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Apple IIGS: You Must Optimize Applications for RGB Video Display

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Some users have reported display problems with the Apple IIGS and the RGB monitor. Some packages mentioned included Wizardry, Chuck Yeager's Flight Simulator, Reader Rabbit, and Bismark.

The problems sometimes occur only with text, and sometimes show up as "bleeding" on the video display.

Programs that are written to run on non-RGB systems do not concern themselves with where, or how, the display is generated -- in other words, "video is video" for non-RGB systems.

With RGB video, there are other constraints, and many programs do not adhere to them, even if they are modified to run on the Apple IIGS. Many times the package reads "Runs on the GS in IIe emulation mode", which indicates the video will be normal for composite monitors and NOT optimized for RGB.

This usually indicates that it should be run with the system speed at Normal--not at Fast.

(Wizardry was written for the Apple IIe a number of years ago; Chuck Yeager's Flight Simulator is recent but still written for the Apple IIe -- and is not optimized for RGB.)

When a program is written for use on the Apple IIGS, it is usually optimized for RGB, which looks fine when displayed on composite monitors.
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