

Gameport in cmpci (2.4.23)

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2003-11/4668.html>

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To: linux-kernel@vger.kernel.org

Has anyone managed to get gameport to work in cmpci driver with 2.4.23 kernel? Upgrade from 2.4.22 broke it for me (using cmpci with CM8738 integrated on Soyo Dragon mother board).

With kernels <2.4.23 one would use ns558 to provide game port (cmpci only enable joystick support). However in 2.4.23 cmpci provides game port support directly. This new support does not appear to be working.

The major difference between cmpci and ns558 is that cmpci assumes IO port 0x200 while ns558 probes quite many ports. In my case the port is 0x201, not 0x200 as hard-coded in the driver.

If 201 is valid port for all chips supported by cmpci, the patch below should fix the issue:

```
--- cmpci.c.old Fri Nov 28 20:26:20 2003
+++ cmpci.c Sun Nov 30 03:16:22 2003
@@ -3354,7 +3354,7 @@
 #endif
     s->iosynth = fmio;
     s->iomidi = mpuiio;
- s->gameport.io = 0x200;
+ s->gameport.io = 0x201;
     s->status = 0;
     /* range check */
     if (speakers < 2)
```

If the io port is not fixed, perhaps probing mechanism from ns558 could be copied to cmpci...

As I do not have specs for CM8738 I can not guess how large the IO port should be. With the above fix game port works, but reserved io port is 8 bytes long (vs 1 byte with ns558). Someone with more familiarity to CM87738 might wish to change this...

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[ID 8E1AD461][FP16=C9 50 E2 DF 48 F6 33 62 5D 87 47 9D 3F 2B 07 5D]

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[ID 58543419][FP20=8731 941D 15AB D4A0 88A0 FC8F B55C F4C4 5854 3419]

[ID 8061C24E][FP20=C722 12DA 841E D811 DBFE 2FB3 174C E291 8061 C24E]

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