Thanks to a new, low overhead extension in Mesa, OpenGL and Vulkan applications can now talk to each other, bringing more flexibility to application developers while easing the transition path between the industry-standard Khronos® APIs.

After several months of work, I'm excited to present a way for OpenGL and Vulkan applications to talk to each other when using Mesa.

Quoting from Khronos's own website, Vulkan promises to be a "new generation graphics and compute API that provides high-efficiency, cross-platform access to modern GPUs". However, as with all new API's, rewrites of any graphics applications leveraging Vulkan are going to be slow process. And not all applications might want to make the switch.

Since Vulkan offers higher efficiency and features missing in OpenGL, an application developer could however choose to rewrite performance critical sections in Vulkan, while keeping other parts in OpenGL for the sake of convenience. This would need a way for OpenGL and Vulkan to talk to each other. As of late 2016, this was formalized in the
EXT_external_objects spec that defines primitives for exchanging buffers and synchronization primitives between OpenGL and Vulkan.

[2]

Source URL: http://www.tuxmachines.org/node/151667

Links: