
Subject: vmalloc size (trobles with nvidia-glx)

Posted by [Alexander GQ Gerasiov](#) on Wed, 16 Apr 2008 20:44:31 GMT

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Hello there.

I'm using OpenVZ on my desktop, where I use nvidia-glx. When I tried to switch to OpenVZ I met strange problem: Xserver fails to start with message

```
(EE) NVIDIA(0): Failed to initialize the NVIDIA graphics device PCI:1:0:0.  
(EE) NVIDIA(0): Please see the COMMON PROBLEMS section in the README for  
(EE) NVIDIA(0): additional information.  
(EE) NVIDIA(0): Failed to initialize the NVIDIA graphics device!
```

After digging a bit, I found that the problem is in the failed vmalloc call. nvidia want ~70M of memory and together with openvz they ran out of default limit in 128M.

So the 1st question: is that normal, that OpenVZ without any VE eats 45Mb more memory from vmalloc space, that default kernel?

If that's normal, what for? (Just interesting.)

And if that's normal, may be you should override default limit in OpenVZ patch? For now I used vmalloc=256m in kernel's command line, but this is not trivial to found out the problem for normal not skilled user.

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Best regards,
Alexander GQ Gerasiov

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