

Re: CE 6.0 Display Driver Rotation

Source:

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2007-10/msg00713.html>

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I found the problem. Rotation was working fine if it started out non-rotated and then I dynamically rotate. It was the initial rotation condition that was incorrect. The dimensions returned by GetModeInfo needed to be swapped if rotation was active. I added this:

```
// Swap the dimensions if rotating
switch(m_iRotate)
{
case DMDO_90:
case DMDO_270:
pMode->width = pInfo->height;
pMode->height = pInfo->width;
break;
default:
pMode->width = pInfo->width;
pMode->height = pInfo->height;
break;
}
```

and it worked fine, even from startup. So I suspect the driver samples work fine as well, as long as you don't start out rotated.

Thanks all.

"Steve Araiza" <saraiza@xxxxxxxxxxxxxxxx> wrote in message news:uYidndir_Iw4P73anZ2dnUVZ_rOqnZ2d@xxxxxxxxxxxxxxxx

Hi all,

I am porting a display driver from 5.0 to 6.0 for a PXA270-based platform and I can't get rotation to work. My driver works fine when rotation is off. When rotation is on, it does not draw on the entire screen (crops to a square).

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The driver was originally adapted from the mainstone II, the 6.0 driver was adapted from the mainstone III.

I have also tried the HFlat driver and it worked, but I could not get it to rotate correctly either.

It looks like the GPERotate class was removed in 6.0, I assume it was merged into the GPE class.

In 6.0, what steps should I take to modify a driver to support rotation? (SetRotateParams ?)

Thanks in advance,

steve araiza