

# **PowerVR Graphics Drivers and SDK**

## **WinCE GFX-SGX 2.00.00**

**Release Notes August 10, 2011**

### **Introduction**

The PowerVR graphics Driver & SDK product release is supported on the platforms that contain a SGX530 Graphics processor. The drivers contained here, coupled with WinCE board support package, gives developers the ability to use the hardware and software capabilities of the SGX530 with Windows Embedded Compact 7. The SDK will give developers the ability to evaluate the programming environment and easily utilize the powerful hardware support of the PowerVR for different applications.

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### **Features**

This release includes support for SGX530 with the following features and has been tested with WinCE ARM A8 2.00.00 Board Support Package:

- Windows Embedded Compact 7 supported
- Catalog Selections for PowerVR Selections
- Revision type selectable through Catalog to minimize image size and Kernel Boot-up times.
- Inclusion of the DDK1.7.17 for the SGX Drivers.

## Documentation

- [http://processors.wiki.ti.com/index.php/WinCE-TIBSP\\_3D\\_Graphics](http://processors.wiki.ti.com/index.php/WinCE-TIBSP_3D_Graphics)  
- Online Document that contains the Graphics Framework in Windows CE, along Installation and Building Guidelines.

## Package Contents

The PowerVR release contains the following components:

Graphics Driver 1.7.17	Contains the Binaries and dynamic libraries needed to have Graphics Support under WinCE
Graphics SDK 2.6.26	Development Kit that contains tools, demos and tutorials for the creation of Applications based on OGLES1.1, OGLES2 or OpenVG

A detailed Manifest with the different items is embedded in the Documentation of the Package

## Installation and Usage

Please follow this site: [http://processors.wiki.ti.com/index.php/WinCE-TIBSP\\_3D\\_Graphics](http://processors.wiki.ti.com/index.php/WinCE-TIBSP_3D_Graphics) for the latest and more recent detailed installation and usage instructions.

## Upgrade and Compatibility Information

The PowerVR release is independently installable for the mentioned platforms.

## Device Support

This release supports the Texas Instruments OMAP35x, DM37x, and AM35x SoCs. It was verified on the respective EVMs from Mistral Solutions.

## Validation Information

A sanity test of the WinCE GFX SGX 2.00.00 was performed before release to the system test team. The sanity test covered the following tests. The validation was done on Devices Supported:

- Validated the different Demos provided in the SDK for OGLES1.1 and OGLES2.

- Verified Support of the Silverlight applications when using the OpenGL plugin.

In addition, this release has gone through a complete QA cycle.

Performance benchmarks using representative PowerVR-SDK demos can be found here

[http://processors.wiki.ti.com/index.php/WinCE\\_Comparative\\_Benchmarks](http://processors.wiki.ti.com/index.php/WinCE_Comparative_Benchmarks)

## **Exceptions and Known Issues**

### **Features in WinCE GFX SGX 2.00.00**

- DDK upgraded to version 1.7.17 and SDK updated to 2.6.26

## **Limitations**

## **Special Notes**

## **Technical Support and Product Updates**

- For questions and support on the WinCE GFX SGX 2.00.00, please use the TI WinCE forum here  
<http://e2e.ti.com/support/embedded/f/353.aspx>.
- A developer wiki site is available here:  
[http://processors.wiki.ti.com/index.php?title=Main\\_Page](http://processors.wiki.ti.com/index.php?title=Main_Page). For information on Graphics for the TI platforms for WinCE, search for "WINCE SGX" in the google toolbar embedded in the page. User contributions are encouraged.