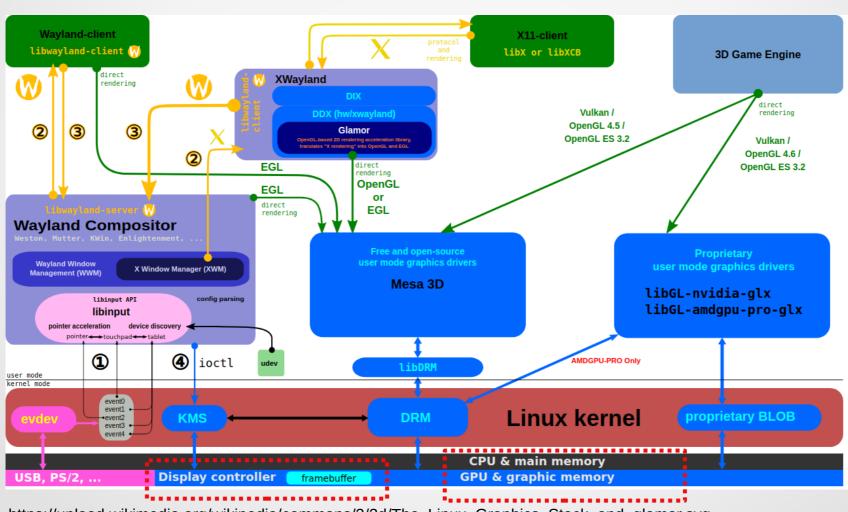
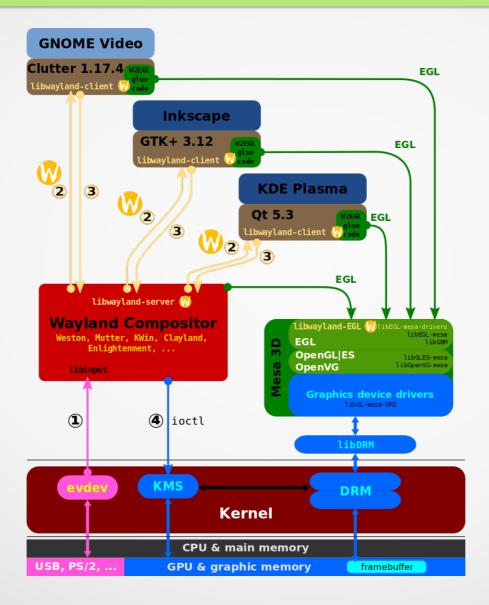
Linux Display Subsystem

X Server and Wayland Compositor



https://upload.wikimedia.org/wikipedia/commons/2/2d/The_Linux_Graphics_Stack_and_glamor.svg

Wayland Display Server and EGL



GTK and Gnome

GTK

 GTK (formerly GTK+) is a free and open-source cross-platform widget toolkit for creating graphical user interfaces (GUIs).

GNOME

- GNOME is the default desktop environment of many major Linux distributions
- originally an acronym for GNU Network Object Model Environment
- free and open-source desktop environment for Linux and other Unix-like[10] operating systems

https://en.wikipedia.org/wiki/GNOME

https://en.wikipedia.org/wiki/GTK

OpenGL and EGL

EGL

- EGL Native Platform Graphics Interface is an interface portable layer for graphics resource management.
- works between rendering APIs such as OpenGL ES or OpenVG and the underlying native platform window system

OpenGL

 OpenGL (Open Graphics Library) is a cross-language, cross-platform application programming interface (API) for rendering 2D and 3D vector graphics

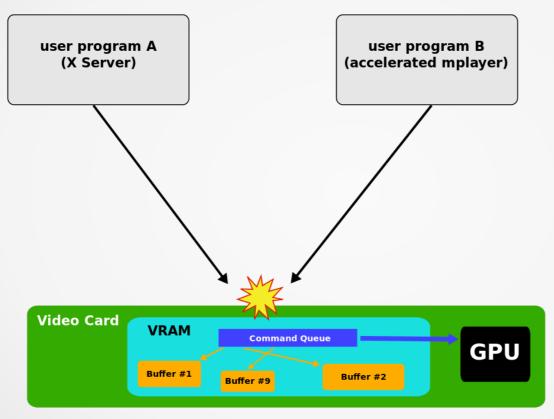
Mesa

- Mesa, also called Mesa3D and The Mesa 3D Graphics Library
- it is an open source implementation of OpenGL, Vulkan, and other graphics API specifications

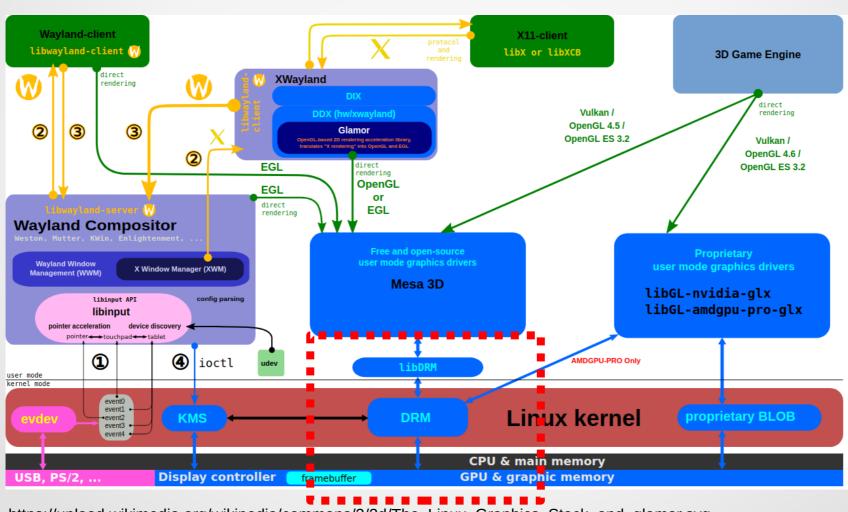
https://en.wikipedia.org/wiki/OpenGL

- Direct Rendering Manager
 - Management of buffers and free space within that memory.
 - Solve Frame buffer driver cannot be used GPU and multi-user process.
- DRM consists of
 - libdrm
 - libdrm provides a user space library for accessing the DRM
 - KMS : Kernel Mode Setting
 - Change resolution and depth
 - DRI: Direct Rendering Infrastructure
 - Interfaces to access hardware directly
 - GEM : Graphics Execution Manager
 - Buffer management
 - DRM Driver in kernel side
 - Access hardware

If no use DRM

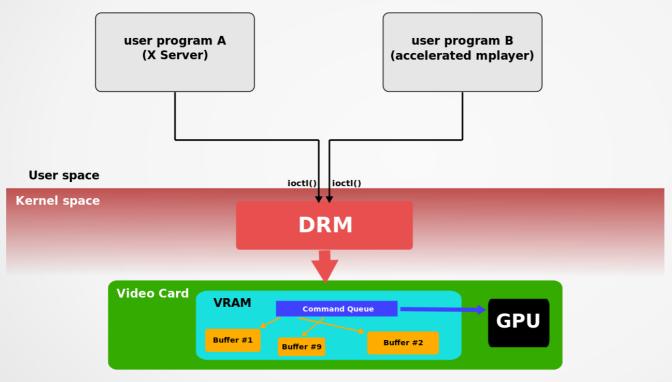


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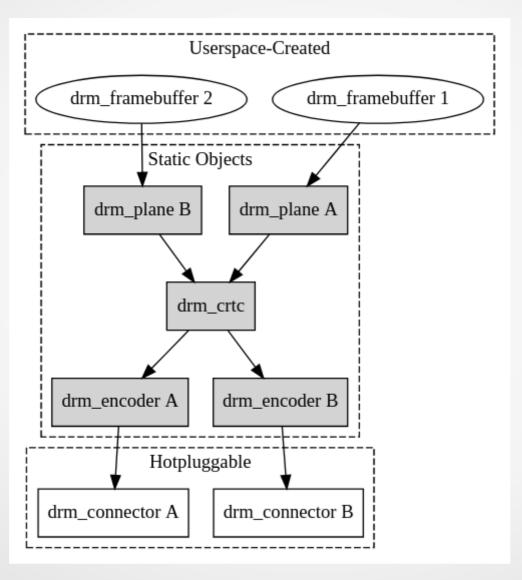
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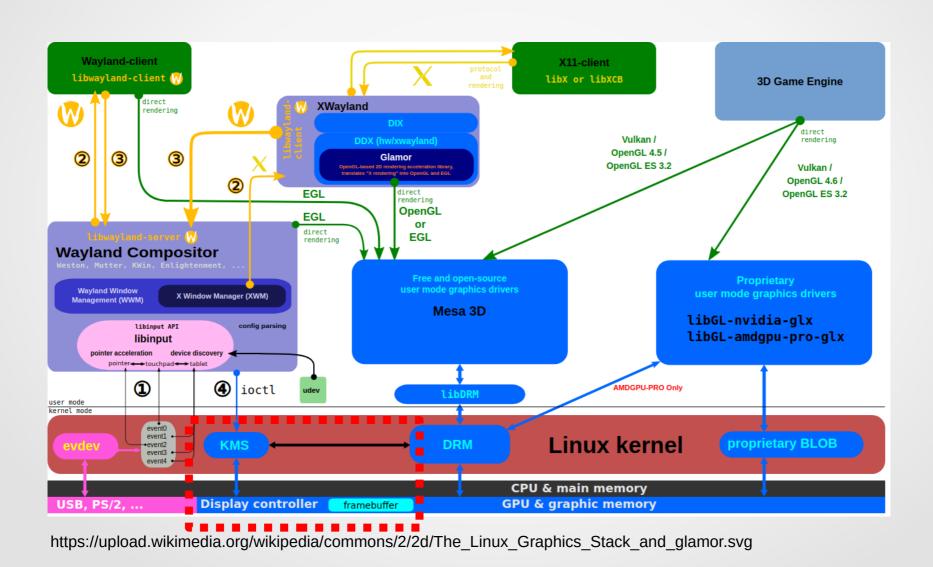
Use DRM

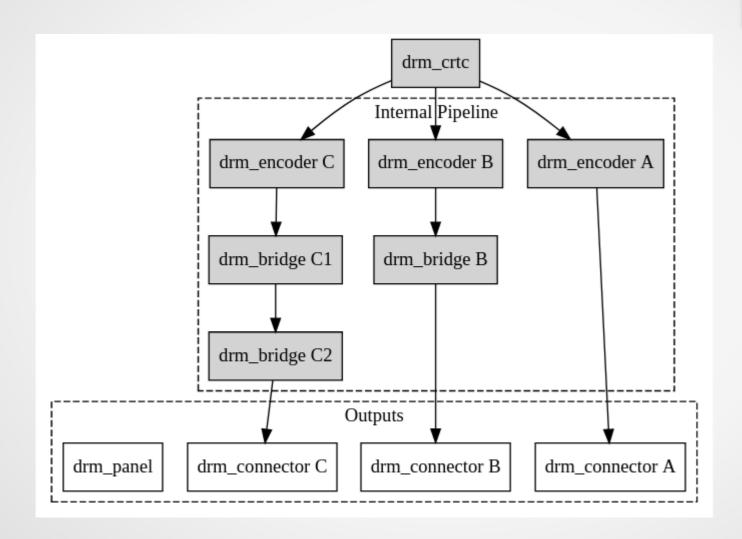


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- KMS device model
 - CRTCs
 - Connectors
 - Encoders
 - Planes
- Kernel Mode Setting
 - screen resolution
 - color depth and
 - refresh rate

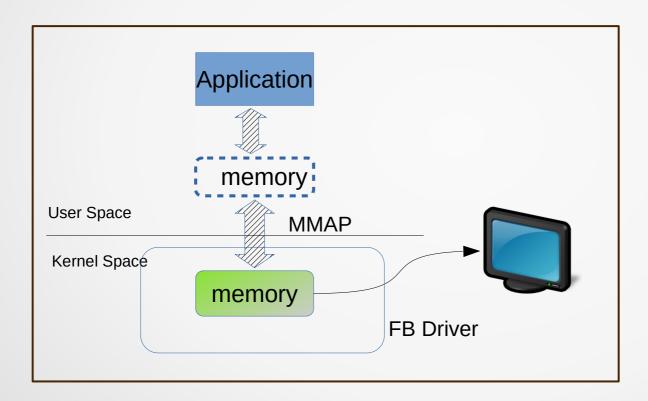


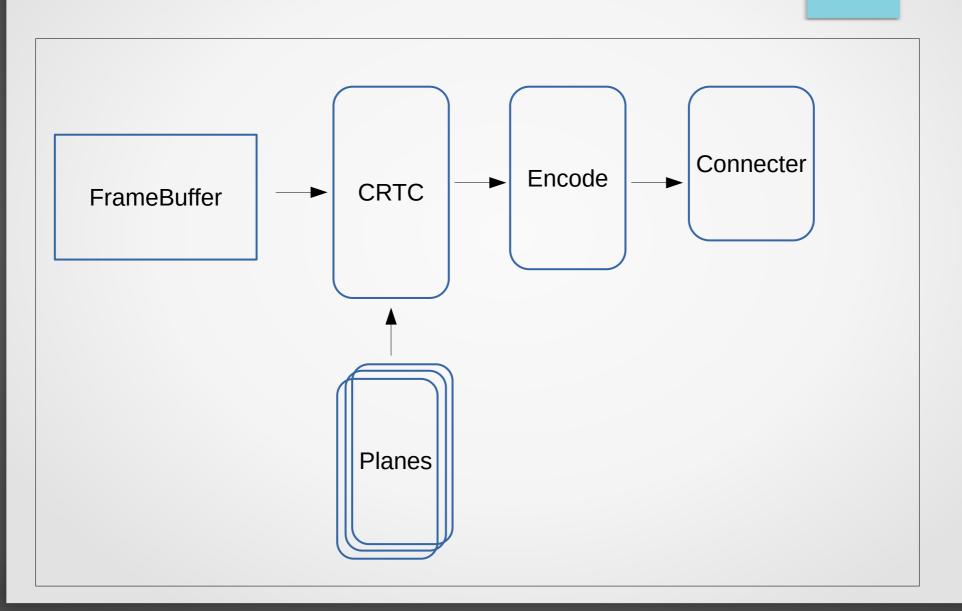




Video Frame Buffer

 The frame buffer device provides an abstraction for the graphics hardware.



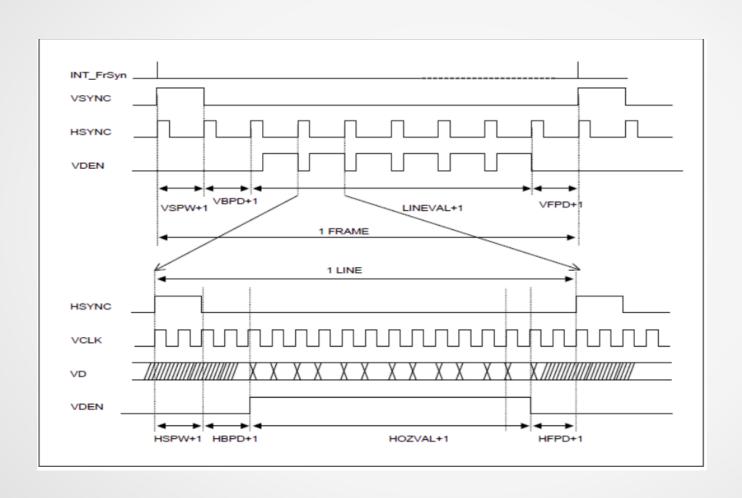


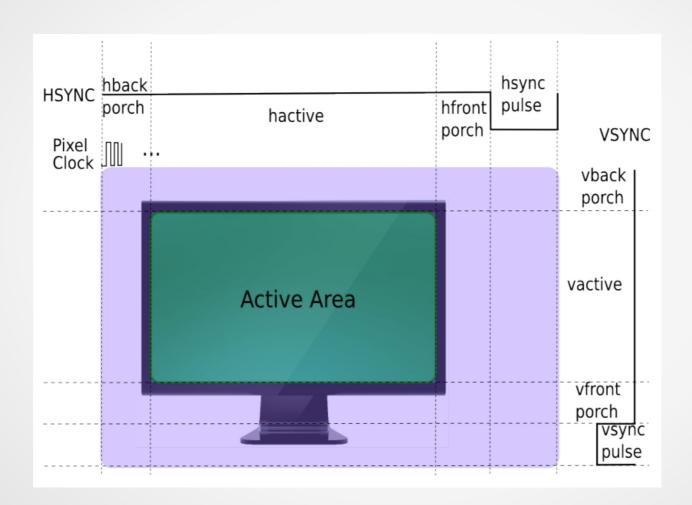
LCD Parameters

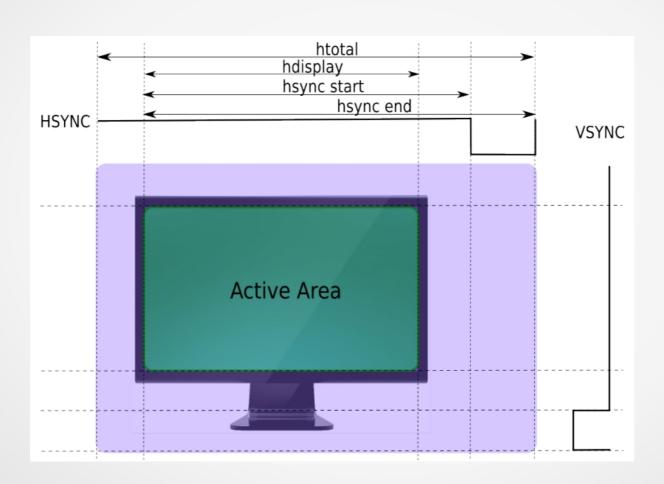
- VBPD : vertical back porch
- VFBD : vertical front porch
- VSPW : vertical sync pulse width
- HBPD : horizontal back porch
- HFPD : horizontal front porth
- HSPW: horizontal sync pulse width

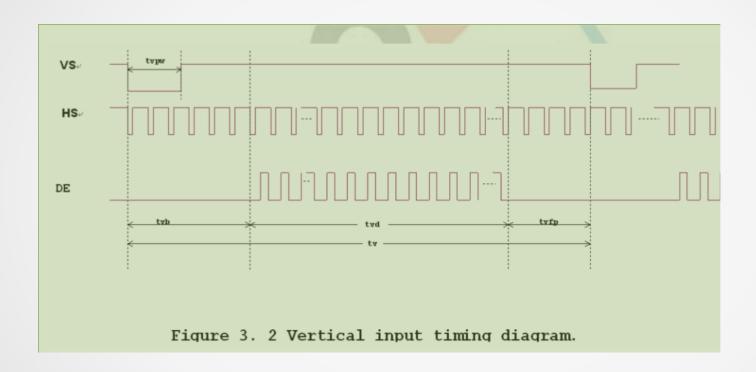
Dotclock

The video hardware draws pixels on the display speed









ltem	Symbol		Values	Unit	Remark	
		Min.	Тур.	Max.	Oilit	Kemark
Horizontal Display Area	thd	-	800	-	DCLK	
DCLK Frequency	fclk	26.4	33.3	46.8	MHz	
One Horizontal Line	th	862	1056	1200	DCLK	
HS pulse width	thpw	1	, -(40	DCLK	×
HS Blanking	thb	46	46	46	DCLK	
HS Front Porch	thfp	16	210	354	DCLK	

Item	Symbol		Values	Unit	Remark	
		Min.	Тур.	Max.	Onit	Remark
Vertical Display Area	tvd	J -	480	200	TH	
VS period time	tv	510	525	650	TH	
VS pulse width	tvpw	1	2	20	TH	
VS Blanking	tvb	23	23	23	TH	
VS Front Porch	tvfp	7	22	147	TH	

Item	Symbol		Values	Unit	Remark	
	Symbol	Min.	Тур.	Max.	Oilit	Remark
Vertical Display Area	tvd		480	2	TH	
VS period time	tv	510	525	650	TH	
VS pulse width	tvpw	1	2	20	TH	
VS Blanking	tvb	23	23	23	TH	
VS Front Porch	tvfp	7	22	147	TH	