

The Apple IIe can produce seven different kinds of video display:

- text, 24 lines of 40 characters
- text, 24 lines of 80 characters (with optional text card)
- low-resolution graphics, 40 by 48, in 16 colors
- high-resolution graphics, 140 by 192, in 6 colors
- high-resolution graphics, 280 by 192, in black and white
- double high-resolution graphics, 140 by 192, in 16 colors (with optional 64K text card)
- double high-resolution graphics, 560 by 192, in black and white (with optional 64K text card)

The 2 text modes can display all 96 ASCII characters: uppercase and lowercase letters, numbers, and symbols. The enhanced and extended keyboard Apple IIe's can also display MouseText characters.

Any of the graphics displays can have four lines of text at the bottom of the screen. The text may be either 40-column or 80-column, except that double high-resolution graphics may only have 80-column text at the bottom of the screen. Graphics displays with text at the bottom are called *mixed-mode displays*.

The low-resolution graphics display is an array of colored blocks, 40 wide by 48 high, in any of 16 colors. In mixed mode, the four lines of text replace the bottom eight rows of blocks, leaving 40 rows of 40 blocks each.

The high-resolution graphics display is an array of dots, 280 wide by 192 high. There are six colors available in high-resolution displays, but a given dot can use only four of the six colors. If color is used, the display is 140 dots wide by 192 high. In mixed mode, the 4 lines of text replace the bottom 32 rows of dots, leaving 160 rows of 280 dots each.

The double high-resolution graphics display uses main and auxiliary memory to display an array of dots, 560 wide by 192 high. All the dots are visible in black and white. If color is used, the display is 140 dots wide by 192 high with 16 colors available. In mixed mode, the 4 lines of text replace the bottom 32 rows of dots, leaving 160 rows of 560 (or 140) dots each. In mixed mode, the text lines can be 80 columns wide only.