

PiBox - Bug #288

fbdev driver fails to restart using S90UI init script from blackbox menu

09 Mar 2014 16:54 - Hammel

Status:	Closed	Start date:	09 Mar 2014
Priority:	Immediate	Due date:	
Assignee:	Hammel	% Done:	100%
Category:	04 - Root File System	Estimated time:	0.00 hour
Target version:	0.8.0		
Severity:	02 - High		
Description			
<p>The Restart->X.org menu option is supposed to call <code>/etc/init.d/S90UI restart</code>. This is necessary because the keyboard doesn't always get recognized on boot. In fact, it almost never gets recognized on boot. But restarting X seems to fix the problem.</p> <p>With the 3.2.27 kernel this setup worked fine. With the move to 3.10.y the X.org restart gets locked up.</p> <p>One thing to try: fbdev in Buildroot is 0.4.2. There is a xf86-video-fbdev-0.4.4.tar.bz2 driver available. An update to this driver in Buildroot should be tested.</p> <p>Note that we're also still waiting for hardware accelerated fbdev for the Pi but that's tracked separately (see RM #128).</p>			

Associated revisions

Revision 7554e2f0 - 10 Mar 2014 19:54 - Hammel

RM #288: Changed S90UI to killall -1 X instead of killall xinit and place a 1 second delay before restarting. This seems to alleviate the problem most of the time.

Revision 5436721d - 11 Mar 2014 18:38 - Hammel

RM #288: Rev xorg fbdev driver to 0.4.4.

History

#1 - 10 Mar 2014 19:56 - Hammel

- Status changed from New to In Progress
- % Done changed from 0 to 20

Changed S90UI to killall -1 X instead of killall xinit and place a 1 second delay before restarting. This seems to alleviate the problem most of the time.

The fbdev driver has also been rev'd but there is no noticeable difference in performance or in this specific issue. The rev'd driver has not been checked in - it's only been tested from the Buildroot build tree. A patch will need to be created to actually bump it.

#2 - 11 Mar 2014 18:49 - Hammel

- Status changed from In Progress to Closed
- % Done changed from 20 to 100

Patch to S90UI has been pushed upstream. This seems to work fairly well.

Closing issue.