

Standard Video Modes

Mode (Hex)	Video Std	Display(1)	Colors	Resolution	Columns x Rows	Buffer	Char Size
0,1(1)	CGA	T	16	320x200	40x25	B8000	8x8
0,1	EGA	T	16	320x350	40x25	B8000	8x14
0,1	VGA	T	16	360x400	40x25	B8000	9x16
2,3(1)	CGA	T	16	640x200	80x25	B8000	8x8
2,3	EGA	T	16	640x350	80x25	B8000	8x14
2,3(2)	VGA	T	16	720x400	80x25	B8000	9x16
4,5(1)	CGA	G	4	320x200	40x25	B8000	8x8
6(1)	CGA	G	2	640x200	80x25	B8000	8x8
7	MDA	T	mono	720x350	80x25	B0000	9x14
7(3)	VGA	T	mono	720x400	80x25	B0000	9x16
D(1)	EGA	G	16	320x200	40x25	A0000	8x8
E(1)	EGA	G	16	640x200	80x25	A0000	8x8
F	EGA	G	mono	640x350	80x25	A0000	8x14
10	EGA	G	16	640x350	80x25	A0000	8x14
11	VGA	G	2	640x480	80x25	A0000	8x16
12	VGA	G	16	640x480	80x30	A0000	8x16
13(1)	VGA	G	256	320x200	40x25	A0000	8x8

- (1) All 200-line modes are double-scanned to display 400 lines.
- (2) Default mode for color monitors.
- (3) Default mode for monochrome monitors.
- (4) T=Text; G=Graphics.

Super Video Modes

Mode (Hex)	VESA No.	Colors	Cols x Rows	Resolution	Display (4)	Horiz Freq. (Khz)	Vert Freq (Hz)
14	-	16/256K	132x25	1056x400	T	31.5	70
54	10A	16/256K	132x43	1056x350	T	31.5	70
55	109	16/256K	132x25	1056x350	T	31.5	70
58, 6A	102	16/256K	100x37	800x600	G	35.2	56
58, 6A	102	16/256k	100x37	800x600	G	37.8	60
58, 6A	102	16/256K	100x37	800x600	G	48.1	72
5C	103	256/256K	100x37	800x600	G	35.2	56
5C	103	256/256K	100x37	800x600	G	37.9	60
5C	103	256/256K	100x37	800x600	G	48.1	72
5D(1)	104	16/256K	128x48	1024x768	G	35.5	87
5D	104	16/256K	128x48	1024x768	G	48.3	60
5D	104	16/256K	128x48	1024x768	G	56	70
5D	104	16/256K	128x48	1024x768	G	58G6	72
5F	101	256/256K	80x30	640x480	G	31.5	60
5F	101	256/256K	80x30	640x480	G	37.9	72
60(1, 3)	105	256/256K	128x48	1024x768	G	35.5	87
60(3)	105	256/256K	128x48	1024x768	G	48.3	60
60(3)	105	256/256K	128x48	1024x768	G	56	70
60(3)	105	256K	128x48	1024x768	G	58	72
64(3)	111	64K/64K	-	640x480	G	31.5	60
64(3)	111	64K/64K	-	640x480	G	37.9	72
65(3)	114	64K/64K	-	800x600	G	35.2	56
65(3)	114	64K/64K	-	800x600	G	37.8	60
66(2, 3)	110	32K/32K(2)	-	640x480	G	31.5	60
66(2, 3)	110	32K/32K(2)	-	640x480	G	37.9	72
67(2, 3)	113	32K/32K(2)	-	800x600	G	31.5	56
6C(1, 3)	106	16/64K	160x64	1280x1024	G	48	87
71(3)	112	16M/16M	80x30	640x480	G	31.5	60

- (1) Interlaced mode.
(2) 32K direct-color/256 color mixed mode.
(3) Mode requires 1MB of video memory.
(4) T=text; G=graphics.

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