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| Lesson 6 Screen01  Welcome to the Screen lesson series. In this series, you will learn how to control the screen using the Raspberry Pi in assembly code, starting at just displaying random data, then moving up to displaying a fixed image, displaying text and then formatting numbers into text. It is assumed that you have already completed the OK series, and so things covered in this series will not be repeated here.  This first screen lesson teaches some basic theory about graphics, and then applies it to display a gradient pattern to the screen or TV.   |  | | --- | | **Contents**   * [1 Getting Started](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen01.html#gs) * [2 Computer Graphics](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen01.html#cg) * [3 Programming the Postman](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen01.html#postman) * [4 My Dearest Graphics Processor](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen01.html#mdgp) * [5 A Pixel Within a Row Within a Frame](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen01.html#apwarwaf) * [6 Seeing the Light](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen01.html#hallelujah) |   1 Getting Started  It is expected that you have completed the OK series, and so functions in the 'gpio.s' file and 'systemTimer.s' file from that series will be called. If you do not have these files, or prefer to use a correct implementation, download the solution to OK05.s. The 'main.s' file from here will also be useful, up to and including **mov sp,#0x8000**. Please delete anything after that line.  2 Computer Graphics  There are a few systems for representing colours as numbers. Here we focus on RGB systems, but HSL is another common system used.  As you're hopefully beginning to appreciate, at a fundamental level, computers are very stupid. They have a limited number of instructions, almost exclusively to do with maths, and yet somehow they are capable of doing many things. The thing we currently wish to understand is how a computer could possibly put an image on the screen. How would we translate this problem into binary? The answer is relatively straightforward; we devise some system of numbering each colour, and then we store one number for every pixel on the screen. A pixel is a small dot on your screen. If you move very close, you will probably be able to make out individual pixels on your screen, and be able to see that everything image is just made out of these pixels in combination.  As the computer age advanced, people wanted more and more complicated graphics, and so the concept of a graphics card was invented. The graphics card is a secondary processor on your computer which only exists to draw images to the screen. It has the job of turning the pixel value information into light intensity levels to be transmitted to the screen. On modern computers, graphics cards can also do a lot more than that, such as drawing 3D graphics. In this tutorial however, we will just concentrate on the first use of graphics cards; getting pixel colours from memory out to the screen.  One issue that is raised immediately by all this is the system we use for numbering colours. There are several choices, each producing outputs of different quality. I will outline a few here for completeness.  Although some images here have few colours they use a technique called spatial dithering. This allows them to still show a good representation of the image, with very few colours. Many early Operating Systems used this technique.   | Table 2.1 Some Colour Palettes | | | | | --- | --- | --- | --- | | **Name** | **Unique Colours** | **Description** | **Examples** | | Monochrome | 2 | Use 1 bit to store each pixel, with a 1 being white, and a 0 being black. | Monochrome image of a bird | | Greyscale | 256 | Use 1 byte to store each pixel, with 255 representing white, 0 representing black, and all values in between representing a linear combination of the two. | Geryscale image of a bird | | 8 Colour | 8 | Use 3 bits to store each pixel, the first bit representing the presence of a red channel, the second representing a green channel and the third a blue channel. | 8 colour image of a bird | | Low Colour | 256 | Use 8 bits to store each pixel, the first 3 bit representing the intensity of the red channel, the next 3 bits representing the intensity of the green channel and the final 2 bits representing the intensity of the blue channel. | Low colour image of a bird | | High Colour | 65,536 | Use 16 bits to store each pixel, the first 5 bit representing the intensity of the red channel, the next 6 bits representing the intensity of the green channel and the final 5 bits representing the intensity of the blue channel. | High colour image of a bird | | True Colour | 16,777,216 | Use 24 bits to store each pixel, the first 8 bits representing the intensity of the red channel, the second 8 representing the green channel and the final 8 bits the blue channel. | True colour image of a bird | | RGBA32 | 16,777,216 with 256 transparency levels | Use 32 bits to store each pixel, the first 8 bits representing the intensity of the red channel, the second 8 representing the green channel, the third 8 bits the blue channel, and the final 8 bits a transparency channel. The transparency channel is only considered when drawing one image on top of another and is stored such that a value of 0 indicates the image behind's colour, a value of 255 represents this image's colour, and all values between represent a mix. | |  |   In this tutorial we shall use High Colour initially. As you can see form the image, it is produces clear, good quality images, but it doesn't take up as much space as True Colour. That said, for quite a small display of 800x600 pixels, it would still take just under 1 megabyte of space. It also has the advantage that the size is a multiple of a power of 2, which greatly reduces the complexity of getting information compared with True Colour.  Storing the frame buffer places a heavy memory burden on a computer. For this reason, early computers often cheated, by, for example, storing a screens worth of text, and just drawing each letter to the screen every time it is refreshed separately.  The Raspberry Pi has a very special and rather odd relationship with it's graphics processor. On the Raspberry Pi, the graphics processor actually runs first, and is responsible for starting up the main processor. This is very unusual. Ultimately it doesn't make too much difference, but in many interactions, it often feels like the processor is secondary, and the graphics processor is the most important. The two communicate on the Raspberry Pi by what is called the 'mailbox'. Each can deposit mail for the other, which will be collected at some future point and then dealt with. We shall use the mailbox to ask the graphics processor for an address. The address will be a location to which we can write the pixel colour information for the screen, called a frame buffer, and the graphics card will regularly check this location, and update the pixels on the screen appropriately.  3 Programming the Postman  Message passing is quite a common way for components to communicate. Some Operating Systems use virtual message passing to allow programs to communicate.  The first thing we are going to need to program is a 'postman'. This is just two methods: MailboxRead, reading one message from the mailbox channel in r0. and MailboxWrite, writing the value in the top 28 bits of r0 to the mailbox channel in r1. The Raspberry Pi has 7 mailbox channels for communication with the graphics processor, only the first of which is useful to us, as it is for negotiating the frame buffer.  The following table and diagrams describe the operation of the mailbox.   | Table 3.1 Mailbox Addresses | | | | | | --- | --- | --- | --- | --- | | **Address** | **Size / Bytes** | **Name** | **Description** | **Read / Write** | | 2000B880 | 4 | Read | Receiving mail. | R | | 2000B890 | 4 | Poll | Receive without retrieving. | R | | 2000B894 | 4 | Sender | Sender information. | R | | 2000B898 | 4 | Status | Information. | R | | 2000B89C | 4 | Configuration | Settings. | RW | | 2000B8A0 | 4 | Write | Sending mail. | W |   In order to send a message to a particular mailbox:   1. The sender waits until the Status field has a 0 in the top bit. 2. The sender writes to Write such that the lowest 4 bits are the mailbox to write to, and the upper 28 bits are the message to write.   In order to read a message:   1. The receiver waits until the Status field has a 0 in the 30th bit. 2. The receiver reads from Read. 3. The receiver confirms the message is for the correct mailbox, and tries again if not.   If you're feeling particularly confident, you now have enough information to write the two methods we need. If not, read on.  As always the first method I recommend you implement is one to get the address of the mailbox region.  .globl GetMailboxBase GetMailboxBase: ldr r0,=0x2000B880 mov pc,lr  The sending procedure is least complicated, so we shall implement this first. As your methods become more and more complicated, you will need to start planning them in advance. A good way to do this might be to write out a simple list of the steps that need to be done, in a fair amount of detail, like below.   1. Our input will be what to write (r0), and what mailbox to write it to (r1). We must validate this is by checking it is a real mailbox, and that the low 4 bits of the value are 0. Never forget to validate inputs. 2. Use GetMailboxBase to retrieve the address. 3. Read from the Status field. 4. Check the top bit is 0. If not, go back to 3. 5. Combine the value to write and the channel. 6. Write to the Write.   Let's handle each of these in order.   1. .globl MailboxWrite MailboxWrite:  tst r0,#0b1111 movne pc,lr cmp r1,#15 movhi pc,lr   **tst reg,#val** computes **and reg,#val** and compares the result with 0.  This achieves our validation on **r0** and **r1**. **tst** is a function that compares two numbers by computing the logical and operation of the numbers, and then comparing the result with 0. In this case it checks that the lowest 4 bits of the input in r0 are all 0.   1. channel .req r1 value .req r2 mov value,r0 push {lr} bl GetMailboxBase mailbox .req r0   This code ensures we will not overwrite our value, or link register and calls GetMailboxBase.   1. wait1$: status .req r3 ldr status,[mailbox,#0x18]   This code loads in the current status.   1. tst status,#0x80000000 .unreq status bne wait1$   This code checks that the top bit of the status field is 0, and loops back to 3. if it is not.   1. add value,channel .unreq channel   This code combines the channel and value together.   1. str value,[mailbox,#0x20] .unreq value .unreq mailbox pop {pc}   This code stores the result to the write field.  The code for MailboxRead is quite similar.   1. Our input will be what mailbox to read from (r0). We must validate this is by checking it is a real mailbox. Never forget to validate inputs. 2. Use GetMailboxBase to retrieve the address. 3. Read from the Status field. 4. Check the 30th bit is 0. If not, go back to 3. 5. Read from the Read field. 6. Check the mailbox is the one we want, if not go back to 3. 7. Return the result.   Let's handle each of these in order.   1. .globl MailboxRead MailboxRead:  cmp r0,#15 movhi pc,lr   This achieves our validation on **r0**.   1. channel .req r1 mov channel,r0 push {lr} bl GetMailboxBase mailbox .req r0   This code ensures we will not overwrite our value, or link register and calls GetMailboxBase.   1. rightmail$: wait2$: status .req r2 ldr status,[mailbox,#0x18]   This code loads in the current status.   1. tst status,#0x40000000 .unreq status bne wait2$   This code checks that the 30th bit of the status field is 0, and loops back to 3. if it is not.   1. mail .req r2 ldr mail,[mailbox,#0]   This code reads the next item from the mailbox.   1. inchan .req r3 and inchan,mail,#0b1111 teq inchan,channel .unreq inchan bne rightmail$ .unreq mailbox .unreq channel   This code checks that the channel of the mail we just read is the one we were supplied. If not it loops back to 3.   1. and r0,mail,#0xfffffff0 .unreq mail pop {pc}   This code moves the answer (the top 28 bits of mail) to **r0**.  4 My Dearest Graphics Processor  Through our new postman, we now have the ability to send a message to the graphics card. What should we send though? This was certainly a difficult question for me to find the answer to, as it isn't in any online manual that I have found. Nevertheless, by looking at the GNU/Linux for the Raspberry Pi, we are able to work out what we needed to send.  Since the RAM is shared between the graphics processor and the processor on the Pi, we can just send where to find our message. This is called DMA, many complicated devices use this to speed up access times.  The message is very simple. We describe the framebuffer we would like, and the graphics card either agrees to our request, in which case it sends us back a 0, and fills in a small questionnaire we make, or it sends back a non-zero number, in which case we know it is unhappy. Unfortunately, I have no idea what any of the other numbers it can send back are, nor what they mean, but only when it sends a zero it is happy. Fortunately it always seems to send a zero for sensible inputs, so we don't need to worry too much.  For simplicity we shall design our request in advance, and store it in the .data section. In a file called 'framebuffer.s' place the following code:  .section .data .align 4 .globl FrameBufferInfo  FrameBufferInfo: .int 1024 /\* #0 Physical Width \*/ .int 768 /\* #4 Physical Height \*/ .int 1024 /\* #8 Virtual Width \*/ .int 768 /\* #12 Virtual Height \*/ .int 0 /\* #16 GPU - Pitch \*/ .int 16 /\* #20 Bit Depth \*/ .int 0 /\* #24 X \*/ .int 0 /\* #28 Y \*/ .int 0 /\* #32 GPU - Pointer \*/ .int 0 /\* #36 GPU - Size \*/  This is the format of our messages to the graphics processor. The first two words describe the physical width and height. The second pair is the virtual width and height. The framebuffer's width and height are the virtual width and height, and the GPU scales the framebuffer as need to fit the physical screen. The next word is one of the ones the GPU will fill in if it grants our request. It will be the number of bytes on each row of the frame buffer, in this case 2 × 1024 = 2048. The next word is how many bits to allocate to each pixel. Using a value of 16 means that the graphics processor uses High Colour mode described above. A value of 24 would use True Colour, and 32 would use RGBA32. The next two words are x and y offsets, which mean the number of pixels to skip in the top left corner of the screen when copying the framebuffer to the screen. Finally, the last two words are filled in by the graphics processor, the first of which is the actual pointer to the frame buffer, and the second is the size of the frame buffer in bytes.  When working with devices using DMA, alignment constraints become very important. The GPU expects the message to be 16 byte aligned.  I was very careful to include a **.align 4** here. As discussed before, this ensures the lowest 4 bits of the address of the next line are 0. Thus, we know for sure that FrameBufferInfo will be placed at an address we can send to the graphics processor, as our mailbox only sends values with the low 4 bits all 0.  So, now that we have our message, we can write code to send it. The communication will go as follows:   1. Write the address of FrameBufferInfo + 0x40000000 to mailbox 1. 2. Read the result from mailbox 1. If it is not zero, we didn't ask for a proper frame buffer. 3. Copy our images to the pointer, and they will appear on screen!   I've said something that I've not mentioned before in step 1. We have to add 0x40000000 to the address of FrameBufferInfo before sending it. This is actually a special signal to the GPU of how it should write to the structure. If we just send the address, the GPU will write its response, but will not make sure we can see it by flushing its cache. The cache is a piece of memory where a processor stores values its working on before sending them to the RAM. By adding 0x40000000, we tell the GPU not to use its cache for these writes, which ensures we will be able to see the change.  Since there is quite a lot going on there, it would be best to implement this as a function, rather than just putting the code into main.s. We shall write a function InitialiseFrameBuffer which does all this negotiation and returns the pointer to the frame buffer info data above, once it has a pointer in it. For ease, we should also make it so that the width, height and bit depth of the frame buffer are inputs to this method, so that it is easy to change in main.s without having to get into the details of the negotiation.  Once again, let's write down in detail the steps we will have to take. If you're feeling confident, try writing the function straight away.   1. Validate our inputs. 2. Write the inputs into the frame buffer. 3. Send the address of the frame buffer + 0x40000000 to the mailbox. 4. Receive the reply from the mailbox. 5. If the reply is not 0, the method has failed. We should return 0 to indicate failure. 6. Return a pointer to the frame buffer info.   Now we're getting into much bigger methods than before. Below is one implementation of the above.   1. .section .text .globl InitialiseFrameBuffer InitialiseFrameBuffer: width .req r0 height .req r1 bitDepth .req r2 cmp width,#4096 cmpls height,#4096 cmpls bitDepth,#32 result .req r0 movhi result,#0 movhi pc,lr   This code checks that the width and height are less than or equal to 4096, and that the bit depth is less than or equal to 32. This is once again using a trick with conditional execution. Convince yourself that this works.   1. fbInfoAddr .req r3 push {lr} ldr fbInfoAddr,=FrameBufferInfo str width,[fbInfoAddr,#0] str height,[fbInfoAddr,#4] str width,[fbInfoAddr,#8] str height,[fbInfoAddr,#12] str bitDepth,[fbInfoAddr,#20] .unreq width .unreq height .unreq bitDepth   This code simply writes into our frame buffer structure defined above. I also take the opportunity to push the link register onto the stack.   1. mov r0,fbInfoAddr add r0,#0x40000000 mov r1,#1 bl MailboxWrite   The inputs to the MailboxWrite method are the value to write in **r0**, and the channel to write to in **r1**.   1. mov r0,#1 bl MailboxRead   The inputs to the MailboxRead method is the channel to write to in **r0**, and the output is the value read.   1. teq result,#0 movne result,#0 popne {pc}   This code checks if the result of the MailboxRead method is 0, and returns 0 if not.   1. mov result,fbInfoAddr pop {pc} .unreq result .unreq fbInfoAddr   This code finishes off and returns the frame buffer info address.  5 A Pixel Within a Row Within a Frame  So, we've now created our methods to communicate with the graphics processor. It should now be capable of giving us the pointer to a frame buffer we can draw graphics to. Let's draw something now.  In this first example, we'll just draw consecutive colours to the screen. It won't look pretty, but at least it will be working. How we will do this is by setting each pixel in the framebuffer to a consecutive number, and continually doing so.  Copy the following code to 'main.s' after **mov sp,#0x8000**  mov r0,#1024 mov r1,#768 mov r2,#16 bl InitialiseFrameBuffer  This code simply uses our InitialiseFrameBuffer method to create a frame buffer with width 1024, height 768, and bit depth 16. You can try different values in here if you wish, as long as you are consistent throughout the code. Since it's possible that this method can return 0 if the graphics processor did not give us a frame buffer, we had better check for this, and turn the OK LED on if it happens.  teq r0,#0 bne noError$  mov r0,#16 mov r1,#1 bl SetGpioFunction mov r0,#16 mov r1,#0 bl SetGpio  error$: b error$  noError$: fbInfoAddr .req r4 mov fbInfoAddr,r0  Now that we have the frame buffer info address, we need to get the frame buffer pointer from it, and start drawing to the screen. We will do this using two loops, one going down the rows, and one going along the columns. On the Raspberry Pi, indeed in most applications, pictures are stored left to right then top to bottom, so we have to do the loops in the order I have said.  render$:  fbAddr .req r3 ldr fbAddr,[fbInfoAddr,#32]  colour .req r0 y .req r1 mov y,#768 drawRow$:  x .req r2 mov x,#1024 drawPixel$:  strh colour,[fbAddr] add fbAddr,#2 sub x,#1 teq x,#0 bne drawPixel$  sub y,#1 add colour,#1 teq y,#0 bne drawRow$  b render$  .unreq fbAddr .unreq fbInfoAddr  **strh reg,[dest]** stores the low half word number in **reg** at the address given by **dest**.  This is quite a large chunk of code, and has a loop within a loop within a loop. To help get your head around the looping, I've indented the code which is looped, depending on which loop it is in. This is quite common in most high level programming languages, and the assembler simply ignores the tabs. We see here that I load in the frame buffer address from the frame buffer information structure, and then loop over every row, then every pixel on the row. At each pixel, I use an **strh** (store half word) command to store the current colour, then increment the address we're writing to. After drawing each row, we increment the colour that we are drawing. After drawing the full screen, we branch back to the beginning.  6 Seeing the Light  Now you're ready to test this code on the Raspberry Pi. You should see a changing gradient pattern. Be careful: until the first message is sent to the mailbox, the Raspberry Pi displays a still gradient pattern between the four corners. If it doesn't work, please see our troubleshooting page.  If it does work, congratulations! You can now control the screen! Feel free to alter this code to draw whatever pattern you like. You can do some very nice gradient patterns, and can compute the value of each pixel directly, since **y** contains a y-coordinate for the pixel, and **x** contains an x-coordinate. In the next lesson, [Lesson 7: Screen 02](http://www.cl.cam.ac.uk/projects/raspberrypi/tutorials/os/screen02.html), we will look at one of the most common drawing tasks, lines. | 第6课 Screen01  欢迎来到屏幕系列课程。在本系列中，你将学习如何在树莓派上利用汇编代码来控制屏幕。先以显示随机数据开头，而后学习显示一张静态图片，显示字符文本，随后学习把格式化数字插入字符文本。我假设你已经完成了OK系列课程的学习，所以之前课程里的知识将不会在这个系列里重复。  屏幕系列课程的第一课将讲授一些和图形有关的基础理论，然后利用这些理论在屏幕或者电视上显示一个渐进图样。  目录   1. 启程 2. 计算机图形 3. 邮差编程 4. 我最亲爱的图形处理器 5. 一帧一行一个像素 6. 看见光明 7. 启程   我估计你已经通过并完成了OK系列课程，这里我们就直接调用文件“gpio.s”和“systemTimer.s”里的函数了。如果你还没有这些文件，或者只是想使用正确的实现，请下载解决方案到OK05.s。方案中的“main.s”文件，其行直到mov sp, #0x8000（包括该行）都是有用的。该行之后的代码请删除掉。   1. 计算机图形   有许多系统可以把颜色表示数字。这里我们只关心RGB系统。HSL系统是另外一种常用的系统。  在初级阶段的层次去欣赏计算机，你会发现它真的很笨。它们的指令数量有限，几乎只是用来做数学题目，也许可能做些别的事情。我们现在想要去理解的是计算机是如何把一张图片放到屏幕上去的呢？我们如何把这个问题转化成二进制代码呢？这个问题的答案相对直白：那就是把每个颜色转化成某种数值系统，而后把屏幕上每个像素都存储为一个数值。一个像素是屏幕上一个小小的点。如果你靠屏幕足够近，或许你可以辨识处屏幕上得每个像素，而且你会发现每一张图片都是由这些像素组合而成。  随着计算机的发展，人们想要使用越来越复杂的图像，因而图形卡的概念被发明了出来。图形卡是计算机里第二个处理器，它只是把图形绘制到屏幕上。它会把像素的数值信息转换成光亮度等级以便在屏幕上显示。现代计算机系统中，图形卡做的工作要多一些，比如绘制3D图形。尽管在本教程中对3D有所涉及，但是我们还是把重心放在了前者身上——从内存中读取像素颜色数值，然后输出到屏幕上。  现在需要关注的问题就是我们使用的数字颜色系统。这里由好几种选择，不同的选择输出的图片质量是不同的。为了比较期间，我这里列出几种以供参考。  尽管一些图片拥有的颜色很少，但是它们仍然运用了一种称为空间抖动的技术。这种技术可以确保在颜色值很低时，图像仍然有良好的表现。许多早期的操作系统都使用过这个技术。  在本课程中，我们默认使用的是高级颜色。就像你从图形表格里看到的一样，高级颜色的图片清晰，质量也不错，而且不像真彩色那样占用大量的空间。这就是说，即使是800\*600像素的图片，它的体积仍然小于1兆字节。而且它的另外一个优点就是图片的体积是2的整数幂，相比于真彩色来说，获取图片信息的复杂性得到了降低。  在计算机中，存储帧缓存是很吃内存的。就这一点来说，过去的计算机经常耍一些小伎俩。比如，存储下一屏的字符，而后仅仅每次它单独更新时，才画出一个字符。  树莓派和它的图形处理器有很特殊且奇怪的关系。在树莓派启动过程中，图形处理器首先执行，然后由其负责启动主处理器。这非常不同寻常。但是归根结底，这也没有什么大不了。但是给人的感觉总是处理器是第二位的，处在第一位的是图形处理器。两者通过一种称为“mailbox”的方式进行通信。它们中的任何一个可以为另一个存储信息，而且这些信息会在将来的某个时刻由另一个来进行处理。我们将使用“mailbox”来向图形处理器询问一个地址。我们可以把屏幕像素颜色信息写入这个地址。这个地址处的内存就被称为帧缓存。图形卡总是有规律地检查这些位置的信息，然后根据像素数值，以恰当的方式更新屏幕。   1. 邮差编程   发送消息是两个组件进行交流的最普遍的方式。一些操作系统使用虚拟消息传递来运行程序之间的通信。我们首先要做的就是编写一个“postman”程序。它仅仅包含两个函数：MailboxRead，用于读取由寄存器r0提供的mailbox通道里的一条消息。以及MailboxWrite，把寄存器r0的高28位作为消息，写到由寄存器r1提供的mailbox通道里去。树莓派里可以和图形处理器的mailbox通道有7个，而只有第一个是我们可用的。因为它用来处理帧缓存。  下面的表格和图形描述了mailbox的操作。  为了给一个特定的mailbox发送一个消息：   1. 发送者要等待，直到状态位域的头一个位处为0为止。 2. 发送者会把最低的4个位作为那个mailbox去写入，写入到Write，而最高的28个位是要写入mailbox的消息。   为了读取一条消息：   1. 接收者等待，直到状态域的第30个位为0为止。 2. 接收者从Read中读取消息。 3. 接收者确认消息是针对正确的mailbox的，否则继续尝试。   如果你感觉很有自信，那么你应该具备了足够的信息来编写这两个函数了。如果不是这个样子，那么接着往下读。  我总是建议你要首先实现的函数是获得mailbox区域的地址的函数。  .globl GetMailboxBase  GetMailboxBase:  ldr r0, =0x2000B880  mov pc, lr  发送进程的复杂程度最低，所以我们应该首先实现它。当你的方法变得越来越复杂的时候，你将需要开始实现就做计划。一个比较好的办法可能是写一个简单的需要去做的步骤列表，而且步骤中有一定的细节，就像下面的所示：   1. 我们的输出将是写入的东西（寄存器r0），并且写入寄存器r1中的输出就是mailbox的内容。我们必须通过检测它是否是一个真实的mailbox来确保其可用，并且其低4位的数值是0。切记不要忘记让输入可用。 2. 调用GetMailboxBase函数来获取地址。 3. 从状态域中读取数据。 4. 检查最高位是否为0。如果不是，返回到第3步。 5. 把消息内容和通道号合并。 6. 写入Write。   让我们按照步骤依次处理这些。   1. .globl MailboxWrite   MailboxWrite:  tst r0, #0b1111  movne pc, lr  cmp r1, #15  movhi pc, lr  指令tst reg, #val将把寄存器reg中的数值和#val的数值进行and运算，并把运算结果和0进行比较。  这样就可以达到寄存器r0和r1的可用性。指令tst将使用逻辑运算和操作来对比两个数值，然后把运算结果和0进行比较。在本例中，该指令用于检查作为输入的寄存器r0的最低的4个位是否为全0。   1. channel .req r1   value .req r2  mov value, r0  push {lr}  bl GetMailboxBase  mailbox .req r0  这段代码可以确保我们不会覆盖我们的数值，链接寄存器的数值，并且调用函数GetMailboxBase。   1. wait1$:   status .req r3  ldr status, [mailbox, #0x18]  这段代码将会把当前状态寄存器的数值加载。   1. tst status, #0x80000000   .unreq status  bne wait1$  这段代码将会检查状态位域的最高位是否为0，如果不是，则会跳转到第3步。   1. add value, channel   .unreq channel  这段代码将会把通道号和数值组合在一起。   1. str value, [mailbox, #0x20]   .unreq value  .unreq mailbox  Pop {pc}  这段代码将会把结果保存在写入域中。  函数MailboxRead的代码和这个很类似。   1. mailbox发送来的就是我们的输入。输入要从寄存器r0中读取。我们通过检查它是否为一个真实的mailbox来确保其可用性。 2. 调用函数GetMailboxBase来获得地址。 3. 从状态域中读取数据。 4. 检查第30个位是否位0。如果不是，返回到第3步。 5. 从Read域读取数据。 6. 检查mailbox是否是我们想要的那个。如果不是，返回到第3步。 7. 返回结果。   让我们挨个儿处理这些步骤。   1. .globl MailboxRead   MailboxRead:  cmp r0, #15  movhi pc, lr  这段代码确保寄存器r0是可以用的。   1. channel .req r1   mov channel, r0  push {lr}  bl GetMailboxBase  mailbox .req r0  这段代码确保不会把数值或者链接寄存器里的数值覆盖掉。然后调用函数GetMailboxBase。   1. rightmail$:   wait2$:  status .req r2  ldr status, [mailbox, #0x18]  这段代码将装载当前状态寄存器的数值。   1. tst status, #0x40000000   .unreq status  bne wait2$  这段代码将检查状态域的第30位是否位0。如果不是，则返回到第3步。   1. mail .req r2   ldr mail, [mailbox, #0]  这段代码将从mailbox中读取下一条消息的内容。   1. inchan .req r3   and inchan, mail, #0b1111  teq inchan, channel  .unreq inchan  bne rightmail$  .unreq mailbox  .unreq channel  这段代码将会检查信箱的通道号是否是我们关心的。如果不是，则返回到第3步。   1. and r0, mail, #0xfffffff0   .unreq mail  Pop {pc}  这段代码将会把答案（信件中最高的28个位）数值移动到寄存器r0中。   1. 我最亲爱的图形处理器   由于我们拥有了新的邮差，我们就拥有了给图形卡发送消息的能力。那么我们要发送什么呢？这对我来说，的确有些困难。因为我发现问题的答案并没有出现在任何在线手册上。虽然如此，通过查看树莓派上的GNU/Linux手册，我们能找到发送什么的答案。  树莓派上，图形处理器和CPU是共享RAM的。我们可以仅仅发送到RAM那里来寻找我们的消息，这被称为DMA。许多复杂的设备都使用此技术来加速存取速度。  消息非常简单。我们以自己喜欢的方式来描述帧缓存，并且图形卡要么同意我们的请求，此时它给我们返回0，然后填写我们做的一个小调查问卷。要么返回一个非零值来拒绝我们的请求。不幸的是它到底能返回什么值，我一点主意也没有。而且它返回的数值具体代表什么意思，我也搞不明白。但是只有当它返回一个0时，才可以说明它是接受我们的。幸运的是，对于一般的输入，它总是返回0，所以没有必要太过担心。  为了简化的目的，我们应该在后面的某个时期设计我们的请求，并把它存储在.data段里。在一个名为“framebuffer.s”的文件里，放置下面的代码。  .section .data  .align 4  .globl FrameBufferInfo  FrameBufferInfo:  .int 1024 /\* #0 Physical Width \*/  .int 768 /\* #4 Physical Height \*/  .int 1024 /\* #8 Virtual Width \*/  .int 768 /\* #12 Virtual Height \*/  .int 0 /\* #16 GPU – Pitch \*/  .int 16 /\* #20 Bit Depth \*/  .int 0 /\* #24 X \*/  .int 0 /\* #28 Y \*/  .int 0 /\* #32 GPU – Pointer \*/  .int 0 /\* #36 GPU – Size \*/  这就是我们要发送给图形处理器的消息格式。头两个字描述了物理宽度和高度。第二对字描述的是虚拟宽度和高度。帧缓存的宽度和高度是虚拟的宽度和高度，GPU会把帧缓存的宽度和高度成比例的适配到屏幕上去。下一个字是当GPU授权我们的请求时将要填充的字的其中一个。它表示的时帧缓存的每一行有多少字节，本例中它的实际值是2\*1024=2048。下一个字用来解释每个像素用多少个位来存储。这里使用的数值是16，它表示图形处理器使用高级颜色模式来表示上述像素存储需要的位数。24表示的是真彩色模式，而32表示的是RGBA32模式。紧接着的2个字分别用来表示x偏移值和y偏移值。偏移值的涵义是：以屏幕的左上角位坐标原点，向又表示x的正方向，向下表示y的正方向；而偏移值就是某个像素在这个坐标系里的坐标。当把帧缓存里的数值拷贝到屏幕上时（更加严谨的说法是：图形处理器根据帧缓存里的数值来处理屏幕上某个像素的颜色的变化），帧缓存里存储某个像素颜色数值的内存地址与x和y的数值是相对应的。最后的两个字是由图形处理器来填充的。其中第一个字是访问帧缓存的实际指针的实时位置，第二个字表示的是帧缓存的大小信息，以字节位单位。  当系统以DMA的方式来工作的话，内存中数值的对齐方式限制就变得非常重要。GPU期望的对齐方式是16字节对齐。  我非常谨慎地把指令.align 4引入到这里。就像之前讨论的一样，这个指令可以确保下一行代码的地址的最低4个位上的数值都为0。因此，我们很确信，因为我们的mailbox只发送最低4个位为0的地址处数值，所以FrameBufferInfo才会要在一个我们能把其发送到图形处理器的地址处。既然我们已经有了消息，那就写个代码把它发送出去吧。通信过程将按照下面的步骤进行：   1. 把FrameBufferInfo的地址加上0x40000000，然后把结果写入mailbox 1中。 2. 从mailbox 1中读取结果。如果该数值非零，这说明我们没有访问到合适的帧缓存。 3. 把我们的图片拷贝到读取指针处，然后它就会出现在屏幕上了。   在步骤1之前我没有深入探讨，但我已经说了什么。在把FrameBufferInfo的地址发送之前，我们不得不把其地址再加上0x40000000。这的确是给GPU发送的特殊信号，这种写法也说明了写入上面提到的结构的方法。如果我们仅仅发送FrameBufferInfo的地址，那么GPU只会写出它的反馈，但这样并不能确保GPU冲洗它的缓存进而让我们能从屏幕上看到我们想要的结果。缓存是一小片存储器。处理器利用这一小片存储器来保存当前计算的结果，而不用频繁地使用速度相对较慢的RAM。加上数值0x40000000后，我们实际上是告诉GPU，对于我们的输入，不要去使用你持有的缓存。这将能确保我们从屏幕上看到我们想要的变化。  由于以后要做相当大的改进工作，所以相比于把代码直接写入到文件“main.s”中去，更好的办法是把它实现为一个函数。我们将编写一个名叫InitialiseFrameBuffer的函数。这个函数将会执行所有的和GPU的交涉工作，并且当上面提到的数据结构一旦有指针有效时，就返回这个指向了帧缓存信息数据的指针。 |