

## Re: [SLE] 3D & direct rendering

**Source:** <http://linux.derkeiler.com/Mailing-Lists/SuSE/2003-07/1197.html>

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**From:** BandiPat ([penguin0601\\_at\\_earthlink.net](mailto:penguin0601_at_earthlink.net))

**Date:** 07/31/03

To: [suse-linux-e@suse.com](mailto:suse-linux-e@suse.com)

Date: Thu, 31 Jul 2003 12:08:05 -0400

On Thursday 31 July 2003 01:21 am, Curtis Rey wrote:

> On Wednesday 30 July 2003 11:44 pm, Ben Rosenberg wrote:  
>> \* BandiPat ([penguin0601@earthlink.net](mailto:penguin0601@earthlink.net)) [030730 21:02]:  
>>> Running glxinfo shows no direct rendering and gears are slow and  
>>> Tux Racer is slow. The 7200 is about the same as the 7000 card,  
>>> so it doesn't fit into the "need an ATI binary driver" to get the  
>>> 3d working. In fact, I believe the standard XFree86 4.3 supports  
>>> 3d for the Radeons up to the 9200, but beyond that you need the  
>>> binary drivers.  
>>>  
>>> Any thoughts anyone? Has someone run across this lately as well?  
>>>  
>> Well, I've posted about this weird happening before. It seems that  
>> every 25-35 days of uptime..give or take..my Radeon 7500 just stops  
>> being able to use Direct Rendering. I run 3Ddiag and make sure  
>> everything is kosher but the only thing that fixes it is a reboot.  
>> I've tried everything from removing the modules to running SaX2  
>> ..etc..etc. Nothing works except a reboot. Then all is peachy for  
>> the next month or so. I've never had an answer that came close to  
>> being correct about this issue. It never cropped up while I was  
>> using my nVidia based Diamond Viper 770 Ultra which has made me  
>> think that my next card may be an nVidia FX card. If anyone has  
>> thoughts on this ..I to would LOVE to hear them.  
>>  
>> ---  
>> Ben Rosenberg ----- mailto:[ben@whack.org](mailto:ben@whack.org)  
>  
> Ben, which FX card are you getting. I was thinking about getting a  
> GF4-Ti (4200 or 4600) but it isn't DX9 enabled. I want this for  
> HalfLife2 and Doom3 (though Carmack will most likely port of  
> OSS/Linux - shaders are writing in an assmebly like manner). My  
> problem is that HL2 uses some advance mipmapping, shader, and fog  
> protocols. It should really bump up the bench mark, but it is DX9  
> dependent. Any thoughts?  
>  
> Cheers, Curtis.

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## SuSE: Re: [SLE] 3D & direct rendering

Ok, guys let's not turn this thread into a what is the best nvidia card thing. Curtis usually is complaining about someone hijacking a thread, so? Let's try to stick with the subject and problem and get that solved first please!

Ben, since I usually boot fresh each day, dropping out as you describe doesn't happen here. Usually with mine, it's a file that has been installed that switches it off and resetting things with sax2, etc. gets it all going again, but that didn't happen this time, so I am not sure at this point what is going on now. I might try to go back to an earlier kernel to see if that has changed it, but the modules seem to be there for the radeon & ati drivers.

Pat

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Registered Linux User #225206  
On any other day, that might seem strange...  
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