VIA Integration Graphic Chip Console Framebuffer Driver

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[Platform]
            The console framebuffer driver is for graphics chips of VIA UniChrome Family(CLE266, PM800 / CN400 / CN300, P4M800CE / P4M800Pro / CN700 / VN800,
                                                                                 CX700 / VX700, K8M890, P4M890,
CN896 / P4M900, VX800, VX855)
[Driver features]
            Device: CRT, LCD, DVI
            Support viafb mode:
                          CRT:
                                         640x480(60, 75, 85, 100, 120 Hz), 720x480(60 Hz),
                                        720x576(60 \text{ Hz}), 800x600(60, 75, 85, 100, 120 \text{ Hz}),
                                       848x480 (60 Hz), 856x480 (60 Hz), 1024x512 (60 Hz), 1024x768 (60, 75, 85, 100 Hz), 1152x864 (75 Hz), 1280x768 (60 Hz), 1280x960 (60 Hz), 1280x1024 (60, 75, 85 Hz), 1440x1050 (60 Hz), 1600x1200 (60, 75 Hz), 1280x720 (60 Hz), 1280
                                        1920x1080 (60 Hz), 1400x1050 (60 Hz), 800x480 (60 Hz)
            color depth: 8 bpp, 16 bpp, 32 bpp supports.
            Support 2D hardware accelerator.
[Using the viafb module]
            Start viafb with default settings:
                          #modprobe viafb
            Start viafb with with user options:
                          #modprobe viafb viafb_mode=800x600 viafb_bpp=16 viafb_refresh=60
                                                             viafb_active_dev=CRT+DVI viafb_dvi_port=DVP1
                                                             viafb model=1024x768 viafb bpp=16 viafb refresh1=60
                                                             viafb SAMM ON=1
            viafb mode:
                          640x480 (default)
                          720x480
                          800x600
                          1024x768
                          . . . . . .
            viafb bpp:
                          8, 16, 32 (default:32)
            viafb refresh:
                          6\overline{0}, 75, 85, 100, 120 (default:60)
            viafb_lcd_dsp_method:
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0: expansion (default)

1 : centering

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viafb 1cd mode:
    0 : LCD panel with LSB data format input (default)
    1 : LCD panel with MSB data format input
viafb_lcd_panel_id:
    0: Resolution: 640x480, Channel: single, Dithering: Enable
    1 : Resolution: 800x600, Channel: single, Dithering: Enable
    2 : Resolution: 1024x768, Channel: single, Dithering: Enable (default)
    3 : Resolution: 1280x768, Channel: single, Dithering: Enable
    4 : Resolution: 1280x1024, Channel: dual, Dithering: Enable
    5 : Resolution: 1400x1050, Channel: dual, Dithering: Enable
    6: Resolution: 1600x1200, Channel: dual, Dithering: Enable
    8 : Resolution: 800x480, Channel: single, Dithering: Enable
    9: Resolution: 1024x768, Channel: dual, Dithering: Enable
    10: Resolution: 1024x768, Channel: single, Dithering: Disable
    11: Resolution: 1024x768, Channel: dual, Dithering: Disable
    12: Resolution: 1280x768, Channel: single, Dithering: Disable
    13: Resolution: 1280x1024, Channel: dual, Dithering: Disable
    14: Resolution: 1400x1050, Channel: dual, Dithering: Disable 15: Resolution: 1600x1200, Channel: dual, Dithering: Disable
    16: Resolution: 1366x768, Channel: single, Dithering: Disable
    17: Resolution: 1024x600, Channel: single, Dithering: Enable
    18: Resolution: 1280x768, Channel: dual, Dithering: Enable
    19: Resolution: 1280x800, Channel: single, Dithering: Enable
viafb accel:
    0 : No 2D Hardware Acceleration
    1: 2D Hardware Acceleration (default)
viafb SAMM ON:
    0 : viafb_SAMM_ON disable (default)
    1 : viafb SAMM ON enable
viafb_model: (secondary display device)
    640x480 (default)
    720x480
    800x600
    1024x768
viafb_bpp1: (secondary display device)
    8, 16, 32 (default:32)
viafb refreshl: (secondary display device)
    60, 75, 85, 100, 120 (default:60)
viafb active dev:
    This option is used to specify active devices. (CRT, DVI, CRT+LCD...)
    DVI stands for DVI or HDMI, E.g., If you want to enable HDMI,
    set viafb_active_dev=DVI. In SAMM case, the previous of
    viafb active dev is primary device, and the following is
    secondary device.
    For example:
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To enable one device, such as DVI only, we can use:

modprobe viafb viafb active dev=DVI

To enable two devices, such as CRT+DVI: modprobe viafb viafb active dev=CRT+DVI;

For DuoView case, we can use:

modprobe viafb viafb active dev=CRT+DVI

modprobe viafb viafb active dev=DVI+CRT...

For SAMM case:

If CRT is primary and DVI is secondary, we should use: modprobe viafb viafb active dev=CRT+DVI viafb SAMM ON=1...

If DVI is primary and CRT is secondary, we should use: modprobe viafb viafb active dev=DVI+CRT viafb SAMM ON=1...

viafb display hardware layout:

This option is used to specify display hardware layout for CX700 chip.

1 : LCD only 2 : DVI only

3 : LCD+DVI (default)

4 : LCD1+LCD2 (internal + internal)

16: LCD1+ExternalLCD2 (internal + external)

viafb second size:

This option is used to set second device memory size (MB) in SAMM case. The minimal size is 16.

viafb platform epia dvi:

This option is used to enable DVI on EPIA - M

0 : No DVI on EPIA - M (default)

1 : DVI on EPIA - M

viafb bus width:

When using 24 - Bit Bus Width Digital Interface.

this option should be set.

12: 12-Bit LVDS or 12-Bit TMDS (default)

24: 24-Bit LVDS or 24-Bit TMDS

viafb\_device\_lcd\_dualedge:

When using Dual Edge Panel, this option should be set.

0 : No Dual Edge Panel (default)

1 : Dual Edge Panel

viafb 1cd port:

This option is used to specify LCD output port, available values are "DVPO" "DVP1" "DFP\_HIGHLOW" "DFP\_HIGH" "DFP\_LOW". for external LCD + external DVI on CX700 (External LCD is on DVPO), we should use:

modprobe viafb viafb 1cd port=DVP0...

### Notes:

- 1. CRT may not display properly for DuoView CRT & DVI display at the "640x480" PAL mode with DVI overscan enabled.
- 2. SAMM stands for single adapter multi monitors. It is different from multi-head since SAMM support multi monitor at driver layers, thus fbcon 第3页

layer doesn't even know about it; SAMM's second screen doesn't have a device node file, thus a user mode application can't access it directly. When SAMM is enabled, viafb\_mode and viafb\_mode1, viafb\_bpp and viafb\_bpp1, viafb\_refresh and viafb\_refresh1 can be different.

3. When console is depending on viafbinfol, dynamically change resolution and bpp, need to call VIAFB specified ioctl interface VIAFB\_SET\_DEVICE instead of calling common ioctl function FBIOPUT\_VSCREENINFO since viafb doesn't support multi-head well, or it will cause screen crush.

# [Configure viafb with "fbset" tool]

"fbset" is an inbox utility of Linux.
1. Inquire current viafb information, type,
# fbset -i

example,
# fbset "1024x768-75"

or
# fbset -g 1024 768 1024 768 32

Check the file "/etc/fb.modes" to find display modes available.

> example, # fbset -depth 16

# [Bootup with viafb]:

Add the following line to your grub.conf: append = "video=viafb:viafb mode=1024x768, viafb bpp=32, viafb refresh=85"