VidRes, A Video Resolution Switching Utility for Windows 95

VidRes is an easy to use free utility that enables you to quickly switch the display resolution of your machine without making the change permanent.

Installation

Copy VidRes.exe to a suitable sub-directory and create a shortcut to it on your desktop.

Requirements

Windows 95, or Windows NT 3.51, and MFC30.DLL for run-time support.

Use

The default operation of VidRes (invoked without any command line parameters) displays a simple dialog box containing a list of all the possible display resolutions. VidRes prefaces each item with a display mode number that you can use directly with VidRes by passing the mode number as a command line parameter. Items with a marker '¶', indicate that Windows can switch directly to that mode without having to restart your machine. It's these marked modes that you are likely to want to use. If you choose to use an unmarked mode, VidRes prompts you that it needs to make the change permanent and will ask you to restart your machine.

Use VidRes interactively to find the mode numbers you want to use. Then, create desktop shortcuts with the mode number as a command line parameter so that you can easily switch between the modes you use.

For example I have 2 items:
"E:\vidres\vidres.exe 2"   that switches my display to standard VGA mode, and
"E:\vidres\vidres.exe 4"   that switched to 1024x768 resolution.
The actual mode numbers depend on the type of your video card.

Notes

Windows 95 automatically re-arranges the desktop items. For example, if you have shortcuts placed over a high resolution desktop, and switch to a lower resolution, Windows re-arranges them to fit the reduced desktop size. You can get around this by restricting yourself to placing desktop icons to the smallest resolution that you use (probably standard VGA).

This version of VidRes runs under Windows NT 3.51, but is limited to showing the possible display modes; it is unable to effect a mode change. A future release of Windows NT should allow VidRes to work correctly.

Uses For VidRes

To switch between high resolution modes and standard VGA resolution when playing Windows games that would otherwise only occupy a small area of the display.

Feedback we have had from early users has indicated that it's of use for developers designing Windows applications. Here it allows you to quickly check the visual aspects of your user interface design at different display resolutions.

Revision History

25 April 1995

Added code to find the current video mode & set the list box current item accordingly.
Added Windows restart code for those video modes that require it.
Added double click on list box item to switch without having to choose OK.
Fixed command line processing to allow for possible spaces in directory path.

1 May 1995

Move embedded strings to resource file.
Build as MFC in a DLL to reduce executable size.

2 May 1995

Change from using GetCommandLine() to good old argc & argv.

27 May 1995
Cosmetics, released as V1.0

August 1995
V1.1. Fixed a problem running under Windows NT 3.51. Enhanced the list display to show the monitor frequency & interlaced information where it is available (currently only under NT).

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If you have any problems, comments or suggestions for improvements, do not hesitate to email us and let us know. Let us know also how you use VidRes, it's always interesting to see how people actually use your ideas!

While VidRes is free, perhaps if you find it useful, you would consider making a small donation to some local diabetic charity in your area (we have a vested family interest).

Thanks
JD Design