Framebuffer driver for Cirrus Logic chipsets

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Chip families supported:

- SD64
- Piccolo
- Picasso
- Spectrum
- Alpine (GD-543x/4x)
- Picasso4 (GD-5446)
- GD-5480
- Laguna (GD-546x)

Bus's supported:

- PCI
- Zorro

Architectures supported:

- i386
- Alpha
- PPC (Motorola Powerstack)
- m68k (Amiga)

Default video modes

At the moment, there are two kernel command line arguments supported:

- mode:640x480
- mode:800x600
- mode:1024x768

Full support for startup video modes (modedb) will be integrated soon.

Version 1.9.9.1

- Fix memory detection for 512kB case
- 800x600 mode
- Fixed timings
- Hint for AXP: Use -accel false -vyres -1 when changing resolution

Version 1.9.4.4

- Preliminary Laguna support
- Overhaul color register routines.
- Associated with the above, console colors are now obtained from a LUT called 'palette' instead of from the VGA registers. This code was modelled after that in atyfb and matroxfb.
- Code cleanup, add comments.
- Overhaul SR07 handling.
- Bug fixes.

Version 1.9.4.3

- Correctly set default startup video mode.
- Do not override ram size setting. Define CLGEN_USE_HARDCODED_RAM_SETTINGS if you _do_ want to override the RAM setting.
- Compile fixes related to new 2.3.x IORESOURCE_IO[PORT] symbol changes.
- Use new 2.3.x resource allocation.
- Some code cleanup.

Version 1.9.4.2

- Casting fixes.
- Assertions no longer cause an oops on purpose.
- Bug fixes.

Version 1.9.4.1

- Add compatibility support. Now requires a 2.1.x, 2.2.x or 2.3.x kernel.

Version 1.9.4

- Several enhancements, smaller memory footprint, a few bugfixes.
- Requires kernel 2.3.14-pre1 or later.

Version 1.9.3

- Bundled with kernel 2.3.14-pre1 or later.