



# PNG Decoder

## Product Data Sheet

v1.1

Updated: April 1, 2010

### Features

- Supports Portable Network Graphics (PNG) image decoding
- Supports PNG specification 1.0, zlib data format v 3.3 and deflate compressed data format v 1.3
- Supports PNG files that contain true-color image data (24 bits per pixel), grayscale mode, and indexed-color images of up to 256 colors
- Supports alpha transparency channel as well as transparency chunk handling
- Supports images encoded in interlaced order (Adams7 interlacing), as well as non-interlaced orders
- Supports RGB888, RGB565, RGB555, RGB666 and corresponding BGR format as output

### Supported Platforms

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

### Performance Metrics

#### **i.MX ARM11™ eLinux Platforms**

Typical Specifications: VGA (640 x 480)

Performance (MHz): 66.00

Memory Footprint (KB):

- ROM: 95
- RAM: 75.75

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

Typical Specifications: VGA (640 x 480)

Performance (MHz): 66.00

Memory Footprint (KB):

- ROM: 95
- RAM: 75.75

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 a Freescale customer representative.*