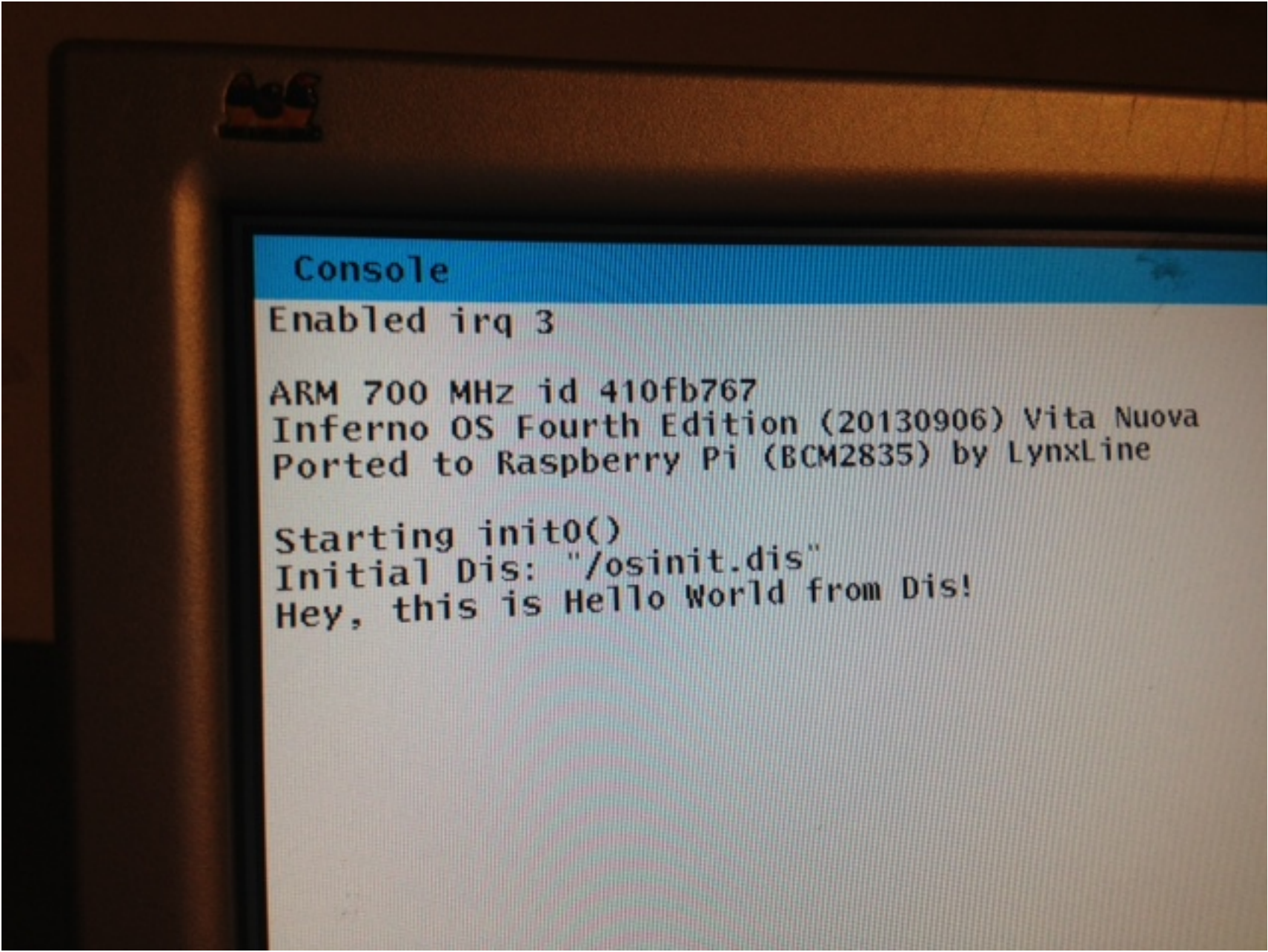


Lab 18, we have a screen!

By ADMIN | Published: NOVEMBER 18, 2013

Before the Lab the development was going in total darkness..., um I meant using serial ftdi usb cable. But time comes to have a ~~light~~ screen. Amazingly it wasn't so complicated. Yes, we just used codes from 9pi project (thanks to Richard Miller). Our expected result is:



To achieve we need first to expand our “**rpi**” configuration and add *draw* and *screen* to *dev* section, *tk draw memlayer memdraw* into the *lib* section and *draw* and *tk* to *mod*:

```
01 dev
02   root
03   cons
04   env
05   mnt
06   pipe
07   prog
08   srv
09   dup
10   uart
11   draw screen
12
13 lib
14   interp
15   tk
16   draw
17   memlayer
18   memdraw
```

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```
19      sec
20      math
21      kern
22
23  mod
24      math
25      sys
26      draw
27      tk
28
29  port
30      alarm
31      alloc
32      allocb
33      chan
34      dev
35      dial
36      dis
37      discall
38      exception
39      exportfs
40      inferno
41      latin1
42      mul64fract
43      nocache
44      nodynld
45      parse
46      pgrp
47      print
48      proc
49      qio
50      qlock
51      random
52      sysfile
53      taslock
54      tod
55      xalloc
56
57  code
58
59      int kernel_pool_pcmt = 10;
60      int main_pool_pcmt = 40;
61      int heap_pool_pcmt = 20;
62      int image_pool_pcmt = 40;
63      int cflag = 0;
64
65      int consoleprint = 1;
66      int redirectconsole = 1;
67      char debug_keys = 1;
68      int panicreset = 0;
69
70  init
71      rpiinit
72
73  root
74      /chan    /
75      /dev     /
76      /dis     /
77      /env     /
78      /fd      /
79      /net     /
80      /prog    /
81      /dis/lib
82      /dis/disk
83      /osinit.dis
```

We add from 9pi and have slight modifications of **vc**ore.c and **screen**.c. Very good that Inferno and Plan9 have almost common codebase.

Also we add *screeninit()* just after *poolsizeinit()* in *main()*. All other changes are mostly polishing to fit imported sources.

What is very good about this Lab is that there is no more real need to have USB-FTDI cable connected, all debug messages and some indications can come just to our connected display! So if there anybody else would like to join Inferno OS porting to RPI, it became much simpler because no more need for specialized hardware.

FILES:
[rpi-lab18.zip](#)

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« *Lab 17, mmu init*

