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640 x 480 Isn't Dead Just Yet - Adrian Roselli

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Adrian Roselli

Writer, Speaker, Consultant

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I've always kept a little list going of reasons why I still design for monitors and windows set to 640x480, and a list of reasons why I don't want to design for 640x480 anymore. My reasons for accommodating 640x480 users are still rock-steady in my mind, while the reasons against still don't cut it.



This article was originally posted on [evolt.org](#), an online resource for web developers, maintained by web developers. I have granted evolt.org the right to use [this article on their web site](#), and

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