



# GIF Decoder

## Product Data Sheet

v1.1

Updated: April 1, 2010

### Features

- Supports Graphics Interchange Format (GIF) image decoding
- Supports GIF files containing more than one image with 1 to 8 bits per pixel (GIF 87a and 89a).
- Supports LZW compression method to compress image data.
- Supports interlacing in the image data.
- Supports transparency in the images.
- Supports animation of images.
- Configurable output formats: 24 bit RGB (RGB888), 16 bit RGB565, 15 bit RGB555, 18 bit RGB666 and corresponding BGR format.

### Supported Platforms

- Hardware – i.MX ARM platforms
- Software – eLinux, Windows® Embedded CE operating systems

### Performance Metrics

#### **i.MX ARM11™ eLinux Platforms**

Typical Specifications: 1MP

Performance (MHz): 200.00

Memory Footprint (KB):

- ROM: 67
- RAM: 301.5

#### **i.MX ARM11™ Windows® CE Platforms**

Typical Specifications: 1MP

Performance (MHz): 200.00

Memory Footprint (KB):

- ROM: 67
- RAM: 301.5

Performance measurements can deviate based on ARM core, memory and cache configuration on the board. To measure directly, enable the TIME\_PROFILE in the test application provided in the release package.

*For further details, contact Freescale customer representative.*