

Rendition Verite Installation and Release Notes

Installation Notes:

There are 2 problems with installing Rendition Verite cards on a Win95 system. First, There is a hardware bug with the on-board VGA chip that prevents it from working properly on a system with any other VGA chips installed. This includes VGA chips on the mother-board. You must install the Rendition Verite card on a clean system with no other VGA cards other than the display card it is replacing.

Second, There is a bug in Win95 that prevents automatic detection and installation of PCI Display cards. You can get around this by making sure you don't allow Windows to automatically install the card for you but always choose to install the drivers from the DirectX 2.0 CD-ROM.

I. Clean Install

1. Install DirectX 2.0 from the CD-ROM
2. Turn off your computer
3. Replace your current display card with the Rendition Card
4. Turn on your computer
 - Note: If it boots to a black screen from which it never seems to return, you probably have another VGA chip installed on the motherboard or another Display card still in the machine, Remove the other display card or try installing on a different system.
5. Boot into Windows 95
6. Windows will prompt you with a 'New Hardware Found' dialog
 - Note: There should be another dialog box behind this called "Rendition Verite..."
8. If the dialog gives you any options on where to install from, please choose 'Install from Manufacturer's disk' and click OK.
9. Windows will prompt you with 'Please Install Driver's Disk' dialog
10. Click OK
11. Windows will prompt you with an 'New Hardware found' dialog
12. Click on the edit box labeled 'Copy files from:'
12. Make sure your Direct X 2.0 CD-ROM is in your CD-ROM drive
11. Type the path to the microsoft rendition drivers on the DirectX 2.0 CD-ROM
 - For example: D:\SDK\Redist\DirectX\Drivers\Display\bin
 - Note: Be sure to replace the drive letter 'D' above with the drive letter of the DirectX 2.0 CD-ROM
12. Click OK
 - Note: If a dialog pops up warning you about any file being older than the file currently on the disk. Click on the 'No' button each time it does.
13. **When it prompts you to restart, click 'Yes'**
14. Allow the computer to reboot
15. You should now be running on the Rendition Verite Card in 640 x 480 x 16 resolution
16. If the computer complains about a hardware conflict, you will need to delete the previous display driver from the system. Do the following:
 - a. Click on the start button
 - b. Click on the 'Settings' menu option
 - c. Click on the 'Control Panel' menu option
 - d. Double click on the 'System' icon
 - e. Click on the 'Device Manager' tab
 - f. Double click on the Display Adapters item
 - g. Click on any device driver that is not a Rendition Verite
 - h. Hit the delete key
 - i. Click on the 'Yes' button to confirm
 - j. If the computer offers to restart, click on the 'No' button
 - k. repeat steps f-j as long as their other drivers
 - l. Click on the OK button
 - m. If it offers to restart, click on the 'Yes' button

- n. When it restarts, the Rendition card should be working
16. If you have any other problems, try the following procedure

If after installing you are having problems booting into Win95 then you probably allowed windows to automatically install and the drivers are not properly installed.

Here's how to get around the problem

II. Driver not working properly after installation

- A. Boot into Safe mode (which should work)
 1. Turn on your computer
 2. Wait til you hear a beep
 3. Hit the F8 function key immediately
 4. You should now be at a DOS menu
 5. Choose the 'Safe Mode' or 'Safe Mode with network support' menu option
 6. The computer should now boot into Safe Mode
- B. Delete all driver devices from the system
 1. Click on the 'Start' Button
 2. Click on the 'Settings' menu option
 3. Click on the 'Control Panel' menu option
 4. Double click on the 'System' icon
 5. Click on the 'Device Manager' tab
 6. Double click on the 'Display adapters' item
 7. Delete each display device listed by selecting the item with the mouse and hitting the 'delete' key on your keyboard
 8. Hit the OK button.
 9. **When it prompts you to restart the system, choose the 'NO' button**
- C. Delete all other drivers from the registry
 1. click on the 'Start' Button
 2. choose the 'Run...' menu option
 3. type in 'RegEdit' in the edit box
 4. Hit return to launch RegEdit
 5. Double click on the HKEY_LOCAL_MACHINE key
 6. Double click on the 'Enum' sub-key
 7. Double click on the PCI sub-key
 8. You should see a list of Vendor Keys
 9. Be careful to only delete 'Display' Keys
 10. Double click on each vendor (VEN_???) key in turn
 - Double click on each (BUS_???) sub key in turn
 - Look for a 'Class' key in the right pane
 - **If the 'Class' key has a value of 'Display' then it should be deleted**
 - Else leave it alone**
 11. Delete each Display device by selecting the vendor key (VEN_???) and hitting the 'Delete' key on your keyboard
- E. Install the Rendition drivers
 1. Insert the DirectX 2.0 CD-ROM into your CD-ROM drive, if it isn't there already
 2. Click on the 'Start' button
 3. Click on the 'Settings' menu option
 4. Click on the 'Control Panel' menu option
 5. Double click on the 'Add New Hardware' icon
 6. Click on the 'Next' button
 7. **On the 'Do you want Windows to search for your new Hardware' page click on the 'No' response and then click on the 'Next' button**
 8. Double click on the 'Display Adapters' item

9. Click on the 'Have Disk' button
10. Click on the edit box labeled 'Copy Manufacturers files from:'
11. Type the path to the microsoft drivers setup information file (msddraw.inf) on the DirectX 2.0 CD-ROM
For example: D:\SDK\Redist\DirectX\Drivers\Display\MSDDRAW.INF
- Note: Be sure to replace the drive letter 'D' above with the drive letter of the DirectX 2.0 CD-ROM
12. Click OK
- Note: If a dialog pops up warning you about these files being older than the files currently on the disk. Click on the 'No' button each time it does.
13. **When it prompts you to restart, click 'Yes'**
14. Allow the computer to reboot
15. You should now be running on the Rendition Verite Card

F. If after all this it is still not working, you probably have a VGA chip on the motherboard that the Rendition Card is conflicting with... Try installing to a different machine

Release Notes:

A. Running Full-Screen DOS boxes or applications results in a black screen.

The DOS box or DOS application is actually there but it can't be seen because of a bug in the Hardware BIOS. To exit a DOS box, type the word 'exit' and hit the 'enter' key to return to windows from the DOS box. To exit a DOS application, hit the <ALT-TAB> key combination to return to windows where the application can be killed from the 'Close Program' dialog box accessed by hitting <CTRL-ALT-DELETE> on the keyboard.

There is a TSR DOS program VB102F.COM that fixes this problem by replacing the hardware BIOS with an updated Software BIOS at run-time. This file should have already been installed to your system directory (typically C:\WINDOWS\SYSTEM\VB102F.COM). If not, it is located on your DirectX 2.0 CD-ROM and can be copied there

For Example:

copy D:\SDK\Redist\DirectX\Drivers\Display\bin\vb102f.com c:\windows\system

Update the AUTOEXEC.BAT file to include the following line and then reboot:

C:\WINDOWS\SYSTEM\VB102F.COM

The AUTOEXEC.BAT file is usually located on your boot drive (typically C:\AUTOEXEC.BAT)

This will load and replace the hardware bios with the software bios each time you boot into windows.

Remember to remove this line from your AutoExec.Bat file if you update to a newer Rendition Board or another Display Card.

You can also get a more current version of this file directly from Rendition Inc. The Internet address is WWW.RENDITION.COM. The FTP site is FTP@RENDITION.COM

B. Visual Artifacts

The following visual artifacts are the results of bugs in the current hardware.

1. Random colored dots (usually yellow) appear on the screen when redrawing windows, etc.
2. The edges of the screen and windows appear to shimmer.
- This is especially noticable in 800x600 display modes.
- The work around is to avoid using 800x600 display modes
3. Random horizontal lines (usually black) appear randomly on the screen (usually near the right side of the screen)
- This is especially noticable in 640 x 480 display modes

- The problem appears to be aggravated by running DirectDraw apps.
- The work around is to run in 1024 x 768 modes. The problem still appears but is less noticable.

These problems should all be fixed in the next release of the Rendition Production Card

C. VGA chip incompatibility

There is a VGA chip bug with the Rendition Verite card that prevents it from co-existing on a machine with another VGA card installed or on the mother-board, even if they are properly disabled. This means that you can only install the Rendition Verite card on a system where the Rendition card is the only display device or is replacing the only display device card.

D. Direct3D drawing in 8,32 bit

The Rendition Verite chip by design only does Direct3D rendering in 16 Bit per pixel mode (BPP). This means that if your GDI display mode is currently set to 8 or 32 BPP's color resolution, that when you try to run a Direct3D application, it will try to change to 640x480x16 full-screen mode in order to run properly. This should work just fine on a 4 Meg Rendition card. But, may not work on a 2 Meg card as there isn't enough memory for all the buffers at 640x480x16 (Front, Back, Z-buffer, Textures, etc). The work-around on 2 Meg cards is to switch to a 16 BPP color resolution and run the Direct3D apps in a window

E. My Direct3D application keeps saying it doesn't have enough memory to load the Z-buffer or the textures

If you are using a 2 Meg card there may not be enough memory to do 640 x 480 x 16 D3D full-screen rendering. If your application will allow it, try turning off Z-Buffering and/or textures. Also, Consider upgrading to 4 Meg on your card.

If you are using a 4 Meg card try using a lower resolution like 640 x 480 x 16. There is not enough memory to do higher resolutions like 800 x 600 or 1024 x 768 when using a Z-buffer and textures simultaneously.

F. D3D Transparent Textures aren't working

This is another hardware bug. Turn on Bi-linear texture filtering, if your application allows. This should fix the problem.