

# GLX GPU Offloading

- Run the desktop and most apps on one GPU and driver, but run some apps on an alternate GPU and driver.
- Alternate drivers need to have both client- and server-side vendor libraries
- Should work without manual configuration

# High-Level Design

- Multiple GLX server vendors per screen
- Each client gets its own (screen → vendor) mapping
- GLX extension to query and select a vendor to use
- Client vendor libraries give libglvnd a list of GLX device handles
- Libglvnd picks a device, tells the server to use the corresponding vendor

# Open Questions

- Presentation – Getting the results onto a window/pixmap
- How libglvnd selects a default device
- Mapping between X visuals and GLXFBConfigs
- Should we expose device selection to the application?