









OSD Group: A				55	23	74	28	55	48	55	63
15.5 x 55	16 x 55	16.2 x 59	15.6 x 58								
16.2 x 59	16.6 x 59	15.6 x 59	18.3 x 59								
16.5 x 59	18.6 x 59										
game	resolution	khz/hz	geometry/issue?								
sawd (1)	240 x 224	55.720 x 15.657	black TB/ Row Out								
huccanis (2)	256 x 256	55 x 16.060	SOCL								
gix (2)	256 x 256 ✓	55.838 x 16.081	SOCL + slither								
ballroad (2)	256 x 256 ✓	55 x 16.060	SOCL								
apache3 (1)	320 x 240	55.803 x 15.625	✓								
bchappa (2)	384 x 256	55.018 x 16.065	SOCL / 1out +								
Kram (3)	256 x 248	59.926 x 16.240	59.925 vs. 60.021								
	↳ 264 > 248										
huyunit (4)	256 x 224	58 x 15.660	Prenten LR / Bs TB								
mpf/csh (4)	256 x 232	58 x 15.660	PC All								
Canja (4)	256 x 240	58 x 15.660	* (good) game 4 pas								
blztrnd (4)	304 x 224	58 x 15.660									
sslam (4)	304 x 240	58 x 15.660	BS-TB								
tumblep (4)	319 x 240	58 x 15.660									
brblbob2 (4)	320 x 224	58 x 15.660	Other: Most 56 Khz / No 384 vert								
arkretin (4)	320 x 232	58.970 x 15.627	mpatrol 16 x 56								
charlie n (4)	320 x 240	58 x 15.560	shtrider 15.6 x 56 ✓								
lastfort (4)	360 x 224	58 x 15.660									
stlfric (4)	368 x 240	58 x 15.660	Other: Most 57 Khz / No 360+ verts								
wtmymph (4)	512 x 224	58.727 x 15.680	htime 15.6 x 57								
xplan (4)	512 x 240	58.727 x 15.680									
parland (5)	1088 x 242	59.826 x 16.213									
downld (4)	240 x 192	59.659 x 15.631	Bsp TB/								
arkareq (4)	256 x 192	59.61 x 15.677	Bsp TB/								
omega f (6)	256 x 192 ✓	59.610 x 16.631	✓ Here vs. C = 59.610 vs. 59.923 * good test								
gng (4)	256 x 224	59.590 x 15.672	✓								
caiga (7)	256 x 224	59.170 x 15.680									
fastlane (8)	280 x 224 ✓	59.170 x 18.343	← off left								
	↳ 288 > 280										
scoutra (8)	288 x 224 ✓	59.170 x 18.461	slight bow (55 to 45 fix?)								
skysmash (9)	256 x 224 ✓	59.390 x 16.570	slight bow								
Parson (6)	256 x 224 ✓	59.600 x 16.628									
nebulray (10)	288 x 224 ✓	59.700 x 18.626	5000 issue								
Musc / SF2 / mslug											

59.826
59.9

OSD Group: C				56	30	74	24	50	50	62	50
16.7x60	15.7x60	16.3x60	17.2x60								
17.8x60	15.8x60	16.9x60	16x61								
17.2x61											
game	resolution	khz/hz	geometry issue?								
qimchamp2 (1)	256x224 ^v	60x16.740	✓ / 60 vs 30 / / No Contr.								
bigrun (2)	256x224	60x15.720	.75" bk t/b / 60 vs. 30 / sound / NoC								
cischeat (2)	256x216	60x15.720	" / "								
furie II (3)	336x244	60.328x16.349	✓ bowed in L/R								
von hois (2)	240x224	60x15.720	✓ bowed in L/R / 60 vs. 30								
complexx (1)	256x256 ^v	60.021x16.746	slowest / 50CR / NOT 55 + sdmeon + elec yoke								
zookeep (2)	256x240	60.021x15.726	✓ + Krum (NOT 55 / NOT 256x256)								
four tabl (2)	160x200	59.923x15.700									
mrdo (2)	240x192 ^v	59.943x15.705	✓								
vidpotp (1)	256x192	59.923x16.718	other 2 are in Group A? 59.923 vs. 59.610								
zaxxon (1)	256x224 ^v	59.999x16.740	✓ OCR?								
marshmap (1)	256x256	59.997x16.739	high pitch whine!?								
oos (1)	256x224 ^v	59.998x16.739	✓								
zaxxon (1)	256x224 ^v	59.999x16.740	✓								
kindjo (1)	240x256	60.0x16.740	✓								
1943 (1)	256x224 ^v	60.0x16.740	✓								
spnchout (2)	256x224	60.0x15.720									
elevator (2)	256x224	60.0x15.720									
rygar (2)	256x224	60.0x15.720									
angelxds (1)	256x240	60.0x16.740									
lwings (1)	256x240	60.0x16.740									
karnov (2)	256x240	60.0x15.720	✓								
paper (4)	264x224	60x17.280									
finalizer (5)	272x224	60x17.820									
asterix (2)	288x224	60x15.720									
88 games (2)	320x224	60x15.720									
ladrndf (2)	320x240	60x15.720									
ga2 (2)	320x224	60x15.720									
sboret (6)	240x224	60.000x15.877									
frogger (7)	256x224 ^v	60.606x16.970									
bankp (8)	224x224	61.034x15.991									
mplanets (9)	256x240 ^v	61.419x17.197									
gbest (9)	256x240 ^v	61.419x17.197									
Defender joystick	Robotron										

[illegible]

OSD Group: E				45	27	74	24	40	47	33	43
18.5 x 51	15.6 x 51	15.6 x 50	16.0 x 50								
18.4 x 50											
game		resolution	khz/hz		geometry issue?						
littlebig (1)		338 x 288	51.620 x 18.480		++ black R/B / sound						
mesaphx (2)		338 x 246	51.620 x 15.641		+ black T/B / sound						
glarsnp1 (3)		512 x 240	50 x 15.650		+ black T/B /						
cocoloco (4)		256 x 256 ✓	50 x 16.050		+ black T/B / 50 vs. 49.647						
stancb1 (4)		320 x 256	50 x 16.050		++ black T/B / bowed in L/R / 50 vs. 49.76						
guasar (3)		223 x 240 ✓	50 x 15.650		+ black T/B /						
bilyard (4)		256 x 256	50 x 16.050		+ black T/B / bowed in LR /						
phklad (3)		288 x 224	50 x 15.650		+ black TB						
allair (5)		294 x 294 ✓	50.089 x 18.483		offcenter L / Xblack All						
rotr (3)		320 x 240	*NOT WORKING		--						
browd (5)		352 x 296	50.080 x 18.480		Xsmall / XBlack All						
Kovaleva (4)		256 x 256	50 x 16.050		black TB / bowed in LR						
polyplay (4)		312 x 256	50 x 16.050		black TB / bow LR						
					</						

OSD Group: G				45	30	74	28	59	47	60	43
				60	25						
16 X 52	16 X 53	15.6 X 54	16 X 54								
18.8 X 54											
				<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>							
game		resolution	khz/hz	geometry issue?							
enigma2 (1)		256 X 224 ^v	52.787 X 16.047	black B / high							
psychic5 (2)		256 X 224 ^v	53.800 X 16.032	bow out LR /							
sonkyu (3)		320 X 240	53.987 X 15.656	black TB							
argus (4)		256 X 224 ^v	54 X 16.038	sblack TB / bow out LR							
penky (3)		256 X 224	54 X 15.660	black TB / off left							
brassy boy (3)		256 X 240	54.066 X 15.625	black TB / off left / sound							
madaljen (4)		256 X 256 ^v	54.744 X 16.040	sblack TB / Bow Out							
wardner (3)		320 X 240	54.878 X 15.640	sblack TB / s off L							
bantafi (4)		352 X 256	54 X 16.038	" ✓							
mwarr (3)		360 X 240	54 X 15.660	black TB / s off L							
xexex (4)		384 X 256	54.253 X 16.059	✓							
openice (4)		400 X 254	54.707 X 16.029	✓							
mk (4)		400 X 254	54.707 X 16.029	s bow							
smash tv (4)		410 X 256	54.707 X 16.029	s bow							
dbz (4)		384 X 256	54.066 X 16.058	NOT SS, is under							
twinc (5)		320 X 240 ^v	54.878 X 18.878	slight bow right							

OSD Group: M				68	15	74	18	37	45	62	51
				70	30	70	23	35			
24.6x59	25.4x59	21.1x59	25.5x59								
24x60	25.6x60	21x61									
game		resolution	khz/hz	geometry issue?							
baniapolis (1)		376x224 ✓	59.186x 24.680	high							
arkarea (2)		256x192	59.610x 25.394	little high, little bow							
-ninjakid2		"	"								
-roboKid		"	"								
1941 (2)		384x224 ✓	59.637x 25.406	little high, bow							
mpcs (2)		" ✓	"	"							
varth (2)		384x224 ✓	59.637x 25.406	"							
facedriv (4)		608x384	59.952x 25.600	"							
skyalert (5)		360x224	60x 24	"							
dyser (6)		384x224	60x 25.620	"							
ssprint (6)		512x384	60.096x 25.661								
paperboy (6)		512x384	60.096x 25.661								
turbofire (7)		352x240 ✓	61.310x 24.034								

OSD Group: N				57	28	51	53	81	47	33	43
						62	22	15	50	50	50
32 x 57	32.1 x 55			<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>							
game		resolution	khz/hz	geometry issue?							
sspirits (1)		496 x 384 ✓	57.524 x 32.041	adjusted							
gground (1)											
tinu2650 (2)		720 x 768 ↳ 560	55 x 32.120								
				</							

[illegible]