

Table of Modes and Screen Format#

This is the corrected version of 'Table of Modes and Screen Format' taken from the Atari Basic Errata

Gr.Mode	Mode Type	Hor. Columns	Vert. Rows Split Screen	Vert. Rows Full Screen	Number of Color Regs.	Split Screen 1)	RAM Required (Bytes) Full Screen 1)	RAM required ScreenMem/ScreenMen w/ Split Screen
0	Text	40	-	24	1,5	-	992	dec:960/- hex: \$03c0/-
1	Text	20	20	24	5	674	672	dec:480/400 hex: \$01E0/ \$0190
2	Text	20	10	12	5	424	420	dec:240/200 hex: \$00F0/ \$00C8
3	Graphics	40	20	24	4	434	432	dec:240/200 hex: \$00F0/ \$00C8
4	Graphics	80	40	28	2	694	696	dec:480/400 hex: \$01E0/ \$0190
5	Graphics	80	40	48	4	1174	1176	dec:960/800 hex: \$0496/ \$0498
6	Graphics	160	80	96	2	2174	2184	dec:1920/1600 hex: \$0780/ \$0640
7	Graphics	160	80	96	4	4190	4200	dec:3840/3200 hex: \$0F00/ \$0C80
8	Graphics	320	160	192	1,5	8112	8138	dec:7680/6400 hex: \$1E00/ \$1900

Note 1) RAM required includes RAM for Display List

Picture#

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see [Color Topics](#), [topic list](#), [Display List Instruction Table](#)