NAME
>   fbdev – video driver for framebuffer device

SYNOPSIS
>   **Section "Device"**
>   **Identifier "***devname***"**
>   **Driver "fbdev"**
>   **BusID "pci:***bus***:***dev***:** *func***"**
>   ...
>   **EndSection**

DESCRIPTION
>   **fbdev** is an Xorg driver for framebuffer devices. This is a non-accelerated driver, the following framebuffer
>   depths are supported: 8, 15, 16, 24. All visual types are supported for depth 8, and TrueColor visual is sup-
>   ported for the other depths. Multi-head configurations are supported.

SUPPORTED HARDWARE
>   The **fbdev** driver supports all hardware where a framebuffer driver is available. fbdev uses the os-specific
>   submodule fbdevhw(4) to talk to the kernel device driver. Currently a fbdevhw module is available for
>   linux.

CONFIGURATION DETAILS
>   Please refer to xorg.conf(5) for general configuration details. This section only covers configuration details
>   specific to this driver.
>
>   For this driver it is not required to specify modes in the screen section of the config file. The **fbdev** driver
>   can pick up the currently used video mode from the framebuffer driver and will use it if there are no video
>   modes configured.
>
>   For PCI boards you might have to add a BusID line to the Device section. See above for a sample line.
>
>   The following driver **Options** are supported:
>
>   **Option "fbdev" "***string***"**
>   The framebuffer device to use. Default: /dev/fb0.
>
>   **Option "ShadowFB" "***boolean***"**
>   Enable or disable use of the shadow framebuffer layer. Default: on.
>
>   **Option "Rotate" "***string***"**
>   Enable rotation of the display. The supported values are "CW" (clockwise, 90 degrees), "UD"
>   (upside down, 180 degrees) and "CCW" (counter clockwise, 270 degrees). Implies use of the
>   shadow framebuffer layer.   Default: off.

SEE ALSO
>   Xorg(1), xorg.conf(5), Xserver(1), X(7), fbdevhw(4)

AUTHORS
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