



Release Notes

AccelECLIPSE Release 2.4B151 for Windows NT 4.0

May 12, 1999

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This file contains important information about Release 2.4B151 of the AccelGraphics software for the AccelECLIPSE graphics accelerator cards. Release 2.4B151 is intended to be run on Windows NT 4.0 Intel platforms only.

Overview of the AccelGraphics Software

The software distributed on the AccelGraphics CD-ROM includes a driver for Windows NT 4.0 for Intel and Alpha based platforms. The driver supports various graphics applications at a range of resolutions and refresh rates, double buffered, from 640x480 @ 60Hz to high resolution 1280x1024@85 Hz, as needed for CAD, animation and imaging applications.

New Features & Bug Fixes

FIXED: Localized versions of Windows NT 4.0 using SP4 fails to boot in accelerated mode.

FIXED: Textures appear blocky in SDRC.

Known Anomalies and Limitations

The following anomalies are known in this release.

1. Lower screen corruption will occur when changing mode dynamically with a 3D window active (1059)

Changing mode dynamically from lower resolution to a higher resolution while a 3D window is running may cause the lower portion of the desktop to corrupt.

Workaround:

Close all 3D windows before changing mode.

2. Solidworks97: Traces of the dimensions are left on the viewport when relocated during Edit Sketch mode (1267)

Traces of the dimensions are left behind when it's relocated to a different area. This is not our bug. The application fails to refresh when in this sketch mode.

Workaround:

Refresh the screen.

3. Pro/ENGINEER: Distortion and screen repaint issues with viewport window (977/978)

In full drag mode only, distortion and repainting issues may arise in situations when you either display an object in shaded mode and drag the viewport window off-screen and then back on-screen, or when you cover the 2D menu window with the viewport window.

Workaround:

Do not enable "Show Window Contents while dragging".

4. Microstation 95: Textures and Color Banding (789/1030)

Applying Smooth Shading while Graphics Acceleration is selected can result in textures not being rendered correctly. This is seen in the oldhotel.dgn file. In kitchen.dgn, some color banding can be seen.

Workaround:

Enable "Texel 32 Bit".

5. Microsoft Excel 97: Vertical black lines appear (895)

Vertical black lines can appear when a pasted image overlaps a chart.

Workaround:

Move image so as not to overlap the chart.

6. Software cursor within a 3D window slows acceleration (745)

Having a software cursor within a 3D window will decrease performance.

Workaround:

Use a hardware cursor when running 3D applications (see Control Panel/Mouse/Pointers).

7. Quake2: White pixels appear randomly on Quake2 texturing (1721)

White pixels are visible on Quake 2 texturing after upgrading to 3.12 patch. We believe this is a problem within the default Quake2 OpenGL driver. This OpenGL driver is included with Quake2 and we have no control over this driver.

Workaround:

None

8. Slow system response when activating OpenGL screen saver with a 3D application active (1703)

Activating an OpenGL screen saver with a 3D application running will result in very slow system responses. The screen can take up to a minute to refresh.

Workaround:

Use a non-OpenGL screen saver

9. Very slow window movement with IE4.0 Active Desktop enabled (1492)

Window movement is very slow with Internet Explorer 4.0 installed and the Active Desktop feature enabled.

Workaround:

Turn off Active Desktop

10. 3DS Max 2.5: 2D preview window overlapping 3DSMax viewports will cause major visual corruption (7777)

Relocating a 2D preview window while it overlaps the main 3DSMax viewports in shaded mode will result in visual corruption to the main viewports.

Workaround:

Enable "Redraw Scene on Window Expose"

11. Houdini 2.5.2: Garbage when enlarging sub-windows (7760)

Resizing sub-windows within Houdini may result in minor screen anomalies or incorrect screen refresh.

Workaround:

Refresh main screen

12. Lightwave 5.6: OpenGL preview display off screen (2761)

Displaying an OpenGL preview window may result in the preview window being displayed off screen.

Workaround:

None

Thank you for choosing AccelGraphics as your 3D Graphics Accelerator supplier. If you have questions or comments, please E-mail support@ag3d.com.