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Subject: Re: libGL error: failed to load driver: nouveau  
Posted by [Lajos Foldy](#) on Tue, 04 Jun 2013 13:02:21 GMT  
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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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