# Article information:

HDR hackfest wrap-up · emersion
<https://emersion.fr/blog/2023/hdr-hackfest-wrap-up/>

# Article summary:

1. The HDR hackfest organized by Red Hat focused on discussing use-cases for HDR and color management, as well as variable refresh rate (VRR) and vendor-specific KMS properties.

2. The group discussed the need for a vendor-neutral API that compositors can use to program the color pipeline in GPUs, with a prescriptive API being preferred for KMS.

3. While no code was written during the hackfest, progress was made towards a clear path forward and a common user-space library is planned to help offload color pipelines to KMS.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article provides a detailed account of the HDR hackfest organized by Red Hat, which brought together participants from various organizations to discuss topics related to HDR and color management. The author describes the challenges faced in attending the event due to travel disruptions and highlights the importance of meeting with colleagues in person after working remotely for years.

The article covers a range of topics discussed at the hackfest, including use-cases for HDR and color management, variable refresh rate (VRR), vendor-specific KMS properties, and long-term plans for designing a vendor-neutral API. The author provides insights into the discussions and decisions made during the hackfest, such as retaining backwards uAPI compatibility for AMD's missing support for the Colorspace KMS property and merging vendor-specific color management properties on the condition that they are documented as unstable.

However, there are some potential biases in the article. For example, it focuses primarily on the perspectives of those attending the hackfest and does not provide counterarguments or alternative viewpoints. Additionally, while it mentions some issues related to power usage on mobile devices and screen recording, it does not explore potential risks associated with implementing HDR and color management features.

Furthermore, while the article provides some evidence to support its claims, such as Melissa's patch series introducing AMD-specific KMS properties and Josh's implementation of support for this in gamescope, it could benefit from more concrete examples or data to illustrate its points. Additionally, some points may be unclear or require further explanation for readers who are not familiar with technical terms or concepts related to HDR and color management.

Overall, while the article provides valuable insights into discussions at the HDR hackfest and progress made towards developing solutions for HDR and color management challenges, it could benefit from more balanced reporting that considers potential risks or drawbacks associated with these features.

# Topics for further research:

* Risks associated with implementing HDR and color management features
* Alternative viewpoints on HDR and color management solutions
* Technical terms and concepts related to HDR and color management
* Power usage on mobile devices with HDR and color management features
* Screen recording with HDR and color management features
* Long-term effects of HDR and color management on display technology

# Report location:

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