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libdrm - userspace library for drm

This is libdrm, a userspace library for accessing the DRM, direct

rendering manager, on Linux, BSD and other operating systes that

support the ioctl interface. The library provides wrapper functions

for the ioctls to avoid exposing the kernel interface directly, and

for chipsets with drm memory manager, support for tracking relocations

and buffers. libdrm is a low-level library, typically used by

graphics drivers such as the Mesa DRI drivers, the X drivers, libva

and similar projects. New functionality in the kernel DRM drivers

typically requires a new libdrm, but a new libdrm will always work

with an older kernel.

Compiling

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libdrm is a standard autotools packages and follows the normal

configure, build and install steps. The first step is to configure

the package, which is done by running the configure shell script:

./configure

By default, libdrm will install into the /usr/local/ prefix. If you

want to install this DRM to replace your system copy, pass

--prefix=/usr and --exec-prefix=/ to configure. If you are building

libdrm from a git checkout, you first need to run the autogen.sh

script. You can pass any options to autogen.sh that you would other

wise pass to configure, or you can just re-run configure with the

options you need once autogen.sh finishes.

Next step is to build libdrm:

make

and once make finishes successfully, install the package using

make install

If you are install into a system location, you will need to be root to

perform the install step.