
Video Subsystem

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Video Subsystem

| The system video can be generated by a Type 1 or Type 2 video subsystem:

- | • Type 1 video—Video Graphics Array (VGA)
- | • Type 2 video—Extended Graphics Array (XGA).

| Type 1

| The Type 1 video provides the VGA function. The capabilities and operation of the VGA function are described in “VGA Function” on page 2.

| Only one Type 1 video subsystem is allowed in a system.

| Type 2

| The Type 2 video subsystem provides the XGA function, which consists of the VGA function, 132-column text mode, and the extended graphics function. The capabilities and operation of the XGA function are described in “XGA Function” on page 96.

VGA Function

The basic system video is generated by the Type 1 or Type 2 video subsystem. The circuitry that provides the VGA function includes a video buffer, a video digital-to-analog converter (DAC), and test circuitry. Video memory is mapped as four planes of 64Kb by 8 bits (maps 0 through 3). The video DAC drives the analog output to the display connector. The test circuitry is used to test for the type of display attached, color or monochrome.

The video subsystem controls the access to video memory from the system and the cathode-ray tube (CRT) controller. It also controls the system addresses assigned to video memory. Up to three different starting addresses can be programmed for compatibility with previous video adapters.

In the graphics modes, the mode determines the way video information is formatted into memory, and the way memory is organized.

In alphanumeric modes, the system writes the ASCII character code and attribute data to video memory maps 0 and 1, respectively. Memory map 2 contains the character font loaded by BIOS during an alphanumeric mode set. The font is used by the character generator to create the character image on the display.

Three fonts are contained in ROM: an 8-by-8 font, an 8-by-14 font, and an 8-by-16 font. Up to eight 256-character fonts can be loaded into the video memory map 2; two of these fonts can be active at any one time, allowing a 512-character font.

The video subsystem formats the information in video memory and sends the output to the video DAC. For color displays, the video DAC sends three analog color signals (red, green, and blue) to the display connector. For monochrome displays, BIOS translates the color information in the DAC, and the DAC drives the summed signal onto the green output.

The auxiliary video connector allows video data to be passed between the video subsystem and an adapter plugged into the channel connector.

When it is disabled, the video subsystem will not respond to video memory or I/O reads or writes; however, the video image continues to be displayed.

Note: Compatibility with other hardware is best achieved by using the BIOS interface or operating system interface whenever possible.

The following is a diagram of the VGA function.

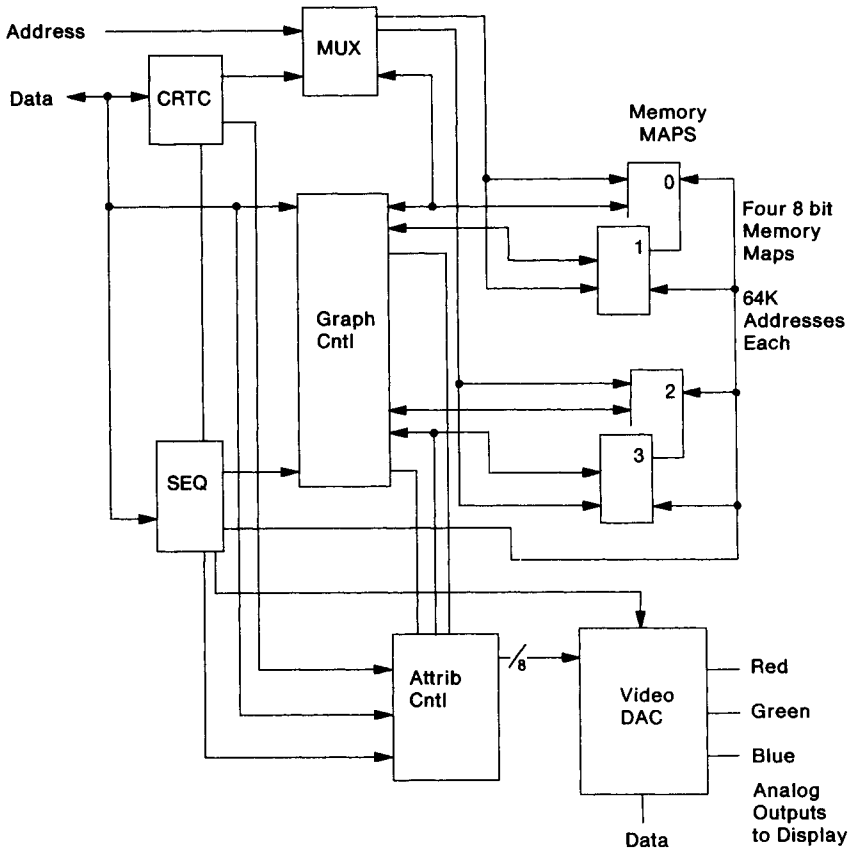


Figure 1. Diagram of the VGA Function

Major Components

The video subsystem contains all circuits necessary to generate the timing for the video memory, and generates the video information going to the video DAC. The major components are: ROM BIOS, the support logic, and the Video Graphics Array interface.

ROM BIOS

BIOS provides software support and contains the character fonts and the system interface to run the video subsystem.

Support Logic

The support logic consists of the video memory, the clocks, and the video DAC. The video memory consists of at least 256KB; its use and mapping depend on the mode selected.

Two clock sources provide the dot rate. The clock source is selected in the Miscellaneous Output register.

The video DAC contains the color palette that is used to convert the video data into the video signal sent to the display. Three analog signals (red, green, blue) are output from the DAC.

The maximum number of colors displayed is 256 out of 256K, and the maximum number of gray shades is 64 out of 64.

VGA Components

The VGA function has four major functional areas: the CRT controller, the sequencer, the graphics controller, and the attribute controller.

CRT Controller

The CRT controller generates horizontal and vertical synchronization signal timings, addressing for the regenerative buffer, cursor and underline timings, and refresh addressing for the video memory.

Sequencer

The sequencer generates basic memory timings for the video memory and the character clock for controlling regenerative buffer fetches. It allows the system to access memory during active display intervals by periodically inserting dedicated system microprocessor memory cycles between the display memory cycles. Map mask registers in the sequencer are available to protect entire memory maps from being changed.

Graphics Controller

The graphics controller is the interface between the video memory and the attribute controller during active display times, and between video memory and the system microprocessor during memory accesses.

During active display times, memory data is latched and sent to the attribute controller. In graphics modes, the memory data is converted from parallel to serial bit-plane data before being sent; in alphanumeric modes, the parallel attribute data is sent.

During system accesses of video memory, the graphics controller can perform logical operations on the memory data before it reaches video memory or the system data bus. These logical operations are composed of four logical write modes and two logical read modes. The logical operators allow enhanced operations, such as a color compare in the read mode, individual bit masking during write modes, internal 32-bit writes in a single memory cycle, and writing to the display buffer on nonbyte boundaries.

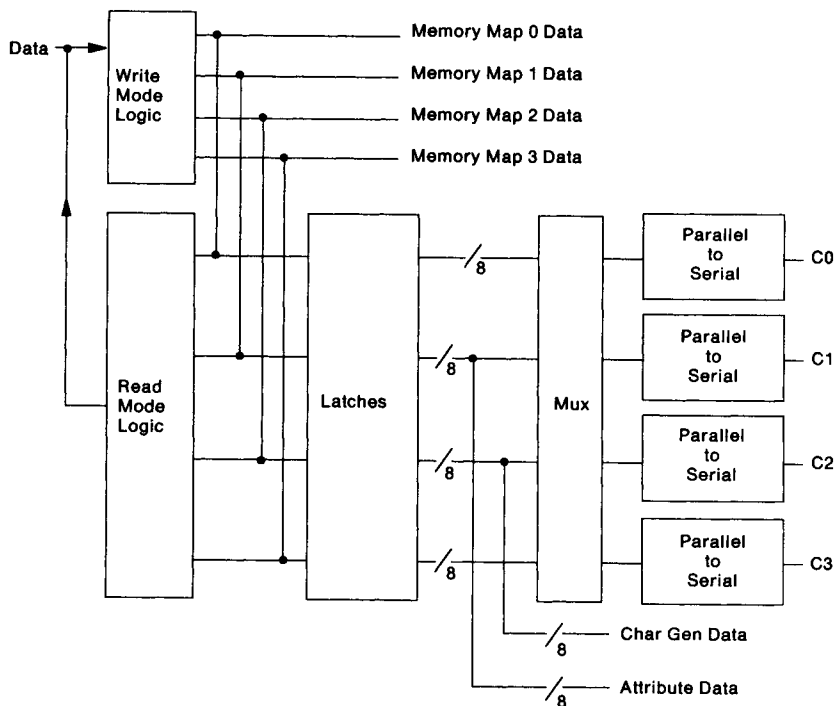


Figure 2. Graphics Controller

Attribute Controller

The attribute controller takes in data from video memory through the graphics controller and formats it for display. Attribute data in alphanumeric mode and serialized bit-plane data in graphics mode are converted to an 8-bit color value.

Each color value is selected from an internal color palette of 64 possible colors (except in 256-color mode). The color value is used as a pointer into the video DAC where it is converted to the analog signals that drive the display.

Blinking, underlining, cursor insertion, and PEL panning are also controlled in the attribute controller.

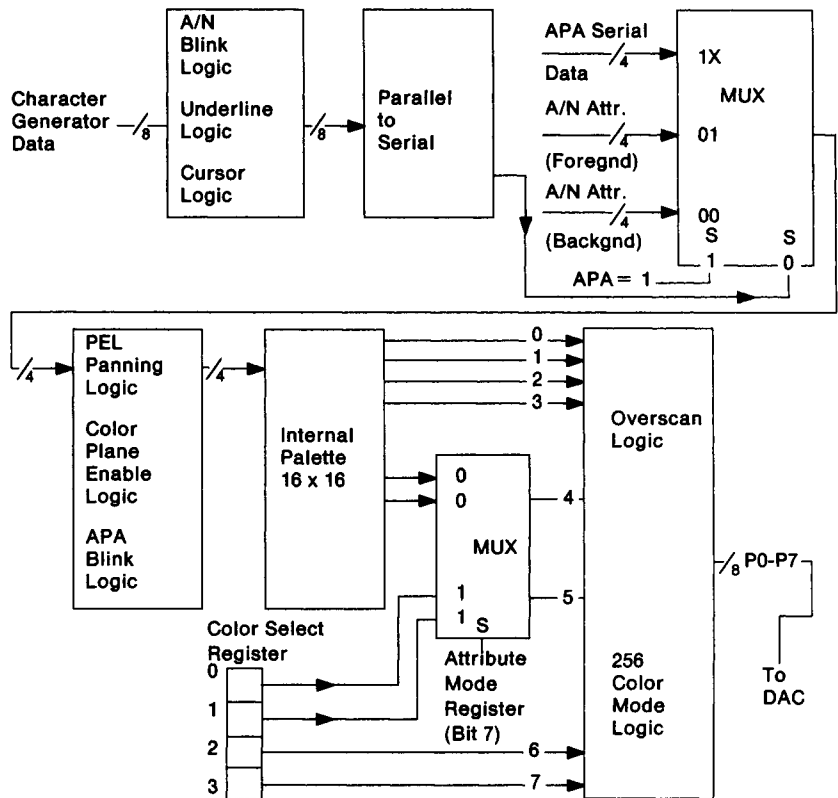


Figure 3. Attribute Controller

Hardware Considerations

The following are hardware characteristics of the Type 2 video subsystem that must be considered to ensure program compatibility with the Type 1 video subsystem.

Performance: The Type 2 video runs generally faster than the Type 1 video; programs that depend on execution time of the video subsystem will operate differently.

Video Buffer Compatibility: For each of the given video modes, the Type 2 video subsystem maintains a memory mapping that is the same as the Type 1. To maintain this compatibility, the internal addresses to video memory are manipulated so that video memory looks the same. When switching video modes, video data may not be at the same address in video memory.

BIOS calls to set and change modes make allowances for changes in addresses, and should be used for all mode switches.

Character Generator: Differences in the character generator for the Type 2 video increase the time that it takes to load a new font. Because of the additional load time, there is a chance of briefly observing spurious data on the display. BIOS compensates for this during video mode sets.

Register Differences: The following bits for the Type 2 video subsystem differ from the Type 1:

- Bits 2 and 4 in the Clocking Mode register
- Bits 5 and 6 in the End Horizontal Blanking register
- Bits 2 and 4 in the Preset Row Scan register
- Bit 5 in the Address register of the attribute controller.

Modes of Operation

Certain modes on previous IBM display adapters distinguished between monochrome and color displays. For example, mode 0 was the same as mode 1 with the color burst turned off. Because color burst is not supported by the PS/2 video, the mode pairs are exactly the same. The support logic for the VGA function recognizes the type of display, and adjusts the output accordingly. When a monochrome display is attached, the colors for the color modes appear as shades of gray.

Mode 3+ is the default mode with a color display attached and mode 7+ is the default mode with a monochrome display attached.

The following figure describes the alphanumeric (A/N) and all points addressable (APA) graphics modes supported by BIOS. Each color is selected from 256K possibilities, and gray shades from 64 possibilities. The variations within the basic BIOS modes are selected through BIOS calls that set the number of scan lines. The scan line count is set before the mode call is made.

Mode (Hex)	Type	Colors	Alpha Format	Buffer Start	Box Size	Max. Pgs.	Freq.	Vert. PELs
0, 1	A/N	16	40 x 25	B8000	8 x 8	8	70 Hz	320 x 200
0*, 1*	A/N	16	40 x 25	B8000	8 x 14	8	70 Hz	320 x 350
0+, 1+	A/N	16	40 x 25	B8000	9 x 16	8	70 Hz	360 x 400
2, 3	A/N	16	80 x 25	B8000	8 x 8	8	70 Hz	640 x 200
2*, 3*	A/N	16	80 x 25	B8000	8 x 14	8	70 Hz	640 x 350
2+, 3+	A/N	16	80 x 25	B8000	9 x 16	8	70 Hz	720 x 400
4, 5	APA	4	40 x 25	B8000	8 x 8	1	70 Hz	320 x 200
6	APA	2	80 x 25	B8000	8 x 8	1	70 Hz	640 x 200
7	A/N	-	80 x 25	B0000	9 x 14	8	70 Hz	720 x 350
7+	A/N	-	80 x 25	B0000	9 x 16	8	70 Hz	720 x 400
D	APA	16	40 x 25	A0000	8 x 8	8	70 Hz	320 x 200
E	APA	16	80 x 25	A0000	8 x 8	4	70 Hz	640 x 200
F	APA	-	80 x 25	A0000	8 x 14	2	70 Hz	640 x 350
10	APA	16	80 x 25	A0000	8 x 14	2	70 Hz	640 x 350
11	APA	2	80 x 30	A0000	8 x 16	1	60 Hz	640 x 480
12	APA	16	80 x 30	A0000	8 x 16	1	60 Hz	640 x 480
13	APA	256	40 x 25	A0000	8 x 8	1	70 Hz	320 x 200

* or + Enhanced modes

Figure 4. BIOS Video Modes

In the 200-scan-line modes, the data for each scan line is scanned twice. This double scanning allows the 200-scan-line image to be displayed in 400 scan lines.

Border support and double scanning depend on the mode selected. The following shows which modes use double scanning and which support a border.

Mode (Hex)	Double Scan	Border Support
0, 1	Yes	No
0*, 1*	No	No
0+, 1+	No	No
2, 3	Yes	Yes
2*, 3*	No	Yes
2+, 3+	No	Yes
4, 5	Yes	No
6	Yes	Yes
7	No	Yes
7+	No	Yes
D	Yes	No
E	Yes	Yes
F	No	Yes
10	No	Yes
11	No	Yes
12	No	Yes
13	Yes	Yes

Figure 5. Double Scanning and Border Support

Display Support

The video subsystem supports direct-drive analog displays. The displays must have a horizontal sweep frequency of 31.5 kHz, and a vertical sweep frequency capability of 50 to 70 Hz. Displays that use a digital input, such as the IBM Color Display, are *not* supported. The following figure summarizes the minimum display characteristics required to support VGA mode operation.

Parameter	Color	Monochrome
Horizontal Scan Rate	31.5 kHz	31.5 kHz
Vertical Scan Rate	50 to 70 Hz	50 to 70 Hz
Video Bandwidth	28 MHz	28 MHz
Maximum Horizontal Resolution	720 PELs	720 PELs
Maximum Vertical Resolution	480 PELs	480 PELs

Figure 6. Direct-Drive Analog Displays

Since color and monochrome displays run at the same sweep rate, all modes work on both displays. The vertical gain of the display is controlled by the polarity of the vertical and horizontal synchronization pulses. This is done so 350, 400, or 480 lines can be displayed without adjusting the display. See "Signal Timing" on page 106 for more information.

Programmable Option Select

The video subsystem supports programmable option select (POS). The video subsystem is placed in the setup mode through the System Board Setup/Enable register (hex 0094). (For more information, see the system-specific sections.) For information on BIOS calls to enable or disable the video, see the *IBM Personal System/2 and Personal Computer BIOS Interface Technical Reference*.

Alphanumeric Modes

The alphanumeric modes are modes 0 through 3 and 7. The mode chart lists the variations of these modes. The data format for alphanumeric modes is the same as the data format on the IBM Color/Graphics Monitor Adapter, the IBM Monochrome Display Adapter, and the IBM Enhanced Graphics Adapter.

BIOS initializes the video subsystem according to the selected mode and loads the color values into the video DAC. These color values can be changed to give a different color set to select from. Bit 3 of the attribute byte may be redefined by the Character Map Select register to act as a switch between character sets, giving the programmer access to 512 characters at one time.

When an alphanumeric mode is selected, the BIOS transfers character font patterns from the ROM to map 2. The system stores the character data in map 0, and the attribute data in map 1. In the alphanumeric modes, the programmer views maps 0 and 1 as a single buffer. The CRT controller generates sequential addresses, and fetches one character code byte and one attribute byte at a time. The character code and row scan count are combined to make up the address into map 2, which contains the character font. The appropriate dot patterns are then sent to the attribute controller, where color is assigned according to the attribute data.

Every display-character position in the alphanumeric mode is defined by two bytes in the display buffer. Both the color/graphics and the monochrome emulation modes use the following 2-byte character/attribute format.

Display Character Code Byte								Attribute Byte							
7	6	5	4	3	2	1	0	7	6	5	4	3	2	1	0
Even Address								Odd Address							

Figure 7. Character/Attribute Format

See “Characters and Keystrokes” for characters loaded during a BIOS mode set.

The functions of the attribute byte are defined in the following table. Bit 7 can be redefined in the Attribute Mode Control register to give 16 possible background colors; its default is to control character blinking. Bit 3 can be redefined in the Character Map Select register to select between two character fonts; its default is to control foreground color selection.

Bit	Color	Function
7	B/I	Blinking or Background Intensity
6	R	Background Color
5	G	Background Color
4	B	Background Color
3	I/CS	Foreground Intensity or Character Font Select
2	R	Foreground Color
1	G	Foreground Color
0	B	Foreground Color

Figure 8. Attribute Byte Definitions

For more information about the attribute byte, see “Character Map Select Register” on page 46 and “Attribute Mode Control Register” on page 76.

The following are the color values loaded by BIOS for the 16-color modes.

I	R	G	B	Color
0	0	0	0	Black
0	0	0	1	Blue
0	0	1	0	Green
0	0	1	1	Cyan
0	1	0	0	Red
0	1	0	1	Magenta
0	1	1	0	Brown
0	1	1	1	White
1	0	0	0	Gray
1	0	0	1	Light Blue
1	0	1	0	Light Green
1	0	1	1	Light Cyan
1	1	0	0	Light Red
1	1	0	1	Light Magenta
1	1	1	0	Yellow
1	1	1	1	White (High Intensity)

Figure 9. BIOS Color Set

Both 40-column and 80-column alphanumeric modes are supported.

The features of the 40-column alphanumeric modes (all variations of modes hex 0 and 1) are:

- 25 rows of 40 characters
- 2,000 bytes of video memory per page
- One character byte and one attribute byte per character.

The features of the 80-column alphanumeric modes (all variations of modes hex 2, 3, and 7) are:

- 25 rows of 80 characters
- 4,000 bytes of video memory per page
- One character byte and one attribute byte per character.

Graphics Modes

This section describes the graphics modes supported in BIOS. The colors in this section are generated when the BIOS is used to set the mode. BIOS initializes the video subsystem and the DAC palette to generate these colors. If the DAC palette is changed, different colors are generated.

320 x 200 Four-Color Graphics (Modes Hex 4 and 5)

Addressing, mapping, and data format are the same as the 320 x 200 PEL mode of the IBM Color/Graphics Monitor Adapter. The display buffer is configured at hex B8000. Bit image data is stored in memory maps 0 and 1. The two bit planes (C0 and C1) are each formed from bits from both memory maps.

Features of this mode are:

- A maximum of 200 rows of 320 PELs
- Double-scanned to display as 400 rows
- Memory-mapped graphics
- Four colors for each PEL
- Four PELs per byte
- 16,000 bytes of read/write memory.

The video memory is organized into two banks of 8,000 bytes each using the following format. Address hex B8000 contains the PEL information for the upper-left corner of the display area.

Memory Address	Function
B8000	Even Scans (0,2,4,.....,198)
B9F3F	Reserved
BA000	Odd Scans (1,3,5,.....,199)
BBF3F	Reserved
BBFFF	

Figure 10. Video Memory Format

The following figure shows the format for each byte.

Bit	Function
7	C1 - First Display PEL
6	C0 - First Display PEL
5	C1 - Second Display PEL
4	C0 - Second Display PEL
3	C1 - Third Display PEL
2	C0 - Third Display PEL
1	C1 - Fourth Display PEL
0	C0 - Fourth Display PEL

Figure 11. PEL Format, Modes Hex 4 and 5

The color selected depends on the color set that is used. Color set 1 is the default. For information on changing the color set, see the *IBM Personal System/2 and Personal Computer BIOS Interface Technical Reference*.

Bits C1 C0	Color Selected	
	Color Set 1	Color Set 0
0 0	Black	Black
0 1	Light Cyan	Green
1 0	Light Magenta	Red
1 1	Intensified White	Brown

Figure 12. Color Selections, Modes Hex 4 and 5

640 x 200 Two-Color Graphics (Mode Hex 6)

Addressing, scan-line mapping, and data format are the same as the 640 x 200 PEL black and white mode of the IBM Color/Graphics Monitor Adapter. The display buffer is configured at hex B8000. Bit image data is stored in memory map 0 and comprises a single bit plane (C0). Features of this mode are:

- A maximum of 200 rows of 640 PELs
- Double scanned to display as 400 rows
- Same addressing and scan-line mapping as 320 x 200 graphics
- Two colors for each PEL
- Eight PELs per byte
- 16,000 bytes of read/write memory.

The following shows the format for each byte.

Bit	Function
7	First Display PEL
6	Second Display PEL
5	Third Display PEL
4	Fourth Display PEL
3	Fifth Display PEL
2	Sixth Display PEL
1	Seventh Display PEL
0	Eighth Display PEL

Figure 13. PEL Format, Mode Hex 6

The bit definition for each PEL is 0 equals black and 1 equals intensified white.

640 x 350 Graphics (Mode Hex F)

This mode emulates the EGA graphics with the monochrome display and the following attributes: black, video, blinking video, and intensified video. A resolution of 640 x 350 uses 56,000 bytes of video memory to support the four attributes. This mode uses maps 0 and 2; map 0 is the video bit plane (C0), and map 2 is the intensity bit plane (C2). Both planes reside at address hex A0000.

The two bits, one from each bit plane, define one PEL. The bit definitions are given in the following table.

C2 C0		PEL Color
0	0	Black
0	1	White
1	0	Blinking White
1	1	Intensified White

Figure 14. Bit Definitions C2,C0

Memory is organized with successive bytes defining successive PELs. The first eight PELs displayed are defined by the byte at hex A0000, the second eight PELs at hex A0001, and so on. The most-significant bit in each byte defines the first PEL for that byte.

Since both bit planes reside at address hex A0000, the user must select the plane to update through the Map Mask register of the sequence controller (see "Video Memory Organization" on page 21).

640 x 480 Two-Color Graphics (Mode Hex 11)

This mode provides two-color graphics with the same data format as mode 6. Addressing and mapping are shown under "Video Memory Organization" on page 21.

The bit image data is stored in map 0 and comprises a single bit plane (C0). The video buffer starts at hex A0000. The first byte contains the first eight PELs; the second byte at hex A0001 contains the second eight PELs, and so on. The bit definition for each PEL is 0 equals black and 1 equals intensified white.

16-Color Graphics Modes (Mode Hex 10, D, E, and 12)

These modes support 16 colors. For all modes, the bit image data is stored in all four memory maps. Each memory map contains the data for one bit plane. The bit planes are C0 through C3 and represent the following colors:

- C0 = Blue
- C1 = Green
- C2 = Red
- C3 = Intensified

The four bits define each PEL on the screen by acting as an address (pointer) into the internal palette in the Type 2 video.

The display buffer resides at address hex A0000. The Map Mask register selects any or all of the maps to be updated when the system writes to the display buffer.

256-Color Graphics Mode (Mode Hex 13)

This mode provides graphics with the capability of displaying 256 colors at one time.

The display buffer is sequential, starts at address hex A0000, and is 64,000 bytes long. The first byte contains the color information for the upper-left PEL. The second byte contains the second PEL, and so on, for 64,000 PELs (320 x 200). The bit image data is stored in all four memory maps and comprises four bit planes. The four bit planes are sampled twice to produce eight bit-plane values that address the video DAC.

In this mode, the internal palette of the video subsystem is loaded by BIOS and should not be changed. The first 16 locations in the external palette, which is in the video DAC, contain the colors

compatible with the alphanumeric modes. The second 16 locations contain 16 evenly spaced gray shades. The next 216 locations contain values based on a hue-saturation-intensity model tuned to provide a usable, generic color set that covers a wide range of color values.

The following figure shows the color information that is compatible with the colors in other modes.

PEL Bits 7 6 5 4 3 2 1 0	Color Output
0 0 0 0 0 0 0 0	Black
0 0 0 0 0 0 0 1	Blue
0 0 0 0 0 0 1 0	Green
0 0 0 0 0 0 1 1	Cyan
0 0 0 0 0 1 0 0	Red
0 0 0 0 0 1 0 1	Magenta
0 0 0 0 0 1 1 0	Brown
0 0 0 0 0 1 1 1	White
0 0 0 0 1 0 0 0	Dark Gray
0 0 0 0 1 0 0 1	Light Blue
0 0 0 0 1 0 1 0	Light Green
0 0 0 0 1 0 1 1	Light Cyan
0 0 0 0 1 1 0 0	Light Red
0 0 0 0 1 1 0 1	Light Magenta
0 0 0 0 1 1 1 0	Yellow
0 0 0 0 1 1 1 1	Intensified White

Figure 15. Compatible Color Coding

Each color in the palette can be programmed to one of 256K different colors.

The features of this mode are:

- A maximum of 200 rows with 320 PELs
- Double scanned to display as 400 rows
- Memory-mapped graphics
- 256 of 256K colors for each PEL
- One byte per PEL
- 64,000 bytes of video memory.

Video Memory Organization

The display buffer consists of 256KB of dynamic read/write memory configured as four 64KB memory maps.

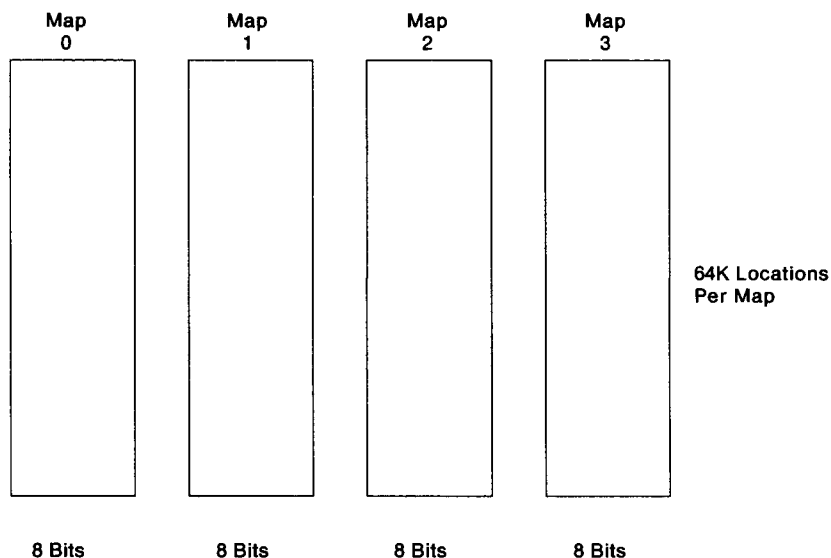


Figure 16. 256KB Video Memory Map

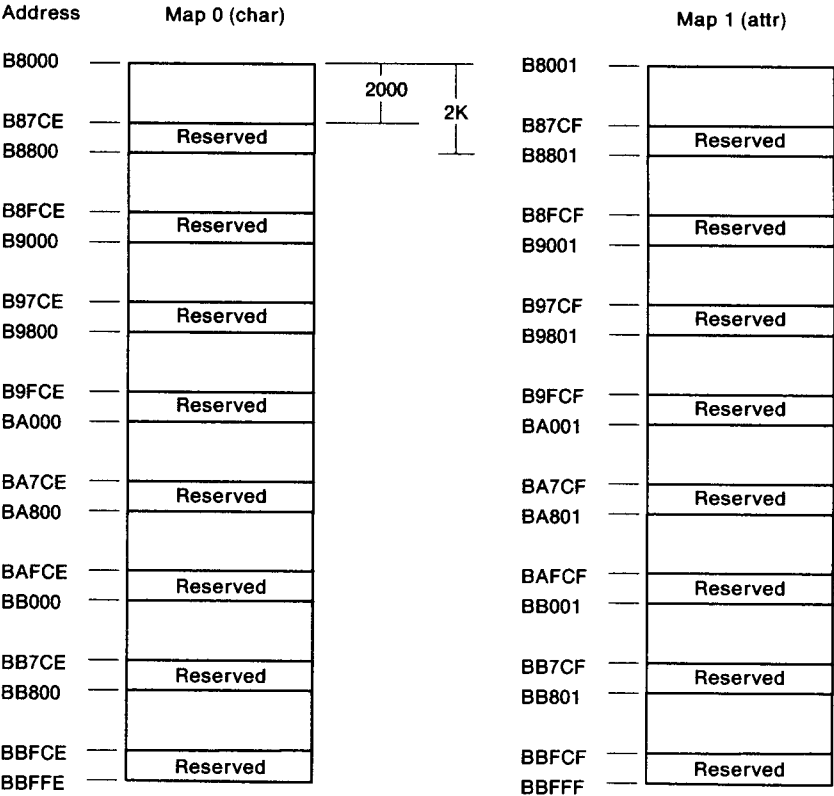
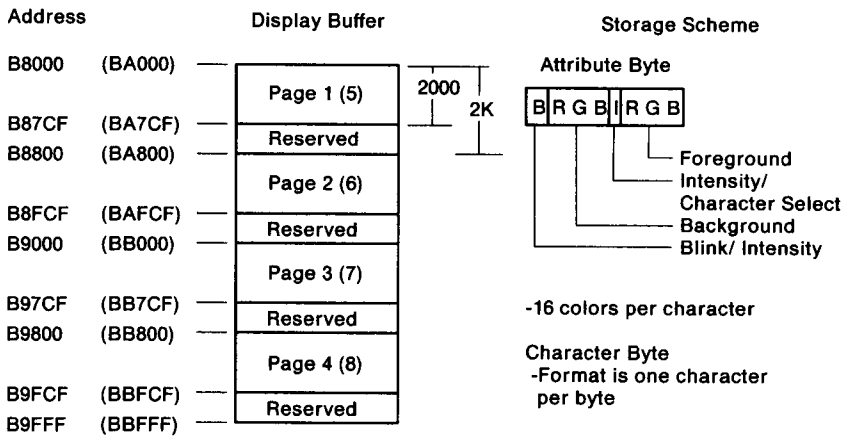
The starting address and size of the display buffer can be changed to maintain compatibility with other display adapters and application software. There are three configurations used by other adapters:

- Address hex A0000 for a length of 64KB
- Address hex B0000 for a length of 32KB
- Address hex B8000 for a length of 32KB.

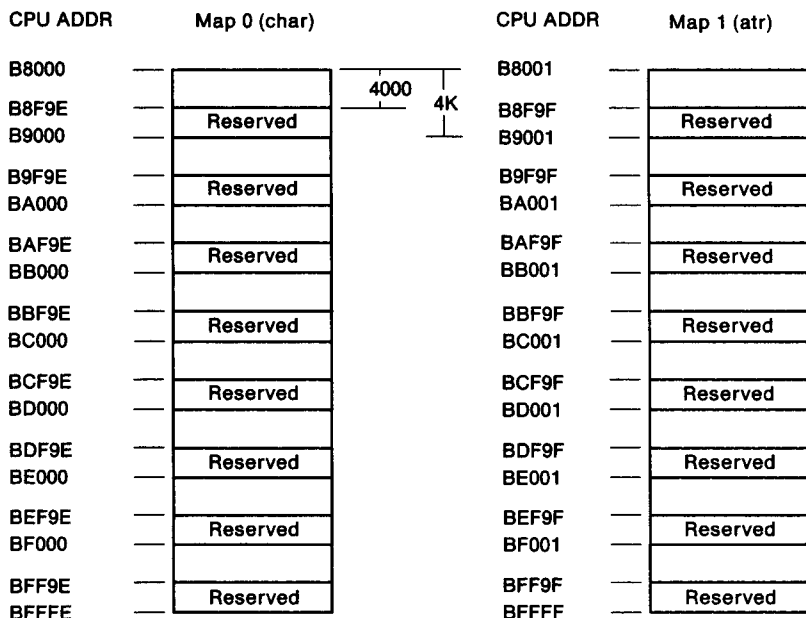
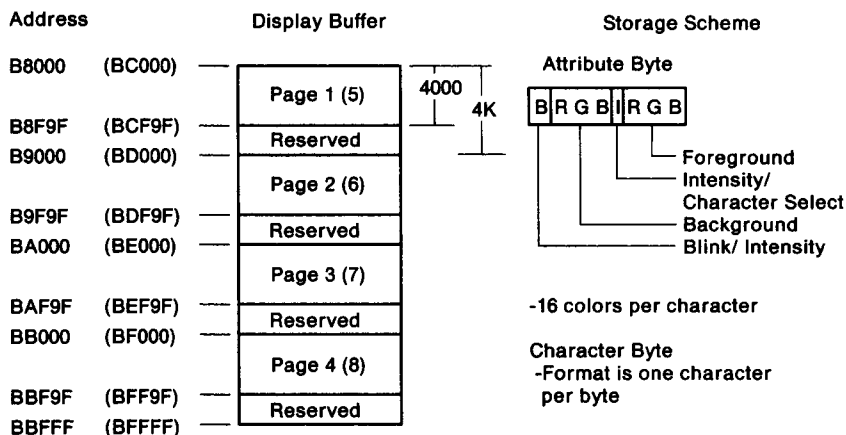
Memory Modes

The following pages show the memory organization for each of the BIOS modes.

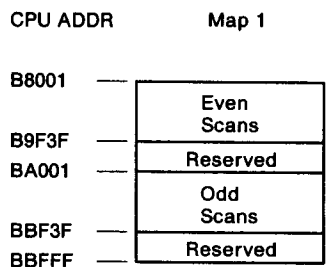
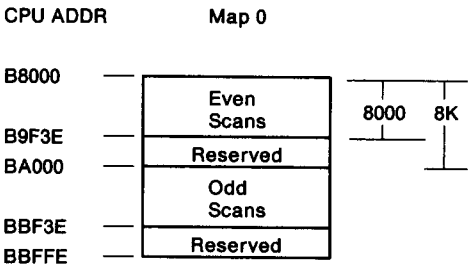
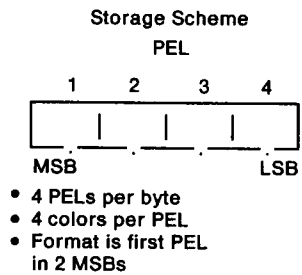
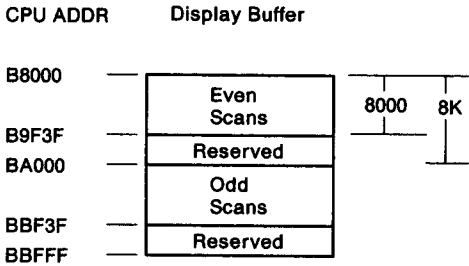
Modes Hex 0, 1



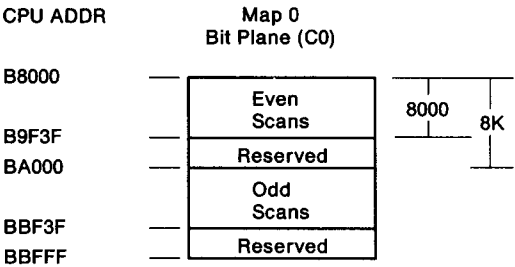
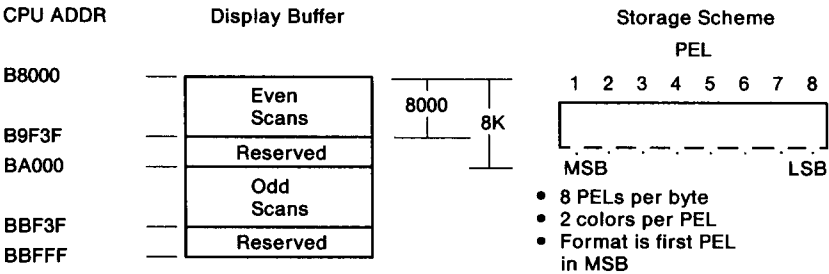
Modes Hex 2, 3



Modes Hex 4, 5



Mode Hex 6



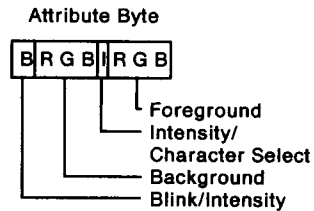
Mode Hex 7

Address

Display Buffer

Storage Scheme

B0000 (B4000)	—	Page 1 (5)	4000 4K
B0F9F (B4F9F)	—	Reserved	
B1000 (B5000)	—	Page 2 (6)	
B1F9F (B5F9F)	—	Reserved	
B2000 (B6000)	—	Page 3 (7)	
B2F9F (B6F9F)	—	Reserved	
B3000 (B7000)	—	Page 4 (8)	
B3FFF (B7FFF)	—	Reserved	



-Four attributes per character

Character Byte

-Format is one character per byte.

CPU ADDR

Map 0 (char)

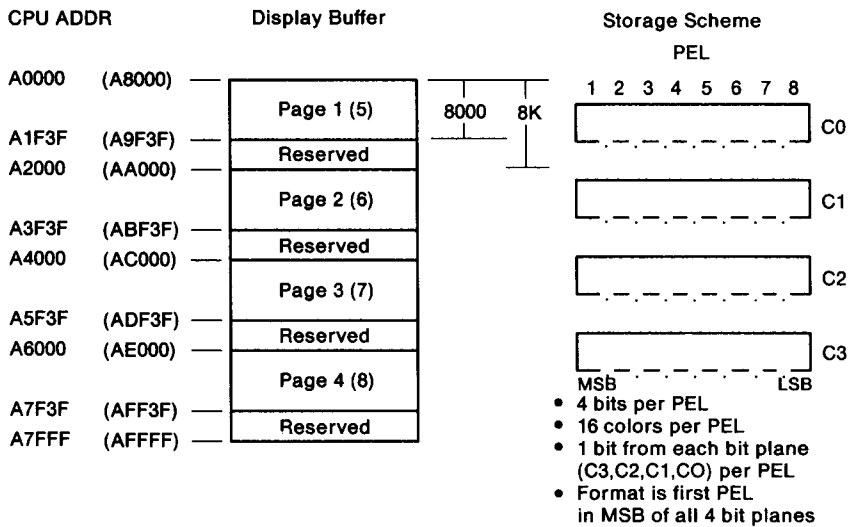
CPU ADDR

Map 1 (atr)

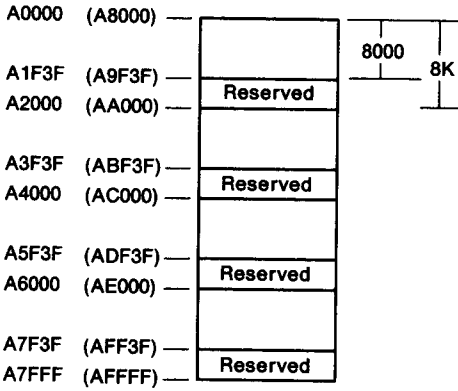
B8000		<div>4000</div> <div>4K</div>
B0F9E	Reserved	
B1000		
B1F9E	Reserved	
B2000		
B2F9E	Reserved	
B3000		
B3F9E	Reserved	
B4000		
B4F9E	Reserved	
B5000		
B5F9E	Reserved	
B6000		
B6F9E	Reserved	
B7000		
B7F9E	Reserved	
B7FFE		

B0001	—	
B0F9F	—	Reserved
B1001	—	
B1F9F	—	Reserved
B2001	—	
B2F9F	—	Reserved
B3001	—	
B3F9F	—	Reserved
B4001	—	
B4F9F	—	Reserved
B5001	—	
B5F9F	—	Reserved
B6001	—	
B6F9F	—	Reserved
B7001	—	
B7F9F	—	Reserved
B7FFF	—	

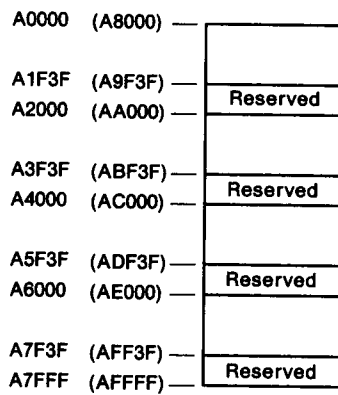
Mode Hex D



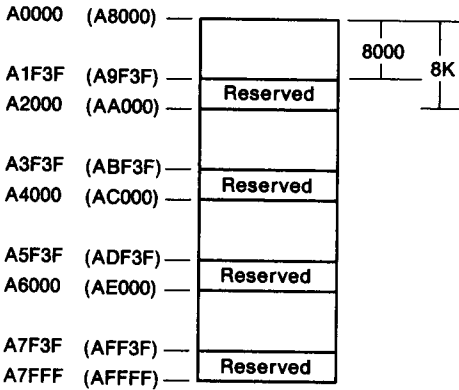
Map 0
CPU ADDR Blue Bit Plane (C0)



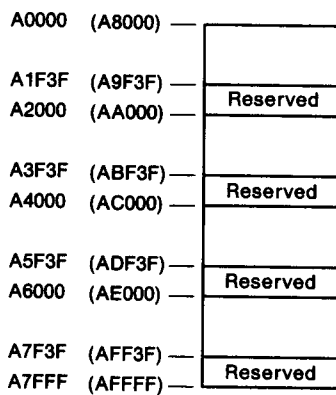
Map 1
CPU ADDR Green Bit Plane (C1)



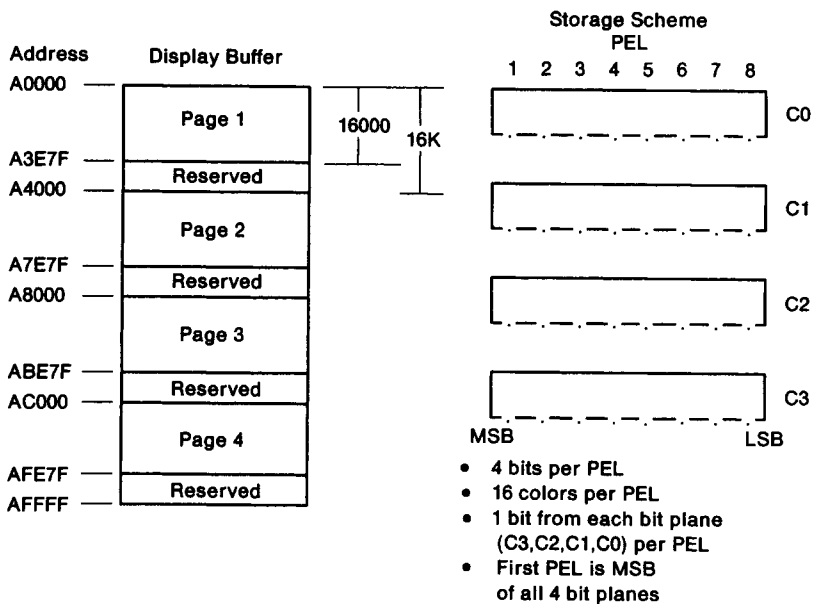
Map 2
CPU ADDR Red Bit Plane (C2)

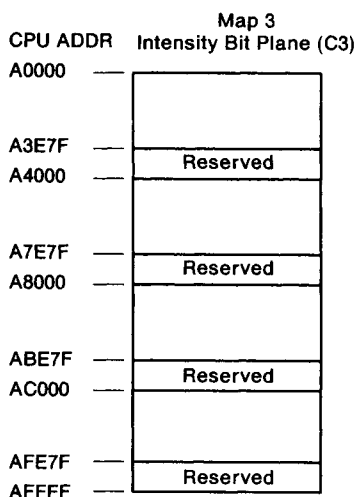
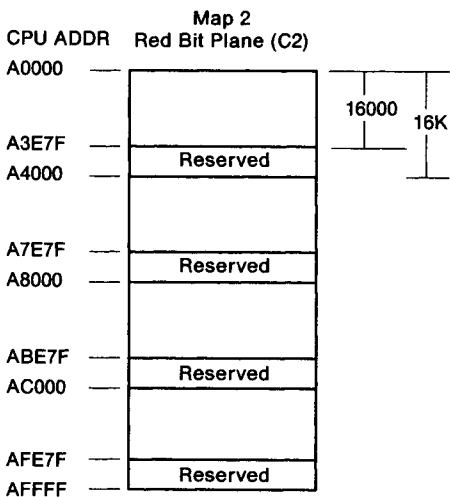
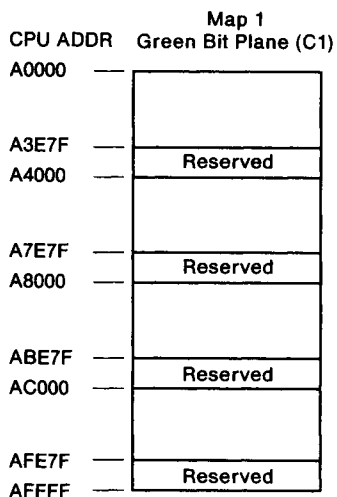
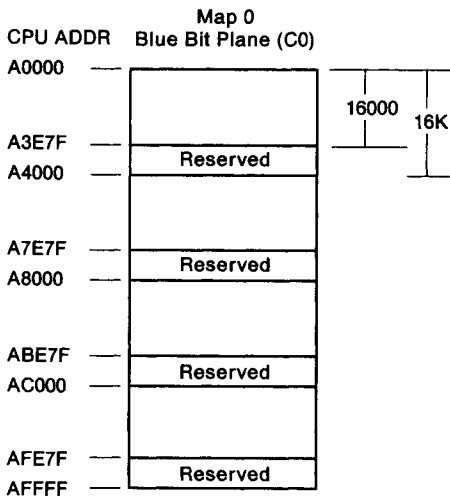


Map 3
CPU ADDR Intensity Bit Plane (C3)

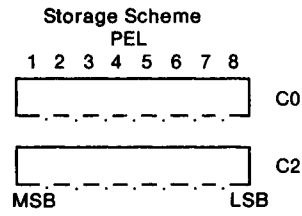
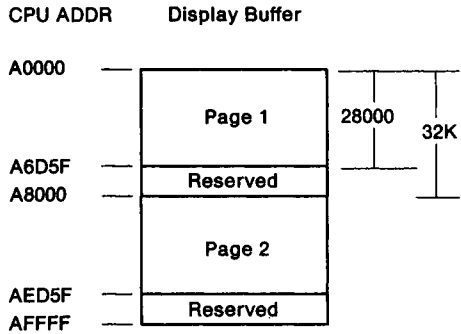


Mode Hex E

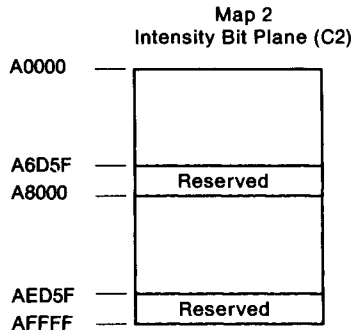
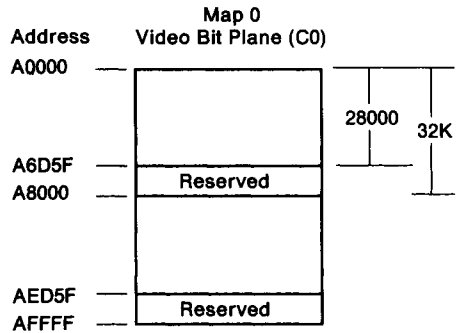




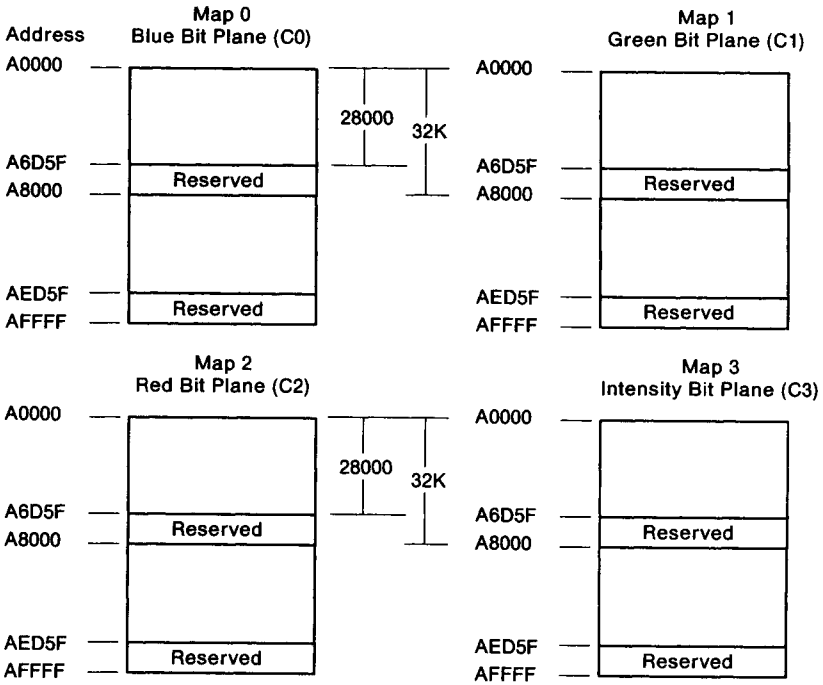
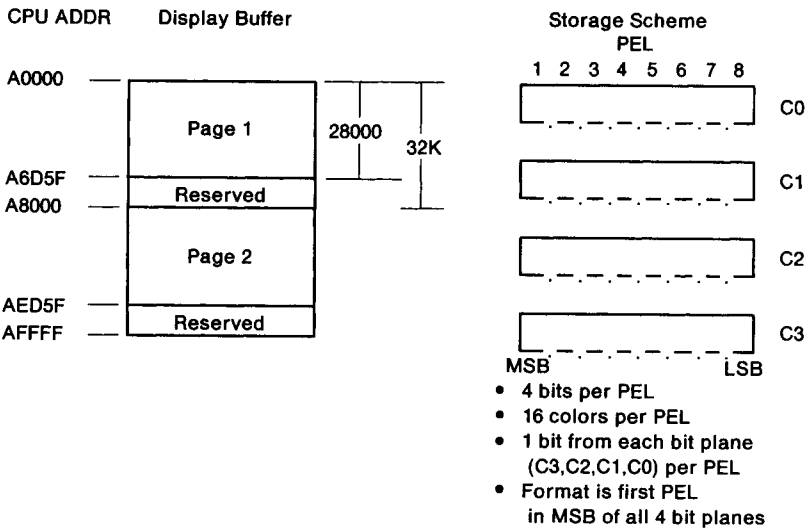
Mode Hex F



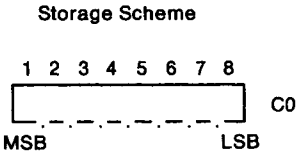
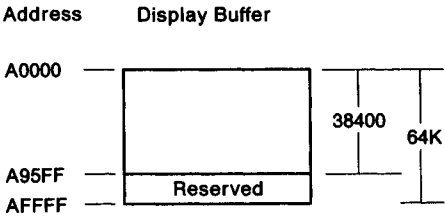
- 2 bits per PEL
- 4 attributes per PEL
- 1 bit from each bit plane (C2,C0)
- Format is first PEL is MSB of video and intensity bit planes



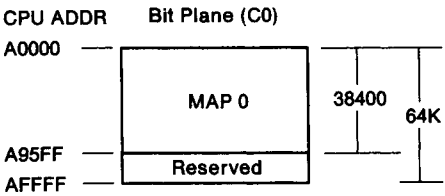
Mode Hex 10



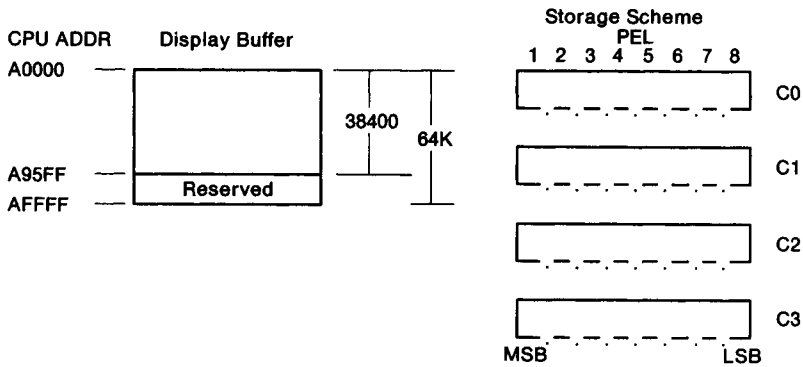
Mode Hex 11



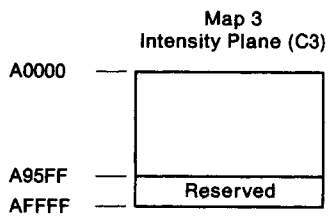
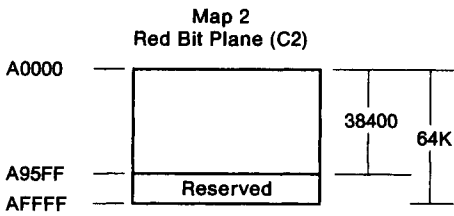
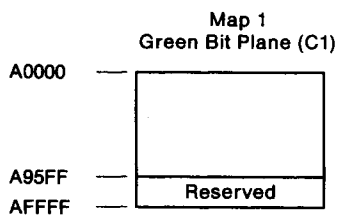
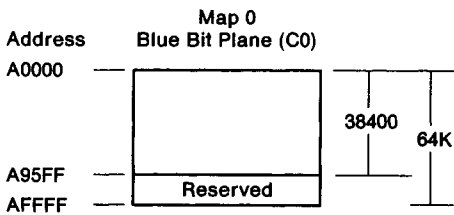
- One bit per PEL
- Two attributes per PEL
- First PEL is MSB



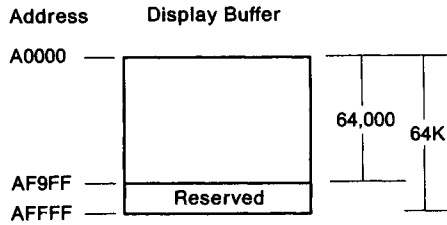
Mode Hex 12



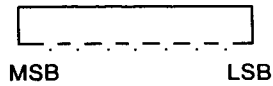
- 4 bits per PEL
- 16 colors per PEL
- 1 bit from each bit plane (C3,C2,C1,C0) per PEL
- Format is first PEL in MSB of all 4 bit planes



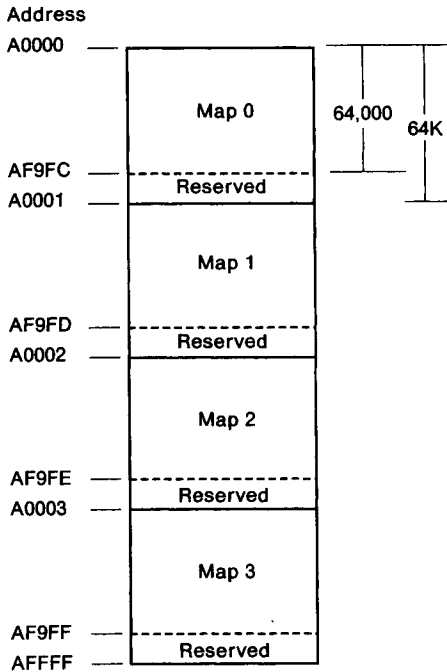
Mode Hex 13



Storage Scheme



- 8 Bits per PEL
- 256 Colors per PEL
- 1 PEL per Byte
- First PEL is at Address A0000



Memory Operations

Write Operations

When the system is writing to the display buffer, the maps are enabled by the logical decode of the memory address and the Map Mask register. The addresses used for video memory depend on the mode selected. The data flow for a system Write operation is illustrated in the following figure.

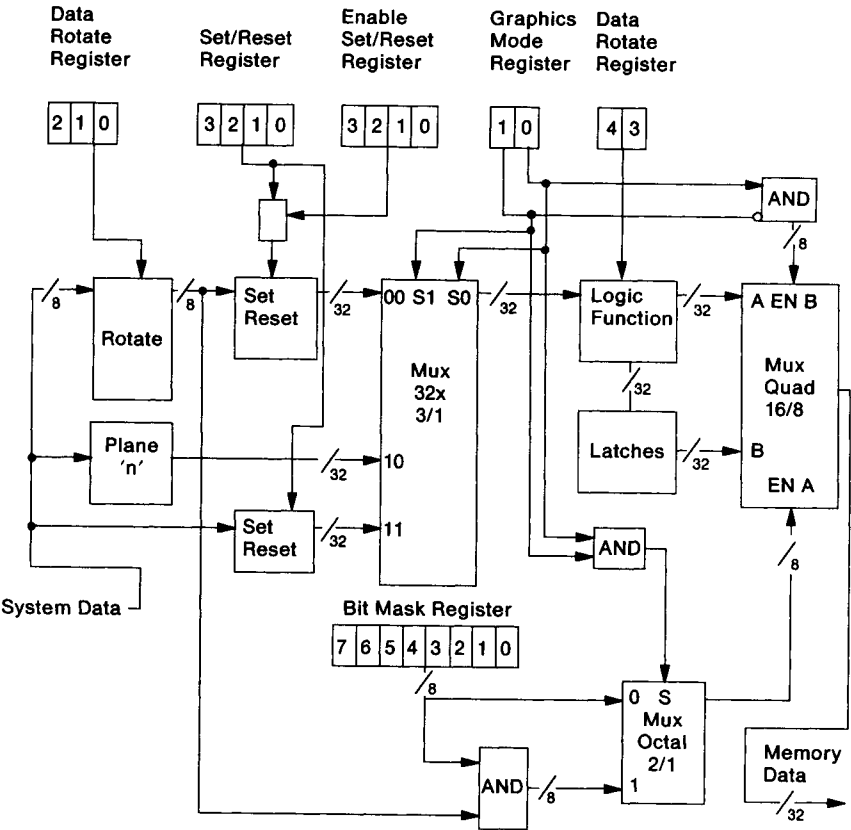


Figure 17. Data Flow for Write Operations

Read Operations

The two ways to read the video buffer are selected through the Graphics Mode register in the graphics controller. The Mode 0 Read operation returns the 8-bit value determined by the logical decode of the memory address and, if applicable, the Read Map Select register. The Mode 1 Read operation returns the 8-bit value resulting from the Color Compare operation controlled by the Color Compare and Color Don't Care registers. The data flow for the Color Compare operation is shown in the following figure.

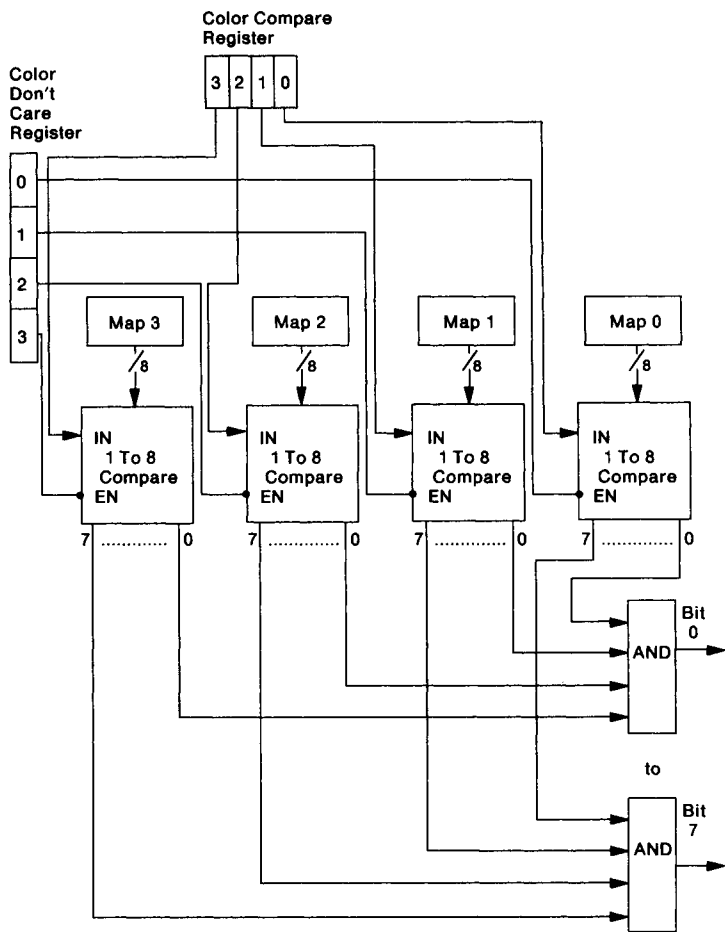


Figure 18. Color Compare Operations

Registers

There are six groups of registers in the video subsystem. All video registers are readable except the system data latches and the attribute address flip-flop. The following figure lists the register groups, their I/O addresses with the type of access (read or write), and page reference numbers.

The question mark in the address can be a hex B or D depending on the setting of the I/O address bit in the Miscellaneous Output register, described in "General Registers" on page 39.

Note: All registers in the video subsystem are read/write. The value of reserved bits in these registers must be preserved. Read the register first and change only the bits required.

Registers	R/W	Port Address	Page Reference
General Registers			39
Sequencer Registers			42
Address Register	R/W	03C4	
Data Registers	R/W	03C5	
CRT Controller Registers			49
Address Register	R/W	03?4	
Data Registers	R/W	03?5	
Graphics Controller Registers			67
Address Register	R/W	03CE	
Data Registers	R/W	03CF	
Attribute Controller Registers			74
Address Register	R/W	03C0	
Data Registers	W	03C0	
	R	03C1	
Video DAC Palette Registers			87
Write Address	R/W	03C8	
Read Address	W	03C7	
Data	R/W	03C9	
PEL Mask	R/W	03C6	

Figure 19. Video Subsystem Register Overview

General Registers

Register	Read Address	Write Address
Miscellaneous Output Register	03CC	03C2
Input Status Register 0	03C2	-
Input Status Register 1	037A	-
Feature Control Register	03CA	037A
Video Subsystem Enable Register	03C3	03C3

Figure 20. General Registers

Miscellaneous Output Register

The read address for this register is hex 03CC and its write address is hex 03C2.

Bit	Function
7	Vertical Sync Polarity
6	Horizontal Sync Polarity
5, 4	Reserved
3, 2	Clock Select
1	Enable RAM
0	I/O Address Select

Figure 21. Miscellaneous Output Register, Hex 03CC/03C2

Bit 7 When set to 0, this bit selects a positive 'vertical retrace' signal. This bit works with bit 6 to determine the vertical size.

Bit 6 When set to 0, this bit selects a positive 'horizontal retrace' signal. Bits 7 and 6 select the vertical size as shown in the following figure.

Bits 7 6	Vertical Size
0 0	Reserved
0 1	400 lines
1 0	350 lines
1 1	480 lines

Figure 22. Display Vertical Size

Bits 5, 4 Reserved.

Bits 3, 2 These two bits select the clock source according to the following figure. The external clock is driven through the auxiliary video extension. The input clock should be kept between 14.3 MHz and 28.4 MHz.

Bits	Function
3 2	
0 0	Selects 25.175 MHz clock for 640/320 Horizontal PELs
0 1	Selects 28.322 MHz clock for 720/360 Horizontal PELs
1 0	Selects External Clock
1 1	Reserved

Figure 23. Clock Select Definitions

- Bit 1** When set to 0, this bit disables address decode for the display buffer from the system.
- Bit 0** This bit selects the CRT controller addresses. When set to 0, this bit sets the CRT controller addresses to hex 03Bx and the address for the Input Status Register 1 to hex 03BA for compatibility with the monochrome adapter. When set to 1, this bit sets CRT controller addresses to hex 03Dx and the Input Status Register 1 address to hex 03DA for compatibility with the color/graphics adapter. The Write addresses to the Feature Control register are affected in the same manner.

Input Status Register 0

The address for this read-only register is address hex 03C2.

Bit	Function
7	CRT Interrupt
6, 5	Reserved
4	Switch Sense Bit
3 - 0	Reserved

Figure 24. Input Status Register 0, Hex 03C2

- Bit 7** When set to 1, this bit indicates a vertical retrace interrupt is pending.
- Bits 6, 5** Reserved.
- Bit 4** This bit is used by BIOS in determining the type of display attached.
- Bits 3 - 0** Reserved.

Input Status Register 1

The address for this read-only register is address hex 03DA or 03BA.

Bit	Function
7 - 4	Reserved
3	Vertical Retrace
2, 1	Reserved
0	Display Enable

Figure 25. Input Status Register 1, Hex 03DA/03BA

Bits 7 - 4 Reserved.

Bit 3 When set to 1, this bit indicates a vertical retrace interval. This bit can be programmed, through the Vertical Retrace End register, to generate an interrupt at the start of the vertical retrace.

Bits 2, 1 Reserved.

Bit 0 When set to 1, this bit indicates a horizontal or vertical retrace interval. This bit is the real-time status of the inverted 'display enable' signal. Programs have used this status bit to restrict screen updates to the inactive display intervals in order to reduce screen flicker. The video subsystem is designed to eliminate this software requirement; screen updates may be made at any time without screen degradation.

Feature Control Register

The write address of this register is hex 03DA or 03BA; its read address is hex 03CA. All bits are reserved.

Bit	Function
7 - 0	Reserved

Figure 26. Feature Control Register, Hex 03DA/03BA and 03CA

Video Subsystem Enable Register

This register (hex 03C3) is reserved. To disable address decoding by the video subsystem, use BIOS INT 10 call, AH = hex 12, BL = hex 32.

Bit	Function
7 - 0	Reserved

Figure 27. Video Subsystem Enable Register, Hex 03C3

Sequencer Registers

The Address register is at address hex 03C4 and the data registers are at address hex 03C5. All registers within the sequencer are read/write.

Register	Index (Hex)
Sequencer Address	-
Reset	00
Clocking Mode	01
Map Mask	02
Character Map Select	03
Memory Mode	04

Figure 28. Sequencer Registers

Sequencer Address Register

The Address register is at address hex 03C4. This register is loaded with an index value that points to the desired sequencer data register.

Bit	Function
7 - 3	Reserved
2 - 0	Sequencer Address

Figure 29. Sequencer Address Register

Bits 7 - 3 Reserved.

Bits 2 - 0 These bits contain the index value that points to the data register to be accessed.

Reset Register

This read/write register has an index of hex 00; its address is hex 03C5.

Bit	Function
7 - 2	Reserved
1	Synchronous Reset
0	Asynchronous Reset

Figure 30. Reset Register, Index Hex 00

Bits 7 - 2 Reserved.

Bit 1 When set to 0, this bit commands the sequencer to synchronously clear and halt. Bits 1 and 0 must be 1 to allow the sequencer to operate. To prevent the loss of data, bit 1 must be set to 0 during the active display interval before changing the clock selection. The clock is changed through the Clocking Mode register or the Miscellaneous Output register.

Bit 0 When set to 0, this bit commands the sequencer to asynchronously clear and halt. Resetting the sequencer with this bit can cause loss of video data.

Clocking Mode Register

This read/write register has an index of hex 01; its address is hex 03C5.

Bit	Function
7, 6	Reserved
5	Screen Off
4	Shift 4
3	Dot Clock
2	Shift Load
1	Reserved
0	8/9 Dot Clocks

Figure 31. Clocking Mode Register, Index Hex 01

Bits 7, 6 Reserved.

Bit 5 When set to 1, this bit turns off the display and assigns maximum memory bandwidth to the system. Although the display is blanked, the synchronization pulses are maintained. This bit can be used for rapid full-screen updates.

Bit 4 When this bit and bit 2 are set to 0, the video serializers are loaded every character clock. When this bit is set to 1, the serializers are loaded every fourth character clock, which is useful when 32 bits are fetched per cycle and chained together in the shift registers.

| The Type 2 video behaves as if this bit is set to 0;
| therefore, programs should set it to 0.

Bit 3 When set to 0, this bit selects the normal dot clocks derived from the sequencer master clock input. When this bit is set to 1, the master clock will be divided by 2 to generate the dot clock. All other timings are affected because they are derived from the dot clock. The dot clock divided by 2 is used for 320 and 360 horizontal PEL modes.

Bit 2 When this bit and bit 4 are set to 0, the video serializers are loaded every character clock. When this bit is set to 1, the video serializers are loaded every other character clock, which is useful when 16 bits are fetched per cycle and chained together in the shift registers.

| The Type 2 video behaves as if this bit is set to 0;
| therefore, programs should set it to 0.

Bit 1 Reserved.

Bit 0 When set to 0, this bit directs the sequencer to generate character clocks 9 dots wide; when set to 1, it directs the sequencer to generate character clocks 8 dots wide. The 9 dot mode is for alphanumeric modes 0+, 1+, 2+, 3+, 7, and 7+ only; the 9th dot equals the 8th dot for ASCII codes hex C0 through DF. All other modes must use 8 dots per character clock. See the line graphics character bit in the Attribute Mode Control register on page 76.

Map Mask Register

This read/write register has an index of hex 02; its address is hex 03C5.

Bit	Function
7 - 4	Reserved
3	Map 3 Enable
2	Map 2 Enable
1	Map 1 Enable
0	Map 0 Enable

Figure 32. Map Mask Register, Index Hex 02

Bits 7 - 4 Reserved.

Bits 3 - 0 When set to 1, these bits enable system access to the corresponding map. If all maps are enabled, the system can write its 8-bit value to all four maps in a single memory cycle. This substantially reduces the system overhead during display updates in graphics modes.

Data scrolling operations can be enhanced by enabling all maps and writing the display buffer address with the data stored in the system data latches. This is a Read-Modify-Write operation.

When odd/even modes are selected, maps 0 and 1 and maps 2 and 3 should have the same map mask value.

When chain 4 mode is selected, all maps should be enabled.

Character Map Select Register

This register's index is hex 03; its address is hex 03C5. In alphanumeric modes, bit 3 of the attribute byte normally defines the foreground intensity. This bit can be redefined as a switch between character sets allowing 512 displayable characters. To enable this feature:

1. Set the extended memory bit in the Memory Mode register (hex 04) to 1.
2. Select different values for character map A and character map B.

This function is supported by BIOS and is a function call within the character generator routines.

Bit	Function
7, 6	Reserved
5	Character Map A Select (MSB)
4	Character Map B Select (MSB)
3, 2	Character Map A Select
1, 0	Character Map B Select

Figure 33. Character Map Select Register, Index Hex 03

Bits 7, 6 Reserved.

Bit 5 This bit is the most-significant bit for selecting the location of character map A.

Bit 4 This bit is the most-significant bit for selecting the location of character map B.

Bits 3, 2 These bits and bit 5 select the location of character map A. Map A is the area of map 2 containing the character font table used to generate characters when attribute bit 3 is set to 1. The selection is shown in the following figure.

Bits 5 3 2	Map Selected	Table Location
0 0 0	0	1st 8KB of Map 2
0 0 1	1	3rd 8KB of Map 2
0 1 0	2	5th 8KB of Map 2
0 1 1	3	7th 8KB of Map 2
1 0 0	4	2nd 8KB of Map 2
1 0 1	5	4th 8KB of Map 2
1 1 0	6	6th 8KB of Map 2
1 1 1	7	8th 8KB of Map 2

Figure 34. Character Map Select A

Bits 1, 0 These bits and bit 4 select the location of character map B. Map B is the area of map 2 containing the character font table used to generate characters when attribute bit 3 is set to 0. The selection is shown in the following figure.

Bits 4 1 0	Map Selected	Table Location
0 0 0	0	1st 8KB of Map 2
0 0 1	1	3rd 8KB of Map 2
0 1 0	2	5th 8KB of Map 2
0 1 1	3	7th 8KB of Map 2
1 0 0	4	2nd 8KB of Map 2
1 0 1	5	4th 8KB of Map 2
1 1 0	6	6th 8KB of Map 2
1 1 1	7	8th 8KB of Map 2

Figure 35. Character Map Select B

Memory Mode Register

This register's index is hex 04; its address is hex 03C5.

Bit	Function
7 - 4	Reserved
3	Chain 4
2	Odd/Even
1	Extended Memory
0	Reserved

Figure 36. Memory Mode Register, Index Hex 04

Bits 7 - 4 Reserved.

Bit 3 This bit controls the map selected during system Read operations. When set to 0, this bit enables system addresses to sequentially access data within a bit map by using the Map Mask register. When set to 1, this bit causes the two low-order bits to select the map accessed as shown in the following figure.

Address Bits		Map Selected
A1	A0	
0	0	0
0	1	1
1	0	2
1	1	3

Figure 37. Map Selection, Chain 4

Bit 2 When this bit is set to 0, even system addresses access maps 0 and 2, while odd system addresses access maps 1 and 3. When this bit is set to 1, system addresses sequentially access data within a bit map, and the maps are accessed according to the value in the Map Mask register (hex 02).

Bit 1 When set to 1, this bit enables the video memory from 64KB to 256KB. This bit must be set to 1 to enable the character map selection described for the previous register.

Bit 0 Reserved.

CRT Controller Registers

A data register is accessed by writing its index to the Address register at address hex 03D4 or 03B4, and then writing the data to the access port at address hex 03D5 or 03B5. The I/O address used depends on the setting of the I/O address select bit (bit 0) in the Miscellaneous Output register, which is described in "General Registers" on page 39. The following figure shows the variable part of the address as a question mark.

Note: When modifying a register, the setting of reserved bits must be preserved. Read the register first and change only the bits required.

Register	Address (Hex)	Index (Hex)
Address	0374	-
Horizontal Total	0375	00
Horizontal Display Enable End	0375	01
Start Horizontal Blanking	0375	02
End Horizontal Blanking	0375	03
Start Horizontal Retrace Pulse	0375	04
End Horizontal Retrace	0375	05
Vertical Total	0375	06
Overflow	0375	07
Preset Row Scan	0375	08
Maximum Scan Line	0375	09
Cursor Start	0375	0A
Cursor End	0375	0B
Start Address High	0375	0C
Start Address Low	0375	0D
Cursor Location High	0375	0E
Cursor Location Low	0375	0F
Vertical Retrace Start	0375	10
Vertical Retrace End	0375	11
Vertical Display Enable End	0375	12
Offset	0375	13
Underline Location	0375	14
Start Vertical Blanking	0375	15
End Vertical Blanking	0375	16
CRT Mode Control	0375	17
Line Compare	0375	18
Index values not listed are reserved.		

Figure 38. CRT Controller Registers

Address Register

This register is at address hex 03B4 or 03D4, and is loaded with an index value that points to the data registers within the CRT controller.

Bit	Function
7 - 5	Reserved
4 - 0	Index 4 - 0

Figure 39. CRT Controller Address Register, Hex 03B4/03D4

Bits 7 - 5 Reserved.

Bits 4 - 0 These bits are the index that points to the data register accessed through address hex 03D5 or 03B5.

Horizontal Total Register

This register's Index is hex 00; its address is hex 03D5 or 03B5. It defines the total number of characters in the horizontal scan interval including the retrace time. The value directly controls the period of the 'horizontal retrace' signal. A horizontal character counter in the CRT controller counts the character clock inputs; comparators are used to compare the register value with the character's horizontal width to provide horizontal timings. All horizontal and vertical timings are based on this register.

Bit	Function
7 - 0	Horizontal Total

Figure 40. Horizontal Total Register, Index Hex 00

Bits 7 - 0 The value of these bits is the total number of characters minus 5.

Horizontal Display-Enable End Register

This register's index is hex 01; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Horizontal Display Enable End

Figure 41. Horizontal Display Enable-End Register, Index Hex 01

Bits 7 - 0 These bits define the length of the 'horizontal display-enable' signal, and determine the number of character positions per horizontal line. The value of these bits is the total number of displayed characters minus 1.

Start Horizontal Blanking Register

This register's index is hex 02; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Start Horizontal Blanking

Figure 42. Start Horizontal Blanking Register, Index Hex 02

Bits 7 - 0 This value is the horizontal character count where the 'horizontal blanking' signal goes active.

End Horizontal Blanking Register

This register's index is hex 03; its address is hex 03D5 or 03B5. It determines when the 'horizontal blanking' signal will go active.

Bit	Function
7	Reserved
6, 5	Display Enable Skew Control
4 - 0	End Blanking

Figure 43. End Horizontal Blanking Register, Index Hex 03

Bit 7 Reserved.

Bits 6, 5 These two bits determine the amount of skew of the 'display enable' signal. This skew control is needed to provide sufficient time for the CRT controller to read a character and attribute code from the video buffer, to gain access to the character generator, and go through the Horizontal PEL Panning register in the attribute controller. Each access requires the 'display enable' signal to be

skewed one character clock so that the video output is synchronized with the horizontal and vertical retrace signals. The skew values are shown in the following figure.

Bits 6 5	Amount of Skew
0 0	No character clock skew
0 1	One character clock skew
1 0	Two character clock skew
1 1	Three character clock skew

Figure 44. Display Enable Skew

Note: Character skew is not adjustable on the Type 2 video and the bits are ignored; however, programs should set these bits for the appropriate skew to maintain compatibility.

Bits 4 - 0 These bits are the five low-order bits of a 6-bit value that is compared with the value in the Start Horizontal Blanking register to determine when the 'horizontal blanking' signal will go inactive. The most-significant bit is bit 7 in the End Horizontal Retrace register (index hex 05).

To program these bits for a signal width of W, the following algorithm is used: the width W, in character clock units, is added to the value from the Start Horizontal Blanking register. The six low-order bits of the result are the 6-bit value programmed.

Start Horizontal Retrace Pulse Register

This register's index is hex 04; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Start Horizontal Retrace Pulse

Figure 45. Start Horizontal Retrace Pulse Register, Index Hex 04

Bits 7 - 0 These bits are used to center the screen horizontally by specifying the character position where the 'horizontal retrace' signal goes active.

End Horizontal Retrace Register

This register's index is hex 05; its address is hex 03D5 or 03B5.

Bit	Function
7	End Horizontal Blanking, Bit 5
6, 5	Horizontal Retrace Delay
4 - 0	End Horizontal Retrace

Figure 46. End Horizontal Retrace Register, Index Hex 05

- Bit 7** This bit is the most-significant bit of the end horizontal blanking value in the End Horizontal Blanking register (index hex 03).
- Bits 6, 5** These bits control the skew of the 'horizontal retrace' signal. The value of these bits is the amount of skew provided (from 0 to 3 character clock units). For certain modes, the 'horizontal retrace' signal takes up the entire blanking interval. Some internal timings are generated by the falling edge of the 'horizontal retrace' signal. To ensure that the signals are latched properly, the 'retrace' signal is started before the end of the 'display enable' signal and then skewed several character clock times to provide the proper screen centering.
- Bits 4 - 0** These bits are compared with the Start Horizontal Retrace register to give a horizontal character count where the 'horizontal retrace' signal goes inactive.
- To program these bits with a signal width of W, the following algorithm is used: the width W, in character clock units, is added to the value in the Start Retrace register. The five low-order bits of the result are the 5-bit value programmed.

Vertical Total Register

This register's index is hex 06; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Vertical Total

Figure 47. Vertical Total Register, Index Hex 06

Bits 7 - 0 These are the eight low-order bits of a 10-bit vertical total. The value for the vertical total is the number of horizontal raster scans on the display, including vertical retrace, minus 2. This value determines the period of the 'vertical retrace' signal.

Bits 8 and 9 are in the Overflow register (index hex 07).

Overflow Register

This register's index is hex 07; its address is hex 03D5 or 03B5.

Bit	Function
7	Vertical Retrace Start, Bit 9
6	Vertical Display Enable End, Bit 9
5	Vertical Total, Bit 9
4	Line Compare, Bit 8
3	Vertical Blanking Start, Bit 8
2	Vertical Retrace Start, Bit 8
1	Vertical Display Enable End, Bit 8
0	Vertical Total, Bit 8

Figure 48. CRT Overflow Register, Index Hex 07

- Bit 7** Bit 9 of the Vertical Retrace Start register (index hex 10).
- Bit 6** Bit 9 of the Vertical Display Enable End register (index hex 12).
- Bit 5** Bit 9 of the Vertical Total register (index hex 06).
- Bit 4** Bit 8 of the Line Compare register (index hex 18).
- Bit 3** Bit 8 of the Start Vertical Blanking register (index hex 15).
- Bit 2** Bit 8 of the Vertical Retrace Start register (index hex 10).
- Bit 1** Bit 8 of the Vertical Display Enable End register (index hex 12).
- Bit 0** Bit 8 of the Vertical Total register (index hex 06).

Preset Row Scan Register

This register's index is hex 08; its address is hex 03D5 or 03B5.

Bit	Function
7	Reserved
6	Byte Panning 1
5	Byte Panning 0
4 - 0	Starting Row Scan Count

Figure 49. Preset Row Scan Register, Index Hex 08

Bit 7 Reserved.

Bits 6, 5 These two bits control byte panning in multiple shift modes. (Current BIOS modes do not use multiple shift operation.) These bits are used in PEL-panning operations, and should normally be set to 0.

| The Type 2 video behaves as if these bits are set to 0;
| therefore, programs should set it to 0.

Bits 4 - 0 These bits specify the row scan count for the row starting after a vertical retrace. The row scan counter is incremented every horizontal retrace time until the maximum row scan occurs. When the maximum row scan is reached, the row scan counter is cleared (not preset).

Note: The CRT controller latches the start address at the start of the vertical retrace. These register values should be loaded during the active display time.

Maximum Scan Line Register

This register's index is hex 09; its address is hex 03D5 or 03B5.

Bit	Function
7	200 to 400 Line Conversion
6	Line Compare, Bit 9
5	Start Vertical Blanking, Bit 9
4 - 0	Maximum Scan Line

Figure 50. Maximum Scan Line Register, Index Hex 09

- Bit 7** When this bit is set to 1, 200-scan-line video data is converted to 400-scan-line output. To do this, the clock in the row scan counter is divided by 2, which allows the 200-line modes to be displayed as 400 lines on the display (this is called double scanning; each line is displayed twice). When this bit is set to 0, the clock to the row scan counter is equal to the horizontal scan rate.
- Bit 6** Bit 9 of the Line Compare register (index hex 18).
- Bit 5** Bit 9 of the Start Vertical Blanking register (index hex 15).
- Bits 4 - 0** These bits specify the number of scan lines per character row. The value of these bits is the maximum row scan number minus 1.

Cursor Start Register

This register's index is hex 0A; its address is hex 03D5 or 03B5.

Bit	Function
7, 6	Reserved
5	Cursor Off
4 - 0	Row Scan Cursor Begins

Figure 51. Cursor Start Register, Index Hex 0A

Bits 7, 6 Reserved.

Bit 5 When set to 1, this bit disables the cursor.

Bits 4 - 0 These bits specify the row within the character box where the cursor begins. The value of these bits is the first line of the cursor minus 1. When this value is greater than that in the Cursor End register, no cursor is displayed.

Cursor End Register

This register's index is hex 0B; its address is hex 03D5 or 03B5.

Bit	Function
7	Reserved
6, 5	Cursor Skew Control
4 - 0	Row Scan Cursor Ends

Figure 52. Cursor End Register, Index Hex 0B

Bit 7 Reserved.

Bits 6, 5 These bits control the skew of the cursor. The skew value delays the cursor by the selected number of character clocks from 0 to 3. For example, a skew of 1 moves the cursor right one position on the screen.

Bits 4 - 0 These bits specify the row within the character box where the cursor ends. If this value is less than the cursor start value, no cursor is displayed.

Start Address High Register

This register's index is hex 0C; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	High Byte of the Start Address

Figure 53. Start Address High Register, Index Hex 0C

Bits 7 - 0 These are the eight high-order bits of a 16-bit value that specifies the starting address for the regenerative buffer. The start address points to the first address after the vertical retrace on each screen refresh.

Note: The CRT controller latches the start address at the start of the vertical retrace. These register values should be loaded during the active display time.

Start Address Low Register

This register's index is hex 0D; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Low Byte of the Start Address

Figure 54. Start Address Low Register, Index Hex 0D

Bits 7 - 0 These are the eight low-order bits of the starting address for the regenerative buffer.

Cursor Location High Register

This register's index is hex 0E; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	High Byte of the Cursor Location

Figure 55. Cursor Location High Register, Index Hex 0E

Bits 7 - 0 These are the eight high-order bits of the 16-bit cursor location.

Cursor Location Low Register

This register's index is hex 0F; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Low Byte of the Cursor Location

Figure 56. Cursor Location Low Register, Index Hex 0F

Bits 7 - 0 These are the eight low-order bits of the cursor location.

Vertical Retrace Start Register

This register's index is hex 10; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Vertical Retrace Pulse

Figure 57. Vertical Retrace Start Register, Index Hex 10

Bits 7 - 0 These are the eight low-order bits of the 9-bit start position for the 'vertical retrace' pulse; it is programmed in horizontal scan lines. Bit 8 is in the Overflow register (index hex 07).

Vertical Retrace End Register

This register's index is hex 11; its address is hex 03D5 or 03B5.

Bit	Function
7	Protect Registers 0-7
6	Select 5 Refresh Cycles
5	-Enable Vertical Interrupt
4	-Clear Vertical Interrupt
3 - 0	Vertical Retrace End

Figure 58. Vertical Retrace End Register, Index Hex 11

Bit 7 When set to 1, this bit disables write access to the CRT controller registers at index 00 through 07. The line compare bit in the Overflow register (index hex 07) is not protected.

Bit 6 When set to 1, this bit generates five memory refresh cycles per horizontal line. When set to 0, this bit selects three refresh cycles. Selecting five refresh cycles allows use of the VGA chip with 15.75 kHz displays. This bit

should be set to 0 for supported operations. It is set to 0 by a BIOS mode set, a reset, or a power on.

Bit 5 When set to 0, this bit enables a vertical retrace interrupt. The vertical retrace interrupt is IRQ2. This interrupt level can be shared; therefore, to determine whether the video generated the interrupt, check the CRT interrupt bit in Input Status Register 0.

Bit 4 When set to 0, this bit clears a vertical retrace interrupt. At the end of the active vertical display time, a flip-flop is set to indicate an interrupt. An interrupt handler resets this flip-flop by first setting this bit to 0, then resetting it to 1.

Bits 3 - 0 The Vertical Retrace Start register is compared with these four bits to determine where the 'vertical retrace' signal goes inactive. It is programmed in units of horizontal scan lines. To program these bits with a signal width of W, the following algorithm is used: the width W, in horizontal scan units, is added to the value in the Start Vertical Retrace register. The four low-order bits of the result are the 4-bit value programmed.

Vertical Display Enable End Register

This register's index is hex 12; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Vertical Display Enable End

Figure 59. Vertical Display Enable End Register, Index Hex 12

Bits 7 - 0 These are the eight low-order bits of a 10-bit value that defines the vertical-display-enable end position. The two high-order bits are contained in the Overflow register (index hex 07). The 10-bit value is equal to the total number of scan lines minus 1.

Offset Register

This register's index is hex 13; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Logical Line Width of the Screen

Figure 60. Offset Register, Index Hex 13

Bits 7 - 0 These bits specify the logical line width of the screen. The starting memory address for the next character row is larger than the current character row by 2 or 4 times the value of these bits. Depending on the method of clocking the CRT controller, this address is either a word or doubleword address.

Underline Location Register

This register's index is hex 14; its address is hex 03D5 or 03B5.

Bit	Function
7	Reserved
6	Doubleword Mode
5	Count By 4
4 - 0	Start Underline

Figure 61. Underline Location Register, Index Hex 14

Bit 7 Reserved.

Bit 6 When this bit is set to 1, memory addresses are doubleword addresses. See the description of the word/byte mode bit (bit 6) in the CRT Mode Control register on page 63.

Bit 5 When this bit is set to 1, the memory-address counter is clocked with the character clock divided by 4, which is used when doubleword addresses are used.

Bits 4 - 0 These bits specify the horizontal scan line of a character row on which an underline occurs. The value programmed is the scan line desired minus 1.

Start Vertical Blanking Register

This register's index is hex 15; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Start Vertical Blanking

Figure 62. Start Vertical Blanking Register, Index Hex 15

Bits 7 - 0 These are the eight low-order bits of a 10-bit value that specifies the starting location for the 'vertical blanking' signal. Bit 8 is in the Overflow register (index hex 07) and bit 9 is in the Maximum Scan Line register (index hex 09). The 10-bit value is the horizontal scan line count where the 'vertical blanking' signal becomes active minus 1.

End Vertical Blanking Register

This register's index is hex 16; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	End Vertical Blanking

Figure 63. End Vertical Blanking Register, Index Hex 16

Bits 7 - 0 This register specifies the horizontal scan count where the 'vertical blanking' signal becomes inactive. The register is programmed in units of the horizontal scan line.

To program these bits with a 'vertical blanking' signal of width W, the following algorithm is used: the width W, in horizontal scan line units, is added to the value in the Start Vertical Blanking register minus 1. The eight low-order bits of the result are the 8-bit value programmed.

CRT Mode Control Register

This register's index is hex 17; its address is hex 03D5 or 03B5.

Bit	Function
7	Hardware Reset
6	Word/Byte Mode
5	Address Wrap
4	Reserved
3	Count By Two
2	Horizontal Retrace Select
1	Select Row Scan Counter
0	CMS 0

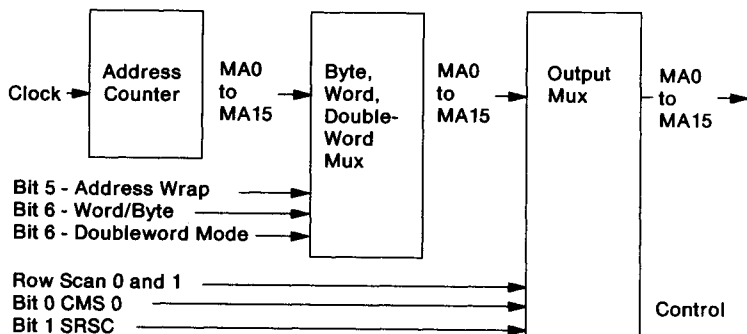
Figure 64. CRT Mode Control Register, Index Hex 17

Bit 7 When set to 0, this bit disables the horizontal and vertical retrace signals and forces them to an inactive level. When set to 1, this bit enables the horizontal and vertical retrace signals. This bit does not reset any other registers or signal outputs.

Bit 6 When this bit is set to 0, the word mode is selected. The word mode shifts the memory-address counter bits down one bit; the most-significant bit of the counter appears on the least-significant bit of the memory address outputs.

The doubleword bit in the Underline Location register (hex 14) also controls the addressing. When the doubleword bit is 0, the word/byte bit selects the mode. When the doubleword bit is set to 1, the addressing is shifted by two bits.

When set to 1, bit 6 selects the byte address mode. See the following figures for address output details.



Memory Address Outputs	Modes of Addressing		
	Byte	Word	Doubleword
MA 0/RFA 0	MA 0	MA 15 or 13	MA 12
MA 1/RFA 1	MA 1	MA 0	MA 13
MA 2/RFA 2	MA 2	MA 1	MA 0
MA 3/RFA 3	MA 3	MA 2	MA 1
MA 4/RFA 4	MA 4	MA 3	MA 2
MA 5/RFA 5	MA 5	MA 4	MA 3
MA 6/RFA 6	MA 6	MA 5	MA 4
MA 7/RFA 7	MA 7	MA 6	MA 5
MA 8/RFA 8	MA 8	MA 7	MA 6
MA 9	MA 9	MA 8	MA 7
MA 10	MA 10	MA 9	MA 8
MA 11	MA 11	MA 10	MA 9
MA 12	MA 12	MA 11	MA 10
MA 13	MA 13	MA 12	MA 11
MA 14	MA 14	MA 13	MA 12
MA 15	MA 15	MA 14	MA 13

Figure 65. CRT Memory Address Mapping

Bit 5 This bit selects the memory-address bit, bit MA 13 or MA 15, that appears on the output pin MA 0, in the word address mode. If the VGA is not in the word address mode, bit 0 from the address counter appears on the output pin, MA 0.

When set to 1, this bit selects MA 15. In odd/even mode, this bit should be set to 1 because 256KB of video memory is installed on the system board. (Bit MA 13 is selected in applications where only 64KB is present. This function

maintains compatibility with the IBM Color/Graphics Monitor Adapter.)

- Bit 4** Reserved.
- Bit 3** When this bit is set to 0, the address counter uses the character clock. When this bit is set to 1, the address counter uses the character clock input divided by 2. This bit is used to create either a byte or word refresh address for the display buffer.
- Bit 2** This bit selects the clock that controls the vertical timing counter. The clocking is either the horizontal retrace clock or horizontal retrace clock divided by 2. When this bit is set to 1, the horizontal retrace clock is divided by 2.
- Dividing the clock effectively doubles the vertical resolution of the CRT controller. The vertical counter has a maximum resolution of 1024 scan lines because the vertical total value is 10-bits wide. If the vertical counter is clocked with the horizontal retrace divided by 2, the vertical resolution is doubled to 2048 scan lines.
- Bit 1** This bit selects the source of bit 14 of the output multiplexer. When this bit is set to 0, bit 1 of the row scan counter is the source. When this bit is set to 1, the bit 14 of the address counter is the source.
- Bit 0** This bit selects the source of bit 13 of the output multiplexer. When this bit is set to 0, bit 0 of the row scan counter is the source, and when this bit is set to 1, bit 13 of the address counter is the source.

The CRT controller used on the IBM Color/Graphics Adapter was capable of using 128 horizontal scan-line addresses. For the VGA to obtain 640-by-200 graphics resolution, the CRT controller is programmed for 100 horizontal scan lines with two scan-line addresses per character row. Row scan address bit 0 becomes the most-significant address bit to the display buffer. Successive scan lines of the display image are displaced in 8KB of memory. This bit allows compatibility with the graphics modes of earlier adapters.

Line Compare Register

This register's index is hex 18; its address is hex 03D5 or 03B5.

Bit	Function
7 - 0	Line Compare Target

Figure 66. Line Compare Register, Index Hex 18

Bits 7 - 0 These bits are the eight low-order bits of the 10-bit compare target. When the vertical counter reaches the target value, the internal start address of the line counter is cleared. This creates a split screen where the lower screen is immune to scrolling. Bit 8 is in the Overflow register (index hex 07), and bit 9 is in the Maximum Scan Line register (index hex 09).

Graphics Controller Registers

The Address register for the graphics controller is at address hex 03CE. The data registers are at address hex 03CF. All registers are read/write.

Register Name	Address (Hex)	Index (Hex)
Address	03CE	
Set/Reset	03CF	00
Enable Set/Reset	03CF	01
Color Compare	03CF	02
Data Rotate	03CF	03
Read Map Select	03CF	04
Graphics Mode	03CF	05
Miscellaneous	03CF	06
Color Don't Care	03CF	07
Bit Mask	03CF	08

Figure 67. Graphics Controller Register Overview

Address Register

The Address register is at address hex 03CE. This register is loaded with the index value that points to the desired data register within the graphics controller.

Bit	Function
7 - 4	Reserved
3 - 0	Register Index

Figure 68. Graphics Controller Address Register, Hex 03CE

Bits 7 - 4 Reserved.

Bits 3 - 0 These bits contain the index value that points to the data registers.

Set/Reset Register

This register's index is hex 00; its address is hex 03CF.

Bit	Function
7 - 4	Reserved
3	Set/Reset Map 3
2	Set/Reset Map 2
1	Set/Reset Map 1
0	Set/Reset Map 0

Figure 69. Set/Reset Register, Index Hex 00

Bits 7 - 4 Reserved.

Bits 3 - 0 When write mode 0 is selected, the system writes the value of each set/reset bit to its respective memory map. For each Write operation, the set/reset bit, if enabled, is written to all eight bits within that map. Set/reset operation can be enabled on a map-by-map basis through the Enable Set/Reset register.

Enable Set/Reset Register

The index for this register is hex 01; its address is hex 03CF.

Bit	Function
7 - 4	Reserved
3	Enable Set/Reset Map 3
2	Enable Set/Reset Map 2
1	Enable Set/Reset Map 1
0	Enable Set/Reset Map 0

Figure 70. Enable Set/Reset Register, Index Hex 01

Bits 7 - 4 Reserved.

Bits 3 - 0 These bits enable the set/reset function used when write mode 0 is selected in the Graphics Mode register (index hex 05). When the bit is set to 1, the respective memory map receives the value specified in the Set/Reset register. When Set/Reset is not enabled for a map, that map receives the value sent by the system.

Color Compare Register

This register's index is hex 02; its address is hex 03CF.

Bit	Function
7 - 4	Reserved
3	Color Compare Map 3
2	Color Compare Map 2
1	Color Compare Map 1
0	Color Compare Map 0

Figure 71. Color Compare Register, Index Hex 02

Bits 7 - 4 Reserved.

Bits 3 - 0 These bits are the 4-bit color value to be compared when the read mode bit in the Graphics Mode register is set to 1. When the system does a memory read, the data returned from the memory cycle will be a 1 in each bit position where the four maps equal the Color Compare register. If the read mode bit is 0, the data is returned without comparison.

The color compare bit is the value that all bits of the corresponding map's byte are compared with. Each of the eight bit positions in the selected byte are compared across the four maps, and a 1 is returned in each position where the bits of all four maps equal their respective color compare values.

Data Rotate Register

This register's index is hex 03; its address is hex 03CF.

Bit	Function
7 - 5	Reserved
4, 3	Function Select
2 - 0	Rotate Count

Figure 72. Data Rotate Register, Index Hex 03

Bits 7 - 5 Reserved.

Bits 4, 3 Data written to the video buffer can be operated on logically by data already in the system latches.

Data can be any of the choices selected by the write mode bits except system latches, which cannot be modified. If rotated data is selected also, the rotate is performed

before the logical operation. The logical operations selected are shown in the following table.

Bits 4 3	Function
0 0	Data Unmodified
0 1	Data ANDed with Latched Data
1 0	Data ORed with Latched Data
1 1	Data XORed with Latched Data

Figure 73. Operation Select Bit Definitions

Bits 2 - 0 In write mode 0, these bits select the number of positions the system data is rotated to the right during a system Memory Write operation. To write data that is not rotated in mode 0, all bits are set to 0.

Read Map Select Register

This register's index is hex 04; its address is hex 03CF.

Bit	Function
7 - 2	Reserved
1, 0	Map Select

Figure 74. Read Map Select Register, Index Hex 04

Bits 7 - 2 Reserved.

Bits 1, 0 These bits select the memory map for system Read operations. This register has no effect on the color compare read mode. In odd/even modes, the value can be a binary 00 or 01 to select the chained maps 0, 1 and the value can be a binary 10 or 11 to select the chained maps 2, 3.

Graphics Mode Register

This register's index is hex 05; its address is hex 03CF.

Bit	Function
7	Reserved
6	256-Color Mode
5	Shift Register Mode
4	Odd/Even
3	Read Mode
2	Reserved
1, 0	Write Mode

Figure 75. Graphics Mode Register, Index Hex 05

Bit 7 Reserved.

Bit 6 When set to 0, this bit allows bit 5 to control the loading of the shift registers. When set to 1, this bit causes the shift registers to be loaded in a manner that supports the 256-color mode.

Bit 5 When set to 1, this bit directs the shift registers in the graphics controller to format the serial data stream with even-numbered bits from both maps on even-numbered maps, and odd-numbered bits from both maps on the odd-numbered maps. This bit is used for modes 4 and 5.

Bit 4 When set to 1, this bit selects the odd/even addressing mode used by the IBM Color/Graphics Monitor Adapter. Normally, the value here follows the value of Memory Mode register bit 2 in the sequencer.

Bit 3 When this bit is set to 1, the system reads the results of the comparison of the four memory maps and the Color Compare register.

When this bit is set to 0, the system reads data from the memory map selected by the Read Map Select register, or by the two low-order bits of the memory address (this selection depends on the chain-4 bit in the Memory Mode register of the sequencer).

Bit 2 Reserved.

Bits 1, 0 The write mode selected and its operation are defined in the following figure. The logic operation specified by the function select bits is performed on system data for modes 0, 2, and 3.

Bits	
1 0	Mode Description
0 0	Each memory map is written with the system data rotated by the count in the Data Rotate register. If the set/reset function is enabled for a specific map, that map receives the 8-bit value contained in the Set/Reset register.
0 1	Each memory map is written with the contents of the system latches. These latches are loaded by a system Read operation.
1 0	Memory map <i>n</i> (0 through 3) is filled with eight bits of the value of data bit <i>n</i> .
1 1	Each memory map is written with the 8-bit value contained in the Set/Reset register for that map (the Enable Set/Reset register has no effect). Rotated system data is ANDed with the Bit Mask register to form an 8-bit value that performs the same function as the Bit Mask register in write modes 0 and 2 (see also Bit Mask register on page 73).

Figure 76. Write Mode Definitions

Miscellaneous Register

This register's index is hex 06; its address is hex 03CF.

Bit	Function
7 - 4	Reserved
3	Memory Map 1
2	Memory Map 0
1	Odd/Even
0	Graphics Mode

Figure 77. Miscellaneous Register, Index Hex 06

Bits 7 - 4 Reserved.

Bits 3, 2 These bits control the mapping of the regenerative buffer into the system address space. The bit functions are defined in the following figure.

Bits	Addressing Assignment
3 2	
0 0	A0000 for 128KB
0 1	A0000 for 64KB
1 0	B0000 for 32KB
1 1	B8000 for 32KB

Figure 78. Video Memory Assignments

Bit 1 When set to 1, this bit directs the system address bit, A0, to be replaced by a higher-order bit. The odd map is then selected when A0 is 1, and the even map when A0 is 0.

Bit 0 This bit controls alphanumeric mode addressing. When set to 1, this bit selects graphics modes, which also disables the character generator latches.

Color Don't Care Register

This register's index is hex 07; its address is hex 03CF.

Bit	Function
7 - 4	Reserved
3	Map 3 is Don't Care
2	Map 2 is Don't Care
1	Map 1 is Don't Care
0	Map 0 is Don't Care

Figure 79. Color Don't Care Register, Index Hex 07

Bits 7 - 4 Reserved.

Bits 3 - 0 These bits select whether a map is going to participate in the color compare cycle. When the bit is set to 1, the bits in that map are compared.

Bit Mask Register

This register's index is hex 08; its address is hex 03CF.

Bit	Function
7 - 0	-Bit Mask 7 - 0

Figure 80. Bit Mask Register, Index Hex 08

Bits 7 - 0 When the bit is set to 1, the corresponding bit position in each map can be changed. When the bit set to 0, the bit position in the map is masked to prevent change, provided that the location being written was the last location read by the system microprocessor.

The bit mask applies to write modes 0 and 2. To preserve bits using the bit mask, data must be latched internally by reading the location. When data is written to preserve the bits, the most current data in the latches is written in those positions. The bit mask applies to all maps simultaneously.

Attribute Controller Registers

Each register for the attribute controller has two addresses. Address hex 03C0 is the write address and hex 03C1 is the read address. The individual data registers are selected by writing their index to the Address register (hex 03C0).

Register Name	Write Address	Read Address	Index
Address	03C0	03C0	-
Internal Palette	03C0	03C1	00 - 0F
Attribute Mode Control			10
Overscan Color			11
Color Plane Enable			12
Horizontal PEL Panning			13
Color Select			14

Figure 81. Attribute Controller Register Addresses

Address Register

This read/write register is at address hex 03C0.

The attribute controller registers do not have an input bit to control selection of the address and data registers. An internal address flip-flop controls this selection. Reading Input Status Register 1 clears the flip-flop and selects the Address register.

After the Address register has been loaded with the index, the next Write operation to 03C0 loads the data register. The flip-flop toggles for each Write operation to address hex 03C0. It does not toggle for Read operations to 03C0 or 03C1. (Also see "VGA Programming Considerations" on page 80.)

Bit	Function
7, 6	Reserved
5	Internal Palette Address Source
4 - 0	Register Index

Figure 82. Address Register, Hex 03C0

Bits 7, 6 Reserved.

Bit 5 This bit is set to 0 to load color values to the registers in the internal palette. It is set to 1 for normal operation of the attribute controller.

Note: Do not access the internal palette while this bit is set to 1. While this bit is 1, the Type 1 video

subsystem disables accesses to the palette; however, the Type 2 does not, and the actual color value addressed cannot be ensured.

Bits 4 - 0 These bits contain the index to the data registers in the attribute controller.

Internal Palette Registers 0 through F

These registers are at indexes hex 00 through 0F. Their write address is hex 03C0; their read address is hex 03C1.

Bit	Function
7, 6	Reserved
5	P5
4	P4
3	P3
2	P2
1	P1
0	P0

Figure 83. Internal Palette Registers, Index Hex 00 - 0F

Bits 7, 6 Reserved.

Bits 5 - 0 These 6-bit registers allow a dynamic mapping between the text attribute or graphic color input value and the display color on the CRT screen. When set to 1, this bit selects the appropriate color. The Internal Palette registers should be modified only during the vertical retrace interval to avoid problems with the displayed image. These internal palette values are sent off-chip to the video DAC, where they serve as addresses into the DAC registers. (Also see the attribute controller block diagram on page 7.)

Note: These registers can be accessed only when bit 5 in the Address register is set to 0. When the bit is 1, writes are “don’t care” and reads return undefined data.

Attribute Mode Control Register

This read/write register is at index hex 10. Its write address is hex 03C0; its read address is hex 03C1.

Bit	Function
7	P5, P4 Select
6	PEL Width
5	PEL Panning Compatibility
4	Reserved
3	Enable Blink/-Select Background Intensity
2	Enable Line Graphics Character Code
1	Mono Emulation
0	Graphics/-Alphanumeric Mode

Figure 84. Attribute Mode Control Register, Index Hex 10

- Bit 7** This bit selects the source for the P5 and P4 video bits that act as inputs to the video DAC. When this bit is set to 0, P5 and P4 are the outputs of the Internal Palette registers. When this bit is set to 1, P5 and P4 are bits 1 and 0 of the Color Select register. For more information, refer to "VGA Programming Considerations" on page 80.
- Bit 6** When this bit is set to 1, the video data is sampled so that eight bits are available to select a color in the 256-color mode (hex 13). This bit is set to 0 in all other modes.
- Bit 5** When this bit is set to 1, a successful line-compare in the CRT controller forces the output of the PEL Panning register to 0 until a vertical synchronization occurs, at which time the output returns to its programmed value. This bit allows a selected portion of a screen to be panned.
- When this bit is set to 0, line compare has no effect on the output of the PEL Panning register.
- Bit 4** Reserved.
- Bit 3** When this bit is set to 0, the most-significant bit of the attribute selects the background intensity (allows 16 colors for background). When set to 1, this bit enables blinking.
- Bit 2** When this bit is set to 0, the ninth dot will be the same as the background. When set to 1, this bit enables the special line-graphics character codes for the monochrome emulation mode. This emulation mode forces the ninth dot of a line graphic character to be identical to the eighth

dot of the character. The line-graphics character codes for the monochrome emulation mode are hex C0 through hex DF.

For character fonts that do not utilize these line-graphics character codes, bit 2 should be set to 0 to prevent unwanted video information from displaying on the CRT screen.

BIOS will set this bit, the correct dot clock, and other registers when the 9-dot alphanumeric mode is selected.

Bit 1 When this bit is set to 1, monochrome emulation mode is selected. When this bit is set to 0, color emulation mode is selected.

Bit 0 When set to 1, this bit selects the graphics mode of operation.

Overscan Color Register

This read/write register is at index hex 11. Its write address is hex 03C0; its read address is hex 03C1. This register determines the border (overscan) color.

Bit	Function
7 - 0	P7 - P0

Figure 85. Overscan Color Register, Index Hex 11

Bits 7 - 0 These bits select the border color used in the 80-column alphanumeric modes and in the graphics modes other than modes 4, 5, and D.

Color Plane Enable Register

This read/write register is at index hex 12. Its write address is hex 03C0; its read address is hex 03C1.

Bit	Function
7 - 4	Reserved
3 - 0	Enable Color Plane

Figure 86. Color Plane Enable Register, Index Hex 12

Bits 7 - 4 Reserved.

Bits 3 - 0 Setting a bit to 1, enables the corresponding display-memory color plane.

Horizontal PEL Panning Register

This read/write register is at index hex 13. Its write address is hex 03C0; its read address is hex 03C1.

Bit	Function
7 - 4	Reserved
3 - 0	Horizontal PEL Panning

Figure 87. Horizontal PEL Panning Register, Index Hex 13

Bits 7 - 4 Reserved.

Bits 3 - 0 These bits select the number of PELs that the video data is shifted to the left. PEL panning is available in both alphanumeric and graphics modes. The following figure shows the number of bits shifted for each mode.

Register Value	Number of PELs Shifted to the Left		
	Mode 13	A/N Modes *	All Other Modes
0	0	1	0
1	-	2	1
2	1	3	2
3	-	4	3
4	2	5	4
5	-	6	5
6	3	7	6
7	-	8	7
8	-	0	-

* Only mode 7 and the A/N modes with 400 scan lines.

Figure 88. Image Shifting

Color Select Register

This read/write register is at index hex 14. Its write address is hex 03C0; its read address is hex 03C1.

Bit	Function
7 - 4	Reserved
3	S_color 7
2	S_color 6
1	S_color 5
0	S_color 4

Figure 89. Color Select Register, Index Hex 14

Bits 7 - 4 Reserved.

Bits 3, 2 In modes other than mode hex 13, these are the two most-significant bits of the 8-bit digital color value to the video DAC. In mode hex 13, the 8-bit attribute is the digital color value to the video DAC. These bits are used to rapidly switch between sets of colors in the video DAC. (For more information, refer to "VGA Programming Considerations" on page 80.)

Bits 1, 0 These bits can be used in place of the P4 and P5 bits from the Internal Palette registers to form the 8-bit digital color value to the video DAC. Selecting these bits is done in the Attribute Mode Control register (index hex 10). These bits are used to rapidly switch between colors sets within the video DAC.

VGA Programming Considerations

The following are some programming considerations for the VGA:

- The following rules must be followed to guarantee the critical timings necessary to ensure the proper operation of the CRT controller:
 - The value in the Horizontal Total register must be at least hex 19.
 - The minimum positive pulse width of the 'horizontal synchronization' signal must be four character clock units.
 - The End Horizontal Retrace register must be programmed such that the 'horizontal synchronization' signal goes to 0 at least one character clock time before the 'horizontal display enable' signal goes active.
 - The End Vertical Blanking register must be set to a minimum of one horizontal scan line greater than the line-compare value.
- When PEL panning compatibility is enabled in the Attribute Mode Control register, a successful line compare in the CRT controller forces the output of the Horizontal PEL Panning register to 0's until a vertical synchronization occurs. When the vertical synchronization occurs, the output returns to the programmed value. This allows the portion of the screen indicated by the Line Compare register to be operated on by the Horizontal PEL Panning register.
- A write to the Character Map Select register becomes valid on the next whole character line. This will prevent deformed character images when changing character generators in the middle of a character scan line.
- For mode hex 13, the attribute controller is configured so that the 8-bit attribute in video memory becomes the 8-bit address (P0 - P7) into the video DAC. The user should not modify the contents of the Internal Palette registers when using this mode.

- The following is the sequence for accessing the attribute data registers:
 1. Disable interrupts.
 2. Reset the flip-flop for the Attribute Address register.
 3. Write the index.
 4. Access the data register.
 5. Enable interrupts.
- The Color Select register in the attribute controller section allows the programmer to rapidly switch color sets in the video DAC. Bit 7 of the Attribute Mode Control register controls the number of bits in the Color Select register used to address the color information in the video DAC (either two or four bits are used). By changing the value in the Color Select register, an application can switch color sets in graphics and alphanumeric modes (mode hex 13 does not use this feature).

Note: For multiple color sets, the user must load the color values.

- An application that saves the video state must store the four bytes of information contained in the system microprocessor latches in the graphics controller subsection. These latches are loaded with 32 bits from video memory (8 bits per map) each time the system reads from video memory. The application needs to:
 1. Use write mode 1 to write the values in the latches to a location in video memory that is not part of the display buffer, such as the last location in the address range.
 2. Save the values of the latches by reading them back from video memory.

Note: If memory addressing is in the chain-4 or odd/even mode, reconfigure the memory as four sequential maps prior to performing the sequence above.

BIOS provides support for completely saving and restoring the video state. Refer to the *IBM Personal System/2 and Personal Computer BIOS Interface Technical Reference* for more information.

- The Horizontal PEL Panning register allows programs to control the starting position of the display area on the screen. The display area can be shifted to the left up to eight PEL positions. In single-byte shift modes, to pan to the PEL position above 8, the CRT controller start address is incremented and the PEL Panning register is reset to 0.

In multiple shift modes, the byte-panning bits (in the Reset Row Scan register) are used as extensions to the Horizontal PEL Panning register. This allows panning across the width of the video output. For example, in the 32-bit shift mode, the byte pan and PEL-panning bits provide panning up to 31 bits. To pan from position 31 to 32, the CRT controller start address is incremented and the panning bits, both PEL and byte, are reset to 0.

Further panning can be accomplished by changing the start-address value in the CRT controller registers, Start Address High and Start Address Low. The sequence is:

1. Use the Horizontal PEL Panning register to shift the maximum number of bits to the left.
2. Increment the start address.
3. Set the Horizontal PEL Panning register so that no bits are shifted.

The screen will now be shifted one PEL to the left of the position it was in at the end of Step 1. Step 1 through Step 3 are repeated as often as necessary.

- When using a split-screen application that scrolls a second screen on top of the first screen and operating in a mode with 200 scan lines, the Line Compare register (CRT Controller register hex 19) must contain an even value. This is a requirement of the double scanning logic in the CRT controller.
- If the value in the Cursor Start register (CRT Controller register hex 0A) is greater than that in the Cursor End register (CRT Controller register hex 0B), the cursor is not displayed.
- In 8-dot character modes, the underline attribute produces a solid line across adjacent characters. In 9-dot character modes, the underline across adjacent characters is dashed. In 9-dot modes with the line-graphics characters (C0 - DF character codes), the underline is solid.

Programming the Registers

Each of the video components has an address register and a number of data registers. The data registers have addresses common to all registers for that component. The individual registers are selected by a pointer (index) in its Address register. To write to a data register, the Address register is loaded with the index of the desired data register, then the data register is loaded by writing to the common I/O address.

The general registers do not share a common address; they each have their own I/O address.

See “Video DAC to System Interface” on page 87 for details on programming the video DAC.

For compatibility with the IBM Enhanced Graphics Adapter (EGA), the internal video subsystem palette is programmed the same as the EGA. Using BIOS to program the palette will produce a color compatible to that produced by the EGA. Mode hex 13 (256 colors) is programmed so that the first 16 locations in the DAC produce compatible colors.

When BIOS is used to load the color palette for a color mode and a monochrome display is attached, the color palette is changed. The colors are summed to produce shades of gray that allow color applications to produce a readable screen.

Modifying the following bits must be done while the sequencer is held in a synchronous reset through its Reset register. The bits are:

- Bits 3 and 0 of the Clocking Mode register.
- Bits 3 and 2 of the Miscellaneous Output register.

RAM Loadable Character Generator

The character generator is RAM loadable and can support characters up to 32 scan lines high. Three character fonts are stored in BIOS, and one is automatically loaded when an alphanumeric mode is selected. The Character Map Select register can be programmed to redefine the function of bit 3 of the attribute byte to be a character-font switch. This allows the user to select between any two character sets residing in map 2, and effectively gives the user access to 512 characters instead of 256. Character fonts can be loaded off-line, and up to eight fonts can be loaded at any one time.

The structure of the character fonts is described in the following figure. The character generator is in map 2 and must be protected using the map mask function.

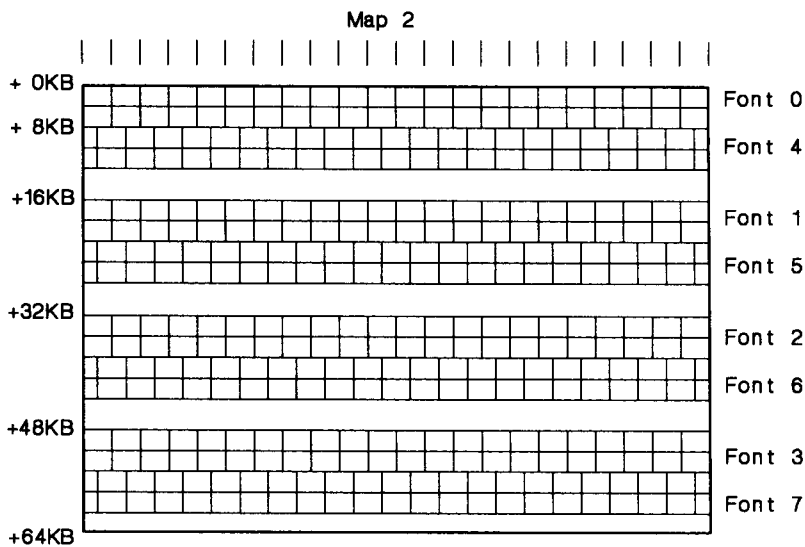


Figure 90. Character Table Structure

The following figure illustrates the structure of each character pattern. If the CRT controller is programmed to generate 16 row scans, then 16 bytes must be filled in for each character in the font. The example below assumes eight row scans per character.

Address	Byte Image								Data
CC * 32 + 0				X	X				18H
1			X	X	X	X			3EH
2		X	X			X	X		66H
3		X	X			X	X		66H
4		X	X	X	X	X	X		7EH
5		X	X			X	X		66H
6		X	X			X	X		66H
7		X	X			X	X		66H

Figure 91. Character Pattern Example

CC equals the value of the character code. For example, hex 41 equals an ASCII "A."

Creating a Split Screen

The VGA hardware supports a split screen. The top portion of the screen is designated as screen A, and the bottom portion is designated as screen B, as in the following figure.

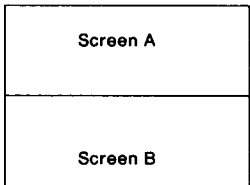


Figure 92. Split Screen Definition

The following figure shows the screen mapping for a system containing a 32KB alphanumeric storage buffer, such as the VGA. Information displayed on screen A is defined by the Start Address

High and Low registers of the CRT controller. Information displayed on screen B always begins at video address hex 0000.

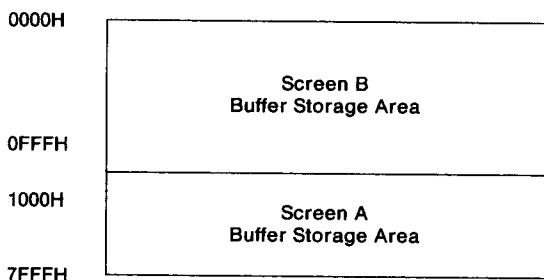


Figure 93. Screen Mapping within the Display Buffer Address Space

The Line Compare register of the CRT controller performs the split screen function. The CRT controller has an internal horizontal scan line counter and logic that compares the counter value to the value in the Line Compare register and clears the memory address generator when a comparison occurs. The linear address generator then sequentially addresses the display buffer starting at location 0. Each subsequent row address is determined by the 16-bit addition of the start-of-line latch and the Offset register.

Screen B can be smoothly scrolled onto the display by updating the Line Compare register in synchronization with the 'vertical retrace' signal. Screen B information is not affected by scrolling operations that use the Start Address registers to scroll through the screen A information.

When PEL-panning compatibility is enabled (Attribute Mode Control register), a successful line comparison forces the output of the Horizontal PEL Panning register to 0's until vertical synchronization occurs. This feature allows the information on screen B to remain unaffected by PEL-panning operations on screen A.

Video Digital-to-Analog Converter

The video digital-to-analog converter (DAC) integrates the function of a color palette with three internal DACs for driving an analog display.

The DAC has 256 registers containing 18 bits each to allow the display of up to 256 colors from a possible 256K colors. Each output signal is driven by a 6-bit DAC.

Register Name	R/W	Address (In Hex)
Palette Address (Write Mode)	R/W	03C8
Palette Address (Read Mode)	W	03C7
DAC State	R	03C7
Palette Data	R/W	03C9
PEL Mask	R	03C6

Figure 94. Video DAC Register

Device Operation

The palette address (P7 - P0) and the blanking input are sampled on the rising edge of the PEL clock. After three more PEL clock cycles, the video reflects the state of these inputs.

During normal operation the palette address is used as a pointer to one of the 256 data registers in the palette. The value in each data register is converted to an analog signal for each of the three outputs (red, green, blue). The blanking input is used to force the video output to 0 volts. The blanking operation is independent of the palette operation.

Each data register is 18 bits wide: 6 bits each for red, green, and blue. The data registers are accessible through the system interface.

Video DAC to System Interface

The Palette Address register holds an 8-bit value that is used to address a location within the video DAC. The Palette Address register responds to two addresses; the address depends on the type of palette access, Read or Write. Once the address is loaded, successive accesses to the data register automatically increment the address register.

For palette Write operations, the address for the Palette Address register is hex 03C8. A write cycle consists of writing three successive bytes to the Data register at address hex 03C9. The six least-significant bits of each byte are concatenated to form the 18-bit palette data. The order is red value first, then green, then blue.

For palette Read operations, the address for the Palette Address register is hex 03C7 (in the read mode, the Palette Address register is write only). A read cycle consists of reading three successive bytes from the Data register at address hex 03C9. The six least-significant bits of each byte contain the corresponding color value. The order is red value first, then green, then blue.

If the Palette Address register is written to during a Read or Write cycle, a new cycle is initialized and the unfinished cycle is terminated. The effects of writing to the Data register during a Read cycle or reading from the Data register during a Write cycle are undefined and can change the palette contents.

The DAC State register is a read-only register at address hex 03C7. Bits 1 and 0 return the last active operation to the DAC. If the last operation was a Read operation, both bits are set to 1. If the last operation was a Write, both bits are set to 0.

Reading the Read Palette Address register at hex 03C8 or the DAC State register at hex 03C7 does not interfere with read or write cycles.

Programming Considerations

- As explained in “Video DAC to System Interface” on page 87, the effects of writing to the Data register during a read cycle or reading from the Data register during a write cycle are undefined and can change the palette contents. Therefore, the following sequence must be followed to ensure the integrity of the color palette during accesses to it:

1. Disable interrupts.
2. Write the address to PEL Address register.
3. Write or read three bytes of data.
4. Go to Step 2, repeat for the desired number of locations.
5. Enable interrupts.

Note: All accesses to the DAC registers are byte-wide I/O operations.

- To prevent “snow” on the screen, an application reading data from or writing data to the DAC registers should ensure that the blank input to the DAC is asserted. This can be accomplished either by restricting data transfers to retrace intervals (use Input Status register 1 to determine when retrace is occurring) or by using the Screen Off bit located in the Clocking Mode register in the sequencer.

Note: BIOS provides read and write interfaces to the Video DAC.

- Do not write to the PEL Mask register (hex 03C6). Palette information can be changed as a result. This register is correctly initialized to hex FF during a mode set.

VGA Video Extensions

The video extensions provide a means of transferring video information between two video subsystems: the base video subsystem and an auxiliary video adapter.

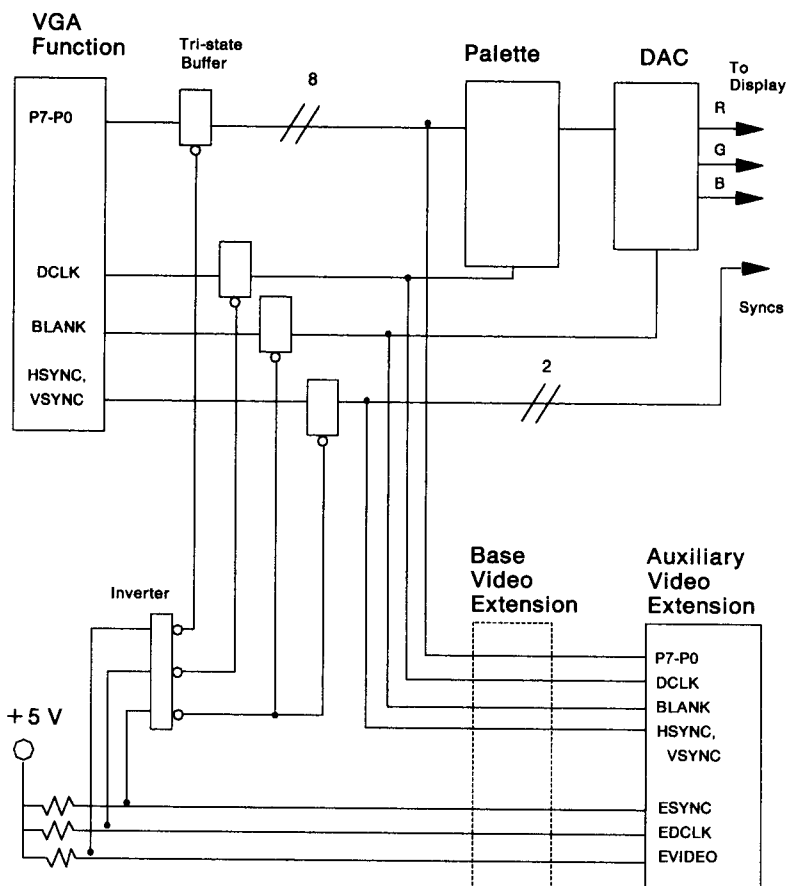
The video extensions consist of:

- The auxiliary video extension
- The base video extension
- The auxiliary video signals.

The base video is provided by the video subsystem integrated onto the system board, or, when not provided on the system board, it can be provided by a suitable video adapter. Such an adapter can provide a Micro Channel connector with the base video extension. Video adapters supporting the base video extension must provide the VGA function as the default. (See the description of the Micro Channel Adapter Design for detailed connector dimensions.)

The video buffers for the base video can be turned off, and video output from the auxiliary video can be sent through the base video DAC to the display. The video extension can be driven in only one direction at a time.

Note: The video extension supports only the VGA function (see Figure 98 on page 95).



| **Figure 95. Auxiliary Video Connector Interface**

Auxiliary Video Extension

This extension provides a video adapter with access to resources of the base video subsystem and allows it to extend or supplement the functions provided.

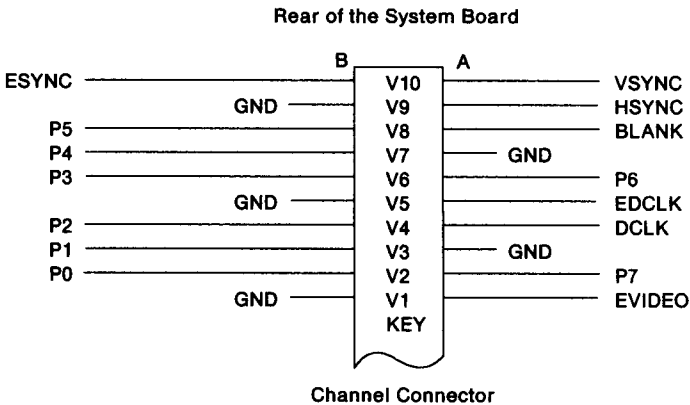


Figure 96. Auxiliary Video Extension

Base Video Extension

This extension is for adapters that provide the base video subsystem. Only systems without a base video subsystem on the system board have a connector with this extension.

Video adapters supporting the base video extension must provide the VGA function as the default.

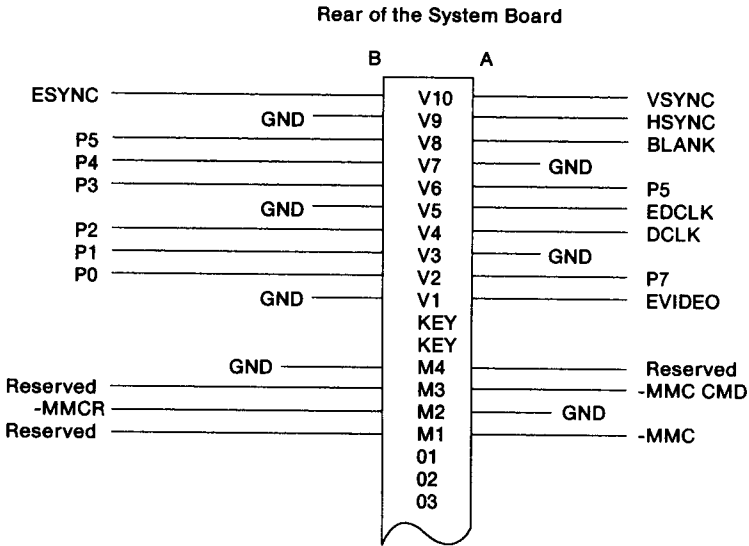


Figure 97. Base Video Extension

Auxiliary Signal Descriptions

The following are signal descriptions for the Auxiliary Video extension of the channel connector.

VS_{SYNC}: Vertical Synchronization: This signal is the vertical synchronization signal to the display. Also see the ES_{SYNC} description.

HS_{SYNC}: Horizontal Synchronization: This signal is the horizontal synchronization signal to the display. Also see the ES_{SYNC} description.

BLANK: Blanking Signal: This signal is connected to the BLANK input of the video DAC. When active (0 Vdc), this signal tells the DAC to drive its analog color outputs to 0 Vdc. Also see the ES_{SYNC} description.

P7 - P0: Palette Bits: These eight signals contain video information and comprise the PEL address inputs to the video DAC. See also the EVIDEO description.

DCLK: Dot Clock: This signal is the PEL clock used by the DAC to latch the digital video signals, P7 through P0. The signals are latched into the DAC on the rising edge of DCLK.

This signal is driven through the EXTCLK input to the VGA when DCLK is driven by the adapter. If an adapter is providing the clock, it must also provide the video data to the DAC. Also see the EDCLK description.

ES_{SYNC}: External Synchronization: This signal is the output-enable signal for the buffer that drives BLANK, VS_{SYNC}, and HS_{SYNC}. ES_{SYNC} is tied to +5 Vdc through a pull-up resistor. When ES_{SYNC} is high, the VGA drives BLANK, VS_{SYNC}, and HS_{SYNC}. When ES_{SYNC} is pulled low, the adapter drives BLANK, VS_{SYNC}, and HS_{SYNC}.

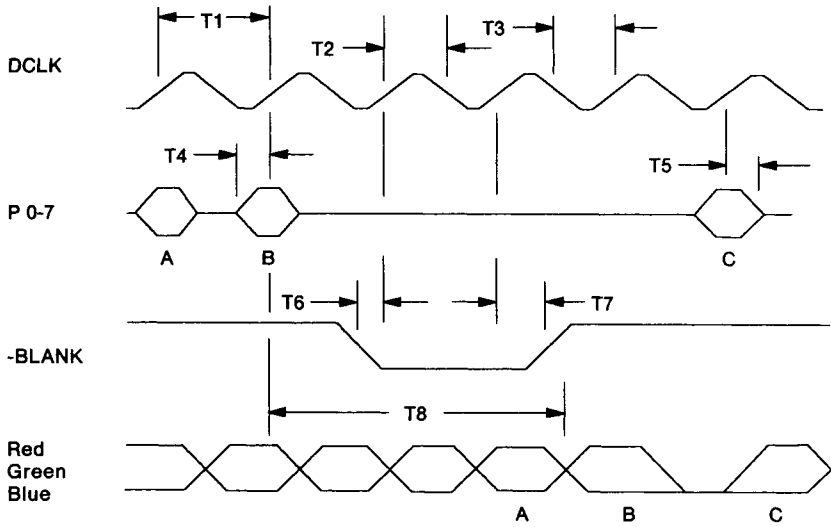
EVIDEO: External Video: This signal is the output-enable signal for the buffer that drives P7 through P0. EVIDEO is tied to +5 Vdc through a pull-up resistor. When EVIDEO is high, the VGA drives P7 through P0. When it is pulled low, the adapter drives P7 through P0.

EDCLK: External Dot Clock: This signal is the output-enable signal for the buffer that drives DCLK. EDCLK is tied to +5 Vdc through a pull-up resistor.

When EDCLK is high, the VGA is the source of DCLK to the DAC and the adapter. The Miscellaneous Output register should not select clock source 2 (010 binary) when EDCLK is high.

When EDCLK is pulled low, the adapter drives DCLK. If the adapter is driving the clock, it must also provide the video data to the DAC, and the Miscellaneous Output register must select clock source 2 (010 binary).

Video Extension Signal Timing



Symbol	Description	Min.(ns)	Max.(ns)
T1	PEL Clock Period	28	10,000
T2	Clock Pulse Width High	7	10,000
T3	Clock Pulse Width Low	9	10,000
T4	PEL Set-Up Time	4	-
T5	PEL Hold Time	4	-
T6	Blank Set-Up Time	4	-
T7	Blank Hold Time	4	-
T8	Analog Output Delay	$3(T1) + 5$	$3(T1) + 30$

Figure 98. Auxiliary Video Extension Signal Timing (DAC Signals)

XGA Function

The XGA provides:

- VGA function
- 132-column text mode
- Extended graphics function.

VGA Function

When in VGA mode, the XGA subsystem is VGA register compatible. At power on, the XGA is set to provide the VGA function as the default. The VGA function is described in “VGA Function” on page 2.

132-Column Text Mode

The XGA function can be operated in the 132-column text mode. In this mode, text is displayed in 132 vertical columns using 200, 350, or 400 scan lines. Each character is eight PELs wide. The 132-column text mode cannot be used with the auxiliary video extension.

Extended Graphics Function

The extended graphics function provides resolutions up to 1024 rows by 768 lines with 256 colors. It cannot be used with the auxiliary video extension.

The extended graphics function provides the following software and hardware support.

8514/A Adapter Compatibility

Compatibility is provided through the XGA Adapter Interface device driver, supplied with the subsystem as programming support for applications operating in the DOS environment. (Refer to the *XGA Adapter Interface Technical Reference*.)

Direct Color Mode

In this mode, 16-bit PELs in video memory directly specify the color output of the DAC, rather than going through the palette. The direct-color mode provides 64,000 colors with a maximum resolution of 640 x 480.

Packed Pixel Format

In the packed-format, reads and writes to the video memory can access all of the data that defines a PEL (pixel) in a single operation, rather than a single bit from one map.

Sprite

The sprite is a programmable image 64-by-64 PELs that is controlled by the hardware. When enabled, the sprite overlays the displayed image and can be positioned anywhere on the screen without affecting the contents of video memory.

Display Identification

The display has four monitor ID signals that identify the type of display attached. Applications can read the ID bits to determine the maximum resolution and color characteristics of the display.

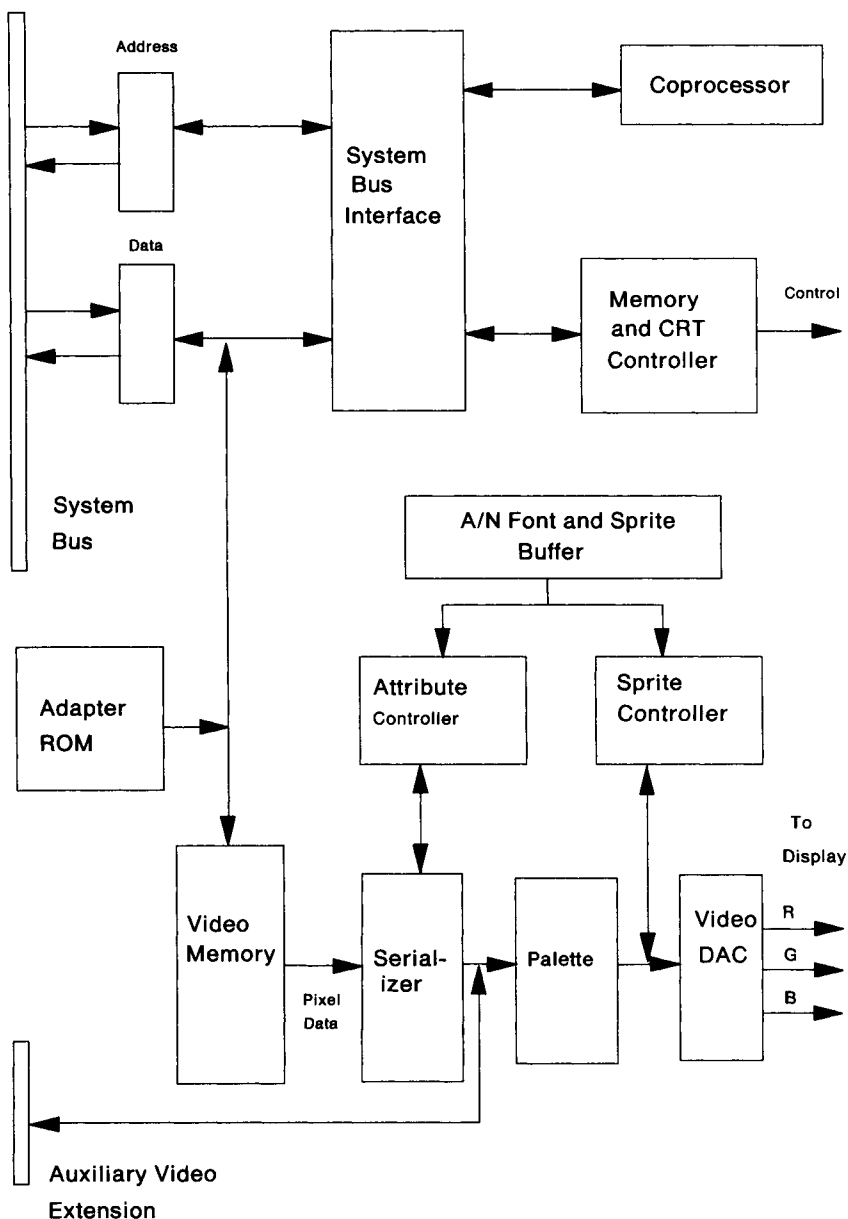
Coprocessor

A coprocessor provides hardware drawing-assist functions throughout real or virtual memory. These functions can be used with the XGA Adapter Interface.

Major Components

The subsystem components providing XGA function are:

- System-bus interface
- Memory and CRT controller
- Coprocessor
- Video memory
- Attribute controller
- Sprite controller
- A/N font and sprite buffer
- Serializer
- Palette
- Digital-to-analog convertor (DAC).



| Figure 99. XGA Function Block Diagram

System Bus Interface

The system bus interface provides control of the interface between the video subsystem and the system channel. It decodes the I/O addresses to the I/O registers and the memory addresses to the coprocessor registers and video memory.

It also provides the bus-master capability and identifies the width of the system data bus, 16- or 32-bits.

Memory and CRT Controller

This controller controls accesses to video memory by the system microprocessor, displays contents of video memory on the display, and provides the additional support for the 132-column text mode.

Coprocessor

The coprocessor provides hardware drawing-assist functions used in the extended graphics mode. These functions can be performed on graphics data in both video and system memory. The coprocessor updates this memory independent of the system microprocessor.

The coprocessor is controlled through instructions written to a set of registers. These registers are mapped into the top 1KB of the 8KB ROM space assigned to the video subsystem. After the instructions are written, the coprocessor performs the drawing function without further support from the system.

The hardware-assist functions include the following:

Pixel-Block or Bit-Block Transfers

This function transfers an entire bit map, or part of a bit map, from one location to another. Transfers can be:

- Within video memory
- Within system memory
- Between video and system memory.

Line Drawing

This function draws lines, with a programmable style and thickness, into a bit map in video memory or system memory.

Area Filling

This function fills an outlined area with a programmable pattern that is loaded into a bit map. The bit map can be in video or system memory.

Logical and Arithmetic Mixing

These functions provide logical and arithmetic operations that can be used with data in video and system memory.

Map Masking

This function provides update control of each PEL over all drawing functions.

Scissoring

This function provides a rectangular-mask function, which can be used instead of the mask map.

X,Y Axis Addressing

This function allows a PEL to be specified by its X and Y coordinates within a pixel map, instead of its linear address in memory.

Video Memory

The video subsystem uses dual-ported video memory to store on-screen data. Dual-ported memory allows data to be updated simultaneously with screen refresh.

Attribute Controller

The attribute controller works together with the memory and CRT controller to control the color selection and character generation in text modes for the VGA function and in the 132-column text mode.

Sprite Controller

The sprite controller is used to control the position and image of the sprite, which can be used as a cursor. The sprite is not available in the VGA-function modes or the 132-column text mode.

A/N Font and Sprite Buffer

The buffer for the sprite controller stores the sprite image while in graphics modes and holds the character fonts in the text modes.

The Serializer, Palette and DAC.

The serializer takes data from the serial port of video memory in 16- or 32-bit widths (depending on the amount of video memory installed) and converts this data to a serial stream of PEL data. The PEL data is used to address a palette location, which contains the color value. The color value is then passed to the DAC, which converts the digital information into analog red, green, and blue signals to the display.

Video Memory Requirements

While in extended graphics mode, the amount of video memory installed determines the screen resolution available and the number of colors supported.

Video Memory Installed	Maximum Resolution	Maximum Colors
512KB	640 x 480	256
	1024 x 768	16
1MB	640 x 480	65,536
	1024 x 768	256

Figure 100. Video Memory Requirements

Compatibility

8514/A

The extended graphics function is not compatible with the 8514/A adapter at the register level. However, it does provide function level compatibility with the 8514/A Adapter Interface. The XGA Adapter Interface is used by applications operating in the DOS environment and is supplied with the video subsystem.

Applications written to the 8514/A Adapter Interface operate with the XGA Adapter Interface with the following considerations:

Protected Mode

The XGA Adapter Interface does not operate in protected mode.

640x480 4-by-4 Mode with 512KB Video Memory

Although this is not an extended graphics mode, applications that use this mode and abide by the rules described in the 8514/A technical reference will operate correctly.

Dual Display Buffer

In the 8514/A environment, applications could operate in both the advanced function mode and the VGA function mode with a single display. They could operate with one display because the two functions were provided by two video subsystems; each instance of video had its own video memory.

In the XGA environment, these application will not operate correctly if only one video subsystem is present because the same video memory is shared between the two functions. These applications will operate correctly if a second video subsystem is present.

Non-Display Memory

The mapping of non-display (or off-screen) memory differs for the extended graphics function and 8514/A adapter.

Applications that use areas of non-display memory for their own storage will not operate correctly in the extended graphics modes.

EMS Drivers

If an application written for the 8514/A adapter locates resources (such as bit maps and font definitions) in EMS memory and passes the addresses of these resources to the Adapter Interface, the application must use an EMS driver that provides the physical-address services at BIOS interrupt hex 4B. See the *IBM Personal System/2 and Personal*

Computer BIOS Interface Technical Reference for information on physical address services.

Time Dependent Applications

Certain extended graphic and 8514/A functions run at different speeds. Applications that rely on specific performance will operate differently.

Adapter Interface Enhancements

The XGA Adapter Interface provides additional functions to that of the 8514/A Adapter Interface. Applications for the 8514/A adapter that use reserved codes in the parameter blocks could trigger some of the additional functions of the XGA Adapter Interface.

Naming Differences

The module name and path of the XGA Adapter Interface (\XGAPCDOS\XGAAIDOS.SYS) are different from that of the 8514/A (\HDIPCODS\HDILOAD.EXE).

Adapter Interface Code Size

The code size of the XGA Adapter Interface is larger than that for the 8514/A adapter, thereby reducing the amount of system memory available to applications.

Adapter Interface Code Type

The XGA Adapter Interface is implemented as a device driver (.SYS); the 8514/A Adapter Interface is a terminate-and-stay-resident (TSR) executable program (.EXE).

Drivers using ROM Address Space

The coprocessor registers are mapped into memory address space used for adapter ROM; this memory is between hex 0C0000 and 0DFFFF. The registers are in the top 1KB of the 8KB block assigned to the video subsystem.

When the extended graphics function is on an adapter, the first 7KB of this block access the ROM code on the adapter. When the function is on the system board, the 8KB block is still assigned to the video subsystem, but the first 7KB is not used.

Note: Applications or device drivers that scan these ROM addresses looking for unused space can incorrectly assume that the entire 8KB is available. Conflicts are resolved using the Reference Diskette.

Display Connector

The synchronization and monitor ID signals are TTL levels. The video signals are analog signals ranging from 0 to 0.7 volts.

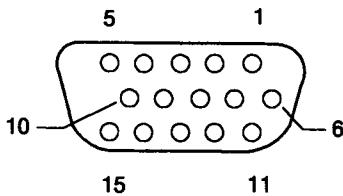


Figure 101. Display Connector

Pin	Signal Description	Display Pins	
		Monochrome	Color
1	Red	N/C	Red
2	Green	Mono	Green
3	Blue	N/C	Blue
4	Monitor ID 2		
5	Ground	Self Test	Self Test
6	Red Ground	N/C	Red Ground
7	Green Ground	Mono Ground	Green Ground
8	Blue Ground	N/C	Blue Ground
9	Plug	No Pin	No Pin
10	Ground	Ground	Ground
11	Monitor ID 0		
12	Monitor ID 1		
13	Hsync	Hsync	Hsync
14	Vsync	Vsync	Vsync
15	Monitor ID 3		

Figure 102. Display Connector Signals

Signal Timing

| In the VGA modes, BIOS sets the video subsystem according to the video mode selected. All VGA modes use a 70-Hz, vertical retrace except for modes 11 and 12. These two modes use 60 Hz.

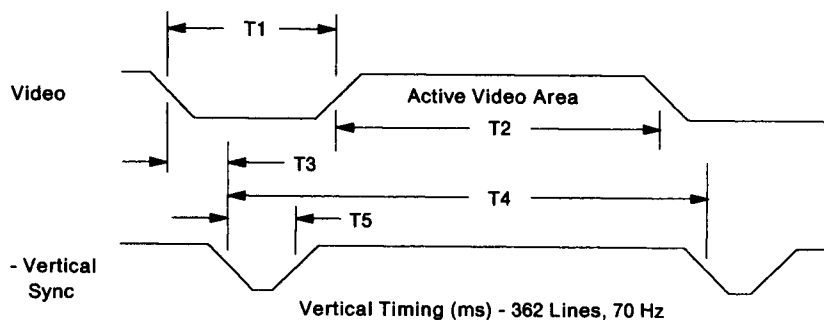
| For 1024 x 768 modes, the vertical retrace rate is 43 Hz (this mode is not set by BIOS).

| The video subsystem generates the signal timings required by the displays according to the mode selected. The following timing diagrams represent only the vertical frequencies.

Note: The vertical size of the display is encoded using the polarity of the synchronization signals, as shown in the following figure.

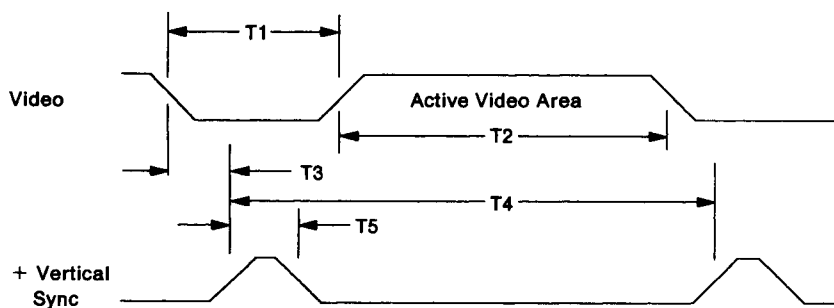
VSYNC Polarity	HSYNC Polarity	Vertical Size
+	+	768 lines (1024 x 768 displays only)
+	-	400 lines
-	+	350 lines
-	-	480 lines

Figure 103. Vertical Size



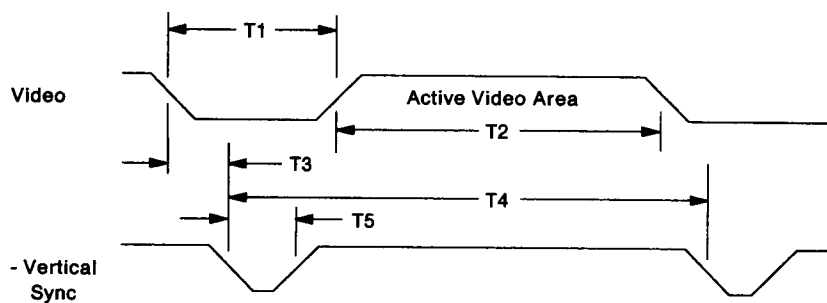
Symbol	Signal Time
T1	2.765 ms
T2	11.504 ms
T3	0.985 ms
T4	14.268 ms
T5	0.064 ms

Figure 104. Vertical Timing, 350 Lines



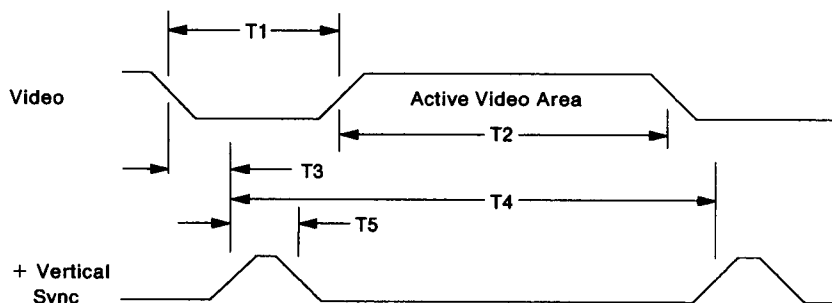
Symbol	Signal Time
T1	1.112 ms
T2	13.156 ms
T3	0.159 ms
T4	14.268 ms
T5	0.064 ms

Figure 105. Vertical Timing, 400 Lines



Symbol	Signal Time
T1	0.922 ms
T2	15.762 ms
T3	0.064 ms
T4	16.683 ms
T5	0.064 ms

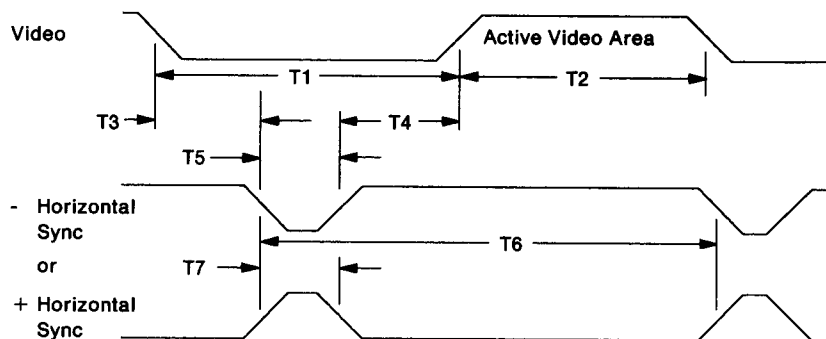
Figure 106. Vertical Timing, 480 Lines



Symbol	Signal Times
T1	0.676 / 0.704 ms (Odd/Even Lines)
T2	21.620 ms
T3	0.010 / 0.140 ms (Odd/Even Lines)
T4	23.000 ms
T5	0.113 ms

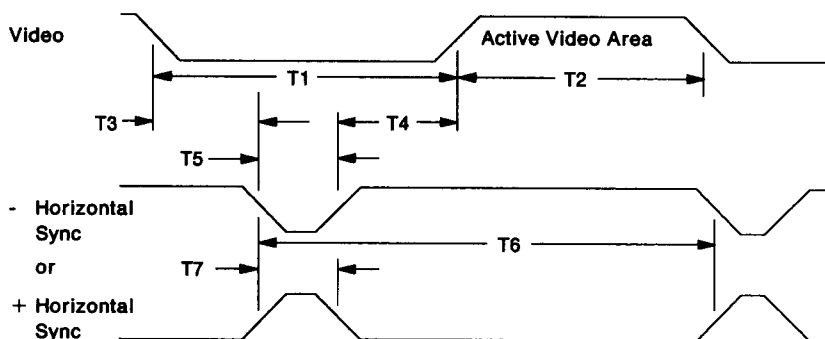
Because this is an interlaced mode, the timing for the odd and even lines is different.

Figure 107. Vertical Timing, 768 Lines. Type 1 video does not support these timings.



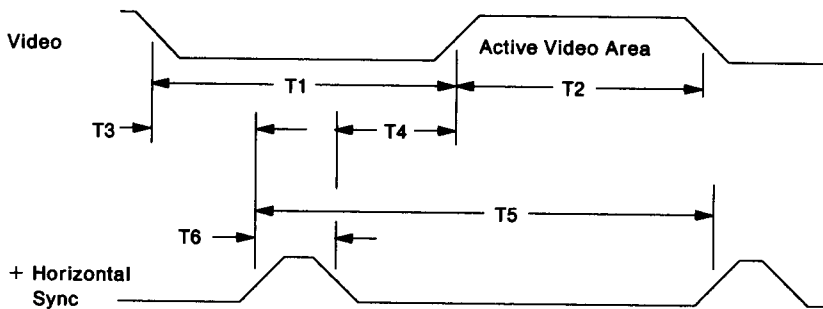
Symbol	Signal Time
T1	5.720 μ s
T2	26.058 μ s
T3	0.318 μ s
T4	1.589 μ s
T5	3.813 μ s
T6	31.778 μ s
T7	3.813 μ s

Figure 108. Horizontal Timing, 80 Column with Border



Symbol	Signal Time
T1	6.356 μ s
T2	25.422 μ s
T3	0.636 μ s
T4	1.907 μ s
T5	3.813 μ s
T6	31.778 μ s
T7	3.813 μ s

Figure 109. Horizontal Timing, 40/80 Column, without Border



Symbol	Signal Times
T1	5.35 μ s
T2	22.80 μ s
T3	0.18 μ s
T4	1.25 μ s
T5	28.15 μ s
T6	3.92 μ s

Figure 110. Horizontal Timing, 1024 PELs. Type 1 video does not support these timings.

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