

## Re: Tux logo, Nvidia drivers, and framebuffer

**Source:** <http://linux.derkeiler.com/Mailing-Lists/Debian/2004-08/4690.html>

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**From:** Brian Pack ([afcpack\\_at\\_verizon.net](mailto:afcpack_at_verizon.net))

**Date:** 08/31/04

To: "debian-user@lists.debian.org" <debian-user@lists.debian.org>

Date: Tue, 31 Aug 2004 13:20:58 -0400

On Tue, 2004-08-31 at 13:16, Alvin Oga wrote:

> *On Tue, 31 Aug 2004, Brian Pack wrote:*

>

> > *I'm making progress. By adding video=vesa vga=0x317 I get a blank screen*

> > *up to the point that X starts. That's not a problem for now, because I*

> > *know I'm on the right track. I'm recompiling a kernel right now that has*

> > *vesa included, and not a module, as well as console framebuffer support.*

>

> *the blank screen means you dont have the proper frame buffer defined*

> *( same problm as my stuff ... just need to tweek the various fb options )*

>

> > *Once I get that, \*then\* I can start playing with the bootsplash patch.*

>

> *i'd do the same tests ( same kernel ) on machines that you know worked*

> *on other distro ( like suse-9.1 has splash by default ) so it should*

> *work for deb's splash too*

> *- not all mb and not all chipsets are "the same" :-)*

>

> *yup... and when you're done .. you can come play on my brain-dead mb too*

> *with gazillion different chipset to see which works and which does not*

> *support tux on boot or splash*

I compiled a new kernel, with vesa included instead of a module, same for console framebuffer. Added video=vesa and vga=0x317 in menu.lst for grub.

I've got Tux! :)

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