The default video mode is Mode 3 (80-column text for a color monitor) or
Mode 7 (80-column text for a monochrome monitor). In addition to the
default, the video circuitry supports the following video standards:

° Other standard VGA modes, EGA modes, and MCGA modes--Provides resolutions
  up to 640 x 480.
° Super VGA modes--Provide even higher resolutions and the ability to
  display more colors simultaneously. Super VGA can also display text 132
  columns wide and 25, 28, 44, or 50 lines deep.
° CGA, Hercules, and MDA modes--Required by applications designed to run
  under earlier video standards (CGA, Hercules, and MDA). For example, to
  run Hercules-compatible software and some CGA-compatible games, you must
  use a Hercules or a CGA mode. When in CGA, a Hercules, or an MDA mode, the
  SVGA circuitry emulates the earlier video standard.

The following tables list the video modes and resolutions available under
each video standard. Following the tables are the instructions for using
VGAMODE.EXE to switch video modes.

Faxback Document # 2324 will provide specific information on VGAMODE.EXE.

Standard Video Modes:

TYPE(1)	VIDEO STANDARD	COL. X	RESOLUTION	COLORS	CHAR. SIZE	BUFFER	MODE (HEX)
T	CGA	40 x 25	320 x 200	16	8 x 8	B8000	0,1 (2)
T	EGA	40 x 25	320 x 350	16	8 x 14	B8000	0,1
T	VGA	40 x 25	360 x 400	16	9 x 16	B8000	0,1
T	CGA	80 x 25	640 x 200	16	8 x 8	B8000	2,3 (2)
T	EGA	80 x 25	640 x 350	16	8 x 14	B8000	2,3
T	VGA	80 x 25	720 x 400	16	9 x 16	B8000	2,3 (3)
T	MDA	80 x 25	720 x 350	mono	9 x 14	B8000	7
T	VGA	80 x 25	720 x 400	mono	9 x 16	B8000	7 (4)
G	CGA	40 x 25	320 x 200	4	8 x 8	B8000	4,5 (2)
G	EGA	40 x 25	320 x 200	16	8 x 8	A0000	D (2)
G	VGA	40 x 25	320 x 200	256	8 x 8	A0000	13 (2)
G	Herc.	80 x 25	720 x 348	mono	9 x 14	B0000	--
G	CGA	80 x 25	640 x 200	2	8 x 8	B8000	6 (2)
G	EGA	80 x 25	640 x 200	16	8 x 8	A0000	E (2)
G	EGA	80 x 25	640 x 350	mono	8 x 14	A0000	F
G	EGA	80 x 25	640 x 350	16	8 x 14	A0000	10
G	VGA	80 x 30	640 x 480	2	8 x 16	A0000	11
G	VGA	80 x 30	640 x 480	16	8 x 16	A0000	12

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

SUPER VGA MODES:

TYPE(1)	RESOLUTION	COLORS	COLS. X ROWS	BUFFER	MODE (HEX)	VESA MODE (HEX)
T	720 x 476	16	80 x 34	B8000	41	--
T	640 x 344	16	80 x 43	B8000	67	--
T	640 x 400	16	80 x 50	B8000	66	--
T	1188 x 400	16	132 x 25	B8000	55	109
T	1188 x 448	16	132 x 28	B8000	47	--
T	1188 x 396	16	132 x 44	B8000	54	10A
T	1188 x 396	16	132 x 44	B8000	21	--
T	1056 x 400	16	132 x 50	B8000	69	10B
G	640 x 400	256	80 x 25	A0000	5E	100
G	640 x 480	256	80 x 30	A0000	5F	101
G	800 x 600	16	100 x 75	A0000	58,6A	102
G	800 x 600	256	100 x 75	A0000	5C	103
G	1024 x 768	16	128 x 48	A0000	5D	104
G	1024 x 768	256	128 x 48	A0000	60 (2)	105
G	1280 x 960	16	160 x 60	A0000	6C (2)	--
G	1280 x 1024	16	160 x 64	A0000	64 (2)	106

(1)--T=text; G=graphics.
(2)--Requires 1MB of video memory.

(rjs-05/21/93)