

X refresh problem (XF86config-4 attached)

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Hi.

I'm trying to lower the refresh rate of my monitor, because like it is now (85Hz) the video mode looks interlaced (because of the monitor, not the video board).

I have the latest (fglrx-4.3.0-3.14.1.i386.rpm) ATI drivers installed (Radeon 9600 board) and Xfree 4.3.

I've been manually changing my /etc/X11/XF86config-4 with no luck. Changing the monitor section and lowering the HorizSync and VertRefresh entries, doesn't seem to change my situation. Every time I load XFree, my monitor reports 85Hz refresh.

I've tried with the online video mode generators, but, again, the refresh doesn't change. With the Mesa3D unaccelerated opensource drivers I managed to adjust the refresh to my needs. Am I missing something?

Maybe I just need a prebuilt combination of HorizSync and VertRefresh for 1280x1024@76Hz.

Below I post all the XF86config-4 file. Thanks to anyone wanting to help.

Chrom_

```
#-----
```

```
# File: XF86Config-4
```

```
# File generated by fglrxconfig (C) ATI Research, a substitute for  
xf86config.
```

```
# Note by ATI: the below copyright notice is there for servicing possibly  
# pending third party rights on the file format and the instance of this  
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```

```
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```
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# ***** #
Refer to the XF86Config(4/5) man page for details about the format of #
this file.
# *****

# ***** #
DRI Section
# *****
Section "dri"
# Access to OpenGL ICD is allowed for all users:
    Mode 0666
# Access to OpenGL ICD is restricted to a specific user group: # Group
100 # users
# Mode 0660
EndSection

# ***** #
Module section — this section is used to specify # which dynamically
loadable modules to load. #
***** #
Section "Module"

# This loads the DBE extension module.

    Load "dbe" # Double buffer extension

# This loads the miscellaneous extensions module, and disables #
initialisation of the XFree86-DGA extension within that module.
    SubSection "extmod"
        Option "omit xfree86-dga" # don't initialise the DGA extension
    EndSubSection
```

```
# This loads the Type1 and FreeType font modules
Load "type1"
Load "freetype"
```

```
# This loads the GLX module
Load "glx" # libglx.a
Load "dri" # libdri.a
```

EndSection

```
# ***** #
Files section. This allows default font and rgb paths to be set #
*****
```

Section "Files"

```
# The location of the RGB database. Note, this is the name of the # file
minus the extension (like ".txt" or ".db"). There is normally # no need
to change the default.
```

```
    RgbPath "/usr/X11R6/lib/X11/rgb"
```

```
# Multiple FontPath entries are allowed (which are concatenated together),
# as well as specifying multiple comma-separated entries in one FontPath #
command (or a combination of both methods) #
# If you don't have a floating point coprocessor and emacs, Mosaic or
other # programs take long to start up, try moving the Type1 and Speedo
directory # to the end of this list (or comment them out). #
```

```
# FontPath "/usr/X11R6/lib/X11/fonts/local/"
FontPath "/usr/X11R6/lib/X11/fonts/misc/" FontPath
"/usr/X11R6/lib/X11/fonts/75dpi:unscaled" FontPath
"/usr/X11R6/lib/X11/fonts/100dpi:unscaled" FontPath
"/usr/X11R6/lib/X11/fonts/Type1/" FontPath
"/usr/X11R6/lib/X11/fonts/Speedo/" FontPath
"/usr/X11R6/lib/X11/fonts/75dpi/" FontPath
"/usr/X11R6/lib/X11/fonts/100dpi/"
```

```
# The module search path. The default path is shown here.
```

```
# ModulePath "/usr/X11R6/lib/modules"
```

EndSection

```
# ***** #
Server flags section.
*****
```

Section "ServerFlags"

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Uncomment this to cause a core dump at the spot where a signal is #
received. This may leave the console in an unusable state, but may #
provide a better stack trace in the core dump to aid in debugging

Option "NoTrapSignals"

Uncomment this to disable the <Ctrl><Alt><BS> server abort sequence #
This allows clients to receive this key event.

Option "DontZap"

Uncomment this to disable the <Ctrl><Alt><KP_+>/<KP_-> mode switching #
sequences. This allows clients to receive these key events.

Option "Dont Zoom"

Uncomment this to disable tuning with the xvidtune client. With # it the
client can still run and fetch card and monitor attributes, # but it will
not be allowed to change them. If it tries it will # receive a protocol
error.

Option "DisableVidModeExtension"

Uncomment this to enable the use of a non-local xvidtune client.

Option "AllowNonLocalXvidtune"

Uncomment this to disable dynamically modifying the input device #
(mouse and keyboard) settings.

Option "DisableModInDev"

Uncomment this to enable the use of a non-local client to # change the
keyboard or mouse settings (currently only xset).

Option "AllowNonLocalModInDev"

EndSection

Input devices

Core keyboard's InputDevice section #

Section "InputDevice"

Identifier "Keyboard1"

Driver "Keyboard"

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For most OSs the protocol can be omitted (it defaults to "Standard"). #
When using XQUEUE (only for SVR3 and SVR4, but not Solaris), # uncomment
the following line.

Option "Protocol" "Xqueue"

Option "AutoRepeat" "500 30"

Specify which keyboard LEDs can be user-controlled (eg, with xset(1))

Option "Xleds" "1 2 3"

Option "LeftAlt" "Meta"

Option "RightAlt" "ModeShift"

To customise the XKB settings to suit your keyboard, modify the # lines
below (which are the defaults). For example, for a non-U.S. # keyboard,
you will probably want to use: # Option "XkbModel" "pc102"

If you have a US Microsoft Natural keyboard, you can use: # Option
"XkbModel" "microsoft"

#

Then to change the language, change the Layout setting. # For example, a
german layout can be obtained with: # Option "XkbLayout" "de"

or:

Option "XkbLayout" "de"

Option "XkbVariant" "nodeadkeys"

If you'd like to switch the positions of your capslock and # control
keys, use:

Option "XkbOptions" "ctrl:swapcaps"

These are the default XKB settings for XFree86 # Option "XkbRules"
"xfree86"

Option "XkbModel" "pc101"

Option "XkbLayout" "us"

Option "XkbVariant" ""

Option "XkbOptions" ""

Option "XkbDisable"

Option "XkbRules" "xfree86"

Option "XkbModel" "pc105"

Option "XkbLayout" "it"

EndSection

Core Pointer's InputDevice section

Section "InputDevice"

Identifier and driver

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```
Identifier "Mouse1"  
Driver "mouse"  
Option "Protocol" "ImPS/2"  
Option "ZAxisMapping" "4 5"  
Option "Device" "/dev/mouse"
```

When using XQUEUE, comment out the above two lines, and uncomment # the following line.

```
# Option "Protocol" "Xqueue"
```

Baudrate and SampleRate are only for some Logitech mice. In # almost every case these lines should be omitted.

```
# Option "BaudRate" "9600"  
# Option "SampleRate" "150"
```

Emulate3Buttons is an option for 2-button Microsoft mice #
Emulate3Timeout is the timeout in milliseconds (default is 50ms)

```
# Option "Emulate3Buttons"  
# Option "Emulate3Timeout" "50"
```

ChordMiddle is an option for some 3-button Logitech mice

```
# Option "ChordMiddle"
```

EndSection

```
# ***** #
```

Other input device sections

this is optional and is required only if you # are using extended input devices. This is for example only. Refer # to the XF86Config man page for a description of the options.

```
***** #
```

```
# Section "InputDevice"  
# Identifier "Mouse2"  
# Driver "mouse"  
# Option "Protocol" "MouseMan" # Option "Device"  
  "/dev/mouse2" # EndSection
```

```
#
```

```
# Section "InputDevice"  
# Identifier "spaceball"  
# Driver "magellan"  
# Option "Device" "/dev/cua0" # EndSection
```

```
#
```

```
# Section "InputDevice"  
# Identifier "spaceball2"  
# Driver "spaceorb"  
# Option "Device" "/dev/cua0" # EndSection
```

```
#
```

```
# Section "InputDevice"
# Identifier "touchscreen0"
# Driver "microtouch"
# Option "Device" "/dev/ttyS0" # Option "MinX"
  "1412" # Option "MaxX" "15184" # Option "MinY"
  "15372" # Option "MaxY" "1230" # Option
"ScreenNumber" "0"
# Option "ReportingMode" "Scaled" # Option "ButtonNumber"
"1"
# Option "SendCoreEvents"
# EndSection
#
# Section "InputDevice"
# Identifier "touchscreen1"
# Driver "elo2300"
# Option "Device" "/dev/ttyS0" # Option "MinX"
  "231" # Option "MaxX" "3868" # Option "MinY"
  "3858" # Option "MaxY" "272" # Option
"ScreenNumber" "0"
# Option "ReportingMode" "Scaled" # Option
"ButtonThreshold" "17" # Option "ButtonNumber" "1"
# Option "SendCoreEvents"
# EndSection

# ***** #
Monitor section
# *****

# Any number of monitor sections may be present

Section "Monitor"
  Identifier "Monitor0"
  HorizSync 31.5-82
  VertRefresh 50-90
  Option "DPMS"

# === mode lines based on GTF ===
# VGA @ 100Hz
# Modeline "640x480@100" 43.163 640 680 744 848 480 481 484 509 +hsync
+vsync # SVGA @ 100Hz
# Modeline "800x600@100" 68.179 800 848 936 1072 600 601 604 636 +hsync
+vsync # XVGA @ 100Hz
# Modeline "1024x768@100" 113.309 1024 1096 1208 1392 768 769 772 814
+hsync +vsync # 1152x864 @ 60Hz
# Modeline "1152x864@60" 81.642 1152 1216 1336 1520 864 865 868 895 +hsync
+vsync # 1152x864 @ 85Hz
# Modeline "1152x864@85" 119.651 1152 1224 1352 1552 864 865 868 907
+hsync +vsync # 1152x864 @ 100Hz
# Modeline "1152x864@100" 143.472 1152 1232 1360 1568 864 865 868 915
+hsync +vsync # 1280x960 @ 75Hz
# Modeline "1280x960@75" 129.859 1280 1368 1504 1728 960 961 964 1002
```

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```
+hsync +vsync # 1280x960 @ 100Hz
# Modeline "1280x960@100" 178.992 1280 1376 1520 1760 960 961 964 1017
+hsync +vsync # SXGA @ 100Hz
# Modeline "1280x1024@100" 190.960 1280 1376 1520 1760 1024 1025 1028 1085
+hsync +vsync # SPEA GDM-1950 (60Hz,64kHz,110MHz,-,-): 1280x1024 @ V-freq:
60.00 Hz, H-freq: 63.73 KHz # Modeline "GDM-1950" 109.62 1280 1336 1472
1720 1024 1024 1026 1062 -hsync -vsync # 1600x1000 @ 60Hz
# Modeline "1600x1000" 133.142 1600 1704 1872 2144 1000 1001 1004 1035
+hsync +vsync # 1600x1000 @ 75Hz
# Modeline "1600x1000" 169.128 1600 1704 1880 2160 1000 1001 1004 1044
+hsync +vsync # 1600x1000 @ 85Hz
# Modeline "1600x1000" 194.202 1600 1712 1888 2176 1000 1001 1004 1050
+hsync +vsync # 1600x1000 @ 100Hz
# Modeline "1600x1000" 232.133 1600 1720 1896 2192 1000 1001 1004 1059
+hsync +vsync # 1600x1024 @ 60Hz
# Modeline "1600x1024" 136.385 1600 1704 1872 2144 1024 1027 1030 1060
+hsync +vsync # 1600x1024 @ 75Hz
# Modeline "1600x1024" 174.416 1600 1712 1888 2176 1024 1025 1028 1069
+hsync +vsync # 1600x1024 @ 76Hz
# Modeline "1600x1024" 170.450 1600 1632 1792 2096 1024 1027 1030 1070
+hsync +vsync # 1600x1024 @ 85Hz
# Modeline "1600x1024" 198.832 1600 1712 1888 2176 1024 1027 1030 1075
+hsync +vsync # 1920x1080 @ 60Hz
# Modeline "1920x1080" 172.798 1920 2040 2248 2576 1080 1081 1084 1118
-hsync -vsync # 1920x1080 @ 75Hz
# Modeline "1920x1080" 211.436 1920 2056 2264 2608 1080 1081 1084 1126
+hsync +vsync # 1920x1200 @ 60Hz
# Modeline "1920x1200" 193.156 1920 2048 2256 2592 1200 1201 1203 1242
+hsync +vsync # 1920x1200 @ 75Hz
# Modeline "1920x1200" 246.590 1920 2064 2272 2624 1200 1201 1203 1253
+hsync +vsync # 2048x1536 @ 60
# Modeline "2048x1536" 266.952 2048 2200 2424 2800 1536 1537 1540 1589
+hsync +vsync # 2048x1536 @ 60
# Modeline "2048x1536" 266.952 2048 2200 2424 2800 1536 1537 1540 1589
+hsync +vsync # 1400x1050 @ 60Hz M9 Laptop mode
# Modeline "1400x1050" 122.000 1400 1488 1640 1880 1050 1052 1064 1082
+hsync +vsync # 1920x2400 @ 25Hz for IBM T221, VS VP2290 and compatible
display devices # Modeline "1920x2400@25" 124.620 1920 1928 1980 2048 2400
2401 2403 2434 +hsync +vsync # 1920x2400 @ 30Hz for IBM T221, VS VP2290
and compatible display devices # Modeline "1920x2400@30" 149.250 1920 1928
1982 2044 2400 2402 2404 2434 +hsync +vsync
```

EndSection

```
# ***** #
```

Graphics device section

```
# ***** #
```

Any number of graphics device sections may be present

Standard VGA Device:

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Section "Device"

Identifier "Standard VGA"

VendorName "Unknown"

BoardName "Unknown"

The chipset line is optional in most cases. It can be used to override
the driver's chipset detection, and should not normally be specified.

Chipset "generic"

The Driver line must be present. When using run-time loadable driver #
modules, this line instructs the server to load the specified driver #
module. Even when not using loadable driver modules, this line #
indicates which driver should interpret the information in this section.

Driver "vga"

The BusID line is used to specify which of possibly multiple devices #
this section is intended for. When this line isn't present, a device #
section can only match up with the primary video device. For PCI #
devices a line like the following could be used. This line should not #
normally be included unless there is more than one video device #
installed.

BusID "PCI:0:10:0"

VideoRam 256

Clocks 25.2 28.3

EndSection

=== ATI device section ===

Section "Device"

Identifier "ATI Graphics Adapter" Driver
"fglrx"

generic DRI settings

=== disable PnP Monitor ===

#Option "NoDDC"

=== disable/enable XAA/DRI ===

Option "no_accel" "no" Option "no_dri"
"no"

=== misc DRI settings ===

Option "mtrr" "off" # disable DRI mtrr mapper,
driver has its own code for mtrr

FireGL DDX driver module specific settings ### # === Screen
Management ===

Option "DesktopSetup" "0x00000000" Option
"MonitorLayout" "AUTO, AUTO" Option "IgnoreEDID"
"off" Option "HSync2" "unspecified" Option
"VRefresh2" "unspecified" Option "ScreenOverlap"

```
"0"
# === TV-out Management ===
Option "NoTV" "yes" Option "TVStandard"
    "NTSC-M" Option "TVHSizeAdj" "0" Option
    "TVVSizeAdj" "0" Option "TVHPosAdj"
    "0" Option "TVVPosAdj" "0" Option "TVHStartAdj"
    "0" Option "TVColorAdj" "0" Option
    "GammaCorrectionI" "0x06419064" Option "GammaCorrectionII"
    "0x00000000"
# === OpenGL specific profiles/settings ===
Option "Capabilities" "0x00000000"
# === Video Overlay for the Xv extension ===
Option "VideoOverlay" "on"
# === OpenGL Overlay ===
# Note: When OpenGL Overlay is enabled, Video Overlay # will be
disabled automatically
Option "OpenGLOverlay" "off"
# === Center Mode (Laptops only) ===
Option "CenterMode" "off"
# === Pseudo Color Visuals (8-bit visuals) ===
Option "PseudoColorVisuals" "off"
# === QBS Management ===
Option "Stereo" "off" Option "StereoSyncEnable"
    "1"
# === FSAA Management ===
Option "FSAAGamma" "no" Option "FSAAScale"
    "1" Option "FSAADisableGamma" "no" Option
    "FSAACustomizeMSPos" "no" Option "FSAAMSPosX0"
    "0.000000" Option "FSAAMSPosY0" "0.000000" Option
    "FSAAMSPosX1" "0.000000" Option "FSAAMSPosY1"
    "0.000000" Option "FSAAMSPosX2" "0.000000" Option
    "FSAAMSPosY2" "0.000000" Option "FSAAMSPosX3"
    "0.000000" Option "FSAAMSPosY3" "0.000000" Option
    "FSAAMSPosX4" "0.000000" Option "FSAAMSPosY4"
    "0.000000" Option "FSAAMSPosX5" "0.000000" Option
    "FSAAMSPosY5" "0.000000"
# === Misc Options ===
Option "UseFastTLS" "0" Option "BlockSignalsOnLock"
    "on" Option "UseInternalAGPGART" "no" Option
    "ForceGenericCPU" "no" BusID "PCI:1:0:0" # vendor=1002,
    device=4151 Screen 0
EndSection

# ***** #
Screen sections
# ***** #

# Any number of screen sections may be present. Each describes # the
configuration of a single screen. A single specific screen section # may
be specified from the X server command line with the "-screen" # option.
Section "Screen"
```

```
Identifier "Screen0"
Device "ATI Graphics Adapter"
Monitor "Monitor0"
DefaultDepth 24
#Option "backingstore"

Subsection "Display"
    Depth 24
    Modes "1280x1024"
    ViewPort 0 0 # initial origin if mode is smaller than desktop
# Virtual 1280 1024
    EndSubsection
EndSection

# ***** #
ServerLayout sections.
# ***** #

# Any number of ServerLayout sections may be present. Each describes #
the way multiple screens are organised. A specific ServerLayout # section
may be specified from the X server command line with the # "-layout"
option. In the absence of this, the first section is used. # When now
ServerLayout section is present, the first Screen section # is used alone.

Section "ServerLayout"

# The Identifier line must be present
    Identifier "Server Layout"

# Each Screen line specifies a Screen section name, and optionally # the
relative position of other screens. The four names after # primary screen
name are the screens to the top, bottom, left and right # of the primary
screen.

    Screen "Screen0"

# Each InputDevice line specifies an InputDevice section name and #
optionally some options to specify the way the device is to be # used.
Those options include "CorePointer", "CoreKeyboard" and #
"SendCoreEvents".

    InputDevice "Mouse1" "CorePointer"
    InputDevice "Keyboard1" "CoreKeyboard"

EndSection

### EOF ###
```