

# AMD Marketing Manager Mentions Linux & Mantle

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Right now Linux gamers only have OpenGL renderers to exploit and recently OpenGL has come under a lot of scrutiny with one of the complaints being that it's too high-level compared to Mantle, DirectX 12, or even Apple's Metal. In terms of Mantle support on Linux, AMD has said in the past that it could come and they would like to see it come, but there are no active plans with no engineering resources being devoted to the process of actually porting it over to their Catalyst Linux driver but its feasibility is still being determined. This latest AMD Gaming blog post gives a bit more of a renewed hope that we could see Mantle on Linux given the reference and AMD's continued investment into this proprietary graphics API.

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