today's leftovers

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- **Broadcom VK Accelerator Driver, More Intel ACRN Code Arrives For Linux 5.12 - Phoronix** [2]

  Greg Kroah-Hartman this week sent in "the large set of char/misc/whatever driver subsystem updates", which as usual -- given it's a catch-all area of kernel drivers not fitting well into other subsystems -- there is an interesting mix of additions.

  Linux 5.12 still isn't moving forward with any "accelerator" subsystem for the likes of the Habana Labs driver and other accelerators / offload cards, even with Linux 5.12 bringing the Broadcom VK accelerator driver, so for now the char/misc area of the kernel continues to expand.

- **Mesa Flips On OpenGL Threading For Valheim To Deliver Better Performance - Phoronix** [3]

  For those enjoying the Valheim, the new survival/sandbox game that has been an incredible success and sold more than four millions of copies so far while being a low-budget indie game, Mesa should be providing better performance when using its OpenGL renderer.

  Valheim is powered by the Unity game engine and is natively supported on Linux. Initially the focus was on the OpenGL rendering support while the game is now running out Vulkan support. But for those sticking to OpenGL usage, Mesa Git is performing better thanks to enabling OpenGL threading.

- **Library management system with global Open Source community** [4]
It is difficult to choose a single benefit in Koha, says Jessica Andersson from Alingsås Library, who is also in the board of Koha’s Sweden Network. Koha is build to be modular and features can easily be controlled by activation or de-activation. This is a flexibility, which Jessica Andersson points out to be unique in Koha.

What is the GNOME Editor in Linux? [5]

If you are operating a Linux operating system through the GNOME editor, you will see a graphical text editor that you can use easily and well. It is a basic text editor that has a couple of advanced features for the fun of editing. When you start gedit with multiple files, it will load the files into individual buffers and display each of them as a tabbed window inside the editor’s main window. The left frame inside the gedit editor will show the documents that you have been editing.

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