

PURETEK INDUSTRIAL CO., LTD

FCC I D : H52PT-2081

PHANTA VGA CARD

Installation Guide

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 radiate 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.

Introduction

Thanks for your purchasing on this product; The PHANTA VGAcad has a very good performance on displaying compare to other VGAcad.

System Requirements

- ♦ a personal computer with a Pentium, Pentium II or compatible microprocessor and at least 8 MB of memory.
- ♦ a VGA analog monitor supporting a minimum 60 HZ vertical refresh rate.
- ♦ a free AGP bus slot.
- ♦ a CD-ROM drive.

Features

Hight-Performance 2D/3D/Video Accelerators:

- ♦ Floating point triangle setup engine.
- ♦ Single cycle 3D architecture.
- ♦ 8M triangles/second setup engine.
- ♦ 128-bit rendering pipeline.
- ♦ 140M pixels/second trilinear fill rate.
- ♦ Full AGP 4X/2X, including sideband addressing and execute mode.
- ♦ Microsoft DX6 texture compression.

- ♦ Flat panel desktop monitor support.
- ♦ High quality DVD video playback.

3D Rendering Features:

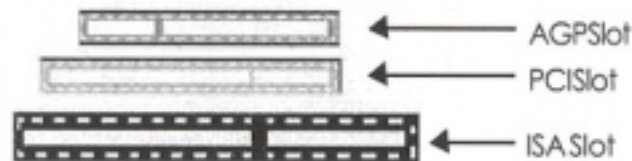
- ♦ Single-pass multiple textures.
- ♦ Hardware bump mapping.
- ♦ Full scene anti-aliasing.
- ♦ Anisotropic filtering.
- ♦ 8-bit stencil buffer.
- ♦ Single cycle trilinear filtering.
- ♦ True color rendering.
- ♦ Specular lighting and diffuse shading.
- ♦ Alpha blending modes.
- ♦ MPEG-2 video textures.
- ♦ Vertex and table fog.
- ♦ 16- or 24-bit Z-buffering.
- ♦ Sprite anti-aliasing, reflection mapping, texture morphing, shadows, procedural textures and atmospheric effects.

Hardware Installation

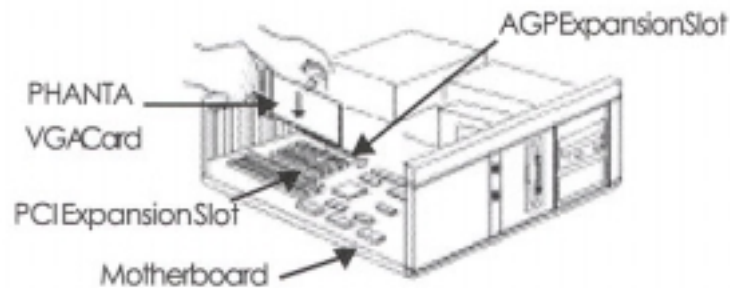
- ♦ Before the installation, please make sure that you have switch off all the related equipment.

- ◆ Insert the VGA card into the AGP slot carefully, make sure the card is placed tightly in slot. (Show as figure 1)

Note Normally, the color of the AGP slot is brown color, and it is shorter than the other slot, like ISA or PCI, if the card is not put in the AGP slot, but the others, it will damage the card.



- ◆ After the setup procedure, put the monitor cable into the VGA port. (Show as figure 2)



Software Installation

- ♦ Before installing the Display driver, make sure your Windows 95/98/NT is installed in VGA mode and work fine.
- ♦ For Windows 95 system, please install the DirectX before you want to play the MPEG Movie Player.
- ♦ To use an AGP graphics card with NT4.0, you may need to pre-install NT with Service Pack 3 (SP3) before installing the AGP card.
- ♦ If you are running Windows NT4.0, please note that some drivers are not compatible with earlier releases of Windows NT. Consult your dealer or local support to ensure you have the most recent releases for Windows NT and the drivers.

Before You Begin

If your system is running Windows 95/98/NT, the New Hardware Found dialog box will appear after restart. Select Driver from disk provided by hardware manufacturer, click OK, then follow all onscreen instructions. If the New Hardware Found dialog box does not appear, follow the instructions below.

Setup VGA Mode

Click the right mouse button anywhere on the Windows 95/98/NT desktop and select Properties from the pop-up menu that appears on screen.

Select Settings (Change Display Type For OSR2 user, please select Settings) Advanced Properties. For Windows 98 users, please select Settings (Advanced. For Windows NT users, please select Setting) Display Type and then click the (Change) button for Adapter Type. When the Select Device dialog box appears on the screen, please select (Standard display types) from the manufactures and select Standard Display Adapter (VGA) from the Models then click OK button.

Windows 95/98/NT Display Properties

Windows 95/98/NT allows you to select resolution, color depth, refresh frequency and font size using the standard Windows 95/98/NT Display Properties sheet, which can be accessed by right clicking anywhere on the Windows 95 / 98 / NT desktop, and then selecting Properties from the pop-up menu that appears on screen.



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