

Mesa 20.0 Released

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Submitted by Roy Schestowitz on Thursday 20th of February 2020 03:09:05 AM Filed under [Graphics/Benchmarks](#) [1]

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Hi list,

I'd like to announce mesa 20.0.0 as available for download immediately. I'm pleased that we could get all of the issues blocking the release nailed quickly and make a release on time for once!

This is a .0 release, and you may want to continue to track 19.3.x until 20.0.1 comes out in two weeks. 19.3.5 is planned to be the final 19.3 release and is planned for next Wednesday.

Dylan

Shortlog

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Alyssa Rosenzweig (3):

pan/midgard: Fix missing prefixes

pan/midgard: Don't crash with constants on unknown ops

pan/midgard: Use fprintf instead of printf for constants

Danylo Piliaiev (1):

st/nir: Unify inputs_read/outputs_written before serializing NIR

Dylan Baker (6):

.pick_status.json: Update to 2a98cf3b2ecea43cea148df7f77d2abadfd1

.pick_status.json: Update to 946eachafb47c8b94d47e7c9d2a8b02fff5a

.pick_status.json: Update to bee5c9b0dc13dbae0ccf124124eacceb7f2

Docs: Add 20.0.0 release notes

docs: Empty new_features.txt

VERSION: bump for 20.0.0 release

Erik Faye-Lund (1):
 Revert "nir: Add a couple trivial abs optimizations"
Francisco Jerez (6):
 intel/fs/cse: Make HALT instruction act as CSE barrier.
 intel/fs/gen7: Fix fs_inst::flags_written() for SHADER_OPCODE_FINISH
 intel/fs: Add virtual instruction to load mask of live channels i
 intel/fs/gen12: Workaround unwanted SEND execution due to broken
 intel/fs/gen12: Fixup/simplify SWSB annotations of SIMD32 scratch
 intel/fs/gen12: Workaround data coherency issues due to broken NO
Krzysztof Raszkowski (1):
 gallium/swr: simplify environmental variable expansion code
Marek Olšák (1):
 radeonsi: don't wait for shader compilation to finish when destr
Mathias Fröhlich (1):
 egl: Implement getImage/putImage on pbuffer swrast.
Peng Huang (1):
 radeonsi: make si_fence_server_signal flush pipe without work
Pierre-Eric Pelloux-Prayer (1):
 radeonsi/ngg: add VGT_FLUSH when enabling fast launch
Tapani Pälli (2):
 glsl: fix a memory leak with resource_set
 iris: fix aux buf map failure in 32bits app on Android
Thong Thai (1):
 Revert "st/va: Convert interlaced NV12 to progressive"
Timothy Arceri (1):
 glsl: fix gl_nir_set_uniform_initializers() for image arrays
luc (1):
 zink: confused compilation macro usage for zink in target helpers
git tag: mesa-20.0.0

- [Mesa 20.0 Released With Big Improvements For Intel, AMD Radeon Vulkan/OpenGL](#) [4]

The Mesa 20.0 release switches to the new Intel OpenGL driver default, Vulkan 1.2 support for both AMD Radeon and Intel drivers, the RadeonSI OpenGL driver now has GL 4.6 compliance as part of switching to NIR, the Valve-backed ACO code-path for RADV is in much better shape, and many other improvements. See our Mesa 20.0 feature overview to learn about this big update.

- [Mesa 20.0 Is Imminent With New Intel OpenGL Default, Intel + RADV Vulkan 1.2, OpenGL 4.6 For RadeonSI](#) [5]

With the release of Mesa 20.0 being imminent, here is a look at all of the new features for this first quarter update to the Mesa 3D stack for open-source OpenGL/Vulkan drivers. Highlights of the soon-to-be-out Mesa 20.0 are outlined below. Mesa 20.0 will be out as soon

as today / this week unless delays happen over lingering bugs.

- This is the first Mesa release where for those with Broadwell (Gen8) Intel graphics or newer the Intel Gallium3D driver is the new default for OpenGL support. This Intel Gallium3D driver is faster and in better shape than the i965 classic driver. That older OpenGL driver will stick around for supporting Haswell graphics and prior generations.

- [RADV Driver Adds VK_EXT_line_rasterization In Preparing For Eventual Vulkan CAD Apps](#)^[6]

Added to the Vulkan API last summer was VK_EXT_line_rasterization for line rasterization like employed by CAD applications. The open-source Mesa Radeon Vulkan "RADV" driver is now supporting this extension.

[Graphics/Benchmarks Linux](#)

Source URL: <http://www.tuxmachines.org/node/134276>

Links:

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

[2] <http://www.tuxmachines.org/taxonomy/term/63>

[3] <https://lists.freedesktop.org/archives/ mesa-dev/2020-February/224132.html>

[4] https://www.phoronix.com/scan.php?page=news_item&px=Mesa-20.0-Released

[5] <https://www.phoronix.com/scan.php?page=article&item=mesa-20-features&num=1>

[6] https://www.phoronix.com/scan.php?page=news_item&px=RADV-EXT_line_rasterization