

# Re: Dynamic display resolution change in CE 6.0

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*Source:*

<http://www.tech-archive.net/Archive/WindowsCE/microsoft.public.windowsce.platbuilder/2008-05/msg00326.html>

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- *From:* Ishwar AKA Painkiller <[ishwarms@xxxxxxxxx](mailto:ishwarms@xxxxxxxxx)>
  - *Date:* Thu, 15 May 2008 16:33:43 -0700 (PDT)
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On Apr 23, 4:54 pm, "Paul G. Tobey [eMVP]" <[p space tobey no spam AT no instrument no spam DOT com](mailto:p space tobey no spam AT no instrument no spam DOT com)> wrote:

I've never done this and don't have any particular insight into the mechanics of it, if it's even possible, but it would be worth looking at the source code for the shell to see if anything short of a restart will change its sizing of the desktop and so on. If you have the source for the Window Manager portion of GWES, you could also see what is needed to change its impression of the size of the display surface...

Paul T.

"Ishwar AKA Painkiller" <[ishwa...@xxxxxxxxx](mailto:ishwa...@xxxxxxxxx)> wrote in [messagenews:c6a30dbe-559a-49c6-a23e-fafd9e180e54@xx](mailto:news:c6a30dbe-559a-49c6-a23e-fafd9e180e54@xx)

Yes APPs can use EnumDisplaySettings and ChangeDisplaySettingsEx() but it also needs reboot.  
I am also looking to crack this..... I was able to get the VGA FB without restart  
but FB still filled with QVGA image :((

On Apr 11, 9:39 am, "Michel Verhagen (eMVP)" <[mic...@xxxxxxxxx](mailto:mich...@xxxxxxxxx)> wrote:

Response from voidcoder (I asked around):

While I haven't tried this myself yet, but it looks like it is possible. Basically it is done through the GPE::NumModes(), GPE::GetModeInfo() and GPE::SetMode() methods. He has to override those methods in his GPE/DDGPE derived class in the disp driver in order to support dynamic res changes. One of the sample

Re: Dynamic display resolution change in CE 6.0

display  
drivers (I believe it is ATI RAGEX, don't have sources close  
at  
hand at the mo) supports this.

Apps call EnumDisplaySettings() to find supported  
resolutions  
andChangeDisplaySettingsEx() to change it.

Good luck,

Michel Verhagen, eMVP  
Check out my blog:<http://GuruCE.com/blog>

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Danny wrote:

Michael,

I have looked a bit at the RageXL driver,  
and there are some places  
where  
that driver does special handling for the case  
of changing the display  
resolution. But it is still not clear to me how  
the display resolution  
change is initiated.

I will try to add this support by intercepting  
changes to the display  
mode  
(via SetDisplayMode()), and then manually  
deleting and reallocating the

Re: Dynamic display resolution change in CE 6.0

primary surface. Not sure if this will be accepted behavior.

Thanks for the attempts to help,  
Danny

"Michel Verhagen (eMVP)" wrote:

Danny,

The ATI RageXL display driver code seems to (want to) support dynamic resolution changes. See `\WINCE600\PUBLIC\COMMON\OAK\DRIVERS\DISPLAY\RAGEXL\DA` line 1430

But... It looks like a dead end because `DAL_MODECHANGE_MAJOR_DESKTOPRESORBPPCHANGE` is only used in that file and the header file. No other code seems to use it... Could be a leftover from the port of this driver from XP.

I think your best chance is to open a support incident with Microsoft and get some sample code / help from the team. Documentation / example code should definitely be extended for this functionality...

Re: Dynamic display resolution change in CE 6.0

Good luck,

Michel Verhagen, eMVP  
Check out my  
blog:<http://GuruCE.com/blog>

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Consultancy, training and  
development services.

Michel Verhagen (eMVP)  
wrote:

Doing it  
from the  
bootloader  
is NOT  
dynamic. It  
requires a  
reboot,  
and  
that trick  
has been  
used since  
the earliest  
versions of  
Windows  
CE.  
What  
Dean wants  
is info on  
the dynamic  
display  
change that  
is now  
supported  
on CE 6.0

Sorry Dean,  
no  
experience  
with that

Re: Dynamic display resolution change in CE 6.0

yet, but I'll  
see what I  
can  
find...

Good luck,

Michel  
Verhagen,  
eMVP  
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blog:<http://GuruCE.com/blog>

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services.

wince...@xxxxxxxxx  
wrote:

Danny,forget  
the  
display  
driver.You  
can  
do  
it  
in  
bootloader  
if  
your  
platform  
has  
one.Then  
you  
can  
chang  
screen  
resolution

Re: Dynamic display resolution change in CE 6.0

dynamically  
in  
it. You  
can  
store  
lcd  
information  
in  
g\_ebootCFG  
and  
init  
LCD  
controller  
in  
bootloader. What  
you  
have  
to  
do  
in  
display  
driver  
is  
getting  
the  
LCD  
information (just  
LCD\_XSIZE  
and  
LCD\_YSIZE). You  
even  
needn't  
init  
LCD  
controller  
in  
display  
driver  
since  
you  
have  
it  
done  
in  
bootloader.

Good  
luck.

Re: Dynamic display resolution change in CE 6.0

its almost 3week

I have been banging my head on this black box :(

no results

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