NVIDIA's Open-Source Image Scaling SDK 1.0 Released - Phoronix [2]

Last week NVIDIA announced the Image Scaling SDK as an open-source, cross-platform GPU image upscaling implementation that with their own hardware makes use of DLSS. Following the brief exposure over the past week, NVIDIA Image Scaling SDK 1.0 has been formally christened.

The NVIDIA Image Scaling SDK can work on the likes of Intel and AMD Radeon hardware via the SDK's generic compute shaders that are MIT licensed. Integrating the NVIDIA Image Scaling SDK does require integration on part of the game/engine developer.

Tips for formatting when printing to console from C++ | Opensource.com [3]

When I started writing, I did it primarily for the purpose of documenting for myself. When it comes to programming, I'm incredibly forgetful, so I began to write down useful code snippets, special characteristics, and common mistakes in the programming languages I use. This article perfectly fits the original idea as it covers common use cases of formatting when printing to console from C++.

In response to the moderation team resignation [4] [Ed: Rust project doing massive damage control campaign now, just as those who resigned had predicted [5]. Rust lacks legitimacy. GAFAM prisoner. Microsoft controlled.]

As top-level team leads, project directors to the Foundation, and core team members, we are actively collaborating to establish next steps after the statement from the Rust moderation
team.

- This Week In Rust: This Week in Rust 418 [6]

Source URL: http://www.tuxmachines.org/node/158380

Links: