

Section 3 VGA Display Modes

The VGA Controller on the 486 system board is of VESA local bus type, which provides greatly improved performance over traditional ISA VGA add-on display cards.

This VGA Controller features True Color types, meaning that it has a 24 bit palette DAC which provides a selection of 16 million color.

The following table shows the VGA modes available, and their display RAM size requirements:

RESOLUTION	DESCRIPTION	DISPLAY MEMORY REQ.
640 X 480	256 color; 8 bits/pixel 32K and 64K color; 16 bits/pixel 16M color; 24 bits/pixel	512K 1024K 1024K
800 X 600	16 color; 4 bit-planes 256 color; 8 bits/pixel 32K and 64K color; 16 bits/pixel	512K 512K 1024K
1024 X 768	16 color; 4 bit-planes (interlaced and non-interlaced) 256 color; 8 bits/pixel (interlaced and non-interlaced)	512K 1024K
1280 X 1024	16 color; 4 bit-planes	1024K

Refer to Part C **VGA Display Drivers and Utilities** for setting up of these modes.

Note: Some modes are not supported by all VGA monitors. Check your VGA monitor specification before setting up for these modes.

Section 4 System Board Configuration

Under some circumstances you may want to change the default configuration of the system board. These changes are made through jumper setting on the system board. The following section will describe the function of jumpers and their corresponding location on the system board will be shown in Section 5.

Jumper Functions

JP1, JP2, JP3, JP4 - External CACHE SRAM type select (U25-U28)



32K x 8



32K x 9

Set the DRAM Parity check in setup menu according to the following table for proper operation of the system.

DRAM	SRAM	DRAM Parity Check (in Setup Menu)	Remark
x8	x8/x9/ Not Installed	Disabled	No parity check
x9	x9/x8	Enable	Parity check
x8 DRAM = SIMM Modules with no parity bit x9 DRAM = SIMM Modules with parity bit x8 SRAM = 32K x 8 SRAM x9 SRAM = 32K x 9 SRAM			