![VESA - Video Electronics Standards Association]

Monitor Timing Standard

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**VESA and Industry Standards and Guidelines
for Computer Display Monitor Timing (DMT)**

Version 1.0, Rev. 12

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This document includes all current VESA Monitor Timing Standards & Guidelines. 'Guidelines' are subjected to the same VESA review and approval process as 'Standards', but are designated as 'Guidelines' to ease concerns on the part of some VESA members that VESA is 'endorsing' these timing standards. 'Guidelines' designations are typically used for lower resolutions or lower refresh rates that are in common industry use in lower-performance systems. For reference, this document also includes a number of industry standard timings (de-facto standards) for the computer industry.

This document is the primary means of distribution for all VESA Monitor Timing Standards and Guidelines. The standards and guidelines covered by this document are outlined on the following page.

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Revision History

Version 1.0 Revision 0.0   Sept. 12, 1994   Initial Release of the Standard

Version 1.0 Revision 0.1   Oct. 10, 1994   Fixed sync polarity of 1024x768 @ 60 & 70 Hz. Removed page numbers so new timings could be added.

Version 1.0 Revision 0.2   Nov. 4, 1994   Added notes & comments to clarify timing of interlaced modes.

Version 1.0 Revision 0.3   Feb. 16, 1995   Fixed miscellaneous typos

Version 1.0 Revision 0.4   May 4, 1995   Added EDID IDs for DDC, fixed 1024x768 interlace vertical times.

Version 1.0 Revision 0.5   June 14, 1995   Added BIOS mode #s, fixed miscellaneous typos

Version 1.0 Revision 0.6   April 10, 1996   Added new modes from VDMTPROP V1.0, R0.6 passed in March 1996 (85 Hz stds, 1152x864@75, 1280x960@60).

Version 1.0 Revision 0.6a   Sept. 8, 1996   Reformatted to Word 6 for electronic distribution

Version 1.0 Revision 0.7   Dec. 18, 1996   Added new modes from VDMTREV V1.0, R0.8 passed in Dec. 1996 (1280x1024@60, 1600x1200@60, 65, 70, 75, 85)

Version 1.0 Revision 0.8   July 22, 1998   Added 1792x1344, 1856X1392 & 1920x1440 all @60, 75 Hz. Corrected EDID code for 1600x1200@85 Hz.

Version 1.0 Revision 0.9   Aug. 21, 2003   Added 848x480@60 Hz, CVT 1280x768 timings, 1360x768@60 Hz, CVT 1400x1050 timings, & CVT 1920x1200 timings based on US & Japan workgroup requests.

Version 1.0 Revision 10   July 14, 2004   Added CVT 1.30MA (1440x900) & CVT 1.76MA (1680x1050) formats.

Version 1.0 Revision 11   May 1, 2007   Added several DMT CVT Reduced Blanking Timings, 1280x800@60/75/85 Hz timings, 2560x1600@60/75/85 Hz and DMT IDs.

Version 1.0 Revision 12   Nov. 17, 2008   Added timing definitions for 1280x720 @ 60Hz, 1366x768 @ 60 Hz (Normal & Reduced Blanking), 1600x900 @ 60 Hz (Reduced Blanking), 1920x1080 @ 60 Hz and 2048x1152 @ 60 Hz (Reduced Blanking). Updated Tables 1-1 and 2-1.

1. DMT Standards and Guidelines Summary

Table 1-1 contains a summary of display monitor timings (DMT) that are defined in this standard. All DMTs listed in Table 1-1 are non-interlaced video timing modes - unless otherwise specified using the symbol "(Int.)". The symbol "(Int.)" means that this DMT is interlaced. All DMTs listed in Table 1-1 include normal video blanking - unless otherwise specified using the symbol "(RB)". The symbol "(RB)" means that this DMT includes Reduced Blanking. Complete timing specifications for these DMTs are defined in Section 4.

Table 1-1: Summary of Display Monitor Timings – Standards and Guidelines

Pixel Format	Refresh Rate	Horizontal Frequency	Pixel Frequency	Standard Type	Original Document	Date
640 x 350	85 Hz	37.9 kHz	31.500 MHz	VESA Standard	VDMTPROP	3/1/96
640 x 400	85 Hz	37.9 kHz	31.500 MHz	VESA Standard	VDMTPROP	3/1/96
720 x 400	85 Hz	37.9 kHz	35.500 MHz	VESA Standard	VDMTPROP	3/1/96
640 x 480	60 Hz	31.5 kHz	25.175 MHz	Industry Standard	n/a	n/a
	72 Hz	37.9 kHz	31.500 MHz	VESA Standard	VS901101	12/2/92
	75 Hz	37.5 kHz	31.500 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	43.3 kHz	36.000 MHz	VESA Standard	VDMTPROP	3/1/96
800 x 600	56 Hz	35.2 kHz	36.000 MHz	VESA Guidelines	VG900601	8/6/90
	60 Hz	37.9 kHz	40.000 MHz	VESA Guidelines	VG900602	8/6/90
	72 Hz	48.1 kHz	50.000 MHz	VESA Standard	VS900603A	8/6/90
	75 Hz	46.9 kHz	49.500 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	53.7 kHz	56.250 MHz	VESA Standard	VDMTPROP	3/1/96
	120 Hz (RB)	76.3 kHz	73.250 MHz	CVT Red. Blanking	n/a	5/1/07
848 x 480	60 Hz	31.0 kHz	33.750 MHz	VESA Standard	AddDMT	3/4/03
1024 x 768	43 Hz (Int.)	35.5 kHz	44.900 MHz	Industry Standard	n/a	n/a
	60 Hz	48.4 kHz	65.000 MHz	VESA Guidelines	VG901101A	9/10/91
	70 Hz	56.5 kHz	75.000 MHz	VESA Standard	VS910801-2	8/9/91
	75 Hz	60.0 kHz	78.750 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	68.7 kHz	94.500 MHz	VESA Standard	VDMTPROP	3/1/96
	120 Hz (RB)	97.6 kHz	115.500 MHz	CVT Red. Blanking	n/a	5/1/07
1152 x 864	75 Hz	67.5 kHz	108.000 MHz	VESA Standard	VDMTPROP	3/1/96
1280 x 720	60 Hz	45.0 kHz	74.250 MHz	CEA Standard	CEA-861	TBD
1280 x 768	60 Hz(RB)	47.4 kHz	68.250 MHz	CVT Red. Blanking	AddDMT	3/4/03
	60 Hz	47.8 kHz	79.500 MHz	CVT	AddDMT	3/4/03
	75 Hz	60.3 kHz	102.250 MHz	CVT	AddDMT	3/4/03
	85 Hz	68.6 kHz	117.500 MHz	CVT	AddDMT	3/4/03
	120 Hz (RB)	97.4 kHz	140.250 MHz	CVT Red. Blanking	n/a	5/1/07
1280 x 800	60 Hz(RB)	49.3 kHz	71.000 MHz	CVT Red. Blanking	CVT1.02MA-R	5/1/07
	60 Hz	49.7 kHz	83.500 MHz	CVT	CVT 1.02MA	5/1/07
	75 Hz	62.8 kHz	106.500 MHz	CVT	CVT 1.02MA	5/1/07
	85 Hz	71.6 kHz	122.500 MHz	CVT	CVT 1.02MA	5/1/07
	120 Hz (RB)	101.6 kHz	146.250 MHz	CVT Red. Blanking	n/a	5/1/07
1280 x 960	60 Hz	60.0 kHz	108.000 MHz	VESA Standard	VDMTPROP	3/1/96
	85 Hz	85.9 kHz	148.500 MHz	VESA Standard	VDMTPROP	3/1/96
	120 Hz (RB)	121.9 kHz	175.500 MHz	CVT Red. Blanking	n/a	5/1/07

Pixel Format	Refresh Rate	Horizontal Frequency	Pixel Frequency	Standard Type	Original Document	Date
1280 x 1024	60 Hz	64.0 kHz	108.000 MHz	VESA Standard	VDMTREV	12/18/96
	75 Hz	80.0 kHz	135.000 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	91.1 kHz	157.500 MHz	VESA Standard	VDMTPROP	3/1/96
	120 Hz (RB)	130.0 kHz	187.250 MHz	CVT Red. Blanking	n/a	5/1/07
1360 x 768	60 Hz	47.7 kHz	85.500 MHz	VESA Standard	AddDMT	3/4/03
	120 Hz (RB)	97.5 kHz	148.250 MHz	CVT Red. Blanking	n/a	5/1/07
1366 x 768	60 Hz	47.7 kHz	85.500 MHz	VESA Standard	DMT Update	11/30/07
1366 x 768	60 Hz (RB)	48.0 kHz	72.000 MHz	VESA Standard	VDMTREV	11/17/08
1400 x 1050	60 Hz(RB)	64.7 kHz	101.000 MHz	CVT Red. Blanking	AddDMT	5/13/03
	60 Hz	65.3 kHz	121.750 MHz	CVT	AddDMT	3/4/03
	75 Hz	82.3 kHz	156.000 MHz	CVT	AddDMT	3/4/03
	85 Hz	93.9 kHz	179.500 MHz	CVT	AddDMT	3/4/03
	120 Hz (RB)	133.3 kHz	208.000 MHz	CVT Red. Blanking	n/a	5/1/07
1440 x 900	60 Hz(RB)	55.5 kHz	88.750 MHz	CVT Red. Blanking	CVT1.30MA-R	7/14/04
	60 Hz	55.9 kHz	106.500 MHz	CVT	CVT 1.30MA	7/14/04
	75 Hz	70.6 kHz	136.750 MHz	CVT	CVT 1.30MA	7/14/04
	85 Hz	80.4 kHz	157.000 MHz	CVT	CVT 1.30MA	7/14/04
	120 Hz (RB)	114.2 kHz	182.750 MHz	CVT Red. Blanking	n/a	5/1/07
1600 x 900	60 Hz (RB)	60.0 kHz	108.000 MHz	VESA Standard	VDMTREV	11/17/08
1600 x 1200	60 Hz	75.0 kHz	162.000 MHz	VESA Standard	VDMTREV	12/18/96
	65 Hz	81.3 kHz	175.500 MHz	VESA Standard	VDMTREV	12/18/96
	70 Hz	87.5 kHz	189.000 MHz	VESA Standard	VDMTREV	12/18/96
	75 Hz	93.8 kHz	202.500 MHz	VESA Standard	VDMTREV	12/18/96
	85 Hz	106.3 kHz	229.500 MHz	VESA Standard	VDMTREV	12/18/96
	120 Hz (RB)	152.4 kHz	268.250 MHz	CVT Red. Blanking	n/a	5/1/07
1680 x 1050	60 Hz(RB)	64.7 kHz	119.000 MHz	CVT Red. Blanking	CVT1.76MA-R	7/14/04
	60 Hz	65.3 kHz	146.250 MHz	CVT	CVT 1.76MA	7/14/04
	75 Hz	82.3 kHz	187.000 MHz	CVT	CVT 1.76MA	7/14/04
	85 Hz	93.9 kHz	214.750 MHz	CVT	CVT 1.76MA	7/14/04
	120 Hz (RB)	133.4 kHz	245.500 MHz	CVT Red. Blanking	n/a	5/1/07
1792 x 1344	60 Hz	83.6 kHz	204.750 MHz	VESA Standard	VDMTREV	9/17/98
	75 Hz	106.3 kHz	261.000 MHz	VESA Standard	VDMTREV	9/17/98
	120 Hz (RB)	170.7 kHz	333.250 MHz	CVT Red. Blanking	n/a	5/1/07
1856 x 1392	60 Hz	86.3 kHz	218.250 MHz	VESA Standard	VDMTREV	9/17/98
	75 Hz	112.5 kHz	288.000 MHz	VESA Standard	VDMTREV	9/17/98
	120 Hz (RB)	176.8 kHz	356.500 MHz	CVT Red. Blanking	n/a	5/1/07
1920 x 1080	60 Hz	67.5 kHz	148.500 MHz	CEA Standard	CEA-861	TBD
1920 x 1200	60 Hz(RB)	74.0 kHz	154.000 MHz	CVT Red. Blanking	AddDMT	3/4/03
	60 Hz	74.6 kHz	193.250 MHz	CVT	AddDMT	3/4/03
	75 Hz	94.0 kHz	245.250 MHz	CVT	AddDMT	3/4/03
	85 Hz	107.2 kHz	281.250 MHz	CVT	AddDMT	3/4/03
	120 Hz (RB)	152.4 kHz	317.000 MHz	CVT Red. Blanking	n/a	5/1/07
1920 x 1440	60 Hz	90.0 kHz	234.000 MHz	VESA Standard	VDMTREV	9/17/98
	75 Hz	112.5 kHz	297.000 MHz	VESA Standard	VDMTREV	9/17/98
	120 Hz (RB)	182.9 kHz	380.500 MHz	CVT Red. Blanking	n/a	5/1/07

Pixel Format	Refresh Rate	Horizontal Frequency	Pixel Frequency	Standard Type	Original Document	Date
2048 x 1152	60 Hz (RB)	70.992 kHz	156.750 MHz	CVT Red. Blanking	VDMTREV	11/17/08
2560 x 1600	60 Hz (RB)	98.7 kHz	268.500 MHz	CVT Red. Blanking	CVT4.10MA-R	5/1/07
	60 Hz	99.5 kHz	348.500 MHz	CVT	CVT 4.10MA	5/1/07
	75 Hz	125.4 kHz	443.250 MHz	CVT	CVT 4.10MA	5/1/07
	85 Hz	142.9 kHz	505.250 MHz	CVT	CVT 4.10MA	5/1/07
	120 Hz (RB)	203.2 kHz	552.750 MHz	CVT Red. Blanking	n/a	5/1/07

2. DMT Standard Codes & IDs Summary

Table 2-1 includes a list of Display Monitor Timing Identification (DMT ID) codes, Standard (STD) Timing 2 byte codes and Coordinated Video Timing (CVT) 3 byte codes. A display may use these codes to indicate support for the associated DMT. Refer to the latest version of VESA's Enhanced Extended Display Identification (E-EDID) Standard for an explanation of how to derive the STD 2 byte codes and the CVT 3 byte codes. The letters "n/a" (not applicable) indicates that a STD 2 byte code and/or a CVT 3 byte code (DMT is not CVT compliant) cannot be created.

Table 2-1: Summary of DMT ID, STD 2 Byte & CVT 3 Byte Codes

Pixel Format	Refresh Rate	DMT ID Codes	STD 2 Byte Codes	CVT 3 Byte Codes
640 x 350	85 Hz	01h	n/a	n/a
640 x 400	85 Hz	02h	(31, 19)h	n/a
720 x 400	85 Hz	03h	n/a	n/a
640 x 480	60 Hz	04h	(31, 40)h	n/a
	72 Hz	05h	(31, 4C)h	n/a
	75 Hz	06h	(31, 4F)h	n/a
	85 Hz	07h	(31, 59)h	n/a
800 x 600	56 Hz	08h	n/a	n/a
	60 Hz	09h	(45, 40)h	n/a
	72 Hz	0Ah	(45, 4C)h	n/a
	75 Hz	0Bh	(45, 4F)h	n/a
	85 Hz	0Ch	(45, 59)h	n/a
	120 Hz (RB)	0Dh	n/a	n/a
848 x 480	60 Hz	0Eh	n/a	n/a
1024 x 768	43 Hz (Int.)	0Fh	n/a	n/a
	60 Hz	10h	(61, 40)h	n/a
	70 Hz	11h	(61, 4A)h	n/a
	75 Hz	12h	(61, 4F)h	n/a
	85 Hz	13h	(61, 59)h	n/a
	120 Hz (RB)	14h	n/a	n/a
1152 x 864	75 Hz	15h	(71, 4F)h	n/a
1280 x 720	60 Hz	55h	(81, C0)h	n/a
1280 x 768	60 Hz(RB)	16h	n/a	(7F, 1C, 21)h
	60 Hz	17h	n/a	(7F, 1C, 28)h
	75 Hz	18h	n/a	(7F, 1C, 44)h
	85 Hz	19h	n/a	(7F, 1C, 62)h
	120 Hz (RB)	1Ah	n/a	n/a

Pixel Format	Refresh Rate	DMT ID Codes	STD 2 Byte Codes	CVT 3 Byte Codes
1280 x 800	60 Hz (RB)	1Bh	n/a	(8F, 18, 21)h
	60 Hz	1Ch	(81, 00)h	(8F, 18, 28)h
	75 Hz	1Dh	(81, 0F)h	(8F, 18, 44)h
	85 Hz	1Eh	(81, 19)h	(8F, 18, 62)h
	120 Hz (RB)	1Fh	n/a	n/a
1280 x 960	60 Hz	20h	(81, 40)h	n/a
	85 Hz	21h	(81, 59)h	n/a
	120 Hz (RB)	22h	n/a	n/a
1280 x 1024	60 Hz	23h	(81, 80)h	n/a
	75 Hz	24h	(81, 8F)h	n/a
	85 Hz	25h	(81, 99)h	n/a
	120 Hz (RB)	26h	n/a	n/a
1360 x 768	60 Hz	27h	n/a	n/a
	120 Hz (RB)	28h	n/a	n/a
1366 x 768	60 Hz	51h	n/a	n/a
1366 x 768	60 Hz(RB)	56h	n/a	n/a
1400 x 1050	60 Hz(RB)	29h	n/a	(0C, 20, 21)h
	60 Hz	2Ah	(90, 40)h	(0C, 20, 28)h
	75 Hz	2Bh	(90, 4F)h	(0C, 20, 44)h
	85 Hz	2Ch	(90, 59)h	(0C, 20, 62)h
	120 Hz (RB)	2Dh	n/a	n/a
1440 x 900	60 Hz(RB)	2Eh	n/a	(C1, 18, 21)h
	60 Hz	2Fh	(95, 00)h	(C1, 18, 28)h
	75 Hz	30h	(95, 0F)h	(C1, 18, 44)h
	85 Hz	31h	(95, 19)h	(C1, 18, 68)h
	120 Hz (RB)	32h	n/a	n/a
1600 x 900	60 Hz (RB)	53h	(A9, C0)h	n/a
1600 x 1200	60 Hz	33h	(A9, 40)h	n/a
	65 Hz	34h	(A9, 45)h	n/a
	70 Hz	35h	(A9, 4A)h	n/a
	75 Hz	36h	(A9, 4F)h	n/a
	85 Hz	37h	(A9, 59)h	n/a
	120 Hz (RB)	38h	n/a	n/a
1680 x 1050	60 Hz(RB)	39h	n/a	(0C, 28, 21)h
	60 Hz	3Ah	(B3, 00)h	(0C, 28, 28)h
	75 Hz	3Bh	(B3, 0F)h	(0C, 28, 44)h
	85 Hz	3Ch	(B3, 19)h	(0C, 28, 68)h
	120 Hz (RB)	3Dh	n/a	n/a

Pixel Format	Refresh Rate	DMT ID Codes	STD 2 Byte Codes	CVT 3 Byte Codes
1792 x 1344	60 Hz	3Eh	(C1, 40)h	n/a
	75 Hz	3Fh	(C1, 4F)h	n/a
	120 Hz (RB)	40h	n/a	n/a
1856 x 1392	60 Hz	41h	(C9, 40)h	n/a
	75 Hz	42h	(C9, 4F)h	n/a
	120 Hz (RB)	43h	n/a	n/a
1920 x 1080	60 Hz	52h	(D1, C0)h	n/a
1920 x 1200	60 Hz(RB)	44h	n/a	(57, 28, 21)h
	60 Hz	45h	(D1, 00)h	(57, 28, 28)h
	75 Hz	46h	(D1, 0F)h	(57, 28, 44)h
	85 Hz	47h	(D1, 19)h	(57, 28, 62)h
	120 Hz (RB)	48h	n/a	n/a
1920 x 1440	60 Hz	49h	(D1, 40)h	n/a
	75 Hz	4Ah	(D1, 4F)h	n/a
	120 Hz (RB)	4Bh	n/a	n/a
2048 x 1152	60 Hz (RB)	54h	(E1, C0)h	n/a
2560 x 1600	60 Hz (RB)	4Ch	n/a	(1F, 38, 21)h
	60 Hz	4Dh	n/a	(1F, 38, 28)h
	75 Hz	4Eh	n/a	(1F, 38, 44)h
	85 Hz	4Fh	n/a	(1F, 38, 62)h
	120 Hz (RB)	50h	n/a	n/a

Notes for Table 2-1:

1. The CVT 3 Byte Codes listed in Table 2-1 are unique and are assigned to one video timing mode that was generated using the CVT Formulas. A source may decode the CVT 3 Byte Code and determine the number of vertical lines, the aspect ratio, the number of horizontal pixels (calculated), the preferred vertical refresh rate, a single supported refresh rate and the blanking style.
   For example, a source can decode the CVT 3 Byte Code, (7F, 1C, 44)h, with the following results: the number of vertical lines is 768, the aspect ratio is 15 : 9 AR, the number of horizontal pixels (calculated) is 1280, the preferred vertical refresh rate is 75 Hz, the supported vertical refresh rate is 75 Hz and the blanking style is standard (CRT style). Refer to VESA E-EDID Standard (Rel. A, Rev. 2) for an explanation on how to derive a CVT 3 Byte Code from video timing mode parameters.

2. A display (receiver) manufacturer may use the CVT 3 Byte Code to indicate support for a fixed pixel format and one or more vertical refresh rates.

3.
   For example, a display may contain a CVT 3 Byte Code which indicates support for 1280 x 768 and support for 50 Hz, 60 Hz, 75 Hz & 85 Hz vertical refresh rates with 60 Hz being the preferred vertical refresh rate. In this case the CVT 3 Byte code would be (7F, 1C, 3E)h. When the source decodes the CVT 3 Byte code, (7F, 1C, 3E)h, it knows that the display supports 1280 x 768, along with 50 Hz, 60 Hz, 75 Hz & 85 Hz vertical refresh rates with 60 Hz being the preferred vertical refresh rate. The source should output 1280 x 768 at 60 Hz (standard CRT style blanking). The source also knows that the 60 Hz (reduced blanking) is not supported in the display. Refer to VESA E-EDID Standard (Rel. A, Rev. 2) for an explanation on how to derive a CVT 3 Byte Code from the video timing mode parameters.

3. DMT Video Timing Parameter Definitions:

Section 3 includes a list of drawings that define the video timing parameters for all DMTs defined in this standard. There are four drawings based on the possible combinations of positive and negative horizontal and vertical syncs.

3.1 DMT Video Timing Parameter Definitions - Positive H & Positive V Syncs:

Definition of Terms
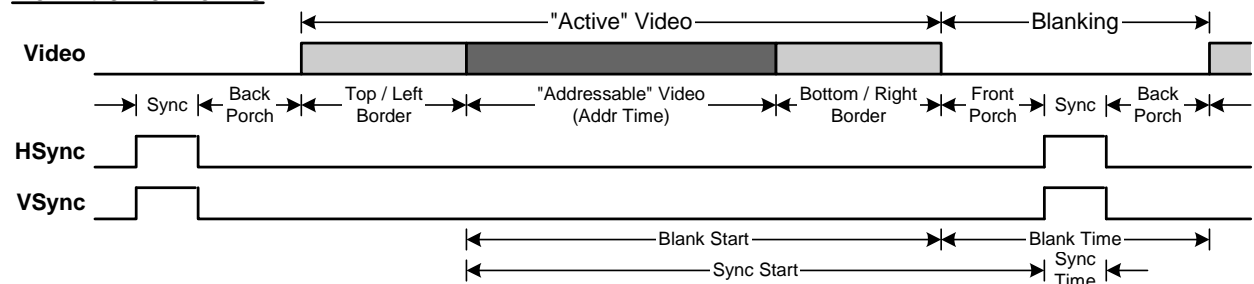
3.2 DMT Video Timing Parameter Definitions - Positive H & Negative V Syncs:

Definition of Terms
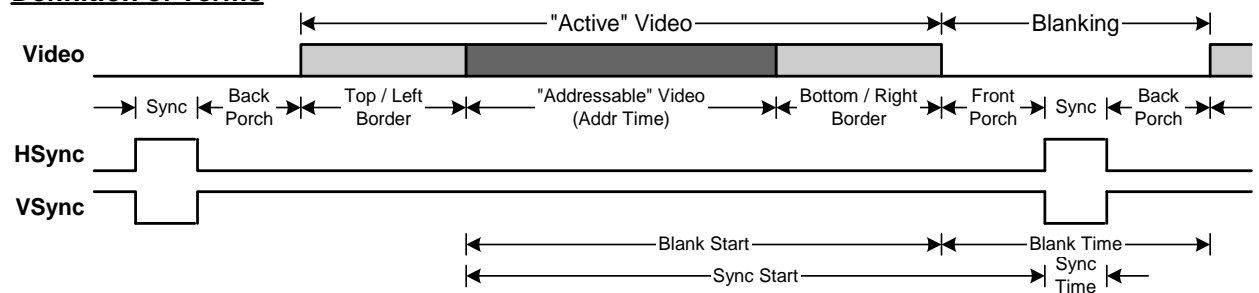
3.3 DMT Video Timing Parameter Definitions - Negative H & Negative V Syncs:

Definition of Terms
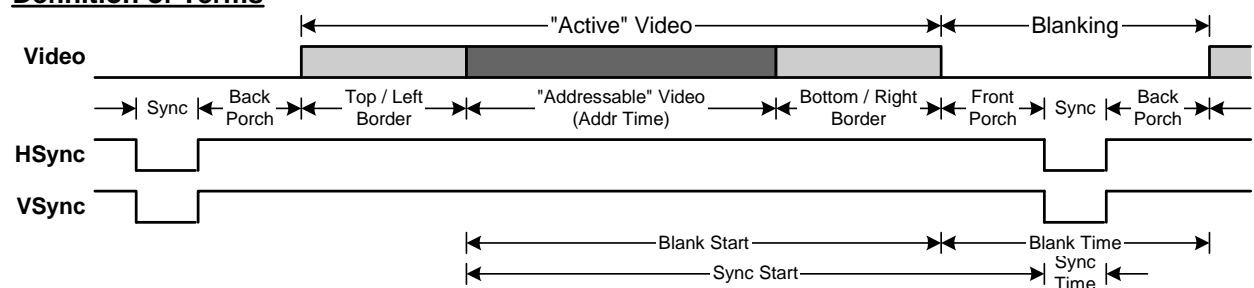
3.4 DMT Video Timing Parameter Definitions - Negative H & Positive V Syncs:

Definition of Terms
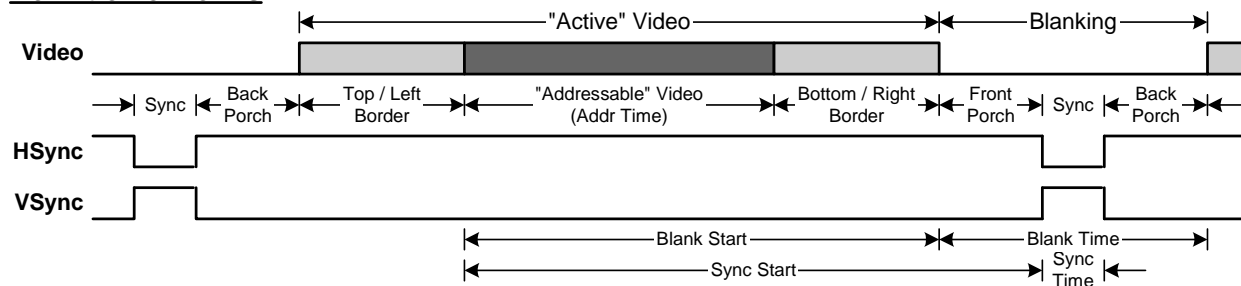
3.5 DMT Video Timing Parameter Definitions - Total Frame Timing:

Vertical Retrace Interval

Note:
All syncs shown as active high. For active low invert the waveform as shown below
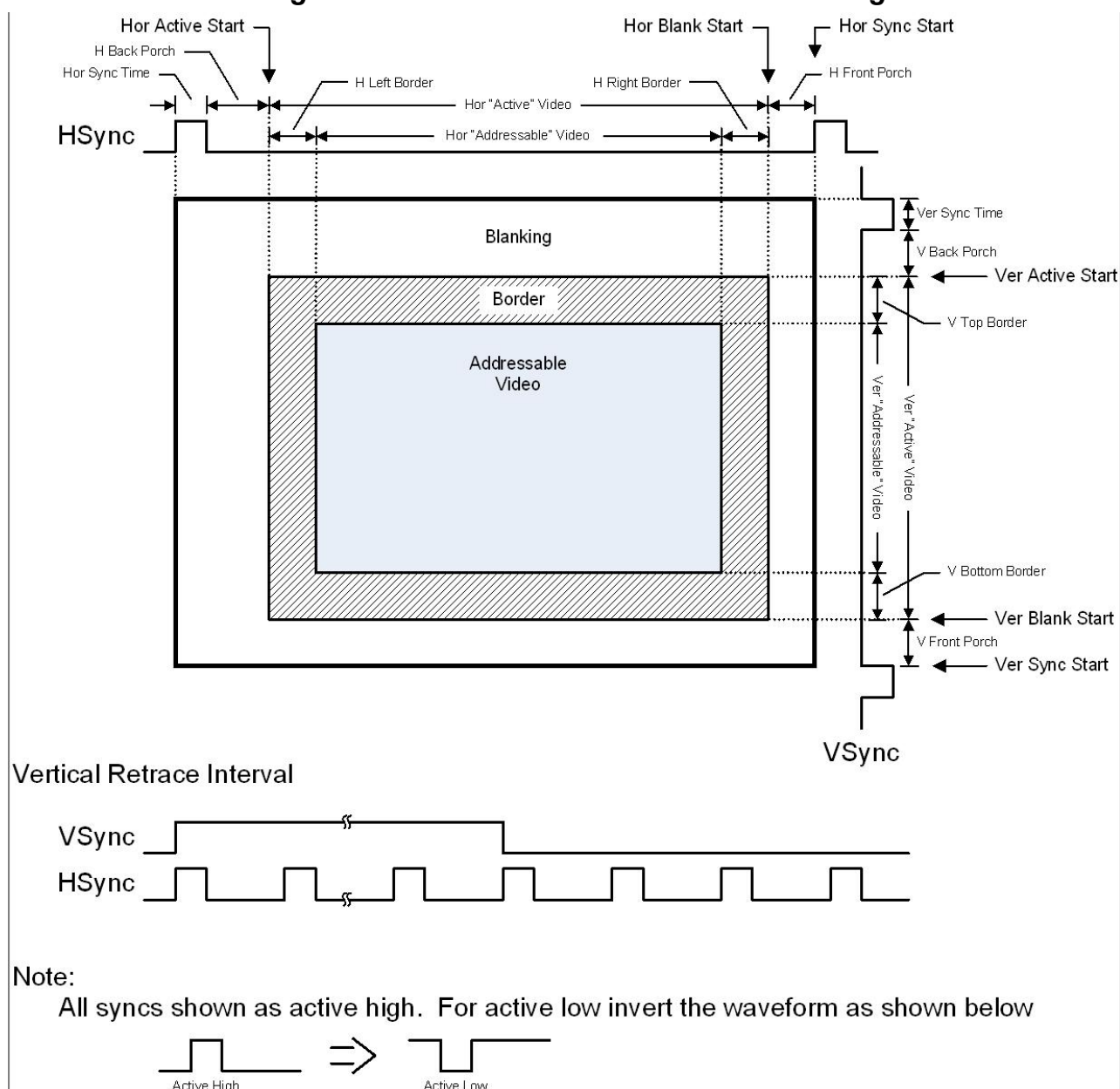
4. DMT Timing Specifications

Section 4 includes a list of detailed timing parameters for all DMTs defined in this standard.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 640 x 350 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 01h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **640 x 350 @ 85Hz;**						
Hor Pixels	= **640;**	// Pixels					
Ver Pixels	= **350;**	// Lines					
Hor Frequency	= 37.861;	// kHz	=	26.4 usec	/ line		
Ver Frequency	= 85.080;	// Hz	=	11.8 msec	/ frame		
Pixel Clock	= **31.500;**	// MHz	=	31.7 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	254.0 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	23.1% of HTotal				
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	21.3% of VTotal				
Hor Total Time	= 26.413;	// (usec)	=	104 chars =	832 Pixels		
Hor Addr Time	= 20.317;	// (usec)	=	80 chars =	640 Pixels		
Hor Blank Start	= 20.317;	// (usec)	=	80 chars =	640 Pixels		
Hor Blank Time	= 6.095;	// (usec)	=	24 chars =	192 Pixels		
Hor Sync Start	= 21.333;	// (usec)	=	84 chars =	672 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 1.016;	// (usec)	=	**4** chars =	32 Pixels		
Hor Sync Time	= 2.032;	// (usec)	=	**8** chars =	64 Pixels		
// H Back Porch	= 3.048;	// (usec)	=	**12** chars =	96 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 11.754;	// (msec)	=	445 lines	HT – (1.06xHA)		
Ver Addr Time	= 9.244;	// (msec)	=	350 lines	= 4.88		
Ver Blank Start	= 9.244;	// (msec)	=	350 lines			
Ver Blank Time	= 2.509;	// (msec)	=	95 lines			
Ver Sync Start	= 10.090;	// (msec)	=	382 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.845;	// (msec)	=	**32** lines			
Ver Sync Time	= 0.079;	// (msec)	=	**3** lines			
// V Back Porch	= 1.585;	// (msec)	=	**60** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 640 x 400 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 02h; STD 2 Byte Code: (31, 19)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **640 x 400 @ 85Hz;**						
Hor Pixels	= **640;**	// Pixels					
Ver Pixels	= **400;**	// Lines					
Hor Frequency	= 37.861;	// kHz	=	26.4 usec	/ line		
Ver Frequency	= 85.080;	// Hz	=	11.8 msec	/ frame		
Pixel Clock	= **31.500;**	// MHz	=	31.7 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	254.0 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %			
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	23.1% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	10.1% of VTotal				
Hor Total Time	= 26.413;	// (usec)	=	104	chars =	832	Pixels
Hor Addr Time	= 20.317;	// (usec)	=	80	chars =	640	Pixels
Hor Blank Start	= 20.317;	// (usec)	=	80	chars =	640	Pixels
Hor Blank Time	= 6.095;	// (usec)	=	24	chars =	192	Pixels
Hor Sync Start	= 21.333;	// (usec)	=	84	chars =	672	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 1.016;	// (usec)	=	**4**	chars =	32	Pixels
Hor Sync Time	= 2.032;	// (usec)	=	**8**	chars =	64	Pixels
// H Back Porch	= 3.048;	// (usec)	=	**12**	chars =	96	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 11.754;	// (msec)	=	445 lines	HT – (1.06xHA)		
Ver Addr Time	= 10.565;	// (msec)	=	400 lines	= 4.88		
Ver Blank Start	= 10.565;	// (msec)	=	400 lines			
Ver Blank Time	= 1.189;	// (msec)	=	45 lines			
Ver Sync Start	= 10.591;	// (msec)	=	401 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.026;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.079;	// (msec)	=	**3** lines			
// V Back Porch	= 1.083;	// (msec)	=	**41** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 720 x 400 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 03h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **720 x 400 @ 85Hz;**					
Hor Pixels	= **720;**	// Pixels				
Ver Pixels	= **400;**	// Lines				
Hor Frequency	= 37.927;	// kHz	=	26.4 usec	/	line
Ver Frequency	= 85.039;	// Hz	=	11.8 msec	/	frame
Pixel Clock	= **35.500;**	// MHz	=	28.2 nsec	± 0.5%	
Character Width	= **9;**	// Pixels	=	253.5 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	23.1% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	10.3% of VTotal			
Hor Total Time	= 26.366;	// (usec)	=	104 chars =	936 Pixels	
Hor Addr Time	= 20.282;	// (usec)	=	80 chars =	720 Pixels	
Hor Blank Start	= 20.282;	// (usec)	=	80 chars =	720 Pixels	
Hor Blank Time	= 6.085;	// (usec)	=	24 chars =	216 Pixels	
Hor Sync Start	= 21.296;	// (usec)	=	84 chars =	756 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 1.014;	// (usec)	=	**4** chars =	36 Pixels	
Hor Sync Time	= 2.028;	// (usec)	=	**8** chars =	72 Pixels	
// H Back Porch	= 3.042;	// (usec)	=	**12** chars =	108 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.759;	// (msec)	=	446 lines	HT – (1.06xHA)	
Ver Addr Time	= 10.546;	// (msec)	=	400 lines	= 4.87	
Ver Blank Start	= 10.546;	// (msec)	=	400 lines		
Ver Blank Time	= 1.213;	// (msec)	=	46 lines		
Ver Sync Start	= 10.573;	// (msec)	=	401 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.026;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.079;	// (msec)	=	**3** lines		
// V Back Porch	= 1.107;	// (msec)	=	**42** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: n/a   **** For Reference Only - Not a VESA Standard ****
Resolution: 640 x 480 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 04h; STD 2 Byte Code: (31, 40)h; CVT 3 Byte Code: n/a
BIOS Modes: 11h, 12h, 101h, 110h, 111h, & 112h (1, 4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **640 x 480 @ 60Hz;**					
Hor Pixels	= **640;**	// Pixels				
Ver Pixels	= **480;**	// Lines				
Hor Frequency	= 31.469;	// kHz	=	31.8 usec	/	line
Ver Frequency	= 59.940;	// Hz	=	16.7 msec	/	frame
Pixel Clock	= **25.175;**	// MHz	=	39.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	317.8 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	2.0 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	18.0% of HTotal			
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	5.5% of VTotal			
Hor Total Time	= 31.778;	// (usec)	=	100 chars =	800 Pixels	
Hor Addr Time	= 25.422;	// (usec)	=	80 chars =	640 Pixels	
Hor Blank Start	= 25.740;	// (usec)	=	81 chars =	648 Pixels	
Hor Blank Time	= 5.720;	// (usec)	=	18 chars =	144 Pixels	
Hor Sync Start	= 26.058;	// (usec)	=	82 chars =	656 Pixels	
// H Right Border	= 0.318;	// (usec)	=	**1** chars =	8 Pixels	
// H Front Porch	= 0.318;	// (usec)	=	**1** chars =	8 Pixels	
Hor Sync Time	= 3.813;	// (usec)	=	**12** chars =	96 Pixels	
// H Back Porch	= 1.589;	// (usec)	=	**5** chars =	40 Pixels	
// H Left Border	= 0.318;	// (usec)	=	**1** chars =	8 Pixels	
Ver Total Time	= 16.683;	// (msec)	=	525 lines	HT – (1.06xHA)	
Ver Addr Time	= 15.253;	// (msec)	=	480 lines	= 4.83	
Ver Blank Start	= 15.507;	// (msec)	=	488 lines		
Ver Blank Time	= 0.922;	// (msec)	=	29 lines		
Ver Sync Start	= 15.571;	// (msec)	=	490 lines		
// V Bottom Border	= 0.254;	// (msec)	=	**8** lines		
// V Front Porch	= 0.064;	// (msec)	=	**2** lines		
Ver Sync Time	= 0.064;	// (msec)	=	**2** lines		
// V Back Porch	= 0.794;	// (msec)	=	**25** lines		
// V Top Border	= 0.254;	// (msec)	=	**8** lines		

Definition of Terms: Refer to section 3.3.

VESA MONITOR TIMING STANDARD

Adopted: 11/11/90 (VESA #901101)
Resolution: 640 x 480 at 72 Hz (non-interlaced)
EDID ID: DMT ID: 05h; STD 2 Byte Code: (31, 4C)h; CVT 3 Byte Code: n/a
BIOS Modes: 11h, 12h, 101h, 110h, 111h, & 112h (1, 4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **640 x 480 @ 72Hz;**					
Hor Pixels	= **640;**	// Pixels				
Ver Pixels	= **480;**	// Lines				
Hor Frequency	= 37.861;	// kHz	=	26.4 usec	/ line	
Ver Frequency	= 72.809;	// Hz	=	13.7 msec	/ frame	
Pixel Clock	= **31.500;**	// MHz	=	31.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	254.0 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	6.3 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	21.2% of HTotal			
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	4.6% of VTotal			
Hor Total Time	= 26.413;	// (usec)	=	104 chars =	832 Pixels	
Hor Addr Time	= 20.317;	// (usec)	=	80 chars =	640 Pixels	
Hor Blank Start	= 20.571;	// (usec)	=	81 chars =	648 Pixels	
Hor Blank Time	= 5.587;	// (usec)	=	22 chars =	176 Pixels	
Hor Sync Start	= 21.079;	// (usec)	=	83 chars =	664 Pixels	
// H Right Border	= 0.254;	// (usec)	=	**1** chars =	8 Pixels	
// H Front Porch	= 0.508;	// (usec)	=	**2** chars =	16 Pixels	
Hor Sync Time	= 1.270;	// (usec)	=	**5** chars =	40 Pixels	
// H Back Porch	= 3.810;	// (usec)	=	**15** chars =	120 Pixels	
// H Left Border	= 0.254;	// (usec)	=	**1** chars =	8 Pixels	
Ver Total Time	= 13.735;	// (msec)	=	520 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.678;	// (msec)	=	480 lines	= 4.88	
Ver Blank Start	= 12.889;	// (msec)	=	488 lines		
Ver Blank Time	= 0.634;	// (msec)	=	24 lines		
Ver Sync Start	= 12.916;	// (msec)	=	489 lines		
// V Bottom Border	= 0.211;	// (msec)	=	**8** lines		
// V Front Porch	= 0.026;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.079;	// (msec)	=	**3** lines		
// V Back Porch	= 0.528;	// (msec)	=	**20** lines		
// V Top Border	= 0.211;	// (msec)	=	**8** lines		

Definition of Terms: Refer to section 3.3.

VESA MONITOR TIMING STANDARD

Adopted: 10/4/93
Resolution: 640 x 480 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 06h; STD 2 Byte Code: (31, 4F)h; CVT 3 Byte Code: n/a
BIOS Modes: 11h, 12h, 101h, 110h, 111h, & 112h (1, 4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **640 x 480 @ 75Hz;**					
Hor Pixels	= **640;**	// Pixels				
Ver Pixels	= **480;**	// Lines				
Hor Frequency	= 37.500;	// kHz	=	26.7 usec	/	line
Ver Frequency	= 75.000;	// Hz	=	13.3 msec	/	frame
Pixel Clock	= **31.500;**	// MHz	=	31.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	254.0 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	6.2 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	23.8% of HTotal			
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	4.0% of VTotal			
Hor Total Time	= 26.667;	// (usec)	=	105 chars =	840 Pixels	
Hor Addr Time	= 20.317;	// (usec)	=	80 chars =	640 Pixels	
Hor Blank Start	= 20.317;	// (usec)	=	80 chars =	640 Pixels	
Hor Blank Time	= 6.349;	// (usec)	=	25 chars =	200 Pixels	
Hor Sync Start	= 20.825;	// (usec)	=	82 chars =	656 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.508;	// (usec)	=	**2** chars =	16 Pixels	
Hor Sync Time	= 2.032;	// (usec)	=	**8** chars =	64 Pixels	
// H Back Porch	= 3.810;	// (usec)	=	**15** chars =	120 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.333;	// (msec)	=	500 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.800;	// (msec)	=	480 lines	= 5.13	
Ver Blank Start	= 12.800;	// (msec)	=	480 lines		
Ver Blank Time	= 0.533;	// (msec)	=	20 lines		
Ver Sync Start	= 12.827;	// (msec)	=	481 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.027;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.080;	// (msec)	=	**3** lines		
// V Back Porch	= 0.427;	// (msec)	=	**16** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.3.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 640 x 480 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 07h; STD 2 Byte Code: (31, 59)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **640 x 480 @ 85Hz;**						
Hor Pixels	= **640;**	// Pixels					
Ver Pixels	= **480;**	// Lines					
Hor Frequency	= 43.269;	// kHz	=	23.1 usec	/ line		
Ver Frequency	= 85.008;	// Hz	=	11.8 msec	/ frame		
Pixel Clock	= **36.000;**	// MHz	=	27.8 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	222.2 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	1.4 %			
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	23.1% of HTotal				
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	5.7% of VTotal				
Hor Total Time	= 23.111;	// (usec)	=	104 chars =	832 Pixels		
Hor Addr Time	= 17.778;	// (usec)	=	80 chars =	640 Pixels		
Hor Blank Start	= 17.778;	// (usec)	=	80 chars =	640 Pixels		
Hor Blank Time	= 5.333;	// (usec)	=	24 chars =	192 Pixels		
Hor Sync Start	= 19.333;	// (usec)	=	87 chars =	696 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 1.556;	// (usec)	=	**7** chars =	56 Pixels		
Hor Sync Time	= 1.556;	// (usec)	=	**7** chars =	56 Pixels		
// H Back Porch	= 2.222;	// (usec)	=	**10** chars =	80 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 11.764;	// (msec)	=	509 lines	HT – (1.06xHA)		
Ver Addr Time	= 11.093;	// (msec)	=	480 lines	= 4.27		
Ver Blank Start	= 11.093;	// (msec)	=	480 lines			
Ver Blank Time	= 0.670;	// (msec)	=	29 lines			
Ver Sync Start	= 11.116;	// (msec)	=	481 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.023;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.069;	// (msec)	=	**3** lines			
// V Back Porch	= 0.578;	// (msec)	=	**25** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.3.

Adopted: 8/7/90 (VESA #900601)
Resolution: 800 x 600 at 56 Hz (non-interlaced)
EDID ID: DMT ID: 08h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

<u>Detailed Timing Parameters</u>

Timing Name	= **800 x 600 @ 56Hz;**						
Hor Pixels	= **800;**	// Pixels					
Ver Pixels	= **600;**	// Lines					
Hor Frequency	= 35.156;	// kHz	=	28.4 usec	/ line		
Ver Frequency	= 56.250;	// Hz	=	17.8 msec	/ frame		
Pixel Clock	= **36.000;**	// MHz	=	27.8 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	222.2 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	5.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	21.9% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal				
Hor Total Time	= 28.444;	// (usec)	=	128 chars =	1024 Pixels		
Hor Addr Time	= 22.222;	// (usec)	=	100 chars =	800 Pixels		
Hor Blank Start	= 22.222;	// (usec)	=	100 chars =	800 Pixels		
Hor Blank Time	= 6.222;	// (usec)	=	28 chars =	224 Pixels		
Hor Sync Start	= 22.889;	// (usec)	=	103 chars =	824 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.667;	// (usec)	=	**3** chars =	24 Pixels		
Hor Sync Time	= 2.000;	// (usec)	=	**9** chars =	72 Pixels		
// H Back Porch	= 3.556;	// (usec)	=	**16** chars =	128 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 17.778;	// (msec)	=	625 lines	HT – (1.06xHA)		
Ver Addr Time	= 17.067;	// (msec)	=	600 lines	= 4.89		
Ver Blank Start	= 17.067;	// (msec)	=	600 lines			
Ver Blank Time	= 0.711;	// (msec)	=	25 lines			
Ver Sync Start	= 17.095;	// (msec)	=	601 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.028;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.057;	// (msec)	=	**2** lines			
// V Back Porch	= 0.626;	// (msec)	=	**22** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 8/7/90 (VESA #900602)
Resolution: 800 x 600 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 09h; STD 2 Byte Code: (45, 40)h; CVT 3 Byte Code: n/a
BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **800 x 600 @ 60Hz;**						
Hor Pixels	= **800;**	// Pixels					
Ver Pixels	= **600;**	// Lines					
Hor Frequency	= 37.879;	// kHz	=	26.4 usec	/ line		
Ver Frequency	= 60.317;	// Hz	=	16.6 msec	/ frame		
Pixel Clock	= **40.000;**	// MHz	=	25.0 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	200.0 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	2.3 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	24.2% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.5% of VTotal				
Hor Total Time	= 26.400;	// (usec)	=	132	chars =	1056	Pixels
Hor Addr Time	= 20.000;	// (usec)	=	100	chars =	800	Pixels
Hor Blank Start	= 20.000;	// (usec)	=	100	chars =	800	Pixels
Hor Blank Time	= 6.400;	// (usec)	=	32	chars =	256	Pixels
Hor Sync Start	= 21.000;	// (usec)	=	105	chars =	840	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 1.000;	// (usec)	=	**5**	chars =	40	Pixels
Hor Sync Time	= 3.200;	// (usec)	=	**16**	chars =	128	Pixels
// H Back Porch	= 2.200;	// (usec)	=	**11**	chars =	88	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 16.579;	// (msec)	=	628 lines	HT – (1.06xHA)		
Ver Addr Time	= 15.840;	// (msec)	=	600 lines	= 5.2		
Ver Blank Start	= 15.840;	// (msec)	=	600 lines			
Ver Blank Time	= 0.739;	// (msec)	=	28 lines			
Ver Sync Start	= 15.866;	// (msec)	=	601 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.026;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.106;	// (msec)	=	**4** lines			
// V Back Porch	= 0.607;	// (msec)	=	**23** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 9/10/91 (VESA #900603A)
Resolution: 800 x 600 at 72 Hz (non-interlaced)
EDID ID: DMT ID: 0Ah; STD 2 Byte Code: (45, 4C)h; CVT 3 Byte Code: n/a
BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **800 x 600 @ 72Hz;**					
Hor Pixels	= **800;**	// Pixels				
Ver Pixels	= **600;**	// Lines				
Hor Frequency	= 48.077;	// kHz	=	20.8 usec	/	line
Ver Frequency	= 72.188;	// Hz	=	13.9 msec	/	frame
Pixel Clock	= **50.000;**	// MHz	=	20.0 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	160.0 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	0.4 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	23.1% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	9.9% of VTotal			
Hor Total Time	= 20.800;	// (usec)	=	130 chars =	1040 Pixels	
Hor Addr Time	= 16.000;	// (usec)	=	100 chars =	800 Pixels	
Hor Blank Start	= 16.000;	// (usec)	=	100 chars =	800 Pixels	
Hor Blank Time	= 4.800;	// (usec)	=	30 chars =	240 Pixels	
Hor Sync Start	= 17.120;	// (usec)	=	107 chars =	856 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 1.120;	// (usec)	=	**7** chars =	56 Pixels	
Hor Sync Time	= 2.400;	// (usec)	=	**15** chars =	120 Pixels	
// H Back Porch	= 1.280;	// (usec)	=	**8** chars =	64 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.853;	// (msec)	=	666 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.480;	// (msec)	=	600 lines	= 3.84	
Ver Blank Start	= 12.480;	// (msec)	=	600 lines		
Ver Blank Time	= 1.373;	// (msec)	=	66 lines		
Ver Sync Start	= 13.250;	// (msec)	=	637 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.770;	// (msec)	=	**37** lines		
Ver Sync Time	= 0.125;	// (msec)	=	**6** lines		
// V Back Porch	= 0.478;	// (msec)	=	**23** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 10/4/93
Resolution: 800 x 600 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 0Bh; STD 2 Byte Code: (45, 4F)h; CVT 3 Byte Code: n/a
BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **800 x 600 @ 75Hz;**				
Hor Pixels	= **800;**	// Pixels			
Ver Pixels	= **600;**	// Lines			
Hor Frequency	= 46.875;	// kHz	=	21.3 usec	/ line
Ver Frequency	= 75.000;	// Hz	=	13.3 msec	/ frame
Pixel Clock	= **49.500;**	// MHz	=	20.2 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	161.6 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	6.8 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	24.2% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal		
Hor Total Time	= 21.333;	// (usec)	=	132 chars =	1056 Pixels
Hor Addr Time	= 16.162;	// (usec)	=	100 chars =	800 Pixels
Hor Blank Start	= 16.162;	// (usec)	=	100 chars =	800 Pixels
Hor Blank Time	= 5.172;	// (usec)	=	32 chars =	256 Pixels
Hor Sync Start	= 16.485;	// (usec)	=	102 chars =	816 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.323;	// (usec)	=	**2** chars =	16 Pixels
Hor Sync Time	= 1.616;	// (usec)	=	**10** chars =	80 Pixels
// H Back Porch	= 3.232;	// (usec)	=	**20** chars =	160 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 13.333;	// (msec)	=	625 lines	HT – (1.06xHA)
Ver Addr Time	= 12.800;	// (msec)	=	600 lines	= 4.2
Ver Blank Start	= 12.800;	// (msec)	=	600 lines	
Ver Blank Time	= 0.533;	// (msec)	=	25 lines	
Ver Sync Start	= 12.821;	// (msec)	=	601 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.021;	// (msec)	=	**1** lines	
Ver Sync Time	= 0.064;	// (msec)	=	**3** lines	
// V Back Porch	= 0.448;	// (msec)	=	**21** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 800 x 600 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 0Ch; STD 2 Byte Code: (45, 59)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **800 x 600 @ 85Hz;**						
Hor Pixels	= **800;**	// Pixels					
Ver Pixels	= **600;**	// Lines					
Hor Frequency	= 53.674;	// kHz	=	18.6 usec	/ line		
Ver Frequency	= 85.061;	// Hz	=	11.8 msec	/ frame		
Pixel Clock	= **56.250;**	// MHz	=	17.8 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	142.2 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	5.7 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	23.7% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.9% of VTotal				
Hor Total Time	= 18.631;	// (usec)	=	131	chars =	1048 Pixels	
Hor Addr Time	= 14.222;	// (usec)	=	100	chars =	800 Pixels	
Hor Blank Start	= 14.222;	// (usec)	=	100	chars =	800 Pixels	
Hor Blank Time	= 4.409;	// (usec)	=	31	chars =	248 Pixels	
Hor Sync Start	= 14.791;	// (usec)	=	104	chars =	832 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
// H Front Porch	= 0.569;	// (usec)	=	**4**	chars =	32 Pixels	
Hor Sync Time	= 1.138;	// (usec)	=	**8**	chars =	64 Pixels	
// H Back Porch	= 2.702;	// (usec)	=	**19**	chars =	152 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
Ver Total Time	= 11.756;	// (msec)	=	631	lines	HT – (1.06xHA)	
Ver Addr Time	= 11.179;	// (msec)	=	600	lines	= 3.56	
Ver Blank Start	= 11.179;	// (msec)	=	600	lines		
Ver Blank Time	= 0.578;	// (msec)	=	31	lines		
Ver Sync Start	= 11.197;	// (msec)	=	601	lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0**	lines		
// V Front Porch	= 0.019;	// (msec)	=	**1**	lines		
Ver Sync Time	= 0.056;	// (msec)	=	**3**	lines		
// V Back Porch	= 0.503;	// (msec)	=	**27**	lines		
// V Top Border	= 0.000;	// (msec)	=	**0**	lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 800 x 600 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 0Dh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **800 x 600 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **800;**	// Pixels				
Ver Pixels	= **600;**	// Lines				
Hor Frequency	= 76.302;	// kHz	=	13.1 usec	/ line	
Ver Frequency	= 119.972;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **73.250;**	// MHz	=	13.7 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	109.2 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.7 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	16.7% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.7% of VTotal		
Hor Total Time	= 13.106;	// (usec)	=	120	chars =	960 Pixels
Hor Addr Time	= 10.922;	// (usec)	=	100	chars =	800 Pixels
Hor Blank Start	= 10.922;	// (usec)	=	100	chars =	800 Pixels
Hor Blank Time	= 2.184;	// (usec)	=	20	chars =	160 Pixels
Hor Sync Start	= 11.577;	// (usec)	=	106	chars =	848 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
// H Front Porch	= 0.655;	// (usec)	=	**6**	chars =	48 Pixels
Hor Sync Time	= 0.437;	// (usec)	=	**4**	chars =	32 Pixels
// H Back Porch	= 1.092;	// (usec)	=	**10**	chars =	80 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
Ver Total Time	= 8.335;	// (msec)	=	636 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.863;	// (msec)	=	600 lines	= 1.53	
Ver Blank Start	= 7.863;	// (msec)	=	600 lines		
Ver Blank Time	= 0.472;	// (msec)	=	36 lines		
Ver Sync Start	= 7.903;	// (msec)	=	603 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.039;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.052;	// (msec)	=	**4** lines		
// V Back Porch	= 0.380;	// (msec)	=	**29** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 848 x 480 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 0Eh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **848 x 480 @ 60Hz;**					
Hor Pixels	= **848;**	// Pixels				
Ver Pixels	= **480;**	// Lines				
Hor Frequency	= 31.020;	// kHz	=	32.2 usec	/ line	
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **33.750;**	// MHz	=	29.6 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	237.0 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	4.4 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	22.1% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	7.2% of VTotal			
Hor Total Time	= 32.237;	// (usec)	=	136 chars =	1088 Pixels	
Hor Addr Time	= 25.126;	// (usec)	=	106 chars =	848 Pixels	
Hor Blank Start	= 25.126;	// (usec)	=	106 chars =	848 Pixels	
Hor Blank Time	= 7.111;	// (usec)	=	30 chars =	240 Pixels	
Hor Sync Start	= 25.600;	// (usec)	=	108 chars =	864 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.474;	// (usec)	=	**2** chars =	16 Pixels	
Hor Sync Time	= 3.319;	// (usec)	=	**14** chars =	112 Pixels	
// H Back Porch	= 3.319;	// (usec)	=	**14** chars =	112 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.667;	// (msec)	=	517 lines	HT – (1.06xHA)	
Ver Addr Time	= 15.474;	// (msec)	=	480 lines	= 5.6	
Ver Blank Start	= 15.474;	// (msec)	=	480 lines		
Ver Blank Time	= 1.193;	// (msec)	=	37 lines		
Ver Sync Start	= 15.667;	// (msec)	=	486 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.193;	// (msec)	=	**6** lines		
Ver Sync Time	= 0.258;	// (msec)	=	**8** lines		
// V Back Porch	= 0.741;	// (msec)	=	**23** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: n/a   **** For Reference Only - Not a VESA Standard ****
Resolution: 1024 x 768 at 43 Hz (interlaced)
EDID ID: DMT ID: 0Fh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1024 x 768 @ 43Hz (Interlaced);**					
Hor Pixels	= **1024;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 35.522;	// kHz	=	28.2 usec	/ line	
Ver Frequency	= 86.957;	// Hz	=	11.5 msec	/ **field**	
Pixel Clock	= **44.900;**	// MHz	=	22.3 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	178.2 nsec		
Scan Type	= **INTERLACED;**					
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	19.0% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	5.9% of VTotal		
Hor Total Time	= 28.151;	// (usec)	=	158 chars	=	1264 Pixels
Hor Addr Time	= 22.806;	// (usec)	=	128 chars	=	1024 Pixels
Hor Blank Start	= 22.806;	// (usec)	=	128 chars	=	1024 Pixels
Hor Blank Time	= 5.345;	// (usec)	=	30 chars	=	240 Pixels
Hor Sync Start	= 22.984;	// (usec)	=	129 chars	=	1032 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
// H Front Porch	= 0.178;	// (usec)	=	**1** chars	=	8 Pixels
Hor Sync Time	= 3.920;	// (usec)	=	**22** chars	=	176 Pixels
// H Back Porch	= 1.247;	// (usec)	=	**7** chars	=	56 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
Ver Total Time	= 23.000;	// (msec)	=	817 lines	(Per Frame)	
Ver Addr Time	= 21.620;	// (msec)	=	768 lines	(Per Frame)	
Ver Blank Start	= 21.620;	// (msec)	=	768 lines	(Per Frame)	
Ver Blank Time	= 0.676;	// (msec)	=	24 lines	**(Per Field)**	
Ver Sync Start	= 21.620;	// (msec)	=	768 lines	(Per Frame)	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	(Odd Field)	
// V Front Porch	= 0.000;	// (msec)	=	**0** lines	(Odd Field)	
Ver Sync Time	= 0.113;	// (msec)	=	**4** lines	(Both Fields)	
// V Back Porch	= 0.563;	// (msec)	=	**20** lines	(Odd Field)	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	(Odd Field)	

Definition of Terms: Refer to section 3.1.

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VESA MONITOR TIMING STANDARD

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Adopted: 9/10/91 (VESA #901101A)
Resolution: 1024 x 768 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 10h; STD 2 Byte Code: (61, 40)h; CVT 3 Byte Code: n/a
BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

<div align="center">

Detailed Timing Parameters

</div>

Timing Name	= **1024 x 768 @ 60Hz;**					
Hor Pixels	= **1024;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 48.363;	// kHz	=	20.7 usec	/	line
Ver Frequency	= 60.004;	// Hz	=	16.7 msec	/	frame
Pixel Clock	= **65.000;**	// MHz	=	15.4 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	123.1 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.1 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	23.8% of HTotal			
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	4.7% of VTotal			
Hor Total Time	= 20.677;	// (usec)	=	168 chars =	1344 Pixels	
Hor Addr Time	= 15.754;	// (usec)	=	128 chars =	1024 Pixels	
Hor Blank Start	= 15.754;	// (usec)	=	128 chars =	1024 Pixels	
Hor Blank Time	= 4.923;	// (usec)	=	40 chars =	320 Pixels	
Hor Sync Start	= 16.123;	// (usec)	=	131 chars =	1048 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.369;	// (usec)	=	**3** chars =	24 Pixels	
Hor Sync Time	= 2.092;	// (usec)	=	**17** chars =	136 Pixels	
// H Back Porch	= 2.462;	// (usec)	=	**20** chars =	160 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.666;	// (msec)	=	806 lines	HT – (1.06xHA)	
Ver Addr Time	= 15.880;	// (msec)	=	768 lines	= 3.98	
Ver Blank Start	= 15.880;	// (msec)	=	768 lines		
Ver Blank Time	= 0.786;	// (msec)	=	38 lines		
Ver Sync Start	= 15.942;	// (msec)	=	771 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.062;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.124;	// (msec)	=	**6** lines		
// V Back Porch	= 0.600;	// (msec)	=	**29** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.3.

VESA MONITOR TIMING STANDARD

Adopted: 8/9/91 (VESA #910801-2)
Resolution: 1024 x 768 at 70 Hz (non-interlaced)
EDID ID: DMT ID: 11h; STD 2 Byte Code: (61, 4A)h; CVT 3 Byte Code: n/a
BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1024 x 768 @ 70Hz;**						
Hor Pixels	= **1024;**	// Pixels					
Ver Pixels	= **768;**	// Lines					
Hor Frequency	= 56.476;	// kHz	=	17.7 usec	/ line		
Ver Frequency	= 70.069;	// Hz	=	14.3 msec	/ frame		
Pixel Clock	= **75.000;**	// MHz	=	13.3 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	106.7 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	4.5 %			
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	22.9% of HTotal				
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	4.7% of VTotal				
Hor Total Time	= 17.707;	// (usec)	=	166 chars	=	1328 Pixels	
Hor Addr Time	= 13.653;	// (usec)	=	128 chars	=	1024 Pixels	
Hor Blank Start	= 13.653;	// (usec)	=	128 chars	=	1024 Pixels	
Hor Blank Time	= 4.053;	// (usec)	=	38 chars	=	304 Pixels	
Hor Sync Start	= 13.973;	// (usec)	=	131 chars	=	1048 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels	
// H Front Porch	= 0.320;	// (usec)	=	**3** chars	=	24 Pixels	
Hor Sync Time	= 1.813;	// (usec)	=	**17** chars	=	136 Pixels	
// H Back Porch	= 1.920;	// (usec)	=	**18** chars	=	144 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels	
Ver Total Time	= 14.272;	// (msec)	=	806 lines	HT – (1.06xHA)		
Ver Addr Time	= 13.599;	// (msec)	=	768 lines	= 3.23		
Ver Blank Start	= 13.599;	// (msec)	=	768 lines			
Ver Blank Time	= 0.673;	// (msec)	=	38 lines			
Ver Sync Start	= 13.652;	// (msec)	=	771 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.053;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.106;	// (msec)	=	**6** lines			
// V Back Porch	= 0.513;	// (msec)	=	**29** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.3.

VESA MONITOR TIMING STANDARD

Adopted: 10/4/93
Resolution: 1024 x 768 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 12h; STD 2 Byte Code: (61, 4F)h; CVT 3 Byte Code: n/a
BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1024 x 768 @ 75Hz;**						
Hor Pixels	= **1024;**	// Pixels					
Ver Pixels	= **768;**	// Lines					
Hor Frequency	= 60.023;	// kHz	=	16.7 usec	/ line		
Ver Frequency	= 75.029;	// Hz	=	13.3 msec	/ frame		
Pixel Clock	= **78.750;**	// MHz	=	12.7 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	101.6 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	6.1 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	22.0% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal				
Hor Total Time	= 16.660;	// (usec)	=	164	chars =	1312	Pixels
Hor Addr Time	= 13.003;	// (usec)	=	128	chars =	1024	Pixels
Hor Blank Start	= 13.003;	// (usec)	=	128	chars =	1024	Pixels
Hor Blank Time	= 3.657;	// (usec)	=	36	chars =	288	Pixels
Hor Sync Start	= 13.206;	// (usec)	=	130	chars =	1040	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.203;	// (usec)	=	**2**	chars =	16	Pixels
Hor Sync Time	= 1.219;	// (usec)	=	**12**	chars =	96	Pixels
// H Back Porch	= 2.235;	// (usec)	=	**22**	chars =	176	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 13.328;	// (msec)	=	800 lines	HT – (1.06xHA)		
Ver Addr Time	= 12.795;	// (msec)	=	768 lines	= 2.88		
Ver Blank Start	= 12.795;	// (msec)	=	768 lines			
Ver Blank Time	= 0.533;	// (msec)	=	32 lines			
Ver Sync Start	= 12.812;	// (msec)	=	769 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.017;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.050;	// (msec)	=	**3** lines			
// V Back Porch	= 0.466;	// (msec)	=	**28** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 1024 x 768 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 13h; STD 2 Byte Code: (61, 59)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1024 x 768 @ 85Hz;**					
Hor Pixels	= **1024;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 68.677;	// kHz	=	14.6 usec	/ line	
Ver Frequency	= 84.997;	// Hz	=	11.8 msec	/ frame	
Pixel Clock	= **94.500;**	// MHz	=	10.6 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	84.7 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.8 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.6% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.0% of VTotal			
Hor Total Time	= 14.561;	// (usec)	=	172 chars =	1376 Pixels	
Hor Addr Time	= 10.836;	// (usec)	=	128 chars =	1024 Pixels	
Hor Blank Start	= 10.836;	// (usec)	=	128 chars =	1024 Pixels	
Hor Blank Time	= 3.725;	// (usec)	=	44 chars =	352 Pixels	
Hor Sync Start	= 11.344;	// (usec)	=	134 chars =	1072 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.508;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 1.016;	// (usec)	=	**12** chars =	96 Pixels	
// H Back Porch	= 2.201;	// (usec)	=	**26** chars =	208 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.765;	// (msec)	=	808 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.183;	// (msec)	=	768 lines	= 3.07	
Ver Blank Start	= 11.183;	// (msec)	=	768 lines		
Ver Blank Time	= 0.582;	// (msec)	=	40 lines		
Ver Sync Start	= 11.197;	// (msec)	=	769 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.015;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.044;	// (msec)	=	**3** lines		
// V Back Porch	= 0.524;	// (msec)	=	**36** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

Adopted: 5/1/07
Resolution: 1024 x 768 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 14h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1024 x 768 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1024;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 97.551;	// kHz	=	10.3 usec	/ line	
Ver Frequency	= 119.989;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **115.500;**	// MHz	=	8.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	69.3 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.4 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	13.5% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.5% of VTotal			
Hor Total Time	= 10.251;	// (usec)	=	148	chars =	1184 Pixels
Hor Addr Time	= 8.866;	// (usec)	=	128	chars =	1024 Pixels
Hor Blank Start	= 8.866;	// (usec)	=	128	chars =	1024 Pixels
Hor Blank Time	= 1.385;	// (usec)	=	20	chars =	160 Pixels
Hor Sync Start	= 9.281;	// (usec)	=	134	chars =	1072 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
// H Front Porch	= 0.416;	// (usec)	=	**6**	chars =	48 Pixels
Hor Sync Time	= 0.277;	// (usec)	=	**4**	chars =	32 Pixels
// H Back Porch	= 0.693;	// (usec)	=	**10**	chars =	80 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
Ver Total Time	= 8.334;	// (msec)	=	813 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.873;	// (msec)	=	768 lines	= 0.85	
Ver Blank Start	= 7.873;	// (msec)	=	768 lines		
Ver Blank Time	= 0.461;	// (msec)	=	45 lines		
Ver Sync Start	= 7.904;	// (msec)	=	771 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.031;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.041;	// (msec)	=	**4** lines		
// V Back Porch	= 0.390;	// (msec)	=	**38** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

Adopted: 3/1/96
Resolution: 1152 x 864 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 15h; STD 2 Byte Code: (71, 4F)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

<div align="center">Detailed Timing Parameters</div>

Timing Name	= **1152 x 864 @ 75Hz;**						
Hor Pixels	= **1152;**	// Pixels					
Ver Pixels	= **864;**	// Lines					
Hor Frequency	= 67.500;	// kHz	=	14.8 usec	/	line	
Ver Frequency	= 75.000;	// Hz	=	13.3 msec	/	frame	
Pixel Clock	= **108.000;**	// MHz	=	9.3 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	74.1 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	6.0 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	28.0% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	4.0% of VTotal			
Hor Total Time	= 14.815;	// (usec)	=	200 chars	=	1600 Pixels	
Hor Addr Time	= 10.667;	// (usec)	=	144 chars	=	1152 Pixels	
Hor Blank Start	= 10.667;	// (usec)	=	144 chars	=	1152 Pixels	
Hor Blank Time	= 4.148;	// (usec)	=	56 chars	=	448 Pixels	
Hor Sync Start	= 11.259;	// (usec)	=	152 chars	=	1216 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels	
// H Front Porch	= 0.593;	// (usec)	=	**8** chars	=	64 Pixels	
Hor Sync Time	= 1.185;	// (usec)	=	**16** chars	=	128 Pixels	
// H Back Porch	= 2.370;	// (usec)	=	**32** chars	=	256 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels	
Ver Total Time	= 13.333;	// (msec)	=	900 lines	HT – (1.06xHA)		
Ver Addr Time	= 12.800;	// (msec)	=	864 lines	= 3.51		
Ver Blank Start	= 12.800;	// (msec)	=	864 lines			
Ver Blank Time	= 0.533;	// (msec)	=	36 lines			
Ver Sync Start	= 12.815;	// (msec)	=	865 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.015;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.044;	// (msec)	=	**3** lines			
// V Back Porch	= 0.474;	// (msec)	=	**32** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 11/17/08
Resolution: 1280 x 720 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 55h; STD 2 Byte Code: 81h, C0h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Per CEA-861 --- 720p (Code 4) Timing Definitions

<u>Detailed Timing Parameters</u>

Timing Name	= **1280 x 720 @ 60Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **720;**	// Lines				
Hor Frequency	= 45.000;	// KHz	=	22.2 usec	/ line	
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **74.250;**	// MHz	=	13.5 nsec	± 0.5%	
Character Width	= **1;**	// Pixels	=	13.5 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	3.3 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	22.4% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal			
Hor Total Time	= 22.222;	// (usec)	=	1650	chars =	1650 Pixels
Hor Addr Time	= 17.239;	// (usec)	=	1280	chars =	1280 Pixels
Hor Blank Start	= 17.239;	// (usec)	=	1280	chars =	1280 Pixels
Hor Blank Time	= 4.983;	// (usec)	=	370	chars =	370 Pixels
Hor Sync Start	= 18.721;	// (usec)	=	1390	chars =	1390 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
// H Front Porch	= 1.481;	// (usec)	=	**110**	chars =	110 Pixels
Hor Sync Time	= 0.539;	// (usec)	=	**40**	chars =	40 Pixels
// H Back Porch	= 2.963;	// (usec)	=	**220**	chars =	220 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
Ver Total Time	= 16.667;	// (msec)	=	750 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.000;	// (msec)	=	720 lines	= 3.95	
Ver Blank Start	= 16.000;	// (msec)	=	720 lines		
Ver Blank Time	= 0.667;	// (msec)	=	30 lines		
Ver Sync Start	= 16.111;	// (msec)	=	725 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.111;	// (msec)	=	**5** lines		
Ver Sync Time	= 0.111;	// (msec)	=	**5** lines		
// V Back Porch	= 0.444;	// (msec)	=	**20** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to Section 3.1

Adopted: 8/21/03
Resolution: 1280 x 768 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 16h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (7F, 1C, 21)h
Method: CVT Reduced Blanking

Detailed Timing Parameters

Timing Name	= **1280 x 768 @ 60Hz CVT (Reduced Blanking)**;					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 47.396;	// kHz	=	21.1 usec	/ line	
Ver Frequency	= 59.995;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **68.250;**	// MHz	=	14.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	117.2 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	11.1% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	2.8% of VTotal		
Hor Total Time	= 21.099;	// (usec)	=	180	chars =	1440 Pixels
Hor Addr Time	= 18.755;	// (usec)	=	160	chars =	1280 Pixels
Hor Blank Start	= 18.755;	// (usec)	=	160	chars =	1280 Pixels
Hor Blank Time	= 2.344;	// (usec)	=	20	chars =	160 Pixels
Hor Sync Start	= 19.458;	// (usec)	=	166	chars =	1328 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
// H Front Porch	= 0.703;	// (usec)	=	**6**	chars =	48 Pixels
Hor Sync Time	= 0.469;	// (usec)	=	**4**	chars =	32 Pixels
// H Back Porch	= 1.172;	// (usec)	=	**10**	chars =	80 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
Ver Total Time	= 16.668;	// (msec)	=	790 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.204;	// (msec)	=	768 lines	= 1.22	
Ver Blank Start	= 16.204;	// (msec)	=	768 lines		
Ver Blank Time	= 0.464;	// (msec)	=	22 lines		
Ver Sync Start	= 16.267;	// (msec)	=	771 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.063;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.148;	// (msec)	=	**7** lines		
// V Back Porch	= 0.253;	// (msec)	=	**12** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1280 x 768 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 17h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (7F, 1C, 28)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1280 x 768 @ 60Hz;**				
Hor Pixels	= **1280;**	// Pixels			
Ver Pixels	= **768;**	// Lines			
Hor Frequency	= 47.776;	// kHz	=	20.9 usec	/ line
Ver Frequency	= 59.870;	// Hz	=	16.7 msec	/ frame
Pixel Clock	= **79.500;**	// MHz	=	12.6 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	100.6 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %	
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	23.1% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.8% of VTotal		
Hor Total Time	= 20.931;	// (usec)	=	208 chars =	1664 Pixels
Hor Addr Time	= 16.101;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Start	= 16.101;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Time	= 4.830;	// (usec)	=	48 chars =	384 Pixels
Hor Sync Start	= 16.906;	// (usec)	=	168 chars =	1344 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.805;	// (usec)	=	**8** chars =	64 Pixels
Hor Sync Time	= 1.610;	// (usec)	=	**16** chars =	128 Pixels
// H Back Porch	= 2.415;	// (usec)	=	**24** chars =	192 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 16.703;	// (msec)	=	798 lines	HT – (1.06xHA)
Ver Addr Time	= 16.075;	// (msec)	=	768 lines	= 3.86
Ver Blank Start	= 16.075;	// (msec)	=	768 lines	
Ver Blank Time	= 0.628;	// (msec)	=	30 lines	
Ver Sync Start	= 16.138;	// (msec)	=	771 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.063;	// (msec)	=	**3** lines	
Ver Sync Time	= 0.147;	// (msec)	=	**7** lines	
// V Back Porch	= 0.419;	// (msec)	=	**20** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1280 x 768 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 18h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (7F, 1C, 44)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1280 x 768 @ 75Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 60.289;	// KHz	=	16.6 usec	/	line
Ver Frequency	= 74.893;	// Hz	=	13.4 msec	/	frame
Pixel Clock	= **102.250;**	// MHz	=	9.8 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	78.2 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	24.5% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.6% of VTotal			
Hor Total Time	= 16.587;	// (usec)	=	212 chars =	1696 Pixels	
Hor Addr Time	= 12.518;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 12.518;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 4.068;	// (usec)	=	52 chars =	416 Pixels	
Hor Sync Start	= 13.301;	// (usec)	=	170 chars =	1360 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.782;	// (usec)	=	**10** chars =	80 Pixels	
Hor Sync Time	= 1.252;	// (usec)	=	**16** chars =	128 Pixels	
// H Back Porch	= 2.034;	// (usec)	=	**26** chars =	208 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.352;	// (msec)	=	805 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.739;	// (msec)	=	768 lines	= 3.32	
Ver Blank Start	= 12.739;	// (msec)	=	768 lines		
Ver Blank Time	= 0.614;	// (msec)	=	37 lines		
Ver Sync Start	= 12.788;	// (msec)	=	771 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.050;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.116;	// (msec)	=	**7** lines		
// V Back Porch	= 0.448;	// (msec)	=	**27** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1280 x 768 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 19h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (7F, 1C, 62)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1280 x 768 @ 85Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 68.633;	// kHz	=	14.6 usec	/ line	
Ver Frequency	= 84.837;	// Hz	=	11.8 msec	/ frame	
Pixel Clock	= **117.500;**	// MHz	=	8.5 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	68.1 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	4.0 %	
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	25.2% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.1% of VTotal			
Hor Total Time	= 14.570;	// (usec)	=	214 chars	=	1712 Pixels
Hor Addr Time	= 10.894;	// (usec)	=	160 chars	=	1280 Pixels
Hor Blank Start	= 10.894;	// (usec)	=	160 chars	=	1280 Pixels
Hor Blank Time	= 3.677;	// (usec)	=	54 chars	=	432 Pixels
Hor Sync Start	= 11.574;	// (usec)	=	170 chars	=	1360 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
// H Front Porch	= 0.681;	// (usec)	=	**10** chars	=	80 Pixels
Hor Sync Time	= 1.157;	// (usec)	=	**17** chars	=	136 Pixels
// H Back Porch	= 1.838;	// (usec)	=	**27** chars	=	216 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
Ver Total Time	= 11.787;	// (msec)	=	809 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.190;	// (msec)	=	768 lines	= 3.02	
Ver Blank Start	= 11.190;	// (msec)	=	768 lines		
Ver Blank Time	= 0.597;	// (msec)	=	41 lines		
Ver Sync Start	= 11.234;	// (msec)	=	771 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.044;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.102;	// (msec)	=	**7** lines		
// V Back Porch	= 0.452;	// (msec)	=	**31** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

Adopted: 5/1/07
Resolution: 1280 x 768 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 1Ah; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1280 x 768 @ 120Hz CVT (Reduced Blanking);**						
Hor Pixels	= **1280;**	// Pixels					
Ver Pixels	= **768;**	// Lines					
Hor Frequency	= 97.396;	// kHz	=	10.3 usec	/	line	
Ver Frequency	= 119.798;	// Hz	=	8.3 msec	/	frame	
Pixel Clock	= **140.250;**	// MHz	=	7.1 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	57.0 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase	=	1.1 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	11.1% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.5% of VTotal			
Hor Total Time	= 10.267;	// (usec)	=	180	chars =	1440	Pixels
Hor Addr Time	= 9.127;	// (usec)	=	160	chars =	1280	Pixels
Hor Blank Start	= 9.127;	// (usec)	=	160	chars =	1280	Pixels
Hor Blank Time	= 1.141;	// (usec)	=	20	chars =	160	Pixels
Hor Sync Start	= 9.469;	// (usec)	=	166	chars =	1328	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.342;	// (usec)	=	**6**	chars =	48	Pixels
Hor Sync Time	= 0.228;	// (usec)	=	**4**	chars =	32	Pixels
// H Back Porch	= 0.570;	// (usec)	=	**10**	chars =	80	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 8.347;	// (msec)	=	813 lines	HT – (1.06xHA)		
Ver Addr Time	= 7.885;	// (msec)	=	768 lines	= 0.59		
Ver Blank Start	= 7.885;	// (msec)	=	768 lines			
Ver Blank Time	= 0.462;	// (msec)	=	45 lines			
Ver Sync Start	= 7.916;	// (msec)	=	771 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.031;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.072;	// (msec)	=	**7** lines			
// V Back Porch	= 0.359;	// (msec)	=	**35** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1280 x 800 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 1Bh; STD 2 Byte Code: n/a; CVT 3 Byte Code: (8F, 18, 21)h
Method: CVT Reduced Blanking

Detailed Timing Parameters

Timing Name	= **1280 x 800 @ 60Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **800;**	// Lines				
Hor Frequency	= 49.306;	// kHz	=	20.3 usec	/ line	
Ver Frequency	= 59.910;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **71.000;**	// MHz	=	14.1 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	112.7 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	11.1% of HTotal			
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	2.8% of VTotal			
Hor Total Time	= 20.282;	// (usec)	=	180 chars =	1440 Pixels	
Hor Addr Time	= 18.028;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 18.028;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 2.254;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 18.704;	// (usec)	=	166 chars =	1328 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.676;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.451;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 1.127;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.692;	// (msec)	=	823 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.225;	// (msec)	=	800 lines	= 1.17	
Ver Blank Start	= 16.225;	// (msec)	=	800 lines		
Ver Blank Time	= 0.466;	// (msec)	=	23 lines		
Ver Sync Start	= 16.286;	// (msec)	=	803 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.061;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.122;	// (msec)	=	**6** lines		
// V Back Porch	= 0.284;	// (msec)	=	**14** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1280 x 800 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 1Ch; STD 2 Byte Code: (81, 00)h; CVT 3 Byte Code: (8F, 18, 28)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1280 x 800 @ 60Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **800;**	// Lines				
Hor Frequency	= 49.702;	// kHz	=	20.1 usec	/	line
Ver Frequency	= 59.810;	// Hz	=	16.7 msec	/	frame
Pixel Clock	= **83.500;**	// MHz	=	12.0 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	95.8 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank	=	23.8% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	3.7% of VTotal		
Hor Total Time	= 20.120;	// (usec)	=	210 chars =	1680 Pixels	
Hor Addr Time	= 15.329;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 15.329;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 4.790;	// (usec)	=	50 chars =	400 Pixels	
Hor Sync Start	= 16.192;	// (usec)	=	169 chars =	1352 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.862;	// (usec)	=	**9** chars =	72 Pixels	
Hor Sync Time	= 1.533;	// (usec)	=	**16** chars =	128 Pixels	
// H Back Porch	= 2.395;	// (usec)	=	**25** chars =	200 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.720;	// (msec)	=	831 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.096;	// (msec)	=	800 lines	= 3.87	
Ver Blank Start	= 16.096;	// (msec)	=	800 lines		
Ver Blank Time	= 0.624;	// (msec)	=	31 lines		
Ver Sync Start	= 16.156;	// (msec)	=	803 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.060;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.121;	// (msec)	=	**6** lines		
// V Back Porch	= 0.443;	// (msec)	=	**22** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1280 x 800 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 1Dh; STD 2 Byte Code: (81, 0F)h; CVT 3 Byte Code: (8F, 18, 44)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1280 x 800 @ 75Hz;**				
Hor Pixels	= **1280;**	// Pixels			
Ver Pixels	= **800;**	// Lines			
Hor Frequency	= 62.795;	// kHz	=	15.9 usec	/ line
Ver Frequency	= 74.934;	// Hz	=	13.3 msec	/ frame
Pixel Clock	= **106.500;**	// MHz	=	9.4 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	75.1 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %	
Hor Sync Polarity	= **NEGATIVE;**	// HBlank	=	24.5% of HTotal	
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	4.5% of VTotal	
Hor Total Time	= 15.925;	// (usec)	=	212 chars =	1696 Pixels
Hor Addr Time	= 12.019;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Start	= 12.019;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Time	= 3.906;	// (usec)	=	52 chars =	416 Pixels
Hor Sync Start	= 12.770;	// (usec)	=	170 chars =	1360 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.751;	// (usec)	=	**10** chars =	80 Pixels
Hor Sync Time	= 1.202;	// (usec)	=	**16** chars =	128 Pixels
// H Back Porch	= 1.953;	// (usec)	=	**26** chars =	208 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 13.345;	// (msec)	=	838 lines	HT – (1.06xHA)
Ver Addr Time	= 12.740;	// (msec)	=	800 lines	= 3.18
Ver Blank Start	= 12.740;	// (msec)	=	800 lines	
Ver Blank Time	= 0.605;	// (msec)	=	38 lines	
Ver Sync Start	= 12.788;	// (msec)	=	803 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.048;	// (msec)	=	**3** lines	
Ver Sync Time	= 0.096;	// (msec)	=	**6** lines	
// V Back Porch	= 0.462;	// (msec)	=	**29** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1280 x 800 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 1Eh; STD 2 Byte Code: (81, 19)h; CVT 3 Byte Code: (8F, 18, 62)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1280 x 800 @ 85Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **800;**	// Lines				
Hor Frequency	= 71.554;	// kHz	=	14.0 usec	/	line
Ver Frequency	= 84.880;	// Hz	=	11.8 msec	/	frame
Pixel Clock	= **122.500;**	// MHz	=	8.2 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	65.3 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	4.0 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank	=	25.2% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	5.1% of VTotal		
Hor Total Time	= 13.976;	// (usec)	=	214 chars =	1712 Pixels	
Hor Addr Time	= 10.449;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 10.449;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 3.527;	// (usec)	=	54 chars =	432 Pixels	
Hor Sync Start	= 11.102;	// (usec)	=	170 chars =	1360 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.653;	// (usec)	=	**10** chars =	80 Pixels	
Hor Sync Time	= 1.110;	// (usec)	=	**17** chars =	136 Pixels	
// H Back Porch	= 1.763;	// (usec)	=	**27** chars =	216 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.781;	// (msec)	=	843 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.180;	// (msec)	=	800 lines	= 2.9	
Ver Blank Start	= 11.180;	// (msec)	=	800 lines		
Ver Blank Time	= 0.601;	// (msec)	=	43 lines		
Ver Sync Start	= 11.222;	// (msec)	=	803 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.042;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.084;	// (msec)	=	**6** lines		
// V Back Porch	= 0.475;	// (msec)	=	**34** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

Adopted: 5/1/07
Resolution: 1280 x 800 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 1Fh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1280 x 800 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **800;**	// Lines				
Hor Frequency	= 101.563;	// kHz	=	9.8 usec	/	line
Ver Frequency	= 119.909;	// Hz	=	8.3 msec	/	frame
Pixel Clock	= **146.250;**	// MHz	=	6.8 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	54.7 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	11.1% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.5% of VTotal		
Hor Total Time	= 9.846;	// (usec)	=	180 chars =	1440 Pixels	
Hor Addr Time	= 8.752;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 8.752;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 1.094;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 9.080;	// (usec)	=	166 chars =	1328 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.328;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.219;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.547;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.340;	// (msec)	=	847 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.877;	// (msec)	=	800 lines	= 0.57	
Ver Blank Start	= 7.877;	// (msec)	=	800 lines		
Ver Blank Time	= 0.463;	// (msec)	=	47 lines		
Ver Sync Start	= 7.906;	// (msec)	=	803 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.030;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.059;	// (msec)	=	**6** lines		
// V Back Porch	= 0.374;	// (msec)	=	**38** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

Adopted: 3/1/96
Resolution: 1280 x 960 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 20h; STD 2 Byte Code: (81, 40)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1280 x 960 @ 60Hz;**				
Hor Pixels	= **1280;**	// Pixels			
Ver Pixels	= **960;**	// Lines			
Hor Frequency	= 60.000;	// kHz	=	16.7 usec	/ line
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame
Pixel Clock	= **108.000;**	// MHz	=	9.3 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	74.1 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	6.0 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	28.9% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal		
Hor Total Time	= 16.667;	// (usec)	=	225 chars =	1800 Pixels
Hor Addr Time	= 11.852;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Start	= 11.852;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Time	= 4.815;	// (usec)	=	65 chars =	520 Pixels
Hor Sync Start	= 12.741;	// (usec)	=	172 chars =	1376 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.889;	// (usec)	=	**12** chars =	96 Pixels
Hor Sync Time	= 1.037;	// (usec)	=	**14** chars =	112 Pixels
// H Back Porch	= 2.889;	// (usec)	=	**39** chars =	312 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 16.667;	// (msec)	=	1000 lines	HT – (1.06xHA)
Ver Addr Time	= 16.000;	// (msec)	=	960 lines	= 4.1
Ver Blank Start	= 16.000;	// (msec)	=	960 lines	
Ver Blank Time	= 0.667;	// (msec)	=	40 lines	
Ver Sync Start	= 16.017;	// (msec)	=	961 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.017;	// (msec)	=	**1** lines	
Ver Sync Time	= 0.050;	// (msec)	=	**3** lines	
// V Back Porch	= 0.600;	// (msec)	=	**36** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 1280 x 960 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 21h; STD 2 Byte Code: (81, 59)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1280 x 960 @ 85Hz;**						
Hor Pixels	= **1280;**	// Pixels					
Ver Pixels	= **960;**	// Lines					
Hor Frequency	= 85.938;	// kHz	=	11.6 usec	/	line	
Ver Frequency	= 85.002;	// Hz	=	11.8 msec	/	frame	
Pixel Clock	= **148.500;**	// MHz	=	6.7 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	53.9 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	4.6 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.0% of VTotal				
Hor Total Time	= 11.636;	// (usec)	=	216	chars =	1728	Pixels
Hor Addr Time	= 8.620;	// (usec)	=	160	chars =	1280	Pixels
Hor Blank Start	= 8.620;	// (usec)	=	160	chars =	1280	Pixels
Hor Blank Time	= 3.017;	// (usec)	=	56	chars =	448	Pixels
Hor Sync Start	= 9.051;	// (usec)	=	168	chars =	1344	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.431;	// (usec)	=	**8**	chars =	64	Pixels
Hor Sync Time	= 1.077;	// (usec)	=	**20**	chars =	160	Pixels
// H Back Porch	= 1.508;	// (usec)	=	**28**	chars =	224	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 11.764;	// (msec)	=	1011 lines	HT – (1.06xHA)		
Ver Addr Time	= 11.171;	// (msec)	=	960 lines	= 2.5		
Ver Blank Start	= 11.171;	// (msec)	=	960 lines			
Ver Blank Time	= 0.593;	// (msec)	=	51 lines			
Ver Sync Start	= 11.183;	// (msec)	=	961 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.012;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.035;	// (msec)	=	**3** lines			
// V Back Porch	= 0.547;	// (msec)	=	**47** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

Adopted: 5/1/07
Resolution: 1280 x 960 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 22h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1280 x 960 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **960;**	// Lines				
Hor Frequency	= 121.875;	// kHz	=	8.2 usec	/ line	
Ver Frequency	= 119.838;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **175.500;**	// MHz	=	5.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	45.6 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	11.1% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.6% of VTotal			
Hor Total Time	= 8.205;	// (usec)	=	180 chars =	1440 Pixels	
Hor Addr Time	= 7.293;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 7.293;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 0.912;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 7.567;	// (usec)	=	166 chars =	1328 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.274;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.182;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.456;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.345;	// (msec)	=	1017 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.877;	// (msec)	=	960 lines	= 0.47	
Ver Blank Start	= 7.877;	// (msec)	=	960 lines		
Ver Blank Time	= 0.468;	// (msec)	=	57 lines		
Ver Sync Start	= 7.902;	// (msec)	=	963 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.025;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.033;	// (msec)	=	**4** lines		
// V Back Porch	= 0.410;	// (msec)	=	**50** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

<div align="center">**VESA MONITOR TIMING STANDARD**</div>

Adopted: 12/18/96
Resolution: 1280 x 1024 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 23h; STD 2 Byte Code: (81, 80)h; CVT 3 Byte Code: n/a
BIOS Modes: 106h, 107h, 119h, 11Ah, & 11Bh (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

<div align="center">Detailed Timing Parameters</div>

Timing Name	= **1280 x 1024 @ 60Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **1024;**	// Lines				
Hor Frequency	= 63.981;	// kHz	=	15.6 usec	/ line	
Ver Frequency	= 60.020;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **108.000;**	// MHz	=	9.3 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	74.1 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.9 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	24.2% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.9% of VTotal			
Hor Total Time	= 15.630;	// (usec)	=	211 chars =	1688 Pixels	
Hor Addr Time	= 11.852;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 11.852;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 3.778;	// (usec)	=	51 chars =	408 Pixels	
Hor Sync Start	= 12.296;	// (usec)	=	166 chars =	1328 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.444;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 1.037;	// (usec)	=	**14** chars =	112 Pixels	
// H Back Porch	= 2.296;	// (usec)	=	**31** chars =	248 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.661;	// (msec)	=	1066 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.005;	// (msec)	=	1024 lines	= 3.07	
Ver Blank Start	= 16.005;	// (msec)	=	1024 lines		
Ver Blank Time	= 0.656;	// (msec)	=	42 lines		
Ver Sync Start	= 16.020;	// (msec)	=	1025 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.016;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.047;	// (msec)	=	**3** lines		
// V Back Porch	= 0.594;	// (msec)	=	**38** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 10/4/93
Resolution: 1280 x 1024 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 24h; STD 2 Byte Code: (81, 8F)h; CVT 3 Byte Code: n/a
BIOS Modes: 106h, 107h, 119h, 11Ah, & 11Bh (4, 8, 15, 16, & 24 bpp)
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1280 x 1024 @ 75Hz;**					
Hor Pixels	= **1280;**	// Pixels				
Ver Pixels	= **1024;**	// Lines				
Hor Frequency	= 79.976;	// kHz	=	12.5 usec	/	line
Ver Frequency	= 75.025;	// Hz	=	13.3 msec	/	frame
Pixel Clock	= **135.000;**	// MHz	=	7.4 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	59.3 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	6.9 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	24.2% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.9% of VTotal			
Hor Total Time	= 12.504;	// (usec)	=	211 chars =	1688 Pixels	
Hor Addr Time	= 9.481;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Start	= 9.481;	// (usec)	=	160 chars =	1280 Pixels	
Hor Blank Time	= 3.022;	// (usec)	=	51 chars =	408 Pixels	
Hor Sync Start	= 9.600;	// (usec)	=	162 chars =	1296 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.119;	// (usec)	=	**2** chars =	16 Pixels	
Hor Sync Time	= 1.067;	// (usec)	=	**18** chars =	144 Pixels	
// H Back Porch	= 1.837;	// (usec)	=	**31** chars =	248 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.329;	// (msec)	=	1066 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.804;	// (msec)	=	1024 lines	= 2.45	
Ver Blank Start	= 12.804;	// (msec)	=	1024 lines		
Ver Blank Time	= 0.525;	// (msec)	=	42 lines		
Ver Sync Start	= 12.816;	// (msec)	=	1025 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.013;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.038;	// (msec)	=	**3** lines		
// V Back Porch	= 0.475;	// (msec)	=	**38** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 3/1/96
Resolution: 1280 x 1024 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 25h; STD 2 Byte Code: (81, 99)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1280 x 1024 @ 85Hz;**						
Hor Pixels	= **1280;**	// Pixels					
Ver Pixels	= **1024;**	// Lines					
Hor Frequency	= 91.146;	// kHz	=	11.0 usec	/ line		
Ver Frequency	= 85.024;	// Hz	=	11.8 msec	/ frame		
Pixel Clock	= **157.500;**	// MHz	=	6.3 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	50.8 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	4.6 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.5% of VTotal				
Hor Total Time	= 10.971;	// (usec)	=	216 chars =	1728 Pixels		
Hor Addr Time	= 8.127;	// (usec)	=	160 chars =	1280 Pixels		
Hor Blank Start	= 8.127;	// (usec)	=	160 chars =	1280 Pixels		
Hor Blank Time	= 2.844;	// (usec)	=	56 chars =	448 Pixels		
Hor Sync Start	= 8.533;	// (usec)	=	168 chars =	1344 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.406;	// (usec)	=	**8** chars =	64 Pixels		
Hor Sync Time	= 1.016;	// (usec)	=	**20** chars =	160 Pixels		
// H Back Porch	= 1.422;	// (usec)	=	**28** chars =	224 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 11.761;	// (msec)	=	1072 lines	HT − (1.06xHA)		
Ver Addr Time	= 11.235;	// (msec)	=	1024 lines	= 2.36		
Ver Blank Start	= 11.235;	// (msec)	=	1024 lines			
Ver Blank Time	= 0.527;	// (msec)	=	48 lines			
Ver Sync Start	= 11.246;	// (msec)	=	1025 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.011;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.033;	// (msec)	=	**3** lines			
// V Back Porch	= 0.483;	// (msec)	=	**44** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

Adopted: 5/1/07
Resolution: 1280 x 1024 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 26h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

<u>Detailed Timing Parameters</u>

Timing Name	= **1280 x 1024 @ 120Hz CVT (Reduced Blanking);**						
Hor Pixels	= **1280;**	// Pixels					
Ver Pixels	= **1024;**	// Lines					
Hor Frequency	= 130.035;	// kHz	=	7.7 usec	/	line	
Ver Frequency	= 119.958;	// Hz	=	8.3 msec	/	frame	
Pixel Clock	= **187.250;**	// MHz	=	5.3 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	42.7 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase	=	1.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	11.1% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.5% of VTotal			
Hor Total Time	= 7.690;	// (usec)	=	180	chars =	1440 Pixels	
Hor Addr Time	= 6.836;	// (usec)	=	160	chars =	1280 Pixels	
Hor Blank Start	= 6.836;	// (usec)	=	160	chars =	1280 Pixels	
Hor Blank Time	= 0.854;	// (usec)	=	20	chars =	160 Pixels	
Hor Sync Start	= 7.092;	// (usec)	=	166	chars =	1328 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
// H Front Porch	= 0.256;	// (usec)	=	**6**	chars =	48 Pixels	
Hor Sync Time	= 0.171;	// (usec)	=	**4**	chars =	32 Pixels	
// H Back Porch	= 0.427;	// (usec)	=	**10**	chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
Ver Total Time	= 8.336;	// (msec)	=	1084 lines	HT – (1.06xHA)		
Ver Addr Time	= 7.875;	// (msec)	=	1024 lines	= 0.44		
Ver Blank Start	= 7.875;	// (msec)	=	1024 lines			
Ver Blank Time	= 0.461;	// (msec)	=	60 lines			
Ver Sync Start	= 7.898;	// (msec)	=	1027 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.023;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.054;	// (msec)	=	**7** lines			
// V Back Porch	= 0.385;	// (msec)	=	**50** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

Adopted: 8/21/03
Resolution: 1360 x 768 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 27h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1360 x 768 @ 60Hz;**						
Hor Pixels	= **1360;**	// Pixels					
Ver Pixels	= **768;**	// Lines					
Hor Frequency	= 47.712;	// kHz	=	21.0 usec	/ line		
Ver Frequency	= 60.015;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **85.500;**	// MHz	=	11.7 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	93.6 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	5.4 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	24.1% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.4% of VTotal				
Hor Total Time	= 20.959;	// (usec)	=	224	chars =	1792	Pixels
Hor Addr Time	= 15.906;	// (usec)	=	170	chars =	1360	Pixels
Hor Blank Start	= 15.906;	// (usec)	=	170	chars =	1360	Pixels
Hor Blank Time	= 5.053;	// (usec)	=	54	chars =	432	Pixels
Hor Sync Start	= 16.655;	// (usec)	=	178	chars =	1424	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.749;	// (usec)	=	**8**	chars =	64	Pixels
Hor Sync Time	= 1.310;	// (usec)	=	**14**	chars =	112	Pixels
// H Back Porch	= 2.994;	// (usec)	=	**32**	chars =	256	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 16.662;	// (msec)	=	795 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.097;	// (msec)	=	768 lines	= 4.1		
Ver Blank Start	= 16.097;	// (msec)	=	768 lines			
Ver Blank Time	= 0.566;	// (msec)	=	27 lines			
Ver Sync Start	= 16.159;	// (msec)	=	771 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.063;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.126;	// (msec)	=	**6** lines			
// V Back Porch	= 0.377;	// (msec)	=	**18** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

Adopted: 5/1/07
Resolution: 1360 x 768 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 28h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1360 x 768 @ 120Hz CVT (Reduced Blanking);**						
Hor Pixels	= **1360;**	// Pixels					
Ver Pixels	= **768;**	// Lines					
Hor Frequency	= 97.533;	// kHz	=	10.3 usec	/ line		
Ver Frequency	= 119.967;	// Hz	=	8.3 msec	/ frame		
Pixel Clock	= **148.250;**	// MHz	=	6.7 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	54.0 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	1.1 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	10.5% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.5% of VTotal			
Hor Total Time	= 10.253;	// (usec)	=	190	chars =	1520	Pixels
Hor Addr Time	= 9.174;	// (usec)	=	170	chars =	1360	Pixels
Hor Blank Start	= 9.174;	// (usec)	=	170	chars =	1360	Pixels
Hor Blank Time	= 1.079;	// (usec)	=	20	chars =	160	Pixels
Hor Sync Start	= 9.497;	// (usec)	=	176	chars =	1408	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.324;	// (usec)	=	**6**	chars =	48	Pixels
Hor Sync Time	= 0.216;	// (usec)	=	**4**	chars =	32	Pixels
// H Back Porch	= 0.540;	// (usec)	=	**10**	chars =	80	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 8.336;	// (msec)	=	813 lines	HT – (1.06xHA)		
Ver Addr Time	= 7.874;	// (msec)	=	768 lines	= 0.53		
Ver Blank Start	= 7.874;	// (msec)	=	768 lines			
Ver Blank Time	= 0.461;	// (msec)	=	45 lines			
Ver Sync Start	= 7.905;	// (msec)	=	771 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.031;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.051;	// (msec)	=	**5** lines			
// V Back Porch	= 0.379;	// (msec)	=	**37** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 11/17/08
Resolution: 1366 x 768 at 60 Hz (non-interlaced) NORMAL BLANKING
EDID ID: DMT ID: 51h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1366 x 768 @ 60Hz;**					
Hor Pixels	= **1366;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 47.712;	// KHz	=	21.0 usec	/ line	
Ver Frequency	= 59.790;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **85.500;**	// MHz	=	11.7 nsec	± 0.5%	
Character Width	= **1;**	// Pixels	=	11.7 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	4.0 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	23.8% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.8% of VTotal			
Hor Total Time	= 20.959;	// (usec)	=	1792	chars =	1792 Pixels
Hor Addr Time	= 15.977;	// (usec)	=	1366	chars =	1366 Pixels
Hor Blank Start	= 15.977;	// (usec)	=	1366	chars =	1366 Pixels
Hor Blank Time	= 4.982;	// (usec)	=	426	chars =	426 Pixels
Hor Sync Start	= 16.795;	// (usec)	=	1436	chars =	1436 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
// H Front Porch	= 0.819;	// (usec)	=	**70**	chars =	70 Pixels
Hor Sync Time	= 1.673;	// (usec)	=	**143**	chars =	143 Pixels
// H Back Porch	= 2.491;	// (usec)	=	**213**	chars =	213 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels
Ver Total Time	= 16.725;	// (msec)	=	798 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.097;	// (msec)	=	768 lines	= 4.02	
Ver Blank Start	= 16.097;	// (msec)	=	768 lines		
Ver Blank Time	= 0.629;	// (msec)	=	30 lines		
Ver Sync Start	= 16.159;	// (msec)	=	771 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.063;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.063;	// (msec)	=	**3** lines		
// V Back Porch	= 0.503;	// (msec)	=	**24** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to Section 3.1

Adopted: 11/17/08
Resolution: 1366 x 768 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 56h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

<u>Detailed Timing Parameters</u>

Timing Name	= **1366 x 768 @ 60Hz;**					
Hor Pixels	= **1366;**	// Pixels				
Ver Pixels	= **768;**	// Lines				
Hor Frequency	= 48.000;	// KHz	=	20.8 usec	/	line
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/	frame
Pixel Clock	= **72.000;**	// MHz	=	13.9 nsec	± 0.5%	
Character Width	= **1;**	// Pixels	=	13.9 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	1.7 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	8.9% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	4.0% of VTotal		
Hor Total Time	= 20.833;	// (usec)	=	1500 chars =	1500 Pixels	
Hor Addr Time	= 18.972;	// (usec)	=	1366 chars =	1366 Pixels	
Hor Blank Start	= 18.972;	// (usec)	=	1366 chars =	1366 Pixels	
Hor Blank Time	= 1.861;	// (usec)	=	134 chars =	134 Pixels	
Hor Sync Start	= 19.167;	// (usec)	=	1380 chars =	1380 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.194;	// (usec)	=	**14** chars =	14 Pixels	
Hor Sync Time	= 0.778;	// (usec)	=	**56** chars =	56 Pixels	
// H Back Porch	= 0.889;	// (usec)	=	**64** chars =	64 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.667;	// (msec)	=	800 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.000;	// (msec)	=	768 lines	= 0.72	
Ver Blank Start	= 16.000;	// (msec)	=	768 lines		
Ver Blank Time	= 0.667;	// (msec)	=	32 lines		
Ver Sync Start	= 16.021;	// (msec)	=	769 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.021;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.063;	// (msec)	=	**3** lines		
// V Back Porch	= 0.583;	// (msec)	=	**28** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to Section 3.1

Adopted: 8/21/03
Resolution: 1400 x 1050 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 29h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (0C, 20, 21)h
Method: CVT Reduced Blanking

Detailed Timing Parameters

Timing Name	=	**1400 x 1050 @ 60Hz CVT (Reduced Blanking);**					
Hor Pixels	=	**1400;**	// Pixels				
Ver Pixels	=	**1050;**	// Lines				
Hor Frequency	= 64.744;	// kHz	=	15.4 usec	/	line	
Ver Frequency	= 59.948;	// Hz	=	16.7 msec	/	frame	
Pixel Clock	= **101.000;**	// MHz	=	9.9 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	79.2 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase	=	1.0 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	10.3% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	2.8% of VTotal			
Hor Total Time	= 15.446;	// (usec)	=	195	chars =	1560 Pixels	
Hor Addr Time	= 13.861;	// (usec)	=	175	chars =	1400 Pixels	
Hor Blank Start	= 13.861;	// (usec)	=	175	chars =	1400 Pixels	
Hor Blank Time	= 1.584;	// (usec)	=	20	chars =	160 Pixels	
Hor Sync Start	= 14.337;	// (usec)	=	181	chars =	1448 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
// H Front Porch	= 0.475;	// (usec)	=	**6**	chars =	48 Pixels	
Hor Sync Time	= 0.317;	// (usec)	=	**4**	chars =	32 Pixels	
// H Back Porch	= 0.792;	// (usec)	=	**10**	chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
Ver Total Time	= 16.681;	// (msec)	=	1080 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.218;	// (msec)	=	1050 lines	= 0.75		
Ver Blank Start	= 16.218;	// (msec)	=	1050 lines			
Ver Blank Time	= 0.463;	// (msec)	=	30 lines			
Ver Sync Start	= 16.264;	// (msec)	=	1053 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.046;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.062;	// (msec)	=	**4** lines			
// V Back Porch	= 0.355;	// (msec)	=	**23** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

Adopted: 8/21/03
Resolution: 1400 x 1050 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 2Ah; STD 2 Byte Code: (90, 40)h; CVT 3 Byte Code: (0C, 20, 28)h
Method: CVT Compliant

<u>Detailed Timing Parameters</u>

Timing Name	= **1400 x 1050 @ 60Hz;;**					
Hor Pixels	= **1400;**	// Pixels				
Ver Pixels	= **1050;**	// Lines				
Hor Frequency	= 65.317;	// kHz	=	15.3 usec	/	line
Ver Frequency	= 59.978;	// Hz	=	16.7 msec	/	frame
Pixel Clock	= **121.750;**	// MHz	=	8.2 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	65.7 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	3.9 %	
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	24.9% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.6% of VTotal			
Hor Total Time	= 15.310;	// (usec)	=	233 chars =	1864 Pixels	
Hor Addr Time	= 11.499;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Start	= 11.499;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Time	= 3.811;	// (usec)	=	58 chars =	464 Pixels	
Hor Sync Start	= 12.222;	// (usec)	=	186 chars =	1488 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.723;	// (usec)	=	**11** chars =	88 Pixels	
Hor Sync Time	= 1.183;	// (usec)	=	**18** chars =	144 Pixels	
// H Back Porch	= 1.906;	// (usec)	=	**29** chars =	232 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.673;	// (msec)	=	1089 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.076;	// (msec)	=	1050 lines	= 3.12	
Ver Blank Start	= 16.076;	// (msec)	=	1050 lines		
Ver Blank Time	= 0.597;	// (msec)	=	39 lines		
Ver Sync Start	= 16.121;	// (msec)	=	1053 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.046;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.061;	// (msec)	=	**4** lines		
// V Back Porch	= 0.490;	// (msec)	=	**32** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1400 x 1050 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 2Bh; STD 2 Byte Code: (90, 4F)h; CVT 3 Byte Code: (0C, 20, 44)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1400 x 1050 @ 75Hz;**					
Hor Pixels	= **1400;**	// Pixels				
Ver Pixels	= **1050;**	// Lines				
Hor Frequency	= 82.278;	// kHz	=	12.2 usec	/	line
Ver Frequency	= 74.867;	// Hz	=	13.4 msec	/	frame
Pixel Clock	= **156.000;**	// MHz	=	6.4 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	51.3 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	26.2% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.5% of VTotal			
Hor Total Time	= 12.154;	// (usec)	=	237 chars =	1896 Pixels	
Hor Addr Time	= 8.974;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Start	= 8.974;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Time	= 3.179;	// (usec)	=	62 chars =	496 Pixels	
Hor Sync Start	= 9.641;	// (usec)	=	188 chars =	1504 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.667;	// (usec)	=	**13** chars =	104 Pixels	
Hor Sync Time	= 0.923;	// (usec)	=	**18** chars =	144 Pixels	
// H Back Porch	= 1.590;	// (usec)	=	**31** chars =	248 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.357;	// (msec)	=	1099 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.762;	// (msec)	=	1050 lines	= 2.64	
Ver Blank Start	= 12.762;	// (msec)	=	1050 lines		
Ver Blank Time	= 0.596;	// (msec)	=	49 lines		
Ver Sync Start	= 12.798;	// (msec)	=	1053 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.036;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.049;	// (msec)	=	**4** lines		
// V Back Porch	= 0.510;	// (msec)	=	**42** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1400 x 1050 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 2Ch; STD 2 Byte Code: (90, 59)h; CVT 3 Byte Code: (0C, 20, 62)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1400 x 1050 @ 85Hz;**					
Hor Pixels	= **1400;**	// Pixels				
Ver Pixels	= **1050;**	// Lines				
Hor Frequency	= 93.881;	// kHz	=	10.7 usec	/ line	
Ver Frequency	= 84.960;	// Hz	=	11.8 msec	/ frame	
Pixel Clock	= **179.500;**	// MHz	=	5.6 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	44.6 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	4.0 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	26.8% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.0% of VTotal			
Hor Total Time	= 10.652;	// (usec)	=	239 chars =	1912 Pixels	
Hor Addr Time	= 7.799;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Start	= 7.799;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Time	= 2.852;	// (usec)	=	64 chars =	512 Pixels	
Hor Sync Start	= 8.379;	// (usec)	=	188 chars =	1504 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.579;	// (usec)	=	**13** chars =	104 Pixels	
Hor Sync Time	= 0.847;	// (usec)	=	**19** chars =	152 Pixels	
// H Back Porch	= 1.426;	// (usec)	=	**32** chars =	256 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.770;	// (msec)	=	1105 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.184;	// (msec)	=	1050 lines	= 2.38	
Ver Blank Start	= 11.184;	// (msec)	=	1050 lines		
Ver Blank Time	= 0.586;	// (msec)	=	55 lines		
Ver Sync Start	= 11.216;	// (msec)	=	1053 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.032;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.043;	// (msec)	=	**4** lines		
// V Back Porch	= 0.511;	// (msec)	=	**48** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1400 x 1050 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 2Dh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1400 x 1050 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1400;**	// Pixels				
Ver Pixels	= **1050;**	// Lines				
Hor Frequency	= 133.333;	// kHz	=	7.5 usec	/ line	
Ver Frequency	= 119.904;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **208.000;**	// MHz	=	4.8 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	38.5 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	1.0 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	10.3% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.6% of VTotal		
Hor Total Time	= 7.500;	// (usec)	=	195 chars =	1560 Pixels	
Hor Addr Time	= 6.731;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Start	= 6.731;	// (usec)	=	175 chars =	1400 Pixels	
Hor Blank Time	= 0.769;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 6.962;	// (usec)	=	181 chars =	1448 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.231;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.154;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.385;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.340;	// (msec)	=	1112 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.875;	// (msec)	=	1050 lines	= 0.37	
Ver Blank Start	= 7.875;	// (msec)	=	1050 lines		
Ver Blank Time	= 0.465;	// (msec)	=	62 lines		
Ver Sync Start	= 7.898;	// (msec)	=	1053 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.023;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.030;	// (msec)	=	**4** lines		
// V Back Porch	= 0.413;	// (msec)	=	**55** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 10/24/04
Resolution: 1440 x 900 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 2Eh; STD 2 Byte Code: n/a; CVT 3 Byte Code: (C1, 18, 21)h
Method: CVT Reduced Blanking

Detailed Timing Parameters

Timing Name	= **1440 x 900 @ 60Hz CVT (Reduced Blanking);**						
Hor Pixels	= **1440;**	// Pixels					
Ver Pixels	= **900;**	// Lines					
Hor Frequency	= 55.469;	// kHz	=	18.0 usec	/ line		
Ver Frequency	= 59.901;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **88.750;**	// MHz	=	11.3 nsec	$\pm 0.5\%$		
Character Width	= **8;**	// Pixels	=	90.1 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	1.0 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	10.0% of HTotal				
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	2.8% of VTotal				
Hor Total Time	= 18.028;	// (usec)	=	200 chars =	1600 Pixels		
Hor Addr Time	= 16.225;	// (usec)	=	180 chars =	1440 Pixels		
Hor Blank Start	= 16.225;	// (usec)	=	180 chars =	1440 Pixels		
Hor Blank Time	= 1.803;	// (usec)	=	20 chars =	160 Pixels		
Hor Sync Start	= 16.766;	// (usec)	=	186 chars =	1488 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.541;	// (usec)	=	**6** chars =	48 Pixels		
Hor Sync Time	= 0.361;	// (usec)	=	**4** chars =	32 Pixels		
// H Back Porch	= 0.901;	// (usec)	=	**10** chars =	80 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 16.694;	// (msec)	=	926 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.225;	// (msec)	=	900 lines	= 0.83		
Ver Blank Start	= 16.225;	// (msec)	=	900 lines			
Ver Blank Time	= 0.469;	// (msec)	=	26 lines			
Ver Sync Start	= 16.279;	// (msec)	=	903 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.054;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.108;	// (msec)	=	**6** lines			
// V Back Porch	= 0.306;	// (msec)	=	**17** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 10/24/04
Resolution: 1440 x 900 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 2Fh; STD 2 Byte Code: (95, 00)h; CVT 3 Byte Code: (C1, 18, 28)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1440 x 900 @ 60Hz;**						
Hor Pixels	= **1440;**	// Pixels					
Ver Pixels	= **900;**	// Lines					
Hor Frequency	= 55.935;	// kHz	=	17.9 usec	/ line		
Ver Frequency	= 59.887;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **106.500;**	// MHz	=	9.4 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	75.1 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	4.0 %			
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	24.4% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.6% of VTotal				
Hor Total Time	= 17.878;	// (usec)	=	238 chars =	1904 Pixels		
Hor Addr Time	= 13.521;	// (usec)	=	180 chars =	1440 Pixels		
Hor Blank Start	= 13.521;	// (usec)	=	180 chars =	1440 Pixels		
Hor Blank Time	= 4.357;	// (usec)	=	58 chars =	464 Pixels		
Hor Sync Start	= 14.272;	// (usec)	=	190 chars =	1520 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.751;	// (usec)	=	**10** chars =	80 Pixels		
Hor Sync Time	= 1.427;	// (usec)	=	**19** chars =	152 Pixels		
// H Back Porch	= 2.178;	// (usec)	=	**29** chars =	232 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 16.698;	// (msec)	=	934 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.090;	// (msec)	=	900 lines	= 3.55		
Ver Blank Start	= 16.090;	// (msec)	=	900 lines			
Ver Blank Time	= 0.608;	// (msec)	=	34 lines			
Ver Sync Start	= 16.144;	// (msec)	=	903 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.054;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.107;	// (msec)	=	**6** lines			
// V Back Porch	= 0.447;	// (msec)	=	**25** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 10/24/04
Resolution: 1440 x 900 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 30h; STD 2 Byte Code: (95, 0F)h; CVT 3 Byte Code: (C1, 18, 44)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1440 x 900 @ 75Hz;**					
Hor Pixels	= **1440;**	// Pixels				
Ver Pixels	= **900;**	// Lines				
Hor Frequency	= 70.635;	// kHz	=	14.2 usec	/	line
Ver Frequency	= 74.984;	// Hz	=	13.3 msec	/	frame
Pixel Clock	= **136.750;**	// MHz	=	7.3 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	58.5 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.9 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	25.6% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.5% of VTotal			
Hor Total Time	= 14.157;	// (usec)	=	242 chars =	1936 Pixels	
Hor Addr Time	= 10.530;	// (usec)	=	180 chars =	1440 Pixels	
Hor Blank Start	= 10.530;	// (usec)	=	180 chars =	1440 Pixels	
Hor Blank Time	= 3.627;	// (usec)	=	62 chars =	496 Pixels	
Hor Sync Start	= 11.232;	// (usec)	=	192 chars =	1536 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.702;	// (usec)	=	**12** chars =	96 Pixels	
Hor Sync Time	= 1.112;	// (usec)	=	**19** chars =	152 Pixels	
// H Back Porch	= 1.814;	// (usec)	=	**31** chars =	248 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.336;	// (msec)	=	942 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.741;	// (msec)	=	900 lines	= 3	
Ver Blank Start	= 12.741;	// (msec)	=	900 lines		
Ver Blank Time	= 0.595;	// (msec)	=	42 lines		
Ver Sync Start	= 12.784;	// (msec)	=	903 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.042;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.085;	// (msec)	=	**6** lines		
// V Back Porch	= 0.467;	// (msec)	=	**33** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 10/24/04
Resolution: 1440 x 900 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 31h; STD 2 Byte Code: (95, 19)h; CVT 3 Byte Code: (C1, 18, 68)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1440 x 900 @ 85Hz;**						
Hor Pixels	= **1440;**	// Pixels					
Ver Pixels	= **900;**	// Lines					
Hor Frequency	= 80.430;	// kHz	=	12.4 usec	/ line		
Ver Frequency	= 84.842;	// Hz	=	11.8 msec	/ frame		
Pixel Clock	= **157.000;**	// MHz	=	6.4 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	51.0 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	3.9 %			
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	26.2% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.1% of VTotal				
Hor Total Time	= 12.433;	// (usec)	=	244	chars =	1952	Pixels
Hor Addr Time	= 9.172;	// (usec)	=	180	chars =	1440	Pixels
Hor Blank Start	= 9.172;	// (usec)	=	180	chars =	1440	Pixels
Hor Blank Time	= 3.261;	// (usec)	=	64	chars =	512	Pixels
Hor Sync Start	= 9.834;	// (usec)	=	193	chars =	1544	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.662;	// (usec)	=	**13**	chars =	104	Pixels
Hor Sync Time	= 0.968;	// (usec)	=	**19**	chars =	152	Pixels
// H Back Porch	= 1.631;	// (usec)	=	**32**	chars =	256	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 11.787;	// (msec)	=	948 lines	HT – (1.06xHA)		
Ver Addr Time	= 11.190;	// (msec)	=	900 lines	= 2.71		
Ver Blank Start	= 11.190;	// (msec)	=	900 lines			
Ver Blank Time	= 0.597;	// (msec)	=	48 lines			
Ver Sync Start	= 11.227;	// (msec)	=	903 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.037;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.075;	// (msec)	=	**6** lines			
// V Back Porch	= 0.485;	// (msec)	=	**39** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1440 x 900 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 32h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1440 x 900 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1440;**	// Pixels				
Ver Pixels	= **900;**	// Lines				
Hor Frequency	= 114.219;	// kHz	=	8.8 usec	/	line
Ver Frequency	= 119.852;	// Hz	=	8.3 msec	/	frame
Pixel Clock	= **182.750;**	// MHz	=	5.5 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	43.8 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	1.0 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	10.0% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.6% of VTotal			
Hor Total Time	= 8.755;	// (usec)	=	200 chars =	1600 Pixels	
Hor Addr Time	= 7.880;	// (usec)	=	180 chars =	1440 Pixels	
Hor Blank Start	= 7.880;	// (usec)	=	180 chars =	1440 Pixels	
Hor Blank Time	= 0.876;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 8.142;	// (usec)	=	186 chars =	1488 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.263;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.175;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.438;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.344;	// (msec)	=	953 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.880;	// (msec)	=	900 lines	= 0.4	
Ver Blank Start	= 7.880;	// (msec)	=	900 lines		
Ver Blank Time	= 0.464;	// (msec)	=	53 lines		
Ver Sync Start	= 7.906;	// (msec)	=	903 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.026;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.053;	// (msec)	=	**6** lines		
// V Back Porch	= 0.385;	// (msec)	=	**44** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 11/17/08
Resolution: 1600 x 900 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 53h; STD 2 Byte Code: A9h, C0h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1600 x 900 @ 60Hz;**					
Hor Pixels	= **1600;**	// Pixels				
Ver Pixels	= **900;**	// Lines				
Hor Frequency	= 60.000;	// KHz	=	16.7 usec	/ line	
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **108.000;**	// MHz	=	9.3 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	74.1 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	2.0 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	11.1% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	10.0% of VTotal		
Hor Total Time	= 16.667;	// (usec)	=	225 chars =	1800 Pixels	
Hor Addr Time	= 14.815;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Start	= 14.815;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Time	= 1.852;	// (usec)	=	25 chars =	200 Pixels	
Hor Sync Start	= 15.037;	// (usec)	=	203 chars =	1624 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.222;	// (usec)	=	**3** chars =	24 Pixels	
Hor Sync Time	= 0.741;	// (usec)	=	**10** chars =	80 Pixels	
// H Back Porch	= 0.889;	// (usec)	=	**12** chars =	96 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.667;	// (msec)	=	1000 lines	HT – (1.06xHA)	
Ver Addr Time	= 15.000;	// (msec)	=	900 lines	= 0.96	
Ver Blank Start	= 15.000;	// (msec)	=	900 lines		
Ver Blank Time	= 1.667;	// (msec)	=	100 lines		
Ver Sync Start	= 15.017;	// (msec)	=	901 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.017;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.050;	// (msec)	=	**3** lines		
// V Back Porch	= 1.600;	// (msec)	=	**96** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to Section 3.1

VESA MONITOR TIMING STANDARD

Adopted: 12/18/96
Resolution: 1600 x 1200 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 33h; STD 2 Byte Code: (A9, 40)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1600 x 1200 @ 60Hz;**						
Hor Pixels	= **1600;**	// Pixels					
Ver Pixels	= **1200;**	// Lines					
Hor Frequency	= 75.000;	// kHz	=	13.3 usec	/ line		
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **162.000;**	// MHz	=	6.2 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	49.4 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	5.6 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal				
Hor Total Time	= 13.333;	// (usec)	=	270	chars =	2160	Pixels
Hor Addr Time	= 9.877;	// (usec)	=	200	chars =	1600	Pixels
Hor Blank Start	= 9.877;	// (usec)	=	200	chars =	1600	Pixels
Hor Blank Time	= 3.457;	// (usec)	=	70	chars =	560	Pixels
Hor Sync Start	= 10.272;	// (usec)	=	208	chars =	1664	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.395;	// (usec)	=	**8**	chars =	64	Pixels
Hor Sync Time	= 1.185;	// (usec)	=	**24**	chars =	192	Pixels
// H Back Porch	= 1.877;	// (usec)	=	**38**	chars =	304	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 16.667;	// (msec)	=	1250 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.000;	// (msec)	=	1200 lines	= 2.86		
Ver Blank Start	= 16.000;	// (msec)	=	1200 lines			
Ver Blank Time	= 0.667;	// (msec)	=	50 lines			
Ver Sync Start	= 16.013;	// (msec)	=	1201 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.013;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.040;	// (msec)	=	**3** lines			
// V Back Porch	= 0.613;	// (msec)	=	**46** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 12/18/96
Resolution: 1600 x 1200 at 65 Hz (non-interlaced)
EDID ID: DMT ID: 34h; STD 2 Byte Code: (A9, 45)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1600 x 1200 @ 65Hz;**						
Hor Pixels	= **1600;**	// Pixels					
Ver Pixels	= **1200;**	// Lines					
Hor Frequency	= 81.250;	// kHz	=	12.3 usec	/ line		
Ver Frequency	= 65.000;	// Hz	=	15.4 msec	/ frame		
Pixel Clock	= **175.500;**	// MHz	=	5.7 nsec	$\pm$ 0.5%		
Character Width	= **8;**	// Pixels	=	45.6 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	5.6 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal				
Hor Total Time	= 12.308;	// (usec)	=	270	chars =	2160	Pixels
Hor Addr Time	= 9.117;	// (usec)	=	200	chars =	1600	Pixels
Hor Blank Start	= 9.117;	// (usec)	=	200	chars =	1600	Pixels
Hor Blank Time	= 3.191;	// (usec)	=	70	chars =	560	Pixels
Hor Sync Start	= 9.481;	// (usec)	=	208	chars =	1664	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.365;	// (usec)	=	**8**	chars =	64	Pixels
Hor Sync Time	= 1.094;	// (usec)	=	**24**	chars =	192	Pixels
// H Back Porch	= 1.732;	// (usec)	=	**38**	chars =	304	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 15.385;	// (msec)	=	1250 lines	HT – (1.06xHA)		
Ver Addr Time	= 14.769;	// (msec)	=	1200 lines	= 2.64		
Ver Blank Start	= 14.769;	// (msec)	=	1200 lines			
Ver Blank Time	= 0.615;	// (msec)	=	50 lines			
Ver Sync Start	= 14.782;	// (msec)	=	1201 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.012;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.037;	// (msec)	=	**3** lines			
// V Back Porch	= 0.566;	// (msec)	=	**46** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted:	12/18/96
Resolution:	1600 x 1200 at 70 Hz (non-interlaced)
EDID ID:	DMT ID: 35h; STD 2 Byte Code: (A9, 4A)h; CVT 3 Byte Code: n/a
Method:	***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1600 x 1200 @ 70Hz;**					
Hor Pixels	= **1600;**	// Pixels				
Ver Pixels	= **1200;**	// Lines				
Hor Frequency	= 87.500;	// kHz	=	11.4 usec	/	line
Ver Frequency	= 70.000;	// Hz	=	14.3 msec	/	frame
Pixel Clock	= **189.000;**	// MHz	=	5.3 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	42.3 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.6 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal			
Hor Total Time	= 11.429;	// (usec)	=	270 chars =	2160 Pixels	
Hor Addr Time	= 8.466;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Start	= 8.466;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Time	= 2.963;	// (usec)	=	70 chars =	560 Pixels	
Hor Sync Start	= 8.804;	// (usec)	=	208 chars =	1664 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.339;	// (usec)	=	**8** chars =	64 Pixels	
Hor Sync Time	= 1.016;	// (usec)	=	**24** chars =	192 Pixels	
// H Back Porch	= 1.608;	// (usec)	=	**38** chars =	304 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 14.286;	// (msec)	=	1250 lines	HT – (1.06xHA)	
Ver Addr Time	= 13.714;	// (msec)	=	1200 lines	= 2.46	
Ver Blank Start	= 13.714;	// (msec)	=	1200 lines		
Ver Blank Time	= 0.571;	// (msec)	=	50 lines		
Ver Sync Start	= 13.726;	// (msec)	=	1201 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.011;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.034;	// (msec)	=	**3** lines		
// V Back Porch	= 0.526;	// (msec)	=	**46** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

Adopted: 12/18/96
Resolution: 1600 x 1200 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 36h; STD 2 Byte Code: (A9, 4F)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1600 x 1200 @ 75Hz;**					
Hor Pixels	= **1600;**	// Pixels				
Ver Pixels	= **1200;**	// Lines				
Hor Frequency	= 93.750;	// kHz	=	10.7 usec	/ line	
Ver Frequency	= 75.000;	// Hz	=	13.3 msec	/ frame	
Pixel Clock	= **202.500;**	// MHz	=	4.9 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	39.5 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.6 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal			
Hor Total Time	= 10.667;	// (usec)	=	270 chars =	2160 Pixels	
Hor Addr Time	= 7.901;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Start	= 7.901;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Time	= 2.765;	// (usec)	=	70 chars =	560 Pixels	
Hor Sync Start	= 8.217;	// (usec)	=	208 chars =	1664 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.316;	// (usec)	=	**8** chars =	64 Pixels	
Hor Sync Time	= 0.948;	// (usec)	=	**24** chars =	192 Pixels	
// H Back Porch	= 1.501;	// (usec)	=	**38** chars =	304 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.333;	// (msec)	=	1250 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.800;	// (msec)	=	1200 lines	= 2.29	
Ver Blank Start	= 12.800;	// (msec)	=	1200 lines		
Ver Blank Time	= 0.533;	// (msec)	=	50 lines		
Ver Sync Start	= 12.811;	// (msec)	=	1201 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.011;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.032;	// (msec)	=	**3** lines		
// V Back Porch	= 0.491;	// (msec)	=	**46** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 12/18/96
Resolution: 1600 x 1200 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 37h; STD 2 Byte Code: (A9, 59)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1600 x 1200 @ 85Hz;**					
Hor Pixels	= **1600;**	// Pixels				
Ver Pixels	= **1200;**	// Lines				
Hor Frequency	= 106.250;	// kHz	=	9.4 usec	/ line	
Ver Frequency	= 85.000;	// Hz	=	11.8 msec	/ frame	
Pixel Clock	= **229.500;**	// MHz	=	4.4 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	34.9 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.6 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	25.9% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal			
Hor Total Time	= 9.412;	// (usec)	=	270 chars =	2160 Pixels	
Hor Addr Time	= 6.972;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Start	= 6.972;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Time	= 2.440;	// (usec)	=	70 chars =	560 Pixels	
Hor Sync Start	= 7.251;	// (usec)	=	208 chars =	1664 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.279;	// (usec)	=	**8** chars =	64 Pixels	
Hor Sync Time	= 0.837;	// (usec)	=	**24** chars =	192 Pixels	
// H Back Porch	= 1.325;	// (usec)	=	**38** chars =	304 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.765;	// (msec)	=	1250 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.294;	// (msec)	=	1200 lines	= 2.02	
Ver Blank Start	= 11.294;	// (msec)	=	1200 lines		
Ver Blank Time	= 0.471;	// (msec)	=	50 lines		
Ver Sync Start	= 11.304;	// (msec)	=	1201 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.009;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.028;	// (msec)	=	**3** lines		
// V Back Porch	= 0.433;	// (msec)	=	**46** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.1.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1600 x 1200 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 38h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1600 x 1200 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1600;**	// Pixels				
Ver Pixels	= **1200;**	// Lines				
Hor Frequency	= 152.415;	// kHz	=	6.6 usec	/ line	
Ver Frequency	= 119.917;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **268.250;**	// MHz	=	3.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	29.8 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	0.9 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	9.1% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.6% of VTotal			
Hor Total Time	= 6.561;	// (usec)	=	220 chars =	1760 Pixels	
Hor Addr Time	= 5.965;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Start	= 5.965;	// (usec)	=	200 chars =	1600 Pixels	
Hor Blank Time	= 0.596;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 6.144;	// (usec)	=	206 chars =	1648 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.179;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.119;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.298;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.339;	// (msec)	=	1271 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.873;	// (msec)	=	1200 lines	= 0.24	
Ver Blank Start	= 7.873;	// (msec)	=	1200 lines		
Ver Blank Time	= 0.466;	// (msec)	=	71 lines		
Ver Sync Start	= 7.893;	// (msec)	=	1203 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.020;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.026;	// (msec)	=	**4** lines		
// V Back Porch	= 0.420;	// (msec)	=	**64** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

Adopted: 10/24/04
Resolution: 1680 x 1050 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 39h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (0C, 28, 21)h
Method: CVT Reduced Blanking

Detailed Timing Parameters

Timing Name	= **1680 x 1050 @ 60Hz CVT (Reduced Blanking);**				
Hor Pixels	= **1680;**	// Pixels			
Ver Pixels	= **1050;**	// Lines			
Hor Frequency	= 64.674;	// kHz	=	15.5 usec	/ line
Ver Frequency	= 59.883;	// Hz	=	16.7 msec	/ frame
Pixel Clock	= **119.000;**	// MHz	=	8.4 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	67.2 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	0.9 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	8.7% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	2.8% of VTotal		
Hor Total Time	= 15.462;	// (usec)	=	230 chars =	1840 Pixels
Hor Addr Time	= 14.118;	// (usec)	=	210 chars =	1680 Pixels
Hor Blank Start	= 14.118;	// (usec)	=	210 chars =	1680 Pixels
Hor Blank Time	= 1.345;	// (usec)	=	20 chars =	160 Pixels
Hor Sync Start	= 14.521;	// (usec)	=	216 chars =	1728 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.403;	// (usec)	=	**6** chars =	48 Pixels
Hor Sync Time	= 0.269;	// (usec)	=	**4** chars =	32 Pixels
// H Back Porch	= 0.672;	// (usec)	=	**10** chars =	80 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 16.699;	// (msec)	=	1080 lines	HT – (1.06xHA)
Ver Addr Time	= 16.235;	// (msec)	=	1050 lines	= 0.5
Ver Blank Start	= 16.235;	// (msec)	=	1050 lines	
Ver Blank Time	= 0.464;	// (msec)	=	30 lines	
Ver Sync Start	= 16.282;	// (msec)	=	1053 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.046;	// (msec)	=	**3** lines	
Ver Sync Time	= 0.093;	// (msec)	=	**6** lines	
// V Back Porch	= 0.325;	// (msec)	=	**21** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.2.

Adopted: 10/24/04
Resolution: 1680 x 1050 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 3Ah; STD 2 Byte Code: (B3, 00)h; CVT 3 Byte Code: (0C, 28, 28)h
Method: CVT Compliant

<u>Detailed Timing Parameters</u>

Timing Name	=	**1680 x 1050 @ 60Hz;**					
Hor Pixels	=	**1680;**	// Pixels				
Ver Pixels	=	**1050;**	// Lines				
Hor Frequency	=	65.290;	// kHz	=	15.3 usec	/	line
Ver Frequency	=	59.954;	// Hz	=	16.7 msec	/	frame
Pixel Clock	=	**146.250;**	// MHz	=	6.8 nsec	$\pm$ 0.5%	
Character Width	=	**8;**	// Pixels	=	54.7 nsec		
Scan Type	=	**NONINTERLACED;**		// H Phase =	3.9 %		
Hor Sync Polarity	=	**NEGATIVE**	// HBlank =	25.0% of HTotal			
Ver Sync Polarity	=	**POSITIVE;**	// VBlank =	3.6% of VTotal			
Hor Total Time	= 15.316;	// (usec)	=	280 chars =	2240 Pixels		
Hor Addr Time	= 11.487;	// (usec)	=	210 chars =	1680 Pixels		
Hor Blank Start	= 11.487;	// (usec)	=	210 chars =	1680 Pixels		
Hor Blank Time	= 3.829;	// (usec)	=	70 chars =	560 Pixels		
Hor Sync Start	= 12.198;	// (usec)	=	223 chars =	1784 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.711;	// (usec)	=	**13** chars =	104 Pixels		
Hor Sync Time	= 1.203;	// (usec)	=	**22** chars =	176 Pixels		
// H Back Porch	= 1.915;	// (usec)	=	**35** chars =	280 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 16.679;	// (msec)	=	1089 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.082;	// (msec)	=	1050 lines	= 3.14		
Ver Blank Start	= 16.082;	// (msec)	=	1050 lines			
Ver Blank Time	= 0.597;	// (msec)	=	39 lines			
Ver Sync Start	= 16.128;	// (msec)	=	1053 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.046;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.092;	// (msec)	=	**6** lines			
// V Back Porch	= 0.459;	// (msec)	=	**30** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 10/24/04
Resolution: 1680 x 1050 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 3Bh; STD 2 Byte Code: (B3, 0F)h; CVT 3 Byte Code: (0C, 28, 44)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1680 x 1050 @ 75Hz;**						
Hor Pixels	= **1680;**	// Pixels					
Ver Pixels	= **1050;**	// Lines					
Hor Frequency	= 82.306;	// kHz	=	12.1 usec	/ line		
Ver Frequency	= 74.892;	// Hz	=	13.4 msec	/ frame		
Pixel Clock	= **187.000;**	// MHz	=	5.3 nsec	$\pm 0.5\%$		
Character Width	= **8;**	// Pixels	=	42.8 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	3.9 %			
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	26.1% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.5% of VTotal				
Hor Total Time	= 12.150;	// (usec)	=	284	chars =	2272	Pixels
Hor Addr Time	= 8.984;	// (usec)	=	210	chars =	1680	Pixels
Hor Blank Start	= 8.984;	// (usec)	=	210	chars =	1680	Pixels
Hor Blank Time	= 3.166;	// (usec)	=	74	chars =	592	Pixels
Hor Sync Start	= 9.626;	// (usec)	=	225	chars =	1800	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.642;	// (usec)	=	**15**	chars =	120	Pixels
Hor Sync Time	= 0.941;	// (usec)	=	**22**	chars =	176	Pixels
// H Back Porch	= 1.583;	// (usec)	=	**37**	chars =	296	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 13.353;	// (msec)	=	1099 lines	HT – (1.06xHA)		
Ver Addr Time	= 12.757;	// (msec)	=	1050 lines	= 2.63		
Ver Blank Start	= 12.757;	// (msec)	=	1050 lines			
Ver Blank Time	= 0.595;	// (msec)	=	49 lines			
Ver Sync Start	= 12.794;	// (msec)	=	1053 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.036;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.073;	// (msec)	=	**6** lines			
// V Back Porch	= 0.486;	// (msec)	=	**40** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 10/24/04
Resolution: 1680 x 1050 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 3Ch; STD 2 Byte Code: (B3, 19)h; CVT 3 Byte Code: (0C, 28, 68)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1680 x 1050 @ 85Hz;**					
Hor Pixels	= **1680;**	// Pixels				
Ver Pixels	= **1050;**	// Lines				
Hor Frequency	= 93.859;	// kHz	=	10.7 usec	/ line	
Ver Frequency	= 84.941;	// Hz	=	11.8 msec	/ frame	
Pixel Clock	= **214.750;**	// MHz	=	4.7 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	37.3 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.8 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	26.6% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.0% of VTotal			
Hor Total Time	= 10.654;	// (usec)	=	286 chars =	2288 Pixels	
Hor Addr Time	= 7.823;	// (usec)	=	210 chars =	1680 Pixels	
Hor Blank Start	= 7.823;	// (usec)	=	210 chars =	1680 Pixels	
Hor Blank Time	= 2.831;	// (usec)	=	76 chars =	608 Pixels	
Hor Sync Start	= 8.419;	// (usec)	=	226 chars =	1808 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.596;	// (usec)	=	**16** chars =	128 Pixels	
Hor Sync Time	= 0.820;	// (usec)	=	**22** chars =	176 Pixels	
// H Back Porch	= 1.416;	// (usec)	=	**38** chars =	304 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.773;	// (msec)	=	1105 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.187;	// (msec)	=	1050 lines	= 2.36	
Ver Blank Start	= 11.187;	// (msec)	=	1050 lines		
Ver Blank Time	= 0.586;	// (msec)	=	55 lines		
Ver Sync Start	= 11.219;	// (msec)	=	1053 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.032;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.064;	// (msec)	=	**6** lines		
// V Back Porch	= 0.490;	// (msec)	=	**46** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

Adopted: 5/1/07
Resolution: 1680 x 1050 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 3Dh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1680 x 1050 @ 120Hz CVT (Reduced Blanking);**						
Hor Pixels	= **1680;**	// Pixels					
Ver Pixels	= **1050;**	// Lines					
Hor Frequency	= 133.424;	// kHz	=	7.5 usec	/ line		
Ver Frequency	= 119.986;	// Hz	=	8.3 msec	/ frame		
Pixel Clock	= **245.500;**	// MHz	=	4.1 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	32.6 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	0.9 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	8.7% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.6% of VTotal			
Hor Total Time	= 7.495;	// (usec)	=	230	chars =	1840	Pixels
Hor Addr Time	= 6.843;	// (usec)	=	210	chars =	1680	Pixels
Hor Blank Start	= 6.843;	// (usec)	=	210	chars =	1680	Pixels
Hor Blank Time	= 0.652;	// (usec)	=	20	chars =	160	Pixels
Hor Sync Start	= 7.039;	// (usec)	=	216	chars =	1728	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.196;	// (usec)	=	**6**	chars =	48	Pixels
Hor Sync Time	= 0.130;	// (usec)	=	**4**	chars =	32	Pixels
// H Back Porch	= 0.326;	// (usec)	=	**10**	chars =	80	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 8.334;	// (msec)	=	1112 lines	HT – (1.06xHA)		
Ver Addr Time	= 7.870;	// (msec)	=	1050 lines	= 0.24		
Ver Blank Start	= 7.870;	// (msec)	=	1050 lines			
Ver Blank Time	= 0.465;	// (msec)	=	62 lines			
Ver Sync Start	= 7.892;	// (msec)	=	1053 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.022;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.045;	// (msec)	=	**6** lines			
// V Back Porch	= 0.397;	// (msec)	=	**53** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 9/17/98
Resolution: 1792 x 1344 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 3Eh; STD 2 Byte Code: (C1, 40)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1792 x 1344 @ 60 Hz**				
Hor Pixels	= **1792;**	// Pixels			
Ver Pixels	= **1344;**	// Lines			
Hor Frequency	= 83.640;	// kHz	=	12.0 usec	/ line
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame
Pixel Clock	= **204.750;**	// MHz	=	4.9 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	39.1 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	4.1 %	
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	26.8% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	3.6% of VTotal		
Hor Total Time	= 11.956;	// (usec)	=	306 chars =	2448 Pixels
Hor Addr Time	= 8.752;	// (usec)	=	224 chars =	1792 Pixels
Hor Blank Start	= 8.752;	// (usec)	=	224 chars =	1792 Pixels
Hor Blank Time	= 3.204;	// (usec)	=	82 chars =	656 Pixels
Hor Sync Start	= 9.377;	// (usec)	=	240 chars =	1920 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.625;	// (usec)	=	**16** chars =	128 Pixels
Hor Sync Time	= 0.977;	// (usec)	=	**25** chars =	200 Pixels
// H Back Porch	= 1.602;	// (usec)	=	**41** chars =	328 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 16.667;	// (msec)	=	1394 lines	HT – (1.06xHA)
Ver Addr Time	= 16.069;	// (msec)	=	1344 lines	= 2.68
Ver Blank Start	= 16.069;	// (msec)	=	1344 lines	
Ver Blank Time	= 0.598;	// (msec)	=	50 lines	
Ver Sync Start	= 16.081;	// (msec)	=	1345 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.012;	// (msec)	=	**1** lines	
Ver Sync Time	= 0.036;	// (msec)	=	**3** lines	
// V Back Porch	= 0.550;	// (msec)	=	**46** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 9/17/98
Resolution: 1792 x 1344 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 3Fh; STD 2 Byte Code: (C1, 4F)h; CVT 3 Byte Code: n/a
Method: *** NOT CVT COMPLIANT ***

Detailed Timing Parameters

Timing Name	= **1792 x 1344 @ 75Hz;**					
Hor Pixels	= **1792;**	// Pixels				
Ver Pixels	= **1344;**	// Lines				
Hor Frequency	= 106.270;	// kHz	=	9.4 usec	/ line	
Ver Frequency	= 74.997;	// Hz	=	13.3 msec	/ frame	
Pixel Clock	= **261.000;**	// MHz	=	3.8 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	30.7 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	5.2 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank =	27.0% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	5.2% of VTotal			
Hor Total Time	= 9.410;	// (usec)	=	307 chars =	2456 Pixels	
Hor Addr Time	= 6.866;	// (usec)	=	224 chars =	1792 Pixels	
Hor Blank Start	= 6.866;	// (usec)	=	224 chars =	1792 Pixels	
Hor Blank Time	= 2.544;	// (usec)	=	83 chars =	664 Pixels	
Hor Sync Start	= 7.234;	// (usec)	=	236 chars =	1888 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.368;	// (usec)	=	**12** chars =	96 Pixels	
Hor Sync Time	= 0.828;	// (usec)	=	**27** chars =	216 Pixels	
// H Back Porch	= 1.349;	// (usec)	=	**44** chars =	352 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.334;	// (msec)	=	1417 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.647;	// (msec)	=	1344 lines	= 2.13	
Ver Blank Start	= 12.647;	// (msec)	=	1344 lines		
Ver Blank Time	= 0.687;	// (msec)	=	73 lines		
Ver Sync Start	= 12.656;	// (msec)	=	1345 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.009;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.028;	// (msec)	=	**3** lines		
// V Back Porch	= 0.649;	// (msec)	=	**69** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

Adopted: 5/1/07
Resolution: 1792 x 1344 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 40h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1792 x 1344 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1792;**	// Pixels				
Ver Pixels	= **1344;**	// Lines				
Hor Frequency	= 170.722;	// kHz	=	5.9 usec	/ line	
Ver Frequency	= 119.974;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **333.250;**	// MHz	=	3.0 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	24.0 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	0.8 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	8.2% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.6% of VTotal			
Hor Total Time	= 5.857;	// (usec)	=	244 chars =	1952 Pixels	
Hor Addr Time	= 5.377;	// (usec)	=	224 chars =	1792 Pixels	
Hor Blank Start	= 5.377;	// (usec)	=	224 chars =	1792 Pixels	
Hor Blank Time	= 0.480;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 5.521;	// (usec)	=	230 chars =	1840 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.144;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.096;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.240;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.335;	// (msec)	=	1423 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.872;	// (msec)	=	1344 lines	= 0.16	
Ver Blank Start	= 7.872;	// (msec)	=	1344 lines		
Ver Blank Time	= 0.463;	// (msec)	=	79 lines		
Ver Sync Start	= 7.890;	// (msec)	=	1347 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.018;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.023;	// (msec)	=	**4** lines		
// V Back Porch	= 0.422;	// (msec)	=	**72** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 9/17/98
Resolution: 1856 x 1392 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 41h; STD 2 Byte Code: (C9, 40)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1856 x 1392 at 60Hz;**						
Hor Pixels	= **1856;**	// Pixels					
Ver Pixels	= **1392;**	// Lines					
Hor Frequency	= 86.333;	// kHz	=	11.6 usec	/ line		
Ver Frequency	= 59.995;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **218.250;**	// MHz	=	4.6 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	36.7 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	5.1 %			
Hor Sync Polarity	= **NEGATIVE;**	// HBlank	=	26.6% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	3.3% of VTotal			
Hor Total Time	= 11.583;	// (usec)	=	316	chars =	2528	Pixels
Hor Addr Time	= 8.504;	// (usec)	=	232	chars =	1856	Pixels
Hor Blank Start	= 8.504;	// (usec)	=	232	chars =	1856	Pixels
Hor Blank Time	= 3.079;	// (usec)	=	84	chars =	672	Pixels
Hor Sync Start	= 8.944;	// (usec)	=	244	chars =	1952	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.440;	// (usec)	=	**12**	chars =	96	Pixels
Hor Sync Time	= 1.026;	// (usec)	=	**28**	chars =	224	Pixels
// H Back Porch	= 1.613;	// (usec)	=	**44**	chars =	352	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 16.668;	// (msec)	=	1439 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.124;	// (msec)	=	1392 lines	= 2.57		
Ver Blank Start	= 16.124;	// (msec)	=	1392 lines			
Ver Blank Time	= 0.544;	// (msec)	=	47 lines			
Ver Sync Start	= 16.135;	// (msec)	=	1393 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.012;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.035;	// (msec)	=	**3** lines			
// V Back Porch	= 0.498;	// (msec)	=	**43** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

Adopted: 9/17/98
Resolution: 1856 x 1392 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 42h; STD 2 Byte Code: (C9, 4F)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1856 x 1392 @ 75Hz;**						
Hor Pixels	= **1856;**	// Pixels					
Ver Pixels	= **1392;**	// Lines					
Hor Frequency	= 112.500;	// kHz	=	8.9	usec	/ line	
Ver Frequency	= 75.000;	// Hz	=	13.3	msec	/ frame	
Pixel Clock	= **288.000;**	// MHz	=	3.5	nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	27.8	nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	4.4 %		
Hor Sync Polarity	= **NEGATIVE;**	// HBlank	=	27.5% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	7.2% of VTotal			
Hor Total Time	= 8.889;	// (usec)	=	320	chars =	2560 Pixels	
Hor Addr Time	= 6.444;	// (usec)	=	232	chars =	1856 Pixels	
Hor Blank Start	= 6.444;	// (usec)	=	232	chars =	1856 Pixels	
Hor Blank Time	= 2.444;	// (usec)	=	88	chars =	704 Pixels	
Hor Sync Start	= 6.889;	// (usec)	=	248	chars =	1984 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
// H Front Porch	= 0.444;	// (usec)	=	**16**	chars =	128 Pixels	
Hor Sync Time	= 0.778;	// (usec)	=	**28**	chars =	224 Pixels	
// H Back Porch	= 1.222;	// (usec)	=	**44**	chars =	352 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0 Pixels	
Ver Total Time	= 13.333;	// (msec)	=	1500 lines	HT – (1.06xHA)		
Ver Addr Time	= 12.373;	// (msec)	=	1392 lines	= 2.06		
Ver Blank Start	= 12.373;	// (msec)	=	1392 lines			
Ver Blank Time	= 0.960;	// (msec)	=	108 lines			
Ver Sync Start	= 12.382;	// (msec)	=	1393 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.009;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.027;	// (msec)	=	**3** lines			
// V Back Porch	= 0.924;	// (msec)	=	**104** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1856 x 1392 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 43h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1856 x 1392 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1856;**	// Pixels				
Ver Pixels	= **1392;**	// Lines				
Hor Frequency	= 176.835;	// kHz	=	5.7 usec	/ line	
Ver Frequency	= 119.970;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **356.500;**	// MHz	=	2.8 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	22.4 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	0.8 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	7.9% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.6% of VTotal			
Hor Total Time	= 5.655;	// (usec)	=	252 chars =	2016 Pixels	
Hor Addr Time	= 5.206;	// (usec)	=	232 chars =	1856 Pixels	
Hor Blank Start	= 5.206;	// (usec)	=	232 chars =	1856 Pixels	
Hor Blank Time	= 0.449;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 5.341;	// (usec)	=	238 chars =	1904 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.135;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.090;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.224;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.335;	// (msec)	=	1474 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.872;	// (msec)	=	1392 lines	= 0.14	
Ver Blank Start	= 7.872;	// (msec)	=	1392 lines		
Ver Blank Time	= 0.464;	// (msec)	=	82 lines		
Ver Sync Start	= 7.889;	// (msec)	=	1395 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.017;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.023;	// (msec)	=	**4** lines		
// V Back Porch	= 0.424;	// (msec)	=	**75** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 11/17/08
Resolution: 1920 x 1080 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 52h; STD 2 Byte Code: (D1, C0)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****
             Per CEA-861 --- 1080p (Code 16) Timing Definition

Detailed Timing Parameters

Timing Name	= **1920 x 1080 @ 60Hz;**						
Hor Pixels	= **1920;**	// Pixels					
Ver Pixels	= **1080;**	// Lines					
Hor Frequency	= 67.500;	// kHz	=	14.8 usec	/ line		
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **148.500;**	// MHz	=	6.7 nsec	± 0.5%		
Character Width	= **4;**	// Pixels	=	26.9 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	1.4 %		
Hor Sync Polarity	= **POSITIVE**	// HBlank	=	12.7% of HTotal			
Ver Sync Polarity	= **POSITIVE**	// VBlank	=	4.0% of VTotal			
Hor Total Time	= 14.815;	// (usec)	=	550 chars =	**2200 Pixels**		
Hor Addr Time	= 12.929;	// (usec)	=	480 chars =	1920 Pixels		
Hor Blank Start	= 12.929;	// (usec)	=	480 chars =	1920 Pixels		
Hor Blank Time	= 1.886;	// (usec)	=	70 chars =	280 Pixels		
Hor Sync Start	= 13.522;	// (usec)	=	502 chars =	2008 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.593;	// (usec)	=	**22** chars =	88 Pixels		
Hor Sync Time	= 0.296;	// (usec)	=	**11** chars =	44 Pixels		
// H Back Porch	= 0.997;	// (usec)	=	**37** chars =	148 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 16.667;	// (msec)	=	**1125 lines**	HT – (1.06xHA)		
Ver Addr Time	= 16.000;	// (msec)	=	1080 lines	= 1.11		
Ver Blank Start	= 16.000;	// (msec)	=	1080 lines			
Ver Blank Time	= 0.667;	// (msec)	=	45 lines			
Ver Sync Start	= 16.059;	// (msec)	=	1084 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.059;	// (msec)	=	**4** lines			
Ver Sync Time	= 0.074;	// (msec)	=	**5** lines			
// V Back Porch	= 0.533;	// (msec)	=	**36** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.1

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1920 x 1200 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 44h; STD 2 Byte Code: n/a; CVT 3 Byte Code: (57, 28, 21)h
Method: CVT Reduced Blanking

Detailed Timing Parameters

Timing Name	= **1920 x 1200 @ 60Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1920;**	// Pixels				
Ver Pixels	= **1200;**	// Lines				
Hor Frequency	= 74.038;	// kHz	=	13.5 usec	/ line	
Ver Frequency	= 59.950;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **154.000;**	// MHz	=	6.5 nsec	$\pm$ 0.5%	
Character Width	= **8;**	// Pixels	=	51.9 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	0.8 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	7.7% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	2.8% of VTotal		
Hor Total Time	= 13.506;	// (usec)	=	260 chars =	2080 Pixels	
Hor Addr Time	= 12.468;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Start	= 12.468;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Time	= 1.039;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 12.779;	// (usec)	=	246 chars =	1968 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.312;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.208;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.519;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.681;	// (msec)	=	1235 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.208;	// (msec)	=	1200 lines	= 0.29	
Ver Blank Start	= 16.208;	// (msec)	=	1200 lines		
Ver Blank Time	= 0.473;	// (msec)	=	35 lines		
Ver Sync Start	= 16.248;	// (msec)	=	1203 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.041;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.081;	// (msec)	=	**6** lines		
// V Back Porch	= 0.351;	// (msec)	=	**26** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1920 x 1200 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 45h; STD 2 Byte Code: (D1, 00)h; CVT 3 Byte Code: (57, 28, 28)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1920 x 1200 @ 60Hz;**					
Hor Pixels	= **1920;**	// Pixels				
Ver Pixels	= **1200;**	// Lines				
Hor Frequency	= 74.556;	// kHz	=	13.4 usec	/	line
Ver Frequency	= 59.885;	// Hz	=	16.7 msec	/	frame
Pixel Clock	= **193.250;**	// MHz	=	5.2 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	41.4 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.9 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank	=	25.9% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	3.6% of VTotal		
Hor Total Time	= 13.413;	// (usec)	=	324 chars =	2592 Pixels	
Hor Addr Time	= 9.935;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Start	= 9.935;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Time	= 3.477;	// (usec)	=	84 chars =	672 Pixels	
Hor Sync Start	= 10.639;	// (usec)	=	257 chars =	2056 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.704;	// (usec)	=	**17** chars =	136 Pixels	
Hor Sync Time	= 1.035;	// (usec)	=	**25** chars =	200 Pixels	
// H Back Porch	= 1.739;	// (usec)	=	**42** chars =	336 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.699;	// (msec)	=	1245 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.095;	// (msec)	=	1200 lines	= 2.88	
Ver Blank Start	= 16.095;	// (msec)	=	1200 lines		
Ver Blank Time	= 0.604;	// (msec)	=	45 lines		
Ver Sync Start	= 16.135;	// (msec)	=	1203 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.040;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.080;	// (msec)	=	**6** lines		
// V Back Porch	= 0.483;	// (msec)	=	**36** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1920 x 1200 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 46h; STD 2 Byte Code: (D1, 0F)h; CVT 3 Byte Code: (57, 28, 44)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1920 x 1200 @ 75Hz;**						
Hor Pixels	= **1920;**	// Pixels					
Ver Pixels	= **1200;**	// Lines					
Hor Frequency	= 94.038;	// kHz	=	10.6 usec	/	line	
Ver Frequency	= 74.930;	// Hz	=	13.3 msec	/	frame	
Pixel Clock	= **245.250;**	// MHz	=	4.1 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	32.6 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase	=	4.0 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank	=	26.4% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	4.4% of VTotal			
Hor Total Time	= 10.634;	// (usec)	=	326	chars =	2608	Pixels
Hor Addr Time	= 7.829;	// (usec)	=	240	chars =	1920	Pixels
Hor Blank Start	= 7.829;	// (usec)	=	240	chars =	1920	Pixels
Hor Blank Time	= 2.805;	// (usec)	=	86	chars =	688	Pixels
Hor Sync Start	= 8.383;	// (usec)	=	257	chars =	2056	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.555;	// (usec)	=	**17**	chars =	136	Pixels
Hor Sync Time	= 0.848;	// (usec)	=	**26**	chars =	208	Pixels
// H Back Porch	= 1.403;	// (usec)	=	**43**	chars =	344	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 13.346;	// (msec)	=	1255 lines	HT – (1.06xHA)		
Ver Addr Time	= 12.761;	// (msec)	=	1200 lines	= 2.34		
Ver Blank Start	= 12.761;	// (msec)	=	1200 lines			
Ver Blank Time	= 0.585;	// (msec)	=	55 lines			
Ver Sync Start	= 12.793;	// (msec)	=	1203 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.032;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.064;	// (msec)	=	**6** lines			
// V Back Porch	= 0.489;	// (msec)	=	**46** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 8/21/03
Resolution: 1920 x 1200 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 47h; STD 2 Byte Code: (D1, 19)h; CVT 3 Byte Code: (57, 28, 62)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **1920 x 1200 @ 85Hz;**				
Hor Pixels	= **1920;**	// Pixels			
Ver Pixels	= **1200;**	// Lines			
Hor Frequency	= 107.184;	// kHz	=	9.3 usec	/ line
Ver Frequency	= 84.932;	// Hz	=	11.8 msec	/ frame
Pixel Clock	= **281.250;**	// MHz	=	3.6 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	28.4 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	4.0 %	
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	26.8% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.9% of VTotal		
Hor Total Time	= 9.330;	// (usec)	=	328 chars =	2624 Pixels
Hor Addr Time	= 6.827;	// (usec)	=	240 chars =	1920 Pixels
Hor Blank Start	= 6.827;	// (usec)	=	240 chars =	1920 Pixels
Hor Blank Time	= 2.503;	// (usec)	=	88 chars =	704 Pixels
Hor Sync Start	= 7.339;	// (usec)	=	258 chars =	2064 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.512;	// (usec)	=	**18** chars =	144 Pixels
Hor Sync Time	= 0.740;	// (usec)	=	**26** chars =	208 Pixels
// H Back Porch	= 1.252;	// (usec)	=	**44** chars =	352 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 11.774;	// (msec)	=	1262 lines	HT – (1.06xHA)
Ver Addr Time	= 11.196;	// (msec)	=	1200 lines	= 2.09
Ver Blank Start	= 11.196;	// (msec)	=	1200 lines	
Ver Blank Time	= 0.578;	// (msec)	=	62 lines	
Ver Sync Start	= 11.224;	// (msec)	=	1203 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.028;	// (msec)	=	**3** lines	
Ver Sync Time	= 0.056;	// (msec)	=	**6** lines	
// V Back Porch	= 0.494;	// (msec)	=	**53** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.4.

Adopted: 5/1/07
Resolution: 1920 x 1200 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 48h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1920 x 1200 @ 120Hz CVT (Reduced Blanking);**						
Hor Pixels	= **1920;**	// Pixels					
Ver Pixels	= **1200;**	// Lines					
Hor Frequency	= 152.404;	// kHz	=	6.6 usec	/ line		
Ver Frequency	= 119.909;	// Hz	=	8.3 msec	/ frame		
Pixel Clock	= **317.000;**	// MHz	=	3.2 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	25.2 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	0.8 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	7.7% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.6% of VTotal			
Hor Total Time	= 6.562;	// (usec)	=	260 chars	=	2080 Pixels	
Hor Addr Time	= 6.057;	// (usec)	=	240 chars	=	1920 Pixels	
Hor Blank Start	= 6.057;	// (usec)	=	240 chars	=	1920 Pixels	
Hor Blank Time	= 0.505;	// (usec)	=	20 chars	=	160 Pixels	
Hor Sync Start	= 6.208;	// (usec)	=	246 chars	=	1968 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels	
// H Front Porch	= 0.151;	// (usec)	=	**6** chars	=	48 Pixels	
Hor Sync Time	= 0.101;	// (usec)	=	**4** chars	=	32 Pixels	
// H Back Porch	= 0.252;	// (usec)	=	**10** chars	=	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels	
Ver Total Time	= 8.340;	// (msec)	=	1271 lines	HT – (1.06xHA)		
Ver Addr Time	= 7.874;	// (msec)	=	1200 lines	= 0.14		
Ver Blank Start	= 7.874;	// (msec)	=	1200 lines			
Ver Blank Time	= 0.466;	// (msec)	=	71 lines			
Ver Sync Start	= 7.894;	// (msec)	=	1203 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.020;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.039;	// (msec)	=	**6** lines			
// V Back Porch	= 0.407;	// (msec)	=	**62** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 9/17/98
Resolution: 1920 x 1440 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 49h; STD 2 Byte Code: (D1, 40)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1920 x 1440 @ 60Hz;**					
Hor Pixels	= **1920;**	// Pixels				
Ver Pixels	= **1440;**	// Lines				
Hor Frequency	= 90.000;	// kHz	=	11.1 usec	/ line	
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **234.000;**	// MHz	=	4.3 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	34.2 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	4.2 %	
Hor Sync Polarity	= **NEGATIVE;**	// HBlank	=	26.2% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	4.0% of VTotal		
Hor Total Time	= 11.111;	// (usec)	=	325 chars	=	2600 Pixels
Hor Addr Time	= 8.205;	// (usec)	=	240 chars	=	1920 Pixels
Hor Blank Start	= 8.205;	// (usec)	=	240 chars	=	1920 Pixels
Hor Blank Time	= 2.906;	// (usec)	=	85 chars	=	680 Pixels
Hor Sync Start	= 8.752;	// (usec)	=	256 chars	=	2048 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
// H Front Porch	= 0.547;	// (usec)	=	**16** chars	=	128 Pixels
Hor Sync Time	= 0.889;	// (usec)	=	**26** chars	=	208 Pixels
// H Back Porch	= 1.470;	// (usec)	=	**43** chars	=	344 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
Ver Total Time	= 16.667;	// (msec)	=	1500 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.000;	// (msec)	=	1440 lines	= 2.41	
Ver Blank Start	= 16.000;	// (msec)	=	1440 lines		
Ver Blank Time	= 0.667;	// (msec)	=	60 lines		
Ver Sync Start	= 16.011;	// (msec)	=	1441 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.011;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.033;	// (msec)	=	**3** lines		
// V Back Porch	= 0.622;	// (msec)	=	**56** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 9/17/98
Resolution: 1920 x 1440 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 4Ah; STD 2 Byte Code: (D1, 4F)h; CVT 3 Byte Code: n/a
Method: ***** NOT CVT COMPLIANT *****

Detailed Timing Parameters

Timing Name	= **1920 x 1440 @ 75Hz;**					
Hor Pixels	= **1920;**	// Pixels				
Ver Pixels	= **1440;**	// Lines				
Hor Frequency	= 112.500;	// kHz	=	8.9 usec	/ line	
Ver Frequency	= 75.000;	// Hz	=	13.3 msec	/ frame	
Pixel Clock	= **297.000;**	// MHz	=	3.4 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	26.9 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	3.9 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank =	27.3% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal			
Hor Total Time	= 8.889;	// (usec)	=	330 chars =	2640 Pixels	
Hor Addr Time	= 6.465;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Start	= 6.465;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Time	= 2.424;	// (usec)	=	90 chars =	720 Pixels	
Hor Sync Start	= 6.949;	// (usec)	=	258 chars =	2064 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.485;	// (usec)	=	**18** chars =	144 Pixels	
Hor Sync Time	= 0.754;	// (usec)	=	**28** chars =	224 Pixels	
// H Back Porch	= 1.185;	// (usec)	=	**44** chars =	352 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 13.333;	// (msec)	=	1500 lines	HT – (1.06xHA)	
Ver Addr Time	= 12.800;	// (msec)	=	1440 lines	= 2.04	
Ver Blank Start	= 12.800;	// (msec)	=	1440 lines		
Ver Blank Time	= 0.533;	// (msec)	=	60 lines		
Ver Sync Start	= 12.809;	// (msec)	=	1441 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.009;	// (msec)	=	**1** lines		
Ver Sync Time	= 0.027;	// (msec)	=	**3** lines		
// V Back Porch	= 0.498;	// (msec)	=	**56** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 1920 x 1440 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 4Bh; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **1920 x 1440 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **1920;**	// Pixels				
Ver Pixels	= **1440;**	// Lines				
Hor Frequency	= 182.933;	// kHz	=	5.5 usec	/ line	
Ver Frequency	= 119.956;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **380.500;**	// MHz	=	2.6 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	21.0 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	0.8 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	7.7% of HTotal			
Ver Sync Polarity	= **NEGATIVE**	// VBlank =	5.6% of VTotal			
Hor Total Time	= 5.466;	// (usec)	=	260 chars =	2080 Pixels	
Hor Addr Time	= 5.046;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Start	= 5.046;	// (usec)	=	240 chars =	1920 Pixels	
Hor Blank Time	= 0.420;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 5.172;	// (usec)	=	246 chars =	1968 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.126;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.084;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.210;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 8.336;	// (msec)	=	1525 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.872;	// (msec)	=	1440 lines	= 0.12	
Ver Blank Start	= 7.872;	// (msec)	=	1440 lines		
Ver Blank Time	= 0.465;	// (msec)	=	85 lines		
Ver Sync Start	= 7.888;	// (msec)	=	1443 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.016;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.022;	// (msec)	=	**4** lines		
// V Back Porch	= 0.426;	// (msec)	=	**78** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

Adopted: 11/17/08
Resolution: 2048 x 1152 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 54h; STD 2 Byte Code: E1h, C0h; CVT 3 Byte Code: n/a
Method: *** NOT CVT COMPLIANT ***

Detailed Timing Parameters

Timing Name	= **2048 x 1152 @ 60Hz;**						
Hor Pixels	= **2048;**	// Pixels					
Ver Pixels	= **1152;**	// Lines					
Hor Frequency	= 72.000;	// KHz	=	13.9 usec	/ line		
Ver Frequency	= 60.000;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **162.000;**	// MHz	=	6.2 nsec	± 0.5%		
Character Width	= **1;**	// Pixels	=	6.2 nsec			
Scan Type	= **NONINTERLACED;**		// H Phase =	1.6 %			
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	9.0% of HTotal				
Ver Sync Polarity	= **POSITIVE;**	// VBlank =	4.0% of VTotal				
Hor Total Time	= 13.889;	// (usec)	=	2250 chars =	2250 Pixels		
Hor Addr Time	= 12.642;	// (usec)	=	2048 chars =	2048 Pixels		
Hor Blank Start	= 12.642;	// (usec)	=	2048 chars =	2048 Pixels		
Hor Blank Time	= 1.247;	// (usec)	=	202 chars =	202 Pixels		
Hor Sync Start	= 12.802;	// (usec)	=	2074 chars =	2074 Pixels		
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
// H Front Porch	= 0.160;	// (usec)	=	**26** chars =	26 Pixels		
Hor Sync Time	= 0.494;	// (usec)	=	**80** chars =	80 Pixels		
// H Back Porch	= 0.593;	// (usec)	=	**96** chars =	96 Pixels		
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels		
Ver Total Time	= 16.667;	// (msec)	=	1200 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.000;	// (msec)	=	1152 lines	= 0.49		
Ver Blank Start	= 16.000;	// (msec)	=	1152 lines			
Ver Blank Time	= 0.667;	// (msec)	=	48 lines			
Ver Sync Start	= 16.014;	// (msec)	=	1153 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.014;	// (msec)	=	**1** lines			
Ver Sync Time	= 0.042;	// (msec)	=	**3** lines			
// V Back Porch	= 0.611;	// (msec)	=	**44** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to Section 3.1

Adopted: 5/1/07
Resolution: 2560 x 1600 at 60 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 4Ch; STD 2 Byte Code: n/a; CVT 3 Byte Code: (1F, 38, 21)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **2560 x 1600 @ 60Hz CVT (Reduced Blanking);**					
Hor Pixels	= **2560;**	// Pixels				
Ver Pixels	= **1600;**	// Lines				
Hor Frequency	= 98.713;	// kHz	=	10.1 usec	/ line	
Ver Frequency	= 59.972;	// Hz	=	16.7 msec	/ frame	
Pixel Clock	= **268.500;**	// MHz	=	3.7 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	29.8 nsec		
Scan Type	= **NONINTERLACED;**		// H Phase =	0.6 %		
Hor Sync Polarity	= **POSITIVE;**	// HBlank =	5.9% of HTotal			
Ver Sync Polarity	= **NEGATIVE;**	// VBlank =	2.8% of VTotal			
Hor Total Time	= 10.130;	// (usec)	=	340 chars =	2720 Pixels	
Hor Addr Time	= 9.534;	// (usec)	=	320 chars =	2560 Pixels	
Hor Blank Start	= 9.534;	// (usec)	=	320 chars =	2560 Pixels	
Hor Blank Time	= 0.596;	// (usec)	=	20 chars =	160 Pixels	
Hor Sync Start	= 9.713;	// (usec)	=	326 chars =	2608 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.179;	// (usec)	=	**6** chars =	48 Pixels	
Hor Sync Time	= 0.119;	// (usec)	=	**4** chars =	32 Pixels	
// H Back Porch	= 0.298;	// (usec)	=	**10** chars =	80 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 16.675;	// (msec)	=	1646 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.209;	// (msec)	=	1600 lines	= 0.02	
Ver Blank Start	= 16.209;	// (msec)	=	1600 lines		
Ver Blank Time	= 0.466;	// (msec)	=	46 lines		
Ver Sync Start	= 16.239;	// (msec)	=	1603 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.030;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.061;	// (msec)	=	**6** lines		
// V Back Porch	= 0.375;	// (msec)	=	**37** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 2560 x 1600 at 60 Hz (non-interlaced)
EDID ID: DMT ID: 4Dh; STD 2 Byte Code: n/a; CVT 3 Byte Code: (1F, 38, 28)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **2560 x 1600 @ 60Hz;**						
Hor Pixels	= **2560;**	// Pixels					
Ver Pixels	= **1600;**	// Lines					
Hor Frequency	= 99.458;	// kHz	=	10.1 usec	/ line		
Ver Frequency	= 59.987;	// Hz	=	16.7 msec	/ frame		
Pixel Clock	= **348.500;**	// MHz	=	2.9 nsec	± 0.5%		
Character Width	= **8;**	// Pixels	=	23.0 nsec			
Scan Type	= **NONINTERLACED;**			// H Phase =	4.0 %		
Hor Sync Polarity	= **NEGATIVE**	// HBlank	=	26.9% of HTotal			
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	3.5% of VTotal			
Hor Total Time	= 10.055;	// (usec)	=	438	chars =	3504	Pixels
Hor Addr Time	= 7.346;	// (usec)	=	320	chars =	2560	Pixels
Hor Blank Start	= 7.346;	// (usec)	=	320	chars =	2560	Pixels
Hor Blank Time	= 2.709;	// (usec)	=	118	chars =	944	Pixels
Hor Sync Start	= 7.897;	// (usec)	=	344	chars =	2752	Pixels
// H Right Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
// H Front Porch	= 0.551;	// (usec)	=	**24**	chars =	192	Pixels
Hor Sync Time	= 0.803;	// (usec)	=	**35**	chars =	280	Pixels
// H Back Porch	= 1.354;	// (usec)	=	**59**	chars =	472	Pixels
// H Left Border	= 0.000;	// (usec)	=	**0**	chars =	0	Pixels
Ver Total Time	= 16.670;	// (msec)	=	1658 lines	HT – (1.06xHA)		
Ver Addr Time	= 16.087;	// (msec)	=	1600 lines	= 2.27		
Ver Blank Start	= 16.087;	// (msec)	=	1600 lines			
Ver Blank Time	= 0.583;	// (msec)	=	58 lines			
Ver Sync Start	= 16.117;	// (msec)	=	1603 lines			
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines			
// V Front Porch	= 0.030;	// (msec)	=	**3** lines			
Ver Sync Time	= 0.060;	// (msec)	=	**6** lines			
// V Back Porch	= 0.493;	// (msec)	=	**49** lines			
// V Top Border	= 0.000;	// (msec)	=	**0** lines			

Definition of Terms: Refer to section 3.4.

Adopted: 5/1/07
Resolution: 2560 x 1600 at 75 Hz (non-interlaced)
EDID ID: DMT ID: 4Eh; STD 2 Byte Code: n/a; CVT 3 Byte Code: (1F, 38, 44)h
Method: CVT Compliant

<u>Detailed Timing Parameters</u>

Timing Name	= **2560 x 1600 @ 75Hz;**				
Hor Pixels	= **2560;**	// Pixels			
Ver Pixels	= **1600;**	// Lines			
Hor Frequency	= 125.354;	// kHz	=	8.0 usec	/ line
Ver Frequency	= 74.972;	// Hz	=	13.3 msec	/ frame
Pixel Clock	= **443.250;**	// MHz	=	2.3 nsec	± 0.5%
Character Width	= **8;**	// Pixels	=	18.0 nsec	
Scan Type	= **NONINTERLACED;**		// H Phase =	4.0 %	
Hor Sync Polarity	= **NEGATIVE**	// HBlank	= 27.6% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	= 4.3% of VTotal		
Hor Total Time	= 7.977;	// (usec)	=	442 chars =	3536 Pixels
Hor Addr Time	= 5.776;	// (usec)	=	320 chars =	2560 Pixels
Hor Blank Start	= 5.776;	// (usec)	=	320 chars =	2560 Pixels
Hor Blank Time	= 2.202;	// (usec)	=	122 chars =	976 Pixels
Hor Sync Start	= 6.245;	// (usec)	=	346 chars =	2768 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
// H Front Porch	= 0.469;	// (usec)	=	**26** chars =	208 Pixels
Hor Sync Time	= 0.632;	// (usec)	=	**35** chars =	280 Pixels
// H Back Porch	= 1.101;	// (usec)	=	**61** chars =	488 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels
Ver Total Time	= 13.338;	// (msec)	=	1672 lines	HT – (1.06xHA)
Ver Addr Time	= 12.764;	// (msec)	=	1600 lines	= 1.86
Ver Blank Start	= 12.764;	// (msec)	=	1600 lines	
Ver Blank Time	= 0.574;	// (msec)	=	72 lines	
Ver Sync Start	= 12.788;	// (msec)	=	1603 lines	
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines	
// V Front Porch	= 0.024;	// (msec)	=	**3** lines	
Ver Sync Time	= 0.048;	// (msec)	=	**6** lines	
// V Back Porch	= 0.503;	// (msec)	=	**63** lines	
// V Top Border	= 0.000;	// (msec)	=	**0** lines	

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 2560 x 1600 at 85 Hz (non-interlaced)
EDID ID: DMT ID: 4Fh; STD 2 Byte Code: n/a; CVT 3 Byte Code: (1F, 38, 62)h
Method: CVT Compliant

Detailed Timing Parameters

Timing Name	= **2560 x 1600 @ 85Hz;**					
Hor Pixels	= **2560;**	// Pixels				
Ver Pixels	= **1600;**	// Lines				
Hor Frequency	= 142.887;	// kHz	=	7.0 usec	/ line	
Ver Frequency	= 84.951;	// Hz	=	11.8 msec	/ frame	
Pixel Clock	= **505.250;**	// MHz	=	2.0 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	15.8 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	4.0 %	
Hor Sync Polarity	= **NEGATIVE**	// HBlank	=	27.6% of HTotal		
Ver Sync Polarity	= **POSITIVE;**	// VBlank	=	4.9% of VTotal		
Hor Total Time	= 6.999;	// (usec)	=	442 chars =	3536 Pixels	
Hor Addr Time	= 5.067;	// (usec)	=	320 chars =	2560 Pixels	
Hor Blank Start	= 5.067;	// (usec)	=	320 chars =	2560 Pixels	
Hor Blank Time	= 1.932;	// (usec)	=	122 chars =	976 Pixels	
Hor Sync Start	= 5.478;	// (usec)	=	346 chars =	2768 Pixels	
// H Right Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
// H Front Porch	= 0.412;	// (usec)	=	**26** chars =	208 Pixels	
Hor Sync Time	= 0.554;	// (usec)	=	**35** chars =	280 Pixels	
// H Back Porch	= 0.966;	// (usec)	=	**61** chars =	488 Pixels	
// H Left Border	= 0.000;	// (usec)	=	**0** chars =	0 Pixels	
Ver Total Time	= 11.772;	// (msec)	=	1682 lines	HT – (1.06xHA)	
Ver Addr Time	= 11.198;	// (msec)	=	1600 lines	= 1.63	
Ver Blank Start	= 11.198;	// (msec)	=	1600 lines		
Ver Blank Time	= 0.574;	// (msec)	=	82 lines		
Ver Sync Start	= 11.219;	// (msec)	=	1603 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.021;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.042;	// (msec)	=	**6** lines		
// V Back Porch	= 0.511;	// (msec)	=	**73** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.4.

VESA MONITOR TIMING STANDARD

Adopted: 5/1/07
Resolution: 2560 x 1600 at 120 Hz (non-interlaced) REDUCED BLANKING
EDID ID: DMT ID: 50h; STD 2 Byte Code: n/a; CVT 3 Byte Code: n/a
Method: Generated using CVT (Reduced Blanking) Formula

Detailed Timing Parameters

Timing Name	= **2560 x 1600 @ 120Hz CVT (Reduced Blanking);**					
Hor Pixels	= **2560;**	// Pixels				
Ver Pixels	= **1600;**	// Lines				
Hor Frequency	= 203.217;	// kHz	=	4.9 usec	/ line	
Ver Frequency	= 119.963;	// Hz	=	8.3 msec	/ frame	
Pixel Clock	= **552.750;**	// MHz	=	1.8 nsec	± 0.5%	
Character Width	= **8;**	// Pixels	=	14.5 nsec		
Scan Type	= **NONINTERLACED;**			// H Phase =	0.6 %	
Hor Sync Polarity	= **POSITIVE;**	// HBlank	=	5.9% of HTotal		
Ver Sync Polarity	= **NEGATIVE**	// VBlank	=	5.5% of VTotal		
Hor Total Time	= 4.921;	// (usec)	=	340 chars	=	2720 Pixels
Hor Addr Time	= 4.631;	// (usec)	=	320 chars	=	2560 Pixels
Hor Blank Start	= 4.631;	// (usec)	=	320 chars	=	2560 Pixels
Hor Blank Time	= 0.289;	// (usec)	=	20 chars	=	160 Pixels
Hor Sync Start	= 4.718;	// (usec)	=	326 chars	=	2608 Pixels
// H Right Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
// H Front Porch	= 0.087;	// (usec)	=	**6** chars	=	48 Pixels
Hor Sync Time	= 0.058;	// (usec)	=	**4** chars	=	32 Pixels
// H Back Porch	= 0.145;	// (usec)	=	**10** chars	=	80 Pixels
// H Left Border	= 0.000;	// (usec)	=	**0** chars	=	0 Pixels
Ver Total Time	= 8.336;	// (msec)	=	1694 lines	HT – (1.06xHA)	
Ver Addr Time	= 7.873;	// (msec)	=	1600 lines	= 0.01	
Ver Blank Start	= 7.873;	// (msec)	=	1600 lines		
Ver Blank Time	= 0.463;	// (msec)	=	94 lines		
Ver Sync Start	= 7.888;	// (msec)	=	1603 lines		
// V Bottom Border	= 0.000;	// (msec)	=	**0** lines		
// V Front Porch	= 0.015;	// (msec)	=	**3** lines		
Ver Sync Time	= 0.030;	// (msec)	=	**6** lines		
// V Back Porch	= 0.418;	// (msec)	=	**85** lines		
// V Top Border	= 0.000;	// (msec)	=	**0** lines		

Definition of Terms: Refer to section 3.2.