



Ecosystem TSG Update

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Ecosystem TSG Charter

- Documentation
- Usability
- Tools
- Tests
- Pretty much anything else that's
 - Technical
 - But not an API specification
- The ARB's top priority is the OpenGL 3 API
 - Ecosystem TSG is (mostly) in holding mode now
 - Will return focus to ecosystem issues after the specification is complete

Accomplishments

- OpenGL 2.1 man pages are complete and online
 - Will shortly make the Docbook source available online as well - had to work through a process to safely open up part of Khronos' internal Subversion server to public read access
- Pipeline Newsletter is being produced quarterly
- OpenGL "SDK"
 - Collection of tools, utilities, tutorials from the developer community, plus OpenGL 2.1 documentation
 - A number of people have said they'd like a more traditional SDK (downloadable installer package, etc.)
 - We're bandwidth-limited on doing this
- Public bug reporting - Bugzilla & web feedback form
 - www.khronos.org/bugzilla is preferred
 - We've received a number of good comments on the 2.1 specification and ARB extensions, and welcome more

Ongoing Projects / Goals

- **Infrastructure to support OpenGL 3 contexts and OpenGL 2/3 interoperability**
 - WGL_ARB_create_context extension (and similar for GLX) to specify context version and debug options at creation time
 - GL_EXT_bind_image extension to bind GL3 image objects as GL2 textures
- **Better debug support**
 - Graphic Remedy is developing a proposal for driver status hooks / callbacks for logging and profiling information
 - Defining “debug shim” layer functionality. Basically an much safer (and probably, lower performance) driver variant which gives more information, performs more runtime checks as early as possible, and other functionality useful during development
- **Utility library functionality**
 - GLU-like - wrapper libraries, helper functions, etc.
 - Especially relevant with so much fixed-functionality stuff gone

Ongoing Projects / Goals (cont.)

- **OpenGL 2 -> OpenGL 3 transition guide**
 - Expected to be primarily an online resource
 - Once we have a spec for public review, we're interested in talking to people who may want to help produce this kind of transitional / tutorial documentation.
- **Conformance tests**
 - OpenGL conformance tests are woefully out of date
 - Moving to a new API, it will be critical to test new areas such as the object model rules and multicontext behaviors, as well as traditional rendering functionality tests
- **More documentation**
 - Translations into Japanese? Expand SDK into a true downloadable package? Online courses?
 - Lower priority but if we have enough free cycles and/or Khronos funding, we'll pursue these as well

