WSFB(4x) WSFB(4x)

NAME

scfb - video driver for wsdisplay framebuffer device

SYNOPSIS

```
Section "Device"
Identifier "devname"
Driver "scfb"
...
EndSection
```

DESCRIPTION

scfb is an Xorg driver for OpenBSD and NetBSD wsdisplay framebuffer devices. This is a non-accelerated driver. The following framebuffer depths are supported: 1, 8, 16 and 24, given that the wsdisplay device underneath supports them.

A StaticGray monochrome visual is provided for depth 1, all visual types are supported for depth 8 and a TrueColor visual is supported for the other depths. Multi-head configurations are supported.

SUPPORTED HARDWARE

The **scfb** driver supports all hardware where a wsdisplay framebuffer driver is available on OpenBSD and NetBSD. On OpenBSD, currently this includes OpenBSD/macppc, OpenBSD/sgi, OpenBSD/sparc, OpenBSD/sparc64 and OpenBSD/alpha on TGA graphics cards. It also supports NetBSD/i386 using wsdisplay on vesafb(4).

CONFIGURATION DETAILS

Please refer to xorg.conf(5) for general configuration details. This section only covers configuration details specific to this driver.

For this driver it is not required to specify modes in the **Screen** section of the configuration file. The **scfb** driver picks up the currently used video mode from the framebuffer driver and uses it. Video modes specifications in the configuration file are ignored.

The following driver options are supported in the **Device** section:

Option "device" "string"

The wsdisplay framebuffer device to use. Default for OpenBSD: \(\dev/ttyC0 \). Default for NetBSD: \(\dev/ttyE0 \).

Option "ShadowFB" "boolean"

Enable or disable use of the shadow framebuffer layer. See shadowfb(4x) for further information. Default: on for depths were it is supported, off otherwise.

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ShadowFB is currently not supported on monochrome displays.

Option "Rotate" "string"

Enable rotation of the display. The supported values are "CW" (clockwise, 90 degrees), "UD" (upside down, 180 degrees) and "CCW" (counter clockwise, 270 degrees). Implies use of the shadow framebuffer layer. Default: off.

SEE ALSO

Xorg(1), xorg.conf(5), xorgconfig(1), Xserver(1), X(7), wsdisplay(4x)

AUTHORS

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