

New Features Of Mesa 17.2, Mesa 17.2 Reaches RC2

By *Roy Schestowitz*

Created 31/07/2017 - 2:27pm

Submitted by Roy Schestowitz on Monday 31st of July 2017 02:27:33 PM Filed under [Graphics/Benchmarks](#) [1]

- [The New Features Of Mesa 17.2](#) [2]

Mesa 17.2 will be officially released in one or two weeks, so here's a recap of all the improvements made to this open-source 3D Linux driver stack over the past quarter.

Mesa 17.2 continues with complete OpenGL 4.5 support for Intel i965 and RadeonSI while offering partial OpenGL 4.6 support. Hopefully for Mesa 17.3 next quarter we will see OpenGL 4.6 compliance.

- [Mesa 17.2 RC2 Released](#) [3]

The second release candidate of Mesa 17.2 is now available for testing.

Emil Velikov has just released Mesa 17.2 RC2 as the latest weekly build of what should become the next quarterly Mesa 3D stable release in one or two weeks, pending how last minute bug squashing goes. With RC2, RadeonSI should be back to working with Steam and no longer crashing.

- [\[Mesa-dev\] \[ANNOUNCE\] mesa 17.2.0-rc2](#) [4]

The second release candidate for Mesa 17.2.0 is now available.

Links:

- [1] <http://www.tuxmachines.org/taxonomy/term/148>
- [2] <http://www.phoronix.com/scan.php?page=article&item=mesa-172-features&num=1>
- [3] http://www.phoronix.com/scan.php?page=news_item&px=Mesa-17.2-RC2
- [4] <https://lists.freedesktop.org/archives/mesa-dev/2017-July/164726.html>