



BMP Decoder

Product Data Sheet

v1.0

Updated: October 18, 2007

Features

- Supports Bitmap (BMP) image decoding
- Supports BMP formats as defined in Windows SDK (version 3 onward)
- BMP compressed (RLE4, RLE8) and uncompressed input format
- Supports color depth 1, 4, 8 16 and 24 bits per pixel
- Configurable output formats: RGB555, 16 bit RGB (RGB565), RGB666 and 24 bit RGB (RGB888)
- Supports all sizes specified in BMP specification

Supported Platforms

- Hardware – i.MX ARM11™ platforms
- Software – eLinux, Windows® CE 5.0, Windows® Embedded CE 6.0 operating systems

Performance Metrics

i.MX31 eLinux Platforms

Typical Specifications: 1MP

Performance (MHz): 92.00

Memory Footprint(KB):

- ROM: 11
- RAM: 6.5

i.MX37 eLinux Platforms

Typical Specifications: 1MP

Performance (MHz): 98

Memory Footprint(KB):

- ROM: 11
- RAM: 6.5

i.MX31 Windows® CE Platforms

Typical Specifications: 1MP

Performance (MHz): 92.00

Memory Footprint(KB):

- ROM: 11
- RAM: 6.5

i.MX37 Windows® CE Platforms

Typical Specifications: 1MP

Performance (MHz): 98

Memory Footprint(KB):

- ROM: 11
- RAM: 6.5

For further details, contact a Freescale customer representative.