

Re: Wince4.2 core rotation

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.embedded/2007-07/msg00138.html>

- *From:* "Dean Ramsier" <ramsiernospam@xxxxxxxxxx>
 - *Date:* Tue, 17 Jul 2007 09:01:18 -0400
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- (1) Won't work unless the driver already supports rotation. Apparently yours doesn't.
- (2) Looks like the driver doesn't support rotation. There's a little more to getting it to work than just calling a couple APIs. It's actually not that difficult, but you or whoever is writing the driver will have to do the work to implement it.

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"eeh" <terrylaiiloveu@xxxxxxxxxx> wrote in message
<news:1184637570.827273.178070@xx>

Hi,

I am using WinCE4.2 core on an embedded arm board which is bought online. I have tried 2 methods to rotate the screen:

1. Try writing eVC program with the code here:

```
DEVMODE DeviceMode;  
memset(&DeviceMode, NULL, sizeof(DeviceMode));  
DeviceMode.dmSize=sizeof(DeviceMode);  
DeviceMode.dmFields = DM_DISPLAYORIENTATION;  
DeviceMode.dmDisplayOrientation = DMDO_90;
```

However, the WinCE screen has not rotated.

2. Try change code in the BSP file

```
$(_WINCEROOT)\PLATFORM\smdk2440\drivers\display\S3C2440lcd  
\s3c2440disp.cpp
```

Original code is

```
#ifdef ROTATE
```

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```
m_iRotate = 0;  
SetRotateParms();  
#endif //ROTATE
```

changing to

```
##define ROTATE  
  
#ifdef ROTATE  
m_iRotate = DMDO_90;  
SetRotateParms();  
#endif //ROTATE
```

But the compilation generates many errors.

Could anyone help me to explain why this happens or how can I do the rotation?

Thanks!