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# Blender Developers Find Old Linux Drivers Are Better Maintained Than Windows

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To not a lot of surprise compared to the world of proprietary graphics drivers on Windows where once the support is retired the driver releases stop, old open-source Linux OpenGL drivers are found to be better maintained.

Blender developers working on shipping Blender 2.80 this July as the big update to this open-source 3D modeling software today rolled out the Linux GPU requirements for this next release.

[4]

Also: [The Kernel Issue](#) [5]

[Linux Hardware Microsoft](#)

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[4] [https://www.phoronix.com/scan.php?page=news\\_item&px=Blender-2.80-GPU-Requirements](https://www.phoronix.com/scan.php?page=news_item&px=Blender-2.80-GPU-Requirements)

[5] <https://www.linuxjournal.com/content/kernel-issue>