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NVIDIA's 302 Linux Driver Finally Has RandR 1.2/1.3

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At long last, the NVIDIA binary Linux graphics driver properly implements support for versions 1.2 and 1.3 of RandR, the Resize and Rotate extension for the X.Org Server. This support comes with the newly-introduced 302.xx beta Linux graphics driver.

RandR 1.2 has been around for years -- about five years in a good state -- while RandR 1.3 has been around for about four years. The open-source X.Org drivers have largely all supported RandR 1.2/1.3 from the versions being merged into the X.Org Server and protocol headers while even the proprietary Catalyst driver has handled RandR 1.2+ support for quite a while. However, due to internal differences with the NVIDIA binary driver, its RandR 1.2+ support has been slow to come. RandR 1.4 was going to help NVIDIA, but that's been slow to come and it looks like with the 302.xx driver they've managed anyhow to support RandR 1.2/1.3.

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