# Preface

The *XGL Accelerator Guide for Reference Frame Buffers* provides performance hints that you can use to write programs that use SunSoft hardware graphics accelerators. It lists attributes that are accelerated and shows how to make the most efficient use of XGL™ primitives.

## Who Should Use This Book

This manual is intended for application programmers developing XGL applications.

## How This Book Is Organized

This manual is organized as follow:

- **Chapter 1, "General Acceleration Information,"** provides information on general techniques to improve performance on all XGL platforms.
- **Chapter 2, "GX and GXplus Accelerators,"** gives specific hints and optimizations for the GX and GXplus accelerators.
- **Chapter 3, "Acceleration Across a Network With the Xpex Pipeline,"** provides information on accelerating an application across a network.

## Related Books

- *XGL Programmer's Guide*
- *XGL Reference Manual*

## What Typographic Changes Mean

The following table describes the typographic changes used in this book.

*Table P-1* Typographic Conventions

| Typeface or Symbol | Meaning | Example |
|---|---|---|
| `AaBbCc123` | The names of commands, files, and directories; on-screen computer output | Edit your `.login` file.<br>Use `ls -a` to list all files.<br>`machine_name% You have mail.` |
| **`AaBbCc123`** | What you type, contrasted with on-screen computer output | `machine_name%` **`su`**<br>`Password:` |
| *AaBbCc123* | Command-line placeholder: replace with a real name or value | To delete a file, type `rm` *filename*. |
| *AaBbCc123* | Book titles, new words or terms, or words to be emphasized | Read Chapter 6 in *User's Guide*.<br>These are called *class* options.<br>You *must* be root to do this. |