AMD Radeon driver

Updated: xf86-video-ati 7.10.0

NAME
radeon - ATI/AMD RADEON video driver

SYNOPSIS

```
Section 'Device'
  Identifier 'devname'
  Driver 'radeon'
  ...
EndSection
```

DESCRIPTION
radeon is an Xorg driver for ATI/AMD RADEON-based video cards with the following features:

- Full support for 8-, 15-, 16- and 24-bit pixel depths;
- RandR 1.2 and RandR 1.3 support;
- Full EXA 2D acceleration;
- Textured XVideo acceleration including anti-tearing support (Bicubic filtering only available on R/RV3xx, R/RV/RS4xx, R/RV5xx, and RS6xx /RS740);
- 3D acceleration;

SUPPORTED HARDWARE
The radeon driver supports PCI, AGP, and PCIe video cards based on the following ATI/AMD chips (note: list is non-exhaustive):

R100
  Radeon 7200
RV100
  Radeon 7000(VE), M6, RN50/ES1000
RS100
  Radeon IGP320(M)
RV200
  Radeon 7500, M7, FireGL 7800
RS200
  Radeon IGP330(M)/IGP340(M)
RS250
  Radeon Mobility 7000 IGP
R200
  Radeon 8500, 9100, FireGL 8800/8700
RV250
  Radeon 9000PRO/9000, M9
RV280
  Radeon 9200PRO/9200/9200SE/9250, M9+
RS300
  Radeon 9100 IGP
RS350
  Radeon 9200 IGP
RS400/RS480
  Radeon XPRESS 200(M)/1100 IGP
R300
  Radeon 9700PRO/9700/9500PRO/9500/9600TX, FireGL X1/Z1
R350
  Radeon 9800PRO/9800SE/9800, FireGL X2
R360
  Radeon 9800XT
RV350
  Radeon 9600PRO/9600SE/9600/9550, M10/M11, FireGL T2
RV360
  Radeon 9600XT
RV370
  Radeon X300, M22
RV380
  Radeon X600, M24
RV410
  Radeon X700, M26 PCIe
R420
  Radeon X800 AGP
R423/R430
  Radeon X800, M28 PCIe

R480/R481
   Radeon X850 PCIe/AGP
RV505/RV515/RV516/RV550
   Radeon X1300/X1400/X1500/X1550/X2300
R520
   Radeon X1800
RV530/RV560
   Radeon X1600/X1650/X1700
RV570/R580
   Radeon X1900/X1950
RS600/RS690/RS740
   Radeon X1200/X1250/X2100
R600
   Radeon HD 2900
RV610/RV630
   Radeon HD 2400/2600/2700/4200/4225/4250
RV620/RV635
   Radeon HD 3410/3430/3450/3470/3650/3670
RV670
   Radeon HD 3690/3850/3870
RS780/RS880
   Radeon HD 3100/3200/3300/4100/4200/4250/4290
RV710/RV730
   Radeon HD 4330/4350/4550/4650/4670/5145/5165/530v/545v/560v/565v
RV740/RV770/RV790
   Radeon HD 4770/4730/4830/4850/4860/4870/4890
CEDAR
   Radeon HD 5430/5450/6330/6350/6370
REDWOOD
   Radeon HD 5550/5570/5650/5670/5730/5750/5770/6530/6550/6570
JUNIPER
   Radeon HD 5750/5770/5830/5850/5870/6750/6770/6830/6850/6870
CYPRESS
   Radeon HD 5830/5850/5870
HEMLOCK
   Radeon HD 5970
PALM
   Radeon HD 6310/6250
SUMO/SUMO2
   Radeon HD 6370/6380/6410/6480/6520/6530/6550/6620
BARTS
   Radeon HD 6790/6850/6870/6950/6970/6990
TURKS
   Radeon HD 6570/6630/6650/6670/6730/6750/6770
CAICOS
   Radeon HD 6430/6450/6470/6490
CAYMAN
   Radeon HD 6950/6970/6990
ARUBA
   Radeon HD 7000 series
TAHITI
   Radeon HD 7900 series
PITCAIRN
   Radeon HD 7800 series
VERDE
   Radeon HD 7700 series
OLAND
   Radeon HD 8000 series
HAINAN
   Radeon HD 8000 series
BONAIRE
   Radeon HD 7790 series
KAVERI
   KAVERI APUs
KABINI
   KABINI APUs
HAWAII
   Radeon R9 series
MULLINS
   MULLINS APUs

CONFIGURATION DETAILS
Please refer to xorg.conf(4) for general configuration details. This section only covers configuration details specific to this driver.

The following driver Options are supported:

Option 'SWcursor' 'boolean'
   Selects software cursor. The default is off.

Option 'Accel' 'boolean'
Enables or disables all hardware acceleration.
The default is on.

Option 'ZaphodHeads' 'string'
Specify the RandR output(s) to use with zaphod mode for a particular driver instance. If you use this option you must use this option for all instances of the driver.
For example: Option 'ZaphodHeads' 'LVDS,VGA-0' will assign xrandr outputs LVDS and VGA-0 to this instance of the driver.

Option 'ColorTiling' 'boolean'
The framebuffer can be addressed either in linear or tiled mode. Tiled mode can provide significant performance benefits with 3D applications. Tiling will be disabled if the drm module is too old or if the current display configuration does not support it. On R600+ this enables 1D tiling mode.
The default value is on for R/RV3XX, R/RV4XX, R/RV5XX, RS6XX, RS740, R/RV6XX, R/RV7XX, RS780, RS880, EVERGREEN, CAYMAN, ARUBA, Southern Islands, and Sea Islands and off for R/RV/RS1XX, R/RV/RS2XX, RS3XX, and RS690/RS780/RS880 when fast fb feature is enabled.

Option 'ColorTiling2D' 'boolean'
The framebuffer can be addressed either in linear, 1D, or 2D tiled modes. 2D tiled mode can provide significant performance benefits over 1D tiling with 3D applications. Tiling will be disabled if the drm module is too old or if the current display configuration does not support it. KMS ColorTiling2D is only supported on R600 and newer chips and requires Mesa 9.0 or newer for R6xx-ARUBA, Mesa 9.2 or newer for Southern Islands, and Mesa 10.1 or newer for Sea Islands.
The default value is on for R/RV6XX, R/RV7XX, RS780, RS880, EVERGREEN, CAYMAN, ARUBA, Southern Islands, and Sea Islands.

Option 'DRI' 'integer'
Define the maximum level of DRI to enable. Valid values are 2 for DRI2 or 3 for DRI3. The default is 2 for DRI2.

Option 'EnablePageFlip' 'boolean'
Enable DRI2 page flipping. The default is on. Pageflipping is supported on all radeon hardware.

Option 'TearFree' 'boolean'
Enable tearing prevention using the hardware page flipping mechanism. This option currently doesn't have any effect for rotated CRTCs. It requires allocating two separate scanout buffers for each non-rotated CRTC. Enabling this option currently disables Option 'EnablePageFlip'. The default is off.

Option 'AccelMethod' 'string'
Chooses between available acceleration architectures. Valid values are EXA (for pre-TAHITI GPUs) and glamor (for R300 or higher). The default is glamor as of TAHITI, otherwise EXA.

The following driver Options are supported for glamor :

Option 'ShadowPrimary' 'boolean'
This option enables a so-called "shadow primary" buffer for fast CPU access to pixel data, and separate scanout buffers for each display controller (CRTC). This may improve performance for some 2D workloads, potentially at the expense of other (e.g. 3D, video) workloads. Note in particular that enabling this option currently disables page flipping. The default is off.

The following driver Options are supported for EXA :

Option 'EXAVSync' 'boolean'
This option attempts to avoid tearing by stalling the engine until the display controller has passed the destination region. It reduces tearing at the cost of performance and has been known to cause instability on some chips. The default is off.

Option 'EXAPixmaps' 'boolean'
Under KMS, to avoid thrashing pixmaps in/out of VRAM on low memory cards, we use a heuristic based on VRAM amount to determine whether to allow EXA to use VRAM for non-essential pixmaps. This option allows us to override the heuristic. The default is on with > 32MB VRAM, off with < 32MB or when fast fb feature is enabled for RS690/RS780/RS880.

Option 'SwapbuffersWait' 'boolean'
This option controls the behavior of glXSwapBuffers and glXCopySubBufferMESA calls by GL applications. If enabled, the calls will avoid tearing by making sure the display scanline is outside of the area to be copied before the copy occurs. If disabled, no scanline synchronization is performed, meaning tearing will likely occur. Note that when enabled, this option can adversely affect the framerate of applications that render frames at less than refresh rate.
The default value is on.

TEXTURED VIDEO ATTRIBUTES
The driver supports the following X11 Xv attributes for Textured Video. You can use the "xvattr" tool to query/set those attributes at runtime.

XV_VSYNC
XV_VSYNC is used to control whether textured adapter synchronizes the screen update to the monitor vertical refresh to eliminate tearing. It has two values: 'off'(0) and 'on'(1). The default is 'on'(1).

XV_CRTC
XV_CRTC is used to control which display controller (crtc) the textured adapter synchronizes the screen update with when XV_VSYNC is enabled. The default, 'auto'(-1), will sync to the display controller that more of the video is on; when this is ambiguous, the display controller associated with the RandR primary output is preferred. This attribute is useful for things like clone mode where the user can best decide which display should be synced. The default is 'auto'(-1).

XV_BICUBIC
XV_BICUBIC is used to control whether textured adapter should apply a bicubic filter to smooth the output. It has three values: 'off'(0), 'on'(1) and 'auto'(2). 'off' means never apply the filter, 'on' means always apply the filter and 'auto' means apply the filter only if the X and Y sizes are scaled to more than double to avoid blurred output. Bicubic filtering is not currently compatible with other Xv attributes like hue, contrast, and brightness, and must be disabled to use those attributes. The default is 'off'(0).

SEE ALSO
Xorg(1), xorg.conf(4), Xserver(1), X(5)

- Wiki page:
  http://www.x.org/wiki/radeon
- Overview about radeon development code:
  http://cgit.freedesktop.org/xorg/driver/xf86-video-ati
- Mailing list:
  http://lists.x.org/mailman/listinfo/xorg-driver-ati
- IRC channel:
  #radeon on irc.freenode.net
- Query the bugtracker for radeon bugs:
  https://bugs.freedesktop.org/query.cgi?product=xorg&component=Driver/Radeon
- Submit bugs & patches:
  https://bugs.freedesktop.org/enter_bug.cgi?product=xorg&component=Driver/Radeon

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