

i810 on Xorg 7.2 RC: Image is Portrait but not the Monitor

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Till yesterday I worked with a portrait 1280x1024 19" monitor driven by a Intel X3000 chipset working with the VESA driver of Xorg 6.9

Today I updated to SuSe 10.2 which ships Xorg 7.2 RC (16th November). The previously working configuration, using Option "Rotate" "CCW", doesn't work anymore because rotated images are flickering (maybe some wrong refresh).

So I decided to try the i810 driver shipped in this 7.2 RC but I have a strange behaviour. The image produced is a portrait, but is displayed into a landscape monitor. So I have the upper part of the portrait on the left part on the landscape monitor (first 1024 lines) and the right hand side of the monitor (from line 1024 to 1280) is blank.

So the image is produced as a portrait but the monitor is still considered landscape.

What should I do to have both a portrait monitor and image?

thanks to all
Roberto

This part of the xorg.conf:

```
Section "Device"
Identifier "Intel 810"
Driver "i810"
Option "Rotate" "90"
```

```
#VideoRam 65536
# Insert Clocks lines here if appropriate
EndSection
```

The full xorg.conf

```
# File generated by xorgconfig.
```

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```
#
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#
# *****
# Refer to the xorg.conf(5) man page for details about the format of
# this file.
# *****
# *****
# 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 font modules
# Load "type1"
```

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```
Load "freetype"
# Load "xtt"

# This loads the GLX module
# Load "glx"
# This loads the DRI module
# Load "dri"

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/share/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)
#
#

FontPath "/usr/share/fonts/misc/"
# FontPath "/usr/share/fonts/TTF/"
# FontPath "/usr/share/fonts/OTF"
FontPath "/usr/share/fonts/Type1/"
# FontPath "/usr/share/fonts/CID/"
FontPath "/usr/share/fonts/100dpi/"
FontPath "/usr/share/fonts/75dpi/"
# FontPath "/usr/lib/X11/fonts/local/"
# FontPath "/usr/lib/X11/fonts/misc/"
# FontPath "/usr/lib/X11/fonts/75dpi:unscaled"
# FontPath "/usr/lib/X11/fonts/100dpi:unscaled"
# FontPath "/usr/lib/X11/fonts/Speedo/"
# FontPath "/usr/lib/X11/fonts/Type1/"
# FontPath "/usr/lib/X11/fonts/TrueType/"
# FontPath "/usr/lib/X11/fonts/freefont/"
# FontPath "/usr/lib/X11/fonts/75dpi/"
# FontPath "/usr/lib/X11/fonts/100dpi/"

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

# ModulePath "/usr/lib/modules"

EndSection
```

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

Section "ServerFlags"

```
# 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><Fn> VT switch sequence  
# (where n is 1 through 12). This allows clients to receive these key  
# events.
```

Option "DontVTSwitch"

```
# 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

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```
# *****  
# Input devices  
# *****  
  
# *****  
# Core keyboard's InputDevice section  
# *****  
  
Section "InputDevice"  
  
Identifier "Keyboard1"  
Driver "kbd"  
  
# 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" "pc105"  
# 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:swpcaps"  
  
# These are the default XKB settings for Xorg  
# Option "XkbRules" "xorg"  
# Option "XkbModel" "pc105"  
# Option "XkbLayout" "us"  
# Option "XkbVariant" ""
```

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Option "XkbOptions" ""

Option "XkbDisable"

Option "XkbRules" "xorg"

Option "XkbModel" "pc102"

Option "XkbLayout" "it"

EndSection

Core Pointer's InputDevice section

Section "InputDevice"

Identifier and driver

Identifier "Mouse1"

Driver "mouse"

Option "Protocol" "Auto" # Auto detect

Option "Device" "/dev/input/mice"

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

Option "Protocol" "Xqueue"

Mouse-speed setting for PS/2 mouse.

Option "Resolution" "256"

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

Option "BaudRate" "9600"

Option "SampleRate" "150"

Mouse wheel mapping. Default is to map vertical wheel to buttons 4 & 5,
horizontal wheel to buttons 6 & 7. Change if your mouse has more than
3 buttons and you need to map the wheel to different button ids to avoid
conflicts.

Option "ZAxisMapping" "4 5 6 7"

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

Option "Emulate3Buttons"

Option "Emulate3Timeout" "50"

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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 xorg.conf 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"
```

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```
# 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 "My Monitor"

```
# HorizSync is in kHz unless units are specified.  
# HorizSync may be a comma separated list of discrete values, or a  
# comma separated list of ranges of values.  
# NOTE: THE VALUES HERE ARE EXAMPLES ONLY. REFER TO YOUR MONITOR'S  
# USER MANUAL FOR THE CORRECT NUMBERS.
```

HorizSync 31.5 – 64.3

```
# HorizSync 30–64 # multisync  
# HorizSync 31.5, 35.2 # multiple fixed sync frequencies  
# HorizSync 15–25, 30–50 # multiple ranges of sync frequencies
```

```
# VertRefresh is in Hz unless units are specified.  
# VertRefresh may be a comma separated list of discrete values, or a  
# comma separated list of ranges of values.  
# NOTE: THE VALUES HERE ARE EXAMPLES ONLY. REFER TO YOUR MONITOR'S  
# USER MANUAL FOR THE CORRECT NUMBERS.
```

VertRefresh 50–70

EndSection

```
# *****  
# Graphics device section  
# *****
```

Any number of graphics device sections may be present

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Standard VGA Device:

```
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
# intalled.
```

BusID "PCI:0:10:0"

VideoRam 256

Clocks 25.2 28.3

EndSection

Device configured by xorgconfig:

```
Section "Device"
Identifier "Intel 810"
Driver "i810"
Option "Rotate" "90"
#VideoRam 65536
# Insert Clocks lines here if appropriate
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 "Screen 1"
Device "Intel 810"
Monitor "My Monitor"
DefaultDepth 16

Subsection "Display"
Depth 8
Modes "1280x1024" "1024x768" "800x600" "640x480"
ViewPort 0 0
EndSubsection
Subsection "Display"
Depth 16
Modes "1280x1024" "1024x768" "800x600" "640x480"
ViewPort 0 0
EndSubsection
Subsection "Display"
Depth 24
Modes "1280x1024" "1024x768" "800x600" "640x480"
ViewPort 0 0
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 "Simple 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. In this example, screen 2 is located to the
# right of screen 1.

Screen "Screen 1"

# 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
```

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```
# "SendCoreEvents".
```

```
InputDevice "Mouse1" "CorePointer"
```

```
InputDevice "Keyboard1" "CoreKeyboard"
```

```
EndSection
```

```
# Section "DRI"
```

```
# Mode 0666
```

```
# EndSection
```

```
.
```