

# Re: Display Driver CETK

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007-07/msg00492.html>

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- From: [pandeyraj79@xxxxxxxxxx](mailto:pandeyraj79@xxxxxxxxxx)
  - Date: Mon, 23 Jul 2007 22:30:15 -0700
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On Jul 23, 11:22 pm, "Dean Ramsier" <[ramsiernos...@xxxxxxxxxx](mailto:ramsiernos...@xxxxxxxxxx)> wrote:

No, it doesn't expose just one function. There are many functions that can be exposed by the display driver. The DrvEnableDriver function fills in a table of pointers to these functions, allowing the upper level APIs to call them. DrvEnableDriver is the only one called directly, but the rest are still called through the function pointers.

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Dean Ramsier – eMVP  
BSQUARE Corporation

<[pandeyra...@xxxxxxxxxx](mailto:pandeyra...@xxxxxxxxxx)> wrote in message

[news:1185203008.831559.298250@xx](mailto:news:1185203008.831559.298250@xx)  
On Jul 22, 11:15 am, [pandeyra...@xxxxxxxxxx](mailto:pandeyra...@xxxxxxxxxx) wrote:

Hi Dean,

I have one more doubt. When I am testing Direct Draw test. I am getting this Failed message saying that "Failed to retrieve DirectDraw ApiSet address (ordinal 2.)" and "Unable to initialize GWES hook object". Can you tell me whether it is because of any hardware dependencies? I am sending the log of this test.

```
#####
256907 PID:2a7000a TID:2a8000a
256909 PID:2a7000a TID:2a8000a ***
=====
256910 PID:2a7000a TID:2a8000a *** SUITE INFORMATION
256911 PID:2a7000a TID:2a8000a ***
256912 PID:2a7000a TID:2a8000a *** Suite Name: N/A (built on
the fly)
```

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256914 PID:2a7000a TID:2a8000a \*\*\* Suite Description: N/A  
256915 PID:2a7000a TID:2a8000a \*\*\* Number of Tests: 42  
256916 PID:2a7000a TID:2a8000a \*\*\*

=====  
256917 PID:2a7000a TID:2a8000a  
256920 PID:2a7000a TID:2a8000a \*\*\*

=====  
256921 PID:2a7000a TID:2a8000a \*\*\* SYSTEM INFORMATION  
256922 PID:2a7000a TID:2a8000a \*\*\*  
256924 PID:2a7000a TID:2a8000a \*\*\* Date and Time: 01/01/2006  
12:04 PM (Sunday)  
256925 PID:2a7000a TID:2a8000a \*\*\*  
256926 PID:2a7000a TID:2a8000a \*\*\* Device Name: OMAP-  
E1961655  
256928 PID:2a7000a TID:2a8000a \*\*\*  
PB Debugger Loaded symbols for  
'C:\WINCE600\OSDESIGNS\DISPLAY\_TEST  
\DISPLAY\_TEST\RELDIR\CLONE\_OMAP2430\_ARMV4I\_DEBUG\DDRAW.DLL'  
256929 PID:2a7000a TID:2a8000a \*\*\* OS Version: 6.00  
256930 PID:2a7000a TID:2a8000a \*\*\* Build Number: 1937  
256931 PID:2a7000a TID:2a8000a \*\*\* Platform ID: 3 "Windows  
CE"  
256933 PID:2a7000a TID:2a8000a \*\*\* Version String: ""  
256934 PID:2a7000a TID:2a8000a \*\*\*  
256935 PID:2a7000a TID:2a8000a \*\*\* Processor Type: 0x00000B36  
(2,870) "Unknown"  
PB Debugger Unloaded symbols for  
'C:\WINCE600\OSDESIGNS\DISPLAY\_TEST  
\DISPLAY\_TEST\RELDIR\CLONE\_OMAP2430\_ARMV4I\_DEBUG\DDRAW.DLL'  
256937 PID:2a7000a TID:2a8000a \*\*\* Processor Architecture: 0x0005  
(5) "ARM"  
256938 PID:2a7000a TID:2a8000a \*\*\* Page Size: 0x00001000  
(4,096)  
256940 PID:2a7000a TID:2a8000a \*\*\* Minimum App Address: 0x00010000  
(65,536)  
256941 PID:2a7000a TID:2a8000a \*\*\* Maximum App Address:  
0x7FFFFFFF  
(2,147,483,647)  
256943 PID:2a7000a TID:2a8000a \*\*\* Active Processor Mask: 0x00000001  
256944 PID:2a7000a TID:2a8000a \*\*\* Number Of Processors: 1  
256945 PID:2a7000a TID:2a8000a \*\*\* Allocation Granularity: 0x00010000  
(65,536)  
256947 PID:2a7000a TID:2a8000a \*\*\* Processor Level: 0x0004  
(4)  
256949 PID:2a7000a TID:2a8000a \*\*\* Processor Revision: 0x0006  
(6)  
256951 PID:2a7000a TID:2a8000a \*\*\*

=====  
256952 PID:2a7000a TID:2a8000a  
256953 PID:2a7000a TID:2a8000a \*\*\*  
=====







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does not have any exposed functions like INIT,DENIT,OPEN ,CLOSE.  
rather it exposes only one function i.e DrvEnableDriver.

It is pretty complex to under stand how the upper layer(MDD for this  
GPE classes) is talking to the lower layer (i.e Hardware).

Can you help me understand this?

Thanks in advance.

Thanks for your reply Dean,

What I meant for DrvEnableDriver was that Like INIT,DEINIT display  
driver exposes only one function which in turns return a pointer to an  
array of some 27 function pointers.

Now when an application calls a display driver to draw say a POLYGON  
with certain parameters how this will be called by upper layer and  
ultimately how it is going to be drawn through hardware(communication  
b/w DISPC,Framebuffer,LCD) ?