

## Re: CPU usage 100% for OGL apps

**Source:** <http://linux.derkeiler.com/Mailing-Lists/Fedora/2005-10/1717.html>

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**From:** Gilboa Davara ([gilboada\\_at\\_netvision.net.il](mailto:gilboada_at_netvision.net.il))

**Date:** 10/12/05

Date: Wed, 12 Oct 2005 17:10:03 +0200

To: For users of Fedora Core releases <[fedora-list@redhat.com](mailto:fedora-list@redhat.com)>

It's a problem with glxgears itself. Think nothing of it.  
Try a nice OpenGL screen saver and you'll see the CPU usage drop.  
I use the GLMatrix screen-saver and the CPU load on my dual Opteron / GF6800GT machine never passes the 10% line.

Gilboa

On Wed, 2005-10-12 at 12:36 +0200, Mostafa Z. Afgani wrote:

```
> Dear all,
>
> I've noticed that the CPU usage on my AMD64 3500+ shoots up to 100%
> whenever I run any OpenGL apps; including glxgears. I have a Nvidia 6800
> Ultra using the binary driver from Livna.org. As far as I can tell, the
> nvidia OGL libraries are being used and Direct Rendering is on:
>
>
> [darkknight@darkworld ~]$ glxinfo
> name of display: :0.0
> display: :0 screen: 0
> direct rendering: Yes
> server glx vendor string: NVIDIA Corporation
> server glx version string: 1.3
> server glx extensions:
> GLX_EXT_visual_info, GLX_EXT_visual_rating, GLX_SGIX_fbconfig,
> GLX_SGIX_pbuffer, GLX_SGI_video_sync, GLX_SGI_swap_control,
> GLX_ARB_multisample, GLX_NV_float_buffer, GLX_ARB_fbconfig_float
> client glx vendor string: NVIDIA Corporation
> client glx version string: 1.3
> client glx extensions:
> GLX_ARB_get_proc_address, GLX_ARB_multisample, GLX_EXT_visual_info,
> GLX_EXT_visual_rating, GLX_EXT_import_context, GLX_SGI_video_sync,
> GLX_NV_swap_group, GLX_NV_video_out, GLX_SGIX_fbconfig,
> GLX_SGIX_pbuffer,
> GLX_SGI_swap_control, GLX_NV_float_buffer, GLX_ARB_fbconfig_float
> GLX extensions:
```

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- > *GLX\_EXT\_visual\_info*, *GLX\_EXT\_visual\_rating*, *GLX\_SGIX\_fbconfig*,
- > *GLX\_SGIX\_pbuffer*, *GLX\_SGI\_video\_sync*, *GLX\_SGI\_swap\_control*,
- > *GLX\_ARB\_multisample*, *GLX\_NV\_float\_buffer*, *GLX\_ARB\_fbconfig\_float*,
- > *GLX\_ARB\_get\_proc\_address*
- > OpenGL vendor string: *NVIDIA Corporation*
- > OpenGL renderer string: *GeForce 6800 Ultra/AGP/SSE2*
- > OpenGL version string: *2.0.0 NVIDIA 76.76*
- > OpenGL extensions:
- > *GL\_ARB\_color\_buffer\_float*, *GL\_ARB\_depth\_texture*, *GL\_ARB\_draw\_buffers*,
- > *GL\_ARB\_fragment\_program*, *GL\_ARB\_fragment\_program\_shadow*,
- > *GL\_ARB\_fragment\_shader*, *GL\_ARB\_half\_float\_pixel*, *GL\_ARB\_imaging*,
- > *GL\_ARB\_multisample*, *GL\_ARB\_multitexture*, *GL\_ARB\_occlusion\_query*,
- > *GL\_ARB\_point\_parameters*, *GL\_ARB\_point\_sprite*, *GL\_ARB\_shadow*,
- > *GL\_ARB\_shader\_objects*, *GL\_ARB\_shading\_language\_100*,
- > *GL\_ARB\_texture\_border\_clamp*, *GL\_ARB\_texture\_compression*,
- > *GL\_ARB\_texture\_cube\_map*, *GL\_ARB\_texture\_env\_add*,
- > *GL\_ARB\_texture\_env\_combine*, *GL\_ARB\_texture\_env\_dot3*,
- > *GL\_ARB\_texture\_float*,
- > *GL\_ARB\_texture\_mirrored\_repeat*, *GL\_ARB\_texture\_non\_power\_of\_two*,
- > *GL\_ARB\_texture\_rectangle*, *GL\_ARB\_transpose\_matrix*,
- > *GL\_ARB\_vertex\_buffer\_object*, *GL\_ARB\_vertex\_program*,
- > *GL\_ARB\_vertex\_shader*,
- > *GL\_ARB\_window\_pos*, *GL\_ATI\_draw\_buffers*, *GL\_ATI\_texture\_float*,
- > *GL\_ATI\_texture\_mirror\_once*, *GL\_S3\_s3tc*, *GL\_EXT\_texture\_env\_add*,
- > *GL\_EXT\_abgr*, *GL\_EXT\_bgra*, *GL\_EXT\_blend\_color*,
- > *GL\_EXT\_blend\_equation\_separate*, *GL\_EXT\_blend\_func\_separate*,
- > *GL\_EXT\_blend\_minmax*, *GL\_EXT\_blend\_subtract*,
- > *GL\_EXT\_compiled\_vertex\_array*,
- > *GL\_EXT\_Cg\_shader*, *GL\_EXT\_depth\_bounds\_test*, *GL\_EXT\_draw\_range\_elements*,
- > *GL\_EXT\_fog\_coord*, *GL\_EXT\_framebuffer\_object*, *GL\_EXT\_multi\_draw\_arrays*,
- > *GL\_EXT\_packed\_pixels*, *GL\_EXT\_pixel\_buffer\_object*,
- > *GL\_EXT\_point\_parameters*,
- > *GL\_EXT\_rescale\_normal*, *GL\_EXT\_secondary\_color*,
- > *GL\_EXT\_separate\_specular\_color*, *GL\_EXT\_shadow\_funcs*,
- > *GL\_EXT\_stencil\_two\_side*, *GL\_EXT\_stencil\_wrap*, *GL\_EXT\_texture3D*,
- > *GL\_EXT\_texture\_compression\_s3tc*, *GL\_EXT\_texture\_cube\_map*,
- > *GL\_EXT\_texture\_edge\_clamp*, *GL\_EXT\_texture\_env\_combine*,
- > *GL\_EXT\_texture\_env\_dot3*, *GL\_EXT\_texture\_filter\_anisotropic*,
- > *GL\_EXT\_texture\_lod*, *GL\_EXT\_texture\_lod\_bias*,
- > *GL\_EXT\_texture\_mirror\_clamp*,
- > *GL\_EXT\_texture\_object*, *GL\_EXT\_vertex\_array*, *GL\_HP\_occlusion\_test*,
- > *GL\_IBM\_rasterpos\_clip*, *GL\_IBM\_texture\_mirrored\_repeat*,
- > *GL\_KTX\_buffer\_region*, *GL\_NV\_blend\_square*, *GL\_NV\_copy\_depth\_to\_color*,
- > *GL\_NV\_depth\_clamp*, *GL\_NV\_fence*, *GL\_NV\_float\_buffer*, *GL\_NV\_fog\_distance*,
- > *GL\_NV\_fragment\_program*, *GL\_NV\_fragment\_program\_option*,
- > *GL\_NV\_fragment\_program2*, *GL\_NV\_half\_float*, *GL\_NV\_light\_max\_exponent*,
- > *GL\_NV\_multisample\_filter\_hint*, *GL\_NV\_occlusion\_query*,
- > *GL\_NV\_packed\_depth\_stencil*, *GL\_NV\_pixel\_data\_range*, *GL\_NV\_point\_sprite*,
- > *GL\_NV\_primitive\_restart*, *GL\_NV\_register\_combiners*,
- > *GL\_NV\_register\_combiners2*, *GL\_NV\_texgen\_reflection*,
- > *GL\_NV\_texture\_compression\_vtc*, *GL\_NV\_texture\_env\_combine4*,

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> *GL\_NV\_texture\_expand\_normal, GL\_NV\_texture\_rectangle,*  
> *GL\_NV\_texture\_shader, GL\_NV\_texture\_shader2, GL\_NV\_texture\_shader3,*  
> *GL\_NV\_vertex\_array\_range, GL\_NV\_vertex\_array\_range2,*  
> *GL\_NV\_vertex\_program,*  
> *GL\_NV\_vertex\_program1\_1, GL\_NV\_vertex\_program2,*  
> *GL\_NV\_vertex\_program2\_option, GL\_NV\_vertex\_program3,*  
> *GL\_NVX\_conditional\_render, GL\_SGIS\_generate\_mipmap,*  
> *GL\_SGIS\_texture\_lod,*  
> *GL\_SGIX\_depth\_texture, GL\_SGIX\_shadow, GL\_SUN\_slice\_accum*  
> *glu version: 1.3*  
> *glu extensions:*  
> *GLU\_EXT\_nurbs\_tessellator, GLU\_EXT\_object\_space\_tess*  
>  
> [...]   
>  
>  
> *glxgears gives me a frame rate of 13708.400 FPS so there doesn't appear*  
> *to be anything wrong.... So, why the 100% CPU usage for any OGL apps??*  
>  
> *TIA*  
> *-M*  
>

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