

Re: Kernel 2.6.7 and NVIDIA

Source: <http://linux.derkeiler.com/Mailing-Lists/Fedora/2004-06/8120.html>

From: Kevin Johnson (kjohnson_at_secureideas.net)

Date: 06/30/04

To: For users of Fedora Core releases <fedora-list@redhat.com>

Date: Wed, 30 Jun 2004 17:55:44 -0400

On Wed, 2004-06-30 at 09:37, akonstam@trinity.edu wrote:

> On Wed, Jun 30, 2004 at 12:34:54AM -0300, Mike Clow wrote:
>> I know this has prob been asked a thousand times before but....
>> I have recently downloaded the source for kernel 2.6.7 and recompiled with
>> 8K stacks instead of 4. Nvidia Driver still freezes machine on boot. I am
>> thinking I missed changing something in the kernel config. I ran make
>> oldconfig to generate a .config file (based on kernel 2.6.6-1.435) in my
>> linux-2.6.7 dir, than ran make xconfig changed my CPU to Athlon, made sure
>> I was using 8K stacks and left the rest defaulted to my .config
>> file.....Booted new kernel, Installed the Nvidia Drivers, made changes to
>> xorg.conf. System freezes on boot. Did I miss changing something in the
>> kernel config?? Any suggestions??
>>
> t is hard to say without knowing more. You did install the NVIDIA in a
> terminal at init level 3? You changed the video driver from nv to
> nvidia and commented out the LOAD dri line in xorg.conf.
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> -----
> Aaron Konstam
> Computer Science
> Trinity University
> One Trinity Place.
> San Antonio, TX 78212-7200
>
> telephone: (210)-999-7484
> email:akonstam@trinity.edu
>

Anyone noticed that Nvidia has released a new version of the driver for Linux with support for 4k Stacks.....?

Version: 1.0-6106

Operating System: Linux IA32

Release Date: June 30, 2004

Release Highlights

Fedora: Re: Kernel 2.6.7 and NVIDIA

- * Added support for GeForce 6800 series of GPUs
- * Added support for PCI-Express
- * Added support for GLSL (OpenGL Shading Language).
- * Added support for GL_EXT_pixel_buffer_object.
- * Fixed problem that prevented 32-bit kernel driver from running on certain AMD64 CPUs.
- * Added support for ACPI
- * Added support for 4kstack kernels.
- * Added configuration utility "nvidia-settings". For details, see the user guide
- * Added a shell script "nvidia-bug-report.sh" that gathers system configuration information into a log file; the resulting log file (nvidia-bug-report.log) should be included when reporting bugs to NVIDIA.
- * Added a new Xv adaptor on GeForce4 and GeForce FX which uses the 3D engine to do Xv PutImage requests.
- * View the README (Text Version) for more information on this release.

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