

The video circuitry for the Tandy 4016 SX is included on the main logic board. This circuitry includes the following features:

- * Full IBM Personal System/2 VGA Display Adapter compatibility.
- * A color palette of more than 262,000 possible colors.
- * Compatibility with VGA analog monitors.

Connect your color or monochrome VGA analog monitor to the 15-pin video connector on the main logic board. Refer to Configuration Settings in the Installing Optional Hardware section for video-related switch and jumper settings.

Monitor and Software Compatibility:

The video circuitry is compatible with software written for the following video standards on color or monochrome VGA analog monitors:

- * VGA (Video Graphics Array)
- * MCGA (Multi-Color Graphics Array)
- * EGA (Enhanced Graphics Adapter)
- * CGA (Color/Graphics Adapter)
- * MDA (Monochrome Display Adapter)
- * Hercules graphics mode

To emulate one of these video standards, use the vga.exe utility found on the Utilities Diskette. This utility is discussed in detail in VGA Software.

CAUTION: Your VGA-compatible video circuitry requires the use of a VGA analog monitor. Do not use any other type of monitor.

Default Configurations:

The video circuitry automatically configures itself to VGA text mode when you turn on your system. Specifically, it defaults to monochrome text mode for a monochrome monitor (or equivalent) or 80-column color text mode for a color monitor. The vga.exe utility enables you to easily switch between color and monochrome modes.

Operation:

Most application software that is designed for VGA or EGA video support will run automatically on your computer system with VGA. Just turn on the computer, and install the application package as instructed by the software manufacturer.

Configuring the Application Software:

Many application software packages include a setup, installation, or configuration program to prepare the application for operation with the particular hardware that you are using. Most newer software will be able to run in the default configuration for the video circuitry.

Because some software packages are written specifically for certain non-EGA, non-VGA video hardware, you might need to configure the video circuitry to emulate the video adapter needed by the software. Use the vga.exe utility as

described in VGA Software. The chart on the next page lists the IBM-compatible video standards supported by the video The video modes and resolutions available under each video standard are also listed.

Standard Video Modes		
Mode (text or graphics)	Resolution (columns by rows)	Simultaneous (colors(1) /mapping(2))
VGA, EGA, and MCGA modes (startup defaults)		
Monochrome Text	80 x 25	-/monochrome
Color Text	80 x 25 40 x 25	16/color 16/color
Graphics	320 x 200 (3) 640 x 200 (3) 320 x 200 (3) 640 x 200 (3) 640 x 350 640 x 350 320 x 200 (3) 640 x 480 640 x 480	4/color 2/color 16/color 16/color 16/color -/monochrome 256/color 2/color 16/color,
CGA mode	CGA mode	CGA mode
Color Text	80 x 25 40 x 25	16/color 16/color
Color Graphics	320 x 200 (3) 640 x 200 (3)	4/color 2/color
Hercules Graphics mode and MDA mode		
Monochrome Text	80 x 25	-/monochrome
Monochrome Graphics	720 x 348	-/monochrome
<p>(1) Simultaneous colors refers to the number of colors or shades that can be displayed at one time.</p> <p>(2) Simultaneous mapping refers to the type of old-style display for which the mode was originally designed.</p> <p>(3) 200-line vertical resolution modes are double-scanned to display 400 lines on the screen.</p>		