

APPENDIX E

IMAGINE 128[®] Errata

Appendix E: Imagine 128 Errata

E.1 Errata

1. Wide stipple blits from offscreen memory don't work when the width > 900 or so pixels. The exact width where failures start occurring hasn't been determined yet.
2. Color blits from the drawing engine cache are offset by the low order bits in the destination. This can be worked around easily by writing a negative value to the source X coordinate to compensate. No software currently exists which uses this feature except verification tests.
3. Using XY mode for the bitmap start address has problems in simulation. These problems have not yet been fully characterized. No software currently exists which uses this feature except verification tests.