
Subject: Re: libGL error: failed to load driver: nouveau
Posted by [Paul Van Delst\[1\]](#) on Tue, 04 Jun 2013 15:25:15 GMT
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Good to know! I've scheduled our sysadmin to install the nVidia driver on my linux box.

Again, thanks very much.

cheers,

paulv

On 06/04/13 09:02, fawltlanguage@gmail.com wrote:

> On Tuesday, June 4, 2013 2:14:19 PM UTC+2, Paul van Delst wrote:
>> Excellent, thanks for the info Lajos.
>>
>> One further question: do you, or others, know if using nouveau
>> (ignoring the errors) causes any performance issues, e.g. graphics
>> are slower to render sort of thing?
>>
>
> 2D performance is good, but 3D is far behind:
>
> "While the drivers include a significant amount of functionality and
> probably work on the common Linux games shipped with distributions,
> there are still some serious issues and they are not too optimized
> for performance. OpenGL applications that work at first may crash
> sooner or later. Some applications may crash X itself or hang the
> GPU. You should be prepared to face issues, and be able to recover
> from them yourself. If the GPU hangs, you can either reboot or
> suspend."
>
> (from <http://nouveau.freedesktop.org/wiki/MesaDrivers/>)
>
> regards, Lajos
>
