

DRM Graphics Changes For Linux 3.18 Might End Up Being Smaller

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Handling merge requests for the DRM graphics driver updates will be done differently for the Linux 3.18 kernel, which will result in a few less weeks of development time.

David Airlie of Red Hat, the DRM subsystem maintainer, generally has been allowing new Direct Rendering Manager (DRM) code to be introduced to his drm-next tree up to around the time a given kernel release occurs. After that, within days, it could end up landing in the mainline Linux kernel when the merge window opens ahead of the next -rc1 release. David though is deciding to be a more strict about changes late in the cycle in hopes of leading to better tested code and less fallout from driver problems each kernel development cycle.

[2]

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