

Roadmap

- Updated for Q4, 2025
- 15.0 and 15.1 milestones*

* Where “code slush” is shown, only limited changes can be accepted into the release.

About this roadmap

- This roadmap was produced for Q4 2025.
- We used the roadmap to help us map out and schedule work in an order that made sense for our development team.
- It should not be read as a guarantee on when things will be delivered, but we will create an updated roadmap each quarter to help you see how things are going.
- We also create monthly update reports that you can read at <https://github.com/FreeBSDFoundation/proj-laptop/blob/main/monthly-updates/>





Power

Code
Slush

15.0

Code
Slush

15.1

	Q3 2025	Q4 2025	Q1 2026	Q2 2026	Q3 2026	Q4 2026
S2idle						
S0i3						
S4 (hibernate)						
Disc Encryption on hibernate						



Graphics

Code
Slush

15.0



Code
Slush

15.1

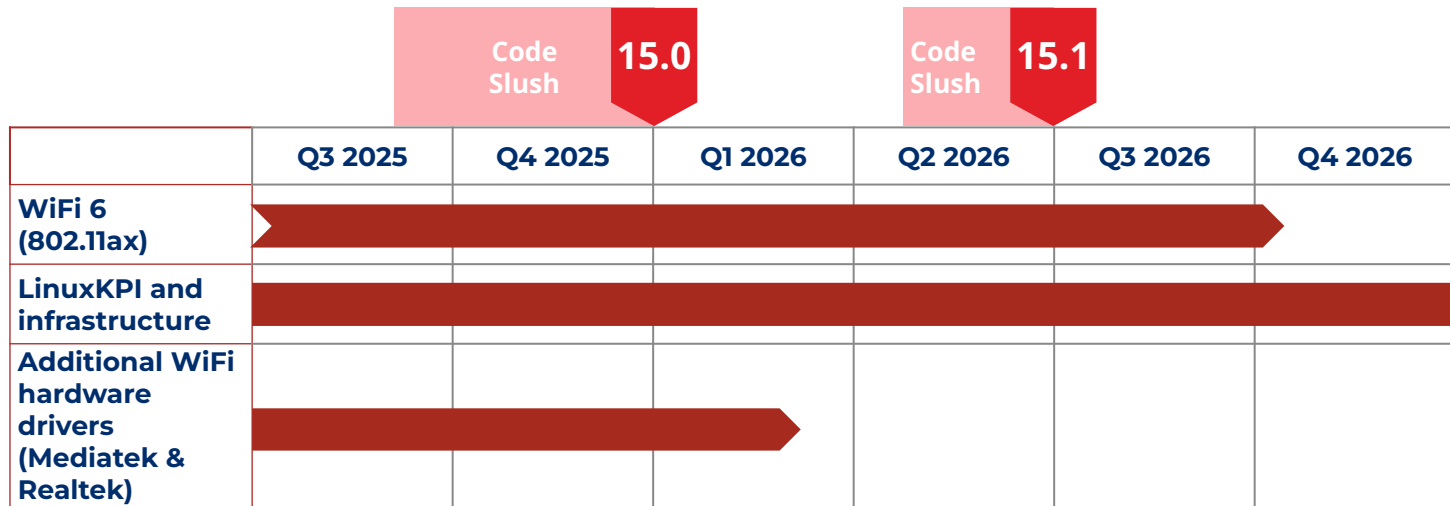
	Q3 2025	Q4 2025	Q1 2026	Q2 2026	Q3 2026	Q4 2026
Intel/AMD drm graphics - Linux 6.7, 6.8, 6.9						
Intel/AMD drm graphics - Linux 6.10-6.12						
Intel/AMD drm graphics - Linux 6.13-6.18						

Integration Testing

- Test the combined functionality of the work delivered through the Foundation's Laptop Support and Usability Project.
- Build and maintain a definitive public record of FreeBSD laptop compatibility status.
- Create pathways for volunteer participation and community-driven testing contributions.

	Q3 2025	Q4 2025	Q1 2026	Q2 2026	Q3 2026	Q4 2026
Planning and recruiting						
Testing						

Wi-Fi










General

Code
Slush

15.0

Code
Slush

15.1

	Q3 2025	Q4 2025	Q1 2026	Q2 2026	Q3 2026	Q4 2026
Bluetooth - Drivers						
Bluetooth - Management & Usability						
Audio - Routing / Headphone Switching						
HDMI (autodetection/improvements)						
Laptop camera (UVC driver)						
USB debugger						
USB4, Thunderbolt						

General

