ATI Graphics Driver for Windows NT 4.0

RELEASE NOTES
June 1999

READ THIS FILE COMPLETELY BEFORE ATTEMPTING TO USE THIS PRODUCT !

Contents

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1.0   Introduction

The Graphics device drivers supplied here are for the Microsoft Retail Release of the Windows NT 4.0 operating system.

The drivers will substitute 640x480 by 256 colors if the mode selected is NOT supported by the ATI graphics hardware.

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1.1   Color Depths

TRUE color provides 16.7 million colors using a 32 bpp data format. TRUE color provides higher performance, but uses more graphics memory.

- TRUE color at 800x600 is not available on all 2MB cards.
- TRUE color is not available on all DAC types.
- 24 bpp is available ONLY with the linear aperture.
- Not all color depths are supported at all refresh rates.
- 1600x1200 is not available on all DAC types.

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2.0   Known Problems

Some applications do not handle 24bpp and 32bpp properly, producing incorrect colors.

What to do if "ACCELERATOR not found" message appears:

- Is there another adapter card in the system that CONFLICTS with I/O locations in the 350-35F hex range? Relocate the I/O to 300 to 31F range.

- Our AGP cards will not work unless the NT 4.0 Service Pack 3, or greater, is installed. Please see Microsoft for the latest operating system update.

OpenGL acceleration is only available for 16bpp and 32bpp.

This driver is intend for use with NT 4.0 and service pack 3 or greater. For Windows 2000, please use the driver provided on the Microsoft CD.
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3.0   Reporting Problems

If you experience any difficulties, open the file *REPORT.TXT* and complete the *Problem Report* form.