Multimedia and Graphics: GStreamer, AMDVLK and DRM Driver

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- **GStreamer Editing Services OpenTimelineIO support** [2]

  OpenTimelineIO is an Open Source API and interchange format for editorial timeline information, it basically allows some form of interoperability between the different post production Video Editing tools. It is being developed by Pixar and several other studios are contributing to the project allowing it to evolve quickly.

  We, at Igalia, recently landed support for the GStreamer Editing Services (GES) serialization format in OpenTimelineIO, making it possible to convert GES timelines to any format supported by the library. This is extremely useful to integrate GES into existing Post production workflow as it allows projects in any format supported by OpenTimelineIO to be used in the GStreamer Editing Services and vice versa.

- **AMDVLK 2019.Q2.2 Brings More Performance Optimizations, DXVK Corruption Fixes** [3]

  AMD this morning released AMDVLK 2019.Q2.2 as the newest tagged update to their open-source Radeon Vulkan Linux graphics driver.

  The AMDVLK 2019.Q2.2 update is notable in that it has performance optimizations for Total War: WARHAMMER II, Talos Principle, and Thrones of Britannia. These were among the games we pointed out earlier this month in our recent RADV vs. AMDVLK driver benchmarking where previously AMDVLK performed much better but less so in that recent comparison. So it looks like the AMDVLK vs. RADV driver performance is back to some healthy competition.
The Freedreno MSM DRM driver changes have been submitted to DRM-Next ahead of Linux 5.2. MSM provides the Direct Rendering Manager support around Qualcomm Adreno hardware and with this next kernel cycle is continuing to see better Adreno 600 series support.

The primary addition to MSM with Linux 5.2 is zap shader support. A "zap" shader is a way for Adreno hardware to exit its secure mode via a series of specialized commands as accessing the registers directly for exiting the GPU secure mode is generally locked down by the bootloader.

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