

Graphics: Nouveau, Wayland, Mesa and RADV

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- [Nouveau Gallium3D Finally Seeing Mesa Shader Disk Cache For Faster Game Load Times](#) [2]

While the open-source Intel and Radeon OpenGL drivers within Mesa have long employed an on-disk shader cache to help with game load times by being able to load previously compiled shaders from disk, the Nouveau "NVC0" Gallium3D driver is on the heels of finally seeing similar support.

Nouveau saw a TGSI shader cache a few years ago while now it's finally seeing support for caching the compiled shaders.

- [LavaLauncher 1.6 Released As A Simple Dock/Launcher For Wayland](#) [3]

If you have been looking for a simple dock/launcher that natively supports Wayland, LavaLauncher 1.6 is available as one such solution.

LavaLauncher is a simple Wayland-only launcher that allows placing the dynamically sized bar against any screen edge. Unlike most launchers, LavaLauncher doesn't rely upon .desktop files but allows specifying a path to an arbitrary image and the associated shell command to run, allowing for it to be quite extensible than just showing .desktop files for launch applications.

- [Lima Gallium3D Driver Picks Up Multi-Submit Optimization In Mesa 20.1](#) [4]

Lima in Mesa 20.1-devel now can handle multi-submit support for greater efficiency in

handling of multiple OpenGL frame-buffer objects (FBOs). This should allow for greater efficiency/performance in the likes of the X.Org Server or Wayland compositors and avoiding flush-reload costs when switching between FBOs. No hard numbers, however, were provided for the multi-submit benefits to expect.

- [RADV Vulkan Driver Makes A Few More Improvements For GCN 1.0/1.1 Hardware](#) [5]

Valve open-source driver developer Samuel Pitoiset has contributed some improvements to Mesa 20.1's Radeon Vulkan "RADV" driver benefiting GCN 1.0/1.1 graphics cards.

These original GCN graphics cards are compatible with the RADV driver but require first switching the kernel driver from the default Radeon DRM driver over to the AMDGPU driver, normally via the `radeon.si_support=0 radeon.cik_support=0 amdgpu.si_support=1 amdgpu.cik_support=1` kernel flags. After doing so, RADV has tended to work well with these aging GCN graphics cards -- especially more recently with the RADV ACO back-end now working back to GCN 1.0 for offering better performance.

[Graphics/Benchmarks](#)

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Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] https://www.phoronix.com/scan.php?page=news_item&px=Nouveau-NVC0-Shader-Cache

[3] https://www.phoronix.com/scan.php?page=news_item&px=LavaLauncher-1.6-Released

[4] https://www.phoronix.com/scan.php?page=news_item&px=Lima-Multi-Submit-Support

[5] https://www.phoronix.com/scan.php?page=news_item&px=RADV-More-GCN1-Extensions