PPA	Version	GCNanoUltraV1.0	GCNanoUltraV2.0	GCNanoUltraV3.0
	API	VGLite	VGLite	VGLite
	SVG (Scalable Vector Graphics)	No	Support	Support
	LVGL (Lite & Versalite Embedded Graphics)	No	Support	Support
	Support OS	RTOS/Linux	RTOS/Linux	RTOS/Linux
	Max Resolution	4k	4k	
	DDR-Less solution with SRAM	Support	Support	Support
	Bus Latency hide capability (Cycles)	256	256	512
	Pixel Rate (Pixels/Cycle)	1	1	1
	Texel Rate (Texels/Cycle)	1	1	1
	Synthesis Logic Gates (MGates)	0.9	0.9	1.28
	Memories Bits (KBytes)	13.92	3.65	40.93
	Total Synthesis Area (TSMC7 6T ,mm2)	0.07	0.058	0.112
IM	bilinear ppc	0.5	0.5	1
	A1/2/4 and A8L8 input format	0	1	1
	ETC2 image source decompression for RGB888	0	1	1
	Numbert of IM cachelines	16	16	256
	Iutput color format:24-bit RGB888/A8RGB565	0	1	1
	3x3 Gaussian Blur	0	1	1
	Image tile mode: Repeat/ Reflect.	0	1	1
	Input color format: NV12/YV12/NV16/YV16/YV24	0	1	1
	Tiled YUV format input	0	1	1
	Input 16-pixel aligned restriction	1	0	0
	DECNano compression	NA	Optional	Optional
PE	Porter Duff Blending additional modes (Multiply/Screen/Darken/Lighten)	0	1	1
	LVGL 4 blending modes and recolor	0	1	1
	New blend factor	0	1	1
	Numbert of PE cachelines	16	16	32
	Color keying	0	1	1
	Output color format:24-bit RGB888/A8RGB565	0	1	1
	Dither	0	1	1
	Image Orientation	0	1	1
	Input source color with premultiplied alpha	1	0	0
	Input Non-premultiplied alpha format	0	1	1

	Pixel Matrix	0	1	1
	Lvgl9.0 blend mode	0	1	1
	Output Non-premultiplied alpha format	0	1	1
	Output premultiplied alpha format	1	0	0
	A1/2/4 and A8L8 output format	0	1	1
VG	A1/2/4 and A8L8 output format	0	1	1
	VG tiled out in Tessellation mode	0	1	1
	Scissoring and masking.	0	1	1
	Radial/Linear-gradient paint/Pattern	0	1	1
FE	Mesh for frame slice	0	1	1
TS	HW Tessellation Units	16	8	16