Title: libGL error: failed to load driver swrast in docker container

Post Body:

I have a docker container from which I am trying to run a pyqt app. Everything works well except a chunk of the GUI is not able to render. The docker logs throw this out:

```
libGL error: failed to load driver: swrast X Error: GLXBadContext 169  Extension:    154 (Uknown extension)  Minor opcode: 6 (
```

In my Dockerfile, I tried installing pretty much all the packages I could find that might be related, including `mesa-utils`.

In terms of the docker-compose file, here's what it looks like:

```
version: '2'    services:    gui:        build: .        volumes:         - .:/usr/src        - /tmp/.X11-unix:/tmp/.X11-
```

Any ideas what I might be missing?

Accepted Answer:

Figured it out. I had to build the `gui` with hardware accelerated OpenGL support. Theres a repo (https://github.com/gklingler/docker3d) that contains docker images with nvidia or other graphics drivers support.

The other catch was, it didn't work for me unless the host and the container had the **exact** same driver. In order to resolve this, you can run the following shell script if you're running on linux:

```
#!/bin/bash version='$(glxinfo | grep 'OpenGL version string' | rev | cut -d' ' -f1 | rev)' wget http://us.download.nvidia.com
```

Highest Rated Answer: None