

## Identifying your Graphics Card (VGA card) without opening up your PC

With the advent of the “wonderful” original version of Windows 98 many end-users would occasionally find that Windows 98 “had lost” the configuration of their Graphics card (also called VGA card), and so needed to re-install the appropriate drivers but did not know what graphics card they had inside their PC.

In another scenario, you may have decided to “wipe” your hard disk and re-install the operating system, be it Windows 95, 98, NT, 2000, XP, 2003, but when it came to Windows needing to install the display adapter (the graphics card) you realised that you either forgot to backup the drivers before “wiping” the hard disk clean, or that you wished you had the original purchase paperwork that would tell you what your graphics card is (*Note : this does not matter so much with Windows XP/2003 as those versions of Windows come with generic drivers which will work on almost all graphics cards*).

In either of the above scenarios, if you cannot locate the documentation that came with your PC, the only way to work out what exact graphics card you have inside your PC is to open the PC, take the card out, and look at the main chip. **This is fine for the technical user who is familiar with the insides of PCs, but for end-users who are only familiar with software, that is a non-starter.**

### There is an alternative solution !

There is a solution which does not involve opening the PC and which has a 95% rate of success. **This solution works in all environments which provide a DOS environment to work in, that is DOS 6.2x, Windows 95, Windows 98, Windows NT, Windows 2000, Windows XP, and Windows 2003.**

The solution below assumes a Windows environment.

Close all programs.

Start a DOS session.

If you do not have a **Start \ MS-DOS Prompt**, or **Start \ Programs \ MS-DOS Prompt** option, then do **Start \ Run**, enter COMMAND.COM, and click **OK**.

- In the black DOS window type **DEBUG** and press **Enter**.
- This starts the "DOS Debugger". A single underline is displayed at the start of the next line where the DOS Debugger is waiting for you to enter commands.
- Type **DC000:35** and press **Enter**. (That's "DC", three zeroes, then ":35").
- You will get three columns of information displayed and about 8 to 9 lines of display. Write down anything meaningful that you see in the right-hand column as that column will display either part or all of the information about your VGA card.
- Type **D** and press **Enter**. A further 8 to 9 lines get displayed.
- If you did not get ALL the information about your graphics card displayed the first time round, then this second lot of 9 lines will give you the remainder of the information in Windows 95/98/ME/2000. In Windows XP/2003, you may need to type **D** followed by **Enter** two or three more times. Again it is the right-hand column that you need to concern yourself with.
- Once you have found the name of your graphics card and made a note of it, type **Q** and press **Enter**. This allows you to quit the DOS Debugger now that you have obtained all the information you were after.
- At the next prompt, the DOS prompt, type **EXIT** and press **Enter**.
- This will close the DOS window and you will now be back in your familiar Windows 95/98/NT/2000/XP/2003 environment.
- That's it. You're done.**

**Just in case ....**

With some graphics cards, if you do not get adequate information, you may need to use the command **DC000:50** rather than DC000:35.

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