EUT: VGA CARD

FCC ID: FQIS3TR3D

JOYTECH COMPUTER CO., LTD.

USER'S MANUAL

FEDERAL COMMUNICATIONS COMMISSION

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:(1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection. This equipment generates, uses and can radiated radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient or relocate the receiving antenna.
-Increase the separation between the equipment and receiver.
-Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-Consult the dealer or an experienced radio/TV technician for help.

Shielded interface cables must be used in order to comply with emission limits.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Table of Contents

Section 1. Introduction

The Trio3D/2X integrated 3D video/graphics accelerator is S3's first AGP-enabled product. Trio3D/2X enables compelling interactive entertainment, education, and presentation applications for the cost-sensitive personal computing world.

Trio3D/2X supports either 2X(133MHz) or 1X(66MHz) AGP pipelined DMA mode for high 3D rendering performance. By bus mastering texture data at over twice the speed of conventional PCI buses, AGP DMA reduces the amount of CPU overhead while improving 3D rendering performance.

The enhanced S3d Engine provides improved 2D acceleration for excellent Windows applications performance and a full-featured high-performance 3D rendering engine for realistic user experience in games and other interactive 3D applications.

The S3 Streams Processor technology provides the stretching and YUV color space conversion features required for full screen video playback with both software CODECs and hardware MPEG sources. It allows simultaneous display of graphics and video of different color depths. This saves memory

bandwidth and storage capacity while permitting higher frame rates.

The Streams Processor supports enhanced features such as vertical interpolation and color controls for high quality video playback.

Section 2. Features

High Performance Integrated 2D/3D Graphics and Video Accelerator

- 64-bit 2D/3D graphics engine
- SGRAM/SDRAM at 100 MHz and 1-cycle EDO DRAM at 75 MHz
- 2,4 or 8MB frame buffer (8MB is SDRAM-only)
- Integrated clock synthesizers
- 66 MHz AGP pipelined DMA mode
- 133 MHz AGP support

S3d Graphics Engine

- High performance 2D acceleration
- Flat and Gouraud shading for 3D
- High quality 3D texture mapping
- Perspective correction
- Bi-linear and tri-linear texture filtering
- MIP-Mapping

- Depth cueing, fogging, alpha blending
- Video texture mapping
- Z-buffering

Glueless 66/133 MHz AGP Bus Operation

- Supports AGP DMA mode for highest performance 3D rendering
- Bus mastering for high performance video capture and display list processing
- PCI Power Management

Glueless Video Digitizer Interface

- Supports industry standard video digitizers decoders
- Odd/even field detection

S3 Streams Processor Technology

- Supports on-the-fly stretching and blending of primary RGB or YUV(video) secondary stream
- Each stream can have different color depths
- Brightness, hue, saturation controls

Full software Support

- Drivers for major operating systems and APIs: [Windows 95/98, Windows NT (4.0/5.0-ICD), Direct3D]
- S3 Utilities
- Popular games supported with 3D acceleration
- ISV programs to ensure abundant title support

Green PC/Monitor Plug and Play Support

- DPMS monitor power savings modes support
- DDC monitor communications

Section 3. Hardware Installation

1. Please power off your computer and monitor, then disconnect the monitor from the back of your computer.
2. Be aware to discharge your body's static electricity by touching the metal surface of computer chassis. Then remove the computer cover.
3. If there is an existing card in your system, replace it gently but save the screw. Or, you may need to remove the cover from the rear of expansion slot that you select.
4. Align your card with an empty corresponding expansion slot(AGP), then carefully grasp the Card by top edge and put it firmly into the slot. Secure the screw to fasten the card in place and replace the computer cover.
5. Plug the monitor cable into your card, then turn on the computer and monitor.
6. Now you have finished the hardware installation and are ready to install the driver.

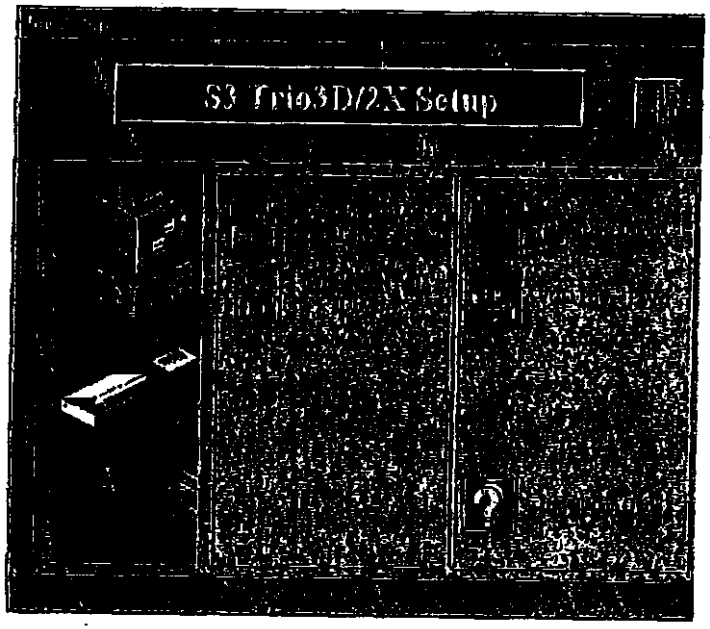
Section 4. Software Installation

If this is the first time you install the card by the Plug and Play feature of Windows 95/98. Windows will find a new hardware and ask for the driver. There are three different kind conditions from Windows98, Windows 95 and Windows NT. The basic rule is to click "Next", "Next"...until "Finish".

4-1 Driver Installation

1. Boot up your computer
2. Your computer will detect the new VGA card and shows "PCI Plug and Play" Device. Click "Next"
3. After that, you will see a dialog as follows: " Search for the best driver..." Select this and click "Next"
4. Then, select " Floppy disk drives" Click "Next"
5. After that, you will see the two following dialog and click "Next" on the icon
6. Then, the icon will show " Standard PCI Graphics Adapter [VGA]" Click "Next"
7. You will see a dialog shows " Windows found the following updated driver..." Click "Finish"
8. Finally, press "Yes" to restart computer.

Restart the computer and insert auto-run CD after entering Windows.

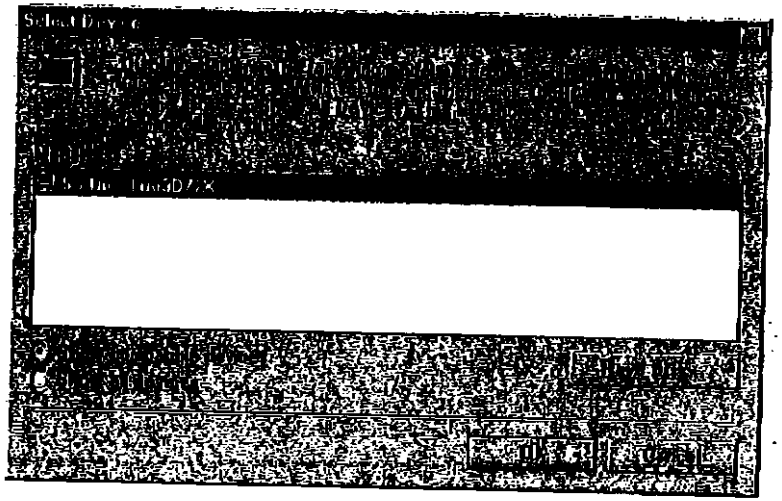


Firstly, if your OS is Windows 95/98, press "Windows 95/98"

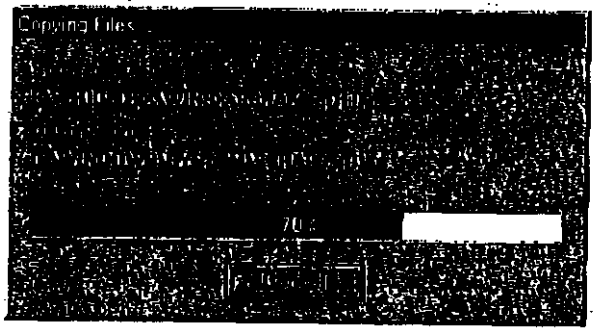
For Windows NT4.0, please press "Windows NT 4.0"

The following is example for Windows 95/98

Please click " Yes" to go on.



Click " OK" to continue.



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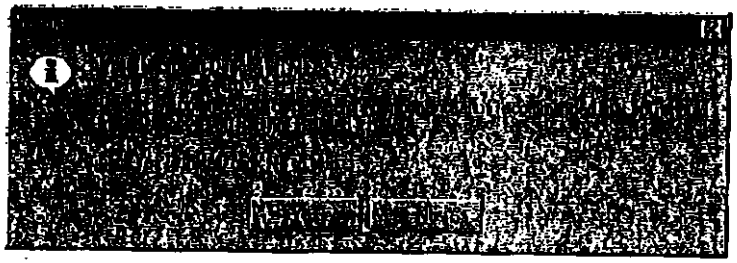
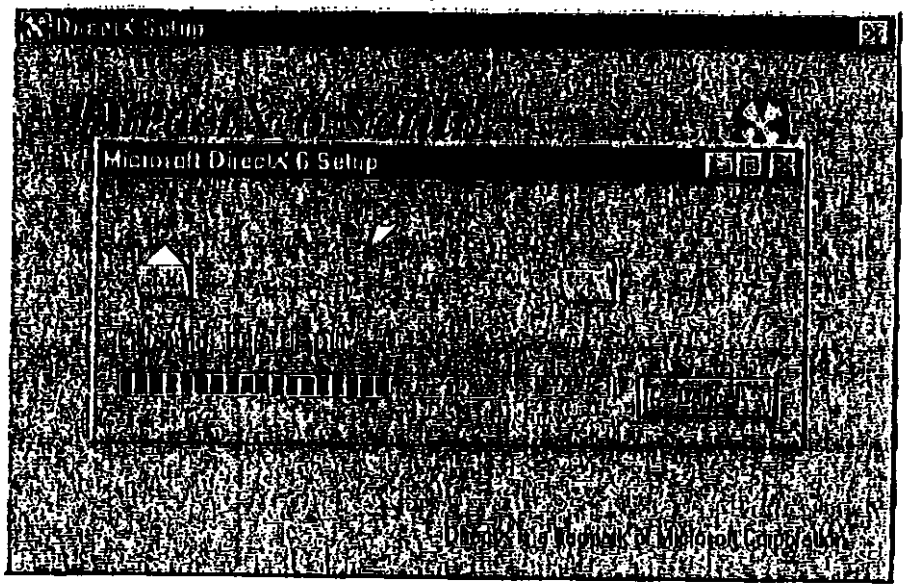
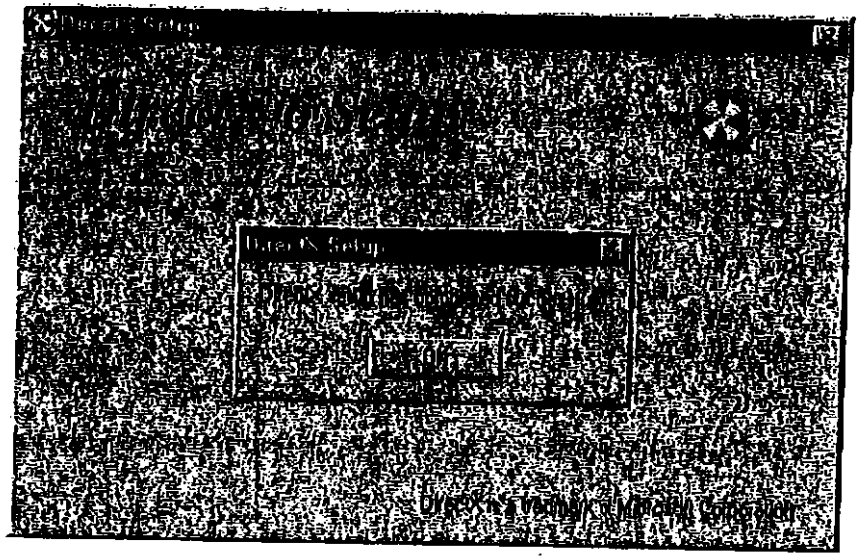


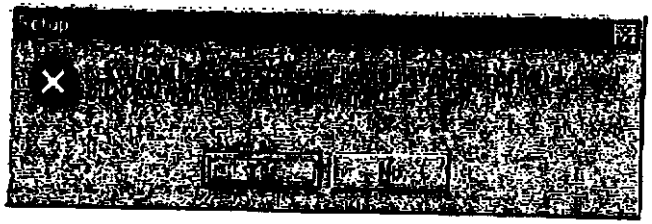
Click " Yes" to install.



Please do not press " Cancel".



Click " OK".



Click " Yes" to finish and restart computer.