

3D Devices Common Documentation

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

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 - [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.