

Raspberry Pi's Nonchalant Graphics Stack For Linux

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Many were talking yesterday about why the forthcoming \$25/\$35 Raspberry Pi system won't ship in kit form, but of more interest to Phoronix readers out of that blog post would be the details concerning their Linux graphics driver stack and what they will be supporting.

The Raspberry Pi, which is based on a Broadcom BCM2835 SoC, has a VideoCore IV GPU paired with its ARM1176JZF-S 700 MHz processor. Here are a few details about the expected graphics software stack configuration:

- OpenGL ES 2.0, OpenVG, EGL, and OpenMAX IL will be the core APIs supported by their GPU libraries on the Raspberry Pi. (Sadly it doesn't look like their library setup is based upon Gallium3D.)

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