

Usage of hardware 3D acceleration

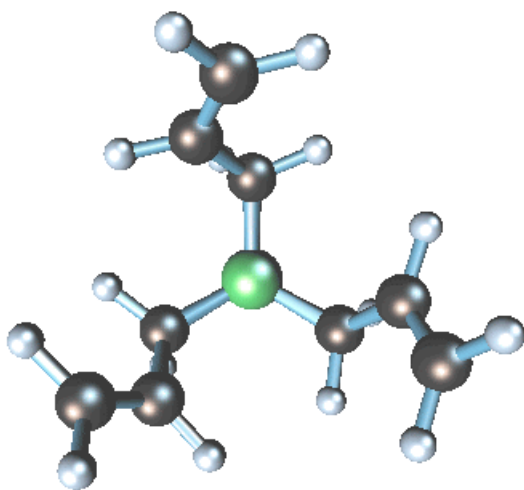
The role of hardware accelerated 3D support:

- Support devoted developers
- Attract new **young** users to OS/2 platform

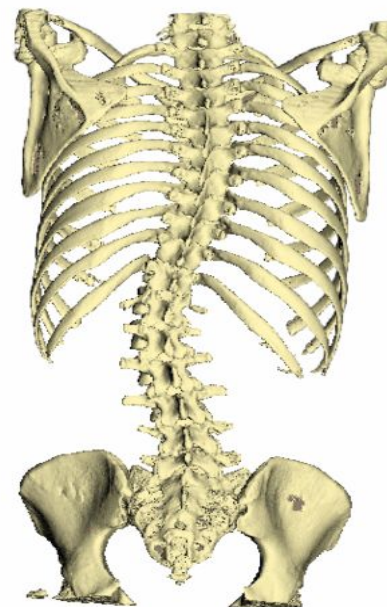
Areas of usage:

- Scientific graphics and plots
- Improve existing solutions based on OS/2
- Visualizing tools for engineers
- Visualizing Multidimensional Databases
- OfficeSuite with 3D functionality (3D charts: pie, bar, ..)
- Games and entertainment

Usage: viewers of 3D objects

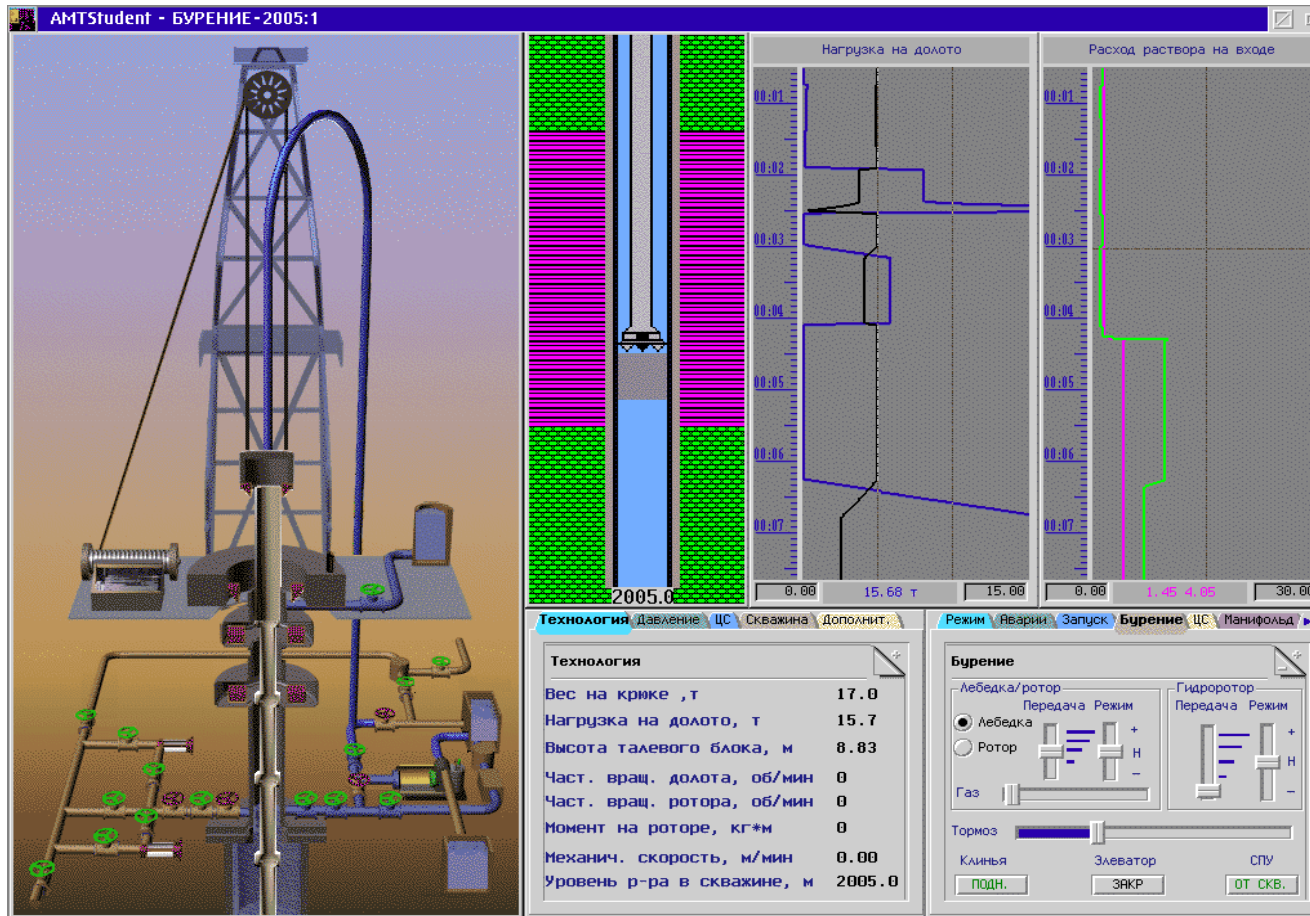


Science and education

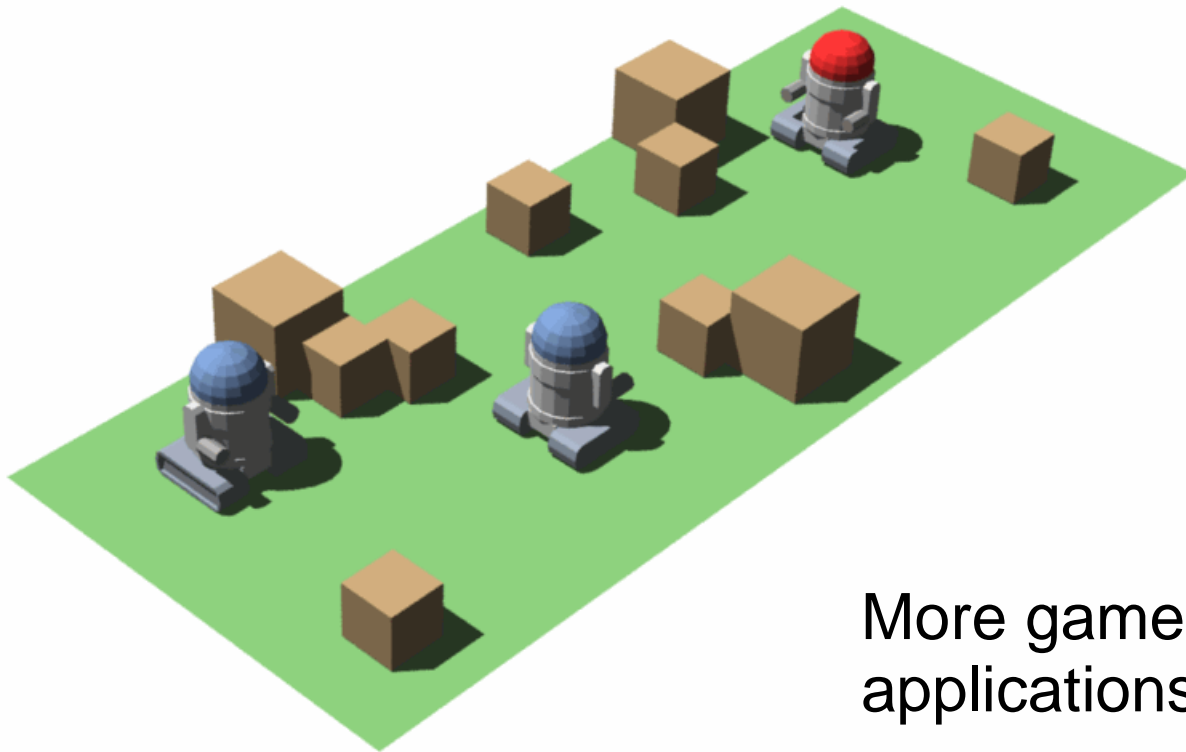


Medicine

Usage: solutions improvement

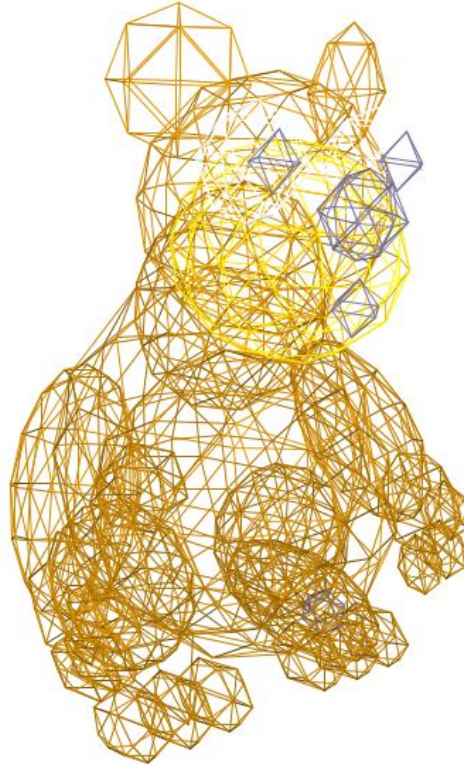


Usage: games



More games, more education applications

Main problem is the memory management



1. Context consists of

- Transformation matrix
- Sources of light
- Surface properties
- Fog, transparency

2. Passing vertexes

- Coordinates
- Normal
- Texture coordinates
- Color

3. Passing textures

(using videomemory as cache)

Which API to implement?

Khronos Group is a standards group formed by over one hundred member corporations.

OpenGL ES defines a very useful subset of OpenGL targeted to low memory systems.



- Perspective: mobile phones, Playstation 3
- It is oriented to existing hardware
- Can be implemented by eCo Software
- May be extended to normal OpenGL later

Current status of Panorama



Supported hardware:

ATI Radeon 8500, 8500DV, 8500LE, 9000, 9100, 9100IGP, 9200, 9200SE, 9250, Radeon Mobility 9000, 9200, 9250

Current features of the driver:

- Integrated WarpOverlay!-compliant support for video overlay
- Hardware color cursor
- Standard videomodes, 2D acceleration

Current status of Panorama



Panorama driver status
(November 18, 2005), readiness %

