

Re: re: keyboard and mouse driver module and...

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2004-02/3561.html>

From: Vojtech Pavlik (vojtech_at_suse.cz)

Date: 02/15/04

Date: Sun, 15 Feb 2004 16:35:57 +0100

To: sting sting <zstingx@hotmail.com>

On Sun, Feb 15, 2004 at 02:30:30PM +0200, sting sting wrote:

> *Hello;*

> *Thnx.*

> *If I understand right, then in 2.6 , after starting X windows when typing*

> *lsmod,*

> *we should see both keyboard.o and mousedev.o .*

> *I just want to make sure that I understand you correctly.*

No. keyboard is always built in, never a module. And regarding mousedev, yes, you need that one. But X won't load it for you most likely.

And its .ko, not .o.

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