

The 5 Most Important Linux Projects of 2012

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Mageia Linux

Mandrake Linux was my best early experience with Linux, way back in the last millennium, back when literal floppy disks roamed the Earth and 4 megabytes of RAM was riches. Back then you could buy boxed sets of Red Hat Linux in stores, and Red Hat was popular as a desktop Linux. Red Hat had good printed manuals, but it had one difficulty: it did not support as much hardware as Mandrake, and I had a lot of trouble getting 3D acceleration on my video card. Red Hat didn't support my fancy Promise 66 IDE controller, so I had to connect my hard drive directly to the poky old 33Mhz controller on the motherboard. It didn't like my sound card either.

So I tried Mandrake, which was originally forked from Red Hat, and it was a revelation. It recognized all of my hardware, and before I knew it I was playing Tux Racer in utter happiness, with full graphics acceleration and sound.

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