

VIDEO MODES - OVERVIEW				VIDEO MODES - DETAIL				
VGA	640 x 480	60 Hz (NI)		Mode	Total Memory	Horizontal Pixels	Vertical Pixels	Maximum Colors or Gray shades
8514/A	1024 x 768	43.5 Hz (I)		VGA		320	200	256 colors / 64 gray
XGA	1024 x 768	43.5 Hz (I)				640	480	16 colors / 16 gray
XGA-2 (ISO)	1024 x 768	72/75 Hz (NI)		8514/A	512 KB	640	480	16 colors / 16 gray
SVGA	800 x 600	60/70/72/75 Hz (NI)			512 KB	1024	768	16 colors / 16 gray
	1024 x 768	60/70/72/75 Hz (NI)			1 MB	640	480	256 colors / 64 gray
	1280 x 1024	43.5 Hz (I)/60/70/72/75 Hz (NI)			1 MB	1024	768	256 colors / 64 gray
VIDEO MEMORY FOR COLORS				XGA	512 KB	640	480	256 colors / 64 gray
Resolution	Color depth (bits)	Number of colors	Minimum video memory		512 KB	1024	768	16 colors / 16 gray
640 x 480	4	16	.25 MB		1 MB	640	480	65536 colors / 64 gray
640 x 480	8	256	.5 MB		1 MB	1024	768	256 colors / 64 gray
640 x 480	16	65,536	1 MB	XGA-2	1 MB	640	480	65536 colors / 256 gray
640 x 480	24	16.7 mil	1 MB		1 MB	800	600	65536 colors / 256 gray
800 x 600	4	16	.25 MB	PS/2 95xx	1 MB	1024	768	256 colors / 256 gray
800 x 600	8	256	.5 MB		1 MB	1280	1024	16 colors / 16 gray
800 x 600	16	65,536	1 MB	SVGA	512 KB	640	480	256 colors / 256 gray
800 x 600	24	16.7 mil	1.5 MB	ET4000 W32 (VP Si)	512 KB	800	600	256 colors / 256 gray
1,024 x 768	4	16	.5 MB	GD5428 (VP Si)	512 KB	1024	768	16 colors / 16 gray
1,024 x 768	8	256	1 MB	SVGA	1 MB	640	480	16.7 million / 256 gray
1,024 x 768	16	65,536	1.5 MB	GD5426	1 MB	800	600	65536 colors / 256 gray
1,024 x 768	24	16.7 mil	2.5 MB	in PS/2 53	1 MB	1024	768	256 colors / 256 gray
1,280 x 1,024	4	16	1 MB	SVGA	1 MB	640	480	16.7 million / 256 gray
1,280 x 1,024	8	256	1.5 MB	CL 5422 (VP 325T)	1 MB	800	600	65536 colors / 256 gray
1,280 x 1,024	16	65,536	2.5 MB	ET4000 W32 (VP Si)	1 MB	1024	768	256 colors / 256 gray
1,280 x 1,024	24	16.7 mil	4 MB	GD5428 (VP Si)	1 MB	1280	1024	16 colors / 16 gray
1,600 x 1,200	4	16	1 MB	GD5430 (300-486)				
1,600 x 1,200	8	256	2 MB	SVGA	1 MB	640	480	256 colors / 256 gray
1,600 x 1,200	16	65,536	4 MB	ET 4000	1 MB	800	600	256 colors / 256 gray
1,600 x 1,200	24	16.7 mil	6 MB	in ValuePoint 1992	1 MB	1024	768	256 colors / 256 gray
					1 MB	1280	1024	16 colors / 16 gray
VESA DDC: ability of a display to identify itself to a system via the graphics interface. This interface conforms to the Video Electronics Standards Association Display Data Channel. For the benefits of this automatic identification to be effective, the system's graphics hardware, BIOS, and operating system must also be enabled for DDC.				SVGA	1 MB	640	480	16.7 million / 256 gray
DDC1 - display can communicate to system to describe such things as vendor, model, serial, capabilities, and preset modes.					1 MB	800	600	65536 colors / 256 gray
DDC2B - same as DDC1, but on request from system (bidirectional)				S3 86C805	1 MB	1024	768	256 colors / 256 gray
				in ValuePoint 1993	1 MB	1280	1024	16 colors / 16 gray
				S3 86C928	2 MB ¹	640	480	16.7 million / 256 gray
				in PS/2 76/77 i/s	2 MB	800	600	65536 colors / 256 gray
					2 MB	1024	768	65536 colors / 256 gray
					2 MB	1280	1024	256 colors / 16 gray
				SVGA	1 MB	640	480	16.7 million / 256 gray
					1 MB	800	600	65536 colors / 256 gray
				ATI 68800AX	1 MB	1024	768	256 colors / 256 gray
				in ValuePoint P60/D	1 MB	1280	1024	16 colors / 16 gray
					2 MB ¹	640	480	16.7 million / 256 gray
					2 MB	800	600	65536 colors / 256 gray
					2 MB	1024	768	256 colors / 256 gray
					2 MB	1280	1024	256 colors / 16 gray
				SVGA	1 MB	640	480	16.7 colors / 256 gray
					1 MB	800	600	65536 colors / 256 gray
				S3 Vision864	1 MB	1024	768	256 colors / 256 gray
				in	1 MB	1280	1024	16 colors / 16 gray
				VP Perf Series				
				PC 300-P60	2 MB ¹	640	480	16.7 million / 256 gray
				PC 700	2 MB	800	600	16.7 million / 256 gray
					2 MB	1024	768	65536 colors / 256 gray
					2 MB	1280	1024	256 colors / 16 gray
					2 MB	1600	1200	256 colors / 16 gray
				Video device driver must exist for operating system or application for each video controller to obtain maximum colors and/or resolution listed above.				

Note 1: Can be upgraded to 2 MB of video memory

I = Interlaced; NI = Non-interlaced
 No warranties are expressed or implied in this summary
 (VIDEO) Compiled by Roger Dodson, IBM. October 1994