

# RN 4 09 00 01

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## Release Notes for release 4.09.00.01

### Introduction

This release includes the Linux graphics drivers for the SGX530 family of chipsets AM35x/37xx, AM335x, 387x(TI814x)/389x(TI816x). The Graphics SDK contains documentation, demo programs and tools.

### Validation information

#### NOTE -

1. This release has been tested on AM parts only.
  2. This release is build tested only for 387x(TI814x) & 389x(TI816x) & DM parts.
  3. This release is build tested only against 3.8 kernel.
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### Installation and Usage

Please look for detailed installation and usage instructions at below link-  
[http://processors.wiki.ti.com/index.php/Graphics\\_SDK\\_Quick\\_installation\\_and\\_user\\_guide](http://processors.wiki.ti.com/index.php/Graphics_SDK_Quick_installation_and_user_guide)

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### Features in this release

- **NEW** - Runtime PM support for AM335x (selectable via command line during build(make))
  - **NEW** - PowerVR SDK 3.0 (integrated including training course examples).
  - **NEW** - Support for compilation against 3.8 kernel.
  - Based on the IMG Linux 1.9 DDK (1.9ED2188537)
  - Supports Xorg X Server 1.12
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### Pre-requisites

#### Kernel(Linux PSP) versions supported or used for validation

Please note that this release has been tested only on AM devices. No testing has been done on the DM parts. Only the following devices have been tested & details below -

- AM335x - 3.2 kernel - <http://arago-project.org/git/projects/linux-am33x.git>
    - AM335x Linux PSP 04.06.00.10
    - Branch – v3.2-staging, TAG - v3.2\_AM335xPSP\_04.06.00.10-rc1, commit id -c8cce6279f5c126cbf6b6054f1ea0148bfc19511
  - AM35xx/AM37xx - 2.6.37 kernel
    - Linux PSP Release : 04.02.00.07.
    - Display drivers with DSS2 support ie, CONFIG\_OMAP2\_DSS=y
-

**Toolchain**

- Arago Dynamic toolchain based on GCC 4.5.3 for all devices (supplied with AMSDK releases).
- Linaro 4.6.3 hardfp toolchain(arm-linux-gnueabi-hf-) was used for creating the hardfp package.

**What is supported****Khronos API support**

- OpenGL ES 1.1
- OpenGL ES 2.0
- EGL
- Limited 2D acceleration via PVR2D API

**Window Systems**

The following Window Systems are supported, on Linux:

- Null Window System (with Pixmap support)
- X11 support(DRI/DRM Xorg driver)

**Buffer Swap modes**

The following modes of buffer swapping are supported,

- Front (1 buffer), Flip (chained buffers)

Selection of these modes is done via entries in /etc/powervr.ini. Please refer to <http://processors.wiki.ti.com/index.php/SGXDbg#WindowSystem>

**Extensions**

- IMG proprietary Bufferclass texture streaming enabled by default.
- eglimage is supported & can be enabled by passing EGLIMAGE=1 during make install.

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**What is not supported**

- Power Management features are not fully validated. Active power management support available on OMAP35x/37x platforms only.
  - Kernel (for OMAP35x/AM35x/37xx) configured without DSS2 framework support will not work with the current display class driver.
  - PIXMAP - Fbdev dependancy removal is not supported in FLIP buffer swapping mode.
  - X11 window system has been validated with the Xorg file system available as part of the graphics SDK installation(targetfs/XSGX folder) using demos, apps built with Xorg support. This has not been validated with window managers.
  - Xorg DRI driver supports full screen mode with vsync synchronization without VRFB only on OMAP35xx/AM35xx/37xx devices. Also the Xorg DRI driver supports Vsync synchronization in full screen mode only on all devices.
  - Debug build is meant for debug/testing purposes only & should not be used for measuring performance.
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## Additional Packages

Demonstration packages for Texture streaming extension are available at the below link,

- [OpenGL\\_Texture\\_Streaming\\_-\\_bc-cat\\_User\\_Guide](#)

Benchmarking packages for SGX functionalities and APIs are available at,

- <https://gforge.ti.com/gf/project/gleslayer/>

GPU Compositing solution at,

- [http://processors.wiki.ti.com/index.php/GPU\\_Compositing](http://processors.wiki.ti.com/index.php/GPU_Compositing)

Multi channel video streaming solution at,

- <https://github.com/aditya-nellutla/TI-Graphics-Accelerated-Video-streaming->
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## Debugging SGX driver related issues

For debugging issues with SGX driver and frequently asked questions, please go through <http://processors.wiki.ti.com/index.php/SGXDbg>

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## Fixed in this Release

- None
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## Limitations/ Known Issues

- [SDOCM00061522] FrontEGL mode of swapping buffers may show artifacts (ex, lines at the top), when operating with DVI output.
  - [SDOCM00061276] Texturing via glTexImage2D will result in CPU utilisation depending on size of texture. Using OpenVG will result in CPU utilisation depending on complexity of Vector Graphics operations.
  - [SDOCM00085674] Lock related warnings seen with 2.6.37 kernel (Linux PSP 04.02.00.07) on OMAP35x/AM35xx/37xx platforms. Please refer to sgxdbg page - [http://processors.wiki.ti.com/index.php/SGXDbg#Lock\\_related\\_warnings\\_seen\\_on\\_OMAP35x.2FAM35x.2F37xx\\_with\\_2.6.37\\_kernel](http://processors.wiki.ti.com/index.php/SGXDbg#Lock_related_warnings_seen_on_OMAP35x.2FAM35x.2F37xx_with_2.6.37_kernel) for more details.
  - [SDOCM00063807] All SDK demos should be exited by pressing 'q'. Ctrl-C can result in unknown behaviour after the closure.
  - [SDOCM00068272],[SDOCM00068322] Blue line on top of DVI display for PolyBump demo, thin line on top for `sgx_render_flip_test` demo
  - hardfp package has been only build tested. (NOTE-To use this package, all dependant components must be built with hard float option (`-mfloat-abi=hard`))
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## Contents

The folders in the installed package contain binaries for several family of devices containing the SGX530 core. Brief description of these folders is below.

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### Graphics SDK folder contents

|   | Folder Name                      | Description   | Used by  |
|---|----------------------------------|---|--|
| 2 | gfx_dbg_es3.x /<br>gfx_rel_es3.x | Debug/Release binaries for platforms having SGX core revision 1.2.1                               | (AM35xx) How to check?   |
| 3 | gfx_dbg_es5.x /<br>gfx_rel_es5.x | Debug/Release binaries for platforms having SGX core revision 1.2.5                               | (AM37xx) How to check?   |
| 4 | gfx_dbg_es6.x /<br>gfx_rel_es6.x | Debug/Release binaries for 38xx(387x,389x) devices (SGX core revision 1.2.5)                      | 38xx How to check?   |
| 4 | gfx_dbg_es8.x /<br>gfx_rel_es8.x | Debug/Release binaries for 335x devices (SGX core revision 1.2.5)                                 | AM335x EVM   |
| 5 | GFX_Linux_KM                     | Source for Graphics Kernel Modules  | Contains kernel dependent code, changes depending on Linux kernel used                         |
| 6 | GFX_Linux_SDK                    | Demos, Training courses, PVR Tools, classes and header files                                      | Used for building new applications (Available only in the SDK package, not in the BIN package) |
| 7 | include                          | Contains updated header file for GL extensions, specifically the buffer class streaming extension | Useful for video texturing applications involving bufferclass driver                           |
| 8 | tools                            | Contains devmem2, and other packages  | Useful for running/debugging/benchmarking of Graphics SDK                                      |

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