

Re: fresh -current trap

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/current/2003-10/1260.html>

From: Arjan van Leeuwen (avleeuwen_at_piwebs.com)

Date: 10/25/03

To: eta@lclark.edu, Eric Anholt <anholt@FreeBSD.org>

Date: Sat, 25 Oct 2003 14:25:19 +0200

On Friday 24 October 2003 22:47, Eric Anholt wrote:

> *On Fri, 2003-10-24 at 13:40, Arjan van Leeuwen wrote:*
> > *On Friday 24 October 2003 19:30, Kris Kennaway wrote:*
> > > *On Fri, Oct 24, 2003 at 10:13:34AM -0700, Janet Sullivan wrote:*
> > > > *Kris Kennaway wrote:*
> > > > > *On Fri, Oct 24, 2003 at 04:39:14PM +0400, Sergey A. Osokin wrote:*
> > > > > *Fatal trap 12: page fault while in kernel mode*
> > > > >
> > > > > *Looks like it might be related to the DRM import from yesterday.*
> > > > > *You're not using any modules, are you?*
> > > >
> > > > *Since the DRM commit I received similar traps. I had to rebuild a*
> > > > *kernel without "options radeondrm" just to be able to boot. I'm not*
> > > > *using any modules.*
> > >
> > > *Don't drop the mailing list from the CC list when reporting bugs ;-)*
> > >
> > > *Kris*
> >
> > *Same here, using an Ati Radeon R100. I see functions that have 'radeon'*
> > *in the name in the trace. Is there any more information I can provide?*
>
> *Not sure what went wrong here. I'm cvsunning to do a fresh build (going*
> *really slow, our internet connection is terrible). Sorry for the*
> *trouble everyone.*

1) It works now

2) It fixed the long-standing problems I had with running OpenGL stuff on my Radeon! (graphics & response to mouse/keyboard input used to be lagging behind *significantly* when running any OpenGL game on my Radeon, basically, games were unplayable)

Thanks!

Arjan

freebsd-current: Re: fresh -current trap

freebsd-current@freebsd.org mailing list

<http://lists.freebsd.org/mailman/listinfo/freebsd-current>

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