	MSX 1				MSX 2							MSX 2+		
Screen	Screen 0 Width 40	Screen 1	Screen 2	Screen 3	Screen 0 Width 80	Screen 4	Screen 5	Screen 6	Screen 7	Screen 8	Screen 9	Screen 10	Screen 11	Screen 12
Mode	T1	G1	G2	MC	T2	G3	G4	G5	G6	G7		G7+YJK+YAE		G7+YJK
Pattern Names	40 x 24 x 8b	32 x 24 x 8b	32 x 24 x 8b	64 x 48 x 2b	80 x 27 x 8b	32 x 24 x 8b	256 x 212 x 4b	512 x 212 x 2b	512 x 212 x 4b	256 x 212 x 8b				
Size	3C0h	300h	300h	300h	870h	300h	6A00h	6A00h	D400h	D400h				
Address step	400h	400h	400h	400h	1000h	400h	8000h	8000h	10000h	10000h				
Register mask (R#2)	--	--	--	--	11	--	11111	11111	11111 (#1)	11111 (#1)				
Register value (R#2)	>> 10	>> 10	>> 10	>> 10	>> 10	>> 10	>> 10	>> 10	>> 11	>> 11				
Pattern Colors	X	32 x 8b	32 x 24 x 8 x 8b	X	80 x 27 x 1b	32 x 24 x 8 x 8b	X	X	X	X				
Size	x	20h	1800h	x	10Eh	1800h	x	x	x	x				
Address step	x	40h	2000h	x	200h	2000h	x	x	x	x				
Register mask (R#3)	x	--	1111111	x	111	1111111	x	x	x	x				
Register value (R#3)	x	>> 6	>> 6	x	>> 6	>> 6	x	x	x	x				
(R#10)	x	>> 14	>> 14	x	>> 14	>> 14	x	x	x	x				
Pattern Generator	256 x 8 x 8b	256 x 8 x 8b	32 x 24 x 8 x 8b	256 x 8 x 8b	256 x 8 x 8b	32 x 24 x 8 x 8b	X	X	X	X				
Size	800h	800h	1800h	800h	800h	1800h	x	x	x	x				
Address step	800h	800h	2000h	800h	800h	2000h	x	x	x	x				
Register mask (R#4)	--	--	11	--	--	11	x	x	x	x				
Register value (R#4)	>> 11	>> 11	>> 11	>> 11	>> 11	>> 11	x	x	x	x				
Sprite Attribute	X	32 x 4 x 8b	32 x 4 x 8b	32 x 4 x 8b	X	32 x 4 x 8b / 32 x 8 x 8b	32 x 4 x 8b / 32 x 8 x 8b	32 x 4 x 8b / 32 x 8 x 8b	32 x 4 x 8b / 32 x 8 x 8b	32 x 4 x 8b / 32 x 8 x 8b				
Size	x	80h	80h	80h	x	80h+200h	80h+200h	80h+200h	80h+200h	80h+200h				
Address step	x	80h	80h	80h	x	400h (#2)	400h (#2)	400h (#2)	400h (#2)	400h (#2)				
Register mask (R#5)	x	--	--	--	x	111	111	111	111	111				
Register value (R#5)	x	>> 7	>> 7	>> 7	x	>> 7	>> 7	>> 7	>> 7	>> 7				
(R#11)	x	>> 15	>> 15	>> 15	x	>> 15	>> 15	>> 15	>> 15	>> 15				
Sprite Pattern	X	256 x 8 x 8b	256 x 8 x 8b	256 x 8 x 8b	X	256 x 8 x 8b	256 x 8 x 8b	256 x 8 x 8b	256 x 8 x 8b	256 x 8 x 8b				
Size	x	800h	800h	800h	x	800h	800h	800h	800h	800h				
Address step	x	800h	800h	800h	x	800h	800h	800h	800h	800h				
Register mask (R#6)	x	--	--	--	x	--	--	--	--	--				
Register value (R#6)	x	>> 11	>> 11	>> 11	x	>> 11	>> 11	>> 11	>> 11	>> 11				

#1: Address bit #16 is not at same location than in other mode (must be right-shitf 1 time)

#2: Address must be a multiple of 400h **plus** 200h