**# Title:**

Fix BGRT table "valid" field typo

**# Status:**

Draft

**# Document:**

ACPI 6.4 specification

**# License:**

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**# Summary of the change**

In section 5.2.22 Boot Graphics Resource Table (BGRT) the description is mismatched with the description mentioned in the table. The description of BGRT says:

"If the boot path is interrupted (e.g., by a key press), the valid bit within the status field should be changed to 0to indicate to the OS that the current image is invalidated."

However there is no "valid" bit mentioned within the status field of the table. Instead I think it is referring to "Bit [0] = Displayed" and so the description of BGRT should be changed to match the description in the table, or vice-versa.

**# Benefits of the change**

spec typo / clarification

**# Impact of the change**

* Just a spec typo / clarification. No impact to OS or FW implementations

**# Detailed description of the change [normative updates]**

* Insertions in **green**
* Removals in ~~red~~

**5.2.22 Boot Graphics Resource Table (BGRT)**

The Boot Graphics Resource Table (BGRT) is an optional table that provides a mechanism to indicate that an image

was drawn on the screen during boot, and some information about the image.

The table is written when the image is drawn on the screen. This should be done after it is expected that any firmware components that may write to the screen are done doing so and it is known that the image is the only thing on the screen. If the boot path is interrupted (e.g., by a key press), the ~~valid~~ Displayed bit within the status field should be changed to 0 to indicate to the OS that the current image is invalidated.

This table is only supported on UEFI systems.

Table 5.86: Boot Graphics Resource Table Fields

|  |  |  |  |
| --- | --- | --- | --- |
| **Field** | **Byte Length** | **Byte Offset** | **Description** |
| .. | … | … | … |
| Status [n] | 1 | 38 | 1-byte status field indicating current status of the image:  Bits [7:3] = Reserved (must be zero)  Bits [2:1] = Orientation Offset. These bits describe the clockwise  degree offset from the image’s default orientation.  [00] = 0, no offset  [01] = 90  [10] = 180  [11] = 270  Bit [0] = Displayed. A one indicates the boot image graphic is  displayed. |
| … | … | … | … |