
Subject: Re: Hard crashes with device,/retain=2 ??
Posted by [condor](#) on Mon, 07 Apr 2003 21:38:31 GMT
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Nigel Wade <nmw@ion.le.ac.uk> wrote in message news:<b5s41t\$5pb\$1@south.jnrs.ja.net>...
>
> What happens if you use the generic xv driver supplied with XFree86? I know
> you won't get any hardware acceleration via OpenGL, but if you're not using
> it the driver might be more stable.

Thanks to all that responded, I am still troubleshooting this. Yes, I have of course recompiled all the drivers for my kernel/architecture.

For some reason, there doesn't seem to be an option to deactivate hardware acceleration for the nvidia drivers in the XF86 config file. If I change the driver from "nvidia" to "nv" things look basically OK, but I get four (4) mouse-pointers horizontally in a row (only the right one of which is active -- but that is confusing like hell). If I choose "vga" or "vesa" as drivers, X doesn't even come up. I made sure that "glx" was taken out and that "dri" and "GLcore" were in -- but there may well be another little thing I forgot to change.

I wouldn't mind handing some command-line switches to X upon startup ("-bs" seems to be what I'm looking for) but I'm not sure where/when startx is actually executed when I boot directly into runlevel 5 (or switch into it via "init 5") or how to convince xdm (or in my case kdm) to pass on switches if they should be the ones that execute startx internally somehow.

Well, I keep on messing with it -- at least I have now learned such useful things as how to switch on the hardware cursor shadow or the "digital vibrance conrol" -- my desktop is prettier than ever before...
