



Video Electronics Standards Association

## Monitor Timing Standard

### Video Electronics Standards Association

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### **VESA and Industry Standards and Guidelines for Computer Display Monitor Timing (DMT) Version 1.0, Revision 10 October 29, 2004**

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

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



## Standards and Guidelines Summary

Resolution	Refresh Rate	Horizontal Frequency	Pixel Frequency	Standard Type	Original Document	Date
640 x 350	85 Hz	37.9 kHz	31.500 MHz	VESA Standard	VDMTPROP	3/1/96
640 x 400	85 Hz	37.9 kHz	31.500 MHz	VESA Standard	VDMTPROP	3/1/96
720 x 400	85 Hz	37.9 kHz	35.500 MHz	VESA Standard	VDMTPROP	3/1/96
640 x 480	60 Hz	31.5 kHz	25.175 MHz	Industry Standard	n/a	n/a
	72 Hz	37.9 kHz	31.500 MHz	VESA Standard	VS901101	12/2/92
	75 Hz	37.5 kHz	31.500 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	43.3 kHz	36.000 MHz	VESA Standard	VDMTPROP	3/1/96
800 x 600	56 Hz	35.1 kHz	36.000 MHz	VESA Guidelines	VG900601	8/6/90
	60 Hz	37.9 kHz	40.000 MHz	VESA Guidelines	VG900602	8/6/90
	72 Hz	48.1 kHz	50.000 MHz	VESA Standard	VS900603A	8/6/90
	75 Hz	46.9 kHz	49.500 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	53.7 kHz	56.250 MHz	VESA Standard	VDMTPROP	3/1/96
848 x 480	60 Hz	31.0 kHz	33.750 MHz	VESA Standard	AddDMT	3/4/03
1024 x 768	43 Hz Interlaced	35.5 kHz	44.900 MHz	Industry Standard	n/a	n/a
	60 Hz	48.4 kHz	65.000 MHz	VESA Guidelines	VG901101A	9/10/91
	70 Hz	56.5 kHz	75.000 MHz	VESA Standard	VS910801-2	8/9/91
	75 Hz	60.0 kHz	78.750 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	68.7 kHz	94.500 MHz	VESA Standard	VDMTPROP	3/1/96
1152 x 864	75 Hz	67.5 kHz	108.000 MHz	VESA Standard	VDMTPROP	3/1/96
1280 x 768	60 Hz	47.4 kHz	68.250 MHz	CVT Red. Blanking	AddDMT	3/4/03
	60 Hz	47.8 kHz	79.500 MHz	CVT	AddDMT	3/4/03
	75 Hz	60.3 kHz	102.250 MHz	CVT	AddDMT	3/4/03
	85 Hz	68.6 kHz	117.500 MHz	CVT	AddDMT	3/4/03
1280 x 960	60 Hz	60.0 kHz	108.000 MHz	VESA Standard	VDMTPROP	3/1/96
	85 Hz	85.9 kHz	148.500 MHz	VESA Standard	VDMTPROP	3/1/96
1280 x 1024	60 Hz	64.0 kHz	108.000 MHz	VESA Standard	VDMTREV	12/18/96
	75 Hz	80.0 kHz	135.000 MHz	VESA Standard	VDMT75HZ	10/4/93
	85 Hz	91.1 kHz	157.500 MHz	VESA Standard	VDMTPROP	3/1/96
1360 x 768	60 Hz	47.7 kHz	85.500 MHz	VESA Standard	AddDMT	3/4/03
1400 x 1050	60 Hz	64.7 kHz	101.000 MHz	CVT Red. Blanking	AddDMT	5/13/03
	60 Hz	65.3 kHz	121.750 MHz	CVT	AddDMT	3/4/03
	75 Hz	82.3 kHz	156.000 MHz	CVT	AddDMT	3/4/03
	85 Hz	85.0 kHz	179.500 MHz	CVT	AddDMT	3/4/03
1440 x 900	60 Hz	55.5 kHz	88.750 MHz	CVT Red. Blanking	CVT 1.30MA	7/14/04
	60 Hz	59.9 kHz	106.500 MHz	CVT	CVT 1.30MA	7/14/04
	75 Hz	75.0 kHz	136.750 MHz	CVT	CVT 1.30MA	7/14/04
	85 Hz	84.8 kHz	157.000 MHz	CVT	CVT 1.30MA	7/14/04
1600 x 1200	60 Hz	75.0 kHz	162.000 MHz	VESA Standard	VDMTREV	12/18/96
	65 Hz	81.3 kHz	175.500 MHz	VESA Standard	VDMTREV	12/18/96
	70 Hz	87.5 kHz	189.000 MHz	VESA Standard	VDMTREV	12/18/96
	75 Hz	93.8 kHz	202.500 MHz	VESA Standard	VDMTREV	12/18/96
	85 Hz	106.3 kHz	229.500 MHz	VESA Standard	VDMTREV	12/18/96

<b>Resolution</b>	<b>Refresh Rate</b>	<b>Horizontal Frequency</b>	<b>Pixel Frequency</b>	<b>Standard Type</b>	<b>Original Document</b>	<b>Date</b>
1680 x 1050	60 Hz	64.7 kHz	119.000 MHz	CVT Red. Blanking	CVT 1.76MA	7/14/04
	60 Hz	65.3 kHz	146.250 MHz	CVT	CVT 1.76MA	7/14/04
	75 Hz	74.9 kHz	187.000 MHz	CVT	CVT 1.76MA	7/14/04
	85 Hz	93.9 kHz	214.75 MHz	CVT	CVT 1.76MA	7/14/04
1792 x 1344	60 Hz	83.64 kHz	204.750 MHz	VESA Standard	VDMTREV	9/17/98
	75 Hz	106.27 kHz	261.000 MHz	VESA Standard	VDMTREV	9/17/98
1856 x 1392	60 Hz	86.33 kHz	218.250 MHz	VESA Standard	VDMTREV	9/17/98
	75 Hz	112.50 kHz	288.000 MHz	VESA Standard	VDMTREV	9/17/98
1920 x 1200	60 Hz	74.0 kHz	154.000 MHz	CVT Red. Blanking	AddDMT	3/4/03
	60 Hz	74.6 kHz	193.250 MHz	CVT	AddDMT	3/4/03
	75 Hz	94.0 kHz	245.250 MHz	CVT	AddDMT	3/4/03
	85 Hz	107.2 kHz	281.250 MHz	CVT	AddDMT	3/4/03
1920 x 1440	60 Hz	90.000 kHz	234.000 MHz	VESA Standard	VDMTREV	9/17/98
	75 Hz	112.50 kHz	297.000 MHz	VESA Standard	VDMTREV	9/17/98

## **Intellectual Property**

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### **3. Support**

If you have a product that incorporates any of the standards in this document, you should ask the company that manufactured your product for assistance. If you are a display or controller manufacturer, VESA can assist you with any clarifications you may require. All comments or reported errors should be submitted in writing to VESA using one of the following methods:

FAX: 408-957-9277, Technical Support

Email: [support@vesa.org](mailto:support@vesa.org)

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### **4. Revision History**

Version 1.0	Revision 0.0	9/12/94	Initial Release
Version 1.0	Revision 0.1	10/10/94	Fixed sync polarity of 1024x768 at 60 & 70 Hz. Removed page numbers so new timings can be added
Version 1.0	Revision 0.2	11/4/94	Added notes & comments to clarify timing of interlaced modes
Version 1.0	Revision 0.3	2/16/95	Fixed miscellaneous typos
Version 1.0	Revision 0.4	5/4/95	Added EDID IDs for DDC; fixed 1024x768 Interlace vertical times
Version 1.0	Revision 0.5	6/14/95	Added BIOS Mode #'s; fixed miscellaneous typos
Version 1.0	Revision 0.6	4/10/96	Added new modes from VDMTPROP V1.0 R0.6 passed on 3/96 (85 Hz standards, 1152x864@75, 1280x960@60)
Version 1.0	Revision 0.6a	9/8/96	Reformatted to Word 6 for electronic distribution
Version 1.0	Revision 0.7	12/18/96	Added new modes from VDMTREV V1.0 R0.8 passed on 12/96 (1280x1024 @ 60, 1600x1200@60, 65, 70, 75 and 85)
Version 1.0	Revision 0.8	7/22/98	Added 1792x1344, 1856x1392, & 1920x1440, all at 60 and 75 Hz. Corrected EDID code for 1600x1200@85 Hz
Version 1.0	Revision 0.9	8/21/03	Added 848x480@60Hz, CVT 1280x768 timings, 1360x768@60Hz, CVT 1400x1050 timings, and CVT 1920x1200 timings based on US & Japan Timing Workgroup requests.
Version 1.0	Revision 1.0	7/14/04	Added CVT 1.30MA (1440 x 900) and CVT 1.76MA (1680 x 1050) formats.

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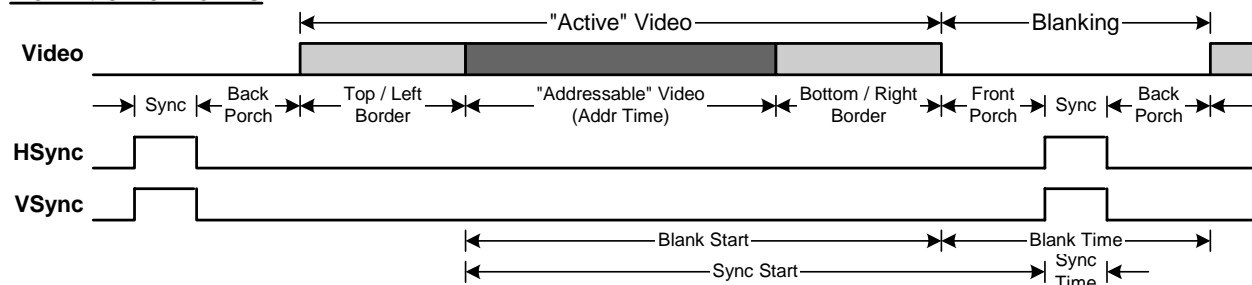
## VESA MONITOR TIMING STANDARD

Proposed: 5/7/95  
Adopted: 3/1/96  
Resolution: 640 x 350 at 85 Hz (non-interlaced)  
EDID ID: n/a  
BIOS Modes: n/a  
Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Readjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

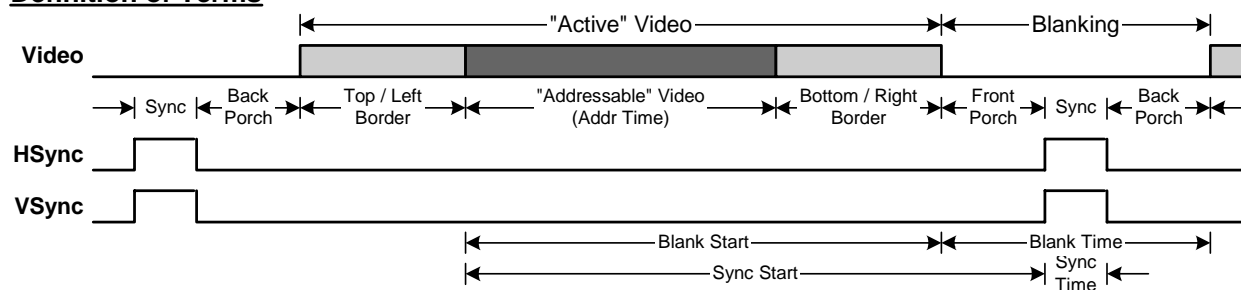
Proposed: 5/7/95  
 Adopted: 3/1/96  
 Resolution: 640 x 400 at 85 Hz (non-interlaced)  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

### Definition of Terms





## VESA MONITOR TIMING STANDARD

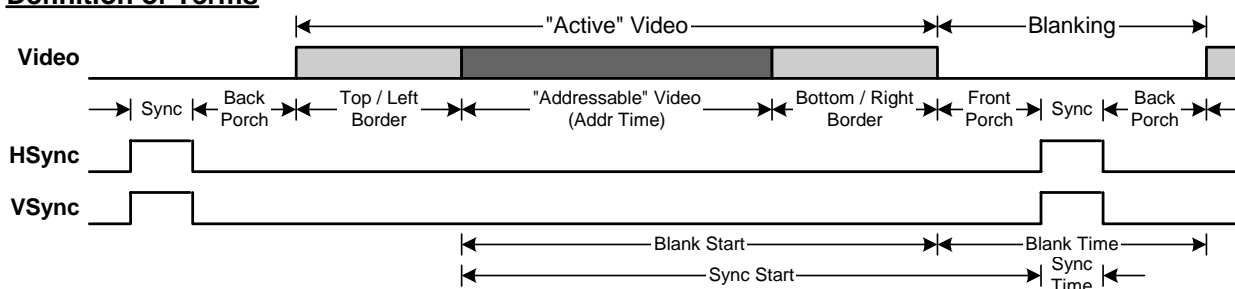
Proposed: 5/7/95  
 Adopted: 3/1/96  
 Resolution: 720 x 400 at 85 Hz (non-interlaced)  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

### Definition of Terms



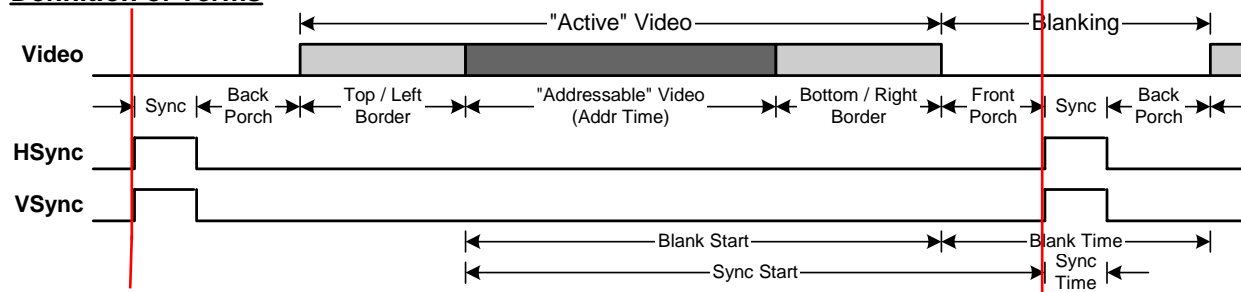
## VESA MONITOR TIMING STANDARD

Adopted: n/a **\*\* For Reference Only - Not VESA Standard \*\***  
 Resolution: **640 x 480 at 60 Hz** (non-interlaced)  
 EDID ID: 031h, 040h  
 BIOS Modes: 11h, 12h, 101h, 110h, 111h, & 112h (1, 4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



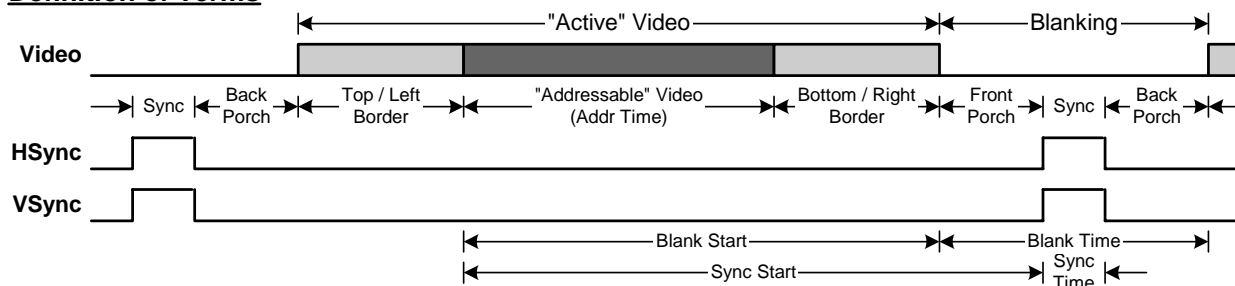
## VESA MONITOR TIMING STANDARD

Adopted: 11/11/90 (VESA #901101)  
 Resolution: 640 x 480 at 72 Hz (non-interlaced)  
 EDID ID: 031h, 04Ch  
 BIOS Modes: 11h, 12h, 101h, 110h, 111h, & 112h (1, 4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

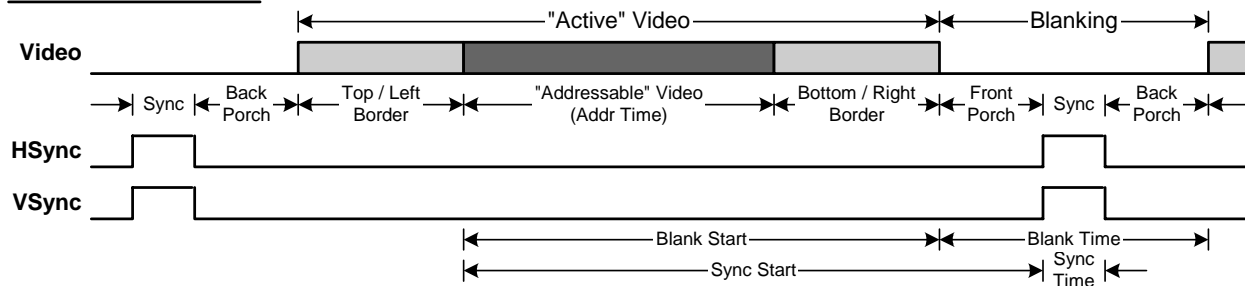
Adopted: 10/4/93  
 Resolution: 640 x 480 at 75 Hz (non-interlaced)  
 EDID ID: 031h, 04Fh  
 BIOS Modes: 11h, 12h, 101h, 110h, 111h, & 112h (1, 4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

### Definition of Terms



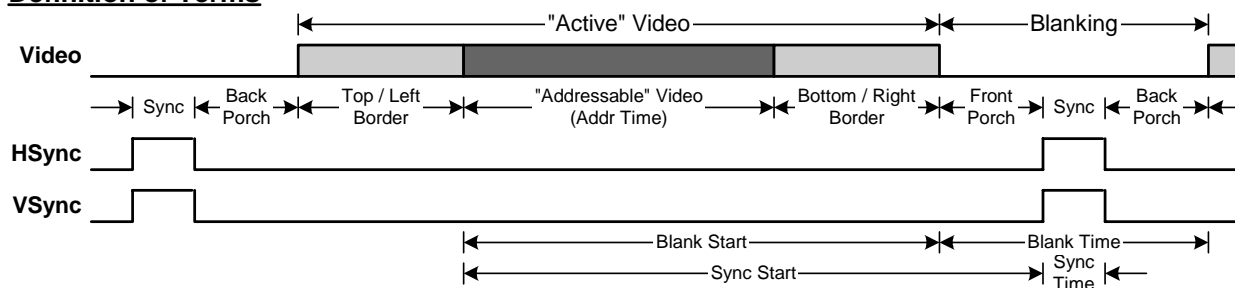
## VESA MONITOR TIMING STANDARD

Proposed: 5/7/95  
 Adopted: 3/1/96  
 Resolution: 640 x 480 at 85 Hz (non-interlaced)  
 EDID ID: 031h, 059h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



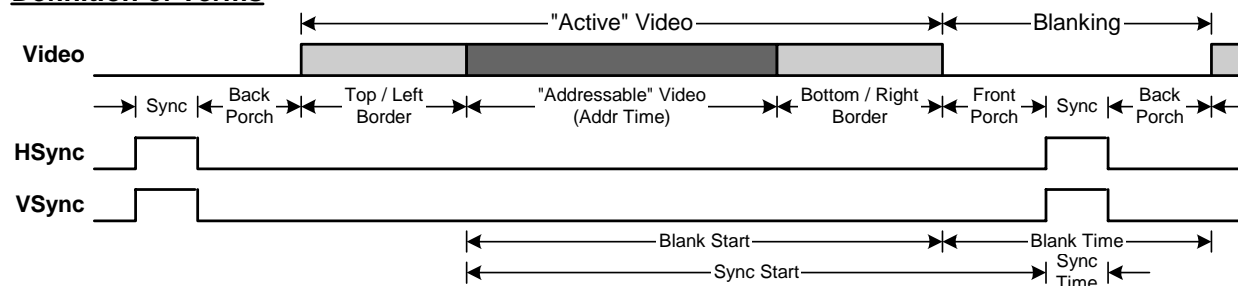
## VESA MONITOR TIMING STANDARD

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

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



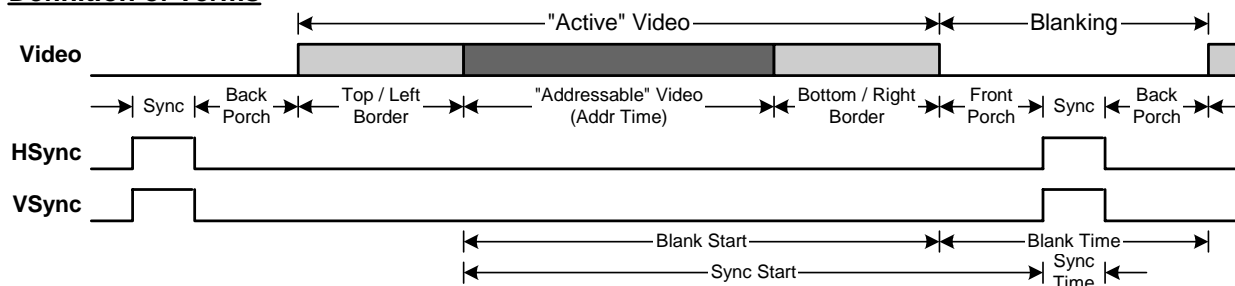
## VESA MONITOR TIMING STANDARD

Adopted: 8/7/90 (VESA #900602)  
 Resolution: 800 x 600 at 60 Hz (non-interlaced)  
 EDID ID: 045h, 040h  
 BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

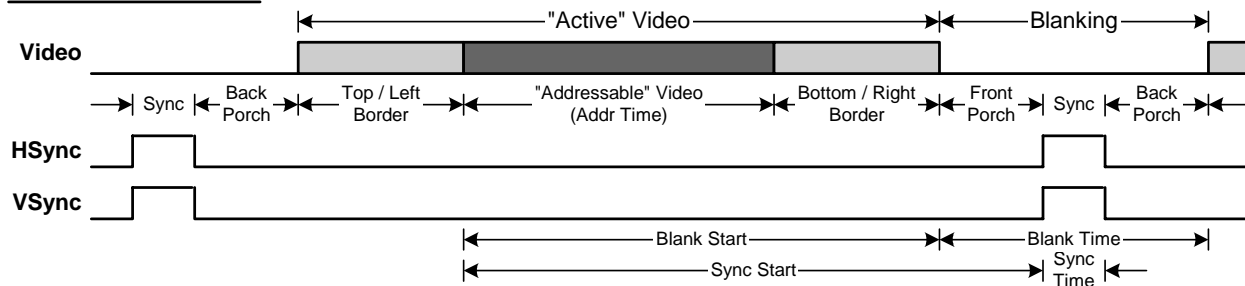
Adopted: 9/10/91 (VESA #900603A)  
 Resolution: 800 x 600 at 72 Hz (non-interlaced)  
 EDID ID: 045h, 04Ch  
 BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

### Definition of Terms





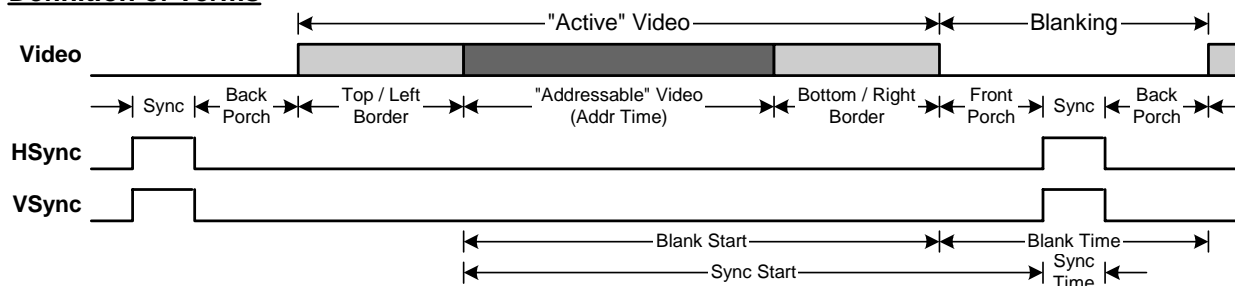
## VESA MONITOR TIMING STANDARD

Adopted: 10/4/93  
 Resolution: 800 x 600 at 75 Hz (non-interlaced)  
 EDID ID: 045h, 04Fh  
 BIOS Modes: 102h, 103h, 113h, 114h, & 115h (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



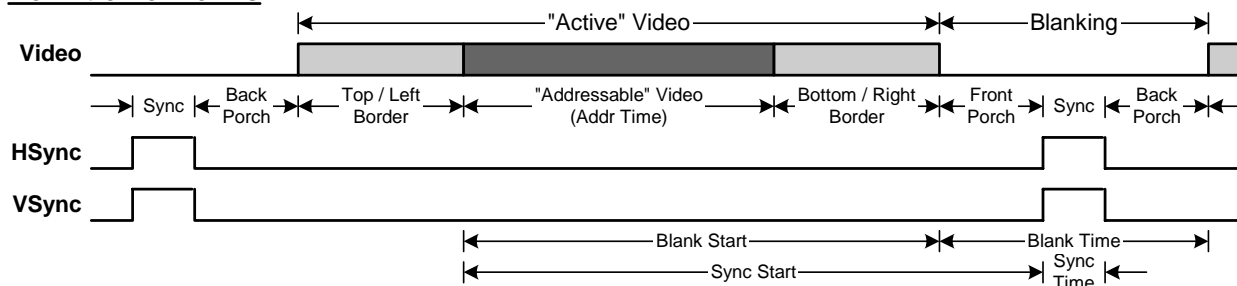
## VESA MONITOR TIMING STANDARD

Proposed: 10/31/94  
 Adopted: 3/1/96  
 Resolution: 800 x 600 at 85 Hz (non-interlaced)  
 EDID ID: 045h, 059h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



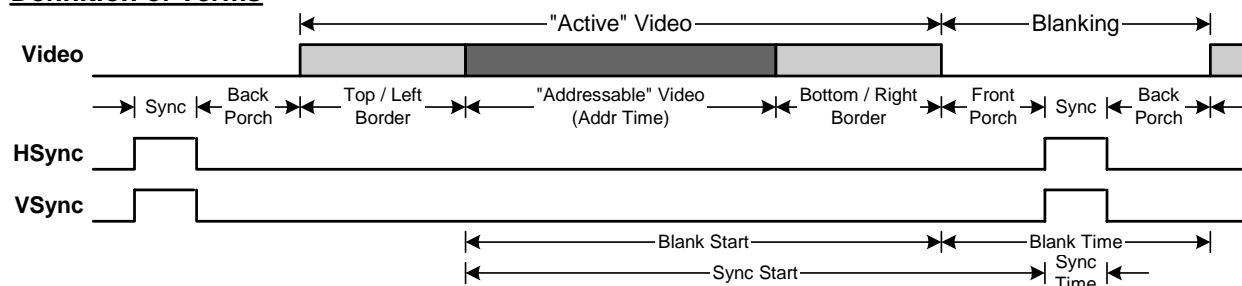
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 848 x 480 at 60 Hz (non-interlaced)  
 EDID ID: 4Bh, C0h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

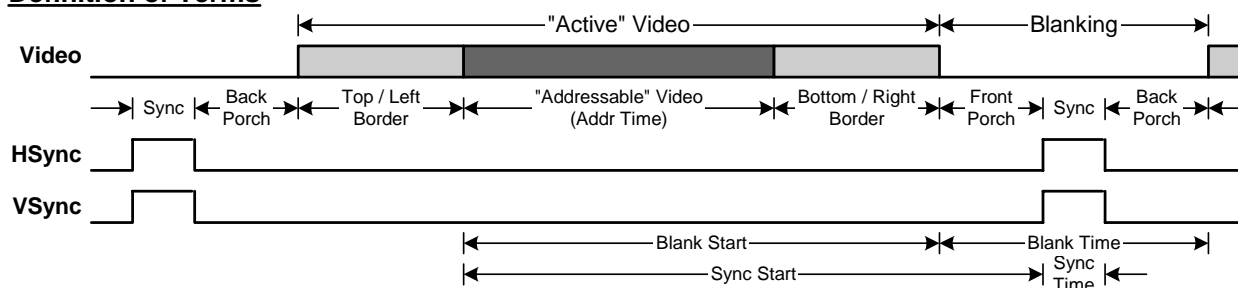
Adopted: n/a    **\*\* For Reference Only - Not VESA Standard \*\***  
 Resolution: 1024 x 768 at 43 Hz (interlaced)  
 EDID ID: n/a  
 BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

The vertical refresh rate is defined as the 'Frame' rate where a frame is made up of two fields (odd and even). The blank timing above is defined for the 'odd' field (even field blanking has one additional line). Therefore: Vertical Total = Ver Addr Time + (2 \* Ver Blank Time) + 1

### Definition of Terms



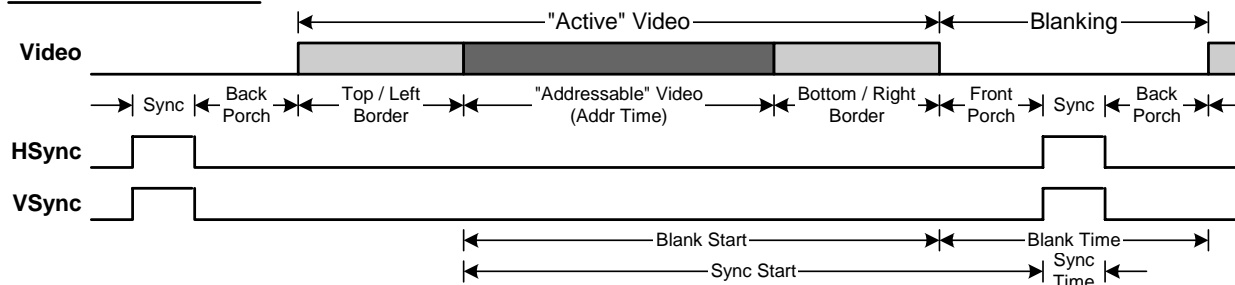
## VESA MONITOR TIMING STANDARD

Adopted: 9/10/91 (VESA #901101A)  
 Resolution: 1024 x 768 at 60 Hz (non-interlaced)  
 EDID ID: 061h, 040h  
 BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



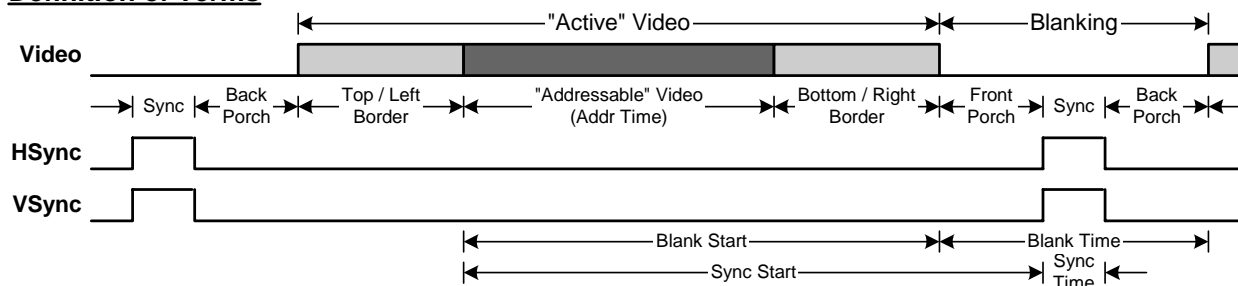
## VESA MONITOR TIMING STANDARD

Adopted: 8/9/91 (VESA #910801-2)  
 Resolution: 1024 x 768 at 70 Hz (non-interlaced)  
 EDID ID: 061h, 04Ah  
 BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

Adopted: 10/4/93  
Resolution: 1024 x 768 at 75 Hz (non-interlaced)  
EDID ID: 061h, 04Fh  
BIOS Modes: 104h, 105h, 116h, 117h, & 118h (4, 8, 15, 16, & 24 bpp)  
Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

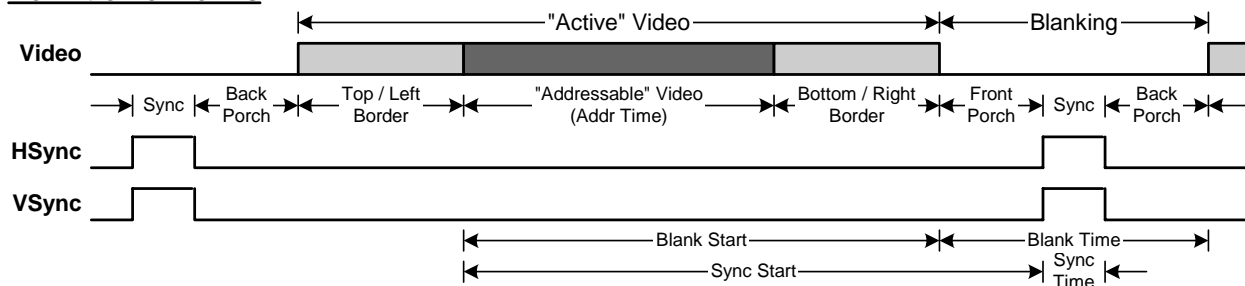
### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

The above 1024x768 timing is intended to come as close as possible to 75.000 Hz refresh within the constraints of an integer pixel clock and 8-pixel characters. This timing is already very close to the ideal rate with the integer clock; achieving exactly 75.000 Hz with the same parameters requires a 78.720 MHz pixel clock.

### Definition of Terms



## VESA MONITOR TIMING STANDARD

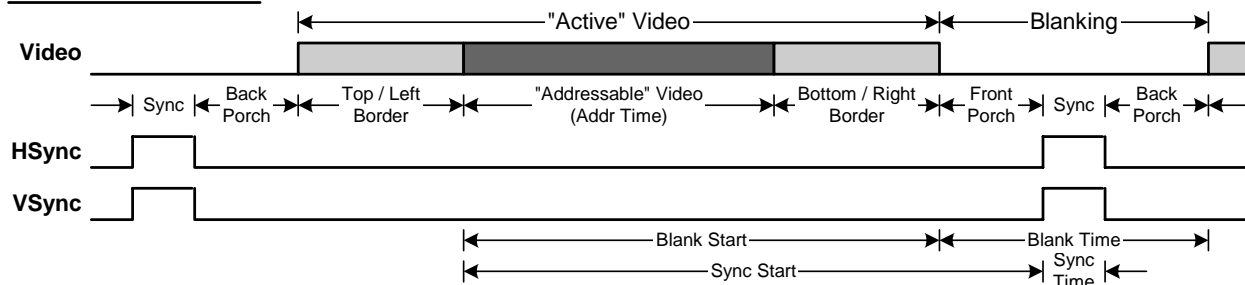
Proposed: 10/31/94  
 Adopted: 3/1/96  
 Resolution: 1024 x 768 at 85 Hz (non-interlaced)  
 EDID ID: 061h, 059h  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

### Definition of Terms





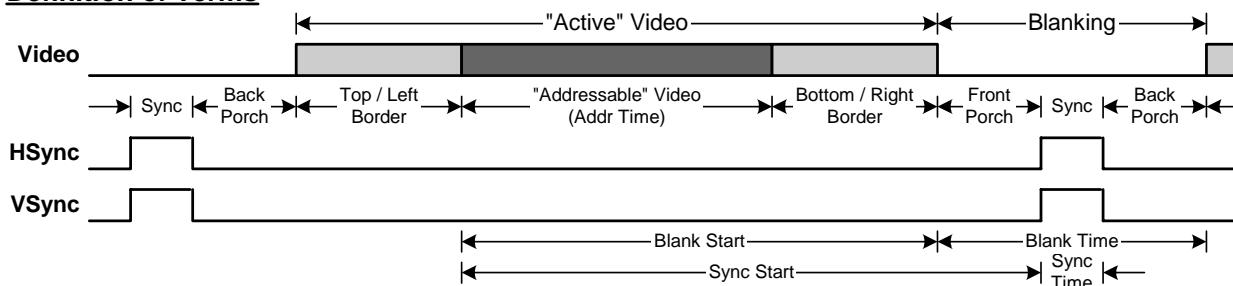
## VESA MONITOR TIMING STANDARD

Proposed: 10/31/94  
 Adopted: 3/1/96  
 Resolution: 1152 x 864 at 75 Hz (non-interlaced)  
 EDID ID: 071h, 04Fh  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



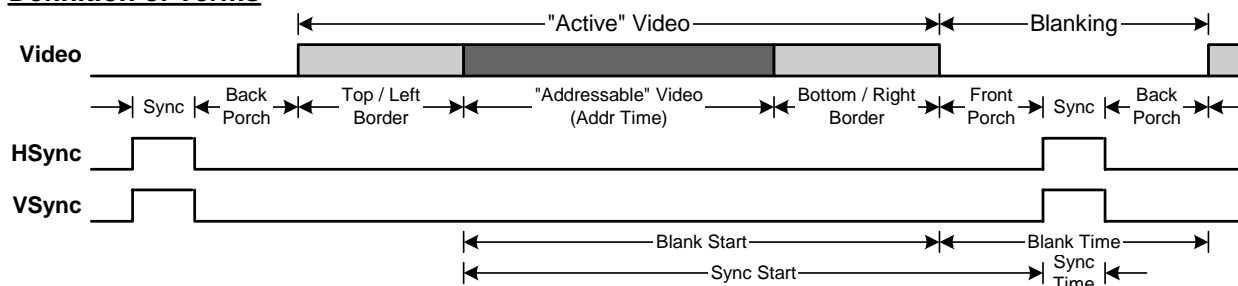
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1280 x 768 at 60 Hz (non-interlaced) **REDUCED BLANKING**  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Reduced Blanking

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 0.98M9-R (1280x768 Reduced Blanking);</b>				
Hor Pixels	= <b>1280;</b>	// Pixels			
Ver Pixels	= <b>768;</b>	// Lines			
Hor Frequency	= 47.396;	// KHz	=	21.1 usec	/ line
Ver Frequency	= 59.995;	// Hz	=	16.7 msec	/ frame
Pixel Clock	= <b>68.250;</b>	// MHz	=	14.7 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	=	117.2 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	=	1.1 %	
Hor Sync Polarity	= <b>POSITIVE;</b>	// HBlank	=	11.1% of HTotal	
Ver Sync Polarity	= <b>NEGATIVE</b>	// VBlank	=	2.8% of VTotal	
Hor Total Time	= 21.099;	// (usec)	=	180 chars =	1440 Pixels
Hor Addr Time	= 18.755;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Start	= 18.755;	// (usec)	=	160 chars =	1280 Pixels
Hor Blank Time	= 2.344;	// (usec)	=	20 chars =	160 Pixels
Hor Sync Start	= 19.458;	// (usec)	=	166 chars =	1328 Pixels
// H Right Border	= 0.000;	// (usec)	=	<b>0</b> chars =	0 Pixels
// H Front Porch	= 0.703;	// (usec)	=	<b>6</b> chars =	48 Pixels
Hor Sync Time	= 0.469;	// (usec)	=	<b>4</b> chars =	32 Pixels
// H Back Porch	= 1.172;	// (usec)	=	<b>10</b> chars =	80 Pixels
// H Left Border	= 0.000;	// (usec)	=	<b>0</b> chars =	0 Pixels
Ver Total Time	= 16.668;	// (msec)	=	790 lines	HT – (1.06xHA)
Ver Addr Time	= 16.204;	// (msec)	=	768 lines	= 1.22
Ver Blank Start	= 16.204;	// (msec)	=	768 lines	
Ver Blank Time	= 0.464;	// (msec)	=	22 lines	
Ver Sync Start	= 16.267;	// (msec)	=	771 lines	
// V Bottom Border	= 0.000;	// (msec)	=	<b>0</b> lines	
// V Front Porch	= 0.063;	// (msec)	=	<b>3</b> lines	
Ver Sync Time	= 0.148;	// (msec)	=	<b>7</b> lines	
// V Back Porch	= 0.253;	// (msec)	=	<b>12</b> lines	
// V Top Border	= 0.000;	// (msec)	=	<b>0</b> lines	

### Definition of Terms



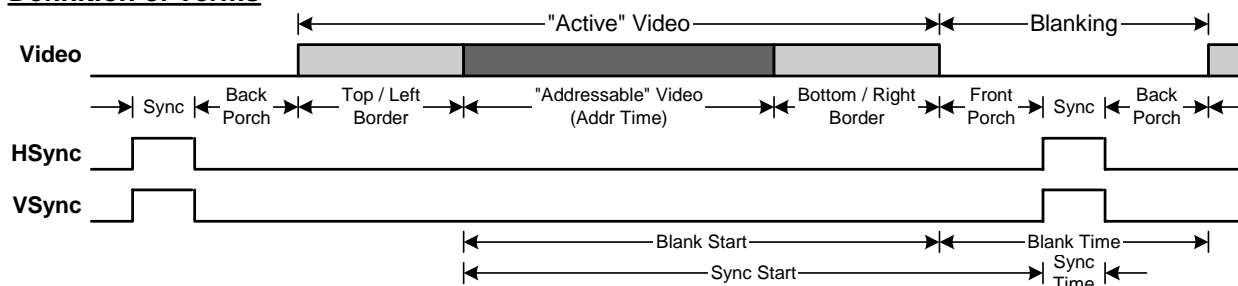
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1280 x 768 at 60 Hz (non-interlaced)  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 0.98M9 @ 60Hz (1280x768);</b>				
Hor Pixels	<b>= 1280;</b>	// Pixels			
Ver Pixels	<b>= 768;</b>	// Lines			
Hor Frequency	<b>= 47.776;</b>	// KHz	<b>= 20.9 usec</b>	/ line	
Ver Frequency	<b>= 59.870;</b>	// Hz	<b>= 16.7 msec</b>	/ frame	
Pixel Clock	<b>= 79.500;</b>	// MHz	<b>= 12.6 nsec</b>	± 0.5%	
Character Width	<b>= 8;</b>	// Pixels	<b>= 100.6 nsec</b>		
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 3.8 %</b>		
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 23.1% of HTotal</b>		
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 3.8% of VTotal</b>		
Hor Total Time	<b>= 20.931;</b>	// (usec)	<b>= 208 chars</b>	<b>= 1664 Pixels</b>	
Hor Addr Time	<b>= 16.101;</b>	// (usec)	<b>= 160 chars</b>	<b>= 1280 Pixels</b>	
Hor Blank Start	<b>= 16.101;</b>	// (usec)	<b>= 160 chars</b>	<b>= 1280 Pixels</b>	
Hor Blank Time	<b>= 4.830;</b>	// (usec)	<b>= 48 chars</b>	<b>= 384 Pixels</b>	
Hor Sync Start	<b>= 16.906;</b>	// (usec)	<b>= 168 chars</b>	<b>= 1344 Pixels</b>	
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
// H Front Porch	<b>= 0.805;</b>	// (usec)	<b>= 8 chars</b>	<b>= 64 Pixels</b>	
Hor Sync Time	<b>= 1.610;</b>	// (usec)	<b>= 16 chars</b>	<b>= 128 Pixels</b>	
// H Back Porch	<b>= 2.415;</b>	// (usec)	<b>= 24 chars</b>	<b>= 192 Pixels</b>	
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
Ver Total Time	<b>= 16.703;</b>	// (msec)	<b>= 798 lines</b>	<b>HT – (1.06xHA)</b>	
Ver Addr Time	<b>= 16.075;</b>	// (msec)	<b>= 768 lines</b>	<b>= 3.86</b>	
Ver Blank Start	<b>= 16.075;</b>	// (msec)	<b>= 768 lines</b>		
Ver Blank Time	<b>= 0.628;</b>	// (msec)	<b>= 30 lines</b>		
Ver Sync Start	<b>= 16.138;</b>	// (msec)	<b>= 771 lines</b>		
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		
// V Front Porch	<b>= 0.063;</b>	// (msec)	<b>= 3 lines</b>		
Ver Sync Time	<b>= 0.147;</b>	// (msec)	<b>= 7 lines</b>		
// V Back Porch	<b>= 0.419;</b>	// (msec)	<b>= 20 lines</b>		
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		

### Definition of Terms



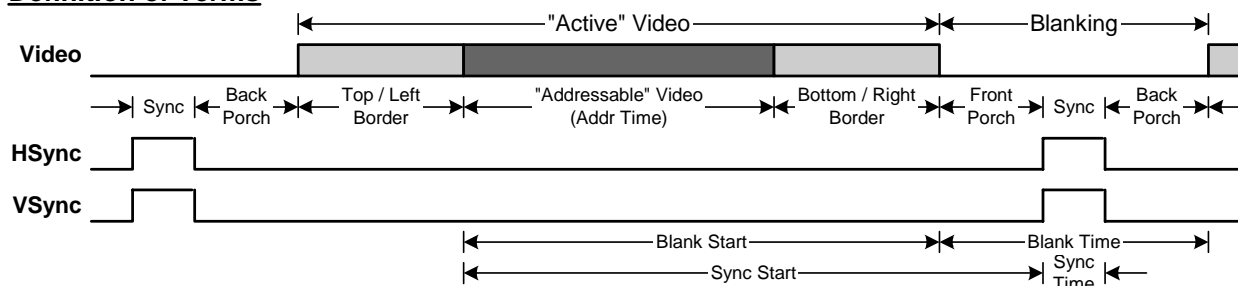
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1280 x 768 at 75 Hz (non-interlaced)  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 0.98M9 @ 75Hz (1280x768);</b>				
Hor Pixels	<b>= 1280;</b>	// Pixels			
Ver Pixels	<b>= 768;</b>	// Lines			
Hor Frequency	<b>= 60.289;</b>	// KHz	<b>= 16.6 usec</b>	/ line	
Ver Frequency	<b>= 74.893;</b>	// Hz	<b>= 13.4 msec</b>	/ frame	
Pixel Clock	<b>= 102.250;</b>	// MHz	<b>= 9.8 nsec</b>	± 0.5%	
Character Width	<b>= 8;</b>	// Pixels	<b>= 78.2 nsec</b>		
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 3.8 %</b>		
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 24.5% of HTotal</b>		
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 4.6% of VTotal</b>		
Hor Total Time	<b>= 16.587;</b>	// (usec)	<b>= 212 chars</b>	<b>= 1696 Pixels</b>	
Hor Addr Time	<b>= 12.518;</b>	// (usec)	<b>= 160 chars</b>	<b>= 1280 Pixels</b>	
Hor Blank Start	<b>= 12.518;</b>	// (usec)	<b>= 160 chars</b>	<b>= 1280 Pixels</b>	
Hor Blank Time	<b>= 4.068;</b>	// (usec)	<b>= 52 chars</b>	<b>= 416 Pixels</b>	
Hor Sync Start	<b>= 13.301;</b>	// (usec)	<b>= 170 chars</b>	<b>= 1360 Pixels</b>	
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
// H Front Porch	<b>= 0.782;</b>	// (usec)	<b>= 10 chars</b>	<b>= 80 Pixels</b>	
Hor Sync Time	<b>= 1.252;</b>	// (usec)	<b>= 16 chars</b>	<b>= 128 Pixels</b>	
// H Back Porch	<b>= 2.034;</b>	// (usec)	<b>= 26 chars</b>	<b>= 208 Pixels</b>	
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
Ver Total Time	<b>= 13.352;</b>	// (msec)	<b>= 805 lines</b>	<b>HT – (1.06xHA)</b>	
Ver Addr Time	<b>= 12.739;</b>	// (msec)	<b>= 768 lines</b>	<b>= 3.32</b>	
Ver Blank Start	<b>= 12.739;</b>	// (msec)	<b>= 768 lines</b>		
Ver Blank Time	<b>= 0.614;</b>	// (msec)	<b>= 37 lines</b>		
Ver Sync Start	<b>= 12.788;</b>	// (msec)	<b>= 771 lines</b>		
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		
// V Front Porch	<b>= 0.050;</b>	// (msec)	<b>= 3 lines</b>		
Ver Sync Time	<b>= 0.116;</b>	// (msec)	<b>= 7 lines</b>		
// V Back Porch	<b>= 0.448;</b>	// (msec)	<b>= 27 lines</b>		
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		

### Definition of Terms



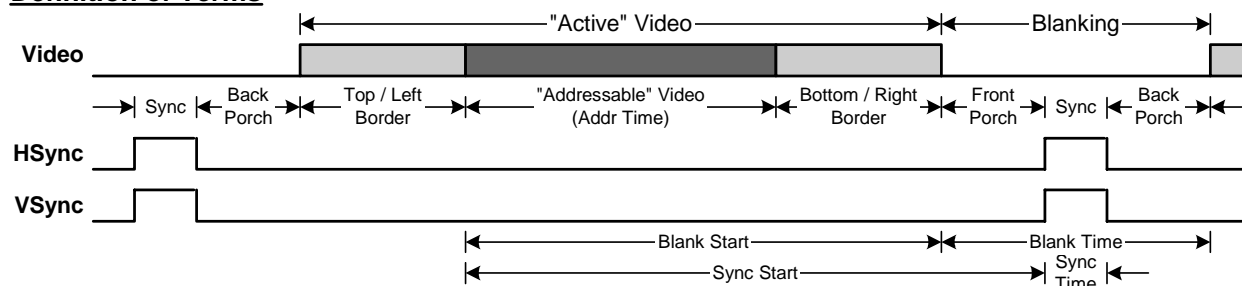
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1280 x 768 at 85 Hz (non-interlaced)  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 0.98M9 @ 85Hz (1280x768);</b>			
Hor Pixels	<b>= 1280;</b>	// Pixels		
Ver Pixels	<b>= 768;</b>	// Lines		
Hor Frequency	<b>= 68.633;</b>	// KHz	<b>= 14.6 usec</b>	/ line
Ver Frequency	<b>= 84.837;</b>	// Hz	<b>= 11.8 msec</b>	/ frame
Pixel Clock	<b>= 117.500;</b>	// MHz	<b>= 8.5 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 68.1 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>		// H Phase	<b>= 4.0 %</b>
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 25.2% of HTotal</b>	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 5.1% of VTotal</b>	
Hor Total Time	<b>= 14.570;</b>	// (usec)	<b>= 214 chars</b>	<b>= 1712 Pixels</b>
Hor Addr Time	<b>= 10.894;</b>	// (usec)	<b>= 160 chars</b>	<b>= 1280 Pixels</b>
Hor Blank Start	<b>= 10.894;</b>	// (usec)	<b>= 160 chars</b>	<b>= 1280 Pixels</b>
Hor Blank Time	<b>= 3.677;</b>	// (usec)	<b>= 54 chars</b>	<b>= 432 Pixels</b>
Hor Sync Start	<b>= 11.574;</b>	// (usec)	<b>= 170 chars</b>	<b>= 1360 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.681;</b>	// (usec)	<b>= 10 chars</b>	<b>= 80 Pixels</b>
Hor Sync Time	<b>= 1.157;</b>	// (usec)	<b>= 17 chars</b>	<b>= 136 Pixels</b>
// H Back Porch	<b>= 1.838;</b>	// (usec)	<b>= 27 chars</b>	<b>= 216 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 11.787;</b>	// (msec)	<b>= 809 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 11.190;</b>	// (msec)	<b>= 768 lines</b>	<b>= 3.02</b>
Ver Blank Start	<b>= 11.190;</b>	// (msec)	<b>= 768 lines</b>	
Ver Blank Time	<b>= 0.597;</b>	// (msec)	<b>= 41 lines</b>	
Ver Sync Start	<b>= 11.234;</b>	// (msec)	<b>= 771 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.044;</b>	// (msec)	<b>= 3 lines</b>	
Ver Sync Time	<b>= 0.102;</b>	// (msec)	<b>= 7 lines</b>	
// V Back Porch	<b>= 0.452;</b>	// (msec)	<b>= 31 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms



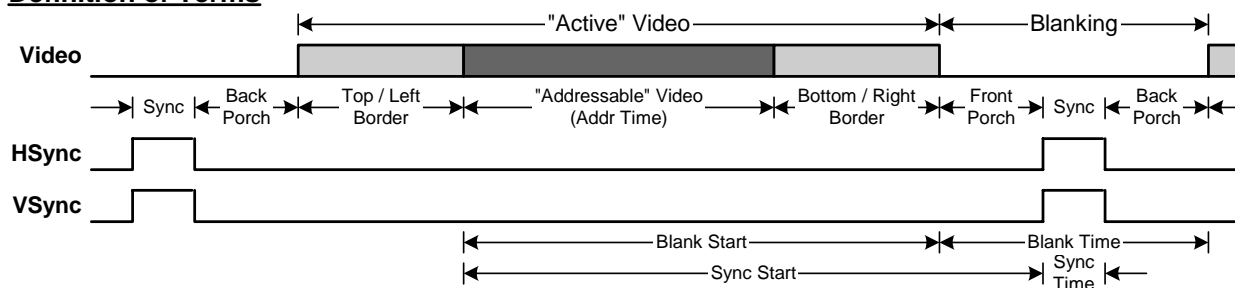
## VESA MONITOR TIMING STANDARD

Proposed: 10/31/94  
 Adopted: 3/1/96  
 Resolution: 1280 x 960 at 60 Hz (non-interlaced)  
 EDID ID: 081h, 040h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



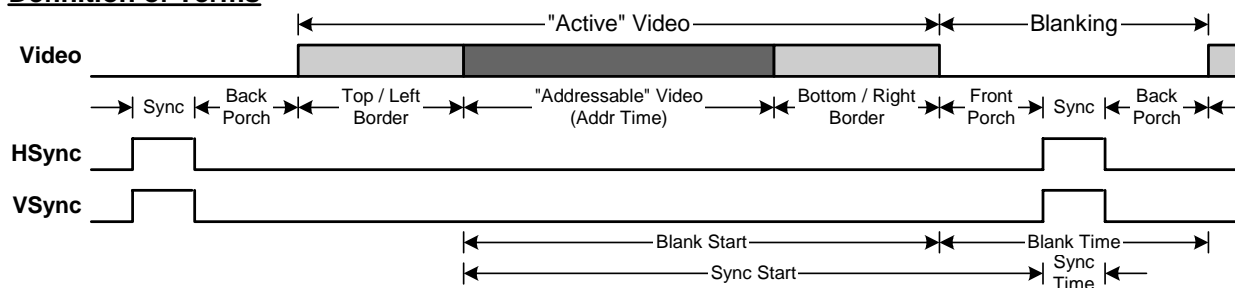
## VESA MONITOR TIMING STANDARD

Proposed: 10/10/95  
 Adopted: 3/1/96  
 Resolution: 1280 x 960 at 85 Hz (non-interlaced)  
 EDID ID: 081h, 059h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



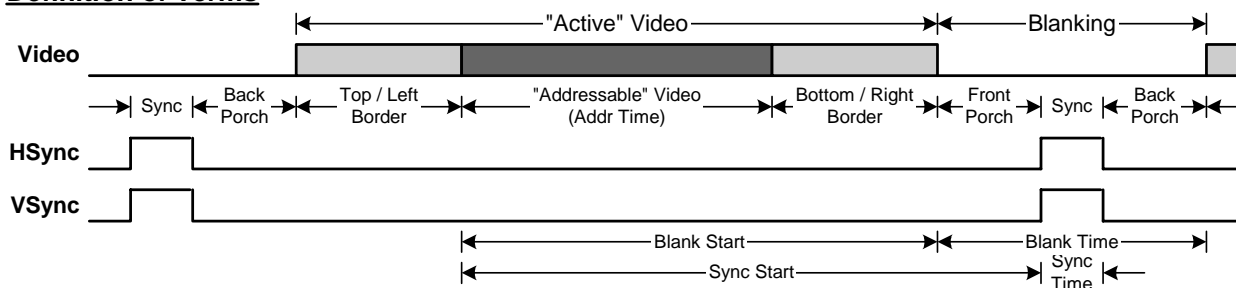
## VESA MONITOR TIMING STANDARD

Adopted: 12/18/96  
 Resolution: 1280 x 1024 at 60 Hz (non-interlaced)  
 EDID ID: 081h, 080h  
 BIOS Modes: 106h, 107h, 119h, 11Ah, & 11Bh (4, 8, 15, 16, & 24 bpp)  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms





## VESA MONITOR TIMING STANDARD

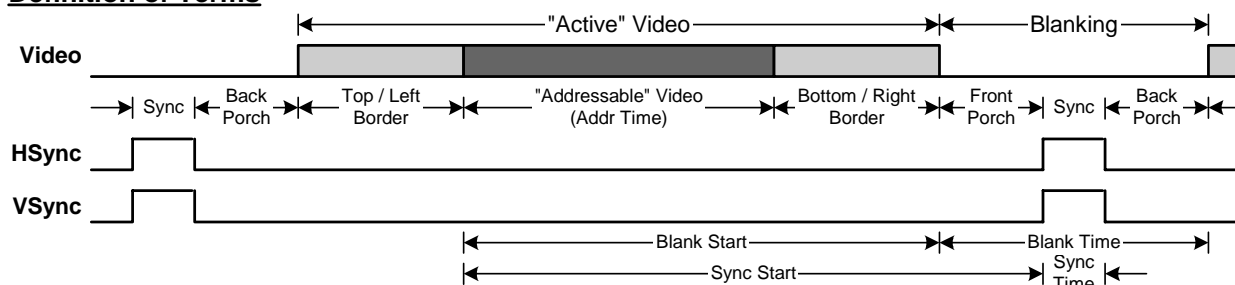
Adopted: 10/4/93  
Resolution: 1280 x 1024 at 75 Hz (non-interlaced)  
EDID ID: 081h, 08Fh  
BIOS Modes: 106h, 107h, 119h, 11Ah, & 11Bh (4, 8, 15, 16, & 24 bpp)  
Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

The above 1280x1024 timing is intended to come as close as possible to 75.000 Hz refresh within the constraints of an integer pixel clock and 8-pixel characters. This timing is already very close to the ideal rate with the integer clock; achieving exactly 75.000 Hz with the same parameters requires a 134.956 MHz pixel clock.

### Definition of Terms



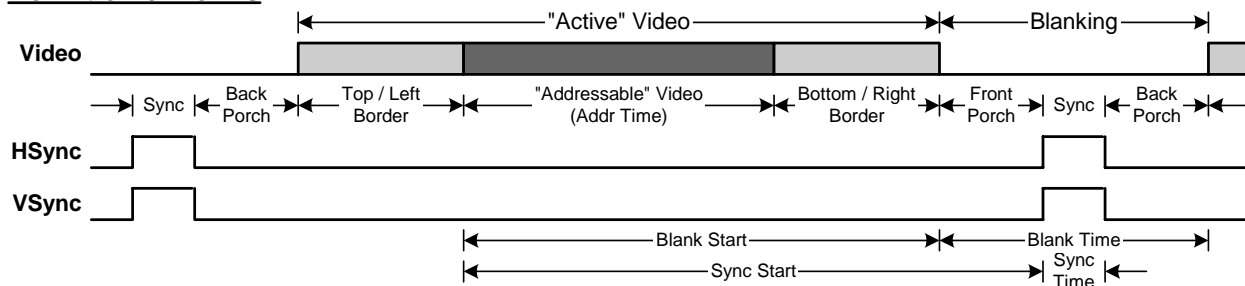
## VESA MONITOR TIMING STANDARD

Proposed: 10/10/95  
 Adopted: 3/1/96  
 Resolution: 1280 x 1024 at 85 Hz (non-interlaced)  
 EDID ID: 081h, 099h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



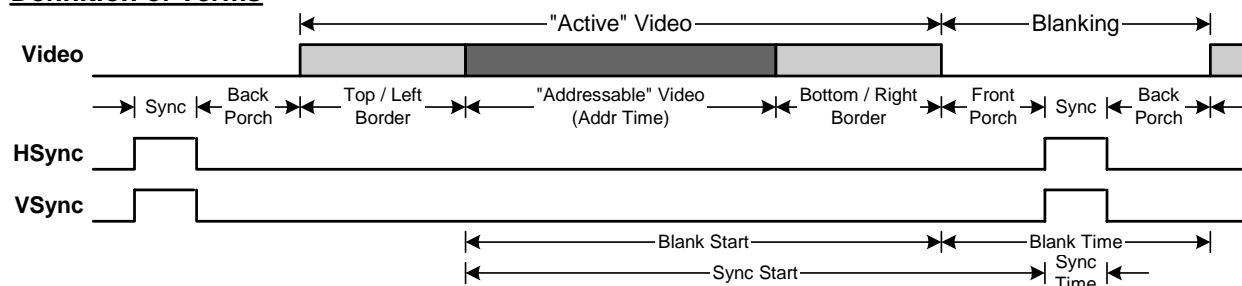
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1360 x 768 at 60 Hz (non-interlaced)  
 EDID ID: 8Bh, C0h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	= <b>1360x768 @ 60Hz;</b>			
Hor Pixels	= <b>1360;</b>	// Pixels		
Ver Pixels	= <b>768;</b>	// Lines		
Hor Frequency	= 47.712;	// KHz	= 21.0 usec	/ line
Ver Frequency	= 60.015;	// Hz	= 16.7 msec	/ frame
Pixel Clock	= <b>85.500;</b>	// MHz	= 11.7 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	= 93.6 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	= 5.4 %	
Hor Sync Polarity	= <b>POSITIVE;</b>	// HBlank	= 24.1% of HTotal	
Ver Sync Polarity	= <b>POSITIVE;</b>	// VBlank	= 3.4% of VTotal	
Hor Total Time	= 20.959;	// (usec)	= 224 chars	= 1792 Pixels
Hor Addr Time	= 15.906;	// (usec)	= 170 chars	= 1360 Pixels
Hor Blank Start	= 15.906;	// (usec)	= 170 chars	= 1360 Pixels
Hor Blank Time	= 5.053;	// (usec)	= 54 chars	= 432 Pixels
Hor Sync Start	= 16.655;	// (usec)	= 178 chars	= 1424 Pixels
// H Right Border	= 0.000;	// (usec)	= <b>0</b> chars	= 0 Pixels
// H Front Porch	= 0.749;	// (usec)	= <b>8</b> chars	= 64 Pixels
Hor Sync Time	= 1.310;	// (usec)	= <b>14</b> chars	= 112 Pixels
// H Back Porch	= 2.994;	// (usec)	= <b>32</b> chars	= 256 Pixels
// H Left Border	= 0.000;	// (usec)	= <b>0</b> chars	= 0 Pixels
Ver Total Time	= 16.662;	// (msec)	= 795 lines	HT – (1.06xHA)
Ver Addr Time	= 16.097;	// (msec)	= 768 lines	= 4.1
Ver Blank Start	= 16.097;	// (msec)	= 768 lines	
Ver Blank Time	= 0.566;	// (msec)	= 27 lines	
Ver Sync Start	= 16.159;	// (msec)	= 771 lines	
// V Bottom Border	= 0.000;	// (msec)	= <b>0</b> lines	
// V Front Porch	= 0.063;	// (msec)	= <b>3</b> lines	
Ver Sync Time	= 0.126;	// (msec)	= <b>6</b> lines	
// V Back Porch	= 0.377;	// (msec)	= <b>18</b> lines	
// V Top Border	= 0.000;	// (msec)	= <b>0</b> lines	

### Definition of Terms



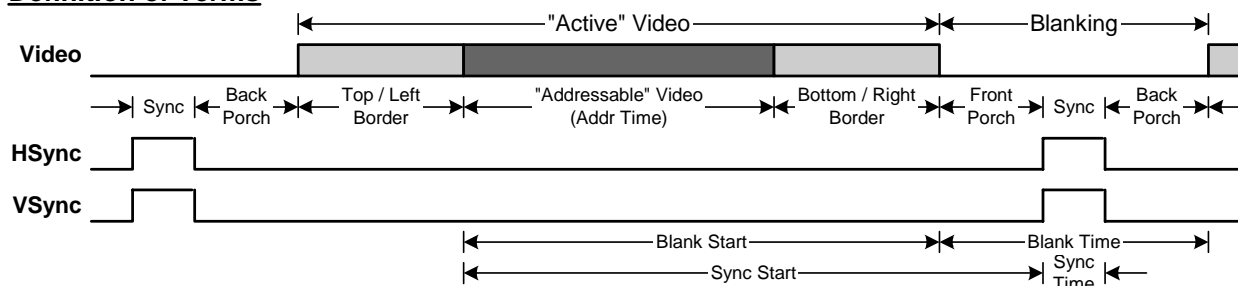
## VESA MONITOR TIMING STANDARD

Proposed: 5/13/03  
 Adopted: 8/21/03  
 Resolution: 1400 x 1050 at 60 Hz (non-interlaced) **REDUCED BLANKING**  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Reduced Blanking

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.47M3-R (1400x1050 Reduced Blanking);</b>				
Hor Pixels	= <b>1400;</b>	// Pixels			
Ver Pixels	= <b>1050;</b>	// Lines			
Hor Frequency	= 64.744;	// KHz	= 15.4 usec	/ line	
Ver Frequency	= 59.948;	// Hz	= 16.7 msec	/ frame	
Pixel Clock	= <b>101.000;</b>	// MHz	= 9.9 nsec	± 0.5%	
Character Width	= <b>8;</b>	// Pixels	= 79.2 nsec		
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	= 1.0 %		
Hor Sync Polarity	= <b>POSITIVE;</b>	// HBlank	= 10.3% of HTotal		
Ver Sync Polarity	= <b>NEGATIVE</b>	// VBlank	= 2.8% of VTotal		
Hor Total Time	= 15.446;	// (usec)	= 195 chars	= 1560 Pixels	
Hor Addr Time	= 13.861;	// (usec)	= 175 chars	= 1400 Pixels	
Hor Blank Start	= 13.861;	// (usec)	= 175 chars	= 1400 Pixels	
Hor Blank Time	= 1.584;	// (usec)	= 20 chars	= 160 Pixels	
Hor Sync Start	= 14.337;	// (usec)	= 181 chars	= 1448 Pixels	
// H Right Border	= 0.000;	// (usec)	= 0 chars	= 0 Pixels	
// H Front Porch	= 0.475;	// (usec)	= 6 chars	= 48 Pixels	
Hor Sync Time	= 0.317;	// (usec)	= 4 chars	= 32 Pixels	
// H Back Porch	= 0.792;	// (usec)	= 10 chars	= 80 Pixels	
// H Left Border	= 0.000;	// (usec)	= 0 chars	= 0 Pixels	
Ver Total Time	= 16.681;	// (msec)	= 1080 lines	HT – (1.06xHA)	
Ver Addr Time	= 16.218;	// (msec)	= 1050 lines	= 0.75	
Ver Blank Start	= 16.218;	// (msec)	= 1050 lines		
Ver Blank Time	= 0.463;	// (msec)	= 30 lines		
Ver Sync Start	= 16.264;	// (msec)	= 1053 lines		
// V Bottom Border	= 0.000;	// (msec)	= 0 lines		
// V Front Porch	= 0.046;	// (msec)	= 3 lines		
Ver Sync Time	= 0.062;	// (msec)	= 4 lines		
// V Back Porch	= 0.355;	// (msec)	= 23 lines		
// V Top Border	= 0.000;	// (msec)	= 0 lines		

### Definition of Terms



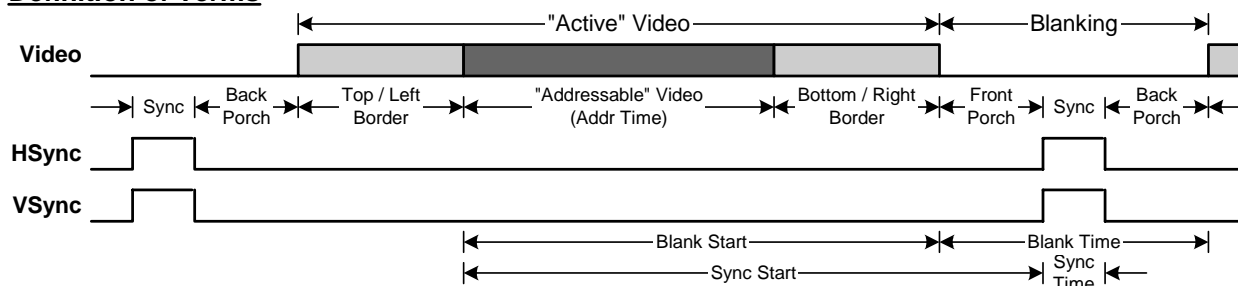
## VESA MONITOR TIMING STANDARD

Proposed: 5/13/03  
 Adopted: 8/21/03  
 Resolution: 1400 x 1050 at 60 Hz (non-interlaced)  
 EDID ID: 90h, 40h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	= <b>1.47M3 @ 60Hz (1400x1050);</b>			
Hor Pixels	= <b>1400;</b>	// Pixels		
Ver Pixels	= <b>1050;</b>	// Lines		
Hor Frequency	= 65.317;	// KHz	= 15.3 usec	/ line
Ver Frequency	= 59.978;	// Hz	= 16.7 msec	/ frame
Pixel Clock	= <b>121.750;</b>	// MHz	= 8.2 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	= 65.7 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	= 3.9 %	
Hor Sync Polarity	= <b>NEGATIVE</b>	// HBlank	= 24.9% of HTotal	
Ver Sync Polarity	= <b>POSITIVE;</b>	// VBlank	= 3.6% of VTotal	
Hor Total Time	= 15.310;	// (usec)	= 233 chars	= 1864 Pixels
Hor Addr Time	= 11.499;	// (usec)	= 175 chars	= 1400 Pixels
Hor Blank Start	= 11.499;	// (usec)	= 175 chars	= 1400 Pixels
Hor Blank Time	= 3.811;	// (usec)	= 58 chars	= 464 Pixels
Hor Sync Start	= 12.222;	// (usec)	= 186 chars	= 1488 Pixels
// H Right Border	= 0.000;	// (usec)	= <b>0</b> chars	= 0 Pixels
// H Front Porch	= 0.723;	// (usec)	= <b>11</b> chars	= 88 Pixels
Hor Sync Time	= 1.183;	// (usec)	= <b>18</b> chars	= 144 Pixels
// H Back Porch	= 1.906;	// (usec)	= <b>29</b> chars	= 232 Pixels
// H Left Border	= 0.000;	// (usec)	= <b>0</b> chars	= 0 Pixels
Ver Total Time	= 16.673;	// (msec)	= 1089 lines	HT – (1.06xHA)
Ver Addr Time	= 16.076;	// (msec)	= 1050 lines	= 3.12
Ver Blank Start	= 16.076;	// (msec)	= 1050 lines	
Ver Blank Time	= 0.597;	// (msec)	= 39 lines	
Ver Sync Start	= 16.121;	// (msec)	= 1053 lines	
// V Bottom Border	= 0.000;	// (msec)	= <b>0</b> lines	
// V Front Porch	= 0.046;	// (msec)	= <b>3</b> lines	
Ver Sync Time	= 0.061;	// (msec)	= <b>4</b> lines	
// V Back Porch	= 0.490;	// (msec)	= <b>32</b> lines	
// V Top Border	= 0.000;	// (msec)	= <b>0</b> lines	

### Definition of Terms



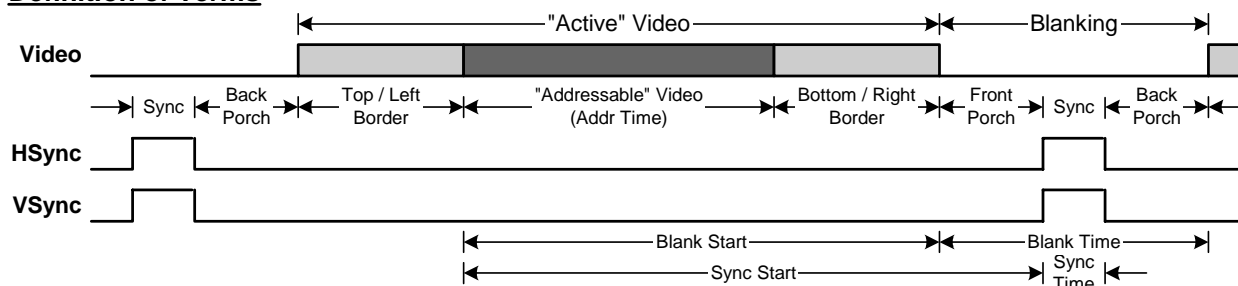
## VESA MONITOR TIMING STANDARD

Proposed: 5/13/03  
 Adopted: 8/21/03  
 Resolution: 1400x1050 at 75 Hz (non-interlaced)  
 EDID ID: 90h, 4Fh  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.47M3 @ 75Hz (1400x1050);</b>			
Hor Pixels	<b>= 1400;</b>	// Pixels		
Ver Pixels	<b>= 1050;</b>	// Lines		
Hor Frequency	<b>= 82.278;</b>	// KHz	<b>= 12.2 usec</b>	/ line
Ver Frequency	<b>= 74.867;</b>	// Hz	<b>= 13.4 msec</b>	/ frame
Pixel Clock	<b>= 156.000;</b>	// MHz	<b>= 6.4 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 51.3 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 3.8 %</b>	
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 26.2% of HTotal</b>	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 4.5% of VTotal</b>	
Hor Total Time	<b>= 12.154;</b>	// (usec)	<b>= 237 chars</b>	<b>= 1896 Pixels</b>
Hor Addr Time	<b>= 8.974;</b>	// (usec)	<b>= 175 chars</b>	<b>= 1400 Pixels</b>
Hor Blank Start	<b>= 8.974;</b>	// (usec)	<b>= 175 chars</b>	<b>= 1400 Pixels</b>
Hor Blank Time	<b>= 3.179;</b>	// (usec)	<b>= 62 chars</b>	<b>= 496 Pixels</b>
Hor Sync Start	<b>= 9.641;</b>	// (usec)	<b>= 188 chars</b>	<b>= 1504 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.667;</b>	// (usec)	<b>= 13 chars</b>	<b>= 104 Pixels</b>
Hor Sync Time	<b>= 0.923;</b>	// (usec)	<b>= 18 chars</b>	<b>= 144 Pixels</b>
// H Back Porch	<b>= 1.590;</b>	// (usec)	<b>= 31 chars</b>	<b>= 248 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 13.357;</b>	// (msec)	<b>= 1099 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 12.762;</b>	// (msec)	<b>= 1050 lines</b>	<b>= 2.64</b>
Ver Blank Start	<b>= 12.762;</b>	// (msec)	<b>= 1050 lines</b>	
Ver Blank Time	<b>= 0.596;</b>	// (msec)	<b>= 49 lines</b>	
Ver Sync Start	<b>= 12.798;</b>	// (msec)	<b>= 1053 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.036;</b>	// (msec)	<b>= 3 lines</b>	
Ver Sync Time	<b>= 0.049;</b>	// (msec)	<b>= 4 lines</b>	
// V Back Porch	<b>= 0.510;</b>	// (msec)	<b>= 42 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms



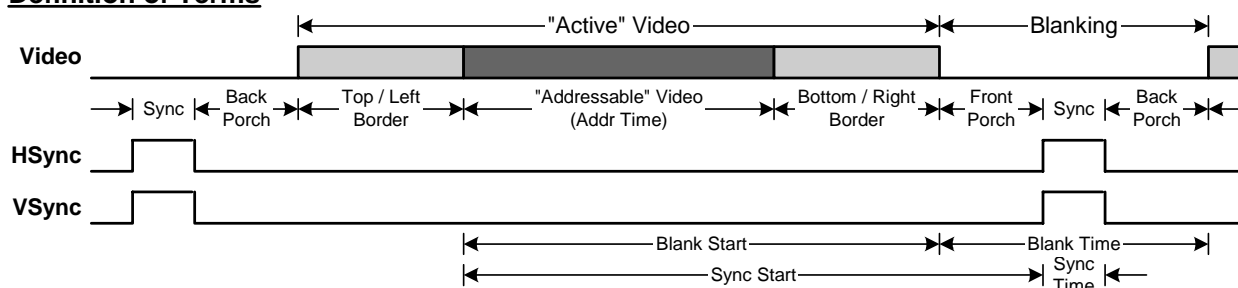
## VESA MONITOR TIMING STANDARD

Proposed: 5/13/03  
 Adopted: 8/21/03  
 Resolution: 1400 x 1050 at 85 Hz (non-interlaced)  
 EDID ID: 90h, 59h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.47M3 @ 85Hz (1400x1050);</b>				
Hor Pixels	<b>= 1400;</b>	// Pixels			
Ver Pixels	<b>= 1050;</b>	// Lines			
Hor Frequency	= 93.881;	// KHz	=	10.7 usec	/ line
Ver Frequency	= 84.960;	// Hz	=	11.8 msec	/ frame
Pixel Clock	<b>= 179.500;</b>	// MHz	=	5.6 nsec	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	=	44.6 nsec	
Scan Type	<b>= NONINTERLACED;</b>		// H Phase	=	4.0 %
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	=	26.8% of HTotal	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	=	5.0% of VTotal	
Hor Total Time	= 10.652;	// (usec)	=	239 chars	= 1912 Pixels
Hor Addr Time	= 7.799;	// (usec)	=	175 chars	= 1400 Pixels
Hor Blank Start	= 7.799;	// (usec)	=	175 chars	= 1400 Pixels
Hor Blank Time	= 2.852;	// (usec)	=	64 chars	= 512 Pixels
Hor Sync Start	= 8.379;	// (usec)	=	188 chars	= 1504 Pixels
// H Right Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
// H Front Porch	= 0.579;	// (usec)	=	13 chars	= 104 Pixels
Hor Sync Time	= 0.847;	// (usec)	=	19 chars	= 152 Pixels
// H Back Porch	= 1.426;	// (usec)	=	32 chars	= 256 Pixels
// H Left Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
Ver Total Time	= 11.770;	// (msec)	=	1105 lines	HT – (1.06xHA)
Ver Addr Time	= 11.184;	// (msec)	=	1050 lines	= 2.38
Ver Blank Start	= 11.184;	// (msec)	=	1050 lines	
Ver Blank Time	= 0.586;	// (msec)	=	55 lines	
Ver Sync Start	= 11.216;	// (msec)	=	1053 lines	
// V Bottom Border	= 0.000;	// (msec)	=	0 lines	
// V Front Porch	= 0.032;	// (msec)	=	3 lines	
Ver Sync Time	= 0.043;	// (msec)	=	4 lines	
// V Back Porch	= 0.511;	// (msec)	=	48 lines	
// V Top Border	= 0.000;	// (msec)	=	0 lines	

### Definition of Terms



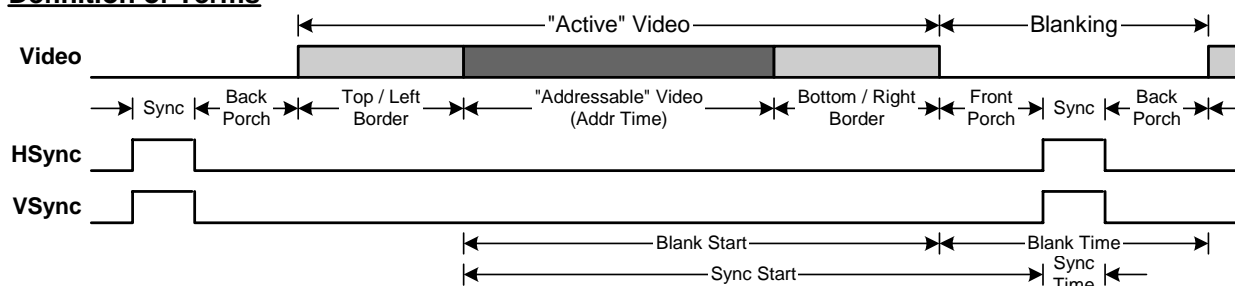
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1440 x 900 at 60 Hz (non-interlaced) **REDUCED BLANKING**  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Reduced Blanking

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.30MA-R (1440x900 Reduced Blanking);</b>			
Hor Pixels	<b>= 1440;</b>	// Pixels		
Ver Pixels	<b>= 900;</b>	// Lines		
Hor Frequency	<b>= 55.469;</b>	// KHz	<b>= 18.0 usec</b>	/ line
Ver Frequency	<b>= 59.901;</b>	// Hz	<b>= 16.7 msec</b>	/ frame
Pixel Clock	<b>= 88.750;</b>	// MHz	<b>= 11.3 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 90.1 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 1.0 %</b>	
Hor Sync Polarity	<b>= POSITIVE;</b>	// HBlank	<b>= 10.0% of HTotal</b>	
Ver Sync Polarity	<b>= NEGATIVE</b>	// VBlank	<b>= 2.8% of VTotal</b>	
Hor Total Time	<b>= 18.028;</b>	// (usec)	<b>= 200 chars</b>	<b>= 1600 Pixels</b>
Hor Addr Time	<b>= 16.225;</b>	// (usec)	<b>= 180 chars</b>	<b>= 1440 Pixels</b>
Hor Blank Start	<b>= 16.225;</b>	// (usec)	<b>= 180 chars</b>	<b>= 1440 Pixels</b>
Hor Blank Time	<b>= 1.803;</b>	// (usec)	<b>= 20 chars</b>	<b>= 160 Pixels</b>
Hor Sync Start	<b>= 16.766;</b>	// (usec)	<b>= 186 chars</b>	<b>= 1488 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.541;</b>	// (usec)	<b>= 6 chars</b>	<b>= 48 Pixels</b>
Hor Sync Time	<b>= 0.361;</b>	// (usec)	<b>= 4 chars</b>	<b>= 32 Pixels</b>
// H Back Porch	<b>= 0.901;</b>	// (usec)	<b>= 10 chars</b>	<b>= 80 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 16.694;</b>	// (msec)	<b>= 926 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 16.225;</b>	// (msec)	<b>= 900 lines</b>	<b>= 0.83</b>
Ver Blank Start	<b>= 16.225;</b>	// (msec)	<b>= 900 lines</b>	
Ver Blank Time	<b>= 0.469;</b>	// (msec)	<b>= 26 lines</b>	
Ver Sync Start	<b>= 16.279;</b>	// (msec)	<b>= 903 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.054;</b>	// (msec)	<b>= 3 lines</b>	
Ver Sync Time	<b>= 0.108;</b>	// (msec)	<b>= 6 lines</b>	
// V Back Porch	<b>= 0.306;</b>	// (msec)	<b>= 17 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms





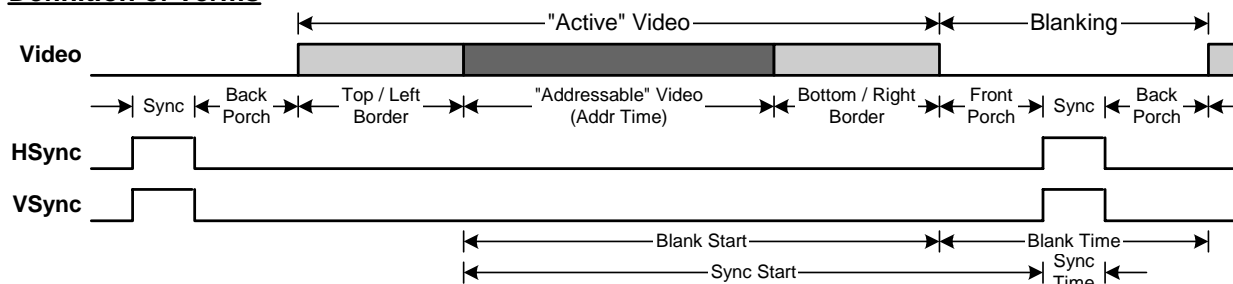
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1440 x 900 at 60 Hz (non-interlaced)  
 EDID ID: 95h, 00h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	= <b>1.30MA @ 60Hz (1440x900);</b>				
Hor Pixels	= <b>1440;</b>	// Pixels			
Ver Pixels	= <b>900;</b>	// Lines			
Hor Frequency	= 55.935;	// KHz	=	17.9 usec	/ line
Ver Frequency	= 59.887;	// Hz	=	16.7 msec	/ frame
Pixel Clock	= <b>106.500;</b>	// MHz	=	9.4 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	=	75.1 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	=	4.0 %	
Hor Sync Polarity	= <b>NEGATIVE</b>	// HBlank	=	24.4% of HTotal	
Ver Sync Polarity	= <b>POSITIVE;</b>	// VBlank	=	3.6% of VTotal	
Hor Total Time	= 17.878;	// (usec)	=	238 chars	= 1904 Pixels
Hor Addr Time	= 13.521;	// (usec)	=	180 chars	= 1440 Pixels
Hor Blank Start	= 13.521;	// (usec)	=	180 chars	= 1440 Pixels
Hor Blank Time	= 4.357;	// (usec)	=	58 chars	= 464 Pixels
Hor Sync Start	= 14.272;	// (usec)	=	190 chars	= 1520 Pixels
// H Right Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
// H Front Porch	= 0.751;	// (usec)	=	10 chars	= 80 Pixels
Hor Sync Time	= 1.427;	// (usec)	=	19 chars	= 152 Pixels
// H Back Porch	= 2.178;	// (usec)	=	29 chars	= 232 Pixels
// H Left Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
Ver Total Time	= 16.698;	// (msec)	=	934 lines	HT – (1.06xHA)
Ver Addr Time	= 16.090;	// (msec)	=	900 lines	= 3.55
Ver Blank Start	= 16.090;	// (msec)	=	900 lines	
Ver Blank Time	= 0.608;	// (msec)	=	34 lines	
Ver Sync Start	= 16.144;	// (msec)	=	903 lines	
// V Bottom Border	= 0.000;	// (msec)	=	0 lines	
// V Front Porch	= 0.054;	// (msec)	=	3 lines	
Ver Sync Time	= 0.107;	// (msec)	=	6 lines	
// V Back Porch	= 0.447;	// (msec)	=	25 lines	
// V Top Border	= 0.000;	// (msec)	=	0 lines	

### Definition of Terms



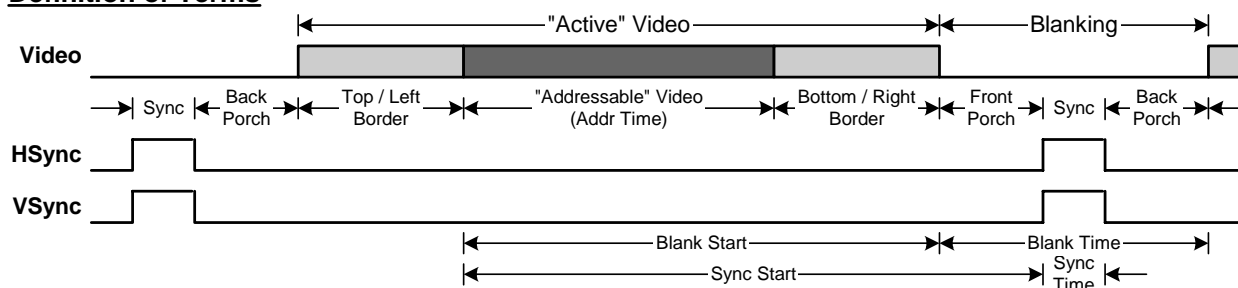
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1440 x 900 at 75 Hz (non-interlaced)  
 EDID ID: 95h, 0Fh  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	= <b>1.30MA @ 75Hz (1440x900);</b>				
Hor Pixels	= <b>1440;</b>	// Pixels			
Ver Pixels	= <b>900;</b>	// Lines			
Hor Frequency	= 70.635;	// KHz	=	14.2 usec	/ line
Ver Frequency	= 74.984;	// Hz	=	13.3 msec	/ frame
Pixel Clock	= <b>136.750;</b>	// MHz	=	7.3 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	=	58.5 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	=	3.9 %	
Hor Sync Polarity	= <b>NEGATIVE</b>	// HBlank	=	25.6% of HTotal	
Ver Sync Polarity	= <b>POSITIVE;</b>	// VBlank	=	4.5% of VTotal	
Hor Total Time	= 14.157;	// (usec)	=	242 chars	= 1936 Pixels
Hor Addr Time	= 10.530;	// (usec)	=	180 chars	= 1440 Pixels
Hor Blank Start	= 10.530;	// (usec)	=	180 chars	= 1440 Pixels
Hor Blank Time	= 3.627;	// (usec)	=	62 chars	= 496 Pixels
Hor Sync Start	= 11.232;	// (usec)	=	192 chars	= 1536 Pixels
// H Right Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
// H Front Porch	= 0.702;	// (usec)	=	12 chars	= 96 Pixels
Hor Sync Time	= 1.112;	// (usec)	=	19 chars	= 152 Pixels
// H Back Porch	= 1.814;	// (usec)	=	31 chars	= 248 Pixels
// H Left Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
Ver Total Time	= 13.336;	// (msec)	=	942 lines	HT – (1.06xHA)
Ver Addr Time	= 12.741;	// (msec)	=	900 lines	= 3
Ver Blank Start	= 12.741;	// (msec)	=	900 lines	
Ver Blank Time	= 0.595;	// (msec)	=	42 lines	
Ver Sync Start	= 12.784;	// (msec)	=	903 lines	
// V Bottom Border	= 0.000;	// (msec)	=	0 lines	
// V Front Porch	= 0.042;	// (msec)	=	3 lines	
Ver Sync Time	= 0.085;	// (msec)	=	6 lines	
// V Back Porch	= 0.467;	// (msec)	=	33 lines	
// V Top Border	= 0.000;	// (msec)	=	0 lines	

### Definition of Terms



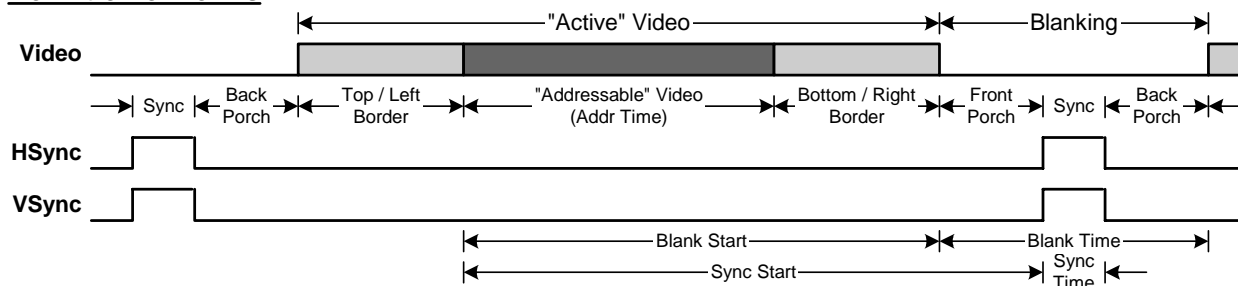
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1440 x 900 at 85 Hz (non-interlaced)  
 EDID ID: 95h, 19h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	= <b>1.30MA @ 85Hz (1440x900);</b>				
Hor Pixels	= <b>1440;</b>	// Pixels			
Ver Pixels	= <b>900;</b>	// Lines			
Hor Frequency	= 80.430;	// KHz	=	12.4 usec	/ line
Ver Frequency	= 84.842;	// Hz	=	11.8 msec	/ frame
Pixel Clock	= <b>157.000;</b>	// MHz	=	6.4 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	=	51.0 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	=	3.9 %	
Hor Sync Polarity	= <b>NEGATIVE</b>	// HBlank	=	26.2% of HTotal	
Ver Sync Polarity	= <b>POSITIVE;</b>	// VBlank	=	5.1% of VTotal	
Hor Total Time	= 12.433;	// (usec)	=	244 chars	= 1952 Pixels
Hor Addr Time	= 9.172;	// (usec)	=	180 chars	= 1440 Pixels
Hor Blank Start	= 9.172;	// (usec)	=	180 chars	= 1440 Pixels
Hor Blank Time	= 3.261;	// (usec)	=	64 chars	= 512 Pixels
Hor Sync Start	= 9.834;	// (usec)	=	193 chars	= 1544 Pixels
// H Right Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
// H Front Porch	= 0.662;	// (usec)	=	13 chars	= 104 Pixels
Hor Sync Time	= 0.968;	// (usec)	=	19 chars	= 152 Pixels
// H Back Porch	= 1.631;	// (usec)	=	32 chars	= 256 Pixels
// H Left Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
Ver Total Time	= 11.787;	// (msec)	=	948 lines	HT – (1.06xHA)
Ver Addr Time	= 11.190;	// (msec)	=	900 lines	= 2.71
Ver Blank Start	= 11.190;	// (msec)	=	900 lines	
Ver Blank Time	= 0.597;	// (msec)	=	48 lines	
Ver Sync Start	= 11.227;	// (msec)	=	903 lines	
// V Bottom Border	= 0.000;	// (msec)	=	0 lines	
// V Front Porch	= 0.037;	// (msec)	=	3 lines	
Ver Sync Time	= 0.075;	// (msec)	=	6 lines	
// V Back Porch	= 0.485;	// (msec)	=	39 lines	
// V Top Border	= 0.000;	// (msec)	=	0 lines	

### Definition of Terms



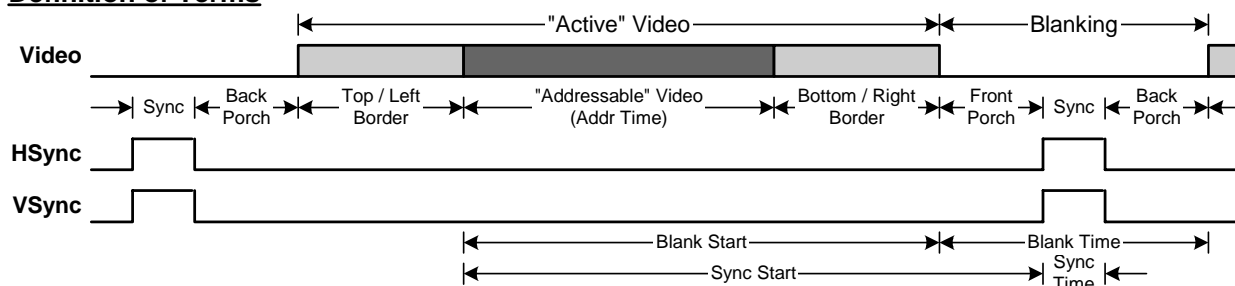
## VESA MONITOR TIMING STANDARD

Adopted: 12/18/96  
 Resolution: 1600 x 1200 at 60 Hz (non-interlaced)  
 EDID ID: 0A9h, 040h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



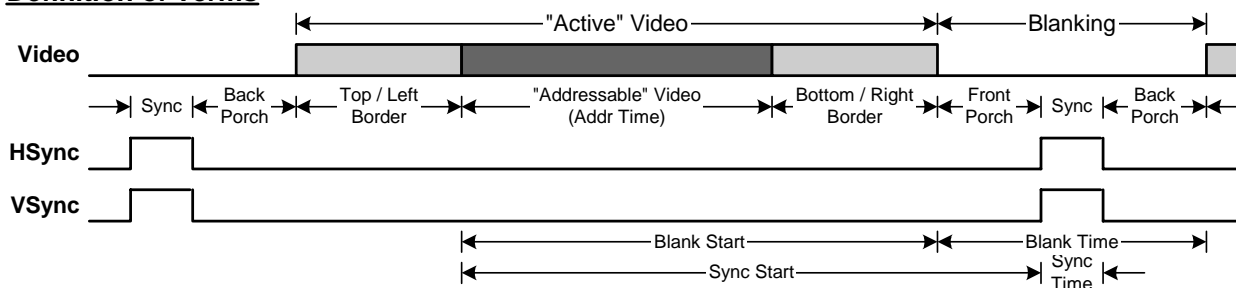
## VESA MONITOR TIMING STANDARD

Adopted: 12/18/96  
Resolution: 1600 x 1200 at 65 Hz (non-interlaced)  
EDID ID: 0A9h, 045h  
BIOS Modes: n/a  
Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



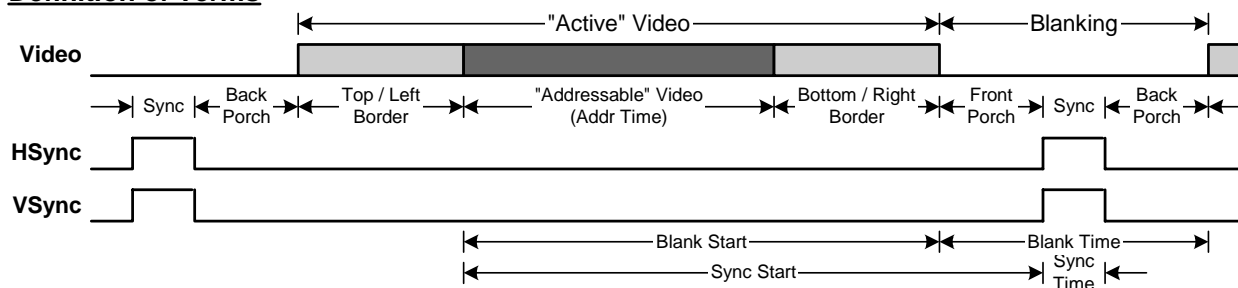
## VESA MONITOR TIMING STANDARD

Adopted: 12/18/96  
 Resolution: 1600 x 1200 at 70 Hz (non-interlaced)  
 EDID ID: 0A9h, 04Ah  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



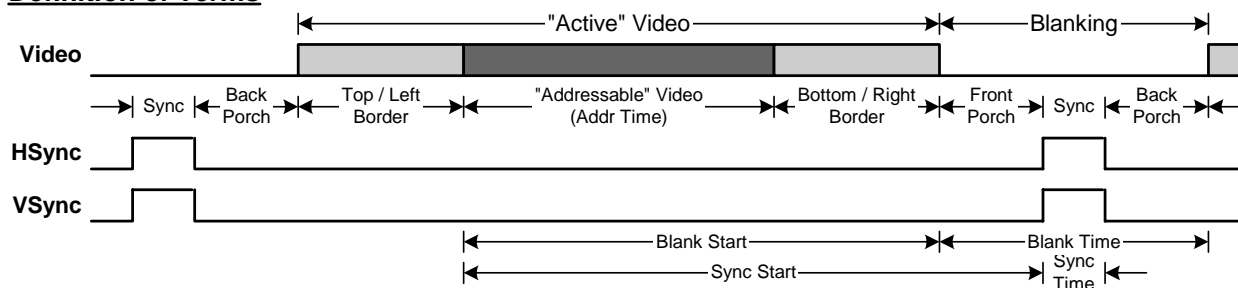
## VESA MONITOR TIMING STANDARD

Adopted: 12/18/96  
 Resolution: 1600 x 1200 at 75 Hz (non-interlaced)  
 EDID ID: 0A9h, 04Fh  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



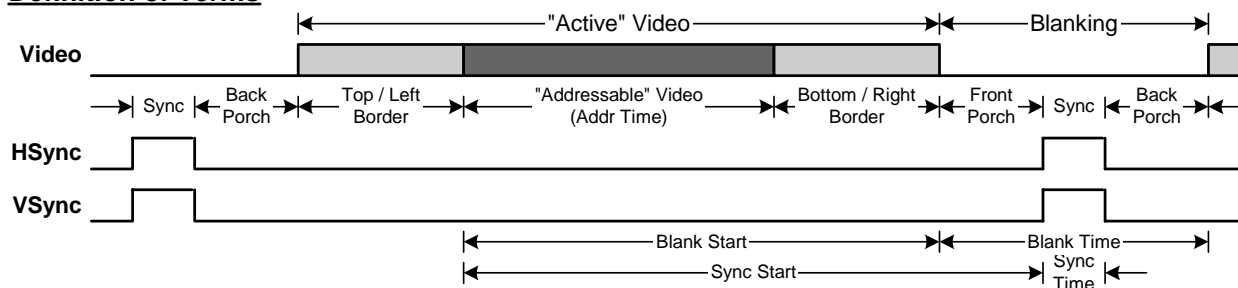
## VESA MONITOR TIMING STANDARD

Adopted: 12/18/96  
 Resolution: 1600 x 1200 at 85 Hz (non-interlaced)  
 EDID ID: 0A9h, 059h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms





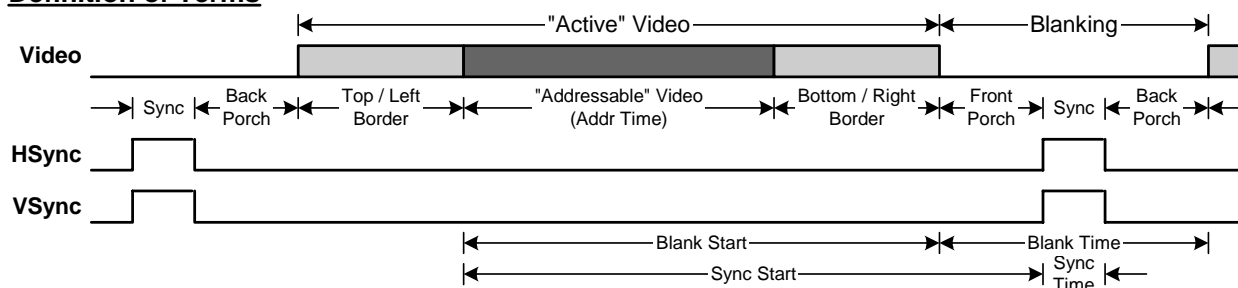
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1680 x 1050 at 60 Hz (non-interlaced) **REDUCED BLANKING**  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Reduced Blanking

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.76MA-R (1680x1050 Reduced Blanking);</b>			
Hor Pixels	<b>= 1680;</b>	// Pixels		
Ver Pixels	<b>= 1050;</b>	// Lines		
Hor Frequency	<b>= 64.674;</b>	// KHz	<b>= 15.5 usec</b>	/ line
Ver Frequency	<b>= 59.883;</b>	// Hz	<b>= 16.7 msec</b>	/ frame
Pixel Clock	<b>= 119.000;</b>	// MHz	<b>= 8.4 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 67.2 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>		// H Phase	<b>= 0.9 %</b>
Hor Sync Polarity	<b>= POSITIVE;</b>	// HBlank	<b>= 8.7% of HTotal</b>	
Ver Sync Polarity	<b>= NEGATIVE</b>	// VBlank	<b>= 2.8% of VTotal</b>	
Hor Total Time	<b>= 15.462;</b>	// (usec)	<b>= 230 chars</b>	<b>= 1840 Pixels</b>
Hor Addr Time	<b>= 14.118;</b>	// (usec)	<b>= 210 chars</b>	<b>= 1680 Pixels</b>
Hor Blank Start	<b>= 14.118;</b>	// (usec)	<b>= 210 chars</b>	<b>= 1680 Pixels</b>
Hor Blank Time	<b>= 1.345;</b>	// (usec)	<b>= 20 chars</b>	<b>= 160 Pixels</b>
Hor Sync Start	<b>= 14.521;</b>	// (usec)	<b>= 216 chars</b>	<b>= 1728 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.403;</b>	// (usec)	<b>= 6 chars</b>	<b>= 48 Pixels</b>
Hor Sync Time	<b>= 0.269;</b>	// (usec)	<b>= 4 chars</b>	<b>= 32 Pixels</b>
// H Back Porch	<b>= 0.672;</b>	// (usec)	<b>= 10 chars</b>	<b>= 80 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 16.699;</b>	// (msec)	<b>= 1080 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 16.235;</b>	// (msec)	<b>= 1050 lines</b>	<b>= 0.5</b>
Ver Blank Start	<b>= 16.235;</b>	// (msec)	<b>= 1050 lines</b>	
Ver Blank Time	<b>= 0.464;</b>	// (msec)	<b>= 30 lines</b>	
Ver Sync Start	<b>= 16.282;</b>	// (msec)	<b>= 1053 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.046;</b>	// (msec)	<b>= 3 lines</b>	
Ver Sync Time	<b>= 0.093;</b>	// (msec)	<b>= 6 lines</b>	
// V Back Porch	<b>= 0.325;</b>	// (msec)	<b>= 21 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms



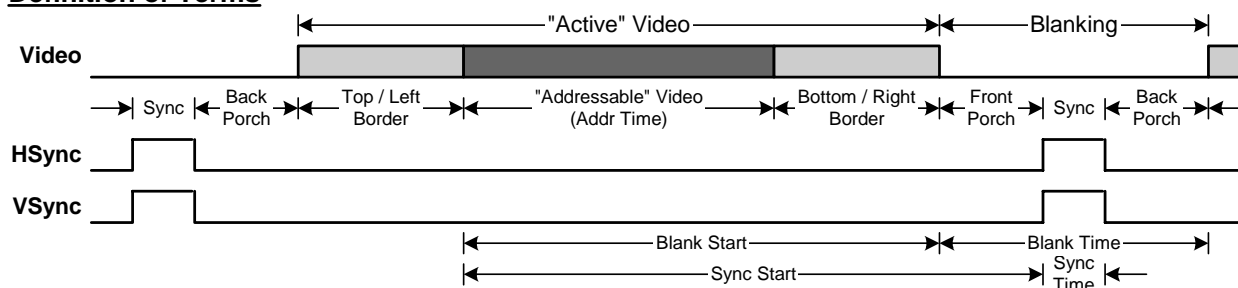
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1680 x 1050 at 60 Hz (non-interlaced)  
 EDID ID: B3h, 00h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.76MA @ 60Hz (1680x1050);</b>				
Hor Pixels	<b>= 1680;</b>	// Pixels			
Ver Pixels	<b>= 1050;</b>	// Lines			
Hor Frequency	= 65.290;	// KHz	=	15.3 usec	/ line
Ver Frequency	= 59.954;	// Hz	=	16.7 msec	/ frame
Pixel Clock	<b>= 146.250;</b>	// MHz	=	6.8 nsec	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	=	54.7 nsec	
Scan Type	<b>= NONINTERLACED;</b>		// H Phase	=	3.9 %
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	=	25.0% of HTotal	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	=	3.6% of VTotal	
Hor Total Time	= 15.316;	// (usec)	=	280 chars	= 2240 Pixels
Hor Addr Time	= 11.487;	// (usec)	=	210 chars	= 1680 Pixels
Hor Blank Start	= 11.487;	// (usec)	=	210 chars	= 1680 Pixels
Hor Blank Time	= 3.829;	// (usec)	=	70 chars	= 560 Pixels
Hor Sync Start	= 12.198;	// (usec)	=	223 chars	= 1784 Pixels
// H Right Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
// H Front Porch	= 0.711;	// (usec)	=	13 chars	= 104 Pixels
Hor Sync Time	= 1.203;	// (usec)	=	22 chars	= 176 Pixels
// H Back Porch	= 1.915;	// (usec)	=	35 chars	= 280 Pixels
// H Left Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
Ver Total Time	= 16.679;	// (msec)	=	1089 lines	HT – (1.06xHA)
Ver Addr Time	= 16.082;	// (msec)	=	1050 lines	= 3.14
Ver Blank Start	= 16.082;	// (msec)	=	1050 lines	
Ver Blank Time	= 0.597;	// (msec)	=	39 lines	
Ver Sync Start	= 16.128;	// (msec)	=	1053 lines	
// V Bottom Border	= 0.000;	// (msec)	=	0 lines	
// V Front Porch	= 0.046;	// (msec)	=	3 lines	
Ver Sync Time	= 0.092;	// (msec)	=	6 lines	
// V Back Porch	= 0.459;	// (msec)	=	30 lines	
// V Top Border	= 0.000;	// (msec)	=	0 lines	

### Definition of Terms



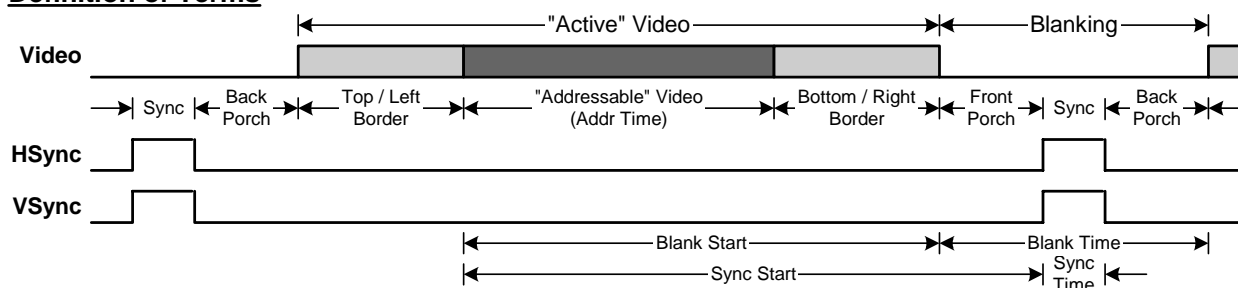
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1680 x 1050 at 75 Hz (non-interlaced)  
 EDID ID: B3h, 0Fh  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.76MA @ 75Hz (1680x1050);</b>			
Hor Pixels	<b>= 1680;</b>	// Pixels		
Ver Pixels	<b>= 1050;</b>	// Lines		
Hor Frequency	<b>= 82.306;</b>	// KHz	<b>= 12.1 usec</b>	/ line
Ver Frequency	<b>= 74.892;</b>	// Hz	<b>= 13.4 msec</b>	/ frame
Pixel Clock	<b>= 187.000;</b>	// MHz	<b>= 5.3 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 42.8 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>		// H Phase	<b>= 3.9 %</b>
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 26.1% of HTotal</b>	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 4.5% of VTotal</b>	
Hor Total Time	<b>= 12.150;</b>	// (usec)	<b>= 284 chars</b>	<b>= 2272 Pixels</b>
Hor Addr Time	<b>= 8.984;</b>	// (usec)	<b>= 210 chars</b>	<b>= 1680 Pixels</b>
Hor Blank Start	<b>= 8.984;</b>	// (usec)	<b>= 210 chars</b>	<b>= 1680 Pixels</b>
Hor Blank Time	<b>= 3.166;</b>	// (usec)	<b>= 74 chars</b>	<b>= 592 Pixels</b>
Hor Sync Start	<b>= 9.626;</b>	// (usec)	<b>= 225 chars</b>	<b>= 1800 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.642;</b>	// (usec)	<b>= 15 chars</b>	<b>= 120 Pixels</b>
Hor Sync Time	<b>= 0.941;</b>	// (usec)	<b>= 22 chars</b>	<b>= 176 Pixels</b>
// H Back Porch	<b>= 1.583;</b>	// (usec)	<b>= 37 chars</b>	<b>= 296 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 13.353;</b>	// (msec)	<b>= 1099 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 12.757;</b>	// (msec)	<b>= 1050 lines</b>	<b>= 2.63</b>
Ver Blank Start	<b>= 12.757;</b>	// (msec)	<b>= 1050 lines</b>	
Ver Blank Time	<b>= 0.595;</b>	// (msec)	<b>= 49 lines</b>	
Ver Sync Start	<b>= 12.794;</b>	// (msec)	<b>= 1053 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.036;</b>	// (msec)	<b>= 3 lines</b>	
Ver Sync Time	<b>= 0.073;</b>	// (msec)	<b>= 6 lines</b>	
// V Back Porch	<b>= 0.486;</b>	// (msec)	<b>= 40 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms



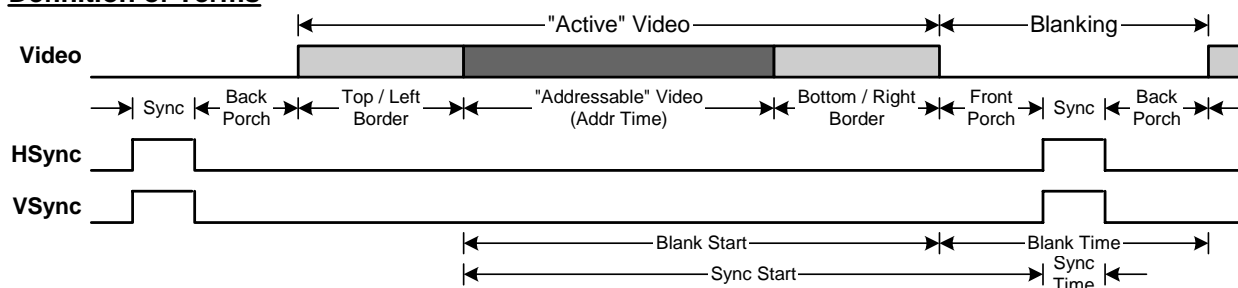
## VESA MONITOR TIMING STANDARD

Proposed: 5/10/04  
 Adopted: \*\*\* Date will be set to Doc Date once doc is approved \*\*\*  
 Resolution: 1680 x 1050 at 85 Hz (non-interlaced)  
 EDID ID: B3h, 19h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1.76MA @ 85Hz (1680x1050);</b>				
Hor Pixels	<b>= 1680;</b>	// Pixels			
Ver Pixels	<b>= 1050;</b>	// Lines			
Hor Frequency	<b>= 93.859;</b>	// KHz	<b>= 10.7 usec</b>	/ line	
Ver Frequency	<b>= 84.941;</b>	// Hz	<b>= 11.8 msec</b>	/ frame	
Pixel Clock	<b>= 214.750;</b>	// MHz	<b>= 4.7 nsec</b>	± 0.5%	
Character Width	<b>= 8;</b>	// Pixels	<b>= 37.3 nsec</b>		
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 3.8 %</b>		
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 26.6% of HTotal</b>		
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 5.0% of VTotal</b>		
Hor Total Time	<b>= 10.654;</b>	// (usec)	<b>= 286 chars</b>	<b>= 2288 Pixels</b>	
Hor Addr Time	<b>= 7.823;</b>	// (usec)	<b>= 210 chars</b>	<b>= 1680 Pixels</b>	
Hor Blank Start	<b>= 7.823;</b>	// (usec)	<b>= 210 chars</b>	<b>= 1680 Pixels</b>	
Hor Blank Time	<b>= 2.831;</b>	// (usec)	<b>= 76 chars</b>	<b>= 608 Pixels</b>	
Hor Sync Start	<b>= 8.419;</b>	// (usec)	<b>= 226 chars</b>	<b>= 1808 Pixels</b>	
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
// H Front Porch	<b>= 0.596;</b>	// (usec)	<b>= 16 chars</b>	<b>= 128 Pixels</b>	
Hor Sync Time	<b>= 0.820;</b>	// (usec)	<b>= 22 chars</b>	<b>= 176 Pixels</b>	
// H Back Porch	<b>= 1.416;</b>	// (usec)	<b>= 38 chars</b>	<b>= 304 Pixels</b>	
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
Ver Total Time	<b>= 11.773;</b>	// (msec)	<b>= 1105 lines</b>	<b>HT – (1.06xHA)</b>	
Ver Addr Time	<b>= 11.187;</b>	// (msec)	<b>= 1050 lines</b>	<b>= 2.36</b>	
Ver Blank Start	<b>= 11.187;</b>	// (msec)	<b>= 1050 lines</b>		
Ver Blank Time	<b>= 0.586;</b>	// (msec)	<b>= 55 lines</b>		
Ver Sync Start	<b>= 11.219;</b>	// (msec)	<b>= 1053 lines</b>		
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		
// V Front Porch	<b>= 0.032;</b>	// (msec)	<b>= 3 lines</b>		
Ver Sync Time	<b>= 0.064;</b>	// (msec)	<b>= 6 lines</b>		
// V Back Porch	<b>= 0.490;</b>	// (msec)	<b>= 46 lines</b>		
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		

### Definition of Terms



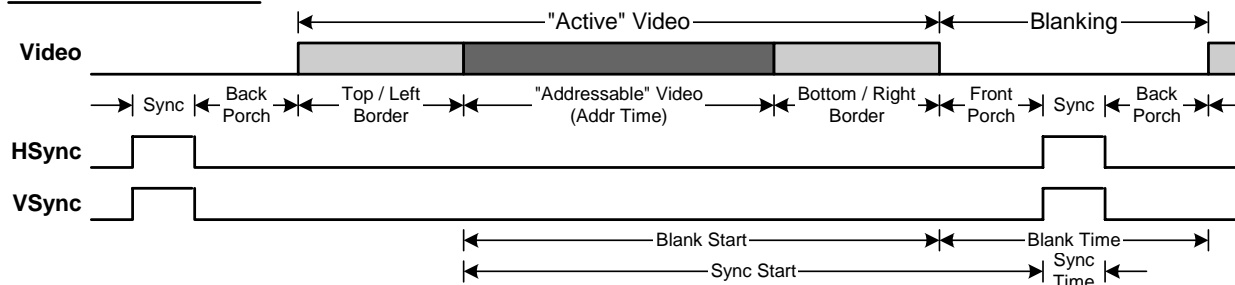
## VESA MONITOR TIMING STANDARD

Adopted: 9/17/98  
 Resolution: 1792 x 1344 at 60 Hz (non-interlaced)  
 EDID ID: 0C1h, 040h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 1792x1344 @ 60 Hz</b>			
Hor Pixels	<b>= 1792;</b>	// Pixels		
Ver Pixels	<b>= 1344;</b>	// Lines		
Hor Frequency	<b>= 83.640;</b>	// KHz	<b>= 12.0 usec</b>	/ line
Ver Frequency	<b>= 60.000;</b>	// Hz	<b>= 16.7 msec</b>	/ frame
Pixel Clock	<b>= 204.750;</b>	// MHz	<b>= 4.9 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 39.1 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 4.1 %</b>	
Hor Sync Polarity	<b>= NEGATIVE;</b>	// HBlank	<b>= 26.8% of HTotal</b>	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 3.6% of VTotal</b>	
Hor Total Time	<b>= 11.956;</b>	// (usec)	<b>= 306 chars</b>	<b>= 2448 Pixels</b>
Hor Addr Time	<b>= 8.752;</b>	// (usec)	<b>= 224 chars</b>	<b>= 1792 Pixels</b>
Hor Blank Start	<b>= 8.752;</b>	// (usec)	<b>= 224 chars</b>	<b>= 1792 Pixels</b>
Hor Blank Time	<b>= 3.204;</b>	// (usec)	<b>= 82 chars</b>	<b>= 656 Pixels</b>
Hor Sync Start	<b>= 9.377;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.625;</b>	// (usec)	<b>= 16 chars</b>	<b>= 128 Pixels</b>
Hor Sync Time	<b>= 0.977;</b>	// (usec)	<b>= 25 chars</b>	<b>= 200 Pixels</b>
// H Back Porch	<b>= 1.602;</b>	// (usec)	<b>= 41 chars</b>	<b>= 328 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 16.667;</b>	// (msec)	<b>= 1394 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 16.069;</b>	// (msec)	<b>= 1344 lines</b>	<b>= 2.68</b>
Ver Blank Start	<b>= 16.069;</b>	// (msec)	<b>= 1344 lines</b>	
Ver Blank Time	<b>= 0.598;</b>	// (msec)	<b>= 50 lines</b>	
Ver Sync Start	<b>= 16.081;</b>	// (msec)	<b>= 1345 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.012;</b>	// (msec)	<b>= 1 lines</b>	
Ver Sync Time	<b>= 0.036;</b>	// (msec)	<b>= 3 lines</b>	
// V Back Porch	<b>= 0.550;</b>	// (msec)	<b>= 46 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms



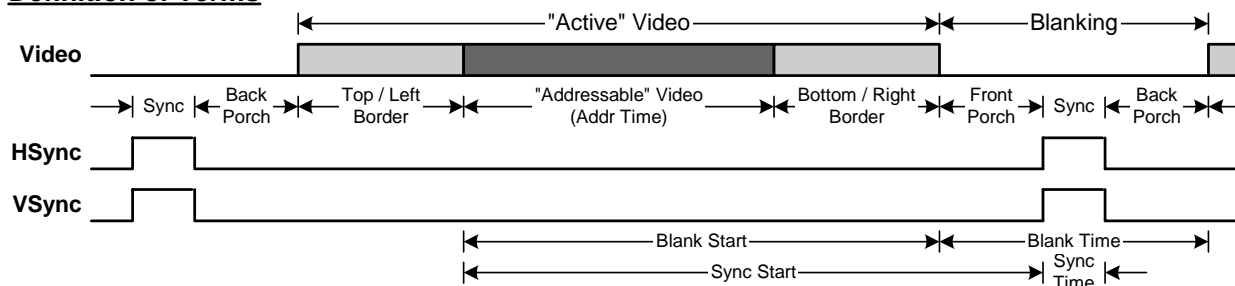
## VESA MONITOR TIMING STANDARD

Adopted: 9/17/98  
 Resolution: 1792 x 1344 at 75 Hz (non-interlaced)  
 EDID ID: 0C1h, 04Fh  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	= <b>1792x1344 @ 75 Hz;</b>				
Hor Pixels	= <b>1792;</b>	// Pixels			
Ver Pixels	= <b>1344;</b>	// Lines			
Hor Frequency	= 106.270;	// KHz	=	9.4 usec	/ line
Ver Frequency	= 74.997;	// Hz	=	13.3 msec	/ frame
Pixel Clock	= <b>261.000;</b>	// MHz	=	3.8 nsec	± 0.5%
Character Width	= <b>8;</b>	// Pixels	=	30.7 nsec	
Scan Type	= <b>NONINTERLACED;</b>	// H Phase	=	5.2 %	
Hor Sync Polarity	= <b>NEGATIVE;</b>	// HBlank	=	27.0% of HTotal	
Ver Sync Polarity	= <b>POSITIVE;</b>	// VBlank	=	5.2% of VTotal	
Hor Total Time	= 9.410;	// (usec)	=	307 chars	= 2456 Pixels
Hor Addr Time	= 6.866;	// (usec)	=	224 chars	= 1792 Pixels
Hor Blank Start	= 6.866;	// (usec)	=	224 chars	= 1792 Pixels
Hor Blank Time	= 2.544;	// (usec)	=	83 chars	= 664 Pixels
Hor Sync Start	= 7.234;	// (usec)	=	236 chars	= 1888 Pixels
// H Right Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
// H Front Porch	= 0.368;	// (usec)	=	12 chars	= 96 Pixels
Hor Sync Time	= 0.828;	// (usec)	=	27 chars	= 216 Pixels
// H Back Porch	= 1.349;	// (usec)	=	44 chars	= 352 Pixels
// H Left Border	= 0.000;	// (usec)	=	0 chars	= 0 Pixels
Ver Total Time	= 13.334;	// (msec)	=	1417 lines	HT – (1.06xHA)
Ver Addr Time	= 12.647;	// (msec)	=	1344 lines	= 2.13
Ver Blank Start	= 12.647;	// (msec)	=	1344 lines	
Ver Blank Time	= 0.687;	// (msec)	=	73 lines	
Ver Sync Start	= 12.656;	// (msec)	=	1345 lines	
// V Bottom Border	= 0.000;	// (msec)	=	0 lines	
// V Front Porch	= 0.009;	// (msec)	=	1 lines	
Ver Sync Time	= 0.028;	// (msec)	=	3 lines	
// V Back Porch	= 0.649;	// (msec)	=	69 lines	
// V Top Border	= 0.000;	// (msec)	=	0 lines	

### Definition of Terms



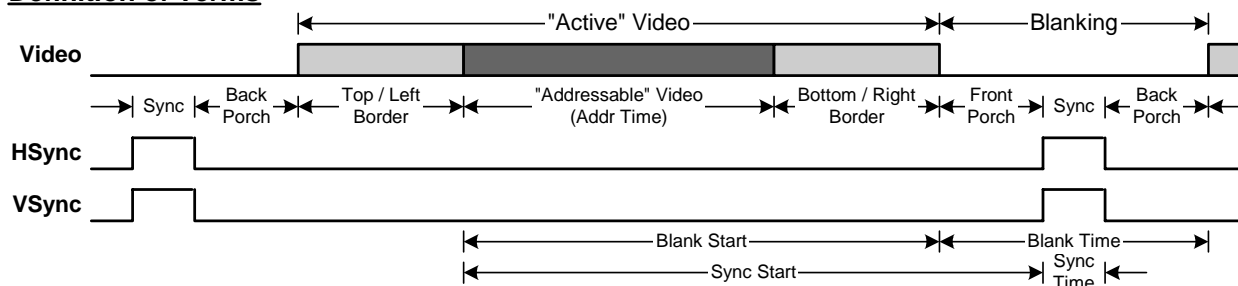
## VESA MONITOR TIMING STANDARD

Adopted: 9/17/98  
 Resolution: 1856 x 1392 at 60 Hz (non-interlaced)  
 EDID ID: 0C9h, 040h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

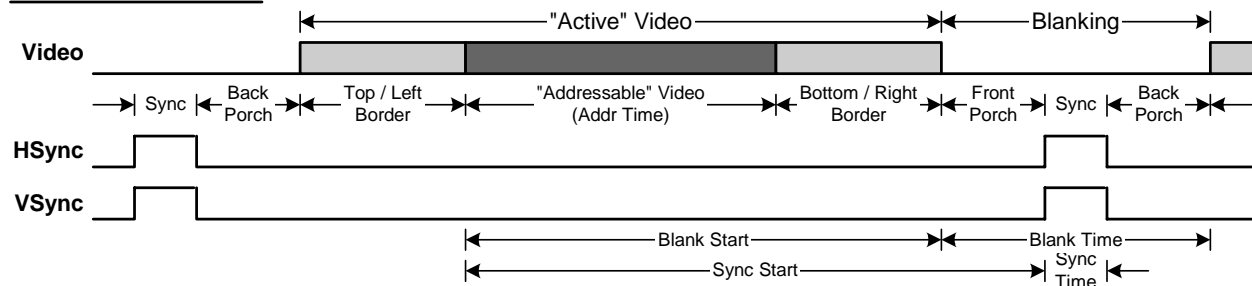
Adopted: 9/17/98  
Resolution: 1856 x 1392 at 75 Hz (non-interlaced)  
EDID ID: 0C9h, 04Fh  
BIOS Modes: n/a  
Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF)

#### Pre-Adjusted Timing Data

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

### Definition of Terms





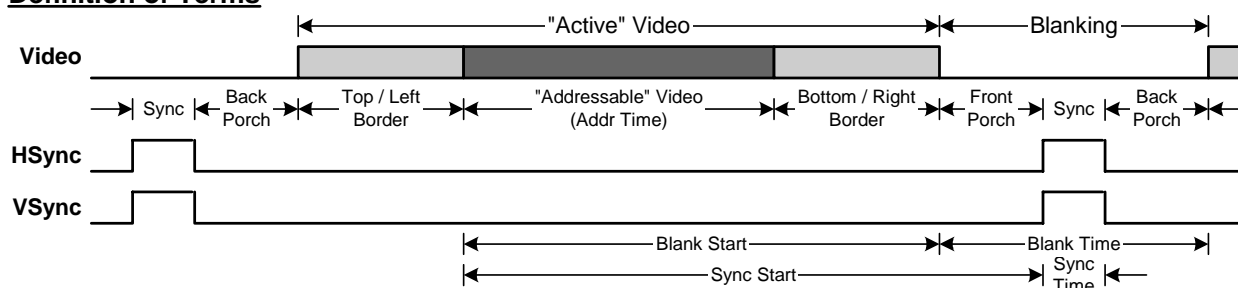
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1920 x 1200 at 60 Hz (non-interlaced) **REDUCED BLANKING**  
 EDID ID: n/a  
 BIOS Modes: n/a  
 Method: CVT Reduced Blanking

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 2.30MA-R (1920x1200 Reduced Blanking);</b>				
Hor Pixels	<b>= 1920;</b>	// Pixels			
Ver Pixels	<b>= 1200;</b>	// Lines			
Hor Frequency	<b>= 74.038;</b>	// KHz	<b>= 13.5 usec</b>	/ line	
Ver Frequency	<b>= 59.950;</b>	// Hz	<b>= 16.7 msec</b>	/ frame	
Pixel Clock	<b>= 154.000;</b>	// MHz	<b>= 6.5 nsec</b>	± 0.5%	
Character Width	<b>= 8;</b>	// Pixels	<b>= 51.9 nsec</b>		
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 0.8 %</b>		
Hor Sync Polarity	<b>= POSITIVE;</b>	// HBlank	<b>= 7.7% of HTotal</b>		
Ver Sync Polarity	<b>= NEGATIVE</b>	// VBlank	<b>= 2.8% of VTotal</b>		
Hor Total Time	<b>= 13.506;</b>	// (usec)	<b>= 260 chars</b>	<b>= 2080 Pixels</b>	
Hor Addr Time	<b>= 12.468;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>	
Hor Blank Start	<b>= 12.468;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>	
Hor Blank Time	<b>= 1.039;</b>	// (usec)	<b>= 20 chars</b>	<b>= 160 Pixels</b>	
Hor Sync Start	<b>= 12.779;</b>	// (usec)	<b>= 246 chars</b>	<b>= 1968 Pixels</b>	
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
// H Front Porch	<b>= 0.312;</b>	// (usec)	<b>= 6 chars</b>	<b>= 48 Pixels</b>	
Hor Sync Time	<b>= 0.208;</b>	// (usec)	<b>= 4 chars</b>	<b>= 32 Pixels</b>	
// H Back Porch	<b>= 0.519;</b>	// (usec)	<b>= 10 chars</b>	<b>= 80 Pixels</b>	
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
Ver Total Time	<b>= 16.681;</b>	// (msec)	<b>= 1235 lines</b>	<b>HT – (1.06xHA)</b>	
Ver Addr Time	<b>= 16.208;</b>	// (msec)	<b>= 1200 lines</b>	<b>= 0.29</b>	
Ver Blank Start	<b>= 16.208;</b>	// (msec)	<b>= 1200 lines</b>		
Ver Blank Time	<b>= 0.473;</b>	// (msec)	<b>= 35 lines</b>		
Ver Sync Start	<b>= 16.248;</b>	// (msec)	<b>= 1203 lines</b>		
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		
// V Front Porch	<b>= 0.041;</b>	// (msec)	<b>= 3 lines</b>		
Ver Sync Time	<b>= 0.081;</b>	// (msec)	<b>= 6 lines</b>		
// V Back Porch	<b>= 0.351;</b>	// (msec)	<b>= 26 lines</b>		
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		

### Definition of Terms



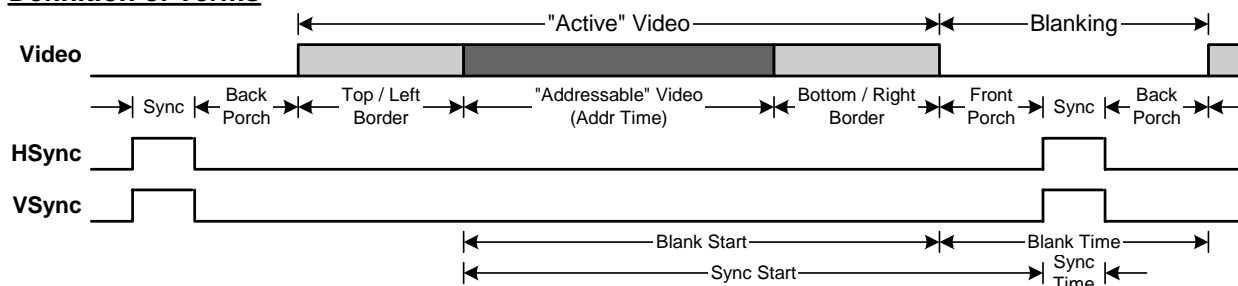
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1920 x 1200 at 60 Hz (non-interlaced)  
 EDID ID: D1h, 00h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 2.30MA @ 60Hz (1920x1200);</b>			
Hor Pixels	<b>= 1920;</b>	// Pixels		
Ver Pixels	<b>= 1200;</b>	// Lines		
Hor Frequency	<b>= 74.556;</b>	// KHz	<b>= 13.4 usec</b>	/ line
Ver Frequency	<b>= 59.885;</b>	// Hz	<b>= 16.7 msec</b>	/ frame
Pixel Clock	<b>= 193.250;</b>	// MHz	<b>= 5.2 nsec</b>	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	<b>= 41.4 nsec</b>	
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 3.9 %</b>	
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 25.9% of HTotal</b>	
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 3.6% of VTotal</b>	
Hor Total Time	<b>= 13.413;</b>	// (usec)	<b>= 324 chars</b>	<b>= 2592 Pixels</b>
Hor Addr Time	<b>= 9.935;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>
Hor Blank Start	<b>= 9.935;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>
Hor Blank Time	<b>= 3.477;</b>	// (usec)	<b>= 84 chars</b>	<b>= 672 Pixels</b>
Hor Sync Start	<b>= 10.639;</b>	// (usec)	<b>= 257 chars</b>	<b>= 2056 Pixels</b>
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
// H Front Porch	<b>= 0.704;</b>	// (usec)	<b>= 17 chars</b>	<b>= 136 Pixels</b>
Hor Sync Time	<b>= 1.035;</b>	// (usec)	<b>= 25 chars</b>	<b>= 200 Pixels</b>
// H Back Porch	<b>= 1.739;</b>	// (usec)	<b>= 42 chars</b>	<b>= 336 Pixels</b>
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>
Ver Total Time	<b>= 16.699;</b>	// (msec)	<b>= 1245 lines</b>	<b>HT – (1.06xHA)</b>
Ver Addr Time	<b>= 16.095;</b>	// (msec)	<b>= 1200 lines</b>	<b>= 2.88</b>
Ver Blank Start	<b>= 16.095;</b>	// (msec)	<b>= 1200 lines</b>	
Ver Blank Time	<b>= 0.604;</b>	// (msec)	<b>= 45 lines</b>	
Ver Sync Start	<b>= 16.135;</b>	// (msec)	<b>= 1203 lines</b>	
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	
// V Front Porch	<b>= 0.040;</b>	// (msec)	<b>= 3 lines</b>	
Ver Sync Time	<b>= 0.080;</b>	// (msec)	<b>= 6 lines</b>	
// V Back Porch	<b>= 0.483;</b>	// (msec)	<b>= 36 lines</b>	
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>	

### Definition of Terms



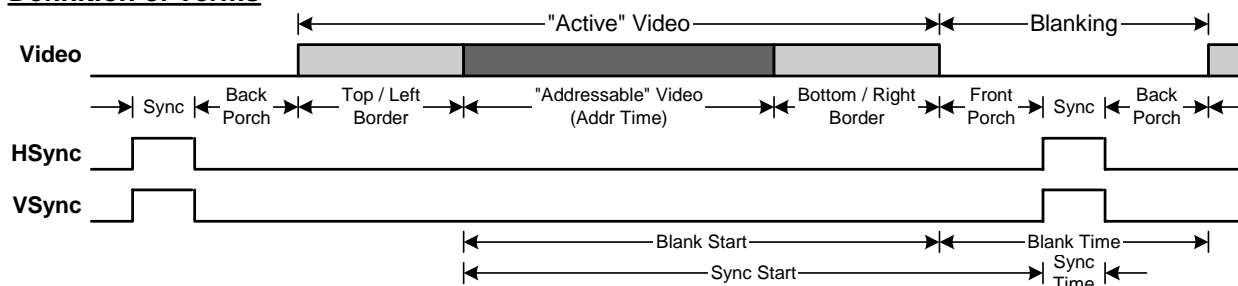
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1920 x 1200 at 75 Hz (non-interlaced)  
 EDID ID: D1h, 0Fh  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 2.30MA @ 75Hz (1920x1200);</b>				
Hor Pixels	<b>= 1920;</b>	// Pixels			
Ver Pixels	<b>= 1200;</b>	// Lines			
Hor Frequency	= 94.038;	// KHz	=	10.6 usec	/ line
Ver Frequency	= 74.930;	// Hz	=	13.3 msec	/ frame
Pixel Clock	<b>= 245.250;</b>	// MHz	=	4.1 nsec	± 0.5%
Character Width	<b>= 8;</b>	// Pixels	=	32.6 nsec	
Scan Type	<b>= NONINTERLACED;</b>		// H Phase	=	4.0 %
Hor Sync Polarity	<b>= NEGATIVE</b>		// HBlank	=	26.4% of HTotal
Ver Sync Polarity	<b>= POSITIVE;</b>		// VBlank	=	4.4% of VTotal
Hor Total Time	= 10.634;	// (usec)	=	326 chars	= 2608 Pixels
Hor Addr Time	= 7.829;	// (usec)	=	240 chars	= 1920 Pixels
Hor Blank Start	= 7.829;	// (usec)	=	240 chars	= 1920 Pixels
Hor Blank Time	= 2.805;	// (usec)	=	86 chars	= 688 Pixels
Hor Sync Start	= 8.383;	// (usec)	=	257 chars	= 2056 Pixels
// H Right Border	= 0.000;	// (usec)	=	<b>0</b> chars	= 0 Pixels
// H Front Porch	= 0.555;	// (usec)	=	<b>17</b> chars	= 136 Pixels
Hor Sync Time	= 0.848;	// (usec)	=	<b>26</b> chars	= 208 Pixels
// H Back Porch	= 1.403;	// (usec)	=	<b>43</b> chars	= 344 Pixels
// H Left Border	= 0.000;	// (usec)	=	<b>0</b> chars	= 0 Pixels
Ver Total Time	= 13.346;	// (msec)	=	1255 lines	HT – (1.06xHA)
Ver Addr Time	= 12.761;	// (msec)	=	1200 lines	= 2.34
Ver Blank Start	= 12.761;	// (msec)	=	1200 lines	
Ver Blank Time	= 0.585;	// (msec)	=	55 lines	
Ver Sync Start	= 12.793;	// (msec)	=	1203 lines	
// V Bottom Border	= 0.000;	// (msec)	=	<b>0</b> lines	
// V Front Porch	= 0.032;	// (msec)	=	<b>3</b> lines	
Ver Sync Time	= 0.064;	// (msec)	=	<b>6</b> lines	
// V Back Porch	= 0.489;	// (msec)	=	<b>46</b> lines	
// V Top Border	= 0.000;	// (msec)	=	<b>0</b> lines	

### Definition of Terms



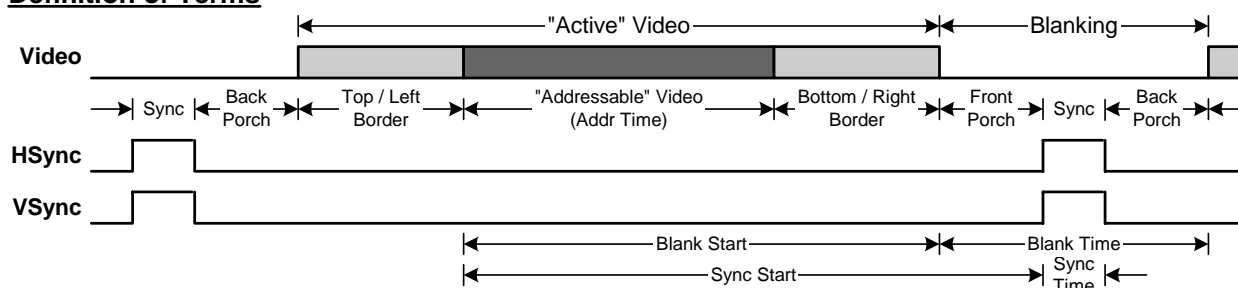
## VESA MONITOR TIMING STANDARD

Proposed: 3/4/03  
 Adopted: 8/21/03  
 Resolution: 1920 x 1200 at 85 Hz (non-interlaced)  
 EDID ID: D1h, 19h  
 BIOS Modes: n/a  
 Method: CVT Compliant

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

Timing Name	<b>= 2.30MA @ 85Hz (1920x1200);</b>				
Hor Pixels	<b>= 1920;</b>	// Pixels			
Ver Pixels	<b>= 1200;</b>	// Lines			
Hor Frequency	<b>= 107.184;</b>	// KHz	<b>= 9.3 usec</b>	/ line	
Ver Frequency	<b>= 84.932;</b>	// Hz	<b>= 11.8 msec</b>	/ frame	
Pixel Clock	<b>= 281.250;</b>	// MHz	<b>= 3.6 nsec</b>	± 0.5%	
Character Width	<b>= 8;</b>	// Pixels	<b>= 28.4 nsec</b>		
Scan Type	<b>= NONINTERLACED;</b>	// H Phase	<b>= 4.0 %</b>		
Hor Sync Polarity	<b>= NEGATIVE</b>	// HBlank	<b>= 26.8% of HTotal</b>		
Ver Sync Polarity	<b>= POSITIVE;</b>	// VBlank	<b>= 4.9% of VTotal</b>		
Hor Total Time	<b>= 9.330;</b>	// (usec)	<b>= 328 chars</b>	<b>= 2624 Pixels</b>	
Hor Addr Time	<b>= 6.827;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>	
Hor Blank Start	<b>= 6.827;</b>	// (usec)	<b>= 240 chars</b>	<b>= 1920 Pixels</b>	
Hor Blank Time	<b>= 2.503;</b>	// (usec)	<b>= 88 chars</b>	<b>= 704 Pixels</b>	
Hor Sync Start	<b>= 7.339;</b>	// (usec)	<b>= 258 chars</b>	<b>= 2064 Pixels</b>	
// H Right Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
// H Front Porch	<b>= 0.512;</b>	// (usec)	<b>= 18 chars</b>	<b>= 144 Pixels</b>	
Hor Sync Time	<b>= 0.740;</b>	// (usec)	<b>= 26 chars</b>	<b>= 208 Pixels</b>	
// H Back Porch	<b>= 1.252;</b>	// (usec)	<b>= 44 chars</b>	<b>= 352 Pixels</b>	
// H Left Border	<b>= 0.000;</b>	// (usec)	<b>= 0 chars</b>	<b>= 0 Pixels</b>	
Ver Total Time	<b>= 11.774;</b>	// (msec)	<b>= 1262 lines</b>	<b>HT – (1.06xHA)</b>	
Ver Addr Time	<b>= 11.196;</b>	// (msec)	<b>= 1200 lines</b>	<b>= 2.09</b>	
Ver Blank Start	<b>= 11.196;</b>	// (msec)	<b>= 1200 lines</b>		
Ver Blank Time	<b>= 0.578;</b>	// (msec)	<b>= 62 lines</b>		
Ver Sync Start	<b>= 11.224;</b>	// (msec)	<b>= 1203 lines</b>		
// V Bottom Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		
// V Front Porch	<b>= 0.028;</b>	// (msec)	<b>= 3 lines</b>		
Ver Sync Time	<b>= 0.056;</b>	// (msec)	<b>= 6 lines</b>		
// V Back Porch	<b>= 0.494;</b>	// (msec)	<b>= 53 lines</b>		
// V Top Border	<b>= 0.000;</b>	// (msec)	<b>= 0 lines</b>		

### Definition of Terms



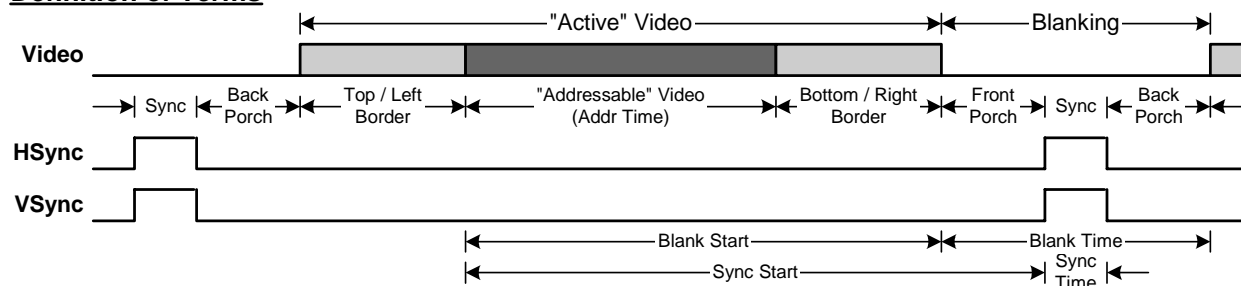
## VESA MONITOR TIMING STANDARD

Adopted: 9/17/98  
 Resolution: 1920 x 1440 at 60 Hz (non-interlaced)  
 EDID ID: 0D1h, 040h  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms



## VESA MONITOR TIMING STANDARD

Adopted: 9/17/98  
 Resolution: 1920 x 1440 at 75 Hz (non-interlaced)  
 EDID ID: 0D1h, 04Fh  
 BIOS Modes: n/a  
 Method: **\*\*\* NOT CVT COMPLIANT \*\*\***

### Video Display Information Format (VDIF) Pre-Adjusted Timing Data

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

### Definition of Terms

