

## TDA1998 Register relevant for individual resolution settings

### VESA modi:

1024x768 (0x4a) 65.0MHz -HSync -VSync

h: width 1024 start 1048 end 1184 total 1344 skew 0 clock 48.4KHz

v: height 768 start 771 end 777 total 806 clock 60.0Hz

800x600 (0x4b) 40.0MHz +HSync +VSync

h: width 800 start 840 end 968 total 1056 skew 0 clock 37.9KHz

v: height 600 start 601 end 605 total 628 clock 60.3Hz

800x600 (0x4c) 36.0MHz +HSync +VSync

h: width 800 start 824 end 896 total 1024 skew 0 clock 35.2KHz

v: height 600 start 601 end 603 total 625 clock 56.2Hz

640x480 (0x4d) 25.2MHz -HSync -VSync

h: width 640 start 656 end 752 total 800 skew 0 clock 31.5KHz

v: height 480 start 490 end 492 total 525 clock 59.9Hz

0xA1 0xA2	REFPIX	"Reference pixel preset";	229	
0xA3 0xA4	REFLINE	"Reference line preset";	25	
0xA5 0xA6	NPIX	"Number of pixel per line";	1022	Total h
0xA7 0xA8	NLINE	"Number of lines per frame";	624	Total v
0xA9 0xAA	VS_LINE_STRT_1	"VS LINE number for start pulse in field 1";	1	vStart -height
0xAB 0xAC	VS_PIX_STRT_1	"VS PIXEL number for start pulse in field 1";	24	vStart - width
0xAD 0xAE	VS_LINE_END_1	"VS line number for END pulse in field 1";	3	End - width
0xAF 0xB0	VS_PIX_END_1	"VS Pixel number for END pulse in field 1";	24	Total - start
0xB9 0xBA	HS_PIX_START	"HS Pixel number for start pulse in field 1";	24	Start - width
0xBD 0xBE	VWIN_START_1	"VWIN LINE number for START pulse in field 1";	24	
0xBF 0xC0	VWIN_END_1	"VWIN Line number for END pulse in field 1";	624	
0xC5 0xC6	DE_START	DE Pixel number for Start pulse in field 1";	224	Total - width
0xC7 0xC8	DE_STOP	"DE Pixel number for End pulse in field 2";	1024	total