In article <734553308snx@rjck.UUCP> rob@rjck.UUCP (Robert J.C. Kyanko) writes:

>gchen@essex.ecn.uoknor.edu writes in article <C55DoH.2AI@constellation.ecn.uoknor.edu>:

>> Greetings!

>> Does anybody know if it is possible to set VGA graphics mode to 640x400

>> instead of 640x480? Any info is appreciated!

>Some VESA bios's support this mode (0x100). And *any* VGA should be able to

>support this (640x480 by 256 colors) since it only requires 256,000 bytes.

>My 8514/a VESA TSR supports this; it's the only VESA mode by card can support

>due to 8514/a restrictions. (A WD/Paradise)

>I am not responsible for anything I do or say -- I'm just an opinion.

>   Robert J.C. Kyanko (rob@rjck.UUCP)

Ahh no. Possibly you punched in the wrong numbers on your

calculator. 256 color modes take a byte per pixel so 640 time 480 is

307,200 which is 300k to be exact. 640x400x256 only takes 250k but I

don't think it is a BIOS mode. I wouldn't bet that all VGA cards can do

that either. If a VGA card has 512k I bet it can do both 640x400 and

640x480. That by definition is SVGA, though not very high SVGA.