

# Mir & XMir Performance

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This is the first article in a series of blog posts on Mir's and XMir's performance. The idea is to provide further insights into the overall performance work, point out existing bottlenecks and how the team is addressing them.

Our overall goal for Mir and XMir is to provide an absolutely fluid user experience, both in the case of typical desktop usage as well as in the case of more demanding usage scenarios like 3D gaming. More to this, our efforts to provide a fluent user-experience on the desktop should at most have a minimal impact on overall 3D application performance.

During the last weeks and months, a lot of people have raised the question if and to what degree the introduction of a system-level compositor impacts graphical performance. The short answer is: Yes, any additional layer between the GPU and the actual rendering process has an impact on the overall performance characteristics of the system.

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