
Subject: Re: Background color

Posted by [Foldy Lajos](#) on Fri, 02 Jan 2009 16:20:44 GMT

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On Fri, 2 Jan 2009, nakisa wrote:

- > libGL error: open DRM failed (Operation not permitted)
- > libGL error: reverting to (slow) indirect rendering

I think this is not an IDL problem. DRM is the Direct Rendering Manager, a driver, which accesses your video hardware directly for 3D rendering. This message says that you, as a user, have no rights to access the video hw directly and a slower indirect rendering is used instead.

Perhaps you should be a member of the 'video' group for getting direct hw access.

regards,
lajos
