

## Re: Fedora 7 – RPM Build Nvidia 9755 [revisited]

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*Source:* <http://linux.derkeiler.com/Mailing-Lists/Fedora/2007-04/msg00732.html>

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  - *Date:* Sun, 08 Apr 2007 06:43:10 -0400
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On Sunday 08 April 2007, Ric Moore wrote:

On Sat, 2007-04-07 at 14:35 -0400, Gene Heskett wrote:

On Saturday 07 April 2007, Ric Moore wrote:

On Thu, 2007-04-05 at 10:26 -0700, Lonni J Friedman wrote:

The Livna mailing list threads that you referenced show a completely different failure than what was originally reported in this thread. And just because there are SELinux problems with the Livna NVIDIA driver RPMs doesn't mean that the same problem exists in the official NVIDIA driver packages.

I have to concur with Lonni. I was having all kinds of libGL problems which were fixed by switching to the "official" nVidia driver. I'm no hardware guru, by any stretch of the imagination, but my problem is fixed. Ric

I have to agree with Ric here. I never did get dkms or whatever its called to work even though I did ask for directions here, so I've been doing the official nvidia way, from their latest linux 9755 build. No detectable errors, none, nada, it just works. What it is, is a PITA to have to do it everytime I boot a different kernel, which may be 5 or 6 times a day. But that's my choice as I play the role of the canary. As for fighting with selinux, nope, disabled, end of discussion.

Re: Fedora 7 – RPM Build Nvidia 9755 [revisited]

I notice a significant speed increase as well, at least about 25% or so faster. The application I was using kept crapping out with all kinds of GL errors and segfaults. I updated the kernel, the linux drivers and devel for both. I've battled this for months, never suspecting that something so integral as a video driver would be broken and stay broken upgrade after upgrade. I've been patient and spun my wheels late into many many nights for naught, which kinda jerks me off guys. I've bothered the living Hell out of the Croquet folks, who spun their wheels trying to see if it was their problem. I installed the nVidia official driver as the last ditch intervention and that worked. What can I say... I've installed at least 10 kernels and 10 kmod-nvidia upgrades through this saga, starting around November of last year. During all of this, on the Croquet mail list, people using Linux were reporting "working out of the box"! I felt like a piece of ham.

As you know, I test kernels for a hobby, and one of the biggest PITA's ever is continually re-installing the nvidia driver since my kernel maker/installer script copies everything already installed from that version in /boot and /lib/modules to a .old version in case things go aglay. Its an easy revert that way if they do. But that also means I have to re-install the thing everytime I build a new kernel. Or for some reason reboot to a known good kernel that's already had it installed once, but nvidia in their paranoia somehow manages to kill it if a different kernel has been booted since that one was.

Now, I won't say that this is the be-all and end-all of this, but a one liner in my /etc/rc.d/rc.local script near the bottom that reads:

```
/root/bin/install-nvidia
```

calls the script below and installs the driver & runs a depmod to fix everything, all in a second or less.

To use this, after the driver has been installed:

```
#> cp /lib/modules/^uname -r`/kernel/drivers/video/nvidia.ko /nvidia.ko
```

The script, save it wherever but /root/bin I'd already stuffed with lots of other handy things and installed it in my \$PATH so it was as handy as any. After saving it, set the exec bit with a "chmod +x /root/bin/install-nvidia"

-----cut here-----

```
#!/bin/bash
# this script should install the nvidia module and
# run a depmod -a `uname -r` IF the module is missing.
# a test deletion to check the opposite logic
# rm -f /lib/modules/^uname -r`/kernel/drivers/video/nvidia.ko
if [ -f /lib/modules/^uname -r`/kernel/drivers/video/nvidia.ko ]; then
echo nvidia.ko modules is already installed
exit 0
else
echo copying nvidia.ko into kernel modules tree
```

```
# move this file someplace out of sight if paranoid about stuff in /
cp /nvidia.ko /lib/modules/^uname -r`/kernel/drivers/video/nvidia.ko
echo running a depmod -a `uname -r`
depmod -a `uname -r`
fi
if [ -f /lib/modules/^uname -r`/kernel/drivers/video/nvidia.ko ]; then
echo nvidia.ko driver successfully installed
else
echo install of nvidia.ko driver failed
fi
```

-----to here-----

Have fun till it really does need a rebuild or a new driver is out, this saves me about 2 or 3 minutes per reboot, and a heck of a lot of wear and tear on the return key. I can go get some caffeine while its booting. Legal according to nvidia? DamnedifIknow. Send me a C&D letter if you care.

Humm, sitting here, it comes to me that this would also work as /etc/rc(runlevel).d/S97install-nvidia if it simply returned OK|FAIL, but I'm lazy & this works for me.

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Cheers, Gene

"There are four boxes to be used in defense of liberty:  
soap, ballot, jury, and ammo. Please use in that order."

–Ed Howdershelt (Author)

Friends may come and go, but enemies accumulate.

— Thomas Jones

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