

Errata Sheet MB86294 Coral B

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History

Date	Author	Version	Comment
08.10.2003	AG	1.0	First release
Oct., 15 th 2003	AG	1.01	I2C bug added
May 28 th , 2004	AG	1.02	Problem at Bitmap drawing added

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E1:
Texture Drawing with Stencil

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Detail

Draw a texture object with "stencil" in texture alpha blend mode.
After that, if you draw an alpha blend or anti-alias object without texture, the drawing does not work correctly.

Measure

Please use one of the following methods.

1) Please use "stencil alpha" with alpha blending ratio "0xff" in stead of "stencil".
There is no performance fall by this method.

2) After drawing a texture object with "stencil", please draw a texture object without "stencil" in texture alpha blend mode.

E2:
Z value of geometry points command

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Detail

If you draw a geometry points with Z, the Z vaule became a half.

Measure

Please use a geometry lines command which coordinates set same value. And plase set GMDR1/GMDR1E to "End point drawn" and set MDR1 to "Z compare enable", "solid", "1 pixel line width".

E3:
Up-scaling video caputre function

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Detail

If you set up-scaling video capture, the captured picture looks slipping.

Measure

There is no way to avoid this. This phenomenon is occured only up-scaling.
MB86294 does not support up-scaling.

E4:
BltCopyAltAlphaBlendP command

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Detail

BltCopyAltAlphaBlendP command does not work correctly, after anti-aliasing line drawing.
If you draw a point or a line without anti-aliasing or a polygon(triagnle) before BltCopyAltAlphaBlendP command,
BltCopyAltAlphaBlendP command works correctly.

Measure

Please draw a point outside of clipframe before BltCopyAltAlphaBlendP command.

E5:
Accessing the I2C interface registers

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Detail

If CPU tries to read or write the I2C registers during the local transfer, the GDC does NOT reply XRDY signal.
This means the system is hung-up. The phenomenon does NOT occur during the DMA transfer.

Measure

Don't read or write I2C registers during the local transfer.
Check the transfer status by bit 0 of LSTA(HostBase+0010) before read or write I2C registers.

E5:
Binary bitmap drawing

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Detail

The binary bitmap(DrawBitmap.DrawBitmap) command may not be performed correctly, after concave polygon command or clear polygon flag buffer(DrawRectP.ClearPolyFlag) command.
The condition is:

- The X resolution is NOT 64 pixel multiple (the bit[5:3] of XRES register value are not "0") when drawing the concave polygon or clearing the polygon flag buffer.
- Note: This phenomenon doesn't happen in 8 bits/pixel mode, because the X resolution for 8 bits/pixel layer has to be 64 pixels due to the specification of display function.
- After above drawing, draw the binary bitmap before drawing other Blt command.

Measure

Set the Blt stride(DStride) by SetRegister command before drawing the binary bitmap.
f1010095 //SetRegister DStride (This is for setting the stride of Blt)
xxxx0000 //Set the stride for Blt.
^^^ Set the stride value which shifted the value of XRES on the 16-bit higher.
xxxx: The value of XRES register
Note: If issue the BltDraw/Copy/Fill commands after performing concave polygon or clear poly flag buffer, this phenomenon doesn't occur.