3D Devices Common Documentation

This document describes the required setup to build and run CGI Studio applications on supported 3D hardware.

- Various Device Specific Content
  - ASTCBitmapConverter

Various Device Specific Content

ASTCBitmapConverter

Description

This section lists the **ASTC (Adaptive Scalable Texture Compression)** bitmap converters supported by the toolchain.
These converters encode uncompressed RGBA image data (8 bits per channel) into ASTC-compressed RGBA formats using different block sizes.

> These bitmap converters are supported only on the target. Windows simulation uses the default bitmap converter.

The ASTC Bitmap Converter currently supports the following 3D targets.

- Android
- DRM/KMS
- FbDev
- QNX
- RCarGen3_2Dover3D
- Wayland

ASTC Bitmap Converter List

Serial No	Format	Description
1	AstcCompressedRgba4x4	ASTC-compressed RGBA, 4×4 block.
2	AstcCompressedRgba5x4	ASTC-compressed RGBA, 5×4 block.
3	AstcCompressedRgba5x5	ASTC-compressed RGBA, 5×5 block.
4	AstcCompressedRgba6x5	ASTC-compressed RGBA, 6×5 block.
5	AstcCompressedRgba6x6	ASTC-compressed RGBA, 6×6 block.
6	AstcCompressedRgba8x5	ASTC-compressed RGBA, 8×5 block.
7	AstcCompressedRgba8x6	ASTC-compressed RGBA, 8×6 block.
8	AstcCompressedRgba8x8	ASTC-compressed RGBA, 8×8 block.
9	AstcCompressedRgba10x5	ASTC-compressed RGBA, 10×5 block.
10	AstcCompressedRgba10x6	ASTC-compressed RGBA, 10×6 block.
11	AstcCompressedRgba10x8	ASTC-compressed RGBA, 10×8 block.

12	AstcCompressedRgba10x10	ASTC-compressed RGBA, 10×10 block.
13	AstcCompressedRgba12x10	ASTC-compressed RGBA, 12×10 block.
14	AstcCompressedRgba12x12	ASTC-compressed RGBA, 12×12 block.