Linux and Graphics: Linux 5.6, RadeonSI Gallium3D and Mesa

By Roy Schestowitz
Created 28/03/2020 - 9:46pm
Submitted by Roy Schestowitz on Saturday 28th of March 2020 09:46:37 PM
Filed under Graphics/Benchmarks [1]
Linux [2]

- The Best Features Of The Linux 5.6 Kernel From WireGuard To Y2038 Compatibility To USB4 [3]
  
  The Linux 5.6 stable kernel could be released as soon as tomorrow if Linus Torvalds is comfortable with its current state to avoid having an eighth weekly release candidate. Whether Linux 5.6 ends up being released tomorrow or next weekend, this kernel is bringing many exciting changes.

  We have our Linux 5.6 feature overview that was published at the end of the merge window for those wanting a lengthy look at all of the kernel highlights.

- RadeonSI Experimenting With Compute-Based Culling For Navi/GFX10 [4]
  
  The RadeonSI Gallium3D driver has been experimenting with compute-based culling for GFX10/Navi hardware.

  Well known open-source AMD OpenGL driver developer Marek Ol?ák has merged experimental support for compute-based culling. Marek simply noted, "This is an experimental feature that might be used in the future."
In hopefully meaning less regressions moving forward for DXVK with the latest open-source Vulkan drivers, the Mesa continuous integration (CI) infrastructure saw support added for playing DirectX (DXGI) traces with DXVK/Wine.

Consulting firm Igalia under contract for Valve added support for APITrace with DXGI traces to the Mesa CI.