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Subject: libGL error: failed to load driver: nouveau  
Posted by [Paul Van Delst\[1\]](#) on Mon, 03 Jun 2013 20:52:28 GMT  
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Hello,

I just got IDL 8.2.2 installed (after an OS "upgrade" from RHE5 to RHE6)  
and when I start it up I get the following error messages:

libGL error: failed to load driver: nouveau  
libGL error: Try again with LIBGL\_DEBUG=verbose for more details.

Google tells me this has something to with the video driver. Given that  
I'm always grousing about Function Graphics display speed, I would like  
to find out if my install has issues that will impact the FG display  
improvements made in v8.2.2.

Any information/hints would be appreciated.

cheers,

paulv

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Subject: Re: libGL error: failed to load driver: nouveau  
Posted by [Lajos Foldy](#) on Tue, 04 Jun 2013 11:19:31 GMT  
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On Monday, June 3, 2013 10:52:28 PM UTC+2, Paul van Delst wrote:

> Hello,  
>  
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> and when I start it up I get the following error messages:  
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> to find out if my install has issues that will impact the FG display  
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>  
> Any information/hints would be appreciated.

nouveau is the open source nvidia driver. It was the default in my system (opensuse), too, and  
replacing it with the proprietary nvidia driver solved all the problems.

regards,

Lajos

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Subject: Re: libGL error: failed to load driver: nouveau  
Posted by [Paul Van Delst\[1\]](#) on Tue, 04 Jun 2013 12:14:19 GMT  
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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?

cheers,

paulv

On 06/04/13 07:19, fawltlanguage@gmail.com wrote:

> On Monday, June 3, 2013 10:52:28 PM UTC+2, Paul van Delst wrote:

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>>

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>

> regards, Lajos

>

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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?  
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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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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.  
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