

Graphics: Mir, Zink and DXVK

By *Roy Schestowitz*

Created 28/10/2019 - 4:51pm

Submitted by Roy Schestowitz on Monday 28th of October 2019 04:51:51 PM Filed under [Graphics/Benchmarks](#) [1]

- [Ubuntu's Mir Working On Replaceable Renderer, Hybrid Graphics Driver Support](#) [2]

Canonical's Chris Halse Rogers has shared a road-map for Mir (or terrain map as he prefers calling it) about their future plans for this open-source display server that remains focused now on providing Wayland support.

- [Zink Merged Into Mesa 19.3 For Offering OpenGL Over Vulkan](#) [3]

Zink is the effort led by Collabora's Erik Faye-Lund for offering a generic OpenGL/GLES implementation that runs atop Vulkan. While it's exciting prospects and well into the future could allow hardware vendors to avoid having to maintain OpenGL drivers with instead focusing on Vulkan, for now there is still a long road ahead for performance and features. Right now Zink supports just OpenGL 2.1 / OpenGL ES 2.0. With time though there are plans for supporting OpenGL 3.x/4.x and OpenGL ES 3.x functionality. At least with Zink, the existing OpenGL code inside Mesa/Gallium3D is doing much of the heavy lifting.

- [D9VK 0.30 Released With Performance Improvements, Other D3D9 Features Now Supported](#) [4]

Building off yesterday's DXVK 1.4.4 release, D9VK 0.30 is out as the similar project that implements the Direct3D 9 API atop Vulkan.

D9VK 0.30 re-bases its code atop DXCVK 1.4.4 and has performance improvements via locking changes, avoiding the throwing out of D3DUSAGE_DYNAMIC buffers, supporting discard on non-dynamic resources, other locking changes, and other work.

Source URL: <http://www.tuxmachines.org/node/129816>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] https://www.phoronix.com/scan.php?page=news_item&px=Mir-Replace-Renderer-Hybrid

[3] https://www.phoronix.com/scan.php?page=news_item&px=Zink-Merged-Mesa-19.3

[4] https://www.phoronix.com/scan.php?page=news_item&px=D9VK-0.30-Released