

**TABLE DE COMPARAISON DES DIFFERENTES RESOLUTIONS INFORMATIQUES**

| Norme d'affichage   | X (largeur) | Y (hauteur) | Pixels (en millions) | Format d'image | Pourcentage de <i>différence</i> en pixels |      |      |      |      |       |      |      | Format écran large | Dimension typique de l'écran |
|---------------------|-------------|-------------|----------------------|----------------|--------------------------------------------|------|------|------|------|-------|------|------|--------------------|------------------------------|
|                     |             |             |                      |                | VGA                                        | SVGA | XGA  | XGA+ | SXGA | SXGA+ | UXGA | QXGA |                    |                              |
| <b>VGA</b>          | 640         | 480         | 0.31                 | 1.33           | 0%                                         | -36% | -61% | -69% | -77% | -79%  | -84% | -90% | WVGA               |                              |
| <b>SVGA</b>         | 800         | 600         | 0.48                 | 1.33           | 56%                                        | 0%   | -39% | -52% | -63% | -67%  | -75% | -85% |                    |                              |
| <b>XGA</b>          | 1024        | 768         | 0.79                 | 1.33           | 156%                                       | 64%  | 0%   | -21% | -40% | -47%  | -59% | -75% | WXGA               | 15"/ 38 cm                   |
| <b>XGA+</b>         | 1152        | 864         | 1.00                 | 1.33           | 224%                                       | 107% | 27%  | 0%   | -24% | -32%  | -48% | -68% | WXGA+              | 17"/ 43 cm                   |
| <b>SXGA</b>         | 1280        | 1024        | 1.31                 | 1.25           | 327%                                       | 173% | 67%  | 32%  | 0%   | -11%  | -32% | -58% | WSXGA              | 17-19"/ 43-48 cm             |
| <b><u>SXGA+</u></b> | 1400        | 1050        | 1.47                 | 1.33           | 379%                                       | 206% | 87%  | 48%  | 12%  | 0%    | -23% | -53% | WSXGA+             |                              |
| <b>UXGA</b>         | 1600        | 1200        | 1.92                 | 1.33           | 525%                                       | 300% | 144% | 93%  | 46%  | 31%   | 0%   | -39% | WUXGA              | 20"/ 51 cm                   |
| <b>QXGA</b>         | 2048        | 1536        | 3.15                 | 1.33           | 924%                                       | 555% | 300% | 216% | 140% | 114%  | 64%  | 0%   | WQXGA              | 30"/ 76 cm                   |

Various **computer display standards** or **display modes** have been used in the history of the [computer](#). They are often a combination of [resolution](#) (specified as the width and height in ), [depth](#) (measured in ), and [rate](#) (expressed in ). Associated with the screen resolution and refresh rate is a display adapter. Earlier display adapters were simple frame-buffers, but later display standards also specified a more extensive set of display functions and software controlled interface.

Until about 2003, most computer monitors had a 4:3 [ratio](#) and some had 5:4. Between 2003 and 2006, monitors with 16:10 aspect ratios have become commonly available, first in and later also in standalone monitors. Productive uses for such monitors, i.e. besides widescreen movie viewing and computer game play, are the display of two standard pages side by side, as well as displays of large-size drawings and CAD application menus at the same time. The industry organization has defined several standards related to [management](#) and device identification. Ergonomy standards are set by the .

