

## Re: probelm with 640x480x16bit – 32 bit in windows xp direcx stupid

**Source:** <http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.video/2004-07/0863.html>

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**From:** Jim Newlands (*computerman\_at\_cogeco.ca*)

**Date:** 07/28/04

Date: Tue, 27 Jul 2004 21:59:33 -0700

u don't need to change the rez

the games will change it automaticly if needed so don;t worry

"microb" <dreams@home.ro> wrote in message

news:epnUaBpbEHA.2476@TK2MSFTNGP09.phx.gbl...

> *i can't run 640x480x 16bit ( 65535 colors) and 640 x 480 x 32 bit*

>

> *directx 8.1 and directx 9 test result:*

>

> *"To test DirectDraw functionality, click the "Test DirectDraw" button above.*

> *Direct3D 7 test results: Failure at step 39 (SetDisplayMode to 640x480x16):*

> *HRESULT = 0x80004001 (Not implemented)*

> *Direct3D 8 test results: All tests were successful.*

> *Direct3D 9 test results: All tests were successful.*

>

>

> *An error occured while setting your display to 640x480 16-bit color high color .Your computer may not suport this mode."*

>

> *under display settins – advanced – list al modes in windows xp i have only:*

> *800 by 600,256 colors,56 hertz*

> *800 by 600,256 colors,60 hertz*

> *800 by 600,256 colors,72 hertz*

> *800 by 600,256 colors,75 hertz*

> *800 by 600,High color (16 bit),56 hertz*

> *800 by 600,High color (16 bit),60 hertz*

> *800 by 600,High color (16 bit),72 hertz*

> *800 by 600,High color (16 bit),75 hertz*

> *800 by 600,True color (32 bit),56 hertz*

> *800 by 600,True color (32 bit),60 hertz*

> *800 by 600,True color (32 bit),72 hertz*

> *800 by 600,True color (32 bit),75 hertz*

> *1024 by 768, high color (16 bit),60 hertz*

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> 1024 by 768, high color (16 bit),70 hertz  
> 1024 by 768, high color (16 bit),75 hertz  
> 1024 by 768,True color (32 bit),60 hertz  
> 1024 by 768,True color (32 bit),70 hertz  
> 1024 by 768,True color (32 bit),75 hertz  
> 640 by 480, 16 colors, default refresh  
> 800 by 600, 16 colors, default refresh  
>  
> i have a monitor 15" svga WEN US156F installed, m810l mainbord with sis  
730  
> video chipset integrated, windows xp pro, 128MB ram, 16MB vido share, 40GB  
> hard drive, amd duron 750 MHz cpu, latest sis 730 drivers from  
> www.pcchips.com.tw, latest bios 030808s.rom,  
>  
> i can run 800x600 and 1024x768 any colors from 16 color to 32 bit whitout  
> any problems but,  
>  
> i can't run 640x480x 16bit ( 65535 colors) and 640 x 480 x 32 bit  
>  
> what happened with 640x480 (16 and 32 bit ) i need these resolutin for my  
> games. My games not work whitout this – "error cant set display mode –  
ddraw  
> error"  
> i had windows 98 before and everything worked perfectly (all resolutions  
> were avaible) but in xp i cant set 640x480 16 or 32 bit color ( high color  
> modes) except in safe made which start in this resolution but direct3d is  
> not activeted in safe mode , so what can i do, is a bug in win xp drivers  
or  
> what?  
>  
>  
> and another problem : when i run dxdiag allways my cpu usage goes to  
100% –  
> is this normal or not , coz if it is normal then is so stupid  
> to see your cpu usage hit ctrl–alt del to see task manager etc...  
> i run regmon and filemon (monitor for files and registry) and it seems  
that  
> dxdiag (directx9.0b) it keeps reading and writting files and registry even  
> if i do nothing this is so stupid ....  
>  
>

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