

Display Definitions

Note: See the General Hardware report for additional information on this manager

[Text] = Field only exists under given circumstance

- Display# = Number of monitor as shown in Monitor control panel
 - ◊ Active = Is the monitor currently recognized by the system? [Color QD]
 - ◊ Main Screen = Does this monitor contain the menu bar? [Color QD]
 - ◊ Color Device = Is this monitor set as a color device in the Monitor control panel? [Color QD]
 - ◊ Type = What method is used to determine color/gray scale level on this monitor? [Color QD]
 - ◊ Nubus/PDS Slot# = What slot/board is this monitor controlled by. This can be cross-referenced in the Slot list [Has Slot] [Color QD]
 - ◊ Driver# = What driver is controlling this monitor. Check driver list [Monitor Controlled by Driver] [Color QD]
 - ◊ Screen Size = Dimensions of the screen in pixels (dots on screen)
 - ◊ Resolution = Number of pixels per inch
 - ◊ Pixel Depth = Number of bits of data required to store the information for each pixel as set in the Monitor control panel. The number in parentheses indicates the number of colors/gray shades that can be shown on the screen at once. [Color QD]
 - ◊ Max Pixel Depth (Installed Memory) = Same as above but indicates the maximum pixel depth that the given monitor can support as a function of the amount of video ram installed. [Color QD]
 - + Mem Req for This Depth = Actual memory required to support the maximum pixel depth. This helps you to determine the amount of video memory available to this monitor. [Color QD]
 - ◊ Mem Req for 24 Bit (Millions) = Amount of memory that would be required to support 24 bit depth (millions of colors). [Color QD]