

Re: State of Linux graphics

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2005-08/8011.html>

From: Jim Gettys (jg_at_freedesktop.org)

Date: 08/31/05

To: Allen Akin <akin@pobox.com>

Date: Wed, 31 Aug 2005 15:14:50 -0400

Well, I'm sure you'll keep us honest... ;-).

– Jim

On Wed, 2005-08-31 at 12:06 -0700, Allen Akin wrote:

- > *On Wed, Aug 31, 2005 at 01:48:11PM -0400, Jim Gettys wrote:*
- > *| Certainly replicating OpenGL 2.0's programmability through Render makes*
- > *| no sense at all to me (or most others, I believe/hope). If you want to*
- > *| use full use of the GPU, I'm happy to say you should be using OpenGL.*
- >
- > *When expressed that way, as a question of whether you're using the GPU*
- > *all-out, I think it's easy for everyone to agree. But we also need to*
- > *beware of the slippery slope where functionality gets duplicated a piece*
- > *at a time.*
- >
- > *This has already happened in several areas, so it remains a concern.*
- > *For me at least. :-)*
- >
- > *Allen*

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