

Re: Turning off automatic screen clanking

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2003-07/3369.html>

From: Norberto BENZA (*nbensa_at_gmx.net*)

Date: 07/31/03

To: root@chaos.analogic.com, Erik Andersen <andersen@codepoet.org>

Date: Thu, 31 Jul 2003 16:15:08 -0300

Richard B. Johnson wrote:

- > *The 'kindest and gentlest' approach was to simply set the timer*
- > *variable "blankinterval" (line 165 in console.c) to 0 instead of*
- > *10*60*HZ. This doesn't work. The screen still blanks in 10 minutes.*

console.c line 2491 (function con_init:)

```
init_timer(&console_timer);
console_timer.function = blank_screen;
if (blankinterval) {
    mod_timer(&console_timer, jiffies + blankinterval);
}
```

So the trick appears to be to not initialize console_timer. Then, on line 1283 (function setterm_command:)

```
case 9: /* set blanking interval */
    blankinterval = ((par[1] < 60) ? par[1] : 60) * 60 * HZ;
    poke_blanked_console();
    break;
```

Do some "magic" to initialize console_timer if it is not.

I think blanking by default is bad. Many times it bite me in the past. Same old history: only monitor, no keyboard, couldn't see what's going on until I plugged a keyboard (which of course, was in another room.)

BTW:

Zwane Mwaikambo wrote:

- > *On Tue, 29 Jul 2003, Richard B. Johnson wrote:*
- > > *If the machine had blanking disabled by default, then the*
- > > *usual SYS-V startup scripts could execute setterm to enable*
- > > *it IFF it was wanted.*
- >
- > *optimise for the common case, just fix your box and be done with it.*

Linux-Kernel: Re: Turning off automatic screen clanking

IF Linux primary target is the server market then, what kind of optimization in console blanking if you need to hack your init script and insert "setterm -blank 0" somewhere??

Regards,
Norberto

—

To unsubscribe from this list: send the line "unsubscribe linux-kernel" in the body of a message to majordomo@vger.kernel.org

More majordomo info at <http://vger.kernel.org/majordomo-info.html>

Please read the FAQ at <http://www.tux.org/lkml/>

- application/pgp-signature attachment: [signature](#)