

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>

From: Mo (*marabo82_at_hotmail.com*)

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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 Greazybut it was interesting.*

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