

Video Subsystem

Preliminary Draft May 19th 1992

Video Subsystem

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Preface

This document is a Preliminary release of the PS/2 Video Subsystem Technical Reference Manual. All information herein is subject to change at any time without notice.

The document contains the hardware information on the VGA and XGA Video Subsystems as published in the PS/2 Hardware Interface Technical Reference-Common Interfaces (September 1991 Release). Any errors in that document which have been corrected here are identified by the revision bars that can be seen marking this paragraph.

| Extensions to that document which have been made to detail the
| XGA-NI Subsystem and associated programming considerations
| are identified by the revision bars that can be seen marking this
| paragraph.

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Section 1. Introduction

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Video Subsystem

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

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

Type 1

The Type 1 video contains the VGA function. The capabilities and operation of the VGA function are described in Section 2, "VGA Function" on page 2-1.

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

Type 2

The Type 2 video contains the XGA function, which supports the VGA mode, 132-column text mode, and extended graphics mode.

| There are two levels of XGA Function available:

- | • XGA
- | • XGA-NI

| The capabilities and operation of the both levels of XGA function are described in Section 3, "XGA Function" on page 3-1.

* XGA is a trademark of International Business Machines Corporation.