

Re: nVIDIA and SuSE 9.3 – Resolution Problem

Source: <http://linux.derkeiler.com/Newsgroups/alt.os.linux.suse/2005-08/0907.html>

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Date: 08/09/05

Date: Tue, 09 Aug 2005 22:27:00 +0200

udo wrote:

>> *Why bother about higher frequencies for your LCD-monitor? The reason why
>> conventional CRT-monitors need higher frequencies is the fact that the
>> image is redrawn every time, depending on the Vertical frequency (in
>> your case 60 Hz (not kHz). Our eyes will see that refresh rate as a
>> flickering. If you increase the refresh rate to 70Hz, you won't see the
>> flickering because our eyes are not fast enough.*

>> *For TFT/LCD screens this refresh rate is not important, because the
>> pixels usually don't really dim in between the refresh-rate. That is
>> typically the reason why you don't need higher refresh rates on these
>> monitors. This also explains why a lot of LCD-monitors don't support
>> higher refresh-rates: you just don't need them. Btw, those higher
>> refresh-rates are also more expensive.*

>> *The only real interesting value which might be important is the reaction
>> time of the screen, but only if you are playing games. If you have a
>> screen with let's say a reaction time of 25 ms (milliseconds), you might
>> see some ghosting effects in fast movements. But, if you only use it for
>> internet, wordprocessing and graphical editing, it is of no real importance.*

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> *The reaction time is 8ms but when you are a programmer and look more
> than about 4-5 h on a flickering monitor...for me its not
> satisfactory. This is my first experience with lcd monitors and I
> thought why I can't change this values. If so..no problem. But what
> about the flickering and the diffuse letters ? maybe I don't know if
> this is subjective to me..*

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>> *So, be glad with your screen, just accept the values as given by Yast
>> etc. and enjoy Linux!*

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> *Yes but YAST has not my monitor only the 'vesa - 1024x768@60 Hz' I try
> to change to 70 Hz and I get 'out of range' an nothing works..;-*

>

> *Udo*

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Hi Udo,

I'm working on a 60Hz LCD monitor too, and it just doesn't flicker at all. Technically speaking it's virtually impossible that you would be seeing flickering on a LCD-monitor (as I explained above)

The out of range message you get is just your monitor saying to you: "Hey, I don't support higher frequencies!" This has nothing to do with Yast, Linux or any other OS you will be using (yes, XP too). It's a physical limitation of your monitor. Btw, a reaction time of 8 ms is very good, so you probably have a very good monitor.

Joost