Hi list,
I'd like to announce the availability of mesa 20.0.2. We've had a fairly busy cycle (outside of the release management metadata), and there's fixes all over the code base, but for the most part it was all no-fuss sort of fixes.
Just a reminder that Eric Engestrom will be handling the release of 20.0.3.
Dylan

Git Short Log
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Andreas Baierl (1):
gitlab-ci: Add a set of lima flakes
Bas Nieuwenhuizen (2):
amd/llvm: Fix divergent descriptor indexing. (v3)
amd/llvm: Fix divergent descriptor regressions with radeonsi.
Danylo Piliaiev (2):
glsl: do not crash if string literal is used outside of #include/#line
st/mesa: Fix signed integer overflow when using util_throttle_memory_usage
Dave Airlie (1):
gallium: fix build with latest meson and gcc10

Dylan Baker (11):

docs: Add sha256sums for 20.0.1
.pick_status.json: Update to 07f1ef5656e0721282d01a8421eaca056348137d
.pick_status.json: Update to 70341d7746c177a4cd7377ef633e9f85af0d15d4
.pick_status.json: Update to 625d8705f02e211e2733c3fe12845505725c37d4
.pick_status.json: Mark b83c9aca4a5fd02d920c90c1799137fed52d15d9 as backport
.pick_status.json: Update to ee9e0dleca307fa48200d2604d3114070253299
.pick_status.json: Update to 3dd0d12a5fe9a94123269a541e844d957599e34
.pick_status.json: Update to 94e37859a96cc56cf0c5418a5af00a3e9f5a1bf5

Docs: Add release notes for 20.0.2
VERSION: bump for 20.0.2 release
docs/relnotes: Add sha256 sums for 20.0.2

Eric Anholt (1):

glsel/tests: Fix waiting for disk_cache_put() to finish.

Eric Engstrom (7):

bin/gen_release_notes.py: fix commit list command
.pick_status.json: Update to 24db276d11976905b2e8a44965c684bb483c49f

gen_release_notes: fix vulkan version reported
docs/relnotes/20.0: fix vulkan version reported
.pick_status.json: Update to ba03e308b66b0b88f60b99d9d478514e5e1522e6e
vulkan/wsi: fix cleanup when dup() fails
.gen_release_notes: fix version in "you should wait" message

Francisco Jerez (1):

tesl/fs: Fix workaround for VxH indirect addressing bug under control flow.

Jason Ekstrand (9):

isl: Set 3DSTATE_DEPTH_BUFFER::Depth correctly for 3D surfaces
iris: Don't skip fast depth clears if the color changed
anv: Parse VkPhysicalDeviceFeatures2 in CreateDevice
vulkan/wsi: Don't leak the FD when GetImageDrmFormatModifierProperties fails
vulkan/wsi: Return an error if dup() fails
anv: Use the PIPE_CONTROL instead of bits for the CS stall W/A
anv: Use a proper end-of-pipe sync instead of just CS stall
anv: Do end-of-pipe sync around MCS/CCS ops instead of CS stall
anv: Do an end-of-pipe sync before updating AUX table entries

José Fonseca (1):

meson: Avoid duplicate symbols.

Kristian Høgsberg (2):
Revert "glsel: Use a simpler formula for tanh"
Revert "spirv: Use a simpler and more correct implementaiton of tanh()"

Marek Ol?ák (4):
Revert "mesa: check for z=0 in _mesa_Vertex3dv()"
radeonsi: add a bug workaround for NGG - LATEALLOC_GS
ac: add a bug workaround for the 100% NGG culling case
gallium/cso_context: remove cso_delete_xxx_shader helpers to fix the live cache

Martin Fuzzey (3):
freedreno: android: fix build failure on android due to python version
freedreno: android: add a6xx-pack.xml.h generation to android build
freedreno: android: fix build of perfcounters.

Michel Dänzer (1):
llvmpipe: Use uintptr_t for pointer values

Rafael Antognolli (3):
anv: Wait for the GPU to be idle before invalidating the aux table.
iris: Split aux map initialization from invalidation.
iris: Wait for the GPU to be idle before invalidating the aux table.

Rob Clark (1):
freedreno: fix FD_MESA_DEBUG=inorder

Samuel Pitoiset (5):
aco: fix image load/store with lod and 1D images
nir/lower_input_attachments: remove bogus assert in try_lower_input_texop()
ac/llvm: add missing optimization barrier for 64-bit readlanes
radv: only inject implicit subpass dependencies if necessary
radv: fix random depth range unrestricted failures due to a cache issue

Timur Kristóf (2):
nir: Add ability to lower non-const quad broadcasts to const ones.
radv: Enable lowering dynamic quad broadcasts.

Vinson Lee (1):
st/nine: Fix incompatible-pointer-types-discards-qualifiers errors.

git tag: mesa-20.0.2

[3]

Also: Mesa 20.0.2 Released With The Latest Fixes, Principally Helping Intel + Radeon Graphics [4]

Graphics/Benchmarks Linux

Source URL: http://www.tuxmachines.org/node/135366

Links: