

[SLE] Building X.Org from source

Source: <http://linux.derkeiler.com/Mailing-Lists/SuSE/2005-01/3669.html>

From: Paul Howie (paulhowie_at_gmail.com)

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To: SLE <suse-linux-e@suse.com>

I have a laptop with an S3 Twister-K graphics chip and I want to enable its OpenGL support under SuSE 9.2.

I have found a page (<http://dri.freedesktop.org/wiki/Building>) which has instructions for doing just that, but it involves compiling a new version of X.Org, MESA and DRM.

I don't think that I can do any of this via RPM, so I was wondering what issues I might have with YAST once I'm finished.

Paul

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Also check the archives at <http://lists.suse.com>

Please read the FAQs: suse-linux-e-faq@suse.com