

# Linux: An Introduction

## X11 and Graphics



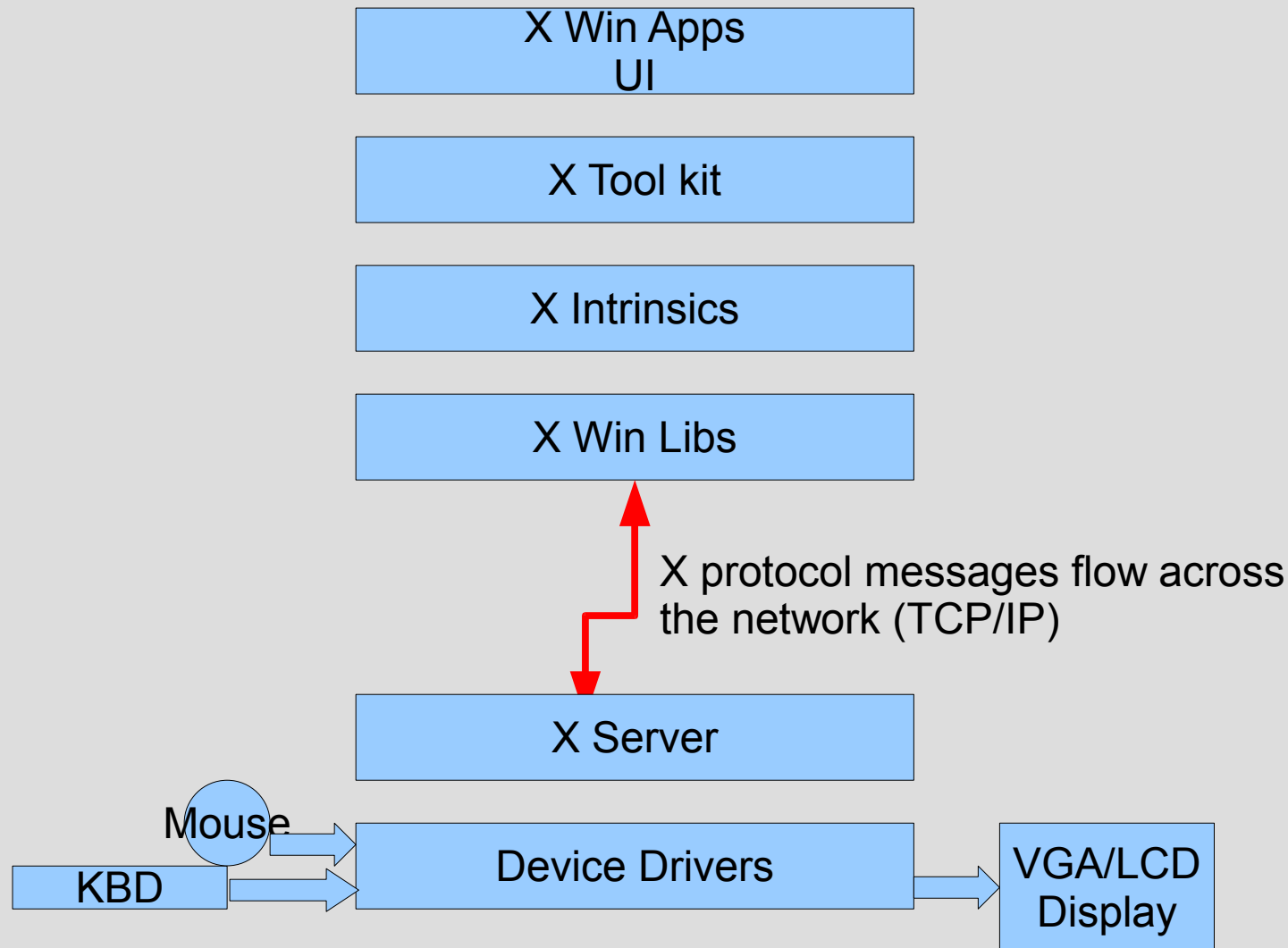
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# *X11 Intro*

- Graphics on Linux : Client-Server model
- Uses software from Xorg project
- Fully network aware
- Windows and OSX GUI are none of these
  
- Uses OpenGL for accelerated and 3D
- Nvidia, Intel and ATI GPUs drivers

<http://www.xorg.org>

# X Window System



# X11

- <http://www.xorg.org>
- The term server and client have different meanings.
- XServer runs on your graphically rich desktop
- X11-client may run on your own desktop or anywhere on the connected network, including Internet

# Crossplatform

- X11server software runs on
  - Mac OSX, Windows
  - All UNIXes (AIX, IRIX, HPUX, Solaris)
  - All free Oss such as FreeBSD, Linux etc
  - Some embedded systems too

# Also see..

- My Amazing KDE4 Slides

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