Graphics: Sway 1.0 Closer, AMDGPU FreeSync / Adaptive-Sync Update

By Roy Schestowitz
Created 30/11/2018 - 8:07pm
Submitted by Roy Schestowitz on Friday 30th of November 2018 08:07:56 PM Filed under Graphics/Benchmarks

- **Sway 1.0 Beta 2 Rolls Out For Feature-Rich i3-Compatible Wayland Compositor**
  
  The release of Sway 1.0 as the popular i3-compatible Wayland compositor is one step closer with the latest beta update.
  
  Sway 1.0 Beta 2 offers various i3 compatibility updates, implements the Wayland presentation-time protocol, introduces multi-seat support to the Swaylock, supports additional i3 window types, and has other usability enhancements while for the most part is made up of bug fixes. Bug fixes for Sway 1.0 Beta 2 range from XWayland fixes, Swaybar output hotplug handling, and a variety of other corrections.

- **AMDGPU FreeSync / Adaptive-Sync Is Set To Land For Linux 4.21**
  
  AMD developers have a miraculous Christmas present for their open-source Linux users, particularly Linux gamers with FreeSync/Adaptive-Sync displays... This last major feature missing from AMDGPU DRM driver that's long been sought after is finally set to land in the mainline Linux kernel!
  
  It has been a long time coming but the FreeSync support (or VESA Adaptive-Sync / HDMI VRR) is finally set to be merged with the upcoming Linux 4.21 kernel cycle. FreeSync/Adaptive-Sync/VRR as a reminder is about adjusting monitor refresh rates dynamically without any mode change to reduce stuttering, tearing, and input lag. Previously this support was just available for Radeon Linux users via the AMDGPU-PRO components and not from the standard Linux kernel driver.