The free software desktop's graphics driver stack.

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Modular good!

- Xfree86 driver SDK installed per default.
- Autotools.
- Clearer structure.
- Individual parts are more accessible.

Modular bad!

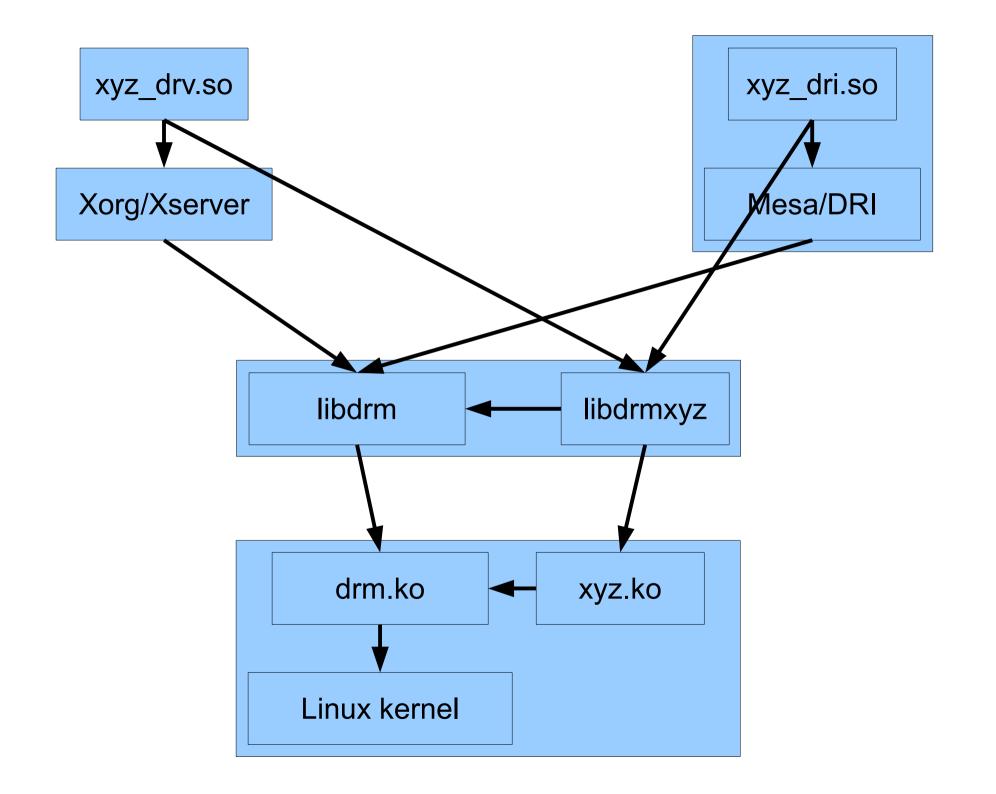
- X went from highly stable to highly volatile.
- Vendors still patch their trees.
- Everything is dispersed.
- No-one builds the whole of X anymore.
- Who still tests anything today?
- Only X.

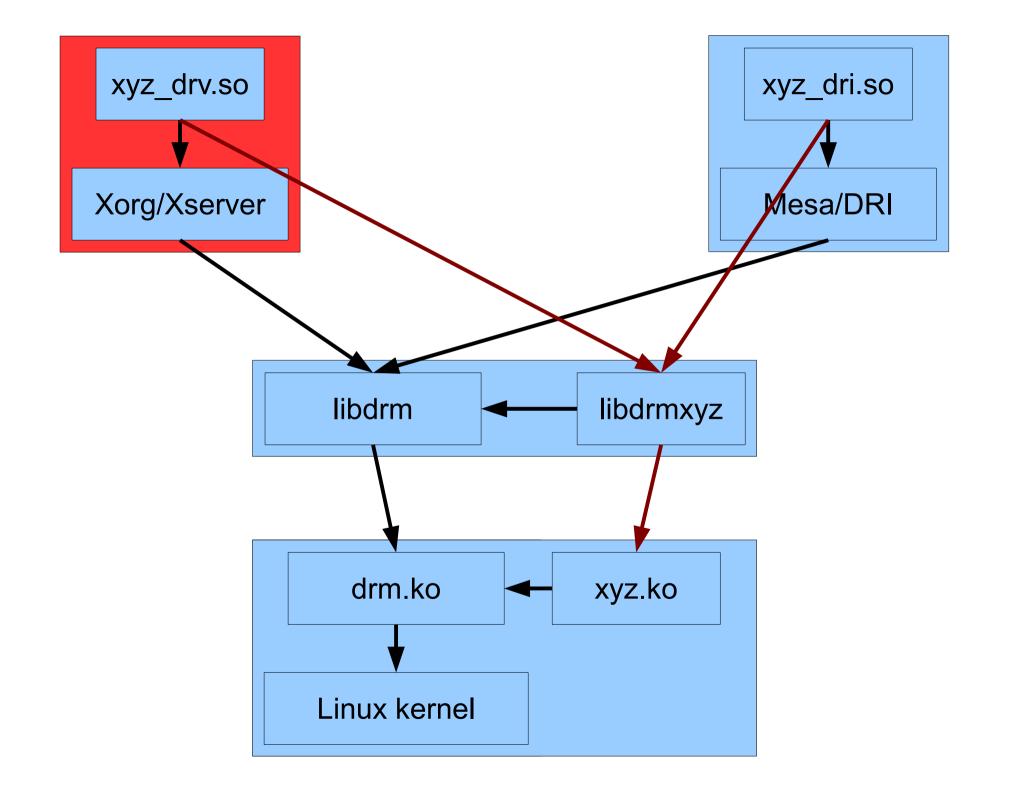
The graphics driver problem.

Survey Time!

Requirements

- Hardware vendors.
- Distributors.
- Users.
- Developers?





xyz_drv.so

xyz_dri.so

Xorg/Xserver

Mesa/DRI

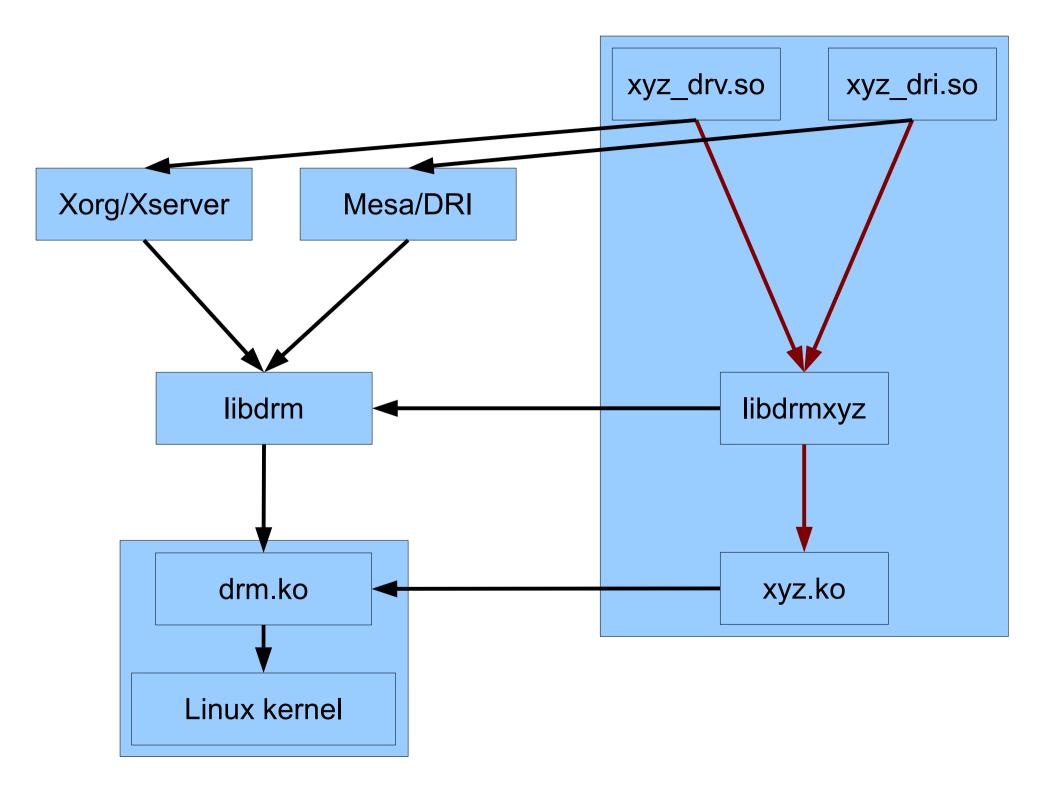
libdrm

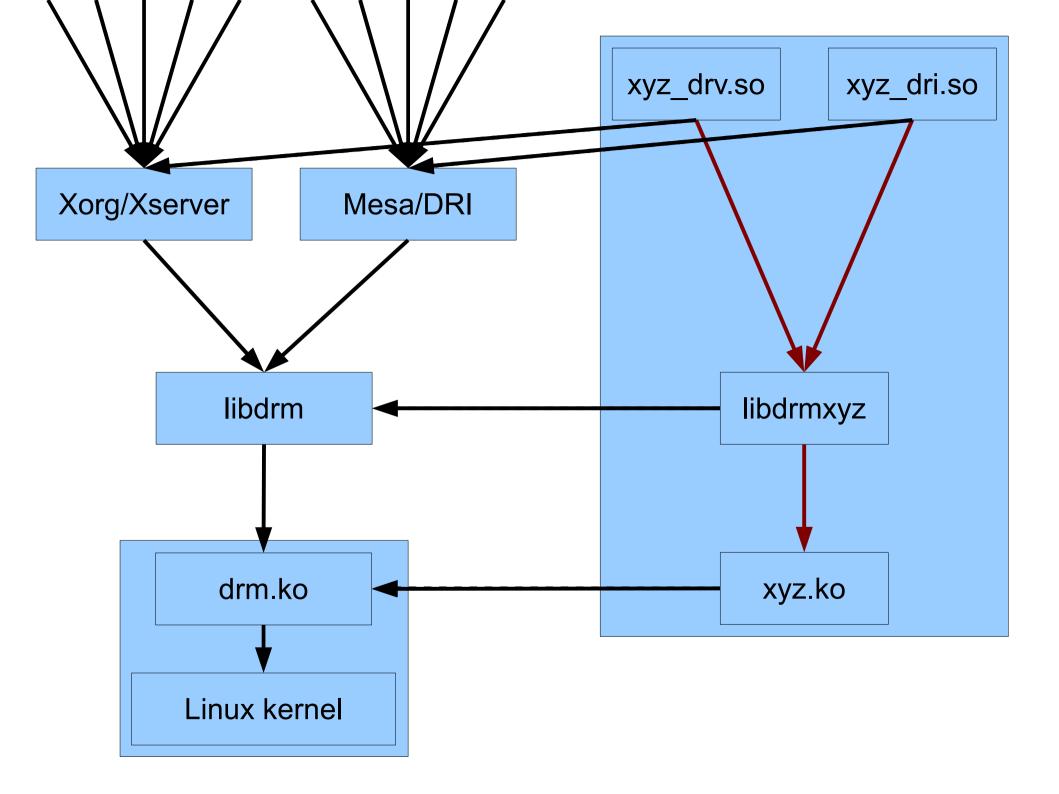
libdrmxyz

drm.ko

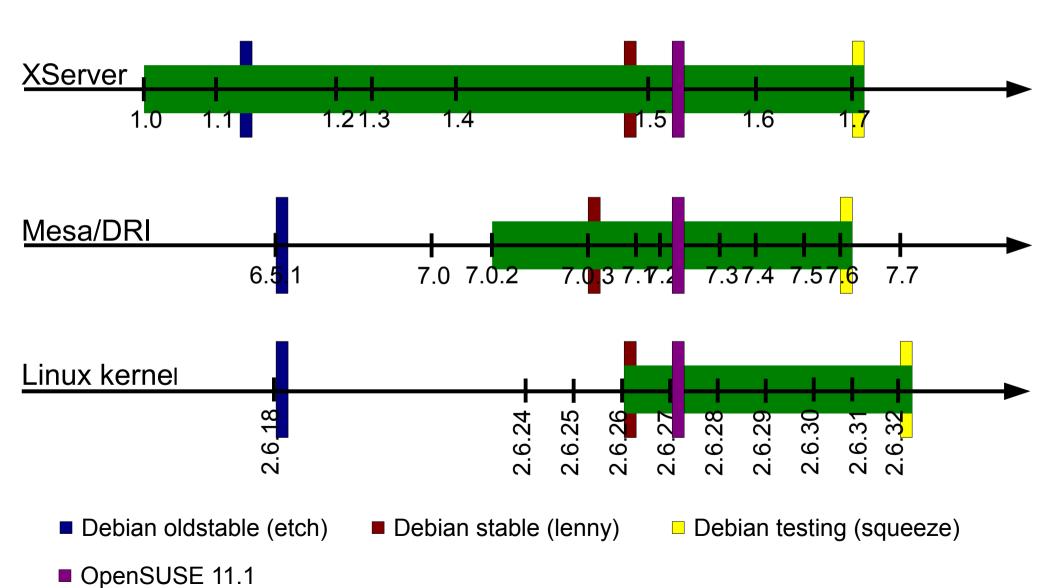
xyz.ko

Linux kernel





Unichrome



Unified building – X driver

- Needs xf86 SDK.
- Autotooled since modular X.
- Familiar process by now;)

Unified building — linux/drm

- Needs linux kbuild and headers packages.
- Autotools integrated Kbuild.
- Easy!

Unified building – Mesa/DRI

- Needs especially prepared mesa tree. :(
 - ./configure
 - cd src/mesa/
 - make libmesa.a
- Autotools integration:
 - ./configure --with-mesa-dir=<DIR>
- Icky, but not hard.

TODO

- Everyone needs to start doing unified trees!
- Care needs to be taken in APIs...
- ... which will happen naturally.

TODO: kernel/drm

- Just organisation/repository changes.
- Longer term: Segregate HW init, modesetting, memory management and drm parts.

TODO: libdrm

- Move out driver specific parts NOW!
- Driver headers and register definitions are not libc headers!
- Again, modesetting, memory management and standard libdrm are separate. Split there!

TODO: Mesa

- Modularize!
- Provide shared libraries: libmesabase libmesadri, libmesagallium, libmesadricommon
- Formalize APIs for these libraries.
- Add pkgconfig and packaging.

Questions?

