

SiS 315 Graphics Engine

Introduction to some capabilities
of graphics accelerator hardware

SVGA incompatibilities

- SVGA manufacturers have different ways of implementing their accelerator features
- SiS provides 2D and 3D graphics engines
- Access is via memory-mapped i/o ports
- This requires a new Linux device-driver, to allow mapping the io-ports into user-space
- A suitable driver is our 'engine2d.c'
- It only works with SiS graphics hardware

SiS policy

- SiS officials say it is not company policy to provide individuals with programming info
- But some programming info is available in 'unofficial' sources (e.g., in-line comments by programmers who wrote 'open source' device-drivers for Linux XFree86 systems)
- Not everything is fully explained, though
- So a lot of 'trial-and-error' is necessary!