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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  
>

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