

Written by [Michael Larabel](#) in [Qt](#) on 9 October 2019 at 09:35 AM EDT. [1 Comment](#)



The Qt Company has shipped Qt 5.14 beta as the newest version of the Qt5 tool-kit and their last real feature update as Qt 5.15 will focus more on bug fixes as development is shifting towards Qt 6.0 due out in one year's time.

Qt 5.14 is an exciting update with [the initial API-independent scenegraph renderer](#) for Qt Quick that supports Vulkan, Metal, Direct3D 11, and still OpenGL fallbacks. The Vulkan support for Qt continues maturing. Qt 5.14 also has [continued HiDPI improvements](#), a threading overhaul to Qt 3D, Qt Multimedia now supports GStreamer OpenGL, updated Qt WebEngine, Qt Quick Timeline introduction, and many other changes.

The Qt 5.14.0 release should ship around the end of November while the release candidate will be out in early to mid November. More details on today's Qt 5.14 beta via [Qt.io](#).

Written by [Michael Larabel](#) in [GNU](#) on 9 October 2019 at 12:18 PM EDT. [6 Comments](#)



With [Stallman sticking around as head of the GNU](#) and with that [the Free Software Foundation re-evaluating their GNU relationship](#), Richard Stallman is already saying there will be no major changes to the project he founded.

RMS yesterday sent out a new message on the matter (though it only cleared the mailing list moderation queue a few minutes ago) on [info-gnu](#). His newest message is simply:

As Chief GNUisance, I'd like to reassure the community that there won't be any radical changes in the GNU Project's goals, principles and policies.

I would like to make incremental changes in how some decisions are made, because I won't be here forever and we need to ready others to make GNU Project decisions when I can no longer do so. But these won't lead to unbounded or radical changes.

--

Dr Richard Stallman

This is while many individuals are still calling for him to step aside as head of the GNU Project.

Written by [Michael Larabel](#) in [KDE](#) on 9 October 2019 at 09:06 AM EDT. [3 Comments](#)



Currently when resuming from systemd suspend or switching back to the KDE desktop from an alternate VT, it's possible with the NVIDIA proprietary driver to see screen corruption or leakage of previous screen contents to areas of the lock screen / desktop. This annoying issue is now being better addressed with Qt 5.14.

Started for Qt 5.13 and furthered along for Qt 5.14 is better handling of an OpenGL context loss around the NVIDIA driver. Qt is now making use of a signal emitted by the NVIDIA driver for when context loss occurs to gracefully recover from the context loss state change.

More details on the culmination of this work being on the horizon is spelled out by KDE developer David Edmundson's [blog post](#) for those interested in the details.

Written by [Michael Larabel](#) in [Intel](#) on 9 October 2019 at 06:40 AM EDT. [15 Comments](#)



Intel engineers have contributed GPU-accelerated memory copy support to FFmpeg when making use of their preferred video decode implementation.

For those making use of Intel Quick Sync Video decode with FFmpeg, the latest development code has added GPU-accelerated memory copy support between the video and system memory.

The engineers confirmed in the commit, "This may lead to a notable performance improvement." But without any quantitative comment on the expectations for performance.

Those wanting to try it can find the sample CLI arguments via [this commit](#).

Written by [Michael Larabel](#) in [Radeon](#) on 8 October 2019 at 07:34 AM EDT. [5 Comments](#)



Just one day after announcing the [Radeon RX 5500 series](#) as the first Navi 14 GPUs, AMD has submitted the firmware binaries to the *linux-firmware.git* tree that are required for usage with the open-source Linux graphics driver.

This easy availability of the firmware bits is the last piece of the puzzle for rounding out their Linux driver support. On the kernel side Linux 5.4 has the initial Navi 14 support albeit is disabled by default unless using the experimental feature bit. Mesa 19.2 also has the preliminary Navi 14 support in the

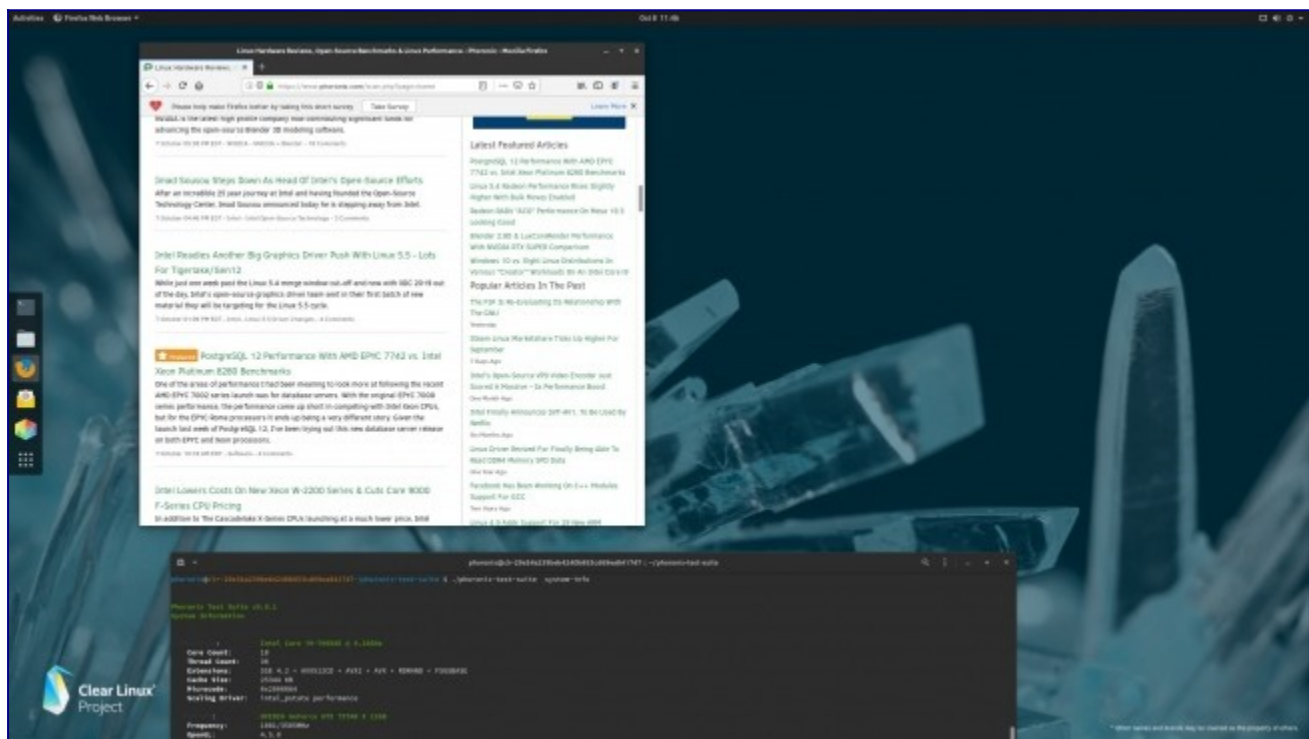
RadeonSI OpenGL and RADV Vulkan drivers, but I would recommend using Mesa 19.3-devel for the best feature coverage and performance. And then there's LLVM 9.0+ for the AMDGPU back-end, particularly with the RADV ACO back-end not yet having stable support for Navi. Lastly there are these necessary binary blobs now in linux-firmware.git for rounding out the Navi 14 GPU initialization.



So with that, all of the components are now public / readily available for lighting up Navi 14 graphics cards as far as graphics are concerned. Though due to the timing, not found out-of-the-box for the likes of the upcoming Ubuntu 19.10 or Fedora 31. Nevertheless, as soon as we get our hands on the AMD Radeon RX 5500 we will be sharing our experiences on how this bleeding edge Linux support is panning out for gamers.

The one piece of Navi Linux support still missing is OpenCL/compute for which there is Radeon Open Compute (ROCm) but still no indication when they will be providing Navi support there.

With running some fresh cross-OS benchmarks now that Ubuntu 19.10 is imminent followed by Ubuntu 19.10, a new Windows 10 update coming in the days ahead, and also the release of macOS 10.15, a lot of fun benchmarks are ahead. In today's article is a quick look at the Windows 10 vs. Ubuntu 19.10 vs. Clear Linux web browser performance for both Mozilla Firefox and Google Chrome.



For this round of benchmarking was Windows 10 Pro Build 18362, Ubuntu 19.10 with its latest packages as of 6 October, and Clear Linux 31210 all running on the same system. The system used for this round of benchmarking was the Intel Core i9 7980XE with ASUS PRIME X299-A motherboard, 4 x 4GB DDR4-3200 Corsair memory, NVIDIA GeForce GTX TITAN X with the NVIDIA proprietary drivers, and Samsung 970 EVO 500GB NVMe SSD for storage.

Via the Phoronix Test Suite (<https://www.phoronix-test-suite.com/>) a range of browser tests were run via Firefox 69 and Chrome 77 on each of these three operating systems under test. Again, a larger OS comparison also including macOS and the newest Linux/Windows updates will be forthcoming as well over October and into November thanks to the existing autumn update season.