

## Re: [CALL FOR TESTERS] VESA High Resolution Console support from DragonFly

**Source:** <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/current/2005-06/0421.html>

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**From:** Andre Guibert de Bruet ([andy\\_at\\_siliconlandmark.com](mailto:andy_at_siliconlandmark.com))

**Date:** 06/08/05

Date: Wed, 8 Jun 2005 14:56:20 -0400 (EDT)

To: Vladimir Grebenschikov <[vova@fbsd.ru](mailto:vova@fbsd.ru)>

On Wed, 8 Jun 2005, Vladimir Grebenschikov wrote:

> ? ??, 22/05/2005 ? 19:26 +0800, Xin LI ??????:  
>>  
>> *I would like to solicit a test of the following patchset which is based  
>> on DragonFly's changes, against -CURRENT, to bring high resolution console  
>> support to FreeBSD. The current patchset can be considered as "BETA" and  
>> I would commit it if there is no complain about this patchset in the next  
>> week.*  
> [ ... cut ... ]  
>> *Please let me know if anything strange happens; While I have been running  
>> with the patch for a while, I would still be happy if you will report that  
>> it works :-)*  
>  
> *Tried fresh 6-CURRENT, all seems ok, but,  
> switching console to pixel-mode 1400x1050 screen takes about 1-2 sec, I  
> guess it is too much. (it happens in both cases  
>  
> Also, I had freezed box when switching from X to console some times.*

Let me guess... It's a laptop screen or an LCD panel?

Andy

*/\* Andre Guibert de Bruet \* 6f43 6564 7020 656f 2e74 4220 7469 6a20 \*/  
/\* Code poet / Sysadmin \* 636f 656b 2e79 5320 7379 6461 696d 2e6e \*/  
/\* GSM: +1 734 846 8758 \* 5520 494e 2058 6c73 7565 6874 002e 0000 \*/  
/\* WWW: siliconlandmark.com \* Tormenting bytes since 1980. \*/*

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