http://pepper.linuxfocus.org/~guido/gentoo-tpt43p/xorg_conf.txt

```
# File: xorg.conf
# File generated by fglrxconfig (C) ATI Technologies, a substitute for xf86config.

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# **********************************************************************
# Refer to the XF86Config(4/5) man page for details about the format of
# this file.
# **********************************************************************

# **********************************************************************
# DRI Section
# **********************************************************************
Section "dri"
# Access to OpenGL ICD is allowed for all users:
    Mode 0666
```

```
# Access to OpenGL ICD is restricted to a specific user group:
#    Group 100    # users
#    Mode 0660
EndSection

# **********************************************************************
# Module section -- this  section  is used to specify
# which dynamically loadable modules to load.
# **********************************************************************
#
Section "Module"

# This loads the DBE extension module.

   Load       "dbe"      # Double buffer extension

# This loads the miscellaneous extensions module, and disables
# initialisation of the XFree86-DGA extension within that module.
   SubSection  "extmod"
     Option    "omit xfree86-dga"   # don't initialise the DGA extension
   EndSubSection

# This loads the Type1 and FreeType font modules
   Load       "type1"
   Load       "freetype"

# This loads the GLX module
   Load       "glx"   # libglx.a
   Load       "dri"   # libdri.a

EndSection

# **********************************************************************
# Files section.  This allows default font and rgb paths to be set
# **********************************************************************

Section "Files"

# The location of the RGB database.  Note, this is the name of the
# file minus the extension (like ".txt" or ".db").  There is normally
# no need to change the default.

   RgbPath      "/usr/X11R6/lib/X11/rgb"

# Multiple FontPath entries are allowed (which are concatenated together),
# as well as specifying multiple comma-separated entries in one FontPath
# command (or a combination of both methods)
#
# If you don't have a floating point coprocessor and emacs, Mosaic or other
# programs take long to start up, try moving the Type1 and Speedo directory
# to the end of this list (or comment them out).
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#

    FontPath   "/usr/X11R6/lib/X11/fonts/local/"
    FontPath   "/usr/X11R6/lib/X11/fonts/misc/"
    FontPath   "/usr/X11R6/lib/X11/fonts/75dpi/:unscaled"
    FontPath   "/usr/X11R6/lib/X11/fonts/100dpi/:unscaled"
    FontPath   "/usr/X11R6/lib/X11/fonts/Type1/"
#   FontPath   "/usr/X11R6/lib/X11/fonts/Speedo/"
    FontPath   "/usr/X11R6/lib/X11/fonts/75dpi/"
    FontPath   "/usr/X11R6/lib/X11/fonts/100dpi/"

# The module search path.  The default path is shown here.

#   ModulePath "/usr/X11R6/lib/modules"

EndSection

# **********************************************************************
# Server flags section.
# **********************************************************************

Section "ServerFlags"

# Uncomment this to cause a core dump at the spot where a signal is
# received.  This may leave the console in an unusable state, but may
# provide a better stack trace in the core dump to aid in debugging

#   Option "NoTrapSignals"

# Uncomment this to disable the <Crtl><Alt><BS> server abort sequence
# This allows clients to receive this key event.

#   Option "DontZap"

# Uncomment this to disable the <Crtl><Alt><KP_+>/<KP_-> mode switching
# sequences.  This allows clients to receive these key events.

#   Option "Dont Zoom"

# Uncomment this to disable tuning with the xvidtune client. With
# it the client can still run and fetch card and monitor attributes,
# but it will not be allowed to change them. If it tries it will
# receive a protocol error.

#   Option "DisableVidModeExtension"

# Uncomment this to enable the use of a non-local xvidtune client.

#   Option "AllowNonLocalXvidtune"

# Uncomment this to disable dynamically modifying the input device
```

```
# (mouse and keyboard) settings.

#    Option "DisableModInDev"

# Uncomment this to enable the use of a non-local client to
# change the keyboard or mouse settings (currently only xset).

#    Option "AllowNonLocalModInDev"

# Set the basic blanking screen saver timeout.

   Option       "blank time"   "10"    # 10 minutes

# Set the DPMS timeouts.  These are set here because they are global
# rather than screen-specific.  These settings alone don't enable DPMS.
# It is enabled per-screen (or per-monitor), and even then only when
# the driver supports it.

   Option       "standby time"         "15"
   Option       "suspend time"         "20"
   Option       "off time"       "30"

EndSection

# **********************************************************************
# Input devices
# **********************************************************************

# **********************************************************************
# Core keyboard's InputDevice section
# **********************************************************************

Section "InputDevice"

   Identifier     "Keyboard1"
   Driver         "kbd"
# For most OSs the protocol can be omitted (it defaults to "Standard").
# When using XQUEUE (only for SVR3 and SVR4, but not Solaris),
# uncomment the following line.

#    Option "Protocol"   "Xqueue"

#    Option "AutoRepeat" "500 30"

# Specify which keyboard LEDs can be user-controlled (eg, with xset(1))
#    Option "Xleds"      "1 2 3"

#    Option "LeftAlt"    "Meta"
#    Option "RightAlt"   "ModeShift"

# To customise the XKB settings to suit your keyboard, modify the
```

```
# lines below (which are the defaults).  For example, for a non-U.S.
# keyboard, you will probably want to use:
#    Option "XkbModel"   "pc102"
# If you have a US Microsoft Natural keyboard, you can use:
#    Option "XkbModel"   "microsoft"
#
# Then to change the language, change the Layout setting.
# For example, a german layout can be obtained with:
#    Option "XkbLayout"  "de"
# or:
#    Option "XkbLayout"  "de"
#    Option "XkbVariant" "nodeadkeys"
#
# If you'd like to switch the positions of your capslock and
# control keys, use:
#    Option "XkbOptions" "ctrl:swapcaps"

# These are the default XKB settings for XFree86
#    Option "XkbRules"   "xfree86"
#    Option "XkbModel"   "pc101"
#    Option "XkbLayout"  "us"
#    Option "XkbVariant" ""
#    Option "XkbOptions" ""

#    Option "XkbDisable"

   Option "XkbRules""xfree86"
   Option "XkbModel"          "pc105"
   Option "XkbLayout"         "de"

EndSection


# **********************************************************************
# Core Pointer's InputDevice section
# **********************************************************************

Section "InputDevice"
   Identifier     "usbMouse"
   Driver "mouse"
   Option "SendCoreEvents"        "true"
   Option "Protocol"   "ImPS/2"
   Option "ZAxisMapping"   "4 5"
   Option "Device"     "/dev/input/mice"
   Option "Emulate3Buttons"
#    Option "Emulate3Timeout"    "50"
EndSection

# if we use /dev/psaux then there is no need for this:
#Section "InputDevice"
#         Identifier  "Touchpad"
```

```
#       Driver      "synaptics"
#       Option      "Protocol" "auto-dev"
#       Option      "Device" "/dev/input/mouse0"
#       Option      "LeftEdge" "1700"
#       Option      "RightEdge" "5300"
#       Option      "TopEdge" "1700"
#       Option      "BottomEdge" "4200"
#       Option      "FingerLow" "25"
#       Option      "FingerHigh" "30"
#       Option      "MaxTapTime" "100"
#       Option      "MaxTapMove" "220"
#       Option      "VertScrollDelta" "100"
#       Option      "MinSpeed" "0.09"
#       Option      "MaxSpeed" "0.18"
#       Option      "AccelFactor" "0.0015"
#       Option      "SHMConfig" "on"
#EndSection

Section "InputDevice"
        Identifier      "Trackpoint"
        Driver          "mouse"
        Option          "CorePointer"
        Option          "Device"                "/dev/psaux"
        Option          "Protocol"              "PS/2"
EndSection

# **********************************************************************
# Other input device sections
# this is optional and is required only if you
# are using extended input devices.  This is for example only.  Refer
# to the XF86Config man page for a description of the options.
# **********************************************************************
#
# Section "InputDevice"
#    Identifier  "Mouse2"
#    Driver      "mouse"
#    Option      "Protocol"      "MouseMan"
#    Option      "Device"        "/dev/mouse2"
# EndSection
#
# Section "InputDevice"
#    Identifier "spaceball"
#    Driver     "magellan"
#    Option     "Device"        "/dev/cua0"
# EndSection
#
# Section "InputDevice"
#    Identifier "spaceball2"
#    Driver     "spaceorb"
#    Option     "Device"        "/dev/cua0"
# EndSection
```

```
#
# Section "InputDevice"
#    Identifier "touchscreen0"
#    Driver     "microtouch"
#    Option     "Device"         "/dev/ttyS0"
#    Option     "MinX"           "1412"
#    Option     "MaxX"           "15184"
#    Option     "MinY"           "15372"
#    Option     "MaxY"           "1230"
#    Option     "ScreenNumber"   "0"
#    Option     "ReportingMode"  "Scaled"
#    Option     "ButtonNumber"   "1"
#    Option     "SendCoreEvents"
# EndSection
#
# Section "InputDevice"
#    Identifier "touchscreen1"
#    Driver     "elo2300"
#    Option     "Device"         "/dev/ttyS0"
#    Option     "MinX"           "231"
#    Option     "MaxX"           "3868"
#    Option     "MinY"           "3858"
#    Option     "MaxY"           "272"
#    Option     "ScreenNumber"   "0"
#    Option     "ReportingMode"  "Scaled"
#    Option     "ButtonThreshold"    "17"
#    Option     "ButtonNumber"   "1"
#    Option     "SendCoreEvents"
# EndSection

# ********************************************************************
# Monitor section
# ********************************************************************

# Any number of monitor sections may be present

Section "Monitor"
   Identifier  "Monitor0"
# === mode lines based on GTF ===
# VGA @ 100Hz
# Modeline "640x480@100" 43.163 640 680 744 848 480 481 484 509 +hsync +vsync
# SVGA @ 100Hz
# Modeline "800x600@100" 68.179 800 848 936 1072 600 601 604 636 +hsync +vsync
# XVGA @ 100Hz
# Modeline "1024x768@100" 113.309 1024 1096 1208 1392 768 769 772 814 +hsync
+vsync
# 1152x864 @ 60Hz
# Modeline "1152x864@60" 81.642 1152 1216 1336 1520 864 865 868 895 +hsync +vsync
# 1152x864 @ 85Hz
# Modeline "1152x864@85" 119.651 1152 1224 1352 1552 864 865 868 907 +hsync +vsync
# 1152x864 @ 100Hz
```

Modeline "1152x864@100" 143.472 1152 1232 1360 1568 864 865 868 915 +hsync +vsync
1280x960 @ 75Hz
Modeline "1280x960@75" 129.859 1280 1368 1504 1728 960 961 964 1002 +hsync +vsync
1280x960 @ 100Hz
Modeline "1280x960@100" 178.992 1280 1376 1520 1760 960 961 964 1017 +hsync +vsync
SXGA @ 100Hz
Modeline "1280x1024@100" 190.960 1280 1376 1520 1760 1024 1025 1028 1085 +hsync +vsync
SPEA GDM-1950 (60Hz,64kHz,110MHz,-,-): 1280x1024 @ V-freq: 60.00 Hz, H-freq: 63.73 KHz
Modeline "GDM-1950" 109.62 1280 1336 1472 1720 1024 1024 1026 1062 -hsync -vsync
1600x1000 @ 60Hz
Modeline "1600x1000" 133.142 1600 1704 1872 2144 1000 1001 1004 1035 +hsync +vsync
1600x1000 @ 75Hz
Modeline "1600x1000" 169.128 1600 1704 1880 2160 1000 1001 1004 1044 +hsync +vsync
1600x1000 @ 85Hz
Modeline "1600x1000" 194.202 1600 1712 1888 2176 1000 1001 1004 1050 +hsync +vsync
1600x1000 @ 100Hz
Modeline "1600x1000" 232.133 1600 1720 1896 2192 1000 1001 1004 1059 +hsync +vsync
1600x1024 @ 60Hz
Modeline "1600x1024" 136.385 1600 1704 1872 2144 1024 1027 1030 1060 +hsync +vsync
1600x1024 @ 75Hz
Modeline "1600x1024" 174.416 1600 1712 1888 2176 1024 1025 1028 1069 +hsync +vsync
1600x1024 @ 76Hz
Modeline "1600x1024" 170.450 1600 1632 1792 2096 1024 1027 1030 1070 +hsync +vsync
1600x1024 @ 85Hz
Modeline "1600x1024" 198.832 1600 1712 1888 2176 1024 1027 1030 1075 +hsync +vsync
1920x1080 @ 60Hz
Modeline "1920x1080" 172.798 1920 2040 2248 2576 1080 1081 1084 1118 -hsync -vsync
1920x1080 @ 75Hz
Modeline "1920x1080" 211.436 1920 2056 2264 2608 1080 1081 1084 1126 +hsync +vsync
1920x1200 @ 60Hz
Modeline "1920x1200" 193.156 1920 2048 2256 2592 1200 1201 1203 1242 +hsync +vsync
1920x1200 @ 75Hz
Modeline "1920x1200" 246.590 1920 2064 2272 2624 1200 1201 1203 1253 +hsync +vsync
2048x1536 @ 60

```
# Modeline "2048x1536" 266.952 2048 2200 2424 2800 1536 1537 1540 1589 +hsync
+vsync
# 2048x1536 @ 60
# Modeline "2048x1536" 266.952 2048 2200 2424 2800 1536 1537 1540 1589 +hsync
+vsync
# 1400x1050 @ 60Hz M9 Laptop mode
# ModeLine "1400x1050" 122.000 1400 1488 1640 1880 1050 1052 1064 1082 +hsync
+vsync
# 1920x2400 @ 25Hz for IBM T221, VS VP2290 and compatible display devices
# Modeline "1920x2400@25" 124.620 1920 1928 1980 2048 2400 2401 2403 2434 +hsync
+vsync
# 1920x2400 @ 30Hz for IBM T221, VS VP2290 and compatible display devices
# Modeline "1920x2400@30" 149.250 1920 1928 1982 2044 2400 2402 2404 2434 +hsync
+vsync

   Option        "dpms"

EndSection


# **************************************************************************
# Graphics device section
# **************************************************************************

# Any number of graphics device sections may be present

# === ATI device section ===

Section "Device"
   Identifier                  "ATI_Graphics_Adapter"
   Driver                      "fglrx"
# ### generic DRI settings ###
# === disable PnP Monitor  ===
   Option                      "NoDDC"
# === disable/enable XAA/DRI ===
   Option "no_accel"             "no"
   Option "no_dri"               "no"
# === misc DRI settings ===
   Option "mtrr"                 "off" # disable DRI mtrr mapper, driver has its own code for
mtrr
# ### FireGL DDX driver module specific settings ###
# === Screen Management ===
   Option "DesktopSetup"         "(null)"
   Option "ScreenOverlap"        "0"
   Option "GammaCorrectionI"     "0x00000000"
   Option "GammaCorrectionII"    "0x00000000"
# === OpenGL specific profiles/settings ===
   Option "Capabilities"         "0x00000000"
   Option "CapabilitiesEx"       "0x00000000"
# === Video Overlay for the Xv extension ===
   Option "VideoOverlay"         "on"
```

```
# === OpenGL Overlay ===
# Note: When OpenGL Overlay is enabled, Video Overlay
#       will be disabled automatically
    Option "OpenGLOverlay"              "off"
# === Center Mode (Laptops only) ===
    Option "CenterMode"                 "off"
# === Pseudo Color Visuals (8-bit visuals) ===
    Option "PseudoColorVisuals"         "off"
# === QBS Management ===
    Option "Stereo"                     "off"
    Option "StereoSyncEnable"           "1"
# === FSAA Management ===
    Option "FSAAEnable"                 "no"
    Option "FSAAScale"                  "1"
    Option "FSAADisableGamma"           "no"
    Option "FSAACustomizeMSPos"         "no"
    Option "FSAAMSPosX0"                "0.000000"
    Option "FSAAMSPosY0"                "0.000000"
    Option "FSAAMSPosX1"                "0.000000"
    Option "FSAAMSPosY1"                "0.000000"
    Option "FSAAMSPosX2"                "0.000000"
    Option "FSAAMSPosY2"                "0.000000"
    Option "FSAAMSPosX3"                "0.000000"
    Option "FSAAMSPosY3"                "0.000000"
    Option "FSAAMSPosX4"                "0.000000"
    Option "FSAAMSPosY4"                "0.000000"
    Option "FSAAMSPosX5"                "0.000000"
    Option "FSAAMSPosY5"                "0.000000"
# === Misc Options ===
    Option "UseFastTLS"                 "0"
    Option "BlockSignalsOnLock"         "on"
    Option "UseInternalAGPGART"         "no"
    Option "ForceGenericCPU"            "no"
    #Option "KernelModuleParm"           "agplock=0" # AGP locked user pages: disabled
    Option "KernelModuleParm"           "agplock=0" # AGP locked user pages: disabled
    BusID "PCI:1:0:0"    # vendor=1002, device=3154
    Screen 0
EndSection

# **************************************************************************
# Screen sections
# **************************************************************************

# Any number of screen sections may be present.  Each describes
# the configuration of a single screen.  A single specific screen section
# may be specified from the X server command line with the "-screen"
# option.
Section "Screen"
    Identifier  "Screen0"
    Device      "ATI_Graphics_Adapter"
    Monitor     "Monitor0"
```

```
    DefaultDepth 24
    #Option "backingstore"

    Subsection "Display"
        Depth       24
        Modes       "1400x1050" "1280x1024" "1280x960" "1152x864" "1024x768" "800x600"
        ViewPort    0 0  # initial origin if mode is smaller than desktop
#       Virtual     1280 1024
    EndSubsection
EndSection

# ********************************************************************
# ServerLayout sections.
# ********************************************************************

# Any number of ServerLayout sections may be present.  Each describes
# the way multiple screens are organised.  A specific ServerLayout
# section may be specified from the X server command line with the
# "-layout" option.  In the absence of this, the first section is used.
# When now ServerLayout section is present, the first Screen section
# is used alone.

Section "ServerLayout"

# The Identifier line must be present
    Identifier  "Server Layout"

# Each Screen line specifies a Screen section name, and optionally
# the relative position of other screens.  The four names after
# primary screen name are the screens to the top, bottom, left and right
# of the primary screen.

    Screen "Screen0"

# Each InputDevice line specifies an InputDevice section name and
# optionally some options to specify the way the device is to be
# used.  Those options include "CorePointer", "CoreKeyboard" and
# "SendCoreEvents".

    InputDevice "Trackpoint"
    InputDevice "usbMouse"
    #InputDevice "Touchpad"
    InputDevice "Keyboard1" "CoreKeyboard"

EndSection

### EOF ###
```