

[ANNOUNCE] mesa 26.0.1

Eric Engestrom [eric at engestrom.ch](mailto:eric@engestrom.ch)

Wed Feb 25 16:39:15 UTC 2026

- Previous message (by thread): [\[ANNOUNCE\] mesa 25.3.6](#)
- Next message (by thread): [\[ANNOUNCE\] mesa 26.0.1](#)
- Messages sorted by: [\[date \]](#) [\[thread \]](#) [\[subject \]](#) [\[author \]](#)

Hello everyone,

The bugfix release 26.0.1 is now available.

This release and 25.3.6 (already out) contain a security fix preventing out-of-bounds memory access in WebGPU. They should be deployed to users as quickly as possible.

If you find any issues, please report them here:

<https://gitlab.freedesktop.org/mesa/mesa/-/issues/new>

The next bugfix release is due in two weeks, on March 11th.

Cheers,
Eric

Aitor Camacho (7):

- wsi/metal: Expose additional color spaces if instance extension enabled
- kk: Fill pipelineUUID
- kk: Fix shader uint32_t value serialization
- kk: Correctly release pipeline handles at shader destroy
- kk: Fix compute pipeline cache
- kk: Move gfx pipeline data to the info struct within kk_shader
- kk: Fix graphics pipeline serialization

Alyssa Rosenzweig (1):

- brw: drop buggy SLM optimization

Anna Maniscalco (1):

- freedreno/common: set has_astc_hdr true for a7xx targets

Benjamin Otte (1):

- lavapipeline: Fix features for nonsampled ycbcr formats

Daniel Schürmann (1):

- nir/clone: Fix cloning indirect call instructions

Danylo Piliaiev (1):

- ir3: Align TCS per-patch output to 64 bytes to prevent stale reads

Emma Anholt (1):

- ir3/ra: Fix DOUBLE_ONLY limit pressure computation.

Eric Engestrom (7):

- docs: add sha sum for 26.0.0
- .pick_status.json: Update to 03d2cc2b2ae5341409ee1fab74e98134a6df0511
- bin/gen_release_notes: fix support for python 3.14
- pick-ui: add `Backport-to: *` as a synonym to `Cc: mesa-stable`
- .pick_status.json: Mark 7dd7731ac710b0c7213f6bb466b33f62eca80604 as denominated
- docs: add release notes for 26.0.1
- VERSION: bump for 26.0.1

Faith Ekstrand (6):

- pan/clear: Stop packing undefined bits in colors
- nir/gather_info: Add support for panfrost tile load/store intrinsics
- panvk: Create both Z/S descriptors, even for separate Z/S
- panvk/preload: Stop assuming 32 registers
- panvk/jm: Refactor BeginRendering()
- panvk: Also load output attachments with LOAD_OP_NONE+STORE_OP_NONE

Frank Binns (2):

- pvr/ci: move some timing out tests from fails to skips
- pvr: Fix alloc callbacks usage when freeing frame buffers

Ian Romanick (8):

- spirv: Use STACK_ARRAY instead of NIR_VLA
- nir: Use STACK_ARRAY instead of NIR_VLA
- brw: Call nir_opt_algebraic_late in brw_nir_create_raygen_trampoline
- brw: Call nir_opt_algebraic_late later in brw_postprocess_nir_opts
- elk: Call nir_opt_algebraic_late in elk_postprocess_nir
- brw/cmod: Don't propagate from CMP to ADD if there is a write between
- elk/cmod: Don't propagate from CMP to possible Inf + (-Inf)
- elk/cmod: Don't propagate from CMP to ADD if there is a write between

Janne Grunau (3):
 asahi: Use GPU for buffer copies in resource_copy_region()
 asahi: Implement clear_buffer using libagx_fill*
 hk: Use aligned vector fill in hk_CmdFillBuffer if possible

Jarred Davies (2):
 pvr: Fix allocating the required scratch buffer space for tile buffers
 pvr: Add missing support for tile buffers to SPM EOT programs

Jesse Natalie (1):
 meson: Include DirectX-Headers dependency for all VK Windows builds

Jianxun Zhang (1):
 anv: Limit modifier disabling workaround to specific GTK versions

José Roberto de Souza (1):
 intel/perf: Add HSW verx10 to intel_perf_query_result_write_mdapi()

Juston Li (1):
 anv: set missing protected bit for protected depth/stencil surfaces

Konstantin Seurer (2):
 radv: Fix setting the viewport for depth stencil FS resolves
 vulkan/cmd_queue: Fixup stride for multi draws

Lars-Ivar Hesselberg Simonsen (2):
 panvk: Fix dcd_flags1 dirty bit
 pan/genxml/v13: Fix HSR Prepass typo

Leon Perianu (1):
 pvr: fix format table properties duplicate

Lionel Landwerlin (8):
 anv: flush render caches on first pipeline select
 anv: fix nested command buffer relocations
 anv: add missing constant cache invalidation for descriptor buffers
 isl: fix 32bit math with 4GB buffer size
 anv: apply the same ccs disabling for Xe3 than Xe2
 anv: disable ccs modifier reporting when ccs modifiers are disabled
 anv: dirty descriptors after blorp operations
 anv: remove snprintf for aux op transition

Mary Guillemard (1):
 hk: Fix crash in hk_handle_passthrough_gs

Matt Turner (4):
 brw/cse: fix `operands_match` corrupting non-IMM register data
 brw/cse: use copies in `operands_match` instead of in-place modification
 elk/cse: fix `operands_match` corrupting non-IMM register data
 elk/cse: use copies in `operands_match` instead of in-place modification

Mike Blumenkrantz (2):
 zink: fix broken compiler assert
 zink: only do pre-sync transfer barrier after a renderpass

Natalie Vock (3):
 radv/rt: Only use ds_bvh_stack_rtn if the stack base is possible to encode
 radv: Initialize nir_lower_io_to_scalar progress variable
 radv/nir: Correctly handle workgroup sizes not aligned to 32

Nick Hamilton (5):
 pvr: Fix incorrect subpass merging optimisation
 pvr: Rename pvr_render_input_attachment
 pvr: Add missing support for preserve attachments
 pvr: Update CI fails list after render pass fixes
 pvr: Add support for fragment pass through shader

Olivia Lee (1):
 hk: fix passthrough GS key invalidation

Pavel Ondračka (2):
 r300: align macro-tiled stride-addressed textures in X
 mesa: implement FRAMEBUFFER_RENDERABLE internalformat query

Rhys Perry (3):
 aco: fix gfx6-8 store_scratch() with function calls
 aco: reset all vgpr_used_by_vmem_ in resolve_all_gfx11
 aco: resolve hazards before calls

Robert Mader (1):
 lavapipeline: enable dmabuf import for planar drm formats

Ryan Zhang (1):
 panvk: guard against NULL pointers to avoid crash

Samuel Pitoiset (5):
 ac,radv,radeonsi: use correct swizzle/pitch for depth-only images with SDMA
 radv: fix potential corruption after FMASK decompression on GFX6-8

radv/meta: fix depth/stencil resolves with different regions
ac/nir: fix writemask for dual source blending on GFX11+
radv: fix potential GPU hangs with secondaries on transfer queue

Tapani Pälli (1):
util: bring back fix to avoid strict aliasing bugs in xxhash

Timothy Arceri (2):
mesa: add _mesa_lookup_state_param_idx() helper
st/gls_l_to_nir: make sure the variant has the correct locations set

Wei Hao (1):
radeonsi: fix threaded shader compilation finishing after context is destroyed

Yiwei Zhang (2):
venus: workaround a gcc-15 dead store elimination (DSE) bug
venus: sync protocol for strict aliasing compliance

git tag: mesa-26.0.1

<https://mesa.freedesktop.org/archive/mesa-26.0.1.tar.xz>

SHA256: bb5104f9f9a46c9b5175c24e601e0ef1ab44ce2d0fdbe81548b59adc8b385dcc mesa-26.0.1.tar.xz

SHA512:

d47072257035acfa8a5594c0cda831b4e5178169dea8a06c6657268a441e32271f8798486e837cea23f35ce3f0b4b9520a4ea4ed26b0e1267b02da4c649bc9f9
mesa-26.0.1.tar.xz

PGP: <https://mesa.freedesktop.org/archive/mesa-26.0.1.tar.xz.sig>

----- next part -----

A non-text attachment was scrubbed...

Name: signature.asc

Type: application/pgp-signature

Size: 488 bytes

Desc: not available

URL: <<https://lists.freedesktop.org/archives/mesa-dev/attachments/20260225/b4bc0c36/attachment.sig>>

-
- Previous message (by thread): [\[ANNOUNCE\] mesa 25.3.6](#)
 - Next message (by thread): [\[ANNOUNCE\] mesa 26.0.1](#)
 - **Messages sorted by:** [\[date \]](#) [\[thread \]](#) [\[subject \]](#) [\[author \]](#)

[More information about the mesa-dev mailing list](#)