

RE: 2.6.19-rc4-mm2

Source: <http://linux.derkeiler.com/Mailing-Lists/Kernel/2006-11/msg01777.html>

- *From:* "Richardson, Charlotte" <Charlotte.Richardson@xxxxxxxxxxx>
 - *Date:* Mon, 6 Nov 2006 17:17:20 -0500
-

Hi, Andrew –

Yours is PCI device id 0x5157. Mine is 0x515E – which is also dual-head-capable, but we don't have it wired that way (it's on the motherboard). 0x1002 is ATI's PCI vendor id. Lspci is just printing out the PCI config header in a nicer format (so that you can read it).

I think I remember something relevant from working on these chips before:

there was some kind of a hardware bug in some of them that caused you to have to pretend that unpacked 24-bit pixels were twice as many 16-bit pixels. I think you had to double basically everything that dealt with widths or offsets into a scan line. I don't remember the details anymore,

and I can't really ask, since that company has a proprietary Unix. I'll try

to remember what it was – and which ones it affected, since that is probably

what's wrong with the 24bpp. Too bad the chip specs are so crummy...

How much is each line offset when you have the garbled stuff? I mean, is it

a couple pixels, half the total width, something else? And is it always the

same for each line (or can you tell)?

/Charlotte

-----Original Message-----

From: Andrew Wade [<mailto:andrew.j.wade@xxxxxxxxxxx>]

Sent: Monday, November 06, 2006 5:02 PM

To: Richardson, Charlotte

Cc: Andrew Morton; linux-kernel@xxxxxxxxxxxxxxxxxxx; Kimball Murray;

linux–

fbdev-devel@xxxxxxxxxxxxxxxxxxxxxxxxxxx

RE: 2.6.19-rc4-mm2

Subject: Re: 2.6.19-rc4-mm2

On 11/6/06, Richardson, Charlotte <Charlotte.Richardson@xxxxxxxxxxxx>
wrote:

What's the device id of your VC1?

I presume lscpi -n -v will tell you what you need to know. I don't
know

how to read the output myself:

```
0000:01:00.0 0300: 1002:5157
Subsystem: 1002:013a
Flags: bus master, stepping, 66MHz, medium devsel, latency 64,
```

IRQ

```
16
Memory at d8000000 (32-bit, prefetchable) [size=128M]
I/O ports at d800 [size=256]
Memory at d7000000 (32-bit, non-prefetchable) [size=64K]
Expansion ROM at d7fe0000 [disabled] [size=128K]
Capabilities: [58] AGP version 2.0
Capabilities: [50] Power Management version 2
```

My card is a dual-head card, but I'm only using one head. On that
head, if

I switch to virtual console 1, everything is fine, but if I switch to
any

other virtual console, the display is "garbled": each row of pixels is
offset
from the row before, producing interlaced "ghost" images.

I hope this helps; feel free to ask further questions.

-ajw

-
To unsubscribe from this list: send the line "unsubscribe linux-kernel" in
the body of a message to majordomo@xxxxxxxxxxxxxxxxx
More majordomo info at <http://vger.kernel.org/majordomo-info.html>
Please read the FAQ at <http://www.tux.org/lkml/>

RE: 2.6.19-rc4-mm2