Mali™ OpenGL ES 2.0 SDK for Android
Version: 1.2.0
User Guide
Mali OpenGL ES 2.0 SDK for Android
User Guide

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Release Information

The following changes have been made to this book.

<table>
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<tr>
<th>Date</th>
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<tr>
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Product Status

The information in this document is final, that is for a developed product.

Web Address

http://www.arm.com
Contents

Mali OpenGL ES 2.0 SDK for Android User Guide

Preface

About this book ............................................................................................................ v
Feedback ................................................................................................................... vii

Chapter 1

Introduction

1.1 About the Mali SDK ................................................................................................. 1-2

Chapter 2

Installing the Mali OpenGL ES 2.0 SDK for Android

2.1 Mali SDK contents ................................................................................................... 2-2
2.2 Installing the Mali SDK on Microsoft Windows ..................................................... 2-3
2.3 Installing the Mali SDK on Linux .............................................................................. 2-5

Chapter 3

Building and Running the Samples

3.1 Building an Android sample from the command line ................................................. 3-2
3.2 Writing an Android NDK sample .............................................................................. 3-4
3.3 Writing an Android SDK sample .............................................................................. 3-5
3.4 Building the samples from Eclipse ........................................................................... 3-6
Preface

This preface introduces the Mali OpenGL ES 2.0 SDK for Android User Guide. It contains the following sections:

• About this book on page v
• Feedback on page vii.
About this book

This is the Mali OpenGL ES 2.0 SDK for Android User Guide. It provides guidelines for using the libraries and samples in the Mali OpenGL ES 2.0 SDK for Android (Mali SDK) to develop graphics applications that run on an Android platform that has an ARM processor.

Intended audience

This guide is written for system integrators and software developers creating OpenGL ES 2.0 applications that are targeted to run on an embedded platform.

Using this book

This book is organized into the following chapters:

Chapter 1 Introduction
Read this for an introduction to Mali SDK.

Chapter 2 Installing the Mali OpenGL ES 2.0 SDK for Android
Read this for a description on how to install and configure Mali SDK on Windows and Linux.

Chapter 3 Building and Running the Samples
Read this for a description on how to build the SDK on Windows and Linux.

Glossary

The ARM Glossary is a list of terms used in ARM documentation, together with definitions for those terms. The ARM Glossary does not contain terms that are industry standard unless the ARM meaning differs from the generally accepted meaning.


Typographical Conventions

The typographical conventions are:

italic Highlights important notes, introduces special terminology, denotes internal cross-references, and citations.

bold Highlights interface elements, such as menu names. Denotes signal names. Also used for terms in descriptive lists, where appropriate.

monospace Denotes text that you can enter at the keyboard, such as commands, file and program names, and source code.

monospace Underline Denotes a permitted abbreviation for a command or option. You can enter the underlined text instead of the full command or option name.

monospace italic Denotes arguments to monospace text where the argument is to be replaced by a specific value.

monospace bold Denotes language keywords when used outside example code.

< and > Enclose replaceable terms for assembler syntax where they appear in code or code fragments. For example:

MRC p15, 0 <Rd>, <Crn>, <Crm>, <Opcode_2>
Additional reading

This section lists publications by ARM and by third parties.


ARM publications

This guide contains information that is specific to the Mali Developer Tools. See the following documents for other relevant information:

- Mali GPU Application Optimization Guide (ARM DUI 0505)
- Mali GPU Performance Analysis Tool User Guide (ARM DUI 0502)
- Mali GPU Texture Compression Tool User Guide (ARM DUI 0503)
- Mali GPU Shader Developer Studio User Guide (ARM DUI 0504)
- OpenGL ES Emulator User Guide (ARM DUI 0511)
- Mali GPU User Interface Engine User Guide (ARM DUI 0505)
- Mali GPU Mali Binary Asset Exporter User Guide (ARM DUI 0507)
- Mali GPU Shader Library User Guide (ARM DUI 0510)

Other publications

This section lists relevant documents published by third parties:

Feedback

ARM welcomes feedback on this product and its documentation.

Feedback on this product

If you have any comments or suggestions about this product, contact your supplier and give:

- The product name.
- The product revision or version.
- An explanation with as much information as you can provide. Include symptoms and diagnostic procedures if appropriate.

Feedback on content

If you have comments on content then send an e-mail to errata@arm.com. Give:

- the title
- the number, ARM DUI 0587C
- the page numbers to which your comments apply
- a concise explanation of your comments.

ARM also welcomes general suggestions for additions and improvements.
Chapter 1
Introduction

This chapter provides information about the Mali OpenGL ES 2.0 SDK for Android (Mali SDK), and describes how to start using it in your workflow. It contains the following section:

•  About the Mali SDK on page 1-2.
1.1 About the Mali SDK

Mali SDK is a collection of resources to help you build OpenGL ES 2.0 applications for a platform with a Mali GPU. You can use it for creating new applications, training, and exploration of implementation possibilities.

Mali SDK runs on the following platforms:
• Microsoft Windows XP Professional Version 2002, service pack 3
• Ubuntu Linux 10.4.

You can use the Mali SDK to produce the following types of Android applications:

Android NDK
These are C++ applications that have a Java wrapper. These run under the Android OS on an ARM processor.

Android SDK
These applications are written in Java and run under the Android OS on an ARM processor.

1.1.1 Sample applications

The following Android NDK sample applications can be used on Android.

AntiAlias
This shows how to select anti-aliasing levels and the effect of different levels of anti-aliasing:
• a shader renders a simple triangle
• some text is written to the screen
• the FPS count is output on the terminal window.

--- Note ---
• With only approximately 2% performance drop, 4x anti-aliasing is nearly free on Mali hardware and is adequate for most applications.
• Significantly higher quality results from 16x anti-aliasing, but it has over 50% drop in performance.
• Because of the benefit with almost no cost, ARM recommends using 4x anti-aliasing rather than the default of no anti-aliasing.

Cube
This displays a spinning cube on the screen.
The sample uses matrix functions, renders fonts, and writes the FPS value to the terminal.

EGLPreserve
This shows the change in behavior of egISwapBuffers is caused by changing the EGL_SWAP_BEHAVIOR attribute to EGL_BUFFER_PRESERVED.

ETCAtlasAlpha
This uses an alpha channel that was converted to a visible greyscale image. The alpha image is concatenated onto the original texture.

ETCCompressedAlpha
This uses an alpha channel that is delivered as a second packed texture.
ETC\text{UncompressedAlpha}

This uses an alpha channel that is provided as a raw 8-bit single channel image. Uncompressed alpha takes up more space than compressed alpha, but is more flexible and enables alpha and color information to be mixed.

ETC\text{Mipmap}

This shows how to load and display ETC format textures with Mipmaps.

\text{FrameBufferObject}

This shows the render-to-texture feature of OpenGL ES 2.0. A colored spinning cube is rendered to a frame buffer, which is then attached as a texture on the faces of another spinning cube.

\text{ListEGLEntrys}

This shows:
\begin{itemize}
  \item how to list the available EGLConfig
  \item how to select the correct EGLConfig to create a surface.
\end{itemize}

\text{Triangle}

This shows how to draw a simple colored triangle on the screen using a programmable shader.

\text{Rotozoom}

This shows how to implement a classic demo effect by rotating and zooming a texture. It shows how to increase the speed of the effect by moving the work from the fragment shader to the vertex shader and CPU.

\text{Template}

This is an empty template that you can use to start developing a new application. The code is structured to contain everything that is required to compile and run, but nothing is rendered.

The following Android SDK Java applications can be used on Android.

\text{RenderToTexture}

This is similar to the \text{FrameBufferObject} NDK sample application, except this sample application is written in Java.

\text{SpinningCube}

This displays a spinning cube on the screen. The textures are rendered by Java code.

\text{Template}

This is an empty Java template that you can use to start developing a new application. The code is structured to contain everything that is required to compile and run, but nothing is rendered.

\textbf{Note}

More information on the sample applications might be provided in the \texttt{docs} folder for that sample.

\section*{1.1.2 Simple framework library}

The simple framework is a library you can use to simplify development of OpenGL ES 2.0 applications that target ARM Mali platforms.

To view the simple-framework doxygen documentation, open the \texttt{index.html} file in the \texttt{install_directory/docs/html} folder.
Chapter 2
Installing the Mali OpenGL ES 2.0 SDK for Android

This section describes how to install the Mali SDK. It contains the following sections:

• Mali SDK contents on page 2-2
• Installing the Mali SDK on Microsoft Windows on page 2-3
• Installing the Mali SDK on Linux on page 2-5.
2.1 Mali SDK contents

The Mali SDK bundle contains the software, C++ source code for the simple framework, and samples.

For more information see the Mali OpenGL ES 2.0 SDK for Android Release Note.

After installation, the directories shown in Figure 2-1 are placed in your chosen installation directory:

```
Installation directory
  └── build-android-ndk.sh
  └── build-android-sdk.sh
  └── docs
  └── EULA.rtf
  └── samples
  └── simple-framework
```

Figure 2-1 Mali SDK files and directories on Linux

```
Installation directory
  └── build-android-ndk.sh
  └── build-android-sdk.sh
  └── docs
  └── EULA.rtf
  └── samples
  └── simple-framework
```

Figure 2-2 Mali SDK files and directories on Windows
2.2 Installing the Mali SDK on Microsoft Windows

This section describes how to install the Mali SDK on Microsoft Windows. It contains the following sections:

- Installation requirements for Microsoft Windows
- Installation procedure for Microsoft Windows.

Note
The Mali SDK has been tested successfully on a 32-bit version of Microsoft Windows XP Professional Edition.

2.2.1 Installation requirements for Microsoft Windows

To install the Mali SDK on Microsoft Windows, you require:

- Microsoft Windows XP Professional, service pack 3 or above.
- a minimum of 40MB disk space to install the Mali SDK library and applications.
- Ant (version 1.8 or above) from http://ant.apache.org/.
- Android SDK (revision 17 or above) from http://developer.android.com/sdk/index.html

Caution
- The jarsigner tool supplied with Java SE 7 is not usable with the Mali SDK for manually signing non-debug releases.
- Use the jarsigner file supplied with Java SE 6 to manually sign releases.

- the Khronos OpenGL ES and EGL libraries (these are included in the Android NDK)

Note
You can use the version 3.5, or later, of the Eclipse environment, but all of the samples can be built from the command line.

2.2.2 Installation procedure for Microsoft Windows

To install the Mali SDK for Android on Microsoft Windows:

1. If you wish to use the Eclipse build environment, download and install Eclipse from http://www.eclipse.org/. Eclipse version 3.5 (at least) is recommended.
2. If you have not already done so, download and install the Android SDK and related tools listed in Installation requirements for Microsoft Windows.
3. If you have not already done so, download and install the Java JDK.
4. Download the Mali SDK for Android package.
5. Update the PATH environment variable to include the location of the Android SDK, Android NDK, and Ant:

   set PATH=%PATH%;android_sdk_path\tools;android_sdk_path\platform-tools;android_ndk_path;ant_path\bin
where:

- **android_sdk_path**
  - is the path to the location where you installed the Android SDK

- **android_ndk_path**
  - is the path to the location where you installed the Android NDK

- **ant_path**
  - is the path to the location where you installed Ant.

6. Enter `android` at the command line and install the following packages:
   - Android SDK Platform-tools
   - Android 2.2 (API 8) and Android 2.3.3 (API 10).

7. Go to the Mali Developer Center web site at:
   `http://www.malideveloper.com`

8. Run the file `Mali_OpenGL_ES_2.0_SDK_for_Android_v.m.n.o.Win32.msi` by double clicking.
   where:
   - `m` identifies the major version
   - `n.o.p` identifies the minor version.

9. Select the required installation options and then click **Finish** to complete the installation.

   By default, the Mali SDK is installed in the documents folder of the current user. The following sub-folder is created:
   `ARM\Mali OpenGL ES 2.0 SDK for Android v.m.n.o`
2.3 Installing the Mali SDK on Linux

This section describes how to install the Mali SDK Linux. It contains the following sections:

- Installation requirements for Linux
- Installation procedure for Linux.

--- Note -----
The Mali SDK has been tested successfully on a 32-bit version of Linux OS.

2.3.1 Installation requirements for Linux

The following are required for Linux platforms:

- Ubuntu Linux version 10.04
- a minimum of 40MB disk space to install the Mali SDK library and applications.
- Ant (version 1.8 or above) from http://ant.apache.org/
- Android SDK (revision 17 or above) from http://developer.android.com/sdk/index.html
- Android NDK (revision 7b or above) from http://developer.android.com/sdk/ndk/index.html

--- Caution -----
— The jarsigner tool supplied with Java SE 7 is not usable with the Mali SDK for manually signing non-debug releases.
— Use the jarsigner file supplied with Java SE 6 to manually sign releases.

- the Khronos OpenGL ES and EGL libraries (these are included in the Android NDK)

--- Note -----
You can use the version 3.5 or later of the Eclipse environment, but all of the samples can be build from the command line.

2.3.2 Installation procedure for Linux

To install the Mali OpenGL ES 2.0 SDK for Android on Linux:

1. If you wish to use the Eclipse build environment, download and install Eclipse from http://www.eclipse.org/. Eclipse version 3.5 (at least) is recommended.
2. If you have not already done so, download and install the Java JDK.
3. Download and install the Android SDK and related tools listed in Installation requirements for Linux.
4. Run android from the Android SDK and install the following packages:
   - Android SDK Platform-tools
   - Android 2.2 (API 8) and Android 2.3.3 (API 10).
5. Update the path to include the location of the Android SDK, Android NDK, and Ant software:
export PATH=$PATH:android_sdk_path/tools:android_sdk_path/platform-tools:android_ndk_path:ant_path/bin

where:

- **android_sdk_path** is the path to the location where you installed the Android SDK
- **android_ndk_path** is the path to the location where you installed the Android NDK
- **ant_path** is the path to the location where you installed Ant.

6. Go to the Mali Developer Center web site at:
   - [http://www.malideveloper.com](http://www.malideveloper.com)

7. Download the tar file containing the Mali SDK for Android package:
   - Mali_OpenGL_ES_2.0_SDK_for_Android_v\m.n.o.p\_linux.tgz
     
     where:
     - **m** identifies the major version
     - **n.o.p** identifies the minor version.

8. Decompress the file:
   a. open a command terminal and navigate to the directory where you have downloaded the package
   b. type the following command:
      
      ```
      tar -zxvf Mali_OpenGL_ES_2.0_SDK_for_Android_v\m.n.o.p\_linux.tgz
      ```
      
      The Mali SDK is installed in the following sub-folder:
      - Mali_OpenGL_2.0_ES_SDK_for_Android_v\m.n.o
Chapter 3
Building and Running the Samples

This chapter describes how to build the samples provided with the Mali OpenGL ES 2.0 SDK for Android (Mali SDK). It contains the following sections:

• Building an Android sample from the command line on page 3-2
• Writing an Android NDK sample on page 3-4
• Writing an Android SDK sample on page 3-5
• Building the samples from Eclipse on page 3-6.
3.1 Building an Android sample from the command line

All of the samples can be build and run from the command line:

- Building and running an Android NDK sample
- Building and running an Android SDK sample on page 3-3.

3.1.1 Building and running an Android NDK sample

To use a terminal to build and deploy an Android NDK sample from Microsoft Windows or x86 Linux:

1. Ensure your path contains the Android NDK as described in Chapter 2 Installing the Mali OpenGL ES 2.0 SDK for Android.
2. Open a command prompt.
3. Change to the Mali SDK root directory.
4. On Windows, run the script to build the sample:
   - To build all of the Android NDK samples, run: `build-android-ndk.bat`
   - To build a single sample named `sample_name`, run: `build-android-ndk.bat sample_name`

On Linux, run the script to build the sample:

- To build all of the Android NDK samples, run: `bash build-android-ndk.sh`
- To build a single sample named `sample_name`, run: `bash build-android-ndk.sh sample_name`

5. Use the `adb` command to install or uninstall an Android application:
   - To install an application, run:
     `adb install path_to_apk`
     For example:
     `adb install samples\android-ndk\AntiAlias\bin\AntiAlias-debug.apk`
     ____________
     — For Linux, enter the commands with forward slashes. For example:
     `adb install samples/android-ndk/AntiAlias/bin/AntiAlias-debug.apk`

   - To uninstall an application, run:
     `adb uninstall application_package_name`
     For example:
     `adb uninstall com.arm.mali.sdk.androidndk.antialias`
     ____________
     — For Linux, enter the commands with forward slashes. For example:
     `adb uninstall com.arm.mali.sdk.androidndk.antialias`

6. Go to the Android menu screen on the device and run the sample.
3.1.2 Building and running an Android SDK sample

To use a terminal to build and deploy an Android SDK sample from Microsoft Windows or x86 Linux:

1. Ensure your path contains the Android SDK as described in Chapter 2 Installing the Mali OpenGL ES 2.0 SDK for Android.

2. Open a command prompt.

3. Change to the Mali SDK root directory.

4. On Windows, run the batch file to build the sample:
   - To build all of the Android SDK samples, run:
     build-android-sdk.bat
   - To build a single sample named sample_name, run:
     build-android-sdk.bat sample_name

   On Linux, run the batch file to build the sample:
   - To build all of the Android SDK samples, run:
     bash build-android-sdk.sh
   - To build a single sample named sample_name, run:
     bash build-android-sdk.sh sample_name

5. Use the adb command to install or uninstall an Android application:
   - To install an application, run:
     adb install path_to_apk
     for example:
     adb install samples\android-sdk\RenderToTexture\bin\RenderToTexture-debug.apk

     — Note —
     — For Linux, enter the commands with forward slashes. For example:
     adb install samples/android-sdk/RenderToTexture/bin/RenderToTexture-debug.apk

   - To uninstall an application, run:
     adb uninstall application_package_name
     for example:
     adb uninstall com.arm.mali.sdk.androidsdk.rendertotexture

     — Note —
     ARM recommends that you uninstall a previous version of a sample before installing a new version.

6. Go to the Android menu screen on the device and run the sample.
3.2 Writing an Android NDK sample

You can use the template sample as a base to get started writing OpenGL ES 2.0 applications. This section describes using C++ OpenGL ES 2.0 and JNI.

To add code to Template:

1. Open Template.cpp in the jni folder
2. Add setup code which will be run once at the start in the setupGraphics() method. This performs startup action such as, for example, loading shaders, enabling OpenGL ES states, and loading textures.
3. Place the code which will draw each frame in the renderFrame() method

3.2.1 Testing the sample

To build and run the sample from Windows or Linux:

1. Go to the root directory of the Mali SDK.
2. For Linux, run:
   bash build-android-ndk.sh Template
   For Windows, run:
   build-android-ndk.bat Template
3. Use the adb command to install or uninstall the template:
   • To install the template, run:
     adb install samples\android-ndk\Template\bin\Template-debug.apk
     ____ Note ________
     — For Linux, enter the commands with forward slashes. For example:
       adb install samples/android-ndk/Template/bin/Template-debug.apk
     ________
   • To uninstall the template, run:
     adb uninstall com.arm.mali.sdk.androidndk.template
     ____ Note ________
   • ARM recommends that you uninstall a previous version of a sample before installing a new version.
   • The sample must be deployed to an Android device because the Android Emulator does not currently support OpenGL ES 2.0.
3.3 Writing an Android SDK sample

You can use the Mali SDK Template sample as a base for writing your own OpenGL ES 2.0 applications.

This section describes using OpenGL ES 2.0 directly from Java.

To add code to Mali SDK Template sample:

1. Open GLES20Renderer.java in the src folder
2. Add setup code which will be run once at the start in the onSurfaceCreated() method. This performs startup action such as, for example, loading shaders, enabling OpenGL ES states, and loading textures.
3. Place the code which will draw each frame in the onDrawFrame() method

3.3.1 Testing the sample

To build and run the sample for an Android device:

1. Go to the root directory of the Mali SDK.
2. For Linux, run:
   bash build-android-sdk.sh Template
   For Windows, run:
   build-android-sdk.bat Template
3. Use the adb command to install or uninstall the template:
   • To install the template, run:
     adb install samples\android-sdk\Template\bin\Template-debug.apk
     — For Linux, enter the commands with forward slashes. For example:
     adb install samples/android-sdk/Template/bin/Template-debug.apk
   • To uninstall the template, run:
     adb uninstall com.arm.mali.sdk.androidsdk.template

     — ARM recommends that you uninstall a previous version of a sample before installing a new version.
     • The sample must be deployed to an Android device because the Android Emulator does not currently support OpenGL ES 2.0.
3.4 Building the samples from Eclipse

This section describes how to use Eclipse to build and deploy applications.

3.4.1 Building and running the Android SDK samples

To use Eclipse to build and run an Android SDK sample:

1. Ensure you have installed the Android and Ant software as described in Chapter 2 Installing the Mali OpenGL ES 2.0 SDK for Android.
2. Ensure you have installed the ADT plugin, see http://developer.android.com/sdk/eclipse-adt.html.
4. Select File → New → Android project.
5. Select Create project from existing source.
6. Click Browse... and select the individual sample folder.
7. Click Finish.
8. Click Run and select the Android device as the target.
9. The sample executes on the Android device.

3.4.2 Building and running the Android NDK samples

To use Eclipse to build and run an Android NDK sample:

1. Ensure you have installed the Android and Ant software as described in Chapter 2 Installing the Mali OpenGL ES 2.0 SDK for Android.
2. Ensure you have installed the ADT plugin, see http://developer.android.com/sdk/eclipse-adt.html.
4. Create the Common project from the source files:
   a. Select File → New → Android project.
   b. Select Create project from existing source.
   c. Click Browse... and select the Common folder inside the samples/android-ndk folder.
   d. Click Finish.
   e. Select the Common project.
   f. Select Build Project from the Project menu.
5. Select File → New → Android project.
6. Select Create project from existing source.
7. Click Browse... and select the individual sample folder.
8. Click Finish.
9. The C++ sections of the code will not be compiled by the standard Eclipse build command so an alternative is required. To compile the C++ code either:
   • Run the ndk-build command from a command line in the sample folder.
• Add a custom build command to the eclipse project to make it part of the Eclipse build process:
  1. Select Properties from the Project folder.
  2. Select Builders
  3. Click New
  4. Select Program for the configuration type
  5. Enter NDK Build for the name
  6. On Windows, set the location field:
     • In Location enter:
       \ndk_build.cmd
       where path_to_android_ndk is the root of the Android NDK.
     On Linux, set the location field:
     • In Location enter:
       ndk_build
       where path_to_android_ndk is the root of the Android NDK.
  7. In Working Directory enter:
     \n{workspace_loc:/name_of_project}
     where name_of_project is the name of the project such as, for example,
     \n{workspace_loc:/Cube}.
  8. Press OK
  9. Move the new NDK Build Builder to the top of the list of builders
  10. Click Run and select the Android device as the target.
  11. The sample executes on the Android device.