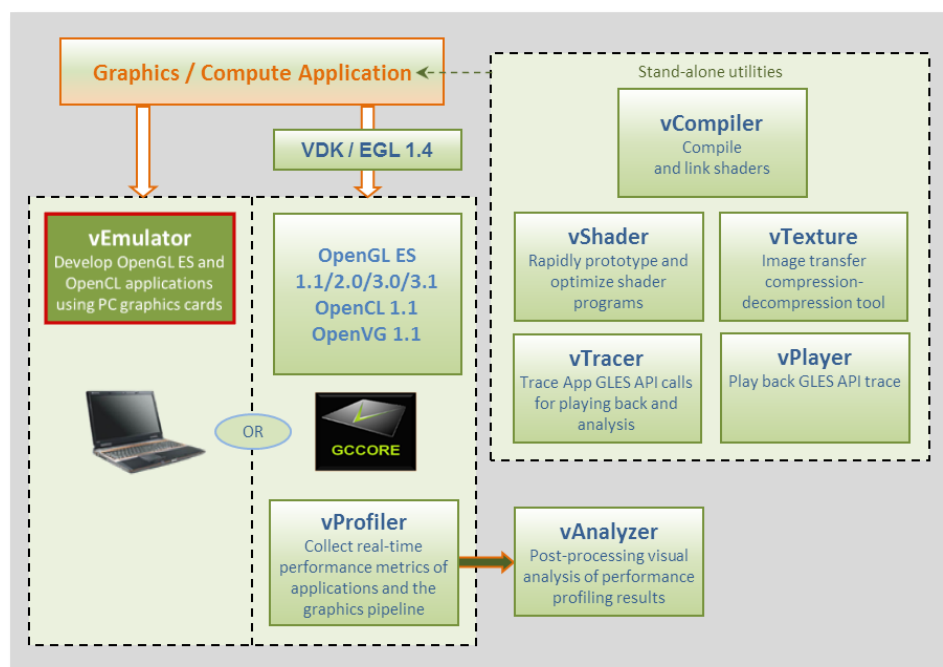
vAnalyzer and vShader have a Windows GUI. vEmulator is a library. vCompiler and vTexture are utilities run from the command line.

NOTES:

- The default installation location for the VTK is usually a folder named something like **C:\Program Files\Vivante\vToolName**, where *vToolName* is the name of the tool being installed. Some systems may install to a Program Files (x86) folder.
- Windows navigation instructions such as Control Panel navigation will vary with the different Windows operating systems.
- Administrator rights may be required to install the tool.
- If you are installing an update version, use Windows Add/Remove programs to remove the installed version of the tool, before installing the update version.

## 6.2 vEmulator

Vivante's vEmulator duplicates the graphics and compute functionality of the Khronos APIs—namely, OpenGL ES 3.0, 2.0, 1.1 and OpenCL 1.1—in a desktop PC environment. This enables developers to write and test applications for Vivante embedded GPU cores prior to their availability, using the graphics cards on Windows XP or Windows Vista™ or Windows 7 PC platforms.



**Figure 13 vEmulator embedded graphics emulator**

vEmulator is not an application, but rather a set of libraries that convert Khronos mobile API function calls into OpenGL desktop or OpenCL function calls. These libraries can be accessed directly by the graphics / compute application.

## 6.2.1 Supported operating systems and graphics hardware

vEmulator libraries are available for Microsoft Windows XP, Windows Vista and Windows 7 operating systems:

- Microsoft Windows XP Professional, with Service Pack 2 or later
- Microsoft Windows Vista with Service Pack 2 or later
- Microsoft Windows 7 Professional

vEmulator has been tested on popular graphics cards, including:

- NVIDIA GeForce GTX 200 series with driver version 182.05 or later
- NVIDIA GeForce 9000 and 8000 series with driver version 182.05 or later
- NVIDIA GeForce 8400 GSwthForceWare driver version 176.44 or later
- ATI Radeon HD 3000 and 4000 series with driver version Catalyst 9.1 or later

vEmulator for OpenGL ES 3 has been tested on the nVidia GeForce GT430 card with driver version 310.90. Additional graphics cards will be added as testing is confirmed.

### 6.2.1.1 Specifying platform mode for Windows OS

vEmulator supports both 32-bit and 64-bit operation on the same host (*from VTK 1.61*). The install will use the following locations for vEmulator files on Windows platforms:

- C:\Program Files\vivante\vEmulator\x86 (for 32-bit emulation)
- C:\Program Files\vivante\vEmulator\x64 (for 64-bit emulation)
- Start Menu location: All Programs\Vivante\vEmulator\x86 (for 32-bit)

- Start Menu location: All Programs\Vivante\vEmulator\x64 (for 64-bit)

To run samples for 32-bit emulation in the x86 folder, select the platform option **Win32** from the dropdown list box in the toolbar area:

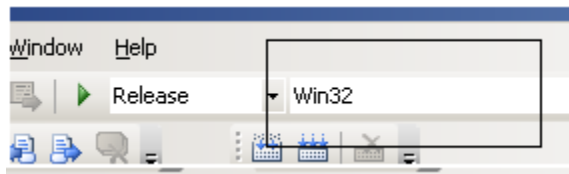


Figure 14 Selecting Win32

To run samples for 64-bit emulation in the x64 folder, select the platform option **x64** from the dropdown list box in the toolbar area:

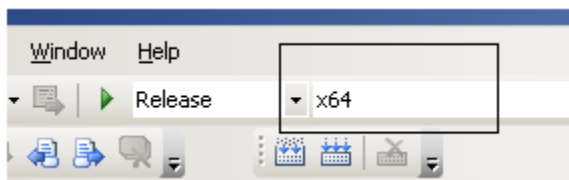


Figure 15 Selecting x64

## 6.2.2 vEmulator components

vEmulator libraries are packaged with the Vivante VTK installer. Once installed, the libraries will reside in a folder vEmulator in the VTK installation path, which can be specified by the user at time of installation. The default location of the Vivante VTK is:

**C:\Program Files\Vivante**

The vEmulator folder contains everything that is needed for emulation. The vEmulator directory structure and its files are described in the following table.

Table 13 vEmulator Directory Contents

vEmulator subdirectory	Filename	Description
bin	libEGL.dll	Dynamic library for invoking EGL at runtime
	libGLSv1_CM.dll	Dynamic library for OpenGL ES 1.1 emulation
	libGLSv2x.dll	Dynamic library for OpenGL ES 2.0 emulation
	libGLSv3.dll	Dynamic library for OpenGL ES 3.0 emulation
	libOpenCL.dll	Dynamic library for OpenCL 1.1 emulation
	libVEmulatorVDK.dll	Dynamic library for vEmulator VDK functions
inc	gc_vdk.h	Vivante VDK declarations
	gc_vdk_types.h	Vivante VDK type declarations
inc/EGL	gc_sdk.h	Vivante SDK declarations and definitions
	egl.h	EGL declarations
	eglxt.h	EGL extension declarations
	eglplatform.h	Platform specific EGL declarations
	eglrename.h	Rename for building static link driver
	eglnunname.h	For mixed usage of ES11, ES20
	eglvivante.h	Vivante EGL declarations

inc/GLES	egl.h	EGL declarations
	gl.h	OpenGL 1.1 declarations
	glxext.h	OpenGL1.1 extension declarations
	glplatform.h	Platform specific OpenGL 1.1 declarations
	glrename.h	Rename for building static link driver
inc/GLES2	glunname.h	For mixed usage of ES11, ES20
	gl2.h	OpenGL 2.0 declarations
	gl2ext.h	OpenGL 2.0 extension declarations
	gl2platform.h	Platform specific OpenGL 2.0 declarations
inc/GLES3	gl2rename.h	Rename for building static link driver
	gl2unname.h	Unified name definitions
	gl3.h	OpenGL 3.0 declarations
inc/hal inc/KHR	gl3ext.h	OpenGL 3.0 extension declarations
	gl3platform.h	Platform specific OpenGL 3.0 declarations
inc/hal inc/KHR	gc_hal_eglplatform_type.h	Vivante HAL platform specific struct declarations
	khrplatform.h	Platform specific Khronos declarations
lib samples/es11, /es20	libEGL.lib	Static library for linking EGL functions
	libGLESv1_CM.lib	Static library for linking OpenGL ES 1.1 functions
	libGLESv2x.lib	Static library for linking OpenGL ES 2.0 functions
	libGLESv3x.lib	Static library for linking OpenGL ES 3.0 functions
	libVEmulatorVDK.lib	Static library for linking vEmulator VDK functions
	tutorials.sln	Microsoft Visual Studio® project solution file for samples
samples/es11/tutorial IN	-- Varies with <i>N</i> --	Sample OpenGL ES 1.1 applications
samples/es20/tutorial IN	-- Varies with <i>N</i> --	Sample OpenGL ES 2.0 applications
bin	libEGL.dll	Dynamic library for invoking EGL at runtime

### 6.2.3 vEmulator for OpenCL

If your edition of vEmulator includes support for OpenCL, additional files may be present. For OpenCL emulation using vEmulator on your PC, please refer to the OpenCL emulator readme file (OCL\_Readme.txt) in the vEmulator folder for additional installation instruction.

Note: An additional environment variable **CL\_ON\_GC2100** needs to be set for simulation for GC2100. The value can be any characters, as long as it is not null. This variable does not need to be set for other OCL cores.

**Table 14 vEmulator Files for OpenCL 1.1**

vEmulator subdirectory	Filename	Description
	OCL_Readme.txt	Readme file for OpenCL 1.1
bin	libOpenCL.dll	Dynamic library for invoking OCL at runtime
inc/CL	cl.h	OpenCL 1.1 core API header file
	cl.hpp	OpenCL 1.1 C++ binding header file
	cl_d3d10.h	OpenCL 1.1KhronosOCL/Direct3D extensions header file
	cl_ext.h	OpenCL 1.1 extensions header file
	cl_gl.h	OpenCL 1.1Khronos OCL/OpenGL extensions header file

	cl_gl_ext.h	OpenCL 1.1Vivante OCL/OpenGL extensions header file
	cl_platform.h	Platform specific OCL declarations
	opencl.h	Vivante HAL version
lib	libOpenCL.lib	Dynamic library for linking OpenCL functions
samples/cl11	cl_sample.cpp	Sample OpenCL 1.1 source code
samples/cl11	cl_sample.sln	Sample OpenCL 1.1 Visual Studio solution file
samples/cl11	cl_sample.vcproj	Sample OpenCL 1.1 Visual Studio solution project file
samples/cl11	square.cl	Sample OpenCL 1.1 kernel file

## 6.2.4 Supported extensions

Refer to the document **EGL & OES Extensions Support** for a list of supported and custom extensions available for EGL and OpenGL ES.

Software extensions have not been added to vEmulator for OpenGL ES 2.0. vEmulator relies on the extensions available with the installed version of native OpenGL.

## 6.2.5 vEmulator environment variable setup

There are two steps to running an OpenGL ES or OpenCL application with vEmulator:

- Step 1. Link to the vEmulator **\*.lib** static libraries at build time when creating an application executable image.
- Step 2. Provide a path to the vEmulator **\*.dll** dynamic libraries during run-time.

These steps require a one-time setup in which the location of the vEmulator libraries is added to the Microsoft Windows system environment variable named "Path." In our example, the following string would be added to the system "Path" variable: C:\Program Files\vivante\vEmulator\lib.

To add vEmulator DLL files to the Windows XP system path:

- a. Click **Start** then click **Control Panel** then double-click **System**
  - Vista: then click **Advanced system settings** from the Tasks list in the upper-leftcorner of the window.
  - Windows 7: in the System and Security window, click System, then on the left menu column click **Advanced system settings**.
- b. Select the **Advanced** tab, then click on the **Environment Variables...** button.
  - An Environment Variables dialogue box will pop up, with two panes for variables.
- c. Select **Path**, and then click on the **Edit...** button.
- d. In the **Variable value:** field type the following environment variables in the order you want them found. For instance:

**C:\Program Files\vivante\vEmulator\lib;<current path>**

Note: The system parses a path string in left-to-right order when looking for a file. Whatever it finds first is what will be used.

- e. If the Vivante Core is GC2100, an additional variable **CL\_ON\_GC2100** should be set to any non-null value.
- f. Click **OK**.
  - Click **OK** to close the Environment Variables dialogue window.
  - Click **OK** to close the System Properties dialogue window.
  - Close the Control Panel > System window.

## 6.2.6 Sample code overview

In the discussions that follow about the various sample programs included with the vEmulator distribution, we assume that vEmulator has been installed in the default location within the vivante/VTK folder:

**C:\Program Files\vivante\vEmulator**

Relative to this path:

- run-time dlls are located at **...\bin**
- include-files are found at **...\inc**
- library files are located at **...\lib\<API>**
- examples are located at **...\samples\<API>\tutorial\***  
where API is one of: **es11** or **es20**

The code examples are distributed with working \*.exe executable images so that the VTK user can see how the results should look.

They are presented in a tutorial fashion, progressing from simpler programs to more complex as the tutorial number increases.

## 6.2.7 Building and running the code examples

The steps to build and run are identical for all code examples, regardless of the API (es11 or es20). There are two general guidelines to keep in mind.

1. A Visual Studio project has environment variables that allow the specification of additional paths to “include” and “library” files when a source module from that project is being built. The Visual Studio projects that are part of the vEmulator distribution package are configured out-of-the-box for building all of the sample code executables, relative to the location where vEmulator is installed. Specifically the additional paths are set as “\$(SolutionDir)..\..\inc” and “\$(SolutionDir)..\..\lib”.

If \samples is moved, or if the VTK user begins with the provided projects as templates for developing applications in a directory that is not directly under the \vEmulator installation, then the project path variables must be adjusted accordingly. For example:

To access these path variables for tutorial1, first launch the tutorials.sln

- Right-click on **tutorial1**, then select **Properties** (at the bottom of the pop-up menu)
- Under “Configuration Properties” > “C/C++” > “General”, edit the **Additional Include Directories** entry

- E.g., change `..\..\..\inc` to `C:\Program Files\vivante\vEmulator\inc`
  - Under “Configuration Properties” > “Linker” > “General”, edit the **Additional Library Directories** entry
    - E.g., change `..\..\..\lib` to `C:\Program Files\vivante\vEmulator\lib`
2. Make sure that the system environment variable **PATH** contains a path to the vEmulator DLL files. (See above section on vEmulatorEnvironment Variable Setup, above.) Remember that the path is order-dependent; whatever the system finds first will be used. If there is more than one DLL with the same name, double-check that the path to the desired one is listed first in the **PATH** string.

## 6.2.8 OpenGL ES 1.1 examples

### 6.2.8.1 Tutorial1: rotating three-color triangle

Renders a cube centered at the origin with a different color on each face. Flat shading is used. The cube rotates about the vertical axis. The default projection is ORTHO, which can be toggled between ORTHO and PERSPECTIVE by left-clicking in the display window with the mouse or pressing Enter.

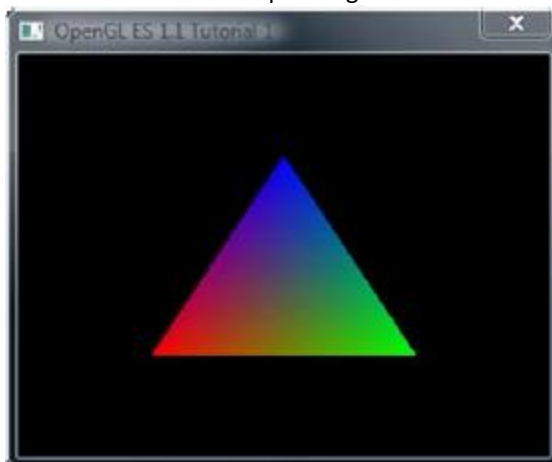


Figure 16 Rotating three-color triangle

### 6.2.8.2 Tutorial2: rotating six-color cube

Renders a cube centered at the origin with a different color on each face. Flat shading is used. The cube rotates about the vertical axis. The default projection is ORTHO, which can be toggled between ORTHO and PERSPECTIVE by left-clicking in the display window with the mouse or pressing Enter.

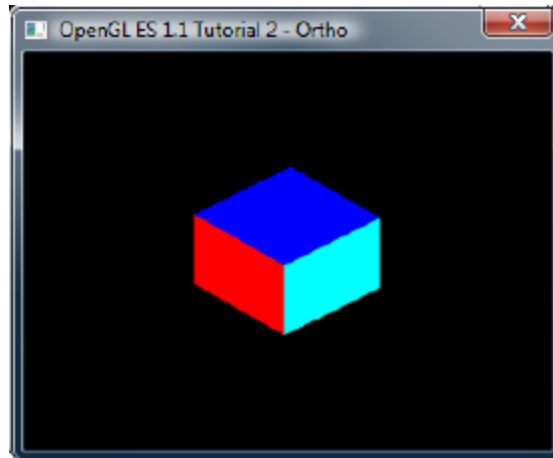


Figure 17 Rotating six-color cube

### 6.2.8.3 Tutorial3: rotating multi-textured cube

This example takes the cube of the previous example with PERSPECTIVE projection, loads two textures from file and combines them using GL\_ADD blending mode, and applies the resulting texture to the cube faces.

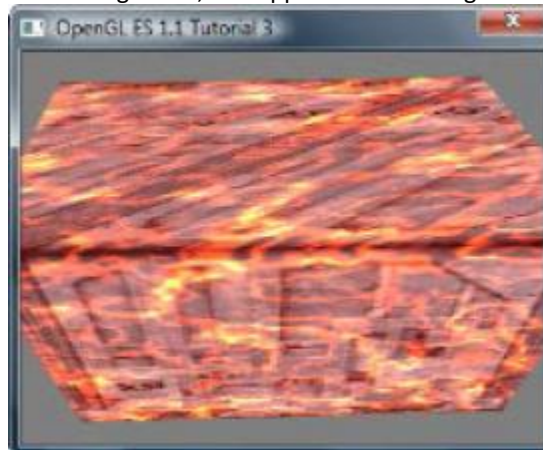


Figure 18 Rotating multi-textured cube

### 6.2.8.4 Tutorial4: lighting and fog

What appears to be a torus, a cone, and an oblate spheroid orbiting about the center of a plane is actually a single mesh being lit by a single rotating, diffuse light source. Green fog is added to the scene by left-clicking on the display window with the mouse or pressing Enter.



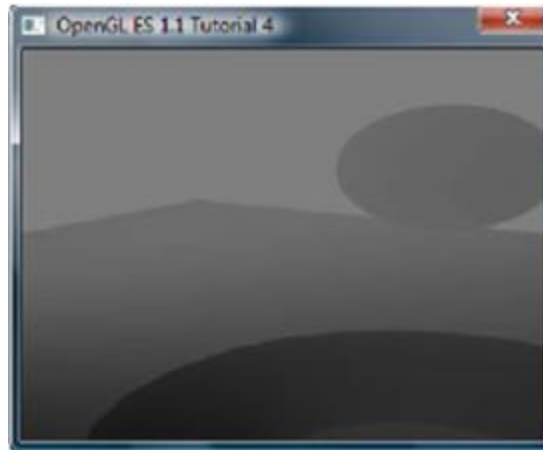


Figure 19 Lighting and fog

#### 6.2.8.5 Tutorial5: blending and bit-mapped fonts

This example makes use of alpha blending to animate sprites across the display, and it also instructs how to create a bit-mapped font from a texture. Jumbled letters iteratively print and move across the display as they unscramble into a text message.



Figure 20 Blending and bit-mapped fonts

#### 6.2.8.6 Tutorial6: particles using point sprites

This example reuses the bit-mapped font technique from the previous tutorial, but it adds a particle generator to simulate and animate particles being emitted from the textured plane. All computation is performed in fixed-point arithmetic.

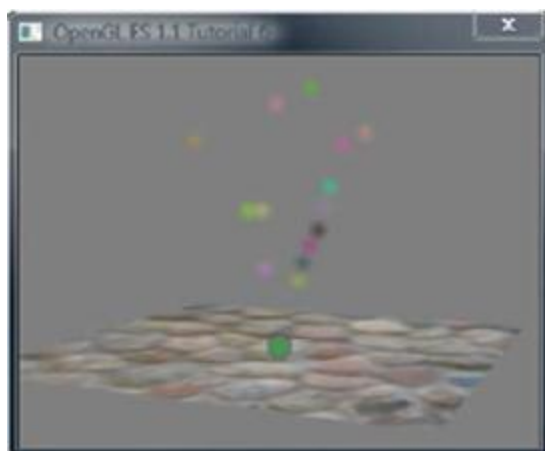


Figure 21 Particles using point sprites

### 6.2.8.7 Tutorial7: vertex buffer objects

Using Vertex Buffer Objects (VBO) can substantially increase performance by reducing the bandwidth required to transmit geometry data. Information such as vertex, normal vector, color, and so on is sent once to locate device video memory and then bound and used as needed, rather than being read from system memory every time. This example illustrates how to create and use vertex buffer objects.

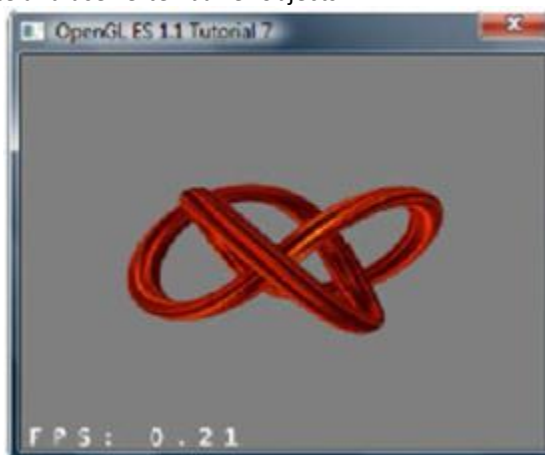


Figure 22 Vertex buffer objects

## 6.2.9 OpenGL ES 2.0 examples

### 6.2.9.1 Tutorial1: rotating three-color triangle

A single triangle is rendered with a different color at each vertex, Gouraud shading for blending, rotational animation in the final display. This is the same example as es11/tutorial1, only implemented in OpenGL ES 2.0.

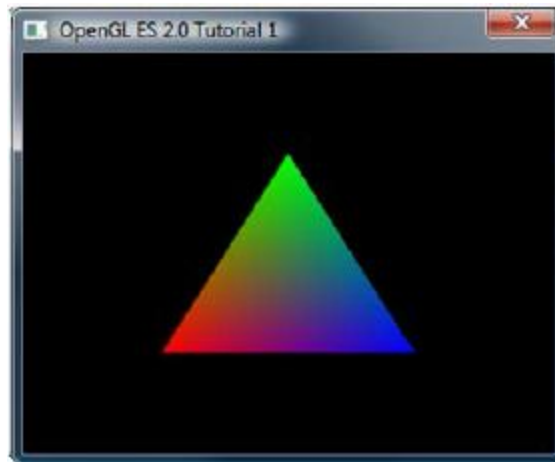


Figure 23 Rotating three-color triangle

### 6.2.9.2 Tutorial2: rotating six-color cube

Renders a cube centered at the origin with a different color on each face, and rotates it about the vertical axis. Similar to the es11/tutorial2 example, the default projection is ORTHO. But there is no toggle for PERSPECTIVE.

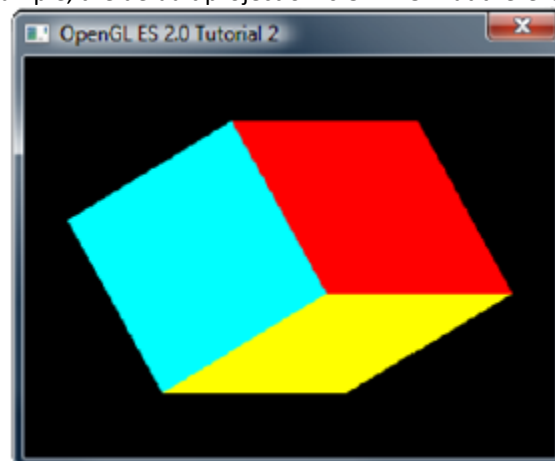


Figure 24 Rotating six-color cube

### 6.2.9.3 Tutorial3: rotating reflecting ball

A ball made of a mirroring material and centered at the origin spins about its Y-axis and reflects the scene surrounding it.

Note: if the program cannot be executed and print "GL error" in the console, please remove the line "return" before the line of "DeleteCubeTexture(cubeTexData);"



Figure 25 Rotating reflecting ball

#### 6.2.9.4 Tutorial4: rotating refracting ball

This example is the same as the previous one, except that the ball is made of clear glass which refracts the surrounding environment.

Note: if the program cannot be executed and print "GL error" in the console, please remove the line "return" before the line of "DeleteCubeTexture(cubeTexData);"



Figure 26 Rotating refracting ball

### 6.3 vShader

vShader is a complete off-line environment for editing, previewing, analyzing, and optimizing shader programs.

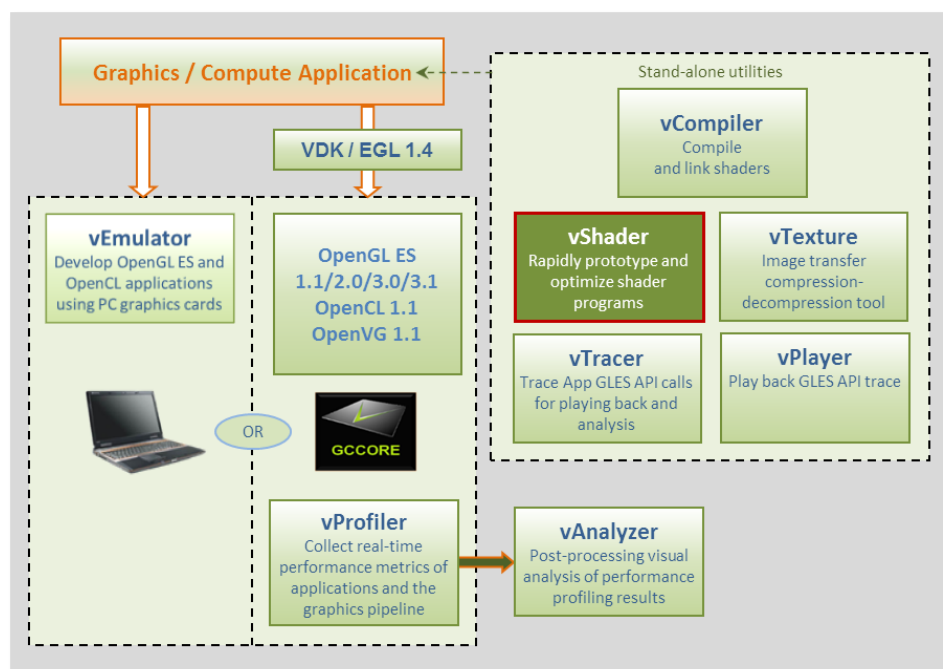


Figure 27 vShader shader editor

vShader allows users to:

- Map any texture onto shaders
- Import user-defined meshes
- Bind mesh attributes to shaders
- Set uniforms in shaders
- View shader compiler output for optimization hints
- Predict hardware performance

### 6.3.1 vShader components

By default, the vShader executable installs in the following location within the Vivante Toolkit directories:  
C:\Program Files\Vivante\vShade.

The vShader package includes samples of shader programs, a number of standard meshes (sphere, cube, tea pot, pyramid, etc.) and a text editor. These extra features will help programmers get a quick start on creating their shader programs.

By combining vertex shaders and fragment shaders into a single shader program, an application can produce a shader effect. A project can make use of many shader effects, which can share vertex and fragment shaders, mixing and matching to achieve the desired results.

The scope of this guide is to cover the vShader user interface. The tutorials provided with the vShader package are there to help the reader learn about shaders, if needed.

### 6.3.2 Getting started with vShader

Once the vShader utility is launched by clicking on a shortcut or directly on the executable vShader.exe projects can be created, developed and saved. Project files have an extension **.vsp**.

### 6.3.2.1 Creating a new project

To create a new project, locate the main menu bar: Select **File** then **New Project...**

Depending on the current project status, one of three things will happen:

1. If this is the first time vShader is launched, then there is no project already open and selecting “File > New Project...” will appear to have no effect.
2. If there have been no changes to the current project since the last save, then the current project will close and a new, empty project will be opened.
3. If the current project has been modified, then a dialog box will pop up to ask if you want to save the changes. Choosing **Yes** will commit the changes to the current project, which will then be closed, and a new, empty project will be opened.

### 6.3.2.2 Opening an existing project

To open an existing project, locate the main menu bar:

To open an existing project, locate the main menu bar:

1. Select **File** then **Open Project...**
2. Double-click on the desired project from the list that pops up, or single-click on the project name and click **OK**.

The project will load into vShader and appear in the state it was last saved.

### 6.3.2.3 Saving a project

To save a project, locate the main menu bar:

1. Select **File** then **Save Project...**
2. In the resulting dialog box indicate where to save the project, then click **OK**.

## 6.3.3 vShaderNavigation

The vShader application runs on the Windows XP, Windows Vista and Windows 7 platforms and is driven from a graphical user interface as shown in the figure below.

Main components of the GUI include:

- on upper portion of window: a Menu Bar, Menu Icons,
- on left: Preview pane, Project Explorer pane
- on right: Shader Editor pane
- on lower portion of window: InfoLog pane.

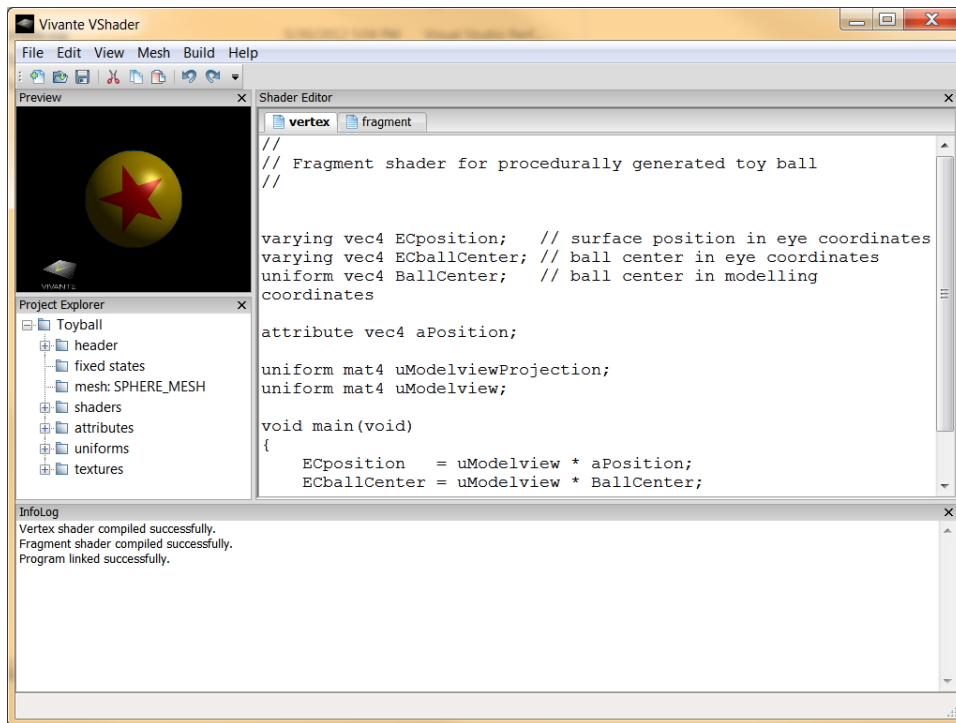










Figure 28 vShader GUI main window

### 6.3.3.1 vShader menu bar

The main window opens when a user launches vShader. The main menu bar contains drop-down menus for File, Edit, View, Mesh, Build, and Help.

Table 15 vShader menu commands

Menu Name	Menu Command	Description
<b>File</b>		
	New Project...	Create a new project file; if a project is currently open, then the user is prompted to choose whether to save it first.
	Open Project...	Browse for and load a .vsp VShader project.
	Save Project...	Save the current project; if this is the first time saving this project, then the user is prompted to choose where to save it.
	Load Vertex...	Browse for and load a vertex shader from an existing text file.
	Load Fragment...	Browse for and load a fragment shader from an existing text file.
	Save VertexShader As...	Prompts for filename and location to save the active vertex shader.
	Save FragmentShader As...	Prompts for filename and location to save the active fragment shader.
	Exit	Close all open files and exit VShader.
<b>Edit</b>		
	Undo [Ctrl-z]	Revert to a previous edit state (Note: Undo is only 1-level

		deep)	
	Redo [Ctrl-y]	Re-apply the last “undone” edit command (Note: Redo is only 1-level deep)	
	Cut [Ctrl-x]	Delete the selected item(s) and save a copy in the paste buffer	
	Copy [Ctrl-c]	Save a copy of the selected item(s) item in the paste buffer	
	Paste [Ctrl-v]	Insert the contents of the paste buffer	
	Delete [Del or Bkspc]	Remove the selected item(s)	
	Select All [Ctrl-a]	Highlight all items in the current view	
<b>View</b>			
	Reset Preview	Reset Preview window.	
	Snapshot	Save current preview image to bitmap bmp file. A dialog will display to let user choose where to save the bmp.	
	Perspective	Use perspective projection in the Shader Preview pane	
	Ortho	Use orthographic projection in the Shader Preview pane	
	Tool Bar	Show or hide toolbar icons	
	Preview Window	Show or hide Preview window	
	Project Explorer	Show or hide Project Explorer window	
	Shader Editor	Show or hide Shader Editor window	
	InfoLog	Show or hide InfoLog window	
<b>Mesh</b>			
	Conic	Looks like a spiral horn.	
	Cube	A 3D cube.	
	Klein	The Klein bottle.	
	Plane	A 2D square.	
	Sphere	A ball.	
	Teapot	The Utah teapot.	
	Torus	Looks like a donut.	
	Trefoil	A trefoil knot.	
	Custom Mesh...	Browse for and open a 3DS mesh file.	
<b>Build</b>			
	Compile	Compile the active shader.	
	Link	Link the vertex and fragment shaders into a shader program, and apply it to the mesh showing in the Shader Preview window pane.	
	Clear InfoLog	Remove all text currently showing in the InfoLog window pane.	
<b>Help</b>			
	About	Information about the version of VShader being used.	



### 6.3.3.2 vShader Window OS panes

There are four window panes in the vShader GUI: Preview, Project Explorer, Shader Editor, and InfoLog. Each pane can be resized by left-mouse-dragging the pane edge. A pane can be hidden by clicking the **X** in the upper-right corner of the pane, or by un-checking the box next to its name in the View pull-down of the main menu. Restoring a hidden window pane is done by checking the appropriate box in the View pull-down menu.

Individual panes in the vShader application can be resized, relocated or converted to detached windows, as in the following figure.

Note: Changes made to pane arrangement are not restored on application or project relaunch.

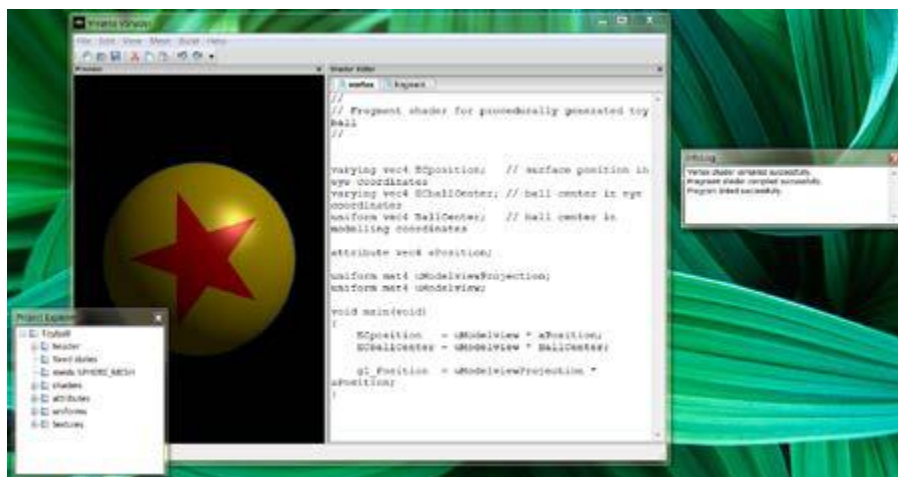


Figure 29 vShader moveable panes

#### 6.3.3.2.1 Preview

The shader Preview pane shows the current effect of the shaders on the chosen mesh geometry. A different mesh may be chosen either via the Mesh pull-down menu in the menu bar near the top of the vShader main window or by right-mouse clicking in the Preview pane.

When using the right-click method, the user also can choose between perspective and orthographic views of the mesh, can reset the view orientation to the default, or can save the current view in the Preview window as a bitmap file by selecting **Snapshot**.

The object in the Preview window can be rotated, translated, and scaled. Rotation is controlled by left-mouse-drag; translation is done by holding the Ctrl key plus left-mouse-drag; scaling the image is seen by holding the Alt key while applying left-mouse-drag.

When shader variables are changed, the shader preview updates automatically. When shader programs are changed they must be recompiled and relinked by the user, through the Build menu. The Preview display will automatically update to reflect the new Build.

#### 6.3.3.3 Project explorer

The Project Explorer displays all of the project resources in a familiar tree structure. The root of the tree is the project name, and the branches and leaves classify the resources. Folders can be expanded by clicking on the plus sign next to them, and they can be collapsed by choosing the minus sign. By right-mouse clicking on any resource name, the user can view and usually edit that resource.

##### 6.3.3.3.1 Shader editor

The Shader Editor is a work area for entering and modifying shader programs. There are two tabs: one for vertex shader, and one for fragment shader. Changes made to a shader must be compiled and linked in order for their effect to appear in the Shader Preview.

Compiling can be done by selecting **Build** then **Compile** from the main menu bar. Likewise, linking and applying the shaders is performed by choosing **Build** then **Link**.

### 6.3.3.3.2 Info log

The Info Log window pane receives diagnostic messages from the compiler and linker, so that the user can see if the current shaders have built without errors. This pane can be cleared of text by selecting the **Build** then **Clear InfoLog** entry in the main menu.

## 6.3.4 vShader project resources

Project resources are accessible from the Project Explorer pane. Click on the item and an Editor pop-up dialog will appear where the user can enter alternate values. Resources include: header, fixed states, mesh, shaders, attributes, uniforms, and textures.

### 6.3.4.1 Header

Some project identifying information, namely version, author, and company. Expand the folder to see the settings, or right-click (or double-click) the folder to edit them.



Figure 30 Header editor

### 6.3.4.2 Fixed states

The Fixed State Editor is a list of OpenGL ES 2.0 fixed states settings, such as depth test enable/disable, etc. It allows the user to set all fixed states manually. Right-click or double click to display an edit dialog.

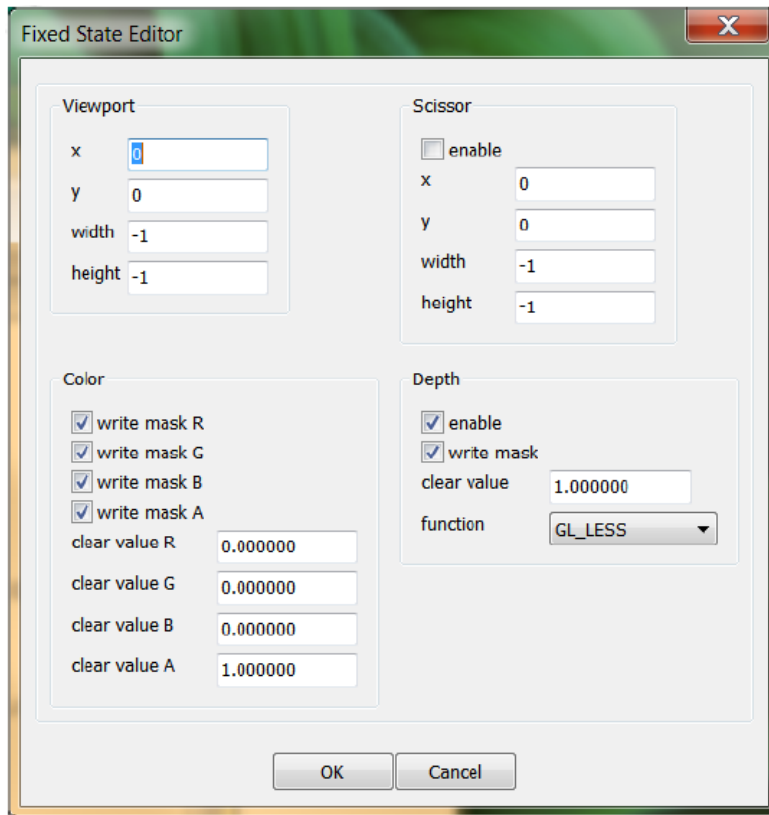


Figure 31 Fixed states

### 6.3.4.3 Mesh

This resource shows the name of the mesh which is currently being displayed in the Preview pane. It does not have a pop-up window. Right-click on the mesh name to select a different mesh can be selected from the resulting pull-down menu.

### 6.3.4.4 Shaders

Left-click on the plus sign next to the “shaders” folder to reveal the two sub nodes in this section, which are vertex and fragment. Double-click (or right-click and then choose **Active**) on either shader to bring it forward in the Shader Editor for editing.

### 6.3.4.5 Attributes

The Attribute Editor dialog displays all attributes bound to the current project. It allows the user to add new attributes, and edit or remove existing attributes. Right click on **Attributes** to add a new one. Click on the plus sign to expand the attributes list, and then double-click to edit a particular attribute. Also, by right-clicking on an attribute, you can edit or remove that attribute or add a new one. Up to 12 attributes are allowed.

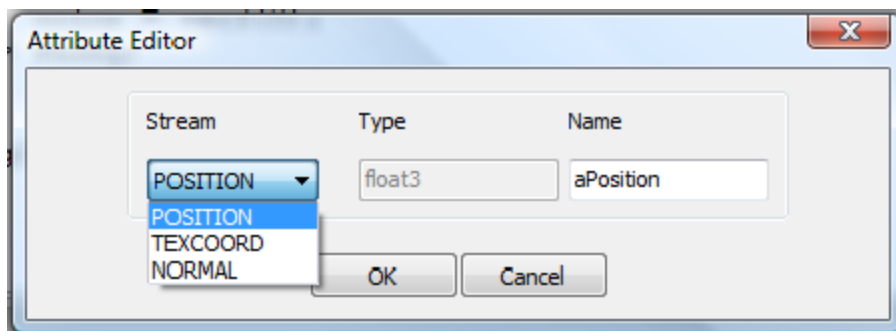


Figure 32 Attributes

### 6.3.4.6 Uniforms

This displays all uniforms bound to the current project. Right click on **Uniforms** to add a new one, or expand the list and double-click on a given uniform to bring up the Uniform Editor dialog. When a uniform is right-clicked, the user can add new uniforms, or edit or remove existing uniforms. Up to 160 uniforms are allowed.

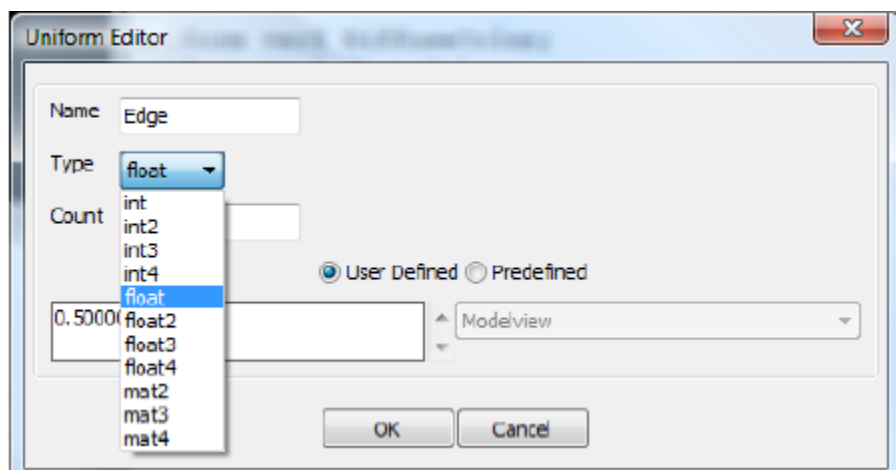


Figure 33 Uniforms

### 6.3.4.7 Textures

The Texture Editor dialog allows the user to select a texture for each of up to 8 texture units. The effect of applying each texture is seen immediately in the Shader Preview pane.

The texture selection option list is created from the texture files located in the “textures” subfolder of the project. The list can be expanded by adding textures to the textures folder, formatted as bitmap files.

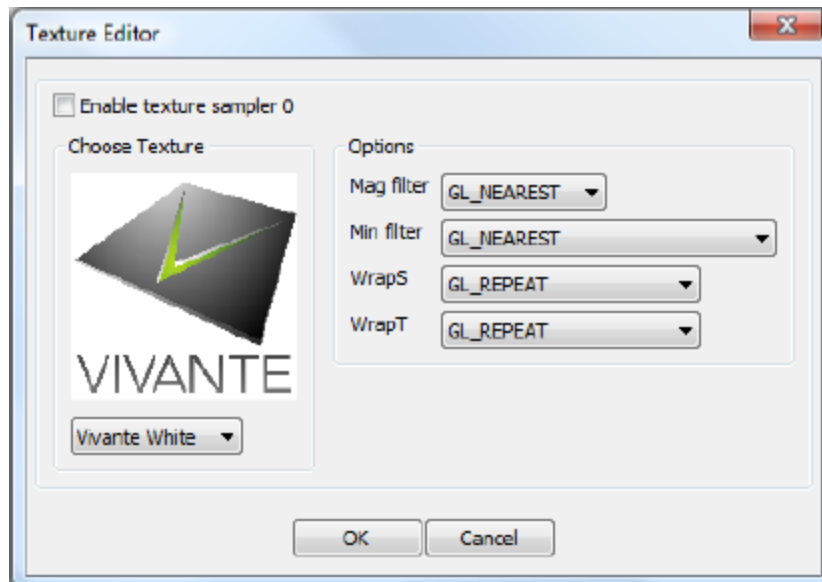


Figure 34 Textures

## 6.4 vCompiler

vCompiler is an off-line compiler and linker for translating vertex and fragment shaders written in OpenGL Shading Language (ESSL) into binary executables targeting Vivante accelerated hardware platforms. vCompiler is driven by a simple command-line interface.

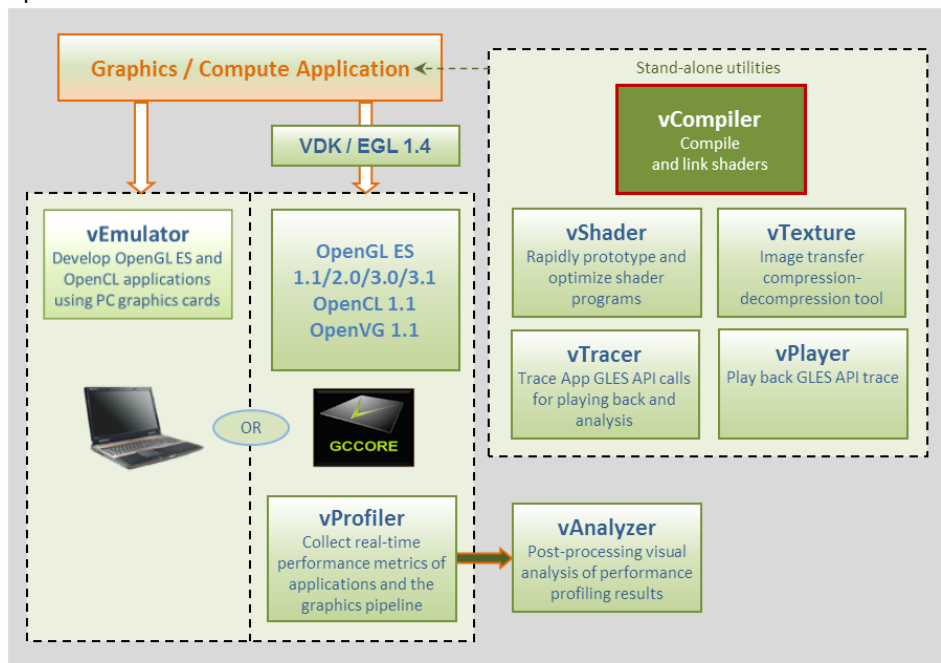


Figure 35 vCompiler compiler/linker

## 6.4.1 vCompiler command line syntax

### 6.4.1.1 Syntax:

Optional inputs are indicated by italic font.

```
vCompiler [-c] [-h] [-l] [-On] [-v] [-x <shaderType>] [-o <outputFileName>]
          <shaderInputFileName> <shaderInputFileName_2>
```

### 6.4.1.2 Input parameters (required):

<b>shaderInputFileName</b>	shader input file name, which <b>must</b> contain one of the following file extensions:
vert	vertex shader source file
frag	fragment shader source file
vgcSL	previously compiled vertex shader input/output file
pgcSL	previously compiled pixel shader input/output file

### 6.4.1.3 Input parameters (optional):

<b>shaderInputFileName_2</b>	up to two shader files can be specified. The second shader file is optional but must have one of the file extensions described above for shader InputFileName. If the first shader is a vertex shader, this second shader should be a fragment shader; conversely if the first shader is a fragment shader, the second should be a pixel shader.
	Note: pre-compiled and compiled shaders may be mixed, as long as one is a vertex shader and the other a fragment shader.
<b>-c</b>	Compile each vertex .vert file into a <b>vgcSL</b> file and/or fragment shader .frag file into a <b>pgcSL</b> only, with no merged result file of type <b>.gcPGM</b> . If the <b>-c</b> option is not specified: a) When only one shader is specified, that shader will be compiled into a <b>.[v/p]gcSL</b> file. b) When two shaders are specified, one is assumed to be a vertex shader and the other a fragment shader. Each shader can be either a previously compiled .vgcSL or .pgcSL. file or a .vert or .frag still to be compiled. The two will be merged into a <b>.gcPGM</b> file after successful compilation.
<b>-f &lt;gpuConfigurationFile&gt;</b>	Specifies a configuration file ( <i>from VTK 1.6.2</i> ). If <b>-f</b> is not specified, the file <b>viv_gpu.config</b> in the vCompiler working directory will be used as the default configuration file. Example syntax: <pre>vCompiler -f viv_gpu_880.config foo.vert bar.frag</pre> <b>Note: vCompiler will not work correctly if the GPU configuration file cannot be found or contains incorrect content. See Section on vCompiler Core-Specific Configuration for .config file content organization.</b>
<b>-h</b>	Shows a help message on all the command options.

- l** Create a log file. The log file name is created by taking the first input file name, then replacing its file extension with “.log”. If the input file name does not have a file extension, .log is appended, e.g.,
- |                    |                            |
|--------------------|----------------------------|
| <b>myvert.vert</b> | <b>=&gt; myvert.log</b>    |
| <b>inputfrag</b>   | <b>=&gt; inputfrag.log</b> |
- o <outputFileName>** Specify the output file name. If the path is other than the current directory, it must also be specified. Any extension can be specified. If the extension is not specified, the following are **outputFileName** supported default types:
- |              |  |
|--------------|--|
| <b>vgcSL</b> | compiled vertex shader output file, usually compiled from a .vert input source file (default result for single file compile) |
| <b>pgcSL</b> | compiled pixel shader output file, usually compiled from a .frag source input file.  |
| <b>gcPGM</b> | compiled file merging vertex shader and fragment/pixel shader into a single output file                                      |
- On** Optimization level. Default is **-O1**:
- |                 |  |
|-----------------|--|
| <b>-O0</b>      | Disable optimizations  |
| <b>-O1- -O9</b> | Indicates on which level optimization should be done. The default is level 1. Note: Optimization is actually implemented in the compiler, not vCompiler. |
- s** Deprecated from 5.0.11\_p5; instead, use file **viv\_gpu.config** in the vCompiler work directory contains GPU core specific configuration detail.
- v** Verbose; prints compiler version and diagnostic messages to STDOUT.
- x<shaderType>** Explicitly specifies the type of shader instead of relying on the file extension. This option applies to all following input files until the next **-x** option.
- ShaderType**: supported values for Shader type include:
- |              |  |
|--------------|--|
| <b>vert</b>  | vertex shader source file                |
| <b>frag</b>  | fragment shader source file              |
| <b>vgcSL</b> | compiled vertex shader input/output file |
| <b>pgcSL</b> | compiled pixel shader input/output file  |
- x none** revert back to recognizing shader type according to the file name extension.

#### 6.4.1.4 vCompiler output

Output files are placed in the current directory, unless another directory is specified with the **-o** option. The files can be of the three types described above under **outputFileName** value of the **-o** option.

### 6.4.1.5 vCompiler syntax examples

<b>vCompiler foo.vert</b>	produces foo.vgcSL
<b>vCompiler bar.frag</b>	produces bar.pgcSL
<b>vCompiler foo.vert bar.frag</b>	produces foo.gcPGM
<b>vCompiler -v -l -O1 foo.vert bar.frag</b>	produces foo.gcPMG and foo.log
<b>vCompiler -v -l -O1 -o foo_bar foo.vert bar.frag</b>	produces foo_bar.gcPGM and foo_bar.log

### 6.4.2 vCompiler core-specific configuration

To ensure the shader binaries generated by vCompiler work correctly and optimally on the specified GPU, you need to specify the GPU before starting to run vCompiler.

There are two or more configuration files (*available in VTK 1.6.1*) in the vCompiler installation directory. For example:

<b>viv_gpu.config</b>	configuration file for GC2000-5108a (default)
<b>viv_gpu_880.config</b>	configuration file for GC880-5106

To change the GPU configuration, you can rename the GPU file that you want to use to **viv\_gpu.config**. For example, on a Linux platform, you can use the following commands:

```
mv viv_gpu.config viv_gpu_2100.config
mv viv_gpu_880.config viv_gpu.config
```

Keep in mind that the content of these files should not be modified, and the **viv\_gpu.config** file must be in the vCompiler work directory. If customization is required, note that the format for the file contents is fixed and only the value for each parameter may be changed.

Here is the default **viv\_gpu.config** file:

```
chipModel          = 0x2000;
chipRevision       = 0x5108;
chipFeatures       = 0xE0296CAD;
chipMinorFeatures = 0xC9799EFF;
chipMinorFeatures1 = 0x2EFBF2D9;
chipMinorFeatures2 = 0x00000000;
chipMinorFeatures3 = 0x00000000;
chipMinorFeatures4 = 0x00000000;
chipMinorFeatures5 = 0x00000000;
chipMinorFeatures6 = 0x00000000;
pixelPipes         = 2;
streamCount        = 8;
registerMax         = 64;
threadCount        = 1024;
shaderCoreCount    = 4;
vertexCacheSize    = 16;
vertexOutputBufferSize = 512;
instructionCount    = 512;
numConstants       = 168;
bufferSize         = 0;
varyingsCount      = 11;
superTileMode      = 1;
```



## 6.5 vTexture

The Vivante vTexture tool is a command line tool which provides compression and decompression functions to help developers transfer image formats.

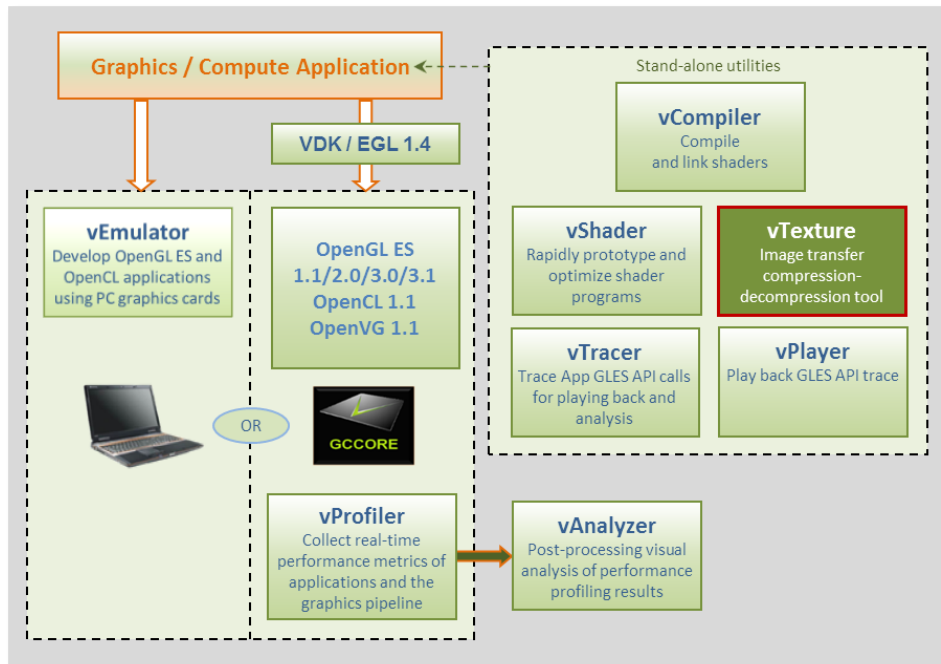


Figure 36 vTexture Image Transfer Tool

### 6.5.1 Formats

#### 6.5.1.1 Supported formats

The vTexture tool supports:

- compression of uncompressed TGA format files to any of the following formats:
  - DXT1
  - DXT3
  - DXT5
  - ETC1
  - ETC2
- decompression to uncompressed TGA format of the following compressed format file types:
  - DXT1
  - DXT3
  - DXT5
  - ETC1
  - ETC2

The compressed DXTn format image file will be stored as a DDS file, and the ETCn format image will be stored as a PKM or KTX file.

The TGA format either the RGBA or RGB color model and ETCn format provides an image following the RGB color model RGB888. Note that compressing a TGA image of RGBA format to an ETCn format will result in a loss of alpha values.

### 6.5.1.2 Supported formats for tile and de-tile conversions

vTexture supports conversions between linear textures and the tile configurations supported in Vivante hardware:

- Linear                   no tiling
- Tile                     4x4 tile
- Supertile             64x64 tile

The following two tile configurations are supported by some hardware, but not routinely utilized in Vivante software:

- Multi-tile             A split-tile (possible, but rarely used).
- Multi-supertile     A split or multi-supertile surface can occur with GC2000 and above, where, each pixel engine of the multi-pipe renders into a different render buffer and each render buffer is supertiled.

Formats supported for tile format conversions include the following:

- source data
  - BMP
  - TGA
- output data
  - BMP
  - raw data of a specified type. Supported formats are: RGBA8888 BGRA8888 RGB888 BGR888 RGB565 BGR565 ARGB1555

### 6.5.1.3 vTexture output formats

Output from the compress option:

- DXTn format image file will be stored as a DDS file,
- ETC1 and ETC2 format images will be stored as a PKM or KTM file.

Output from the decompress option:

- all supported formats will be decompressed to an uncompressed TGA file.

Output from tile / de-tile options:

- BMP if `-r` not specified
- RAW if `-r` specified.

### 6.5.1.4 vTexture RAW output file format definition

The Vivante vTexture Tools RAW file is a Vivante-defined file. The file extension is .RAW. The format consists of the following:

**Table 16 Vivante RAW file header and pixel data definition**

Vivante RAW File Header and Pixel Data Definition	Size 16 bytes	Data type	Detail
Width in pixels	4 bytes	INT	Number of pixels
Height in pixels	4 bytes	INT	Number of pixels
Pixel format	4 bytes	INT	Integer value of numeric for a supported format, as defined in

			<p>gceSURF_FORMAT enumeration:</p> <table border="1"> <thead> <tr> <th>Supported Format</th> <th>Numeric</th> </tr> </thead> <tbody> <tr> <td>ARGB_1555</td> <td>208</td> </tr> <tr> <td>RGB_565</td> <td>209</td> </tr> <tr> <td>BGR_888</td> <td>210</td> </tr> <tr> <td>BGRX_8888</td> <td>211</td> </tr> <tr> <td>BGRA_8888</td> <td>212</td> </tr> <tr> <td>BGR_565</td> <td>302</td> </tr> <tr> <td>RGB_888</td> <td>303</td> </tr> <tr> <td>RGBX_8888</td> <td>305</td> </tr> <tr> <td>RGBA_8888</td> <td>306</td> </tr> </tbody> </table> <p>These value can also be found in samples(Named TiledTexture).</p>	Supported Format	Numeric	ARGB_1555	208	RGB_565	209	BGR_888	210	BGRX_8888	211	BGRA_8888	212	BGR_565	302	RGB_888	303	RGBX_8888	305	RGBA_8888	306
Supported Format	Numeric																						
ARGB_1555	208																						
RGB_565	209																						
BGR_888	210																						
BGRX_8888	211																						
BGRA_8888	212																						
BGR_565	302																						
RGB_888	303																						
RGBX_8888	305																						
RGBA_8888	306																						
Tile format	1 byte	BOOL	bit 0: tile bit 1: supertile bit 5: flag for multi- other bits reserved																				
Supertile format	1 byte	INT	Integer value: 0 = supertile layout mode 0 1 = supertile layout mode 1 2 = supertile layout mode 2																				
Reserved	2 bytes		not used																				

## 6.5.2 Set vTexture environment variable

The following table summarizes the only environment variable that vTexture currently expects.

Table 17 vTexture Environment Variables

Environment Variable	Description
PATH	set PATH=%PATH%;"C:\Program Files\Vivante\vTexture\"

## 6.5.3 Command line syntax

Open a Command prompt.

Navigate to the folder which contains the vTexture files (for example, **C:\Program Files (x86)\Vivante\vTexture**).

Launch the **vTexture** or **vTextureTools** application using the command line syntax described below.

## 6.5.4 Syntax

The usage of the command line tool is as follows for compression/decompression:

**vTextureTools -c TYPE [-s SPEED] -src FILE [-dest FILE]**

or

**vTextureTools -d TYPE -src FILE [-dest FILE]**

The usage of the command line tool is as follows for tiling/de-tiling:

**vTextureTools -t|-st [-2 [-r|--raw=FORMAT] -m LAYOUT] -src FILE [-dest FILE]**

or

**vTextureTools -dt -t|-st [-2 [-r|--raw=FORMAT] -m LAYOUT] -src FILE [-dest FILE]**

### 6.5.4.1 General Parameters

General parameters:

- h** show help
- src [FILE]** source file - input image path and filename.  
 Note:  
 for option **-c** compress, the application expects an input filename with a .TGA extension;  
 for **-d** decompression the application expects .DDS, .KTX or .PKM ;  
 for **-t** tile the application expects .BMP or .TGA;  
 for **-dt** detile the application expects .BMP or .TGA
- dest [FILE]** destination file - image path and filename.  
 Note: the application expects a filename with a .TGA, .DDS, .KTX or .PKM extension for compress/uncompress or .BMP or .RAW for tile/detile.  
 If the **-dest** parameter is not set, vTexture will auto generate a name for the newly generated file, using the source file name as the prefix appending critical parameters and file type information.

#### 6.5.4.2 Compression/Decompression parameters

These parameters are used for compression and decompression:

- c** compress a source image of format uncompressed TGA  
**[TYPE]** specify the target output compression format:  
**-DXT1** compress image to DXT1 format (default format).  
**-DXT3** compress image to DXT3 format.  
**-DXT5** compress image to DXT5 format.  
**-ETC1** compress image to ETC1 format.  
**-ETC2** compress image to ETC2 format .
- d** decompress a source image of format specified by the value **[TYPE]**.  
 The resulting file type will be uncompressed TGA.  
 This option decompresses DXT1, DXT3, DXT5, ECT1 or ETC2 format image to TGA format.  
 Note: [TYPE] supported tga. namely, we can only use -d tga
- s** compression **[SPEED]** mode for ETCn images:  
**slow**  
**medium**  
**fast** (default)

#### 6.5.4.3 Tile/De-Tile parameters

These parameters are used for tiling and de-tiling between linear and tiled formats:

- t** Convert linear data to tiled texture output
- st** Enable supertile format. This option is an alternate to **-t**. If **-st** and **-t** are used together, **-st** will be set.
- dt** De-tile: Convert tiled texture to linear texture output
- 2** Tile/de-tile in multi- format. Tile format is multi-tiled (when used with **-t**) or multi-supertiled (with **-st**).
- m** **[LAYOUT]**: layout mode for supertiled or multi-supertiled textures:

- 0: Legacy supertile mode (default).
- 1: Supertile mode when hardware has HZ.
- 2: Supertile mode when hardware has NEW\_HZ or FAST\_MSAA.

- r** Specify output data as raw pixel output instead of BMP.  
 Use: **--raw=rgb565** to specify raw pixel [FORMAT]. Supported raw formats (7) are:  
**rgba8888, bgra8888, rgb888, bgr888, rgb565, bgr565, argb1555.**

#### 6.5.4.4 vTexture syntax examples

##### COMPRESS:

```
vTextureTools -c dxt1 -src d:\myfile.tga -dest c:\compress.dds
vTextureTools -c etc2 -src d:\myfile.tga -dest c:\compress.pkm
vTextureTools -c etc2 -src d:\myfile.tga -dest c:\compress.ktx
vTextureTools -c etc1 -s slow -src d:\myfile.tga -dest c:\compress.pkm
vTextureTools -c etc2 -s slow -src d:\myfile.tga -dest c:\compress.ktx
```

##### DECOMPRESS:

```
vTextureTools -d etc1-srcC:/vtexin/myfile2.pkm -dest C:/vtextout/myfile2.tga
vTextureTools -d -srcC:/vtexin/myfile3.dds -dest C:/vtextout/myfile3.tga (assumes DXT1)
vTextureTools -d tga -src d:\myfile.dds -dest c:\decompress.tga
vTextureTools-dtga -src d:\myfile.ktx -dest c:\decompress.tga
```

##### TILE: LINEAR TO TILE CONVERSION:

```
Tile linear texture to standard tile texture
vTextureTools.exe -t -src 123.bmp
Tile linear texture to multi-tiled texture
vTextureTools.exe -t -2 -src 123.bmp
Tile linear texture to supertiled texture
vTextureTools.exe -st -src 123.bmp
Tile linear texture to multi-supertiled texture
vTextureTools.exe -2 -st-src 123.bmp
Tile linear texture to multi-supertiled texture and output rgb565
vTextureTools.exe -2 --raw=rgb565 -src 123.bmp
Tile linear texture to multi-supertiled texture with layout mode 2
vTextureTools.exe -st -2 -m 2 -src 123.bmp
```

##### DE-TILE: TILED TO LINEAR CONVERSION:

```
De-tile tiled texture to linear texture
vTextureTools.exe -dt -t -src 123-tiled.bmp
De-tile supertiled texture to linear texture
vTextureTools.exe -dt -st -src 123-supertiled.bmp
De-tile multi-supertiled texture to linear texture
vTextureTools.exe -dt -t -2 -src 123-tiled-multi-tiled.bmp

De-tile multi-Super-tiled texture with layout mode 2 to linear texture
vTextureTools.exe -dt -st -2 -m 2 -src 123-multi-supertiled-2.bmp
```

## 6.6 vProfiler and vAnalyzer

vProfiler is a run-time environment for collecting performance statistics of an application and the graphics pipeline. vAnalyzer is a utility for graphically displaying the data gathered by vProfiler and aiding in visual analysis of graphics performance. Used together, these tools can assist software developers in optimizing application performance on Vivante enabled platforms. The GPU includes performance counters that track a variety of GPU functions. vProfiler gathers data from these counters during runtime and can track data for a range of frames or a single frame from any application. Appendix A contains a partial list of the data gathered by the hardware performance counters. Additional counters are present in the software drivers and hardware access layer.

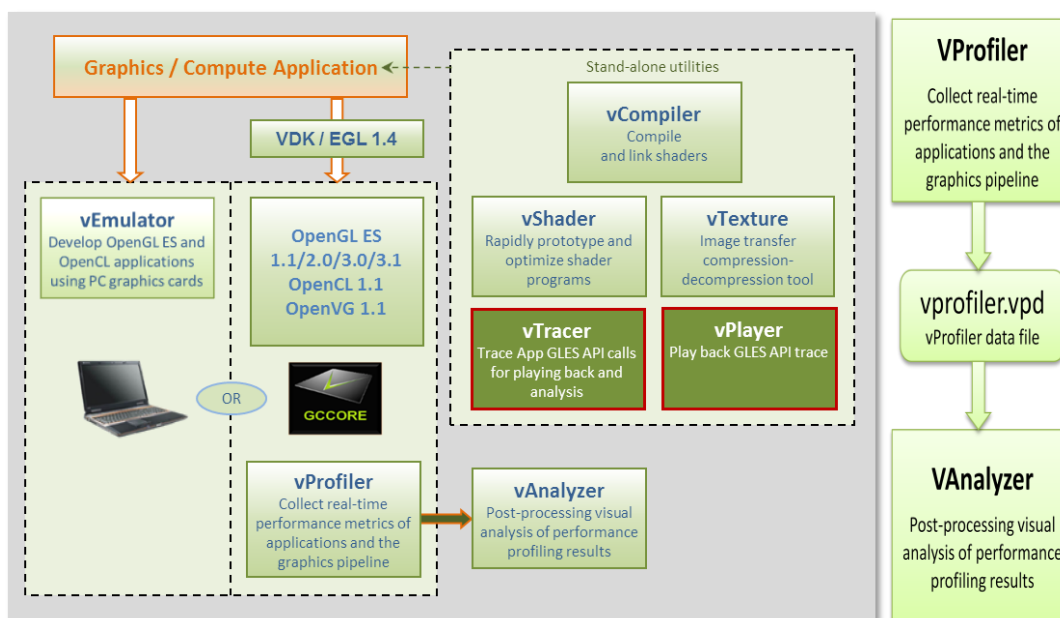


Figure 37 vProfiler performance profiling save data for review in the vAnalyzer visual analyzer

### 6.6.1 Fundamentals of performance optimization

Whenever an application runs on a computer, it makes use of one or more of the available resources. These compute resources include the CPU, the graphics processor, caches and memory, hard disks, and possibly even the network. Viewed simplistically, it will always be the case that one of these resources will be the limiting factor in how quickly the application can finish its tasks. This limiting resource is the performance bottleneck. Remove this bottleneck, and application performance should be improved. Note, however, that removing one limiting factor will always promote something else to become the new performance bottleneck.

The goal of optimizing, or tuning, application performance is to balance the use of resources so that none of them holds back the application more than any of the others. In practice there is no single, simple way to tune an application. The whole system needs to be considered, including the size and speed of individual components as well as interactions and dependencies among components.

vProfiler collects information on GPU usage and on calls to Vivante functions within the graphics pipeline. As such it provides an excellent view into what is happening on the GCCORE graphics processor at any point in time, down to the individual frame. So when your application performance is GPU-bound, vProfiler and vAnalyzer are the right tools to help you determine why.

Please note that the initial determination regarding which component of your computer system is the performance bottleneck—CPU, GPU, memory, etc.—is the domain of system performance analyzers and is outside the scope of the GPU tools. A list of such performance analysis tools can be found at Wikipedia:

[en.wikipedia.org/wiki/List\\_of\\_performance\\_analysis\\_tools](http://en.wikipedia.org/wiki/List_of_performance_analysis_tools).

## 6.6.2 vProfiler setup for Linux

The VTK Windows package includes vAnalyzer for the Windows environment. The vProfiler tool can be compiled for Linux, as per the instructions below.

vProfiler stores software and hardware counters captured per frame in the **vprofiler.vpd** file. vAnalyzer reads the .vpd file and allows the user to browse all counters, visualize application performance bottlenecks, and measure system utilization of that application run. Presently, vProfiler does not store frame buffer images due to excessive overhead that changes the behavior of applications.

### 6.6.2.1 Enable vProfiler option in kernel

When building Vivante Graphics Drivers in a Linux environment, the driver is built with vProfiler capability.

To activate vProfiler functionality, build the drivers per the instructions in the [Vivante Driver Development Guide](#) section entitled “How to Build the GCCORE Drivers for Linux.” In Step 3 of the subsection “Run on the target board” where you use **insmod** to insert the GAL kernel driver, use the command line to add the **gpuProfiler=1** option, or add the option into an existing **.sh** script similar to the following:

```
#!/system/bin/sh
#
insmod /system/lib/modules/galcore.ko gpuProfiler=1 [OPTIONS]
chmod 777 /dev/graphics/*
```

### 6.6.2.2 Set vProfiler environment variables

The following table summarizes the environment variables that vProfiler supports. *(Note that environment variable names for Linux were changed from driver releases 4.6.9.p13 and 5.0.7 and toolkit release 1.5.)*

**Table 18 vProfiler Environment Variables for Linux**

Environment Variable	Description
<b>VIV_PROFILE</b>	[0] Disable vProfiler (default), [1] Enable vProfiler, [2] Control via application call, [3] Allows control over which frames to profile with vProfiler
<b>VP_OUTPUT</b>	Specify the output file name of vProfiler (default is vprofiler.vpd)
<b>VP_FRAME_NUM</b>	When VIV_PROFILE=1, specify the number of frames dumped by vProfiler.
<b>VP_FRAME_START</b>	When VIV_PROFILE=3, specify the frame to start profiling with vProfiler.
<b>VP_FRAME_END</b>	When VIV_PROFILE=3, specify the frame to end profiling with vProfiler.
<b>VP_SYNC_MODE</b>	Enable [1] or disable [0] the synchronous mode of vProfiler (default is synchronous enabled)

#### 6.6.2.2.1 VIV\_PROFILE

The environment variable **VIV\_PROFILE** can be used to control enable /disable and set profiling modes for vProfiler.

**VIV\_PROFILE=0:**

By default, vProfiler is disabled in the driver. If vProfiler has been enabled and you wish to disable it, set **VIV\_PROFILE** equal to 0:

```
export VIV_PROFILE=0
```

#### **VIV\_PROFILE=1:**

To enable vProfiler, set **VIV\_PROFILE** to 1:

```
export VIV_PROFILE=1
```

To limit the number of frames to analyze, use the environment variable **VP\_FRAME\_NUM**. (This option is available only when **VIV\_PROFILE=1**.) For example, this example setting will make vProfiler dump performance data for the first 100 frames.

```
export VP_FRAME_NUM=100
```

#### **VIV\_PROFILE=2:**

Mode **VIV\_PROFILE=2** (*available from VTK 1.5.7*) provides support for `glEnable(GL_PROFILE_VIV)` and `glDisable(GL_PROFILE_VIV)`, which are used to choose which frames are to be profiled. In this mode, vProfiler is disabled by default. It begins to do profiling only after a `glEnable(GL_PROFILE_VIV)` call from the application. And it will stop profiling when `glDisable(GL_PROFILE_VIV)` is called. Note that the flag is only checked at every frame end, i.e. in `eglSwapBuffers`. To use this mode, set **VIV\_PROFILE** to 2:

```
export VIV_PROFILE=2
```

#### **VIV\_PROFILE=3:**

Setting **VIV\_PROFILE** to 3 (*available from VTK 1.5.8*) provides support for two environment variables **VP\_FRAME\_START** and **VP\_FRAME\_END**, which are used to choose which frames are to be profiled. In this mode, vProfiler is disabled by default. It begins to do profiling starting at the frame number specified by **VP\_FRAME\_START**, and it ends the profiling after the frame number specified by **VP\_FRAME\_END**. For example to use this mode, set **VIV\_PROFILE** to 3:

```
export VIV_PROFILE=3
export VP_FRAME_START=10
export VP_FRAME_END=90
```

NOTE: The GPU profiling mode requires the GPU Power Management (PM) functions to be disabled to get the precise profiling data. When kernel module "galcore" is inserted with **gpuProfiler=1**, the PM functions in the driver are not disabled. The PM functions are disabled when **VIV\_PROFILE** is set to 1, 2, or 3, and the application starts. The PM functions are enabled when **VIV\_PROFILE** is set to 0, and the application starts again.

### **6.6.2.2.2 VP\_OUTPUT**

The output file of vProfiler is **vprofiler.vpd** by default. To specify an alternate filename use the environment variable **VP\_OUTPUT**. For example,

```
export VP_OUTPUT =sample.vpd
```

### **6.6.2.2.3 VP\_SYNC\_MODE**

To get accurate values from the GPU counters, vProfiler needs to commit the GPU commands at the end of every frame; this is so-called synchronous mode. The environment variable **VP\_SYNC\_MODE** can be used to enable or disable synchronous mode. By default, vProfiler works in synchronous mode. The command below will make vProfiler work in asynchronous mode.



```
export VP_SYNC_MODE=0
```

### 6.6.3 vProfiler setup for Android

The vProfiler tool can be set up for use with Android, as per the instructions below.

#### 6.6.3.1 Enable vProfiler option in kernel

When building Vivante Graphics Drivers in an Android environment, build the drivers per the instructions in the [Vivante Driver Development Guide](#) section entitled “How to Build the GCCORE Drivers for Android.” In Step 2 of the subsection “Run on the Target board”, use the provided **install-recovery.sh** script or add the **gpuProfiler=1** option into your existing **.sh** script similar to the following:

```
#!/system/bin/sh
#
insmod /system/lib/modules/galcore.ko gpuProfiler=1 [OPTIONS]
chmod 777 /dev/graphics/*
```

Put the **install-recovery.sh** file in the target Android system’s **/system/etc/** folder. Continue following the instructions in the [Vivante Driver Development Guide](#) or the readme guide in your driver source package.

Use **adb push** to migrate the drivers to your target system, then reboot your target Android system.

NOTE: If you use an **install-recovery.sh** script as described above, and cannot reboot Android successfully, you may have encountered a problem with file access permissions. Workaround: run **adb shell**. Go to **/system/etc/**, then run the command **chmod 777 install-recovery.sh**.

#### 6.6.3.2 Setting property options for vProfiler

The following table summarizes the property options that vProfiler supports through running the commands **adb shell setprop [OPTIONS]**. These options are similar to the environment variables available for Linux.

**Table 19 vProfiler Set Property Options for Android**

adb shell setprop OPTIONS	Description
<b>setprop VIV_PROFILE 0</b>	Run this command in <b>adb shell</b> to disable vProfiler in the drivers
<b>setprop VIV_PROFILE 1</b>	Run this command in <b>adb shell</b> to enable vProfiler in the drivers
<b>setprop VIV_PROFILE 2</b>	Run this command in <b>adb shell</b> to have vProfiler enable/disable controlled in the application by <code>glEnable(GL_PROFILE_VIV)</code> and <code>glDisable(GL_PROFILE_VIV)</code> calls. <i>(available from VTK 1.5.7)</i>
<b>setprop VIV_PROFILE 3</b> <b>setprop VP_FRAME_START</b> <b>setprop VP_FRAME_END</b>	Run these commands in <b>adb shell</b> to have vProfiler start-stop at frames specified in <code>VP_FRAME_START</code> and <code>VP_FRAME_END</code> . <i>(available from VTK 1.5.8)</i>
<b>setprop VP_PROCESS_NAME appname</b>	Run this command in <b>adb shell</b> to specify the application you need to profile. Change the app name as needed to profile another application. NOTES: There may be different sub-case names used by an app. Be sure to accurately specify a case name to match the name that you saw on the command line when using <b>ps</b> command. <i>This option is only available for Android, not available for Linux.</i>

<b>setprop VP_OUTPUT newpath</b>	Run this command in <b>adb shell</b> to specify a new location for vProfiler output. By default, the <b>vpd</b> file will be created under <b>/sdcard/</b> . If an application has no access to the SD card, you can specify another path where the application does have write permission. NOTE: For applications which initialize during Android system boot startup, such as launcher, you need to kill the process after you change to a new path. When the application automatically restarts, then your <b>vpd</b> will be accessible where you want it.
<b>setprop VP_FRAME_NUM xxx</b>	Run this command in <b>adb shell</b> to limit the number of frames to analyze. For example, to make vProfiler dump performance data for the first 100 frames: <b>setprop VP_FRAME_NUM 100</b> NOTES: Only use when VIV_PROFILER is set to 1. When this option is not used, the profile file generated when running an application for a long time can be very large. This takes up a large amount of disk space and also makes it hard to view the data in vAnalyzer.
<b>setprop VP_SYNC_MODE 0</b> <b>setprop VP_SYNC_MODE 1</b>	Run this command in <b>adb shell</b> to enable or disable synchronous mode. By default, vProfiler works in synchronous mode (=1). To get accurate values from the GPU counters, vProfiler needs to commit the GPU commands at the end of every frame; this is so-called synchronous mode. This example command will make vProfiler work in asynchronous mode: <b>setprop VP_SYNC_MODE 0</b>

## 6.6.4 vProfiler collecting performance data

vProfiler is implemented by utilizing hardware counters and a group of instrumentations inserted into drivers that are controlled by compilation flags.

### 6.6.4.1 Performance counters

vProfiler counters are divided into five sets: HAL (Vivante Graphics driver), (shader) program, OpenGL and OpenVG. The counters provide detailed per frame runtime information about the application that can help the developer monitor and tune an application's resource usage. The following table briefly lists the various profile counter sets. For further information, see Appendix A at the end of this document.

**Table 20 Performance Counter Types**

Counter Type	Description
<b>HALCounters</b>	Driver memory usage
<b>Program</b>	Statistics of the shaders loaded in the GPU (Note: Available only for OpenGL ES 2.0 applications.)
<b>OGLCounters</b>	Various OpenGL (OpenGL ES 20 or 11) counters, such as API usage and primitives drawn.
<b>OVGCounters</b>	Various OpenVG counters, such as API usage and primitives drawn.

## 6.6.5 vAnalyzer viewing and analyzing a run-time profile

vAnalyzer is a GUI-based tool whose purpose is to help the user view and analyze GPU performance data that was collected using counters during an application run. The performance data from a binary file (\*.vpd) written by vProfiler is displayed by vAnalyzer both in text lists and as line graphs. vAnalyzer features a multi-tab, multi-pane, graphical user interface that gives the user several ways to inspect any frame in a captured animation sequence.

### 6.6.5.1 Loading profile files

vAnalyzer accepts a profile for input, which is a **.vpd** file of performance data created by the Vivante vProfiler during a run. For example, the saved file may have a name such as **sample.vpd**.

A **.vpd** file can be selected using the **File/Load Profile Data** menu option.

When a performance profile is loaded, vAnalyzer populates the title bar with information about the GPU and the CPU.

The vAnalyzer screen shot below shows the vAnalyzer GUI immediately after loading a .vpd performance file, and moving the frame number slider to frame 700. By default, the main pane of the vAnalyzer window will display the Charts tab which provides charts for frame time, driver time and GPU idle cycles. Additional charts can be added in the graph window by selecting from the list of variables on the right. Different combinations of counters can be displayed in graphical and list form to illustrate resource utilization for any portion of the profiled application. A second tab contains system information.

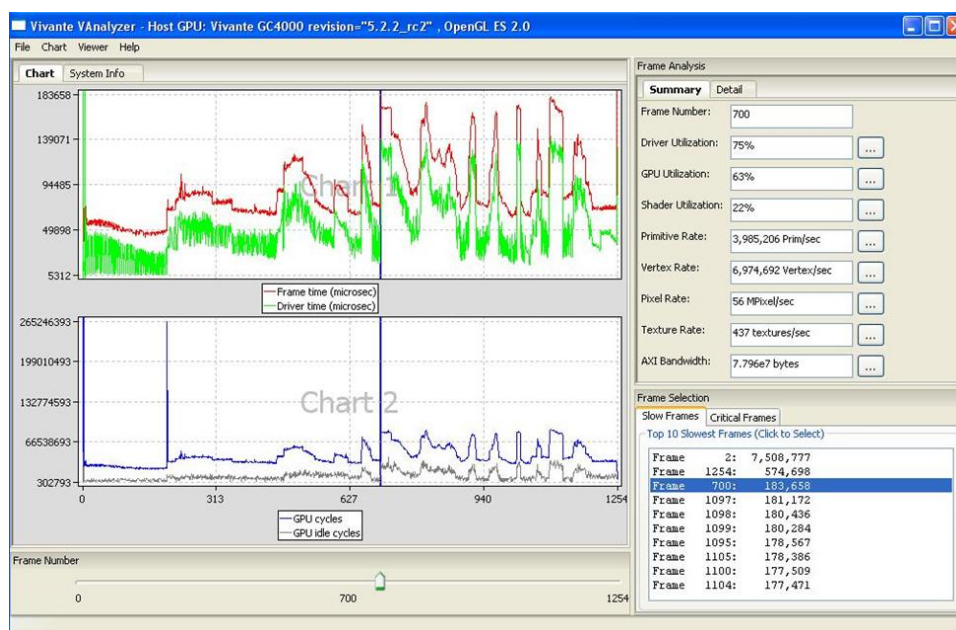


Figure 38 vAnalyzer GUI Main Window

### 6.6.5.2 vAnalyzer menu bar

The vAnalyzer main window opens when a user launches vAnalyzer. The main menu bar contains drop-down menus for **File, Chart, Viewer** and **Help**. Menu options include the following:

#### File

- **Load Profile Data:** load a .vpd profile file
- **Export Current Frame Data:** dump all the counters for the frame being viewed to a .csv file
- **Exit:** exit vAnalyzer

#### Chart

- **Create chart:** create a new chart
- **Customize chart:** add or delete counters in an existing chart
- **Remove chart:** delete a chart
- **Export data from chart:** dump the counters in a chart to a .csv file

- **Save chart to png:** dump the chart to a .png file
  - **View:** zoom in, zoom out or fit the chart
- Viewer**
- **OpenGL function call viewer:** display the OpenGL function call statistics
  - **Program viewer:** display the shader program statistics
- Help**
- **About:** gives version information for vAnalyzer

## 6.6.6 vAnalyzer charts

### 6.6.6.1 vAnalyzer upper left pane: chart tab and menu options

On the Chart tab in the vAnalyzer main window two default line graphs are displayed.

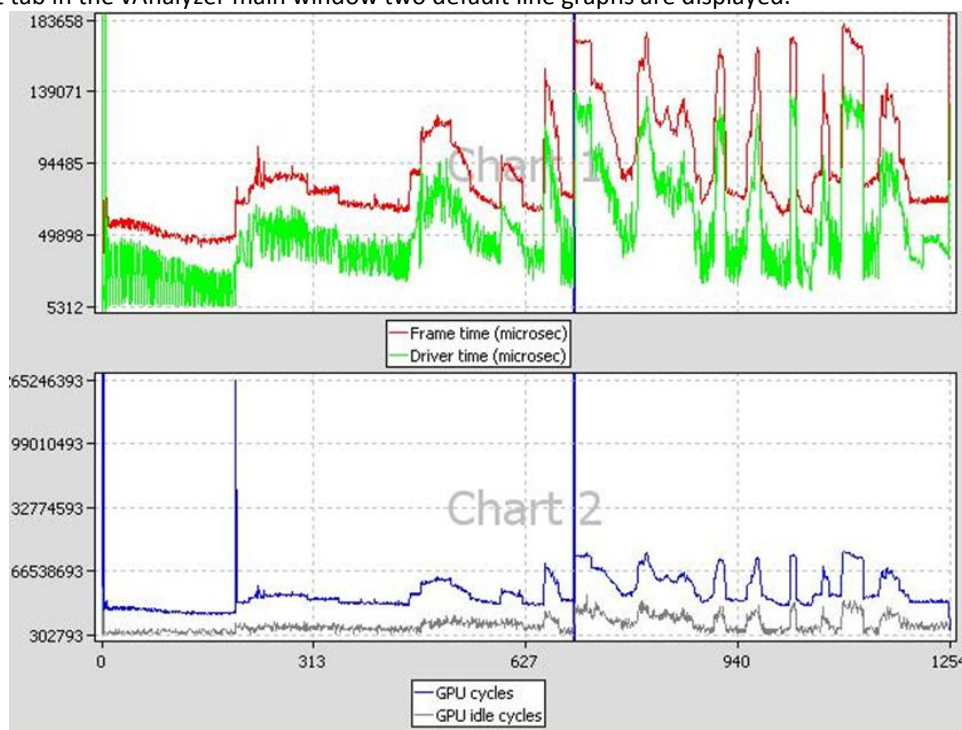


Figure 39 vAnalyzer Performance Counter Charts

### 6.6.6.2 Chart customization

**Chart / Customize:** Additional performance counters can be added to existing chart using the **Customize Chart** dialog window, which can be invoked from the drop menu **Chart/Customize**, or from a pop-up menu which can be invoked by right clicking in the Chart tab area.

**Create New Chart:** A new chart can be added in a similar way. A single chart can display up to four (4) counters, and the Chart pane can hold up to eight (8) charts. Thus a maximum of thirty-two (32) counters can be graphed at the same time.

**Remove Chart:** Any chart can be removed from the display using the drop menu **Chart / Remove Chart**.

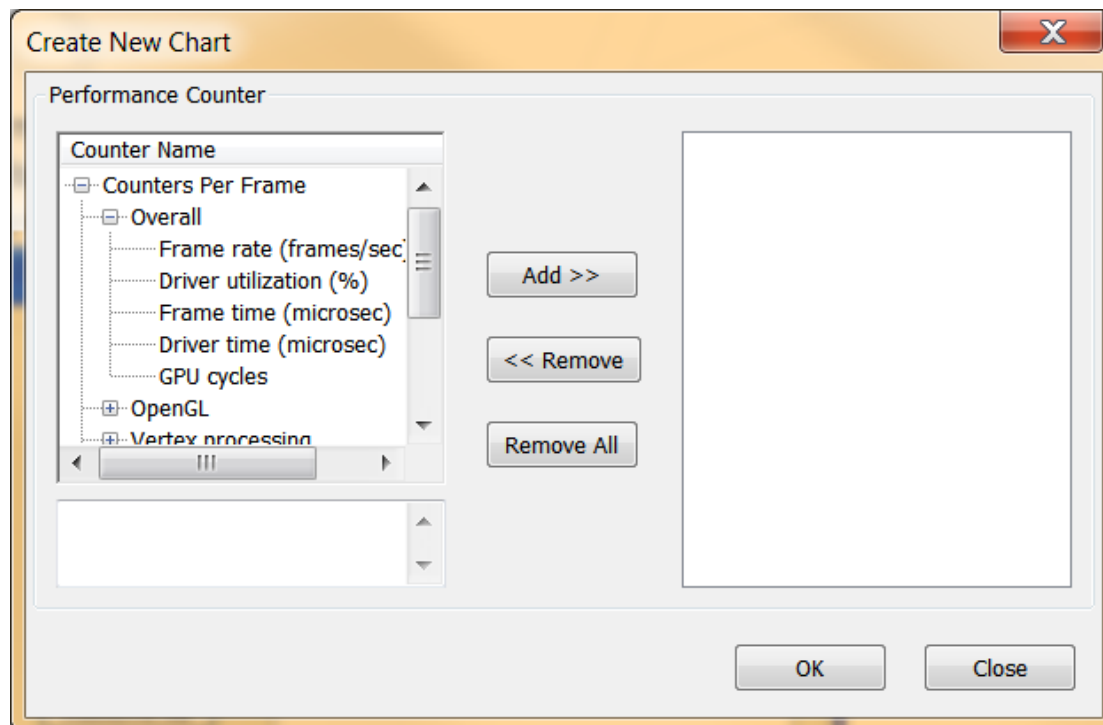


Figure 40 vAnalyzer Create New Chart Dialog

#### 6.6.6.2.1 Chart components and navigation

**Frame Marker:** On the plots displayed in the chart example above there is a blue, vertical frame marker. This marks the current frame position in the timeline.

#### **Zoom:**

Zooming in on a set of frames can be achieved in one of two ways.

- One method is to hold down the left mouse button and then sweep a selection box across a range of frame numbers, either on a plot itself or in the common X-axis (frame numbers) in the “Chart” pane, before releasing the mouse button. All charts in the “Chart” pane will zoom in to the same range of frames.
- Alternatively, if your mouse has a scroll wheel, you may also zoom in by rolling the wheel forward--toward the screen.

To zoom out move the scroll wheel backward, toward you.

To reset zoom to the default, which will show the entire timeline, press the escape key (ESC) on the keyboard. The chart view will change to include all frames, from start to end.

#### 6.6.6.2.2 Data export

The performance counters in a chart can be dumped to a **.csv** file by selecting from the dropdown menu **Chart / Export Data From**. The **.csv** file can be viewed using Excel or another text viewer.

The chart can also be dumped to a **.png** file by selecting from the main menu **Chart / Save chart to PNG**.

### 6.6.6.3 vAnalyzer lower left pane: frame number slider bar

In the lower left pane of the vAnalyzer window, there is a Frame Number gauge in the form of a slider bar. Numbers at each end of the bar indicate the initial frame (0) and the last frame available in the loaded sample. By left-clicking and holding the slider, the user can change which frame is selected for analysis. When the frame number is changed, the blue vertical line which indicates the current frame will move, and the reported Frame Number will change in the upper right pane Frame Analysis Summary.

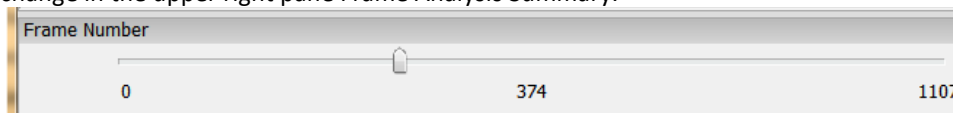


Figure 41 vAnalyzer Frame Number Slider Bar

### 6.6.6.4 vAnalyzer left pane: System Info tab

When a .vpd profile is loaded, system information about the profiled machine populates the fields on the System Info pane. Some information is repeated in the title bar of the main GUI for quick reference.



Figure 42 vAnalyzer System Info Tab

### 6.6.6.5 vAnalyzer upper right pane: Frame Analysis

A selection of performance counters for the frame being viewed are displayed on the right side of the vAnalyzer main GUI. The user can convert this pane to a pop-up window by dragging the pane outside the application window. Drag it back to the right pane area of the application window to reintegrate the pane.



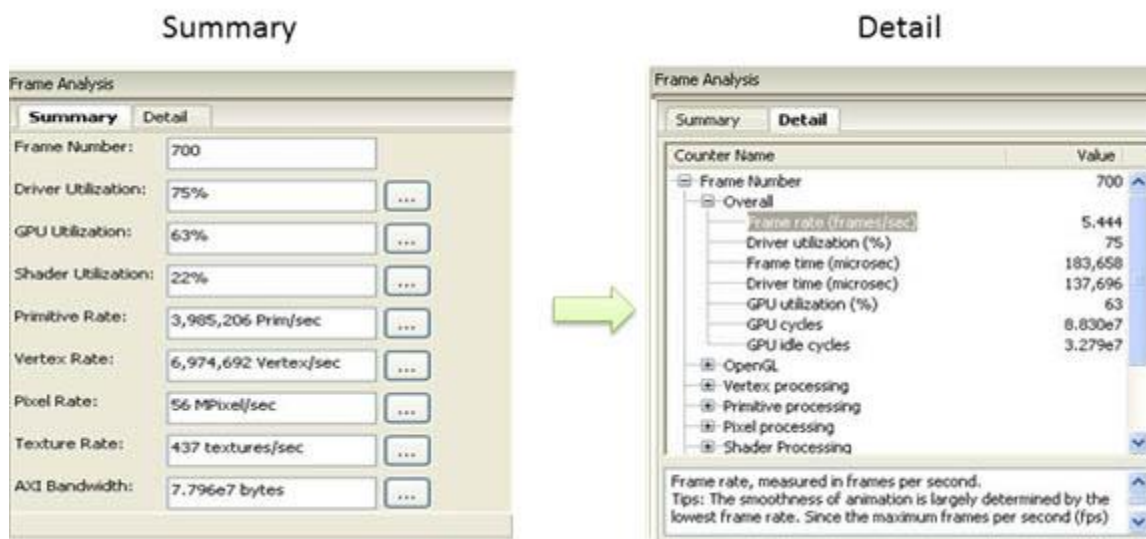


Figure 43 vAnalyzer Frame Analysis Summary and Detail Tabs

#### 6.6.6.5.1 Summary tab

The **Summary** tab displays summary information for the frame being viewed.

The Selected Frame Number can be changed by entering a new frame number in the text box at the top of the list. The user must press Enter after the input to activate the change. Then Summary values, sliders, and charts all change to reflect the newly entered frame number.

The Summary values below frame number are not directly changeable. They change only when the frame number is changed, either in the Summary tab, by moving the Frame Number slider, or by selecting a frame from the Frame Selection pane. Clicking the “...” button to the right of a **Summary** item will bring up the corresponding counters in the **Detail** tab. For example, clicking the “...” button to the right of **Primitive Rate**: switches the view to the **Detail** tab and expands the **Primitive processing** category. Clicking the “...” button for **Driver Utilization**: brings up the pop-p window **OpenGL function call viewer**.

#### 6.6.6.5.2 Detail tab

The **Detail** tab reports values for overall performance evaluation, such as Frame Rate, Driver Utilization, and GPU cycles. Additionally counter detail is accessible on this tab. The categories of available counters in the **Detail** tab are: Overall, OpenGL, Vertex processing, Primitive processing, Pixel processing, Shader Processing, Texturing and AXI Bandwidth. Appendix A lists performance as well as hardware counters.

#### 6.6.6.6 vAnalyzer lower right pane: Frame Selection

As with the Frame Analysis pane, this pane can be dragged to display as an independent popup window.

##### 6.6.6.6.1 Slow Frames tab

The “Slow Frames” tab lists the ten (10) slowest frames in the animation sequence, by time in ascending order from slowest to tenth slowest.

The user can left click on any entry, or can use the arrow keys to move up and down the list, and the display in each of the other GUI panes will change to match that frame.

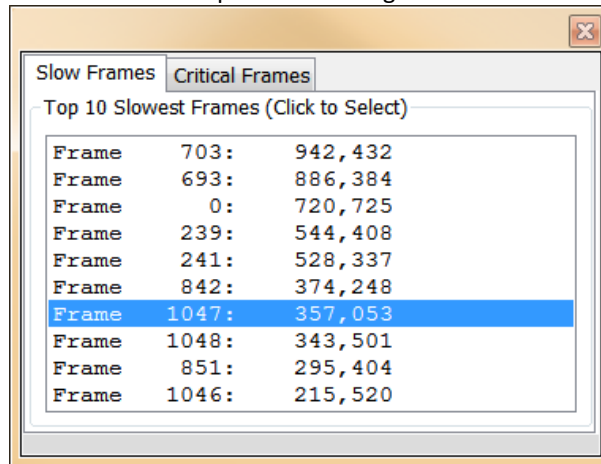


Figure 44 vAnalyzer Frame Selection Slow Frames Tab

### 6.6.6.2 Critical Frames tab

Select the “Critical Frames” tab to customize the criteria by which a frame is chosen for inspection. One or more of the performance counters can be specified in building the query, which also allows for AND and OR logic.

Queries should follow a pattern such as:

**“counter name” condition(‘<’,’>’,’==’) values.**

Users can identify counter names from those in the Frame Analysis pane Detail tab. An example is provided just below the Query input text box.

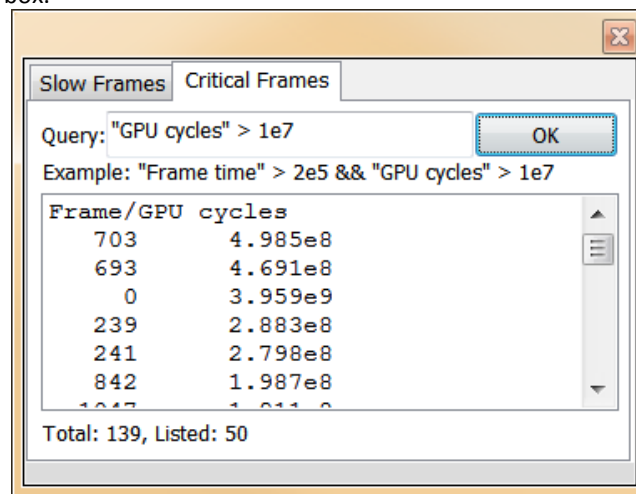


Figure 45 vAnalyzer Frame Selection Critical Frames Tab

### 6.6.7 vAnalyzer viewers

The Viewer information pop-up windows can be launched by selecting **Viewer/Function Call Viewer** or **Viewer/Program Viewer** from the Main menu. The selected Viewer will appear in a pop-up window.



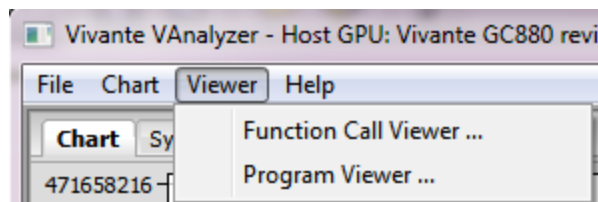


Figure 46 vAnalyzer viewers

### 6.6.7.1 OpenGL Function Call viewer

The OpenGL function call viewer includes three information areas.

- The **OpenGL Function Name** area contains a table which lists the available OpenGL ES functions by Function Name and Function Type, the run time and the number of times each has been called for this frame. Functions can be sorted by clicking in the column heading area. For example, you can sort the functions by call count or run time by clicking the title bar of “# of Call” or “Time (ms)”.
- The **Top 5 Functions** area contains a histogram which shows the top 5 call count of the listed OpenGL functions.
- The **Property view** area shows the summary when no function is selected; while it shows performance hints for the function when one is selected.

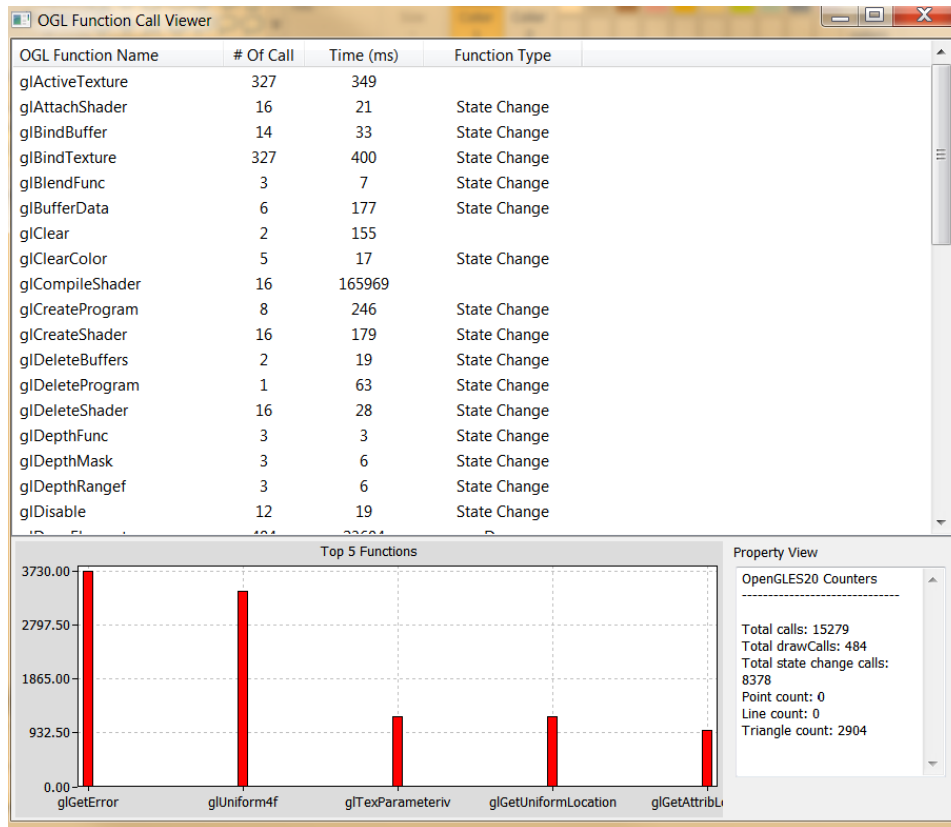


Figure 47 vAnalyzer OpenGL function call viewer window

### 6.6.7.2 Program viewer

For a given Frame Number, the Program Viewer gives the statistics for shader programs: uniforms, attributes, and the number of instructions in the shader. This is only for OpenGL ES2, ES3 profile data. The description of the item will be displayed in the lower text window when selecting the item. Expand by clicking on **VS** or **PS** submenu to expand the detail for that shader's source code.

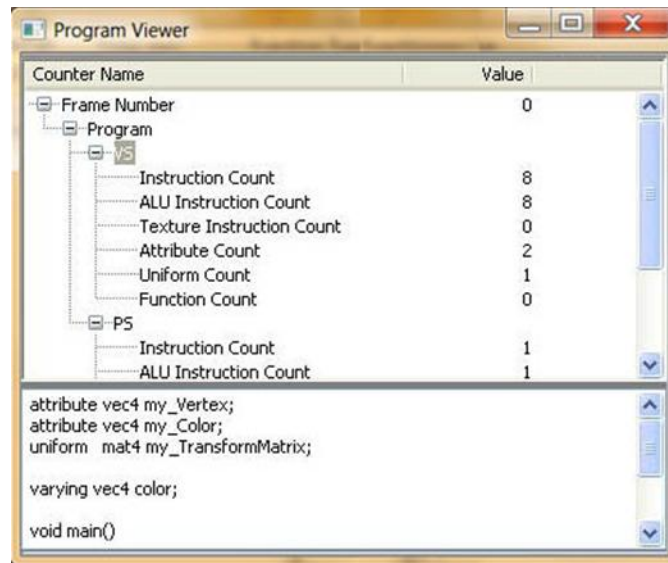


Figure 48 vAnalyzer Program Viewer

## 6.7 vTracer

The Vivante vTracer package includes two components, vTracer and vPlayer. vTracer is a tool which can record an application's EGL 1.4 and OpenGL ES 1.1/2.0/3.0 API traces on Linux or Android operating systems. vTracer supports two trace modes for Linux: Intercept Trace Mode and Direct Trace Mode. Intercept Trace Mode is the mode used with Android operating systems.

The package also includes vPlayer, a tool for playing back the recorded API trace files.

This section will discuss setup and use of vTracer. The following section describes vPlayer.

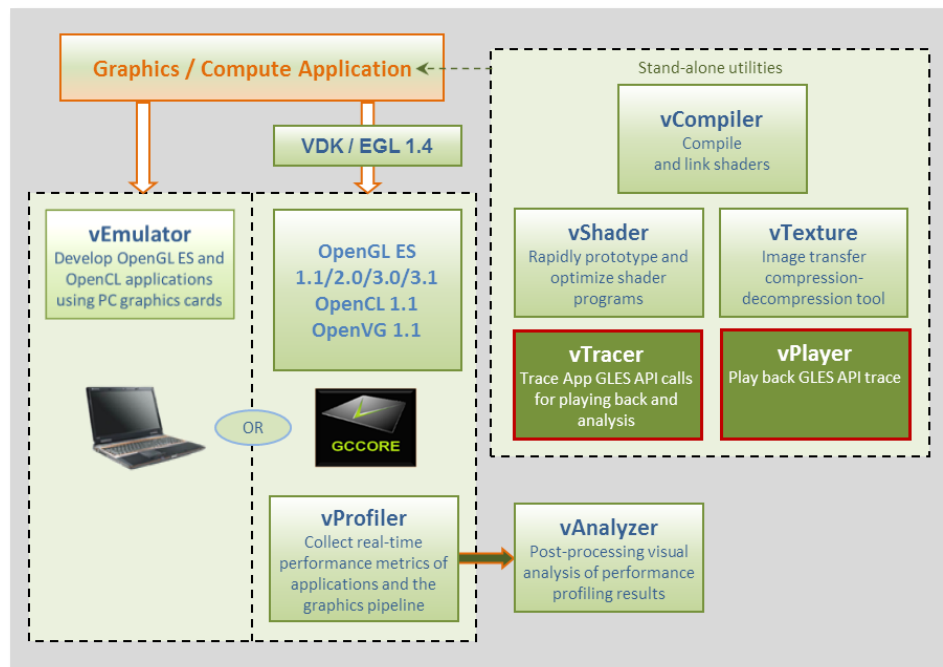


Figure 49 vTracer API trace and vPlayer for trace playback

## 6.7.1 vTracer setup

### 6.7.1.1 Prerequisites

**For Linux** and Linux Embedded OS, the vTracer instructions below assume you have already installed and correctly configured a Vivante Driver Package for Linux:

```
VIVANTE_GAL_Unified_Src_drv_xxx.tgz
```

**For Android**, install and correctly configure both the Vivante OpenGL ES and Android Driver Packages:

```
VIVANTE_GAL_Unified_Src_drv_xxx.tgz
VIVANTE_GAL_Unified_Src_drv_android-addon_xxx.tgz
```

Additionally, the instructions assume you have already downloaded are ready to expand the Vivante Toolkit Package which contains a vTracer.zip file:

```
VivanteVTK-v1.xx.tgz
```

NOTE: Different versions of vTracer and vPlayer are prepared for Linux backends FBDev, X11 and QNX.

### 6.7.1.2 Extracting the vTracer package

Extract the vTracer release package (\*.tar.gz). For example:

```
tar zxv VIVANTE-vTracer.tar.gz
```

**For Linux**, the files included in the package which will be used for vTracer setup on Linux include:

```
vTracer/bin/linux/libGLES_vtracer.so
```

```
vTracer/bin/linux/libGLES_vlogger.so
vTracer/bin/linux/vtracer.conf
```

For Android, the files included in the package which will be used for vTracer setup on Android include:

```
vTracer/bin/android/libGLES_vtracer.so
vTracer/bin/android/vtracer.conf
```

Files included in the package which will be used for vPlayer include:

```
vTracer/bin/linux/vplayer(for Linux OS)
vTracer/bin/android/vplayer.apk(for Android OS)
vTracer/bin/windows/vplayer.exe (for Windows OS)
```

### 6.7.1.3 Installing the vTracer library

**For Linux:** Copy the tracer libraries `libGLES_vtracer.so` and `libGLES_vlogger.so` to the Linux OS/`usr/lib` directory.

**For Android:** The pre-built vTracer library `libGLES_vtracer.so` for ARM Android devices needs to be uploaded to the Android device directly through adb:

```
adb push vTracer/bin/android/libGLES_vtracer.so /system/lib/egl
```

### 6.7.1.4 Setting Linux environment variables for Trace mode

This step is not required for Android systems.

On Linux, vTracer supports two trace modes: Intercept Trace Mode and Direct Trace Mode.

`libGLES_vtracer.so` supports the intercept trace mode and `libGLES_vlogger.so` supports the direct trace mode. Either trace mode can be used to generate the application's API trace file, but the two trace modes should not be used simultaneously. Configuration of trace mode is controlled through environment variables.

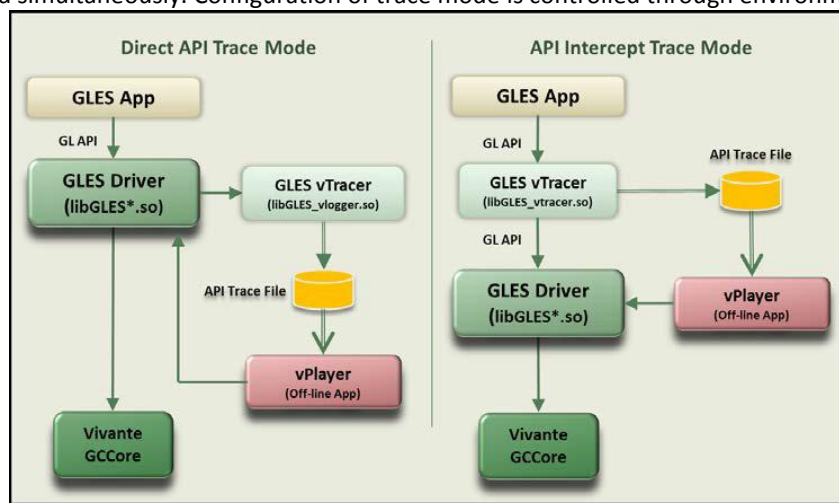


Figure 50 vTracer Has Two API Trace Modes for Linux

#### 6.7.1.4.1 Setting vTracer environment variable for Intercept Trace mode

Set the environment variable `LD_PRELOAD` to specify `libGLES_vtracer.so` as the pre-load dynamic linked library:

```
export LD_PRELOAD=/usr/lib/libGLES_vtracer.so
```

NOTE: Clear the environment variable **LD\_PRELOAD** before running vPlayer. Otherwise, vPlayer play back will be traced again!

```
export LD_PRELOAD=
```

#### 6.7.1.4.2 Setting vTracer environment variable for Direct Trace mode

Note that Direct Trace Mode is only available for Linux and requires software releases 5.0.9 or later; it is not supported with 4.6.9.x software.

Set the environment variable **VIV\_TRACE** to **2** to enable direct trace mode:

```
exportVIV_TRACE=2
```

Refer to the table below for other values for **VIV\_TRACE**. By default, vPlayer will reset the environment variable **VIV\_TRACE** to **0** to avoid tracing the vPlayer playback again.

You can use the vPlayer option "**--enable-trace**" to enable the **VIV\_TRACE** environment variable. When this option is selected, vPlayer honors the current setting for **VIV\_TRACE**. If this option is not used, vPlayer will disable tracing and overwrite the current **VIV\_TRACE** setting.

#### 6.7.1.4.3 vTracer environment variables summary

The following table summarizes the Linux environment variables that vTracer supports.

**Table 21 vTracer Environment Variables for Linux**

Environment Variable	Description
<b>LD_PRELOAD</b>	= <b>libGLES_vtracer.so</b> (specifies the name of the pre-load dynamic linked library =NOTE: Clear this variable before running vPlayer.
<b>VIV_TRACE</b>	= <b>0</b> Disables all levels of API trace functions. = <b>1</b> Enables simple API dump on the console display. This is performed by the Vivante GLES3.0 driver itself (without the need for the external vTracer library <b>libGLES_vlogger.so</b> ). = <b>2</b> Enables Direct Trace Mode
<b>FB_IGNORE_DISPLAY_SIZE</b> or <b>X_IGNORE_DISPLAY_SIZE</b> or <b>DRI_IGNORE_DISPLAY_SIZE</b>	= <b>0</b> Clip window to device Display size = <b>1</b> Do not clip window to the device limits for width and height. (from 5.0.11.p4, VTK 1.5.9)

## 6.7.2 vTracer configuration

vTracer configuration options can be controlled through the **vtracer.conf** file. Most options are similar for Linux and Android environments.

### 6.7.2.1 vTracer optional configuration on Linux

This step is optional for both trace modes on Linux.

Copy the vTracer configuration file **bin/linux/vtracer.conf** to the local directory (put vtracer.conf file together with your GLES program).

Edit the **vtracer.conf** file which contains multiple settings to control vTracer behavior. Refer to the file for the default settings provided in your specific release.

**Table 22 vTracer Configuration Options for Linux**

vTracer option	Description
<b>cmdline</b>	Specifies the token used to identify the App process that should be traced. The token is read from <b>/proc/self/cmdline</b> . default: <b>cmdline=?</b>
<b>codec</b>	Specifies the API trace file format: <b>binary</b> or <b>ascii</b> . default: <b>codec=binary</b>
<b>device</b>	Must be set as <b>device=stdio</b> (default)
<b>egl_library</b>	path and filename location of egl library default is <b>/usr/lib/libEGL.so</b>
<b>end_frame</b>	Specifies the frame number at which the vTracer trace will end. default for Linux: <b>end_frame=0</b> (indicates there is no end limit).
<b>extension</b>	Specifies the API trace file extension. default: <b>extension=bin</b>
<b>gles1_library</b>	path and filename location of OpenGL ES 1.0 library default is <b>/usr/lib/libGLESv1_CM.so</b>
<b>gles2_library</b>	path and filename location of OpenGL ES 2.0/3.0 library default is <b>/usr/lib/libGLESv2.so</b>
<b>overwrite</b>	When <b>overwrite=1</b> vTracer will overwrite an existing trace file of the same filename. default: <b>overwrite=1</b> .
<b>path</b>	Specifies the path where the API trace files will be placed. default: <b>path=.</b>
<b>sync</b>	Set <b>sync=1</b> to specify to sync data to disk after every API call. default: <b>sync=0</b>
<b>type</b>	Must be set as <b>type=output</b> (default)
<b>verbose</b>	Specifies if vTracer prints out verbose messages while tracing. default: <b>verbose=0</b>

### 6.7.2.2 vTracer configuration on Android

vTracer for Android requires a configuration file to work properly. Edit the vTracer configuration file **bin/android/vtracer.conf** to specify which application process on Android is to be traced.

Only the **cmdline** setting which names the application to be traces is required. Other configuration settings in the **vtracer.conf** file are optional. Default values are usually appropriate.

After any changes to the **vtracer.conf** file are saved, upload the file to the Android device using adb:

```
adb remount
adb push vTracer/bin/android/vtracer.conf /system/lib/egl
```

**Table 23 vTracer Configuration Options for Android**

vTracer option for Android	Description
<b>REQUIRED SETTING</b>	
<b>cmdline=application_name</b>	Specifies the token used to identify the App process that should be traced. The token is read from <b>/proc/self/cmdline</b> . A valid application name must be provided. For example: <b>cmdline=se.nena.nenamark2</b> Note that when launching native applications, the application needs to be launched with a full path if the full path is specified here, i.e. if <b>cmdline=/system/bin/demo</b> you should start the application with <b>/system/bin/demo</b> . Note: Android application names can be looked up with the following command:

	<code>adb shell ps</code>
<b>OPTIONAL SETTINGS</b>	
<b>codec</b>	Specifies the API trace file format: <b>binary</b> or <b>ascii</b> . default: <b>codec=binary</b> .
<b>device</b>	Must be set as <b>device=stdio</b> (default)
<b>egl_library</b>	path and filename location of egl library: <b>/system/lib/egl/libEGL_VIVANTE.so*</b>
<b>end_frame</b>	Specifies the frame number at which the vTracer trace will end. Default value may vary per OS. For Android, to trace only the first 100 frames: <b>end_frame=100</b> . Default <b>end_frame=0</b> means not set.
<b>extension</b>	Specifies the API trace file extension. default for Android: <b>extension=ARM.bin</b>
<b>gles1_library</b>	path and filename location of OpenGL ES 1.0 library <b>/system/lib/egl/libGLESv1_CM_VIVANTE.so*</b>
<b>gles2_library</b>	path and filename location of OpenGL ES 2.0/3.0/3.1 library <b>/system/lib/egl/libGLESv2_VIVANTE.so*</b>
<b>overwrite</b>	When <b>overwrite=1</b> vTracer will overwrite an existing trace file of the same file name. default: <b>overwrite=1</b> .
<b>path</b>	Specifies the path where the API trace files will be placed. default <b>path=/sdcard/traces/</b> Note: the path must have write permission for any users on Android!
<b>sync</b>	Set <b>sync=1</b> to specify to sync data to disk after every API call. default: <b>sync=0</b>
<b>type</b>	Must be set as <b>type=output</b> (default)
<b>verbose</b>	Specifies if vTracer prints out verbose messages while tracing. default: <b>verbose=0</b>

\*vTracer works on other vendors Android platforms as well. File location values can be set to other vendor's EGL/GLES libraries to trace applications on other platforms.

## 6.7.3 Enable vTracer

### 6.7.3.1 Enable vTracer on Linux

vTracer is available for use as soon as the libraries and environment variables are in place.

### 6.7.3.2 Enable vTracer on Android

**For Android versions 2.5.x through 4.3:**

Recommended: backup your existing **egl.cfg** file before performing the following.

To enable the vTracer library **libGLES\_vtracer.so** as the EGL/GLES API entry point, modify the **egl.cfg** file on the Android OS using the following commands:

```
adb remount
adb shell
echo "0 1 vtracer" > /system/lib/egl/egl.cfg
```

To disable the vTracer library **libGLES\_vtracer.so** and restore the default Vivante EGL/GLES libraries as API entry points, use the following commands:

```
echo "0 1 VIVANTE" > /system/lib/egl/egl.cfg
```

**For Android versions from 4.4:**

For Android 4.4, no **egl.cfg** file is required in **/system/lib/egl**. Once the library **libGLES\_vtracer.so** is pushed into the **/system/lib/egl/** directory, vTracer is enabled.



As long as the application specified in the **vtracer.conf** file is launched after the library push, the binary trace file will be generated. If you want to trace an application which was running before that operation, you need to kill the process of that application, and then restart the application.

## 6.7.4 Using vTracer to generate API Trace files for applications

### 6.7.4.1 Launch vTracer

**On Linux** simply launch the application to be traced.

**On Android** launch the application that is specified in the **vtracer.conf cmdline** option. When launching native applications, the application needs to be launched with its full path if the full path is specified in **vtracer.conf cmdline**, i.e. if **cmdline=/system/bin/demo** you should start the application with **/system/bin/demo**.

### 6.7.4.2 Android output messages

Android output messages can be checked with **logcat**:

```
adb logcat | grep "vtracer"
```

The following output messages indicate vTracer is working properly:

```
D/libEGL ( 2825): loaded /system/lib/egl/libGLES_vtracer.so
I/vtracer ( 2825): Initializing VIVANTE vTracer.
I/vtracer ( 2825): reading configuration file at /system/lib/egl/tracer.conf for pid: 2825
I/vtracer ( 2825): Opened stdio binary trace file
/system/bin/demo
I/vtracer ( 2825): Opened stdio binary trace file
/sdcard/traces/tracer_se.nena.nenamark1.ARM.bin
```

### 6.7.4.3 Generated trace files

A set of API trace files (one trace file per thread) will be generated at the local directory specified by the **vtracer.conf path** option (by default this is **path=.** for Linux or **path=/sdcard/traces/** for Android). The trace files can be generated to a different location by changing the value for **path** in **vtracer.conf**.

The application rendering threads' API trace files can be played back using the Vivante vPlayer tool on Linux, Android or Windows platforms. Note that non-rendering threads' trace files cannot be played back as they don't have EGL/GLES API traces.

**On Android** the command **adb pull filename** can be used to retrieve a generated API trace file from the Android device. For example:

```
adb pull /sdcard/traces/tracer_se.nena.nenamark1.ARM.bin
```

## 6.8 vPlayer

The vPlayer software tool facilitates play back of the recorded EGL/GLES API trace file in a Linux, Android or Windows environment. To facilitate debugging, the vPlayer application is capable of running trace files created on another platform.

vPlayer for Linux OS and Windows OS includes hot key controls, while vPlayer for Android uses touchscreen controls and inputs.

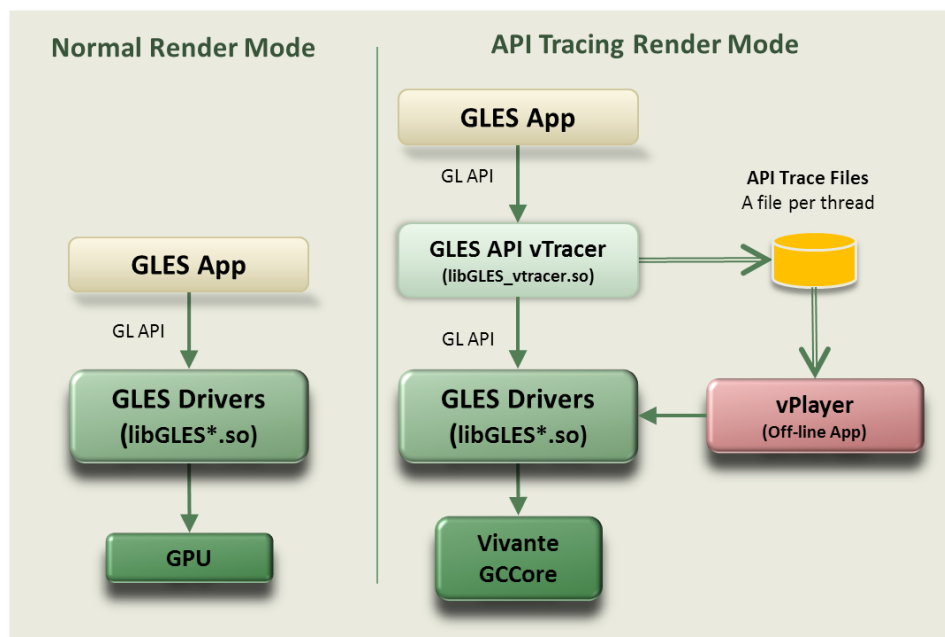


Figure 51 Rendering with vPlayer

## 6.8.1 vPlayer setup

The instructions below assume you have already downloaded and expanded the Vivante Toolkit Package and extracted the vPlayer executables from the vTracer zip file. For example:

```
tar zxv VIVANTE-vTracer.tar.gz
```

should provide the following vPlayer application files:

```
vTracer/bin/linux/vplayer (for Linux)
vTracer/bin/android/vplayer.apk (for Android)
vTracer/bin/windows/vplayer.exe (for Windows)
```

## 6.8.2 vPlayer command line syntax for Linux and Windows

### 6.8.2.1 Syntax

On Linux and Windows, the syntax to launch vPlayer from the command line is:

```
vplayer [options] tracefilename
```

NOTE: If you use Intercept Trace Mode on Linux (by setting a value for the environment variable **LD\_PRELOAD**, be sure to clear the environment variable **LD\_PRELOAD** to disable pre-loading the **libGLES\_vtracer.so** library before running vPlayer. If you fail to do this step, Linux vPlayer play back will be traced again!

### 6.8.2.2 Input parameters [required]

**tracefilename** full path and file name of the API trace file (previously generated with vTracer, usually a .BIN file) to play back. For example,  
 on Linux: **./vplayer /workspaces/glb2.7.bin**  
 on Android in **vplayer.conf** file: **/sdcard/traces/glb2.7.ARM.bin**

### 6.8.2.3 Input parameters [optional]

The first two characters in each option are "--". Options are available for Linux, Android and Windows vPlayer unless indicated otherwise.

<b>--config N</b>	Use the specified display EGL config
<b>--default-config</b>	Force use of a hard coded default display config
<b>--default-context</b>	Use default window surface, config and context
<b>--dumparray</b>	Dump array contents in hex
<b>--dumpbmp</b>	Dump each frame into a bmp file
<b>--dumpshader</b>	Dump GLSL shader source code
<b>--enable-trace</b>	Enable <b>VIV_TRACE</b> environment variable. If not set, the <b>VIV_TRACE</b> environment variable setting value will be ignored. If this option is used, then the current value of the <b>VIV_TRACE</b> environment variable will be used.
<b>--end E</b>	End frame for rendering (vPlayer will pause at frame E and skip rendering the frames after frame E)
<b>--error</b>	Insert eglGetError/glGetError after each API call
<b>--finish</b>	Insert glFinish after each API call
<b>--fps Interval</b>	Output average FPS and interval FPS information
<b>--help</b>	Print/output to console a help list of options for vPlayer
<b>--repeat N</b>	Repeat play back N times from --start to --end.
<b>--showframenumbers</b>	Print the current frame number that vPlayer is playing.
<b>--start F</b>	Start frame for rendering (vPlayer will skip rendering the frames before frame F)
<b>--swapbuf</b>	Call eglSwapBuffers after each GL draw call (glDrawArrays, glDrawElements, etc.)
<b>--targetkey</b>	Reads inputs from target device. By default, vPlayer reads the key presses from the console terminal on the host device. The option <b>--targetkey</b> enables vPlayer to read key presses from the target device. On Linux and Windows: allows key inputs to pause, resume, etc. see Hot Keys, below). On Android: By default, touch screen input is enabled on Android for trace playback control (single frame, pause/resume. The option <b>--targetkey</b> disables touch screen input to vPlayer on Android.
<b>--verbose</b>	Print data parsed from the API trace file.
<b>--zoom</b>	Enable zoom to fit the target device screen.

### 6.8.2.4 vPlayer hot keys for Linux OS and Windows OS

vPlayer playback can be controlled by hot keys on the keyboard when using Linux and Windows operating systems. By default, vPlayer reads key strokes from the console terminal on the host device. Using the option **--targetkey** enables vPlayer to read key strokes from the target device.

The following Hot Keys are available for control of playback in vPlayer:

**Esc** Exit application

**M** Pause / Resume the playback

**Q** Exit application

**SPACE** Render a single frame and then pause

When the options **--start F --end E** are used for playback, vPlayer will skip rendering frames before frame F and pause after rendering frame E. Use the **SPACE** key or **M** key to control playback of the remaining frames.

### 6.8.3 Running vPlayer on Android

A configuration file (**vplayer.conf**) is used to control settings for vPlayer on Android platforms, since a command line is not available.

#### 6.8.3.1 Launching vPlayer

Touch the vPlayer icon on the Android desktop to launch vPlayer and play back the API trace file specified in the **/sdcard/vivante/vplayer.conf** file.

#### 6.8.3.2 vPlayer Options for Android

Playback options will be those as specified in the **vplayer.conf** configuration file. These match the options available as command line input parameters for Linux and Windows, as described above.

Here is an example vplayer.conf file:

```
--start 10 --end 100 /sdcard/traces/glb2.7.ARM.bin
```

The vPlayer will skip rendering frames 1 ~ 9 and then pause after rendering frame 10. Then you can use touch to control the playback of frames 11 ~ 100.

#### 6.8.3.3 vPlayer Touch Controls for Rendering on Android

vPlayer supports the following touch controls during API trace file play back:

- |                               |  |
|-------------------------------|--|
| <b>Single Frame Rendering</b> | Touch the left-half of the screen on the Android device, and vPlayer will render a single frame then pause with every touch. |
| <b>Pause/Resume Rendering</b> | Touch the right-half of the screen on the Android device, and vPlayer will pause or resume the rendering with every touch.   |

## 6.9 Debug and performance counters

Availability of some counters will vary depending on core capabilities and software source tree.

### 6.9.1 AXI bandwidth

- Read bandwidth (byte)
- Write bandwidth (byte)
- Total bandwidth (byte)
- AXI cycles when read request stalled
- AXI cycles when write request stalled
- AXI cycles when write data stalled

### 6.9.2 Overall

- Frame rate (frames/sec)
- Driver utilization (%)
- Frame time (microsec)
- Driver time (microsec)
- GPU utilization (%)
- GPU cycles
- GPU idle cycles

### 6.9.3 OpenGL

- Total calls
- Total draw calls
- Total state change calls
- Point count
- Line count
- Triangle count

### 6.9.4 Pixel processing

- Valid pixel count
- % alpha test fail
- % depth&stencil test fail
- Overdraw

### 6.9.5 Shader processing

- VS instruction count
- VS branch instruction count
- VS texture fetch count
- Rendered vertex count
- PS instruction count
- PS branch instruction count
- PS texture fetch count
- Rendered pixel count

### 6.9.6 Texturing

- Total bilinear requests
- Total trilinear requests
- Total texture requests
- Total discarded texture requests

### 6.9.7 Vertex processing

- Input vertex count
- Vertics per batch
- Vertics per primitive

### 6.9.8 Vertex shader and fragment shader

*(per shader, for ES20 and ES30 applications only)*

- Total instruction count
- ALU instruction count
- Texture instruction count
- Function calls
- Attribute count

## Chapter 7 Uniform countFreescale GPU Tools

### 7.1 gpuinfo tool

#### 7.1.1 Introduction

gpuinfo is a script to gather gpu runtime status through debugfs interface. It exports below information:

- GPU hardware information.
- GPU total memory usage.
- GPU memory usage of certain process or all processes (user space only).
- GPU idle percentage.

#### 7.1.2 Usage

The script is located at Yocto rootfs /unit\_tests/. There are three ways to run it.

1. Normal run to get all gpu related processes information:

```
>/unit_tests/gpuinfo.sh
```

2. Get gpu information for certain process by clarifying the process id.

The process id (pid) can be got by command ps or top. Take the process 1035 as example.

```
>/unit_tests/gpuinfo.sh 1035
```

3. Get the gpu information for certain process by clarifying part of process name.

Take the process sample\_test\_fbo as an example.

```
>/unit_tests/gpuinfo.sh sample_test_fbo
```

or

```
>/unit_tests/gpuinfo.sh sample
```

or

```
>/unit_tests/gpuinfo.sh test
```

#### 7.1.3 Sample log information

##### 7.1.3.1 GPU hardware information:

This section shows all GPU cores model name and revision information with index in the SoC.

The sample information:

```
GPU Info
gpu      : 0
model    : 2000
revision : 5108

gpu      : 1
model    : 320
revision : 5007

gpu      : 2
model    : 355
revision : 1215
```

### 7.1.3.2 Total memory information

This part will show total GPU memory information.

**Table 24 Total memory information**

gcvPOOL_SYSTEM:	GPU reserved system memory.
gcvPOOL_CONTIGUOUS:	contiguous memory allocated from CMA pool, low memory zone and high memory zone.
gcvPOOL_VIRTUAL:	non-contiguous memory allocated from low memory zone and high memory zone.
NON PAGED MEMORY:	Allocated from CMA pool(mainly for command buffer)

The sample information:

```

VIDEO MEMORY:
  gcvPOOL_SYSTEM:
    Free   : 124170474 B
    Used   : 10047254 B
    Total  : 134217728 B
  gcvPOOL_CONTIGUOUS:
    Used   :          0 B
  gcvPOOL_VIRTUAL:
    Used   :          0 B

NON PAGED MEMORY:
  Used   :          0 B
Paged memory Info
low: 892928 bytes
high: 0 bytes
CMA memory info
cma: 0 bytes
    
```

### 7.1.3.3 Process user space GPU memory usage information

This part will show detail user space GPU memory usage per process.

**Table 25 User space GPU memory usage**

Index	memory for index buffer.
Vertex	memory for vertex data buffer.
Texture	memory for texture buffer.
RT	memory for render target buffer.
Depth	memory for depth buffer.
Bitmap	memory for bitmap buffer.
TS	memory for tile status buffer.
Image	memory for vg image buffer.
Mask	memory for vg mask buffer.
Scissor	memory for vg scissor buffer.
HZDepth	memory for hierarchical Z depth buffer.





- GPU idle time is reported from the last capture.

```

root@sabresd_6dq:/ # gmem_info
Pid      Total      Reserved   Contiguous   Virtual     Nonpaged    Name
151      28,283,476  19,239,508  5,898,240    3,145,728   0           /system/bin/surfaceflinger
667      25,160,836  21,212,292  3,162,112    786,432     0           com.android.launcher
638      14,714,500  13,928,068  0            786,432     0           com.android.inputmethod.latin
873      11,589,380  10,802,948  0            786,432     0           com.android.email
1039     11,074,692  10,288,260  0            786,432     0           com.fsl.ethernet
519      6,438,532   5,652,100   0            786,432     0           com.android.systemui
1091     5,419,268   4,632,836   0            786,432     0           com.android.calculator2
908      5,306,500   4,520,068   0            786,432     0           com.android.calendar
986      5,265,668   4,479,236   0            786,432     0           com.android.contacts
966      5,236,932   4,450,500   0            786,432     0           com.android.gallery3d
1015     4,710,660   3,924,228   0            786,432     0           com.android.quicksearchbox
436      1,247,232   198,656     0            1,048,576   0           system_server
-----
12       124,447,676  103,328,700  9,060,352    12,058,624   0           Summary
-        -            30,889,028   -            -            -           Available
GPU Idle time: 83562.359375 ms

```

Figure 52 gmem\_info tool

## 7.3 Freescale apitrace user guide

### 7.3.1 Introduction

Freescale apitrace is a set of tools enhanced from open source project apitrace. Freescale version adds support to Freescale i.MX6 chipsets which use Vivante GPU IP. This tool can dump OpenGL/GLES1.1/GLES2.0/GLES3.0 API calls and replay on a wide range of other devices.

### 7.3.2 Install

#### 7.3.2.1 Yocto X11

Preinstalled in the BSP. You can also get it from `apitrace/linux/arm-X11-hfp/`

#### 7.3.2.2 Yocto FB/DFB/Wayland

Need install by hand:

```

cp apitrace/linux/arm-nonX-hfp/bin/* /usr/bin
cp -r apitrace/linux/arm-nonX-hfp/lib/apitrace /usr/lib
cp -r apitrace/linux/arm-nonX-hfp/share/doc/apitrace/ /usr/share/doc/

```

#### 7.3.2.3 Android

It will be preinstalled in next release. Currently have to install them by hand:

Mount release package to the Android system:

```

mkdir /data/share; busybox mount -t nfs -o nolock <host> /data/share
cp -r apitrace/android/apitrace /data/

```

A convenient alternative:

```

adb push apitrace/android/ /data/local/tmp/

```

Note 1: If install to a directory other than `/data/apitrace`, please update `apitrace/bin/apitrace_dalvik.sh` to use the new path.

Note 2: Pay attention to file attributes. Must **grant access to the whole file path of `eglretrace.so` for normal user**, because java applications are running as normal user even if it is started by root user.

### 7.3.2.4 PC

It also can run on PC. It is recommended to install to PC to take advantage of qapitrace.

Currently supports Ubuntu 14.04 LTS, 64-bit.

```
sudo apt-get install libgles1-mesa libgles2-mesa libqt4-dev
cp gpu-south-tools-release/0.1/apitrace/linux/x64/bin/* /usr/bin
cp -r gpu-south-tools-release/0.1/apitrace/linux/x64/lib/apitrace /usr/lib
cp -r apitrace/linux/x64/share/doc/apitrace/ /usr/share/doc/
```

## 7.3.3 Usage

### 7.3.3.1 Trace OpenGL ES1.1/2.0/3.0 application

```
apitrace trace --api=egl <app name and arguments>
```

e.g. `apitrace trace --api=egl es2gears_x11`

It will generate trace file (.trace) under current directory. To specify a new path, use `--output=<path_name>`

### 7.3.3.2 Trace OpenGL ES 1.1/2.0/3.0 Java application on Android

On Android, a GLES application can be native (e.g. frameworks/native/opengl/angeles). This type of application can be traced as normal Linux application. Some other applications involving java virtual machine cannot run in this way. A script `apitrace_dalvik.sh` is provided to run this type of application. This is an example to trace `com.android.settings`:

```
sh /data/apitrace/bin/apitrace_dalvik.sh com.android.settings start
```

To stop tracing, run:

```
sh /data/apitrace/bin/apitrace_dalvik.sh com.android.settings stop
```

Because there is no “current” directory for java application, the trace file is stored to under `/sdcard/`

If `apitrace` is installed in a different directory, need update `apitrace_dalvik.sh` by hand

### 7.3.3.3 Trace OpenGL application

```
apitrace trace --api=glx <app name and arguments>
```

Only X11 backend supports this feature

### 7.3.3.4 Replay

This utility is also called `retrace`. It reads in the trace file and executes OpenGL(ES) APIs one by one. Each OpenGL(ES) API call will be processed by a callback function. In that callback function, a hook can be inserted for debug or analysis purposes.



Figure 53 Replay

OpenGL ES 1.1/2.0/3.0 applications can be replayed with eglretrace; Open GL applications can be replayed with glretrace:

```
eglretrace <trace file>
glretrace <trace file>
```

**Supported platforms:**

	eglretrace	Gltretrace
Yocto-X11	X	X
Yocto-FB/DFB/Wayland	X	
Android		
PC	X	X

For ES 3.0 replay, only Freescale i.MX6 supports this feature. It is not available on PC.

### 7.3.3.5 Analysis

qapitrace provides a detailed look at the trace file. It can only run on a PC. Verified on Ubuntu 14.04 LTS 64-bit. The command is:

```
qapitrace <trace file name>
```

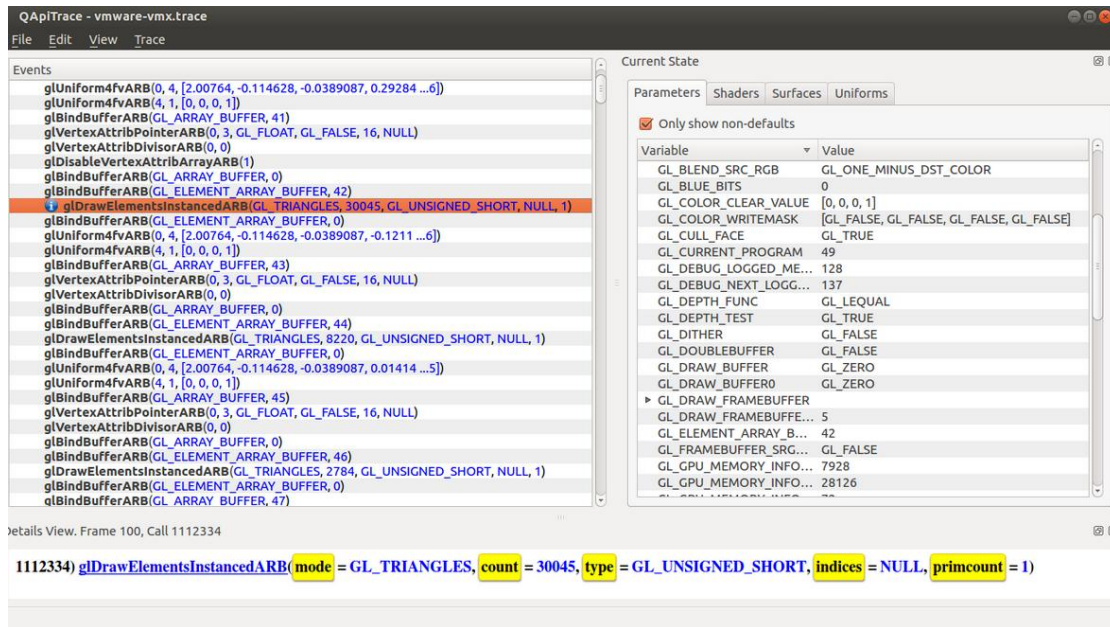


Figure 54 Checking state of every API call

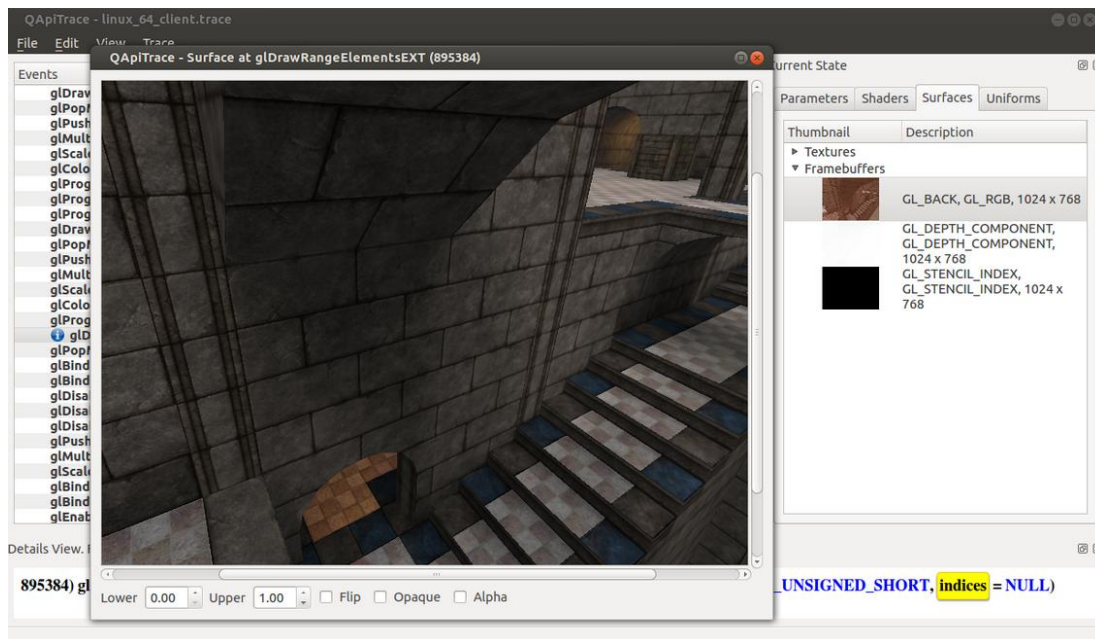


Figure 55 Checking Framebuffer



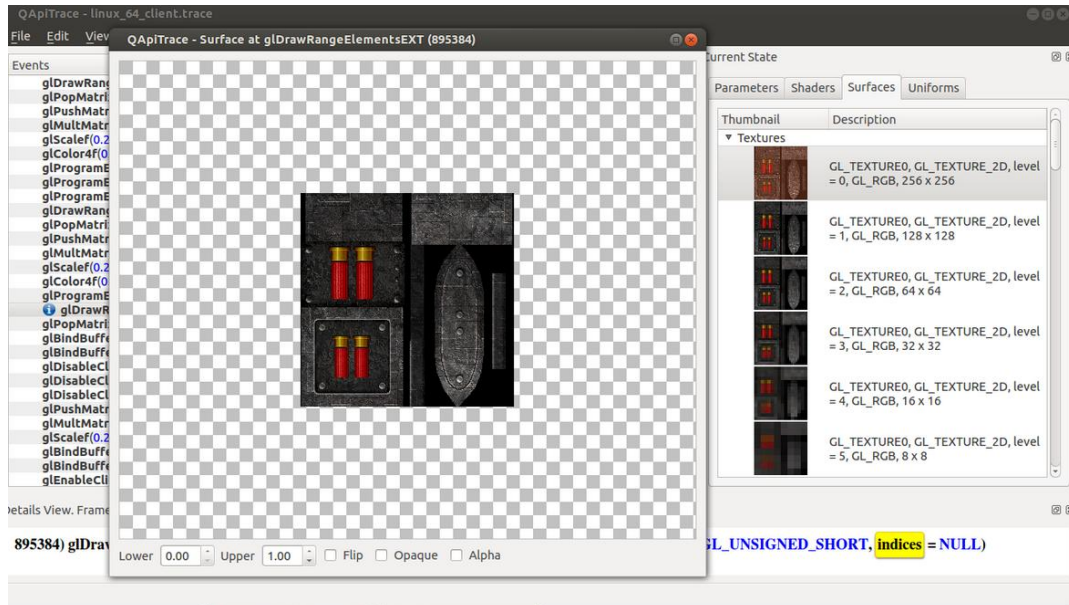


Figure 56 Checking Texture

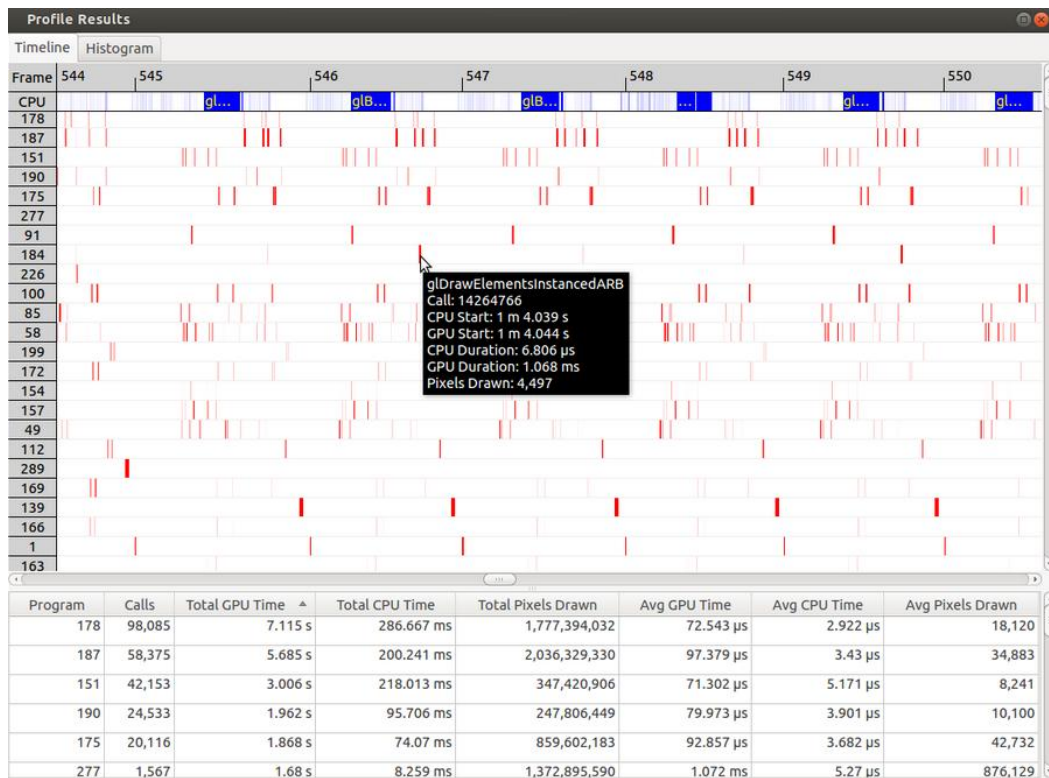


Figure 57 Checking performance

### 7.3.4 Reference

1. apitrace introduction: [apitrace.github.io/](http://apitrace.github.io/)
2. more uses: [github.com/apitrace/apitrace/blob/master/README.markdown](https://github.com/apitrace/apitrace/blob/master/README.markdown)

## Chapter 8 GPU Memory Introduction

### 8.1 GPU memory overview

- OpenGL-ES
  - Texture buffer
  - Vertex buffer
  - Index buffer
  - PBuffer surface
  - Color buffer
  - Z/Stencil buffer
  - HZ depth buffer
  - Tiled status buffer
  - 3D Command buffer
  - 3D Context buffer
- OpenVG
  - Image buffer
  - Tessellation buffer
  - VG command buffer
  - VG context buffer
- 2D buffers
  - 2D command buffer
  - 2D temporary buffer

### 8.2 GPU memory pools

- Reserved memory

In the Linux 3.10.y kernel, the memory is reserved from CMA implemented in the GPU kernel driver, the size can be changed through U-boot args with “galcore.contiguoussize =xxx”  
The memory allocation and lock very fast, but cannot support cacheable attribute.
- Contiguous memory

The contiguous memory is from CMA or Normal or Highmem with alloc\_pages\_exact.  
The GPU driver tries the CMA allocator for non-cacheable request first. If CMA memory is used up, it goes to system allocator.  
The CMA allocator does not support the cacheable attribute, the system allocator supports cacheable attribute, but the memory performance is slow with the additional cache flush operations.
- Virtual memory pool

The contiguous memory is from Normal or Highmem with multiple page\_alloc.  
The memory support cacheable attribute, but slow with GPU MMU and cache flush.  
The GPU virtual command buffer is allocated from virtual memory pool directly.
- Nonpaged memory pool

In the 5.x GPU driver, this pool is not used any more

### 8.3 GPU memory allocators

Two kinds of allocators are implemented in i.MX 6 GPU kernel driver, refer to drivers/mxc/gpu-viv/

- The video memory allocator implementation is very complicated. The memory is from the reserved pool, system contiguous pool (supports CMA), or system virtual pool (enables GPU MMU).

- The CMA allocator supports non-cacheable contiguous memory. It is implemented as a part of contiguous pool. When the system requests contiguous memory, the allocator tries CMA first. If CMA is used up, it goes to allocate the system contiguous pages.
- GPU memory-killer is implemented for special requirement of force contiguous GPU memory.

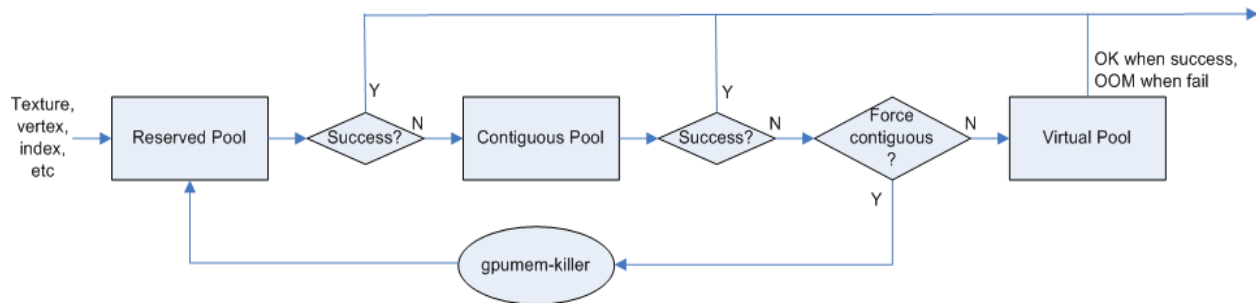


Fig.1 Gpu video memory allocator



Fig.2 Gpu virtual command allocator

**Figure 58 GPU memory allocators**

### 8.4 GPU reserved memory

- The reserved memory is managed by two dual linked lists, one is free list, and another is node list.
- When allocate the reserved memory, free list will be scanned from head to tail until a available node is selected, it is very fast but will make more memory fragments, under test, 10~20M of 128M is not available to use after a lot of allocate/free operations.
- When the available node is selected, it will be removed from free list, but it always keep the dual linked nodes to merge the conjoint available memory when freed.
- The reserved memory is mapped once when application process is attached, during 3D application running, the memory map/un-map operations are very fast, the virtual address is just calculated with logical base and offset.

### 8.5 GPU memory base address

- GPU support contiguous physical memory within (0~2G) address directly:
  - GPU address = CPU Physical address – GPU BaseAddress
- GPU MMU will be enabled for two kinds of memory type as below:
  - Separated page memory from Virtual memory pool
  - Contiguous page memory with address out of (0~2G)
- BaseAddress should be set to RAM start address to achieve the better performance by reducing GPU MMU mapping.



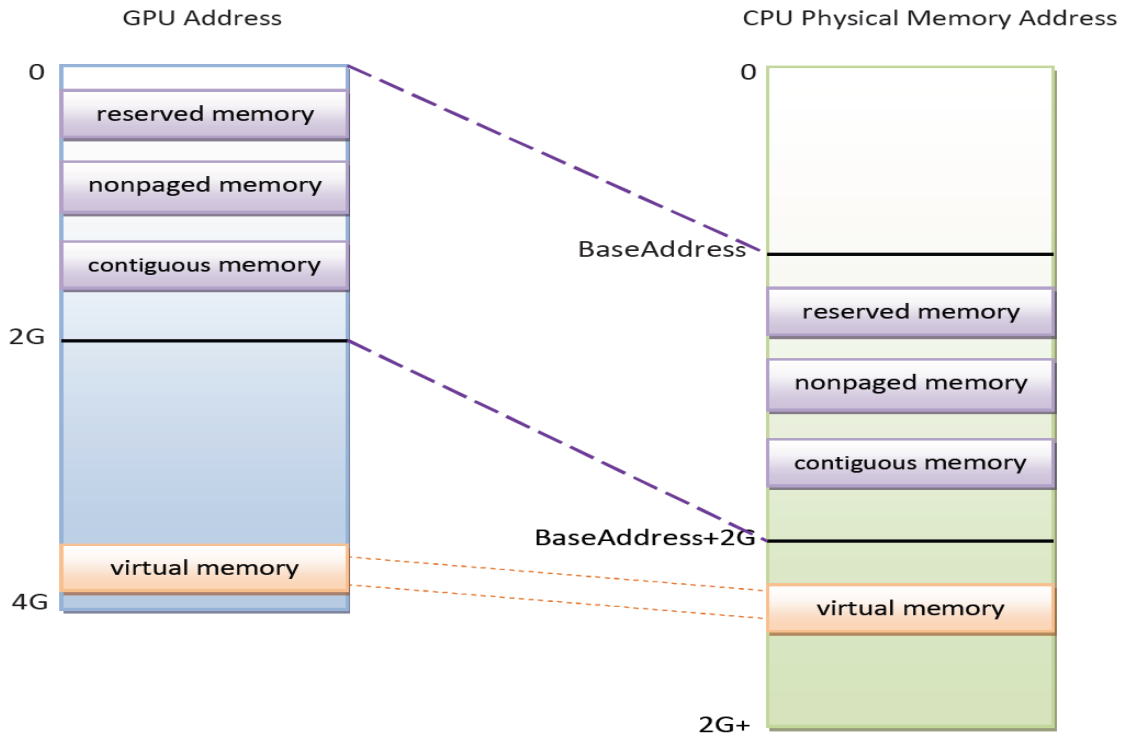


Figure 59 GPU memory base address

## Chapter 9 Application Programming Recommendations

The recommendations listed below take a holistic approach centered on overall system level optimizations that balance graphics and system resources.

### 9.1 Understand the system configuration and target application

Knowing details about the application and use case will allow developers to correctly utilize the hardware resources in an ideal access pattern. For example, an implementation for a 2D or 3D GUI could be rendered in a single pass instead of multiple passes if the draw call sequence is correctly ordered. In addition, knowing the most common graphics function calls will allow developers to parallelize rendering to maximize performance. Using Vivante and vendor specific SoC profiling tools, you can determine bottlenecks in the GPU and CPU and make changes as needed. For example, in a 3D game, most CPU cycles may be spent on audio processing, AI, and physics and less on rendering or scene setup for the GPU. In this case the application is CPU-bound and configurations dealing with non-graphics tasks need to be reviewed and modified. If the system is GPU-bound, then the profiler can point out where the GPU programming code bottlenecks are located and which sections to optimize to remove restrictions.

### 9.2 Optimize off chip data transfer such as accessing off-chip DDR memory/mobile DDR memory

Any data transfer off-chip takes bandwidth and resources from other functional blocks in the SoC, increases power, and causes additional cycles of latency and delay as the GPU pipeline needs to wait for data to return from memory. Using on-chip cache and writing the application to better take advantage of cache locality and coherency will increase performance. In addition, accessing the GPU frame buffer from the CPU (not recommended) will cause the driver to flush all queued render commands in the command buffer, slowing down performance as the GPU has to wait since the command queue is partially empty (inefficient use of resources) and CPU-GPU synchronization is not parallelized.

### 9.3 Avoid random cache or memory accesses

Cache thrashing, misses, and the need to access data in external memory causes performance hits. An example would be random texture cache access since it is expensive when performing per-pixel texture reads if the texture units need to access the cache randomly and go off-chip if there is a cache miss.

### 9.4 Optimize your use of system memory

Memory is a valuable resource that needs to be shared between the GPU (frame buffer), CPU, system, and other applications. If you allocate too much memory for your OpenGL ES application, less memory will be available for the rest of the system, which may impact system performance. Claim enough memory as needed for your application then deallocate it as soon as your application no longer needs it. For example, you can allocate a depth buffer only when needed or if your application only needs partial resources, load the necessary items initially and load the rest later.

### 9.5 Target a fixed frame rate that is visibly smooth

Smooth frame rate is achieved from a combination of a constant FPS and the lowest FPS (frames per second) that is visually acceptable. There is a trade-off between power and frame rates since the graphics engine loading

increases with higher FPS. If the application is smooth at 30 FPS and no visual differences for the application are perceived at 50 FPS, then the developer should cap the FPS at 30 since the extra 20 FPS do not make a visual difference. The FPS limit will also guarantee an achievable frame rate at all times. The savings in FPS will help lower GPU and system power consumption.

## 9.6 Minimize GL state changes

Setting up state values between draw calls adds significant overhead to application performance so they must be minimized. Most of these call setups are redundant since you are saving / restoring states prior to drawing. Try to avoid setting up multiple state calls between draw calls or setting the same values for multiple calls. Sometimes when a specific texture is used, it is better to sort draw calls around that texture to avoid texture thrashing which inhibits performance. Application developers should also try to group state changes.

## 9.7 Batch primitives to minimize the number of draw calls

When your application submits primitives to be processed by OpenGL ES, the CPU spends time preparing commands for the GPU hardware to execute. If you batch your draw calls into fewer calls, you reduce the CPU overhead and increase draw call efficiency. Batch processing allows a group of draw calls to be quickly executed without any intervention from the CPU (driver or application) in a fire-and-forget method.

Some examples of batching primitives are:

- Branching in shaders may allow better batching since each branch can be grouped together for execution.
- For primitives like triangle strips, the developer can combine multiple strips that share the same state to save successive draw calls (and state changes) into a single batch call that uses the same state (single setup) for many triangles.
- Developers can also consolidate primitives that are drawn in close proximity to take advantage of spatial relationships. If the batched primitives are too far apart, it is more difficult for the application to effectively cull if they are not visible in the frame.

## 9.8 Perform calculations per vertex instead of per fragment/pixel

Since the number of vertices is usually much less than the number of fragments/pixels, it is cheaper to do per vertex calculations to save processing power.

## 9.9 Enable early-Z, hierarchical-Z and back face culling

Hardware support of depth testing to determine if objects are in the user's field of view are used to save workload and processing on vertex and pixel processing. If the object is in view, then the vertices are sent down the pipeline for processing. If the object is hidden or not viewable, the triangles are culled and not sent to the pipeline. This improves graphics performance since computations are only spent on visible objects. If the application already knows details about the contents and relative position of objects in the scene or screen, the developer can use that information to automatically bound areas that never need to be touched (for example an automotive application that has multiple layers of dials where parts of the underlying dials are occluded can have the application avoid occluded areas from the beginning). Another optimization is to perform basic culling on the CPU since the CPU has

first-hand information about the scene details and object positions so it knows what scene data to send to the GPU.

## 9.10 Use branching carefully

Static branches perform well since states are known but they tend to use many general purpose registers. An example is a long shader that combines multiple shaders into a single, large shader that reduces state changes and batch draw calls. Dynamic branching has non-constant overhead since it processes multiple pixels as one and everything executes whether a branch is taken or not. In other words, dynamic branching goes through different permutations/branches in parallel to reach the correct results. If all pixels take the same path, then performance will be good. The more pixels processed translates to higher overhead and lower performance. For dynamic branching, smaller pixel sizes/groups are optimal for throughput. Developers need to be aware of branching in their code to make sure excessive calculations and branches are efficient. Profiling tools can help determine if certain parts of code are optimized or not.

## 9.11 Do not use static or stack data as vertex data - use VBOs instead

A vertex buffer object (VBO) is a buffer object that provides the benefits of vertex array and display list and allows a substantial performance gain for uploading data (vertex position, color, normals, and texture coordinates) to the GPU. VBOs create buffer objects in memory and allow the GPU to directly access memory without CPU intervention (DMA). The memory manager can optimize buffer placement using feedback from the application. VBOs can also handle static and dynamic data sets and are managed by the Vivante driver. The benefits of each are:

- A vertex array reduces the number of function calls and allows redundant data to be shared between related vertices, instead of re-sending all the data each time. Access to data can be referenced by the array index.
- The display list allows commands to be stored for later execution and can be used repeatedly over multiple frames without re-transmitting data, thus minimizing CPU cycles to transfer data. The display list can also be shared by multiple OpenGL / OpenGL ES clients so they can access the same buffer with the corresponding identifier. If you put computationally expensive operations (ex. lighting or material calculations) inside display lists, then these computations will be processed once when the list is created and the final result can be re-used multiple times without needing to re-calculate again.

If you combine the benefits of both by using VBO, performance will increase over static or stack data sets.

## 9.12 Use dynamic VBO if data is changing frame by frame

Locking a static vertex buffer while the GPU is using it can create a performance penalty since the GPU needs to finish reading the vertex data from the buffer before it can return to the calling application. Locking and rendering from a static buffer many times per frame also prevents the GPU buffering render commands since it must finish commands before returning the lock pointer. Without buffered commands the GPU remains idle until the application finishes filling the vertex buffer and issues the draw commands.

If the scene data never changes from frame to frame then a static buffer may be sufficient. With newer applications (ex. games, maps) that have dynamic viewports where vertex data changes multiple times per frame or frame-to-frame, then a dynamic VBO is required to ensure performance is still met. If the *current* buffer is being

used by the GPU when a lock is called, a pointer to a *new* buffer location is returned to the application to ensure updated data is written to the *new* buffer. The GPU can still access the old data (current buffer) while the application puts updated data into the new buffer. The Vivante memory management unit and driver will automatically take care of allocating, re-allocating, or destroying buffers.

You can implement dynamic VBO depending on your preference, but one recommendation is to allocate a 1 MB dynamic VBO block and upload data to using different offsets for each dynamic buffer. If the buffer overflows you can loop back and use location offset 0 again.

### 9.13 Tessellate your data so that Hierarchical Z (HZ) can do its job

We can break this into how OpenGL and OpenGL ES handle this case.

OpenGL only renders simple convex polygons (edges only intersect at vertices with no duplicate vertices and only two edges meet at any vertex), in addition to points, lines, and triangles. If the application requires concave polygons (polygons with holes or intersecting edges), those polygons need to be subdivided into simple convex polygons, which is called tessellation (subdividing a polygon mesh into a bunch of smaller meshes). Once you have all the meshes in place our HZ hardware can automatically cull hidden polygons to efficiently process the frame, effectively breaking the frame into smaller chunks that can be processed very fast.

OpenGL ES only renders triangles, lines, and points. The same concepts apply as in OpenGL, which is to avoid very large polygons by breaking them down into smaller polygons where our internal GPU scheduler can distribute them into multiple threads to fully parallelize the process and remove hidden polygons.

### 9.14 Use dynamic textures as a texture cache (texture atlas)

The main reason for using dynamic textures as a cache is the application developer can create one larger texture that is subdivided into different regions (texture atlas). The application can upload data into each region and use an application side texture atlas to access the data. Each dynamic texture and sub-region can be locked, written to, and unlocked each frame, as needed. This method of allocating once is more efficient than using multiple smaller textures that need to be allocated, generated, and then destroyed each time.

### 9.15 If you use many small triangle strips, stitch them together

It is better to combine several small, spatially related triangle strips together into a larger triangle strip to minimize overhead and increase performance. For each triangle strip, there are overhead and start up costs that are required by the CPU and GPU, including state loads. If there are too many small triangle strips that need to be loaded, this will impact performance. An application developer can combine multiple triangle strips by adding a degenerate triangle to join the strips together. The overhead to restart multiple new strips is much higher than adding the degenerate triangle.

### 9.16 Specify EGL configuration attributes precisely

To obtain a 16 bit/pixel window buffer for rendering, the EGL config attributes need to be specified precisely according to the EGL spec. Specifying inaccurate EGL attributes may result in getting a 32-bit bit/pixel window buffer which doubles the bandwidth requirement for rendering which in turn leads to lower performance.

### 9.17 Use aligned texture/render buffers

The GPUs work on buffers with HW specific width/height alignment for better efficiency. Please use the available API to query the GPU buffer alignment and allocate the texture / render buffers to satisfy these requirements, to avoid the cost of copies to aligned shadow memory.

### 9.18 Disable MSAA rendering unless high quality is needed

Although MSAA rendering can achieve higher image quality with smoother lines and triangle edges, it requires much higher (4x, 8x) bandwidth because it has to rendering a single pixel 4x/8x times. So, if high rendering quality is not required, MSAA should be disabled.

### 9.19 Avoid partial clears

Most GPUs have special hardware logic to do a fast clear of an entire buffer. So it is better to utilize the fast clear function to clear the entire buffer then render graphics again, instead of doing a partial clear to preserve a graphics region. If a partial clear is required by the application, make sure the clear area is aligned according to the GPU specific requirements. Unaligned partial clears are expensive and should be avoided.

### 9.20 Avoid mask operations

Do not use mask unless the mask is 0 (other than when you need a specific render quality). Clearing a surface with mask (color /depth stencil mask) could have a performance penalty. Pixel mask operations are normally pretty expensive on some GPUs as the mask operation has to be done on every single pixel.

### 9.21 Use MIPMAP textures

MIPMAP textures enable the application to sample a lower resolution texture image (1/2, 1/4, 1/8, 1/16, ... size of the original texture image) when the triangle is rendering further away from the view point. Thus, the bandwidth required to read the texture image is reduced which leads to better performance.

### 9.22 Use compressed textures if constricted by RAM/ROM budget

Compressed textures are normally only a fraction (up to 1/8) of the original texture size. Using compressed textures reduces the storage requirements in memory and can also reduce the required texture upload bandwidth, when using a format that is supported natively by the hardware.

Compressed textures should not be chosen, if only for the purposes of reducing the memory bandwidth required for sampling of the texture during rendering. This is because due to a fixed read request size from the GPU, the memory controller load will be the same as for an uncompressed texture.

### 9.23 Draw objects from near to far if possible

Drawing objects from near to far normally has better performance because the objects in the near foreground can block entire or partial objects in the background. Most GPUs have early Z rejection logic to reject the pixels that will fail a Z compare. The GPU can skip fragment shader computations on these rejected pixels.

## 9.24 Avoid indexed triangle strips.

Index triangle strips can usually maximize the vertex cache utilization as each set of vertex data can be used in two triangles. There is however an errata in the GC2000 and GC880 GPUs which requires a SW conversion of indexed triangle strips to triangle lists in the driver. For small strips the conversion overhead is negligible, but for large geometries a different primitive type should be used.

## 9.25 Vertex attribute stride should not be larger than 256 bytes

Most Vivante GPUs provide native support for a 256 byte vertex attribute stride. If the vertex attribute stride is larger than 256 bytes, then the driver has to copy the vertex data around. Hardware versions v55 and higher (such as the GC7000L v55) support a 2048 byte vertex attribute stride as required in the OES3.1 spec.

## 9.26 Avoid binding buffers to mixed index/vertex array

Most of Vivante GPUs do not natively support mixed index/vertex arrays. So the Vivante driver must copy the index and vertex data around to form separate vertex data streams for the GPU. Avoid mixing index and vertex data so the driver does not have to incur a performance hit while performing this task.

## 9.27 Avoid using CPU to update texture/buffer contexts during render

Do not use the CPU to update texture/buffer contexts in the middle of rendering. Using the CPU to update texture/buffer causes the rendering pipeline to flush and stall, so that CPU can safely update the buffer contents. The pipeline flush/stall/resume will cause significant performance impact.

## 9.28 Avoid frequent context switching

Context switch is an inherently expensive operation as many GPU states need to be reset to start a new rendering context. Thus, frequent context switching will have a negative impact on application performance.

## 9.29 Optimize resources within a shader

Most GPUs have optimal support for a limited amount of resources (uniforms, varying, etc.). Using resources beyond the optimal working set will cause the GPU to fetch/store resources from a lower performance memory pool and shader performance will be negatively impacted.

## 9.30 Avoid using glScissor Clear for small regions

glScissor Clear for small regions (less than 16x8 aligned window) will fall back to CPU so the performance is not optimal.

## Chapter 10 Demo Framework

### 10.1 Summaries

This document describes the Freescale Demo Framework, targeted at platform agnostic development of graphical demos. It covers the goals, architecture and instructions of how to use it across platforms, examples and best practices.

#### 10.1.1 Executive summary

- Write a demo application once.
- Run it on Android, Yocto linux, Ubuntu and MS Windows.
- Easily portable to additional platforms.
- Supports: OpenGL ES2, OpenGL ES3, with OpenVG and G2D planned for future release.

#### 10.1.2 Technical overview

- Written in a limited subset of C++11 and uses RAII to manage resources.
- Uses a limited subset of STL to make it easier to port.
- No copyleft restrictions from GPL / L-GPL licenses
- Allows for direct access to the expected API's (EGL, ES2, ES3)
- Provides optional helper classes for commonly used tasks
  - Matrix, Vector3, GLShader, GLTexture, etc
- Services
  - Keyboard & mouse
  - Persistent data manager
  - Assets management (models, textures)
- Defines a standard way for handling
  - Init, shutdown & window resize.
  - Program input arguments.
  - Input events like keyboard, mouse and touch.
  - Fixed time-step and variable time-step demo implementations.
  - Logging functionality.

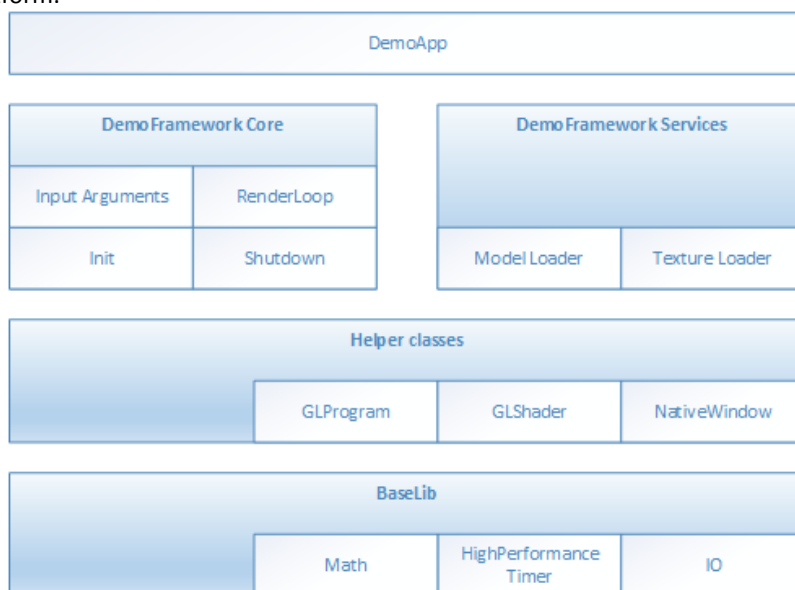


## 10.2 Introduction

The Demo Framework is a multi-platform framework that enables demos to run on various platforms without any changes. The framework abstracts away all the boilerplate & OS specific code of allocating surfaces, creating the context, model loading, texture loading, shader compilation, render loop, animation ticks, benchmarking graph overlays etc. This allows the demo/benchmark developer to focus on writing rendering code. It also enables them to develop demos on PC or Android where the tool chain and debug facilities allows for faster turnaround time and then take the working code and deploy without code changes to the supported platforms. The platforms we currently support are Windows (for development via emulated backends), Android NDK and Linux with various windowing systems. The framework allows us to provide 'real' comparative benchmarks between the different OS and windowing systems we support, since we can run the exact same demo/benchmark code on them all. The long term plans for the framework include extending it with support for OpenVG, G2D and other relevant API's.

## 10.3 Design overview

The framework is written in C++ and uses RAI<sup>1</sup> to manage resources. The resource management code focuses on 'ease of use' over raw performance, since it's mainly run on construction and destruction of the demo. To allow the demo framework to be easily portable to new platforms its functionality is split into two parts: 'core' and 'services'. The core framework depends on a limited subset of STL to make it easier to port. Framework services come with their own set of library requirements. The model importer Assimp<sup>2</sup> requires boost to be available on the platform.



**Figure 60 Design overview**

Beside the demo framework core and demo framework services there is a set of helper classes for commonly used functionality, which makes it easier to write demo's for the API's we support. The helper classes do not depend on the demo framework and can be used in any program for the given API. For example for OpenGL ES, there is a GLShader and GLProgram class which hides away the complexities of compiling the shader object and linking the program object and since they are RAI objects, they also clean up after themselves once you are done with them.

<sup>1</sup> [http://en.wikipedia.org/wiki/Resource\\_Acquisition\\_Is\\_Initialization](http://en.wikipedia.org/wiki/Resource_Acquisition_Is_Initialization)

<sup>2</sup> <http://assimp.sourceforge.net/>

Since our primarily supported BSPs are linux based, we decided to utilize an input argument framework that is compatible with the standard Unix parameter format, like the one exposed by getopt<sup>3</sup>.

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<sup>3</sup> We do however not utilize getopt to remain GPL free across platforms.

## 10.4 High level overview

The framework consist of three high level domains.

### 10.4.1 DemoMain

All the code that binds everything together and it is platform independent.

1. It gets the current demo setup
  - a. Which demo host to utilize for the demo.
  - b. Which demo app that needs to be run.
2. It parses the input arguments
3. It launches the demo host.
4. It logs any errors that might occur.



### 10.4.2 DemoHost

The demo-host is responsible for init & shutdown of the host environment and running the main loop.

The main loop utilizes the DemoAppManager to control the life of the DemoApp.

In other words, the DemoHost is the graphics API specific code needed to initialize and shutdown a given API and some code to run a render loop. All the API and platform independent code of the render loop resides inside the DemoAppManager class.

The exact capabilities of a DemoHost are also platform dependent. For example, some EGL implementations support running OpenVG and OpenGL ES, allowing a demo app to utilize both API's at once. This is not something that is supported by most windows emulation layers.

### 10.4.3 DemoApp

A demo application written for one or more specific APIs which are supported by a specific DemoHost. The demo is usually platform independent – the exception to the rule is if it depends on specific features that only exist on certain platforms.

## 10.5 Demo application details

The following description of the demo application details uses a GLES2 demo named 'S01\_SimpleTriangle' as example. It lists the default methods that a demo should implement, the way it can provide customized parameters to the windowing system and how asset management is made platform agnostic.

### 10.5.1 Demo method overview

This is a list of the methods that every Demo App is most likely to override<sup>4</sup>.

```
// Init
S01_SimpleTriangle(const DemoAppConfig& config)
// Shutdown
~S01_SimpleTriangle()
// OPTIONAL: Custom resize logic (if the app requested it). The default logic is to
// restart the app.
```

<sup>4</sup> See DemoFramework\FslDemoApp\include\FslDemoApp\ADemoApp.hpp for a complete list.

```
void Resized(const Point2& size)
// OPTIONAL: Fixed time step update method that will be called the set number of times
// per second. The fixed time step update is often used for physics.
void FixedUpdate(const DemoTime& demoTime)
// OPTIONAL: Variable time step update method.
void Update(const DemoTime& demoTime)
// Put the rendering calls here
void Draw()
```

When the constructor is invoked, the Demo Host API will already be setup and ready for use, the demo framework will use EGL to configure things as requested by your EGL config and API version.

It is recommended that you do all your setup in the constructor.

This also means that you should never try to shutdown EGL in the destructor since the framework will do it at the appropriate time. The destructor should only worry about resources that your demo app actually allocated by itself.

### 10.5.1.1 Resized

The resized method will be called if the screen resolution changes (if your app never changes resolution this will never be called)<sup>5</sup>.

### 10.5.1.2 FixedUpdate

Is a fixed time-step update method that will be called the set number of times per second. The fixed time step update is often used for physics<sup>6</sup>.

### 10.5.1.3 Update

Will be called once before every draw call and you will normally update your animation using delta time.

For example if you need to move your object 10 units horizontally per second you would do something like

```
m_positionX += 10 * demoTime.DeltaTime;
```

### 10.5.1.4 Draw

Should be used to render graphics.

## 10.5.2 Fixed or variable timestep update

Depending on what your demo is doing, you might use one or the other - or both. It's actually a very complex topic once you start to dig into it, but in general anything that need precision and predictable/repeatable calculations, like for example physics, often benefits from using fixed time steps. It really depends on your algorithm and it's recommended to do a couple of google searches on fixed vs variable, since there are lots of arguments for both. It's also worth noting that game engines like Unity3D<sup>7</sup> support both methods.

## 10.5.3 Execution order of methods during a frame

The methods will be called in this order

---

<sup>5</sup> This version of the framework always restart the app, so this will never be called.

<sup>6</sup> This version uses a fixed update frequency of 60 ticks per second. This will be configurable in the future.

<sup>7</sup> [unity3d.com/](http://unity3d.com/)

- Events (if any occurred)<sup>8</sup>
- Resized<sup>9</sup>
- FixedUpdate (0-N calls. The first frame will always have a FixedUpdate call)
- Update
- Draw

After the draw call, a swap will occur.

#### 10.5.4 Exit

The demo app can request an exit to occur, or it can be terminated via an external request.

In both cases one of the following things occur.

1. If the app has been constructed and has received a FixedUpdate, then it will finish its FixedUpdate, Update, Draw, swap sequence before its shutdown.
2. If the app requests a shutdown during construction, the app will be destroyed before calling any other method on the object (and no swap will occur).

The app can request an exit to occur by calling:

```
GetDemoAppControl()->RequestExit(1);
```

#### 10.5.5 Dealing with screen resolution changes

Per default the app is destroyed and recreated when a resolution change occurs<sup>10</sup>.

It is left up to the DemoApp to save and restore demo specific state.

#### 10.5.6 Content loading

The framework supports loading files from the Content folder on all platforms.

Given a content folder like this:

```
Content/Texture1.bmp
Content/Stuff/Readme.txt
```

You can load the files via the *IContentManager* service that can be accessed by calling

```
std::shared_ptr<IContentManager> contentManager = GetContentManager();
```

You can then load files like this:

Binary file:

```
std::vector<uint8_t> content;
contentManager->ReadAllBytes(content, "MyData.bin");
```

Text file:

```
const std::string content = contentManager->ReadAllText("Stuff/Readme.txt");
```

Bitmap file<sup>11</sup>:

<sup>8</sup> For an example of event handling see the “DemoApps\GLES2\InputEvents” sample.

<sup>9</sup> In this version of the framework this is never called as the app will be recreated on screen size changes (future versions will allow demo apps to handle resize events if they so desire)

<sup>10</sup> Future versions will allow demo apps to handle resize events if they so desire.

```
Bitmap bitmap;  
contentManager->Read(bitmap, "Texture1.bmp", PixelFormat::RGB888);
```

---

<sup>11</sup> The current framework only supports a limited subset of BMP images (24 and 32BPP). This will be extended in a future version where we expect to have DevIL support.

If you prefer to control the loading yourself you can retrieve the path to the files like this:

```
IO::Path contentPath = contentManager->GetContentPath();
IO::Path myData = IO::Path::Combine(contentPath, "MyData.bin");
IO::Path readmePath = IO::Path::Combine(contentPath, "Stuff/Readme.txt");
IO::Path texture1Path = IO::Path::Combine(contentPath, "Texture1.bmp");
```

You can then open the files with any method you prefer.

Both methods works for all supported platforms.

For detailed information about how the content is handled on each platform, see the build guide appendixes.

The details of the available helper classes for a Demo Application are described in 10.6.

### 10.5.7 Demo registration

This is done in the S01\_SimpleTriangle\_Register.cpp file.

```
namespace
{
    // Custom EGL config (Will overwrite the settings for the listed values.
    // however an exact EGL config can be used)
    static const EGLint g_eglConfigAttribs[] =
    {
        EGL_RED_SIZE, 5,
        EGL_GREEN_SIZE, 6,
        EGL_BLUE_SIZE, 5,
        EGL_ALPHA_SIZE, 0,
        EGL_SAMPLES, 0,
        EGL_NONE
    };
}
// configure the demo environment to run this demo app in a OpenGL ES2 host environment
FSL_REGISTER_OPENGL_ES2_DEMO(S01_SimpleTriangle, DemoAppHostConfigEGL(g_eglConfigAttribs));
```

Since the demo framework is controlling the main method, you need to register your application with the Demo Host specific macro (in this case the OpenGL ES2 host), for the framework to register your demo class.

## 10.6 Helper Class Overview

### 10.6.1 FslBase

Provides basic functionality missing from C++ standard libraries.

#### 10.6.1.1 Bits

BitsUtil	Utility methods for working with bits
ByteArrayUtil	Utility methods for reading and writing values from byte arrays in a specific endian format. This functionality is useful when working on platform independent load and save methods.

#### 10.6.1.2 IO

Platform independent IO.

Directory	Helper methods for working on directories. <ul style="list-style-type: none"> <li>GetCurrentWorkingDirectory.</li> </ul>
File	Helper methods for working with files <ul style="list-style-type: none"> <li>Checking if file exists.</li> <li>File length.</li> <li>Read all content from a file.</li> </ul>
Path	A UTF8 path class and helper methods for working on it. <ul style="list-style-type: none"> <li>Combing paths.</li> <li>Extracting directory or filename.</li> <li>Getting the full path from a relative path.</li> </ul>

#### 10.6.1.3 Log

Platform independent logging.

Instead of using printf or std::cout to log information it's better to utilize the provided logging macro's since work across all supported platforms.

Log	Various logging macros <ul style="list-style-type: none"> <li>FSLLOG</li> <li>FSLLOG_IF</li> <li>FSLLOG_WARNING</li> <li>FSLLOG_WARNING_IF</li> <li>FSLLOG_ERROR</li> <li>FSLLOG_ERROR_IF</li> </ul>
-----	--



### 10.6.1.4 Math

Mainly focused on math functionality useful for working with graphics. It focuses on ease of use instead of raw performance.

MathHelper	<p>Various commonly used helper methods and constants like</p> <ul style="list-style-type: none"> <li>• PI</li> <li>• Clamping</li> <li>• Lerp</li> <li>• Conversions between radians and angles</li> <li>• PowerOfTwo</li> </ul>
Matrix	<p>Matrix helper methods like</p> <ul style="list-style-type: none"> <li>• Perspective</li> <li>• Rotate</li> <li>• Translate</li> <li>• Scale</li> <li>• Multiply</li> </ul>
Point2	A 2D integer point.
Rectangle	<p>A integer based rectangle with helper methods like</p> <ul style="list-style-type: none"> <li>• Union</li> <li>• Intersection</li> </ul>
Vector2	<p>A 2d float point with helper methods like</p> <ul style="list-style-type: none"> <li>• Dot</li> <li>• Length</li> <li>• Lerp</li> <li>• Min, max</li> <li>• Normalize</li> <li>• Reflect</li> </ul>
Vector3	<p>A 3d float point with helper methods like</p> <ul style="list-style-type: none"> <li>• Cross</li> <li>• Dot</li> <li>• Length</li> <li>• Lerp</li> <li>• Min, max</li> <li>• Normalize</li> <li>• Reflect</li> <li>• Transform by matrix</li> </ul>
Vector4	<p>A 4d float point with helper methods like</p> <ul style="list-style-type: none"> <li>• Dot</li> <li>• Length</li> <li>• Lerp</li> <li>• Min, max</li> <li>• Normalize</li> <li>• Reflect</li> <li>• Transform by matrix</li> </ul>

### 10.6.1.5 String

Various string functionality

StringParseUtil	Various utility method for converting a string to a number.
UTF8String	A UTF8 string representation.

### 10.6.1.6 System

HighResolutionTimer	A platform independent high resolution timer.
---------------------	---

### 10.6.1.7 FslGraphics

Bitmap	A RAII class to manage bitmap data.
BitmapUtil	Contains various helper methods that works on the bitmap class. <ul style="list-style-type: none"> <li>• Horizontal flip</li> <li>• Pixel format conversion</li> </ul>
RawBitmap	Read only bitmap information.
RawBitmapEx	Writeable access to bitmap information
RawBitmapUtil	Low level helper methods that work on RawBitmap's <ul style="list-style-type: none"> <li>• Horizontal flip</li> <li>• Padding clear</li> <li>• Swizzle</li> </ul>

### 10.6.1.8 IO

BMPUtil	A simple helper class for loading and saving BMP images. It's not recommended to utilize it directly. Instead utilize the framework for loading images <sup>12</sup> .  See Content loading for more details.
---------	---

<sup>12</sup> A future version will also add saving to the ContentManager.

### 10.6.1.9 Vertices

API independent vertex helper classes.

VertexDeclaration	Defines how a vertex is constructed in an API independent way.
VertexElementEx	Defines a vertex element
VertexPositionColor	A vertex comprised of <ul style="list-style-type: none"> <li>• position</li> <li>• color.</li> </ul>
VertexPositionColorNormalTexture	A vertex comprised of <ul style="list-style-type: none"> <li>• position</li> <li>• color</li> <li>• normal</li> <li>• texture coordinates</li> </ul>
VertexPositionColorTexture	A vertex comprised of <ul style="list-style-type: none"> <li>• position</li> <li>• color</li> <li>• texture coordinates</li> </ul>
VertexPositionNormalTexture	A vertex comprised of <ul style="list-style-type: none"> <li>• position</li> <li>• normal</li> <li>• texture coordinates</li> </ul>
VertexPositionTexture	A vertex comprised of <ul style="list-style-type: none"> <li>• position</li> <li>• texture coordinates</li> </ul>

### 10.6.2 FslGraphicsGLES2

RAII based helper classes for common GLES2 operations.

GLCheck	Various helper macro's for checking and transforming OpenGL ES errors to exception.
GLIndexBuffer	A RAII based index buffer. <ul style="list-style-type: none"> <li>• uint8_t &amp; uint16_t based index buffers.</li> <li>• Easy creation and update.</li> </ul>
GLProgram	A RAII based GL program encapsulation. <ul style="list-style-type: none"> <li>• Vertex and fragment shader combination.</li> </ul>
GLShader	A RAII based GL shader encapsulation. <ul style="list-style-type: none"> <li>• Compilation and logging.</li> </ul>
GLTexture	A RAII based GL texture encapsulation. <ul style="list-style-type: none"> <li>• Can be created from either FslGraphics RawBitmap's or Bitmaps.</li> <li>• Easy content update.</li> <li>• Supports both normal and cubemap textures.</li> </ul>
GLUtil	Contains various utility methods for OpenGL ES2 <ul style="list-style-type: none"> <li>• Capture screenshots</li> </ul>
GLVertexBuffer	A RAII based vertex buffer. <ul style="list-style-type: none"> <li>• Easy creation and updating from Custom or FslGraphics.Vertices.</li> <li>• Helper methods for quickly enabling/disabling Attribs</li> </ul>

### 10.6.3 FslGraphicsGLES3

RAII based helper classes for common GLES3 operations.

GLES3 has the exact same helper classes as GLES2 and the following additions:

GLVertexArray	A RAII based vertex array. <ul style="list-style-type: none"> <li>• Easy creation</li> </ul>
---------------	--

## 10.7 Android SDK+NDK on Windows® OS build guide

### 10.7.1 Prerequisites:

- JDK (32 bit)  
**IMPORTANT:** Make sure to configure JAVA\_HOME to point to the JDK directory
- Android SDK (32 bit)  
Once it's installed it's a good idea to run "SDK Manager.exe" and make sure everything is up to date.  
**IMPORTANT:** Make sure to configure ANDROID\_HOME to point to the Android SDK directory  
**IMPORTANT:** Make sure that you have the Android 4.4.2 (API 19) SDK Platform installed.
- Android NDK (32 bit)  
**IMPORTANT:** Make sure to configure ANDROID\_NDK to point to the Android NDK directory
- Ant  
**IMPORTANT:** Make sure to configure ANT\_HOME to point to the ant directory  
Extra info: [www.androidengineer.com/2010/06/using-ant-to-automate-building-android.html](http://www.androidengineer.com/2010/06/using-ant-to-automate-building-android.html)
- Python 2.7.x
  - For 32bit windows
  - For 64bit windows

### 10.7.2 Environment setup:

1. Start a windows console (cmd.exe) in the DemoFramework folder.
2. Run the 'prepare.bat' file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.bat file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).

### 10.7.3 To Compile and run an existing sample application.

In this example we will utilize the GLES2 S06\_Texturing app.

1. Make sure that you performed the environment setup.
2. Change directory to the sample directory:

```
cd DemoApps\GLES2\S06_Texturing\Android
```

3. Build and install the app apk<sup>13</sup>

```
ant debug install
```

---

<sup>13</sup> See the ant notes for more details

### 10.7.4 To create a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the environment setup.
2. Change directory to the GLES2 sample directory:

```
cd DemoApps/GLES2
```

3. Create the project template using the FslNewDemoProject.py script

```
FslNewDemoProject.py all -t GLES2 CoolNewDemo
```

4. Change directory to the newly created project folder 'CoolNewDemo'

```
cd CoolNewDemo
```

5. Generate build files for Android, Ubuntu and Yocto (this step will be simplified soon)

```
FslBuildGen.py
```

When you add the generated build.sh to git on windows then please remember to set the executable bit using:

```
git update-index --chmod=+x build.sh
```

6. Change directory to the Android folder 'CoolNewDemo'

```
cd Android
```

7. Build and install the app apk<sup>14</sup>

```
ant debug install
```

If you add source files to a project or change the Fsl.gen file then run the FslBuildGen.py script in the project root folder to regenerate the various build files.

---

<sup>14</sup> See the ant notes for more details

## 10.7.5 Notes

### 10.7.5.1 Content

As long as you utilize one of the methods above to load the resources, you don't really need to know the following. However if you experience problems it might be useful for you to know.

Under Android builds we package all content using the Android 'assets' system. Since the system requires that the asset files are located under its 'assets' folder (located at Android/assets in our samples) we utilize a one way folder synchronization utility called 'FslContentSync.py' to ensure that all files and directories under Content exist inside the asset folder as well. The synchronization script is automatically invoked during the Android build process. To complicate things further the Android assets cannot normally be accessed via filenames using standard C/C++ methods. Because of this the assets are 'unpacked' on target to either the external or internal file system which allows us to open the files any way we like. Unfortunately this means that there will be a slight unpacking delay the first time a sample is executed.

### 10.7.5.2 Command line app building via Ant

[developer.android.com/tools/building/building-cmdline.html](http://developer.android.com/tools/building/building-cmdline.html)

## 10.8 Ubuntu build guide

### 10.8.1 Prerequisites

- Ubuntu14.04 64 bit
- Build tools and xrand  
`sudo apt-get install build-essential libxrandr-dev`
- Python 2.7  
It should be part of the default Ubuntu14.04 install.
- A OpenGL ES 2+ emulator
  - Mesa OpenGL ES 2  
`sudo apt-get install libgles2-mesa-dev`
  - Arm Mali OpenGL ES 3.0 Emulator V1.4.1 (64 bit)  
`wget http://malideveloper.arm.com/downloads/tools/emulator/1.4.1/Mali_OpenGL_ES_Emulator-1.4.1-Linux-64bit.deb`  
`sudo dpkg -i Mali_OpenGL_ES_Emulator-1.4.1-Linux-64bit.deb`

### 10.8.2 Environment setup

1. Start a terminal (ctrl+alt t) in the DemoFramework folder
2. Run the 'prepare.sh' file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.sh file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).  
`source prepare.sh`

### 10.8.3 To Compile all samples

1. Make sure that you performed the environment setup
2. Compile everything (a good rule of thumb for '-j N' is number of cpu cores \* 2)

```
./build.sh -j 2
```

### 10.8.4 To Compile and run an existing sample application.

In this example we will utilize the GLES2 S06\_Texturing app.

1. Make sure that you performed the environment setup
2. Change directory to the sample directory:

```
cd DemoApps/GLES2/S06_Texturing
```

3. Compile the project (a good rule of thumb for '-j N' is number of cpu cores \* 2)

```
./build.sh -j 2
```

### 10.8.5 To create a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the environment setup
2. Change directory to the GLES2 sample directory:

```
cd DemoApps/GLES2
```

3. Create the project template using the FslNewDemoProject.py script

```
FslNewDemoProject.py all -t GLES2 CoolNewDemo
```

4. Change directory to the newly created project folder 'CoolNewDemo'

```
cd CoolNewDemo
```

5. Generate build files for Android, Ubuntu and Yocto (this step will be simplified soon)

```
FslBuildGen.py  
chmod u+x build.sh
```

6. Compile the project (a good rule of thumb for '-j N' is number of cpu cores \* 2)

```
./build.sh -j 2
```

If you add source files to a project or change the Fsl.gen file then run the FslBuildGen.py script in the project root folder to regenerate the various build files.



## 10.8.6 NOTES:

### 10.8.6.1 Content

As long as you utilize one of the methods above to load the resources, you don't really need to know the following. However if you experience problems it might be useful for you to know.

The ubuntu build expects the content folder to be located at "<executable directory>/content". Since the binary is put in the sample root directory where the content folder is located, there should be no problem loading the resources.

### 10.8.6.2 Manual environment setup:

1. Configure your FSL\_GRAPHICS\_SDK to point to the downloaded sdk without the ending backslash:  

```
export FSL_GRAPHICS_SDK=~ /fsl/YourDemoFrameworkFolder
```
2. For easy access to the python scripts (not required for building)  

```
PATH=$PATH:$FSL_GRAPHICS_SDK/.Config
```

### 10.8.6.3 Override platform auto-detection

To override the platform auto detection code set the following variable

```
export FSL_PLATFORM_NAME=Ubuntu
```

### 10.8.6.4 Executable location

The final executable will be placed in the root of the demo application folder. If it is moved the content folder (if it exist) needs to be copied to the same location.

## 10.9 Windows build guide

### 10.9.1 Prerequisites:

- Visual Studio 2013 (community edition or better)
- Python 2.7.x
  - For 32bit windows
  - For 64bit windows
- A OpenGL ES 2+ emulator
  - Arm Mali OpenGL ES 3.0 Emulator V1.4.1 (32 bit)
  - Vivante OpenGL ES Emulator

To get started its recommended to utilize the Arm Mali OpenGL ES 3.0 emulator (32 bit) which this guide will assume you are using.

### 10.9.2 Environment setup:

1. Start a windows console (cmd.exe) in the DemoFramework folder
2. Run the 'prepare.bat' file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.bat file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).

### 10.9.3 Compiling and running an existing sample application

In this example we will utilize the GLES2 S06\_Texturing app.

1. Make sure that you performed the environment setup
2. Change directory to the sample directory:  

```
cd DemoApps\GLES2\S06_Texturing
```
3. Launch Visual Studio using the Arm Mali Emulator:  

```
.StartProject_Arm.bat
```
4. Compile and run the project (The default is to press F5)

To utilize the vivante emulator use `.StartProject_Vivante.bat` instead of `.StartProject_Arm.bat`

### 10.9.4 To create a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the environment setup
2. Change directory to the GLES2 sample directory:  

```
cd DemoApps/GLES2
```
3. Create the project template using the `FslNewDemoProject.py` script  

```
FslNewDemoProject.py all -t GLES2 CoolNewDemo
```
4. Change directory to the newly created project folder 'CoolNewDemo'  

```
cd CoolNewDemo
```
5. Generate build files for Android, Ubuntu and Yocto (this step will be simplified soon)  

```
FslBuildGen.py
```

When you add the generated `build.sh` to git on windows then please remember to set the executable bit using:

```
git update-index --chmod=+x build.sh
```

6. Launch Visual Studio using the Arm Mali Emulator:  

```
.StartProject_Arm.bat
```
7. Compile and run the project (The default is to press F5) or start creating your new demo.

If you add source files to a project or change the `Fsl.gen` file then run the `FslBuildGen.py` script in the project root folder to regenerate the various build files.

## 10.9.5 Notes

### 10.9.5.1 Content

As long as you utilize one of the methods above to load the resources, you don't really need to know the following. However if you experience problems it might be useful for you to know.

The windows build expects the content folder to be located at "<current working directory>/content". When you launch the sample via the Visual Studio project the current working directory will be equal to the sample root directory where the content folder is located, so there should be no problem loading the resources.

### 10.9.5.2 Switching between emulators

The Visual Studio projects have been configured so that emulator builds can co-exist without interfering with each other. Furthermore the only the emulator dependent parts will be rebuild when changing emulator. So all in all it ought to be very fast to switch between emulators.

### 10.9.5.3 Executable location

The executable location is based upon the build type release/debug and which emulator you are using and So the executable for a demo called S06\_Texturing build as debug and using the arm emulator will be located under

```
bin\S06_Texturing\Debug_ARM\
```

The content folder is located at

```
Content
```

If you want to move them then make sure that both the S06\_Texturing.exe and Content folder is moved to the same location like this:

```
S06_Texturing.exe
```

```
Content
```

## 10.10 Yocto build guide

### 10.10.1 Prerequisites:

- Python 2.7  
It should be part of the default Ubuntu12.04 install.
- A working Yocto build  
For example follow one of these:
  - [git.freescale.com/git/cgit.cgi/imx/meta-fsl-bsp-release.git/tree/imx/README?h=daisy\\_3.10.31-1.1.0\\_beta](http://git.freescale.com/git/cgit.cgi/imx/meta-fsl-bsp-release.git/tree/imx/README?h=daisy_3.10.31-1.1.0_beta)
  - [community.freescale.com/docs/DOC-94866](http://community.freescale.com/docs/DOC-94866)
- One of these:

#### x11 Yocto image

##### Example:

```
MACHINE=imx6qsabreauto source fsl-setup-release.sh -b build-x11 -e x11
bitbake fsl-image-gui
bitbake meta-toolchain
bbitbake meta-ide-support
```

##### Extracted rootfs

We assume your Yocto build dir is located at ~/fsl-release-bsp/build-x11 and that the rootfs will be unpacked to ~/unpacked-rootfs/build-x11 and the image is called fsl-image-gui-imx6qsabresd-20141013154554.rootfs.tar.bz2 (you will need to locate your image name)

```
runqemu-extract-sdk ~/fsl-release-bsp/build-
x11/tmp/deploy/images/imx6qsabresd/fsl-image-gui-imx6qsabresd-
20141013154554.rootfs.tar.bz2 ~/unpacked-rootfs/build-x11
```

#### FB Yocto image

##### Example:

```
MACHINE=imx6qsabreauto source fsl-setup-release.sh -b build-fb -e fb
bitbake fsl-image-gui
bitbake meta-toolchain
bitbake meta-ide-support
```

**Extracted rootfs**

We assume your Yocto build dir is located at ~/fsl-release-bsp/build-fb and that the rootfs will be unpacked to ~/unpacked-rootfs/build-fb and the image is called fsl-image-gui-imx6qsabresd-20141013154554.rootfs.tar.bz2 (you will need to locate your image name)

```
runqemu-extract-sdk ~/fsl-release-bsp/build-  
fb/tmp/deploy/images/imx6qsabresd/fsl-image-gui-imx6qsabresd-  
20141013154554.rootfs.tar.bz2 ~/unpacked-rootfs/build-fb
```

**Wayland Yocto image****Example:**

```
MACHINE=imx6qsabreauto source fsl-setup-release.sh -b build-wayland -e wayland  
bitbake fsl-image-gui  
bitbake meta-toolchain  
bitbake meta-ide-support
```

**Extracted rootfs**

We assume your Yocto build dir is located at ~/fsl-release-bsp/build-wayland and that the rootfs will be unpacked to ~/unpacked-rootfs/build-wayland and the image is called fsl-image-gui-imx6qsabresd-20141013154554.rootfs.tar.bz2 (you will need to locate your image name)

```
runqemu-extract-sdk ~/fsl-release-bsp/build-  
wayland/tmp/deploy/images/imx6qsabresd/fsl-image-gui-imx6qsabresd-  
20141013154554.rootfs.tar.bz2 ~/unpacked-rootfs/build-wayland
```

**DirectFB Yocto image****Example:**

```
MACHINE=imx6qsabresd source fsl-setup-release.sh -b build-dfb -e dfb  
bitbake fsl-image-gui  
bitbake meta-toolchain  
bitbake meta-ide-support
```

**Extracted rootfs**

We assume your Yocto build dir is located at ~/fsl-release-bsp/build-dfb and that the rootfs will be unpacked to ~/unpacked-rootfs/build-dfb and the image is called fsl-image-gui-imx6qsabresd-20141013154554.rootfs.tar.bz2 (you will need to locate your image name)

```
runqemu-extract-sdk ~/fsl-release-bsp/build-  
dfb/tmp/deploy/images/imx6qsabresd/fsl-image-gui-imx6qsabresd-  
20141013154554.rootfs.tar.bz2 ~/unpacked-rootfs/build-dfb
```

This guide assumes that you are using an X11 image.

### 10.10.2 Yocto environment setup:

Prepare the Yocto build environment

```
pushd ~/fsl-release-bsp
MACHINE=imx6qsabreauto source fsl-setup-release.sh -b build-x11 -e x11
cd tmp
source environment-setup-cortexa9hf-vfp-neon-poky-linux-gnueabi
export ROOTFS=~/unpacked-rootfs/build-x11
popd
```

### 10.10.3 Demo framework environment setup:

1. Make sure that you performed the Yocto setup
2. cd to the demoframework folder
3. Run the 'prepare.sh' file located in the root of the framework folder to configure the necessary environment variables and paths. Please beware that the prepare.sh file requires the current working directory to be the root of your demoframework folder to function (which is also the folder it resides in).

```
source prepare.sh
```

### 10.10.4 To Compile all samples

1. Make sure that you performed the demo framework environment setup
2. Compile everything (a good rule of thumb for '-j N' is number of cpu cores \* 2)

```
./build.sh -f GNUmakefile_Yocto -j 2 EGLBackend=x11
```

EGLBackend can be set to either: DirectFB, FB, Wayland or x11

### 10.10.5 To Compile and run an existing sample application.

In this example we will utilize the GLES2 S06\_Texturing app.

1. Make sure that you performed the demo framework environment setup.
2. Change directory to the sample directory:

```
cd DemoApps/GLES2/S06_Texturing
```

3. Compile the project (a good rule of thumb for '-j N' is number of cpu cores \* 2)

```
./build.sh -f GNUmakefile_Yocto -j 2 EGLBackend=x11
```

EGLBackend can be set to either: DirectFB, FB, Wayland or x11

### 10.10.6 To create a new GLES2 demo project named 'CoolNewDemo'

1. Make sure that you performed the demo framework environment setup.
2. Change directory to the GLES2 sample directory:

```
cd DemoApps/GLES2
```

3. Create the project template using the FslNewDemoProject.py script

```
FslNewDemoProject.py all -t GLES2 CoolNewDemo
```

4. Change directory to the newly created project folder 'CoolNewDemo'

```
cd CoolNewDemo
```

5. Generate build files for Android, Ubuntu and Yocto (this step will be simplified soon)

```
FslBuildGen.py  
chmod u+x build.sh
```

6. Compile the project (a good rule of thumb for '-j N' is number of cpu cores \* 2)

```
./build.sh -f GNUmakefile_Yocto -j 2 EGLBackend=x11
```

EGLBackend can be set to either: DirectFB, FB, Wayland or x11

If you add source files to a project or change the Fsl.gen file then run the FslBuildGen.py script in the project root folder to regenerate the various build files.

### 10.10.7 NOTES

#### 10.10.7.1 Content

As long as you utilize one of the methods above to load the resources, you don't really need to know the following. However if you experience problems it might be useful for you to know. The Yocto build expects the content folder to be located at "<executable directory>/content".

#### A1.1.1. Manual environment setup:

Configure your FSL\_GRAPHICS\_SDK to point to the downloaded sdk without the ending backslash:

```
export FSL_GRAPHICS_SDK=~/.fsl/YourDemoFrameworkFolder
```

1. For easy access to the python scripts

```
PATH=$PATH:$FSL_GRAPHICS_SDK/.Config
```

#### 10.10.7.2 Override platform auto-detection

To override the platform auto detection code set the following variable

```
export FSL_PLATFORM_NAME=Yocto
```

### 10.10.7.3 Building for multiple backends

The makefiles have been configured so that the builds for all backends can co-exist without interfering with each other. Furthermore the only the backend dependent parts will be rebuild when changing backend.

So all in all it ought to be very fast to switch between backends.

The demo app executables will be post fixed with the backend its build for to ensure no conflicts occurs.

### 10.10.7.4 Executable location

The final executable will be placed in the root of the demo application folder. If it is moved the content folder (if it exist) needs to be copied to the same location.

The executables follows this naming scheme:

`<DemoAppName>_<BackendName>[<TargetPostFix>]`

So a debug build of S06\_Texturing for the DirectFB backend will be called

`S06_Texturing_DirectFB_d`

A release build of S06\_Texturing for the X11 backend will be called

`S06_Texturing_X11`

## 10.11 FslContentSync.py notes

- Does not copy files that start with a '.' in its file or directory name.
- Does not allow files to contain "." in its name.
- Do **not** utilize file names that only differ by casing like this:
  - Shader.txt
  - shader.txt
- Due to the Android asset packer it's not recommended to use Unicode file names as they are unsupported by the Android tool currently.

## 10.12 Roadmap – Upcoming features

### 10.12.1 Technical overview

- Graphics API support
  - OpenVG
  - G2D
- Services
  - Model loader via Assimp
  - Image loading via DevIL
- Implementation of standard way for handling
  - Demo time stepping: pause, single step, slow motion.
  - Screenshot support.
  - A performance graph

## 10.13 Known limitations

### 10.13.1 General

- Android, Ubuntu and Windows support is considered experimental for this release.
- FslBuildGen does not update the Visual Studio windows projects.

### 10.13.2 Android

- Android does not handle Unicode file names inside the 'content' folder. So do not utilize Unicode for filenames stored in Content. The culprit is the Android assets folder which we utilize for content files.



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