

## Re: Artifacts left on screen while dragging icons around

**Source:**

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2004-12/1136.html>

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**From:** Mo (*marabo82\_at\_hotmail.com*)

**Date:** 12/21/04

Date: 20 Dec 2004 16:50:37 -0800

Hi Kermit,

i hope u can help me with this although ur post is quite old  
u said u hade problem with SH-based display driver, my driver crashed  
sometime and i get screens of death... i checked  
timming/registers/classed and so far  
nothing came up  
now, what SH-based processor u were using? what BSP?  
i am using PFMDS11 from Renesas and they sort of gave up on windows CE.  
i read that u solved ur problem by dealing with the frame buffer!!  
the frame buffer is not used in my display driver... that wired ha? i  
have it defined as m\_pVirtualFrameBuffer, and its not being set  
anywhere..

do u have access to the driver?

my env is (CE4.2, SH3 7727, PFMDS11, 16 bits per pixel, 320\*240  
landscape screen)  
we are performing Rotate on our screen from portrait to landscape...

any help?  
thanks!!

Kermit wrote:

> *Hi all,*  
>  
> *It's been awhile since I've written in to the group. I guess that is*  
> *a good*  
> *thing on my end because development has been going well. However, I*  
> *do*  
> *apologize for being absent for so long.*  
>  
> *I am having a problem with artifacts being left on the display after*  
> *dragging*  
> *icons around, and I'm totally stuck on it. I've dealt with this issue*  
> *one time before on an SH-based platform. That time it turned out that*  
> *my*

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> *frame buffer resided in a cacheable memory area. Therefore, writes to the*  
> *frame buffer were being cached and the screen wasn't always being*  
> *updated*  
> *correctly.*  
>  
> *This platform is ARM-based, a Sharp LH7A400 with a 922T-core is the*  
> *CPU.*  
> *I have made sure that the frame buffer is non-cacheable by using the*  
> *following*  
> *call to map it:*  
>  
> *frame\_buffer = MmMapIoSpace(phy\_addr, size, FALSE);*  
>  
> *I know that the screen artifacts are \_not\_ due to a hardware problem.*  
> *I've*  
> *verified this by using the Remote Zoom-in tool to check the contents*  
> *of*  
> *the frame buffer. The artifacts are in fact in the frame buffer as*  
> *evidenced*  
> *by the fact that they show up on the bitmap downloaded using this*  
> *tool.*  
>  
> *I've also tried different formats (16 and 8 Bpp). Both of them show*  
> *the same*  
> *artifacts. I've even moved the frame buffer from system SDRAM into*  
> *the CPU's*  
> *embedded SRAM just in case there was a timing issue but that didn't*  
> *work*  
> *either.*  
>  
> *The display driver is very simple, it's all based on the GPE classes*  
> *and*  
> *I've*  
> *disabled any and all of the emulation accelerated blits. For*  
> *instance,*  
> *ENABLE\_TEXT\_EMULATION, ENABLE\_FILL\_EMULATION, etc.*  
>  
> *I've searched all of the past posts in the newsgroup and didn't find*  
> *anything*  
> *useful, so I'd like to ask if anyone has any advice on where to go*  
> *from*  
> *here.*  
>  
> *Any and all comments are greatly appreciated.*  
>  
> *Thanks,*  
> *--kermit*  
>  
> *--*  
> *It wasn't easy being Greazy ....but it was interesting.*

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