ENGINEERING RELEASE NOTES
S3 Savage 4 (4.12.01.8009-8.20.06) 02/22/00

Recipient
S3

Purpose
WHQL candidate

Products Supported
- S3 Savage 4

Resolutions Supported

For S3 Generic release
S3 Mode list

*320x200	8,16,32	70
*320x240	8,16,32	72
*400x300	8,16,32	72
*512x384	8,16,32	70
*640x400	8,16,32	70
*720x480	8,16,32	75
*720x576	8,16,32	75
640x480	8,16,32	60, 72, 75, 85, 160
800x600	8,16,32	56, 60, 72, 75, 85, 160
1024x768	8,16,32	60, 70, 75, 85, 130
1152x768	8,16,32	60, 70, 75 85, 100
1280x1024	8,16, 32	60, 75, 85,100 (32BPP only 60, 75, 85)
1600x1200	8,16, 32	60, 75, 85 (32BPP only 60)
1920x1440	8,16	60

Resolutions Supported with overlay

640x480	8,16,32	60, 72, 75, 85,160
800x600	8,16,32	56, 60, 72, 75, 85,160
1024x768	8,16,32	60, 70, 75, 85,130 (No 130 for 32BPP)
1152x768	8,16,32	60, 70, 75 85, 100 (No 100 for 32BPP)
1280x1024	8,16, 32	60, 75,85
1600x1200	8	60, 75
1600x1200	16	60

* The modes are directdraw modes.

Switches

HKEY_CURRENT_CONFIG\Display\Settings (for test use)
1. AGPSize   AGP memory size (in String Value)
                Default:
                    16 for 32-63MB system memory
                    24 for 64-127MB system memory

40 for 128-255MB system memory
64 for 256MB and above system memory

2. WV   ON: enable wait for Vsync
                        OFF: not wait for Vsync
                        Default ON

3. TSL   ON: enable top scan line missing patch.
                        OFF: disable top scan line missing patch.
                        Default OFF.

4. ML   Mode list
                        Default S3 mode list.

5. AGP   AGP mode
                        1X: AGP 1X mode
                        2X: AGP 2X
                         4X: AGP 4X
                        default: to the capability of chip set.

6. DDSW   Workaround for BitCast class applications
                        YES: Enabled.
                        NO, Disabled
                        Default: Enabled

7. ZB   Make 32 Bit Z buffer available
                        ON: Enabled
                        OFF: Disabled
                        Default: Disabled

HKEY_Local_Machine\Config\0001\Display\Settings
1. DDSW   Workaround for BitCast class applications
                        YES: Enabled.
                        NO, Disabled
                        Default: Enable

HKEY_Local_Machine\Software\S3\Multimedia
1. MCS3Modes   ON: Allow motion compensation for the selected 32bpp mode
                        OFF: Block motion compensation for the selected 32bpp mode

HKEY_Local_Machine\Software\S3\BusmasterDevices
1. Timer   Video Capture Application Name (ie, XXXXXX.EXE)

Software Requirements
Win95/Win98
DirectX 3.0/5.0/6.0/6.1 Compliance

Language Support
• English (US) for now.

Additions and Changes

4.11.01.8009-8.20.06 2/21/00
Resolved as fix implemented
```
1. CR34318: WHQL: Win98 DCT300 Blt Exotic OffscreenOverlap fails
2. CR34168 - Asheron's Call texture problem.
```

4.11.01.8009-8.20.05 2/11/99
Resolved as fix implemented
1. CR34120:WHQL DCT300: PC99TA 6.8.1, 6.8.2, 6.8.5 and DDraw Blt-Exotic hang up the system with s3 generic config
2. CR34121:WHQL DCT300: D3D Driver Scenaio and DX6: Driver Scenarrio failed 2197
3. CR33994, 3D WinBench 2000 - 3D WinMark does not run, no result.
4. No, CR, 3D WinBench quality test 51 Compressed texture failure
5. No, CR, 3D WinBench2000 – Quality test 61 texture swapping hang at 32 bpp mode.
6. CR33344, Chrontel: No signal to CRT after using TV only. (In 8.20.04 release already)

4.11.01.8009-8.20.04 2/4/99
Resolved as fix implemented
1. CR33423:WHQL DCT300: Direct3D Alpha Pallete test caused system hang
2. CR33428:WHQL DCT300: PC99 #27 RGB Rasterization failed 1
3. CR33430:WHQL DCT300: DirectDraw Blt-Color Key-Vmem to Primary failed 1
4. CR33431:WHQL DCT300: Direct3D Texture Formats-Verify failed 12
5. CR33432:WHQL DCT300: Direct3D Texture Stage failed 1
6. CR33434:WHQL DCT300: Direct3D MipFilter Point-Full Square failed 26
7. CR33436:WHQL DCT300: Direct3D MipFilter Point-MaxMipLevel failed 162
8. CR33437:WHQL DCT300: Direct3D MipFilter Linear-MinPoint failed 5
9. CR33438:WHQL DCT300: Direct3D MipFilter Linear-MinLinear failed 5
10. CR33439:WHQL DCT300: Direct3D MipFilter Linear-Full Square failed 24
11. CR33440:WHQL DCT300: Direct3D MipFilter Linear-MaxMipLevel failed 162
12. CR33441:WHQL DCT300: Direct3D MipFilter Linear-LOD Bias failed 53
13. CR33442:WHQL DCT300: Direct3D MipFilter Point-LOD Bias failed 51
14. CR33443:WHQL DCT300: D3D DX6: Overdraw/Underdraw failed 2
15. CR33511 - 3D Winbench 2k - Winmark #6 - missing background's
16. CR33682, Multimonitor: System hang when play a MPeg file if Savage4 AGP as secondary display adapter

4.11.01.8008-8.20.03 1/20/99
Resolved as fix implemented:
1) DCT300 PCI 2.1 Compliance tests failure
2) DCT300 PCI 2.1 Compliance with power management test
3) Display Power test failure
4) Texture stage
5) Mipfilter Linear-MinPoint
6) Mipfilter Linear-MinLinear
7) Texture format - Verify

4.11.01.8008-8.20.02 1/11/99
Resolved as fix implemented:

```
1) CR33051, Mpeg File Playback Hang The System
```
2) Fixed the following DCT300 failures
Texture Filter – LinearMipLinear
Z Write
Shading - Flat/Gouraud
Compressed Texture - DXT2

Compressed Texture - DXT3
Compressed Texture - DXT4
Compressed Texture - DXT5
MipFilter Point - MinPoint
MipFilter Point - MinLinear
DX6:Texture Filter – LinearMipNearest

4.11.01.8008-8.10.29 1/11/99
Resolved as fix implemented:
1) CR32879, IE5: The letters with descenders (lowercase 'g' 'q' 'y' etc.) are missing the descenders. "
2) No CR, OpenGL demo hang issue.

4.11.01.8007-8.10.28 1/5/99
Resolved as fix implemented:
1) CR32745, WHQL: DCT v.250 fails the D3D test "Texture Stage"
2) CR32878, Winbench 3000 - Test 61 - texture swapping hang issue
3) CR32879, IE5: The letters with descenders (lowercase 'g' 'q' 'y' etc.) are missing the descenders. "
4) CR32913 , Flashing screen when using Mediamatics version 5.00.00.24.5 to play Terminator 2

4.11.01.8007-8.10.27 12/21/99
Resolved as fix implemented:
```
1) CR32963 -- System hangs with 3D WinMark99 test case # 8 on 10x7x32 if
   using 8.10.26
```

4.11.01.xxxx-8.10.26 12/17/99
Resolved as fix implemented:
1) CR32743, WHQL: DCT v.250 will fail D3D test "Texture Filter – NearestNearest
2) CR32744, WHQL: DCT v.250 will fail D3D test "Texture Filter - LinearMipNearest"
3) CR32745, WHQL: DCT v.250 fails the D3D test "Texture Stage"
4) CR32336, Intel Create and Share Camera Pack

4.11.01.8008-8.10.25 10/28/99
Resolved as fix implemented:
1. CR28191, Multi-monitor: Savage4 AGP as 2nd video doesn't work if Savage3D or Trio3D as primary., plyu
2. CR28457, Multi-monitor, Savage4 (AGP) as 2nd don't work if using Win98 Japanese., plyu
3. CR29737, Cyber Gladiators- screen flashes on menus, plyu
4. CR30095, Flying Corps Gold: Crash to desktop when selecting D3D mode, akoay
5. CR30118, Multiple Monitor Display Test failed - the PCI card failed to boot as a primary adapter, plyu
6. CR30148, Redline- background graphics appearing in front of foreground objects, plyu
7. CR30241, Adding PCI Savage4 will cause system to hang in Japanese WIN98. (Reference CR26948), plyu
8. CR31491, Gainward encounter texture corruption in the "Prince of Persia 3D game" ., akoay

Resolved as app issue, or non driver issue:
1. CR31546, PAL TV out can not set modes to 800x600, ssong

4.11.01.8007-8.10.23 10/14/99
Resolved as fix implemented:
1) NO CR, Creative Hardware DVD auto-calibration issue. Shuwu

Resolved as app issue, or non driver issue:

2) CR30687, Deer Hunter 3: Some bushes appear translucent. Akoay

ICD:
Gldemo Hang.

4.11.01.8007-8.10.22 10/08/99
ICD changes only.

4.11.01.8007-8.10.21 10/01/99
Resolved as fix implemented:
1. Added registry key to enable 32 bit Z buffer. Default is still disabled.
2. CR29360, IBM Zeus (MS1) - W95J: Cannot open sample files in Lotus WordPro 2000.,
    akoay
3. CR30095, Flying Corps Gold: Crash to desktop when selecting D3D mode, akoay
4. CR30141, Noise occurs at 16x12x16 with 60Hz when stretching a MPEG file from lower right
    side corner., ssong
5. CR30322, At 8 bit color depth, whole screen has texture corruption when running Episode I
    Racer., ylin

Resolved as app issue, or non driver issue:
1. CR29675, Num9 - Win98: Magic Schoolbus has corruption in the opening movie sequence.,
    ssong
2. CR30400, Compaq Aspen (k7) Mechwarrior 2 (DOS) - Hangs when launched from Windows
    on K7 System, wsun
3. CR29127, Run wintech v1.2, set mode to 10x7-HC. CAD/DRAW application keep running
    and will not score any points.. wsun

4.11.01.8007-8.10.20 9/23/99
Resolved as fix implemented:
1. CR29658, Shogo, Blood2- realtime lighting is incorrect, ylin
2. CR30001, Num9 - Speedy ROPS will show corruption on the "X" button on the top-right
    corner of the window, akoay

ICD
.Hot fix for IBM that disables the ICD for GLdemo.
  CR 29357, CR 29359, CR 29888
.CR 28810 Win98 S3 video corruption in LiveWork 3D preview windows.

4.11.01.8007-8.10.19 9/21/99

ICD
Hot fix for IBM that disables the ICD for GLdemo.
CR 29516,
CR 28810,
CR 29357,
CR 29359,
CR 29888

4.11.01.8007-8.10.18 9/16/99
Resolved as fix implemented:
1. CR28493, Blackstone Chronicles- mouse cursor refresh problem and onscreen menus
    appear offcentered, echen
2. CR28598, Ali/AMD system running 3D Winbench99 1.2 Quality/18/Cylindical Wrap U -
    Incorrect, poor image match., akoay

3. CR28599, Ali/AMD system running 3D Winbench99 1.2 Quality/19/Cylindical Wrap V - Incorrect, poor image match., akoay
4. CR29569, Apache Havoc- very bad framerate in gameplay when "rain" is turned on, ylin
5. CR29737, Cyber Gladiators- screen flashes on menus, plyu
6. CR30488, Slave Zero: When pressing Esc, the option menu text appears too translucent., akoay
7. CR30712, Unreal Tournament: Option screen appears with misaligned Horizontal lines., ylin

ICD:
1. CR29357 (GLDemo)
2. CR29358 (GLDemo)
3. CR29359 (GLDemo)
4. CR28810 (Liveworks 3d)

Resolved as app issue, or non driver issue:
1. CR28887, WHQL DCT V200 Beta Preview test: PCI Latency Win9x failed 3, ssong
2. CR29616, WHQL DCT V200: PCI test suite failed with error message in Win95 OSR2.1, ssong

4.11.01.8007-8.10.17 9/3/99
5. Disabled Diamond ICT util hook for non-Diamond board.
6. CR29423, Noise occurs when running Winbench99 Business Graphics at 16x12x32 with 60Hz, akoay
7. CR29569, Apache Havoc- very bad framerate in gameplay when "rain" is turned on, ylin
8. CR30003, Foxbear cause corruption and/or hang when run at 320 x 200 x 8, plyu
9. CR30032, 16M card: Screen Saver Underwater got corrupted when preview in mode 1280x1024x32, akoay
10. CR29357 (GLDemo)
11. CR29358 (GLDemo)
12. CR29359 (GLDemo)
13. CR28810 (Liveworks 3d)

4.11.01.8007-8.10.16 9/1/99
Resolved as fix implemented:
1. CR27927, Sega Rally 2, 800x600: mouse appears as black square, akoay
2. CR30032, Screen Saver Underwater got corrupted when preview in mode 1280x1024x32, akoay
3. CR28810: Win98 S3 video corruption in Livework 3D preview window.
4. CR29888: W98SEJP, GLDemo program stops unexpectedly with E59T11A
5. CR29357: Win95J, An object does not appear in GLDemo program.
6. CR29358: Win95J, S3 W95: GPF error appears in GLDemo program.
7. CR29359: Win95J, Some objects are not displayed correctly in GLDemo.

4.11.01.8007-8.10.15 8/26/99

Resolved as fix implemented:
1. CR29187, System hangs when running Speedy in any 32 bpp mode with Savage4 Pro (Part #86C397P) and driver 8.10.07. akoay
2. NO CR
    Fixed various bugs in the ColorControl32 function: invalid return
    codes from SetColorControl, incorrect operation of GetColorControl,
    and incorrect range for Brightness. Also made ColorControl32
    compatible with the S3Color utility, and enabled the S3Color utilty

to adjust colors for motion comp overlay surfaces.

Recommendations for Testing
Use the S3 OverTest utility at q:\softdev\share\savage4\overtest to
check proper color control operation for YUY2, UYVY, and MCS3
surfaces. Run the Mediamatics DVDExpress player with MCS3InYUV=ON
in the registry and verify that S3Color can be used to adjust the
overlay color controls.

Resolved as app issue, or non driver issue:
1. CR29569, Apache Havoc- very bad framerate in gameplay when "rain" is turned on, ylin
2. CR29597, Stratosphere: Green Corruption during gameplay, plyu
3. CR29618, 7th Legion: Intro movie is corrupted. Plyu
4. CR29906, GG2-Expendable : scores have dropped by 50% since driver 8.10.09, ylin

4.11.01.8007-8.10.14 8/19/99
Resolved as fix implemented:
1. CR29781, Win9x D3D test: Multi Texture-Mod Tex1 with Tex2x2, Mod with Tex2x4 and Add tex1
    to Tex2 Sighedx2 failed. Ylin
2. CR29782, Darkstone: Color key not transparent around the torches. Akoay
3. CR29130, Run any mode of 256 color, run a MPEG1 file will turn the mouse cursor boarder from
    black to white color. akoay

4.11.01.8007-8.10.13 8/18/99
Resolved as fix implemented:
1. CR29637, When a non-DDC monitor is connected, with the default setting of "Optimal" for the
    refresh rate, the display is driven at 160 Hz instead of 85 Hz. ssong

Resolved as app issue, or non driver issue:
1. CR29240, MS SDK Video Tex Sample hangs when changing from full screen to windowed
    screen with driver 8.10.07. (Part#86C397P), plyu
2. CR29247, Texture corruption occurs when maximizing MS SDK Mipmap sample with
    Savage4 Pro (Part# 86C397P), plyu

4.11.01.8007-8.10.12 8/13/99
Resolved as fix implemented:
1. CR28689, Winstone 32 BG/DTP benchmark result very slow., echen
2. CR28770, Unreal w/2.25 patch: mip map levels appear to be incorrect, ylin
3. CR28892, System hang up when "MS-Word97 import-coverter" install., echen
4. CR29122, When MS-Access97's menu-item 'Page-setting' selected, System hang up.
    (Japanese version: OSR2 & Access97), echen
5. Added K7 optimization.
6. Added 32 Bit memory interface mode list in INF.

Resolved as app issue, or non driver issue:
1. CR29493, gamegauge 2-Half-Life :The texture in the sky becomes corrupted. Plyu. It is a
    MiniGL driver issue.
2. CR28088, RevD: Some polygon flickering in various games., akoay
3. CR28882, WHQL DCT V200 Beta Preview test: PC99TA 6.8.5 Qual Scaling Cons failed 64,
    ssong
4. CR29247, Texture corruption occurs when maximizing MS SDK Mipmap sample with
    Savage4 Pro (Part# 86C397P), plyu

4.11.01.8007-8.10.11 8/10/99

Resolved as fix implemented:

1. CR28183, Winbench99 DirectDraw Tests hang on Flat Panel with Rev.c 8MB and 16MB board. akoay
2. CR28368, 3D Winbench98 3d Triangle Tests hang on Flat Panel. akoay

4.11.01.8007-8.10.10 8/5/99

Resolved as fix implemented:

1. CR27534, Japanese Win 98 in US mode with DFP attached switch to Full Screen DOS screen goes black., echen
2. CR27583, Need Support for Chrontel 7005/6 chip.
3. CR27987, System hung when run 3DWinbench99 using Gainward PCI 8MB card, akoay
4. CR28041, Star Wars Phantom Menace: There is no fog in the game, plyu
5. CR28087, Trickstyle: Characters blink disappear on selection screen, plyu
6. CR28848, WHQL DCT V200 Beta Preview test: PC99 #29 Multitexturing failed 116, plyu
7. CR28179, Star Wars Phantom Menace: There is severe texture drop out on some of the levels, ylin
8. CR29376, Descent3 GameGauge2: When veiwing demo you will see that3 the rockets are blocky or not rendered properly., ylin
9. CR28976, Xdemo: Mismatched textures throughout demo. ylin
10. CR29041, GLUTDemos: Walker will hang with GPF in the S3micd
11. CR29259, Indy3D: Program will not run due to GPF
12. CR29353, WHQL DCT OpenGL Conformance test hangs at 32bit mode.
13. Improved the software workaround for bus master video capture cards with Savage4 Rev C ("Bitcast" workaround.)The improved workaround autodetects bus master capture devices, so their application names don't have to be added to the registry or INF file. For testing This driver should be tested using various bus master capture cards with Savage4 Rev C to verify that they display properly and don't hang the system. It should also be tested with other apps that create overlays, such as AVI and MPEG1 playback.

Resolved as app issue, or non driver issue:

1. CR28582, Drakan Demo: When running at 32bpp modes, the main menu does not appear, plyu
2. CR29416, Janes WW][: Outer edges of polygons have purple linings, not displayed correctly, plyu

4.11.01.8007-8.10.09 8/2/99

Resolved as fix implemented:

1. CR#29391:System hungup play MPEG file with PLUS! Theme. echen

4.11.01.8007-8.10.08 7/29/99

Resolved as fix implemented:

1. CR27904, Shadow Master, Fighter Squadron, O.D.T. textures are not filtered., ylin
2. CR28491, Final Fantasy VII- pixels in gameplay appear discolored and flashing, plyu
3. CR28594, Foggy Texture occurs when playing Heavy Gear II Demo with driver 8.10.02., plyu
4. CR28791, Shogo w/2.14 or 2.2 patch : The framerate is extremely slow when single pass multitexturing is enabled, ylin
5. CR28841, Win98 S3 Improper cross hatching in Speedy ROPS., echen
6. CR28849, WHQL DCT V200 Beta Preview test: PC99 #34 Performance failed 4, plyu
7. CR28920, Quake3: Gameplay in 32bit mode is laggy.
8. CR29125, Performance slows in GL Games when mode switch applied.
9. CR29156, Half of the DCT 200 D3D test suite test cases missing if a IBM T55D monitor is selected, akoay
10. CR29189, Sin: Ladders are half-missing
11. CR29259, Indy3D: Program will not run due to GPF

Resolved as app issue, or non driver issue:
1. CR28272, Brian Lara Cricket: The clouds are corrupted, and grass texture drop out during the intro to the game, akoay

4.11.01.8007-8.10.07 7/23/99
Resolved as fix implemented:
1. CR29030, Foxbear - All 32bpp modes are corrupted. Wsun
2. CR28811, IBM Zeus (MS1) - Win98 OpenGL corruption of title bars. ncheung

Resolved as app issue, or non driver issue:
1. CR28577, MSSDK examples: Software cursor slow to respond when running this app in a window., ssong
2. CR28875, WHQL DCT V200 Beta Preview test: PC99TA 6.8.6 720x568 Resolution failed 1, ssong
3. CR28884, WHQL DCT V200 Beta Preview test: Texture Blend - Default failed 2, ylin
4. CR29111, WHQL DCT V200 PC99 test #22 Direct Frame Buffer Access is "Disabled", ssong
5. CR29112, WHQL DCT V200 PC99 #14.?? "driver support for dynamic color depth change" is "Disabled", ssong
6. CR29113, WHQL DCT V200 PCI 2.1 Compliance with Busmastering is "Disabled", ssong
7. CR28970, Running Intel IBase1.8, system hang. Wsun

4.11.01.8007-8.10.06 7/20/99
Resolved as fix implemented:
1. CR28159, horizontal garbage at both sides of screen on F22 game test. APAC, ylin
2. CR28783, ISV Demise demo: Text appears corrupt with small horizontal lines., akoay
3. CR28818, WHQL DCT V200 Direct3D test: Alpha Palette hang in Intel/LX/300MHZ system , ylin
4. CR28931, Texture corruption on 3DFlipcube, ylin
5. CR28930, Rev.E 32bit configuration of the Diamond cards hang when changing modes on the fly. echen

4.11.01.8007-8.10.05 7/16/99
Resolved as fix implemented:
1. CR28117, Verticle white image while restating after ACPI S3, echen 2. CR28258, WHQL DCT V200 Direct3D test: W Compare - LessEqual failed 4, plyu
3. CR28636, Win98: WHQL DVD Display test., sgibson
4. CR28647, WHQL DCT V200 Beta Preview test: Blt - Exotic hang the system, wsun
5. CR28661, Resume from Sleep - with OpenGL 'Nec' screen saver will cause hang, aschildan
6. CR28744, Win98 is failing 3D Z-Buffer when running Winbench99., plyu
7. CR28783, ISV Demise demo: Text appears corrupt with small horizontal lines., akoay
8. CR28784, Corruption image when Korean DOS prompt windows changed to full screen with "Windows Explorer" is opened. APAC, echen
9. CR28818, WHQL DCT V200 Direct3D test: Alpha Palette hang in Intel/LX/300MHZ system , ylin
10. CR28819, Drakan Demo: Jagged Fonts in Load menu., akoay
11. CR28676, System hang with enabled monitor sync when resume from suspend on >ACPI S1 system. echen

Resolved as app issue, or non driver issue:
1. CR28029, WHQL Manual Test 2D Drawing -- fill problem, echen
2. CR28580, WHQL DCT V150 Direct3D test: Texture Gradient Tests crash in PIII/500 systems with Win98se, akoay

3. CR28729, WinBench 99 1.1/GDI Inspection cause system hang up in 11x8_16bpp with 398 Exstreme board., ssong
4. CR28731, 3D WinBench99 1.2/3D WinMark cause system hang up with 10x7_16bpp setting in 398 exstreme boad., ssong
5. CR28781, DirectX6.1 D3DRM samples/FlyFS cause system hang up in 320x240_32bpp with 398 Exstreme board., ssong
6. CR28844, WHQL DCT V200 Beta Preview test: Cubic Mapping - Yaw required capability not detected, ssong
7. CR28846, WHQL DCT V200 Beta Preview test: Cubic Mapping - Pitch required capability not detected, ssong
8. CR28847, WHQL DCT V200 Beta Preview test: Cubic Mapping - MipMapping required capability not detected, ssong
9. CR28852, WHQL DCT V200 Beta Preview test: Bump Map Textures required capability not detected, ssong
10. CR28854, WHQL DCT V200 Beta Preview test: Luminance Textures required capability not detected, ssong

4.11.01.8007-8.10.04 7/12/99

Resolved as fix implemented:
1. CR28728: Desktop background's color pallet corrupt in all 8bpp modes after changing desktop mode to any of 8bpp mode by flying in 8bpp mode. ssong
2. CR28159, horizontal garbage at both sides of screen on F22 game test. ylin

4.11.01.8007-8.10.03 7/9/99

Resolved as fix implemented:
1. CR28635, Banding seen on the 256 grey scale and black bands down either side of 256 grey scale of DisplayMate. ssong
2. CR26765, Texture upload speeds are slow., wsun
3. CR27851, Redundant figures appear in Excel97-J., hlu
4. CR27904, Shadow Master, Fighter Squadron, O.D.T. textures are not filtered., ylin
5. CR28041, Star Wars Phantom Menace: There is no fog in the game, plyu
6. CR28295, WHQL DCT V200 DirectDraw test: Blt - ColorKey - Vmem to Prim failed 1, wsun
7. CR28442, System hang when the "Design Gallery Object" is inserted on MS-Publisher 98. echen
8. CR28443, Green color on Corel Quattro Pro8.0. echen
9. CR28571, WHQL:Vertical line in Magic school bus, echen
10. CR28595, WHQL DCT V200 Direct3D test: W Fog - Linear failed 6, plyu
11. CR28444, Expendable game has graphics corruption if you alt-tab out and back in, akoay
12. CR28528, 2D Winbench: White lines during test on business at resolution 1280x1024 -16 bpp ssong

Resolved as app issue, or non driver issue:
1. CR27578, Bass Master Classic: Fog is too thick., ylin
2. CR27986, Running Intel IBase1.6 a error message "One or more of the parameters passed to the function are incorrect"., wsun
3. CR28259, WHQL DCT V200 Direct3D test: Texture ColorKey - Default, White, Red, Green, Blue, Yellow, Magenta, Cyan, Grey, and Black   failed 2, ylin
4. CR28261, WHQL DCT V200 Direct3D test: Compressed Texture - DXT1 failed 20, ylin
5. CR28286, WHQL DCT V200 PC99 test: #27 RGB Rasterization failed 3, ylin

6. CR28290, WHQL DCT V200 PC99 test: #27.3 Source Alpha Blend Caps
failed 3, ylin

4.11.01.8007-8.10.02 7/1/99
Resolved as fix implemented:
1. CR26749, No filled with a pattern on Micrografx Flow Charter. echen
2. CR28186, 3D Mark 99 Pro: Crash on test 10/23 at resolution 640x480 -16 bpp, ssong
3. CR28246, WHQL DCT V200 Direct3D test: Texture Gradient 8x8 failed 5, akoay
4. CR28254, WHQL DCT V200 Direct3D test: Texture Blend - Modulate failed 7, ylin
5. CR28262, WHQL DCT V200 Direct3D test: Table Fog - Linear failed 24, plyu
6. CR28263, WHQL DCT V200 Direct3D test: Table Fog - Exponential failed 22, plyu
7. CR28265, WHQL DCT V200 Direct3D test: Table Fog - Exponential Squared failed 22, plyu
8. CR28267, WHQL DCT V200 Direct3D test: W Fog - Linear failed 4, plyu
9. CR28268, WHQL DCT V200 Direct3D test: W Fog - Exponential failed 21, plyu
10. CR28269, WHQL DCT V200 Direct3D test: W Fog - Exponential Squared failed 19, plyu
11. CR28355, Word97 drawing rectangle corner is not connected., jau
12. CR28533, Shogo: The fogging effect is inaccurate, akoay
13. CR28535, System hang with black screen when restarting after loading driver. , echen
14. CR28548, System hangs when changing from 16 or 32 bpp to 8 bpp with driver 8.10.01.
    echen

4.11.01.8007-8.10.01 6/29/99
Resolved as fix implemented:
1. Added AMD 3D now support. Herb
2. CR27756, Redline:All textures become blacked out near end of first level, akoay
3. CR28026, WHQL Manual Test 2D Drawing -- Clippling problem, draw outside window,
    system hang, hlu
4. CR28159, horizontal garbage at both sides of screen on F22 game test. APAC, ylin
5. CR28187, Winbench 99:white lines appear during test in resolutions 1280x1024 32 bit and 16
    bit on "Business Graphics Winmark 99", echen
6. CR28190, Savage4 PCI: 2D desktop corruption with Zipmagic installed in the system, echen
7. CR28208, Win98 S3 Mouse hide behind avi window with dual monitors., ssong
8. CR28351, Winbench 99: Hardware cursor changed color during and after the High End
    Graphic Winmark running, akoay
9. CR28355, Word97 drawing rectangle corner is not connected., echen

Resolved as app issue, or non driver issue:
1. CR27779, System hang occurs when monitor standby, and screen saver are activated
    similtaneously, ssong
2. CR27874, Shogo: If optimized surfaces are enabled, the health and, weapon/ammo
    indicators will appear fogged, plyu
3. CR27906, Team47 Goman: game has z-buffer problems, plyu
4. CR28133, DX7 Compress Sample: Textures do not appear., ylin
5. CR28149, Speedy "Screen to Screen" window movement using mouse is slow, ssong

4.11.01.8006-8.09.08 6/23/99
Resolved as fix implemented:
1. CR26816, Got unreadable screen when switched to DOS prompt window. echen
2. CR27174, Playing DVD while bitcast is playing will cause bitcast to have video corruption.
    mng
3. CR27578, Bass Master Classic: Fog is too thick. ylin
4. CR27752, Corruption image when Korean DOS prompt windows changed to full screen.
    echen
5. CR27774, Klingon Honor Guard: Poor texture display in D3D Mode, ylin
6. CR27850, A part of italic characters are chipped in Excel97-J. hlu

7. CR27851, Redundant figures appear in Excel97-J. hlu
8. CR27880, The benchmark slows down when run in batch mode at BGWM99 . hlu
9. CR27904, Shadow Master, Fighter Squadron, O.D.T. textures are not filtered. ylin
10. CR28126, Mouse cursor works abnormally, ssong

4.11.01.8006-8.09.07 6/18/99
Resolved as fix implemented:
1. CR26816, Got unreadable screen when switched to DOS prompt window., echen
2. CR26837, Trash in video buffer shown on screen during full screen DOS toggle., wsun
3. CR27578, Bass Master Classic: Fog is too thick., ylin
4. CR27645, In the PC Camera Games "Shoop!" "Pop the Bubbles" do not work in all 16 bit mode with driver 8.04.01 in Compaq's system., plyu
5. CR27752, Corruption image when Korean DOS prompt windows changed to full screen. APAC, echen
6. CR27932, Sega Rally 2- Z-buffer issue at start of race, akoay
7. CR28125, After returning from ACPI Standby and Organic Screen saver running together, the screen is black with cursor only., hlu
8. CR27061, Ali/PCI: Win98 hangs when starting on a black screen with an hourglass cursor. akoay
9. CR27670, Whole screen will be corrupted if double click Duke3D icon on Win98 Japanese. echen
10. CR27910, LCD panel has no video, whlie the system resumes from sleep mode. echen

Resolved as app issue, or non driver issue:
1. CR27906, Team47 Goman: game has z-buffer problems, plyu,
2. CR28030, 3D WinMark99 test case# 13 cannot run through if using 8MB NEC adapter on NEC machines., akoay,
3. CR28055, Packard Bell - Zuma Panel with 801 Scaler - shutting down windows/ to DOS - wil display Horizontal Corrupted txt, echen
4. CR28130, System hang entering Windows when system is configured with 762 Megs of Memory (3x256), ssong,
5. CR27605, Flat panel appears many black horizontal lines flickering before hitting enter key to shut down the system., ssong,
6. CR27675, W95 Changing to 1152x864 get 'Signal out of range' msg., wsun

4.11.01.8006-8.09.05 6/15/99
Resolved as fix implemented:
1. 8.09.06 has the exact same source base we rebuild the driver with INF change to
2. Enable Bitcast class application.

4.11.01.8006-8.09.05 6/11/99
Resolved as fix implemented:
1. Disabled Anisotropic Filtering to fix the following DCT failures.
2. CR28080: Title: "WHQL DCT98(V150) Direct3D test: Multitexture tests failed"
3. CR28081: Title: "WHQL DCT98(V150) PC98 test: PC98 #26 texture formats failed"

4.11.01.8006-8.09.04 6/10/99
Resolved as fix implemented:
1. CR28047, When using Window Media Player to play a AVI file and use Zoom to resize to 50%, image is corrupted, ssong
2. CR27458, Lotus 1-2-3 incorrect drawing on ellipse pattern filling. echen
3. CR27910, LCD panel has no video, whlie the system resumes from sleep mode. echen

4. CR27678, Garbage short lines occur when running 3DWinMark99 in Win98 Japanese. akoay
5. CR27748, Hercules (MS1) - Mouse pointer invisible in Heavy Gear if a software cursor is in use. akoay

4.11.01.8006-8.09.03 6/9/99
Resolved as fix implemented:
1. Fixed screen corruption from switching full screen DOS to Windows Box in 8 bpp mode, this problem was caused by code change in the last release. echen

4.11.01.8006-8.09.02 6/8/99
Resolved as fix implemented:
1. Restored support for Anisotropic Filtering, ylin
2. CR27678, Garbage short lines occur when running 3DWinMark99 in Win98 Japanese. akoay
3. CR27907, 3DStudio 3.0: The background grid is not refreshed properly when objects are moved. Plyu
4. CR27930, Sega Rally 2- No flash bulbs going off in crowd, akoay
5. CR27931, Sega Rally 2- No downshifting flame, akoay
6. CR27932, Sega Rally 2- Z-buffer issue at start of race, akoay
7. CR27908, ADI panel is flashing white screen while the system enters into sleep mode, echen
8. CR28010: WHQL DCT98 V150: Win98 GDI VFW AVI tests hang the system.

Resolved as app issue, or non driver issue:
1. CR27731, NHL98: Screen corruption before and after intro of gameplay, ylin
2. CR27763, Ghost shadow by moving icon during the playing of VCD in 256 colors depth., wsun
3. CR27890, Icon in tool bar of Adobe Photoshop 5.0 will go black when switching from 16/32 bit modes to 8bit modes, echen
4. CR27933, AutoCAD R14 will lose image/mouse pointer when switching from 32/16bit to 8bit mode on the fly, echen

4.11.01.8006-8.09.01 6/4/99

Resolved as fix implemented:
1. CR27896, 2D performance improvement, hlu
2. CR27351, Flat panel screen flashes too many times when booting to windows or changing modes on-the-fly. echen
3. CR27728, The following titles become corrupted, after retuning from alt+Tabbing to desktop: Redline Racer, Tomb Raider 3 Motracer (win 98 only), Motoracer2, Powerslide, akoay
4. No CR, 3DMax texture rendering speed slowdown, ylin
5. CR27745, Triple Buffer setting in Trespasser causes screen flashing., Open Fix Implemented, plyu
6. CR27063, With DFP color does not change with restart., Open Fix Implemented, echen
7. CR27588, Colin McRae Rally: Dirt cloud from tires is not transparent., Open Fix Implemented, plyu
8. CR27665, Multiple monitors - Savage4 AGP as secondary display does not come back on after standby mode. (ACPI), Open Fix Implemented, hlu
9. CR27790, Shadow Master: Game is too bright/saturated., Open Fix Implemented, akoay

Resolved as app issue, or non driver issue:
1. CR27627, WinStone99 cannot run through in Win98 Japanese., Open Resolved, ssong
2. CR27664, The lower portion of the Test Settings page was cut in WinStone99 (Win98 Japanese)., Open Resolved, ssong
3. CR27676, System hung when run Final Reality., Open Resolved, akoay

4. CR27755, 3D winbench 99: The framerate drops severely at 32 bit color depth, plyu.
5. CR27766, Requesting a driver that would support both WIN95 and WIN98(auto detect OS), ssong

4.11.01.8005-8.06.03 5/26/99

Resolved as fix implemented:
1. CR27705, Driver can not be installed in the clean WIN95(OSR2) system. APAC, 0. Critical Red Flag, Open Fix Implemented, echen
2. CR27758, 3d Mark Pro 99: crashes at 640x480 -16 bit and higher resolutions on test "10" "Multitextuing speed" , 1. Critical, Open Fix Implemented, ylin
3. Lifted the the restrictions of setting mode 640x480@60 for NonDDC unknown monitor and mode less than 1024x768@60 is set. Jonathan

Resolved as app issue, or non driver issue:
1. CR27710, Cannot run Turok Demo in Win98 Japanese. plyu.

4.11.01.8005-8.06.02 5/24/99

Resolved as fix implemented:
1. CR26874, Photoshop5: 32Bit mode: Single miscolored pixels drawn in a grid pattern., 4. Minor, Open Fix Implemented, echen
2. CR27268, Can not change pattern style when run Micrografx Flow Charter . , 2. Serious, Open Fix Implemented, echen
3. CR27343, Mediamatics: cursor missing or not responding after system suspend resume while DVD is paused (Intermittant), 1. Critical, Open Fix Implemented
4. CR27403, In the PC Camera Games "Shoop!" "Bounce it!", the ball leaves a trail when moving outside the video area. , 2. Serious, Open Fix Implemented, plyu
5. CR27451, IBM Aptiva (MS1) - PC Doctor for Windows Video Test hangs system., 0. Critical Red Flag, Open Fix Implemented, echen
6. CR27611, Screen Shimmer when run speedy at mode 10x7x8 with driver s3- 8.06.01in Generic's system, 2. Serious, Open Fix Implemented, ssong
7. CR27615, Flickering occurs at 10x7x32 with 85Hz when moving a window on desktop., 2. Serious, Open Fix Implemented, ssong
8. CR27646, Alien vs Preditor: Aliens demo, when you press <esc> to exit, the menu items are not highlighted., 2. Serious, Open Fix Implemented, akoay
9. CR27669, WHQL: Winbench 98 GDI test: Serious noise in mode 1600x1200x32, 2. Serious, Open Fix Implemented, ssong
10. CR27678, Garbage short lines occur when running 3DWinMark99 in Win98 Japanese., 2. Serious, Open Fix Implemented, ssong

Resolved as app issue, or non driver issue:
1. CR27416, While previewing a movie, screen seems to shake in an up-and-down motion while transitioning from one scene to another, Open resolved, plyu

4.11.01.8005-8.06.01 5/17/99
Resolved as fix implemented:
1. 2D performance improvement, fine tuned hardware and achived 7-10% performance increase, Hong
2. Added support for Anisotropic Filtering, Yun
3. Fixed CR27267, System cause a blue error screen when boot up after changed to 4MB AGP aperture size, Wei

4.11.01.8004-8.04.01 5/14/99

Resolved as fix implemented:
1. CR27458, Lotus 1-2-3 incorrect drawing on ellipse pattern filling.,Open fix implemented, Erdi
2. CR27448, ACPI does not work on multi-monitor., Open fix implemented, Hong
3. CR27467, Screen corruption occurs before system recovers from ACPI in multi-monitor environment., Open fix implemented, Wei
4. NO CR: Top and bottom of full screen DOS Window is cut off under Win9x. Open fix implemented Jonathan

4.11.01.8003-8.03.11 5/12/99
Resolved as fix implemented:

1. CR27076, Incoming with patch: The overlay text appears with a solid black background, ylin
2. The ICD changes are:
   - fix CR26960
   - fix CR27179
   - possible fix for WHQL hang
   - fix 3d multiple pipes GPF. No CR.

Resolved as app issue, or non driver issue:
1. CR26308, DOS window will corrupt while scrolling when the window is very small in 16-bit and 32-bit modes, echen.

4.11.01.8003-8.03.10 5/11/99
Resolved as fix implemented:
1. CR27225, Switching resolution from 1280x1024x32 to 1280x1024x16 will cause system hang with DVD player.
2. CR27174 Playing DVD while BitCast is playing will cause BitCast to have video corruption.
3. CR27160 DVD playback hangs while playing "Jumanji".
4. CR27213, MotoRacer w/ 321 patch: The smoke effects off the tires are completely black. 2. Serious, Open Fix Implemented, plyu
5. CR27140, PCI diamond board hangs on Turok, ., 1. Critical, Open Fix Implemented, ssong

Resolved as app issue, or non driver issue:
1. CR27194, Shogo: Benchmark results are poor, 1. Critical, Open Resolved, ylin

4.11.01.8003-8.03.09 5/7/99
Resolved as fix implemented:
1. CR26316, European Air War: There are transparency problems witth the smoke that trails behind the planes, 4. Minor, Open Fix Implemented, ylin
2. CR26510, Running any OpenGL application on ALi chipset causes system to hang., 0. Critical Red Flag, Open Fix Implemented, hsu
3. CR26845, Die by the sword: None of the textures are filtered, and there are no transparencies where appropriate., 2. Serious, Open Fix Implemented, ylin
4. CR26850, ICertain MPEG2 clips play back choppy., 2. Serious, Open Fix Implemented, dling
5. CR27179, Fog City: Application crashes when run., 2. Serious, Open Fix Implemented, jbaxter
6. CR27196, Half-Life Enhanced: Some minor glitching on the loading/intro screen, 2. Serious, Open Fix Implemented, ylin

7. CR27275, System hung when run WinBench 99 ver.1.1 2D Business Graphic at 10x7x32bpps@85Hz, 0. Critical Red Flag, Open Fix Implemented, echen
8. CR27314, Descent3: Wrap problem causing miscolored lines to appear on the edges of textures. 2. Serious, , Open Fix Implemented, akoay
9. CR26969, Some DVD titles such as "Eric Clapton Unplugged" don't display properly when the video window is moved off the left side of the screen.
10. (No Clarify bug generated) Some DVD titles and MotComp application don't display properly when the video window is moved off the bottom of the screen.
11. (No Clarify bug generated) DVD playback sometimes shows an old or junk frame during the first second of play.
12. No CR: Descent 3 Demo 2 renders offscreen.

Resolved as app issue, or non driver issue:
1. CR27070, Cursor: 8bpp and 16bpp cursors flicker constantly against a D3D background., 2. Serious, Open Resolved, akoay

4.11.01.8003-8.03.08 5/6/99
Resolved as fix implemented:
1. CR26664, Redline Racer: Textures do not appear (PCI), 1. Critical, Open Fix Implemented, ylin
2. CR26717, X-Demo new version: Textures on the planets flicker or or drawn with the wrong textures., 2. Serious, Open Fix Implemented, akoay
3. CR26914, Requiem: Transparencies broken on health and ammo bars., 3. Significant, Open Fix Implemented, akoay
4. CR26917, Multi-Texture driver: QuakeIII will not run, 2. Serious, Open Fix Implemented
5. CR26925, Shogo: The Weapons are incorrectly z-buffered, 2. Serious, Open Fix Implemented, plyu
6. CR27059, Metal games hard lock system, 2. Serious, Open Fix Implemented, rkoduri
7. CR27143, WHQL DCT98 -- Direct3D: Overdraw/Underdraw failure, 1. Critical, Open Fix Implemented, akoay
8. CR27249, WHQL-System hung when run MS Encarta 99, 0. Critical Red Flag, Open Fix Implemented, echen
9. CR26518, GLQuake: Timerefresh does not update correctly., 3. Significant, Open Fix Implemented, rkoduri
10. CR26617, Half-life: Team Fortress: Textures are not applied properly (Blatantly obvious), 1. Critical, Open Fix Implemented, rkoduri

Resolved as app issue, or non driver issue:
1. CR26694, Requiem: Framerate is choppy during gameplay., 2. Serious, Open Resolved, akoay
2. CR26715, WHQL DCT98(V150) Direct3D test: Compressed Texture failed 42, 2. Serious, Open Resolved, ylin
3. CR26852, Nascar Revolution: During the introduction of the racers, the cars will intermittently flash alternate textures, 3. Significant, Open Resolved, plyu
4. CR26907, Motoracer2: Openings of ceiling inside the tunnels are too bright (Elsa), 3. Significant, Open Resolved, akoay

4.11.01.8003-8.03.07 5/1/99
Resolved as fix implemented:
1. CR26286, Corruption appear while adjusting the volume control., Medium, Serious, Open Fix Implemented, hlu

2. CR26663, Redline Racer: Black outlines appear around the text., Low, Minor, Open Fix Implemented, plyu
3. CR27142, Win98(J) Systems Hangs with MS-Office97 Powerpoint Sample presentation Fireball.ppt is slected during preview., , Medium, Serious, Open Fix Implemented, hlu

Resolved as app issue, or non driver issue:
1. CR26672, Half-Life Enhanced Level: Game locks on attempting to load enhanced level, D3D, 1. Urgent, 1. Critical, Open Resolved, akoay

4.11.01.8003-8.03.05 4/28/99
Resolved as fix implemented:
1. CR26838, Cannot start system when no monitor is connected., , Medium, Serious, Open Fix Implemented, dling
2. CR26905, Motoracer2: Press F2 in race, player color changes when passed by another bike. (Elsa), , Medium, Significant, Open Fix Implemented, akoay

Resolved as app issue, or non driver issue:
1. CR26526, Shadows of the Empire: The videos are corrupted (tiling pitch problem), , Medium, Serious, Open Resolved, echen
2. CR26815, The test screen of DirectDraw is really bad., ,Medium, Serious, Open Resolved, dling
3. CR26867, Shadows of the Empire: The selection menu takes 5 minutes to fade in., , High, Critical, Open Resolved, echen
4. CR26907, Motoracer2: Openings of ceiling inside the tunnels are too bright (Elsa), , Medium, Significant, Open Resolved, akoay

4.11.01.8003-8.03.04 4/27/99
Resolved as fix implemented:
CR27037, Vertical lines left on screen when move gradtest.doc from left hand off-screen to right, Serious. Medium, Open Fix Implemented, hlu

4.11.01.8003-8.03.03 4/26/99
Resolved as fix implemented:
1. CR26984, 3D WinBench99/3D Quality fail at Quality/29/Color Key Transparency and Quality/52/Fog Vertex and Color Key with 32 bit mode setting., , 1. Urgent, 1. Critical, Open Fix Implemented, akoay
2. CR26990, System hung when run Speedy13, , 3. Medium, 0. Critical Red Flag, Open Fix Implemented, hlu
3. CR26991, Vertical lines on screen when move leftdrag.doc from left hand off-screen side to right, Medium, Serious, Open Fix Implemented, echen
4. WHQL DCT 150 - Power Management / Display Power Test Never recovers when attached to flat panel. 0. Critical Red Flag, Open Fix Implemented, jcheng2

Open resolved as BIOS issue:
1. CR26899, In CPQ system,Fashion screen saver come back from monitor turn-off will see error message, , 3. Medium, 2. Serious, Open Fix Implemented, hlu

Fix in last released:
2. CR26917, Multi-Texture driver: QuakeIII will not run, , 3. Medium, 2. Serious, Open Fix Implemented, plyu

4.11.01.8003-8.03.02 4/23/99
Resolved as fix implemented:
1. CR26575, In 256-color mode for 640x480, 800x600, or 1024x768 the entire Windows' Desktop shifts (to the left of screen) with the creation of a DDRAW overlay, 2. Serious, Open Fix Implemented, ssong
2. CR26664, Redline Racer: Textures do not appear (PCI), 1. Critical, Open Fix Implemented, echen
3. CR26716, WHQL DCT98(V150) Direct3D test: MultiTexture test failed, 2. Serious, Open Fix Implemented, plyu
4. CR26749, No filled with a pattern on Micrografx Flow Charter. , 2. Serious, Open Fix Implemented, hlu
5. CR26757, The garbage appears when move the MS chat windows., 2. Serious, Open Fix Implemented, echen
6. CR26789, Last Warrior game will cause corruption after open of the dialog box. 2. Serious, Open Fix Implemented, hlu
7. CR26845, Die by the sword: None of the textures are filtered, and there are no transparencies where appropriate., 2. Serious, Open Fix Implemented, ylin
8. CR26850, Certain MPEG2 clips play back choppy., 2. Serious, Open Fix Implemented, mng
9. CR26866, Freelance97: the first time running screen show after restart windows get GPF error, 2. Serious, Open Fix Implemented, echen
10. CR26878, European Air War: If you enter a game, then exit, flickering will occur on all sub-menu selections, 4. Minor, Open Fix Implemented, ylin

4.11.01.8003-8.03.01 4/21/99
Resolved as fix implemented:
1. CR26707, Heroin Demo: When exiting back to the menu, the mouse becomes non-responsive., 1. Critical, Open Fix Implemented, akoay
2. CR26714, WHQL DCT98(V150) Direct3D test: W Compare - GreaterEqual failed 1, 2. Serious, Open Fix Implemented, plyu
3. CR26774, System hangs with BitCast TV-out board. (Directshow apps), 2. Serious, Open Fix Implemented, jcheng2
4. CR26789, Last Warrior game will cause corruption after open of the dialog box. , 2. Serious, Open Fix Implemented, hlu
5. CR26800, Corrupt screen in the specific application, Gadenkuraemon., 2. Serious, Open Fix Implemented, hlu
6. CR26845, Die by the sword: None of the textures are filtered, and there are no transparencies where appropriate., 2. Serious, Open Fix Implemented, ylin
7. CR26863, WHQL DCT98(V150) Direct3D test: Stencil RST - S8Z32 failed 4080, 2. Serious, Open Fix Implemented, ylin
8. CR26887, WHQL DCT98(V150) Direct3D test: Table Fog failed 20, 2. Serious, Open Fix Implemented, plyu

Resolved as app issue, or non driver issue
1. CR26715, WHQL DCT98(V150) Direct3D test: Compressed Texture failed 42, 2. Serious, Open Resolved, ylin
2. CR26743, WHQL DCT98(V150) PC98: PC98 #24 RGB rasterization Required capability not detected, 2. Serious, Open Resolved, wsun
3. CR26744, WHQL DCT98(V150) PC98: PC98 #26 Texture Formats Required capability not detected, 2. Serious, Open Resolved, wsun
4. CR26745, WHQL DCT98(V150) PC98: PC98 #28 destination RGB alpha blend Required capability not detected, 2. Serious, Open Resolved, wsun
5. CR26822, Cursor does not follow window movement correctly when dragging on desktop with driver 8.02.07, 2. Serious, Open Resolved, echen

6. CR26824, Poor picture quality when CRT, and DFP are enabled , 2. Serious, Open Resolved, ssong
7. CR26865, WHQL DCT98(V150) PC98: PC98 #27 Texture Size failed 96, 2. Serious, Open Resolved, akoay

4.11.01.8002-8.02.11 4/21/99
Resolved as fix implemented:
1) Based on 8.02.10, Fixed the uninitialized IO addressing problem.

4.11.01.8002-8.02.10 4/19/99
Resolved as fix implemented:
1. CR26770, Everquest: Fog does not appear., 2. Serious, Open Fix Implemented, plyu
2. CR26781, Can't access Floppy drive A from win98 in Compaq system., 0. Critical Red Flag, Open Fix Implemented, ssong
3. CR26839, Rainbow 6 : texture coruption problem MS1, 2. Serious, Open Fix Implemented, ylin
4. CR26856, Microsoft Baseball 3D: The games crashes to windows desktop directly after launch, 1. Critical, Open Fix Implemented, akoay

Resolved as app issue, or non driver issue
1. CR26318, European Air Wars: Fog stops right at the edge of the map instead of gradually fading in., 3. Significant, Open Resolved, ylin
2. CR26511, Gameday99: The opening movies are choppy and miscolored., 2. Serious, Open Resolved, echen
3. CR26606, Frogger3D: The text on the keyboard remap screen is corrupt., 3. Significant, Open Resolved, ylin
4. CR26826, Need For Speed III: Corruption after running the demo. (APAC), 2. Serious, Open Resolved, akoay

4.11.01.8002-8.02.09 4/19/99
Resolved as fix implemented:
Fixed DCT texture filtering problems introduced in 8.02.08 release.

4.11.01.8002-8.02.08 4/16/99
Resolved as fix implemented:
1. Fixed triple buffer problems and use triple buffer hardware feature correctly. This fixes several game flickering issues, such as in half life. This also will increase the performance of 3Dmark Max. Shuwu.
2. CR26316, European Air War: There are transparency problems witth the smoke that trails behind the planes, 2. Serious, Open Fix Implemented, ylin
3. CR26630, Screen is corrupted when installing Duke3d on 8.02.03., 2. Serious, Open Fix Implemented, jau

4. CR26711, Some garbage image on Worldcup98 game on Savage4. (APAC), 2. Serious, Open Fix Implemented, ylin
5. CR26714, WHQL DCT98(V150) Direct3D test: W Compare - GreaterEqual failed 1, 2. Serious, Open Fix Implemented, plyu
6. CR26726, Run Winbench99\MP Graphic Playback cause system hang up in 12x10 or 16x12 of any color depth., 2. Serious, Open Fix Implemented, hlu
7. CR26750, OpenGL dialog box display is not clear/corrupted., 2. Serious, Open Fix Implemented, hlu
8. CR26766, Fog problems in EA Demo, 2. Serious, Open Fix Implemented, plyu
9. CR26788, European Air Wars: Flickering in game menu options, also in game coruptions during gameplay., 2. Serious, Open Fix Implemented, ylin
10. CR26817, WHQL DCT98 v100 hangs in GDI Windows -- DibView (Win98), 1. Critical, Open Fix Implemented, echen

4.11.01.8002-8.02.07 4/14/99

Resolved as fix implemented:
1. CR26273, Corruption while running Business Graphics Winmark 98 in Winbench 98, 2. Serious, Open Fix Implemented, tjiang
2. CR26309, Trace left on screen when using MS Word97, 2. Serious, Open Fix Implemented, echen
3. CR26316, European Air War: There are transparency problems witth the smoke that trails behind the planes, 2. Serious, Open Fix Implemented, ylin
4. CR26607, European Air War: A "Segment Not Present" error occurs when accessing the Autoplay menu., 2. Serious, Open Fix Implemented, hlu
5. CR26708, Forsaken GameGauge: 32M creative@143: Screen corruption when completing the demo., 1. Critical, Open Fix Implemented, wsun
6. CR26712, Color corruption on circle of Excel97 on Savage4. 2. Serious, Open Fix Implemented, echen
7. CR26731, Gabage appears when DOS prompt is moved, w/Savage 4X., 2. Serious, Open Fix Implemented, echen
8. CR26732, WHQL DCT98(V150) DirectDraw test: Surface Flipping Tests failed 1, 2. Serious, Open Fix Implemented, ssong

4.11.01.8002-8.02.06 4/12/99

Resolved as fix implemented:
1. CR26404, ACPI: Intermittent problems with system standby using CPQ driver on Intel system, 2. Serious, Open Fix Implemented, jcheng2
2. CR26557, All application on the desktop doesn't give response by double clike it after come back from system stand by in Compaq system., 1. Critical, Open Fix Implemented, jcheng2
3. Fixed problem with panel and motion comp at 6x4 and 8x6.
4. Fixed problem with horizontal downscaling during non-motioncomped video playback.
5. Reduced the default Command DMA buffer size to 4MB.

4.11.01.8002-8.02.05 4/9/99

Resolved as fix implemented:

1. CR26395, Lotus123: Change mode on fly causes Rundall 32 error, 2. Serious, Open Fix Implemented, echen
2. CR26632, System hung when open SDK IM:Bend,RM:Globe and come back from DOS full screen, 1. Critical, Open Fix Implemented, hlu and akoay
3. CR26661, Heroin Demo: Cursor moves VERY slowly on Title screen, 1. Critical, Open Fix Implemented, akoay
4. CR26701, AVI/MPG is running off-screen when switching from 8 to 16 bpp causing display to become black or white, 1. Critical, Open Fix Implemented, ssong.
5. CR26703, D3D: The following three games crashed on the 8.02.05 driver: Resident Evil 2, MotoRacer 2, Forsaken, 1. Critical, Open Fix Implemented, ssong
6. Resolved Win95 black screen hang issue when boot up by adding AGP 2X registry key. Shuwu
7. Changes to ensure consistently Software Bobing. Changes to fix the problem of ignoring bottom field first requests.

Resolved as app issue, or non driver issue
1. CR26635, Powerpoint97: White dots along the texts when run slide show, 3. Significant, Open Resolved, echen
2. CR26665, 3DWinbench99 Quality Test Suite Version1.1 Quality #8 failure with Compaq board, 2. Serious, Open Fix Implemented, ylin

4.11.01.8002-8.02.04 4/8/99
Resolved as fix implemented:
1. CR25887, Resident Evil: After running a 3D application, on the option screen, there are some stray black pixels on the button faces., 4. Minor, Open Fix Implemented, akoay
2. CR26587, Quake2: Alt+tab with 8bit textures enabled causes crash in metal.dll, 0. Critical Red Flag, Open Fix Implemented, ncheung
3. CR26592, Motorcross Madness: On Autorun screen, the text on the buttons does not show up., 0. Critical Red Flag, Open Fix Implemented, akoay
4. CR26273, Corruption while running Business Graphics Winmark 98 in Winbench 98, 2. Seriuos, tjiang

4.11.01.8002-8.02.03 4/7/99

Resolved as fix implemented:
1. CR25061, BOB is not working correctly in DVD. The movie titles and movie credits are not stable., 2. Serious, Open Fix Implemented, dling
2. CR25959, W98: Garbage appears in Screen show (Freelance97J)., 2. Serious, Open Fix Implemented, hlu
3. CR25960, W98: Garbage appears in Slide show (PowerPoint97J)., 2. Serious, Open Fix Implemented, hlu
4. CR26096, DVD does not play all the way through., 2. Serious, Open Fix Implemented, dling
5. CR26267, 3DMark99 benchmark Game2 appears wrong colors, it occurs at 32 bit color depth only. 2. Serious, Open Fix Implemented, ylin
6. CR26322, Powerboat Racing: None of the textures appears filtered., 4. Minor, Open Fix Implemented, ylin
7. CR26454, Shogo: The weapons are improperly z buffered, 2. Serious, Open Fix Implemented, akoay
8. CR26462, Redline Racer: Slight polygon flickering during gameplay and on menus, 3. Significant, Open Fix Implemented, ylin

9. CR26485, Actvie Movie file will not play with TV-out enabled in 640x480x8bpp., 2. Serious, Open Fix Implemented, paula
10. CR26513, Half-Life: Multiple resolution switching causes game to be drawn in a small window, and a GPF occurs., 2. Serious, Open Fix Implemented, akoay
11. CR26563, DVD playback shows severe palletization., 2. Serious, Open Fix Implemented, dling
12. CR26564, Hardware 3D acceleration not working in 3d WB 99., 2. Serious, Open Fix Implemented, dling
13. CR26570, Redline Racer: Load screen blue background on map image and Load status bar flickers., 4. Minor, Open Fix Implemented, ylin
14. CR26572, Bass Masters Classic TE: Table fog is not drawn, 2. Serious, Open Fix Implemented, ylin
15. CR26591, MS Baseball 2K: Drops back to desktop when starting, 1. Critical, Open Fix Implemented, akoay
16. CR26598, In Non DDC case, CPQ driver shows 8x6 4bpp as a selectable on the slider bar in "Display Properties", 2. Serious, Fix implemented, ssong,

Resolved as app issue, or non driver issue
1. CR26060, When running teapot.exe (a DRDIM application) and changing resolution on the fly, the application display stops., 1. Critical, Open Resolved, bbaker
2. CR26460, Shogo: Noticable audio stuttering during gameplay and on transition screens., 1. Critical, Open Resolved, akoay
3. CR26493, 3d Winbench 99: when running winmark test, one must run quality one quality test for each winmark test ran. , 2. Serious, Open Resolved, akoay
4. CR26575, In 256-color mode for 640x480, 800x600, or 1024x768 the entire Windows' Desktop shifts (to the left of screen) with the creation of a DDRAW overlay, 2. Serious, Open Resolved, ssong
5. CR26605, Optimal refresh rate is 75Hz instead of 85Hz at 1152x864x8/16/32 in NEC driver. , 2. Serious, Open Resolved, ssong
6. CR26430, Multiple monitor display test. System hangs when running any DirectX 6.1 D3DIM samples, when Savage4 is primary and ATI is secondary.

4.11.01.8001-8.02.02 4/6/99
ICD change.

4.11.01.8001-8.02.01 4/5/99
Resolved as fix implemented:
1. CR26543, NEC Release Notes shows 60&75Hz @10x7x16 available, but does not appear on Display Properties page,
2. CR26566, The S3 generic 8.01.18 driver with utilities, defaults to 800 X 600.

4.11.01.8202-8.01.22 4/21/99
For Compaq only
1) Based on 8.01.21, Fixed the uninitialized IO addressing problem.

4.11.01.8001-8.01.21 4/17/99
For Compaq only

2) Based on 8.01.20 , we will not use the WritePrivateProfileString to change the system.ini and we will not use dvideo.dll for the release.

4.11.01.8001-8.01.18 4/2/99
Resolved as fix implemented:
1.   CR26377, In a multiple monitor setup, when a Savage4 AGP board is secondary, S3 Gamma
     and S3switch utilities are not supported., 1. Critical, Open Fix Implemented, jcheng and hlu
2.   CR26492, Using Multiple monitor setup, if Savage4 AGP is primary, dragging "Display
     Propreties" to secondary display, there is corruption in primary display., 1. Critical, Open Fix
     Implemented, hlu

4.11.01.8001-8.01.17 4/1/99
Resolved as fix implemented:
1.   CR26441, When do a clean install CPQ driver on CPQ system by useing Savage4.inf will
     get:not written for this hardware"message, 2. Serious, Open Fix Implemented, ytan
2.   CR26479, S3switch2 in Generic S3 driver does not allow simultaneous display of multiple
     devices., 2. Serious, Open Fix Implemented, ssong
3.   CR26497, WHQL DCT98: Launch the test manager will get debug assertion fail message , 1.
     Critical, Open Fix Implemented, ssong

4.11.01.8001-8.01.16 4/1/99
ICD change.

4.11.01.8001-8.01.15 3/31/99
1. Fixed CR26440, SDK RM Samples Texture 5 was corrupted.

4.11.01.8001-8.01.14 3/30/99
Resolved as fix implemented:
1.   Fixed AOL text corruption problem. hlu
2.   Fixed AOL welcome screen GPF when "Smooth edges of screen fonts" is checked under
     Display Properties->Effects page due to stack miss-handling. hlu and echen.
3.   CR26255, Battle Zone: Game hangs on a black screen after launching a second time., 1.
     Critical, Open Fix Implemented, wsun
4.   CR26436, Ultimate Race: All mouse movement/key press actions are delayed by about 3
     seconds., 1. Critical, Open Fix Implemented, akoay
5.   CR26437, Turok: In the first part of the game, when you go underwater, the fog appears too
     thick., 1. Critical, Open Fix Implemented, akoay

6. CR26441, When do a clean install CPQ driver on CPQ system by useing Savage4.inf will get:not written for this hardware"message, 2. Serious, Open Fix Implemented, ssong

4.11.01.8001-8.01.13 3/29/99
Resolved as fix implemented:
1. CR26407, In Compaq system,8x6 refresh rate 56Hz on the list but when was selected showed 60 Hz, 2. Serious, Open Fix Implemented, ssong
2. CR26417, WHQL DCT98(V100 with Patch): GDI-Windows: Ratetest stopped with error message, 1. Critical, Open Fix Implemented, jcheng2

Resolved as app issue:
1. CR26068, Rainbow6: Flashing Black Triangles throughout game , 2. Serious, Open Resolved, ylin
2. CR26412, Compaq Savage4 Marketing Presentation - displays in a 6x4 windows while desktop res. Is 8x6 - when ATI shows 6x4 full screen, 2. Serious, Open Resolved, ssong

4.11.01.8001-8.01.12 3/29/99
Same as 8.01.11d but icd changes.

4.11.01.8001-8.01.11d 3/26/99
Resolved as fix implemented:
1. CR26049, Corruption occurs by the right button menu., 2. Serious, Open Fix Implemented, echen
2. CR26055, J-Windows 98 - Screen currupton when enlarging the DOS-BOX Windows., 1. Critical, Open Fix Implemented, echen
3. CR26068, Rainbow6: Flashing Black Triangles throughout game , 2. Serious, Open Fix Implemented, ylin
4. CR26227, Shogo: With Multitexture patch, sometimes the gun and other objects light up without reason., 2. Serious, Open Fix Implemented, ylin
5. CR26280, Alien vs. Predator Marine Demo: Once in gameplay, if a user brings up the pause menu, all menu options are highlighted., 3. Significant, Open Fix Implemented, ylin
6. CR26333, J-Windows 98 desktop corruption occurs when open dos box with latest driver 8.01.11a, 2. Serious, Open Fix Implemented, echen

4.11.01.8001-8.01.11c 3/25/99
Resolved as fix implemented:
1. Changed the COB size for 1024x768x32 mode so we can run double buffer for this mode, Completely fixed CR26157, Out of Memory" error- Running 3D winbench at 1152x864 and higher causes an error message, ssong.
2. CR26045, Shogo: Objects appear fogged, but no fog appears in the atmosphere., 2. Serious, Open Fix Implemented, plyu
3. CR26078, Lotus123: An extra corrupted box shows on the left top of the screen after opening any file, 3. Significant, Open Fix Implemented, echen
4. CR26243, ACPI - placing the system in Sleep (via the keyboard) , and restoring - will either Hang, or most often - produce corruption before restoring the desktop., 2. Serious, Open Fix Implemented, jcheng2
5. CR26254, Tankracer:The water textures flicker badly, 2. Serious, Open Fix Implemented, plyu

6. CR26349, 16 X 12 X 8/16 supports 70Hz instead of 75Hz, 2. Serious, Open Fix Implemented, ssong

4.11.01.8001-8.01.11b 3/24/99
Resolved as fix implemented:
1. Added ML (mode list) registry key in inf for Compaq, ssong
2. CR25982, Motorhead: Polygons in the fog will flicker slightly as you move towards them., 3. Significant, Open Fix Implemented, akoay
3. CR26078, Lotus123: An extra corrupted box shows on the left top of the screen after opening any file, 3. Significant, Open Fix Implemented, echen
4. CR26305, WHQL: Win98 Multi-Monitor: Savage 4 as the secondary display device doesn't work in both Intel system and Compaq system., 2. Serious, Open Fix Implemented, hlu
5. CR26320, The refresh rates supported by driver do not match Enineering Release Notes (12X10X8/16) CQP driver only, 2. Serious, Open Fix Implemented, ssong
6. CR26324, All modes are available up to 1920 when a non DDC monitor detect as "Unknown"., 2. Serious, Open Fix Implemented, jcheng2
7. CR26325, Unable to change the resolution which is beyond 640x480 on non DDC monitor with correct .inf setting for the monitor., 2. Serious, Open Fix Implemented, jcheng2

4.11.01.8001-8.01.11a 3/23/99

Resolved as fix implemented:
1. Added TSL registry key.
2. CR25061, BOB is not working correctly in DVD. The movie titles and movie credits are not stable., 2. Serious, Open Fix Implemented, dling
3. CR25899, GLQuake w/Scitech wrapper: No textures appear on the walls or floors., 3. Significant, Open Fix Implemented, akoay
4. CR26064, OpenGL app and 2D app running at same time causes system hang (Glut demo and 2D flipcube), 0. Critical Red Flag, Open Fix Implemented, hsu
5. CR26068, RainbowSix: Flashing Black Triangles throughout game , 2. Serious, Open Fix Implemented, ylin
6. CR26083, WHQL DCT98(Ver.100Fix) OpenGL test: GL Primitive Tests hang the system, 2. Serious, Open Fix Implemented, ssong
7. CR26090, 3D Winbench: When running on some systems, the desktop display setting has to match the program display setting to get a correct score., 2. Serious, Open Fix Implemented, ssong
8. CR26096, DVD does not play all the way through., 2. Serious, Open Fix Implemented, dling
9. CR26098, Clipping of the overlay surface occurs., 2. Serious, Open Fix Implemented, dling
10. CR26230, WHQL DCT98(Ver.100Fix) Direct3D test: Alpha Blending -TRUE failed 288, 1. Critical, Open Fix Implemented, ylin
11. CR26274, System stops responding when running Business Graphics Winmark 98 under Winbench 98 while in 1920 x 1440 x 16 mode, 1. Critical, Open Fix Implemented, tjiang
12. CR26275, Color corruption problem in DX 6.1 SDK\D3DIM Samples\TunnelDP when Fox Bear are run., 2. Serious, Open Fix Implemented, wsun
13. CR26281, TunnelDP windows changes color, 2. Serious, Open Fix Implemented, wsun
14. CR26282, TunnelDP images in windows scatters, 2. Serious, Open Fix Implemented, wsun
15. CR26285, Running MPEG1, MS Photo Editor, and D3D locks up or auto restart the system by itself., 2. Serious, Open Fix Implemented, ssong
16. CR26295, Shadow Company: Tree leaves will flicker as you pan, 2. Serious, Open Fix Implemented, akoay

4.11.01.8001-8.01.11 3/22/99
Resolved as fix implemented:

1. CR26018, Space Bunnies: Color key does not work on some effects., 4. Minor, Open Fix Implemented, ylin
2. CR26068, RainbowSix: Flashing Black Triangles throughout game , 2. Serious, Open Fix Implemented, ylin
3. CR26071, Error message appears if install the driver by using INF, 2. Serious, Open Fix Implemented, ssong
4. CR26112, Spider Solitaire game for Plus98- Most numbered Red cards are corrupted in all 32bpp modes, 2. Serious, Open Fix Implemented, echen
5. CR26116, FP500 and FP700 DFP's default resolution cannot set default for Panel type -, 2. Serious, Open Fix Implemented, jcheng2
6. CR26126, Subsystem Vendor ID need for WHQL Submission, 2. Serious, Open Fix Implemented, ssong
7. CR26130, Viper Racing; Some of the menu screen dialog boxes, and buttons flicker severly, 2. Serious, Open Fix Implemented, plyu
8. CR26217, FP710 screen goes blank when click Display\Setting\"Advanced" button., 2. Serious, Open Fix Implemented, jcheng2
9. CR26225, Tiger woods Golf: When, on or near the putting green, there are misplaced textures present, 2. Serious, Open Fix Implemented, akoay
10. CR26226, Tiger woods golf: The golfer textures will drop out in the inset box, 2. Serious, Open Fix Implemented, akoay
11. CR26246, Half-life: During gameplay if the user escapes out to change configuration and then resumes gameplay, the user loses all control of character., 1. Critical, Open Fix Implemented, akoay
12. CR26247, Windows warns when installing driver using the "have disk" method (inf file)., 2. Serious, Open Fix Implemented, ssong
13. NO CR#, Falcon 4.0 does not work in Direct3D mode, 1. Critical, Open Fix Implemented, akoay

4.11.01.8001-8.01.10b 3/21/99

Resolved as fix implemented:
1. 3D WinBench Winmark overnight test hang, Fixed implemented. Wei, Hong, Yun and Shuwu
2. 3D WinBench Winmark overnight test CPU overclock error, Fixed implemented. Shuwu
3. Implemented - If no device connected at boot time , the driver assume it is the NON-DDC monitor, and will set default for non-DDC monitor. Jonathan
4. Implemented - Time out for reading DDC EDID. Jonathan
5. Implemented - if non-DDC monitor then set 640x480 60hz for default until the user select monitor type. Jonathan
6. CR26071, Error message appears if install the driver by using INF, 2. Serious, Open Resolved, ssong
7. CR25923, CPQ System Only- 8.01.06, Winbench 99 hangs during Full-Auto Quality test, 10x7x16, 8x6x32, does not hang on Generic sys, Maybe chipset issue, 1. Critical, Open Fix Implemented, ssong
8. CR25981, Lands of Lore2: When starting the game, the textures appear black., 3. Significant, Open Fix Implemented, akoay
9. CR26026, WHQL DCT98(Ver.100Fix) PC98 test: Var11 PC98 downloadable RAMDAC failed 1 in OSR2.1, 1. Critical, Open Fix Implemented, tjiang
10. CR26044, European Air War: The fog does not appear in the game., 2. Serious, Open Fix Implemented, plyu
11. CR26125, Quake3 test (3-10): Near mipmaps in xian_dm9 have black bands. (similar to GLQuake problem), 1. Critical, Open Fix Implemented, kdavis

12. CR26157, Out of Memory" error- Running 3D winbench at 1152x864 and higher causes an error message, 2. Serious, Open Fix Implemented, ssong
13. CR26232, CPQ driver,WHQL:Ratetest fail at 1152x864, 1. Critical, Open Fix Implemented, ssong
14. CR26234, MS-DOS games will crash when switching from full screen to windowed in 32-bit modes, 2. Serious, Open Fix Implemented, echen
15. CR26239, Resolutions supported by 8.01.10 do not match Engine Release Notes (4.11.01-8.01.10), 2. Serious, Open Fix Implemented, ssong
16. CR26264, WHQL DCT98(Ver.100Fix) GDI-Windows test: Character Mode Test 1, 2 and 3 stop with corrupted screen in OSR2.1, 1. Critical, Open Fix Implemented, tjiang
17. CR26265, WHQL DCT98(Ver.100Fix) GDI-Windows test: Ratetest stoped with Dos full screen in OSR2.1, 1. Critical, Open Fix Implemented, tjiang

4.11.01.8001-8.01.10a 3/18/99
Resolved as fix implemented:
1. CR25965, WHQL: Win98 Multi-Monitor: the secondary display device can't be enumerated after reboot, 1. Critical, Open Fix Implemented, ssong
2. CR25980, Motoracer: The smoke effects from the tires appears soild black., 3. Significant, Open Fix Implemented, akoay
3. CR25982, Motorhead: Polygons in the fog will flicker slightly as you move towards them., 3. Significant, Open Fix Implemented, akoay
4. CR26042, Superbike: Trees flicker as you race,
5. CR26089, 3D Winmark: when running demo, during the explosion scene, a white triangle flashes across the half of the screen., 2. Serious, Open Fix Implemented, akoay
6. CR26154, Save Restore Issue, FP only - shut down - returns with CRT
7. CR26180, 3D Mark 99: 1024x768x16: The program will hang at the end of the test.
8. CR26227, Shogo: With Multitexture patch, sometimes the gun and other objects light up without reason., 2. Serious, Open Fix Implemented, ylin
9. CR26231, WHQL DCT98(Ver.100Fix) GDI-Windows test: GDI w/poly clip hang the system
10. CR26233, System hung in MS Word97 :draw circule with CPQ 8.01.10 driver, 1. Critical, Open Fix Implemented, hlu
11. CR26236, At 16x12x32, select 75Hz on Adapter page, and monitor shows 60Hz., 2. Serious, Open Fix Implemented, ssong

4.11.01.8001-8.01.10 3/16/99

New features:
1) 2D DMA work around.
2) Bug fixes.

1. CR24948, WHQL DCT98(Ver.100Fix) PC98 test: Var02 PC98 system uses WC failed 1 in OSR2.1, 1. Critical, Open Fix Implemented, wsun,
2. CR25830, Rush the Rock: the textures appear multicolored after playing three or more levels, 2. Serious, Open Fix Implemented, akoay,
3. CR25906, D3D/ICD: 3D hang using multi-pass texture. , 1. Critical, Open Fix Implemented, echen,
4. CR25909, HalfLife: Texture blend issue when rocket launcher explosion hits wall., 2. Serious, Open Fix Implemented, pmansur,
5. CR26018, Space Bunnies: Color key does not work on some effects., 4. Minor, Open Fix Implemented, ylin,
6. CR26026, WHQL DCT98(Ver.100Fix) PC98 test: Var11 PC98 downloadable RAMDAC failed 1 in OSR2.1, 1. Critical, Open Fix Implemented, tjiang,

7. CR26032, Barrage: hangs on a black screen after first movie plays, 1. Critical, Open Fix Implemented, wsun,
8. CR26034, Shogo w/Multitexture: No textures appear in the second level., 1. Critical, Open Fix Implemented, ylin,
9. CR26035, Shogo w/Multitexture: black banding patterns appear in the sky, 3. Significant, Open Fix Implemented, plyu,
10. CR26042, Superbike: Trees flicker as you race, 2. Serious, Open Fix Implemented, akoay,
11. CR26050, Windows corruption @ 1600x1200x32bpp with D3DIM application ., 1. Critical, Open Fix Implemented, ylin,
12. CR26068, RainbowSix: Flashing Black Triangles throughout game , 2. Serious, Open Fix Implemented, ylin,
13. CR26069, RainbowSix: White Squares around players feet (should be antialiased black circle) Same problem around gun fire., 2. Serious, Open Fix Implemented, ylin,
14. CR26103, Random Radio Button Corruption -noticed easily on "Shut Down" dialogue, 2. Serious, Open Fix Implemented, ssong,
15. CR26121, Switch 2 - Info - remove VPM references, 2. Serious, Open Fix Implemented, rxu,
16. CR26127, Nfl blitz: Line of scrimmage, and first down indicator lines flash on and off, 2. Serious, Open Fix Implemented, ylin,
17. CR26154, Save Restore Issue, FP only - shut down - returns with CRT, 2. Serious, Open Fix Implemented, jcheng2,
18. CR26165, Populous and other games: Exiting from the game/demo will corrupt the windows logo in Windows Explorer (and every other dialogue box similar) , 2. Serious, Open Fix Implemented, akoay,
19. CR26166, 1152x864 should be removed as a selectable resolution - this is not a Consumer supported resoltion., 2. Serious, Open Fix Implemented, ssong,
20. CR26167, Uninstalling the Savage driver via Add/Remove programs should not have to be in VGA mode., 2. Serious, Open Fix Implemented, rxu,
21. CR26169, Shogo: Plays with a Red Band across the top of the screen., 2. Serious, Open Fix Implemented, plyu,
22. CR26171, 3DMark99 - At Image Quality test (Benchmark): 11 of the 12 tests the screen goes black., 2. Serious, Open Fix Implemented, ylin,
23. dwh rev.C chip in COMPAQ system,2D Business Graphic 99 (1.0 and 1.1) will hang on MS Excel, 3. Medium, Open Fix Implemented, wsun,
24. CR26180, 3D Mark 99: 1024x768x16: The program will hang at the end of the test. , 1. Critical, Open Fix Implemented, wsun,
25. CR26194, CPU overclock when ran 3D WinMark99 ver.1.1 at COMPAQ system at 10x7x16@85Hz, 2. Serious, Open Fix Implemented, wsun,
26. CR26196, Driver INF file did not load EMMEXCLUDE=C000-CFFF statement into system. Open Fix Implemented, ssong,

4.11.01.8001-8.01.09 3/12/99

Resolved as fix implemented:
1. CR25599, CRT&DFP: 8.10.02->08, Changing mode from 10x7x16bpp to 8bpp causes corruption of the Monitor graphic in Settings Tab, 3. Significant, Open Fix Implemented, jcheng2
2. CR25695, Rollcage Demo: Polygons on the sides of the display disappear, 1. Critical, Open Fix Implemented, plyu
3. CR25720, CPQ driver: Radio buttons become corrupted in any mode with VIA motherboard , 1. Critical, Open Fix Implemented, echen
4. CR25830, Rush the Rock: the textures appear multicolored after playing three or more levels, 2. Serious, Open Fix Implemented, akoay

5. CR25892, Team47 Goman: when you exit from the game it will lock the system up in 640X480 desk top mode, 1. Critical, Open Fix Implemented, akoay
6. CR25906, D3D/ICD: 3D hang using multi-pass texture. , 1. Critical, Open Fix Implemented, echen
7. CR25983, Grim Fandando: Balloon animals are not drawn., 2. Serious, Open Fix Implemented, ylin
8. CR26026, WHQL DCT98(Ver.100Fix) PC98 test: Var11 PC98 downloadable RAMDAC failed 1 in OSR2.1, 1. Critical, Open Fix Implemented, tjiang
9. CR26031, Half-Life w/S3TC textures: Large textures will appear currupt (tiling problem), 1. Critical, Open Fix Implemented, akoay
10. CR26040, Motorhead: game locks up in fist race, 1. Critical, Open Fix Implemented, akoay
11. CR26043, South Park: Some building faces are not drawn., 2. Serious, Open Fix Implemented, ylin
12. CR26069, RainbowSix: White Squares around players feet (should be antialiased black circle) Same problem around gun fire., 2. Serious, Open Fix Implemented, ylin
13. CR26076, Rainbow 6: Glass is intermittently not transparent., 2. Serious, Open Fix Implemented, ylin
14. CR26080, Mediamatics: no motion comp support with 8MB board for 800x600x16, 32bpp modes, 2. Serious, Open Fix Implemented, jwarner
15. CR26086, GLDoom w/Scitech GLDirect: System crash after the title screen appears., 1. Critical, Open Fix Implemented, akoay
16. CR26127, Nfl blitz: Line of scrimmage, and first lines flash on and off, 3. Medium, Open Fix Implemented, ylin,
17. CR24948, WHQL DCT98(Ver.100Fix) PC98 test: Var02 PC98 system uses WC failed 1 in OSR2.1, 1. Critical, Open Fix Implemented, wsun,

Resolved as apps, hardware issue, non-issue:
1. CR25657, AMD/ALI system: with AGP on, all D3D games will hang immediately., 1. Critical, Open Resolved, echen
2. CR25928, WINBENCH99: 8.01.07 CPQ, corruption occurs at DirectDraw/Animate Stretch Solid, 1.7x, 24 or 32bit, 1. Critical, Open Resolved, ssong
3. CR26003, Tv-Out: if hot switching from TV to no TV, modes available under Display Settings icon does not update, 3. Significant, Open Resolved, jcheng2
4. CR26028, ALi/AMD system: A fatal exception 0D occurs when launching Windows98., 0. Critical Red Flag, Open Resolved, echen

4.11.01.8001-8.01.08 3/8/99

1. CR24854, WHQL DCT98(Ver.100) PC98 test: Var 11 PC98 downloadable RAMDAC screen turns red after test finish, 1. Critical, Open Fix Implemented, wsun,
2. CR24945, Table Fog problems with a number of games: See Details., 1. Critical, Open Fix Implemented, plyu,
3. CR24948, WHQL DCT98(Ver.100Fix) PC98 test: Var02 PC98 system uses WC failed 1 in OSR2.1, 1. Critical, Open Fix Implemented, wsun,
4. CR25271, 3D Winbench98-3DQuality #13 Decal Texture Blending fail, 1. Critical, Open Fix Implemented, akoay,
5. CR25483, 2D Winbench 99- Highend Graphics winMark99 drop from 499 to 361, 2. Serious, Open Fix Implemented, hlu,
6. CR25583, Menu Bar text corruption after run 2D Win99 Business Graphic, 2. Serious, Open Fix Implemented, hlu,

7. CR25646, Single line corruption appear with Window default background open when right click mouse on desktop and chooes properties., 2. Serious, Open Fix Implemented, hlu,
8. CR25656, WB99: Greater then Z Quality test: there is a red line left on the top and left side of the square., 2. Serious, Open Fix Implemented, akoay,
9. CR25658, Powerslide: With 32bpp trilinear filtering enabled, the terrain polygons are shaded and flicker, 2. Serious, Open Fix Implemented, ylin,
10. CR25692, Shogo: Enabling Single Pass multi texturing slows the game down, 1. Critical, Open Fix Implemented, plyu,
11. CR25706, Dungeon Keeper Gold D3D: Game locks up after 5 min of play. Crash happened level 2, 1. Critical, Open Fix Implemented, akoay,
12. CR25720, CPQ driver: Radio buttons become corrupted in any mode with VIA motherboard , 1. Critical, Open Fix Implemented, ssong,
13. CR25766, Color bar corruption in display properties., 2. Serious, Open Fix Implemented, tjiang,
14. CR25785, Corel Draw: System hangs changing graphic from vector format to bitmap format, 2. Serious, Open Fix Implemented, tjiang,
15. CR25786, System hangs after installing NetMedia Keyboard driver, 2. Serious, Open Fix Implemented, tjiang,
16. CR25835, Any InstallShield: When installing, the progress meter will be drawn in the wrong location, Open Fix Implemented, ssong,
17. CR25842, Blood2: The moving light effect in the subway appears with black squares., 3. Significant, Open Fix Implemented, akoay,
18. CR25866, WHQL DCT98(Ver.100Fix) AGP test: D3D texture 8x8 hang the system in OSR2.1, 1. Critical, Open Fix Implemented, wsun,
19. CR25871, Open Window explorer and slowly resize the window-right upper corner logo is corrupted, 2. Serious, Open Fix Implemented, hlu,
20. CR25891, Fifa 99: Minor flickering occurs intermittently throughout gameplay, 2. Serious, Open Fix Implemented, ylin,
21. CR25913, DFP - OVERFLY: 8.01.06 CPQ, object is restricted to upper-left portion of the screen at 8x6 & 6x4 modes (expanded or non-expanded), 1. Critical, Open Fix Implemented, jcheng2,
22. CR25942, Windows Explorer: Check boxes on view option page of Win98 Explorer are missing , 2. Serious, Open Fix Implemented, ssong,
23. CR25945, Corel Office: The icons on toolbar are color corrupted when change color depth, 2. Serious, Open Fix Implemented, echen,
24. CR25973, logo missing and white vertical line appear on the right side of all buttons in Deluxe CD player, 2. Serious, Open Fix Implemented, ssong,
25. CR25976, Texture Corruption/noise occurs in Tunnel DP from Bootleg driver 5.02.09 with 16x12x32 display mode., 2. Serious, Open Fix Implemented, ssong,
26. CR25979, Final Fantasy 7: When entering combat or menus, the screen fades to black twice in a row., 2. Serious, Open Fix Implemented, akoay,
27. CR25983, Grim Fandando: Balloon animals are not drawn., 2. Serious, Open Fix Implemented, ylin,
28. CR25990, Castrol Superbike: Exits back to desktop when starting a new game., 1. Critical, Open Fix Implemented, ylin,

Resolved as apps, hardware issue, non-issue:

1. CR25247, INF is installing DVIDEO.DLL link in system.ini, 2. Serious, Open Resolved, ssong
2. CR25371, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #24 RGB raserization required capability not detected , 2. Serious, Open Resolved, wsun
3. CR25372, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #26 texture formats required capability not detected , 1. Critical, Open Resolved, wsun

4. CR25373, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #28 destination RGB alpha blend required capability not detected , 2. Serious, Open Resolved, wsun
5. CR25436, IBM:No stream play for *.avi indeo format movie in 32bpp modes in Win95/98., 2. Serious, Open Resolved, wsun
6. CR25543, Several WHQL DCT Beta Preview tests are failing, 1. Critical, Open Resolved, akoay
7. CR25584, Texture corruption in DX6.1 SDK,DDRAW Samples:DDOverlay , 2. Serious, Open Resolved, wsun
8. CR25585, Under the MS Word, there are samll dots show up on the white page after changing the resolution, and the function button is disappear., 2. Serious, Open Resolved, tjiang
9. CR25677, Winstone 98: In modes 1024x768x8Bit and 1024x768x32Bit, when running Winstone 98 Business, Winstone Times out in a Corel Application., 1. Critical, Open Resolved, tjiang
10. CR25722, Desktop will resize when the refresh rate is changed, 2. Serious, Open Resolved, tjiang
11. CR25890, Janes F-15 (Patch needed) : The ground textures are improperly displayed in a checkerboard pattern, 2. Serious, Open Resolved, akoay
12. CR25906, D3D/ICD: 3D hang using multi-pass texture. , 1. Critical, Open Resolved, ssong
13. CR25921, 3DPinball: Changing mode on fly results in a duplicate black screen of Pinball window , 2. Serious, Open Resolved, tjiang
14. CR25928, WINBENCH99: 8.01.07 CPQ, corruption occurs at DirectDraw/Animate Stretch Solid, 1.7x, 24 or 32bit, 1. Critical, Open Resolved, ssong
15. CR25943, PowerPoint: When viewing slide show with embedded movie at 8bpp mode, background and movie color palette corrupt., 2. Serious, Open Resolved, echen

4.11.01.8001-8.01.06 3/2/99
New features:
1. Bug fixes

Resolved as fix implemented:
1. CR25153, Space Bunnies Must Die: The textures in the tunnel on level one are the wrong color., 2. Serious, Open Fix Implemented, ylin
2. CR25231, Defiance: The bottom 1/8th of the screen flickers during game play. The "Gun arms" arms are also not displayed., 2. Serious, Open Fix Implemented, ylin
3. CR25309, DFP display crashes after playing a MPEG/AVI clip, 1. Critical, Open Fix Implemented, jcheng2
4. CR25467, Desktop text and icon corruption if dragging a window around, 1. Critical, Open Fix Implemented, hlu
5. CR25494, Screen Saver: Scrolling Marquee text shifted when preview, 4. Minor, Open Fix Implemented, hlu
6. CR25516, Cursor (on top of video clip) became invisible after ran 3D Winbench-3D Winmark, 2. Serious, Open Fix Implemented, wsun
7. CR25599, CRT&DFP: 8.10.02/CPQ->04 CPQ, Changing mode from 10x7x16bpp to 8bpp causes corruption of the Monitor graphic in Settings Tab, 2. Serious, Open Fix Implemented, jcheng2
8. CR25608, CRT&DFP (Mode Set 4bpp): 8.01.02CPQ->04 CPQ, mode cannot be set to 16 color modes when driver is installed, always reboots to 10x7x32bpp mode., 1. Critical, Open Fix Implemented, jcheng2

9. CR25644, CRT and/or DFP (3D Winbench99): 8.01.02CPQ->.04 CPQ, failed Quality test #8,9,12,55,56; do not match Good Images., 2. Serious, Open Fix Implemented, ssong
10. CR25653, Refresh rate not supported in supported resolution., 2. Serious, Open Fix Implemented, ssong
11. CR25658, Powerslide: With 32bpp trilinear filtering enabled, the terrain polygons are shaded and flicker, 2. Serious, Open Fix Implemented, ylin
12. CR25696, Jane's WWII Fighters: Bullet tracers and explosions appear as squares, 2. Serious, Open Fix Implemented, akoay
13. CR25697, Janes F-15: The ground texture is not filtered., 2. Serious, Open Fix Implemented, akoay
14. CR25720, CPQ driver: Radio buttons become corrupted in any mode with VIA motherboard , 1. Critical, Open Fix Implemented, ssong
15. CR25761, Slave Zero: No Alpha blending on headlights, shadows, explosions, and other SFX., 0. Critical Red Flag, Open Fix Implemented, plyu
16. CR25769, CPQ-2D WinBench98 ã_‰ÃÔSã#¶³(|phic @10x7x32@75Hz - CPU overclock, 1. Critical, Open Fix Implemented, ssong
17. CR25770, CPQ driver: Winbench99 Business Graphic CPU Overclock in mode 1024x768x32, 1. Critical, Open Fix Implemented, ssong
18. CR25771, Win98 system usually hangs up at passing Win98 logo with a currsor point or waitting glass left on the black screen while boot up win98 system in IBM's Typhoon system., 1. Critical, Open Fix Implemented, ssong
19. CR25820, DFPw/CRT- AMOVIE Mpeg: 8.01.04, GPF error occurs when 2X size video clip is dragged rapidly off-onscreen right, 16/32b. , 1. Critical, Open Fix Implemented, jcheng2
20. CR25821, DFP- AMOVIE: 8.01.04, video clips are offset & desktop corruption with non-expanded modes 6x4, 8x6 using S3Switch2 utility, 1. Critical, Open Fix Implemented, jcheng2
21. CR25829, Space Bunnies Must Die: main character's ponytails are not displayed, 2. Serious, Open Fix Implemented, ylin

Resolved as apps issue:
1. CR24854, WHQL DCT98(Ver.100) PC98 test: Var 11 PC98 downloadable RAMDAC screen turns red after test finish, 1. Critical, Open Resolved, wsun
2. CR25247, INF is installing DVIDEO.DLL link in system.ini, 2. Serious, Open Resolved, ssong
3. CR25371, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #24 RGB raserization required capability not detected , 2. Serious, Open Resolved, wsun
4. CR25372, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #26 texture formats required capability not detected , 2. Serious, Open Resolved, wsun
5. CR25373, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #28 destination RGB alpha blend required capability not detected , 2. Serious, Open Resolved, wsun
6. CR25436, IBM:No stream play for *.avi indeo format movie in 32bpp modes in Win95/98., 2. Serious, Open Resolved, wsun
7. CR25584, Texture corruption in DX6.1 SDK,DDRAW Samples:DDOverlay , 2. Serious, Open Resolved, wsun
8. CR25585, Under the MS Word, there are samll dots show up on the white page after changing the resolution, and the function button is disappear., 2. Serious, Open Resolved, tjiang
9. CR25677, Winstone 98: In modes 1024x768x8Bit and 1024x768x32Bit, when running Winstone 98 Business, Winstone Times out in a Corel Application., 1. Critical, Open Resolved, tjiang
10. CR25722, Desktop will resize when the refresh rate is changed, 2. Serious, Open Resolved, tjiang

New features:
1. Initial ICD support.
2. 2D performance improvement, 10 points increase.
3. 3D performance improvement, 30 points increase.

Resolved as fix implemented:
1. CR25153, Space Bunnies Must Die: The textures in the tunnel on level one are the wrong color., 2. Serious, Open Fix Implemented, ylin
2. CR25231, Defiance: The bottom 1/8th of the screen flickers during game play. The "Gun arms" arms are also not displayed., 2. Serious, Open Fix Implemented, ylin
3. CR25309, DFP display crashes after playing a MPEG/AVI clip, 1. Critical, Open Fix Implemented, jcheng2
4. CR25467, Desktop text and icon corruption if dragging a window around, 1. Critical, Open Fix Implemented, hlu
5. CR25494, Screen Saver: Scrolling Marquee text shifted when preview, 4. Minor, Open Fix Implemented, hlu
6. CR25516, Cursor (on top of video clip) became invisible after ran 3D Winbench-3D Winmark, 2. Serious, Open Fix Implemented, wsun
7. CR25599, CRT&DFP: 8.10.02/CPQ->04 CPQ, Changing mode from 10x7x16bpp to 8bpp causes corruption of the Monitor graphic in Settings Tab, 2. Serious, Open Fix Implemented, jcheng2
8. CR25608, CRT&DFP (Mode Set 4bpp): 8.01.02CPQ->04 CPQ, mode cannot be set to 16 color modes when driver is installed, always reboots to 10x7x32bpp mode., 1. Critical, Open Fix Implemented, jcheng2
9. CR25644, CRT and/or DFP (3D Winbench99): 8.01.02CPQ->.04 CPQ, failed Quality test #8,9,12,55,56; do not match Good Images., 2. Serious, Open Fix Implemented, ssong
10. CR25653, Refresh rate not supported in supported resolution., 2. Serious, Open Fix Implemented, ssong
11. CR25658, Powerslide: With 32bpp trilinear filtering enabled, the terrain polygons are shaded and flicker, 2. Serious, Open Fix Implemented, ylin
12. CR25696, Jane's WWII Fighters: Bullet tracers and explosions appear as squares, 2. Serious, Open Fix Implemented, akoay
13. CR25697, Janes F-15: The ground texture is not filtered., 2. Serious, Open Fix Implemented, akoay
14. CR25720, CPQ driver: Radio buttons become corrupted in any mode with VIA motherboard , 1. Critical, Open Fix Implemented, ssong
15. CR25761, Slave Zero: No Alpha blending on headlights, shadows, explosions, and other SFX., 0. Critical Red Flag, Open Fix Implemented, plyu
16. CR25769, CPQ-2D WinBench98 Business Graphic @10x7x32@75Hz - CPU overclock, 1. Critical, Open Fix Implemented, ssong
17. CR25770, CPQ driver: Winbench99 Business Graphic CPU Overclock in mode 1024x768x32, 1. Critical, Open Fix Implemented, ssong
18. CR25771, Win98 system usually hangs up at passing Win98 logo with a currsor point or waitting glass left on the black screen while boot up win98 system in IBM's Typhoon system., 1. Critical, Open Fix Implemented, ssong
19. CR25820, DFPw/CRT- AMOVIE Mpeg: 8.01.04, GPF error occurs when 2X size video clip is dragged rapidly off-onscreen right, 16/32b. , 1. Critical, Open Fix Implemented, jcheng2
20. CR25821, DFP- AMOVIE: 8.01.04, video clips are offset & desktop corruption with non-expanded modes 6x4, 8x6 using S3Switch2 utility, 1. Critical, Open Fix Implemented, jcheng2
21. CR25829, Space Bunnies Must Die: main character's ponytails are not displayed, 2. Serious, Open Fix Implemented, ylin
22. CR25773, A Fatal Exception worning usually show up in IBM's Typhoon win98., 1. Critical, Open Fix Implemented, ssong

23. CR25293, WHQL: Open 3D pipes screen saver in display property and switch mode, 3D pipes will start drawing outside of the preview window, 2. Serious, Open Fix Implemented, wsun

Resolved as apps issue:
1. CR24854, WHQL DCT98(Ver.100) PC98 test: Var 11 PC98 downloadable RAMDAC screen turns red after test finish, 1. Critical, Open Resolved, wsun
2. CR25247, INF is installing DVIDEO.DLL link in system.ini, 2. Serious, Open Resolved, ssong
3. CR25371, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #24 RGB raserization required capability not detected , 2. Serious, Open Resolved, wsun
4. CR25372, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #26 texture formats required capability not detected , 2. Serious, Open Resolved, wsun
5. CR25373, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #28 destination RGB alpha blend required capability not detected , 2. Serious, Open Resolved, wsun
6. CR25584, Texture corruption in DX6.1 SDK,DDRAW Samples:DDOverlay , 2. Serious, Open Resolved, wsun
7. CR25585, Under the MS Word, there are samll dots show up on the white page after changing the resolution, and the function button is disappear., 2. Serious, Open Resolved, tjiang
8. CR25677, Winstone 98: In modes 1024x768x8Bit and 1024x768x32Bit, when running Winstone 98 Business, Winstone Times out in a Corel Application., 1. Critical, Open Resolved, tjiang
9. CR25722, Desktop will resize when the refresh rate is changed, 2. Serious, Open Resolved, tjiang
10. CR25436, IBM:No stream play for *.avi indeo format movie in 32bpp modes in Win95/98. , 2. Serious, Open Resolved, wsun

4.11.01.8001-8.01.04 2/23/99

Resolved as fix implemented:
1. CR24417, Screen was corrupted and shifted when AVI video clip was played in Panel, 2. Serious, Open Fix Implemented, jcheng2
2. CR24945, Table Fog problems with a number of games: See Details., 1. Critical, Open Fix Implemented, ssong
3. CR24968, Noise on screen when open a window on top of D3DRM Samples Texture Map 1, 2. Serious, Open Fix Implemented, tjiang
4. CR25195, Winbench 99 DirectDraw test intermittently CPU speed overclock, 2. Serious, Open Fix Implemented, ssong
5. CR25309, DFP display crashes after playing a MPEG/AVI clip, 1. Critical, Open Fix Implemented, jcheng2
6. CR25321, European Air War: Propeller appears pixelated, 2. Serious, Open Fix Implemented, akoay
7. CR25438, IBM:Play *.avi with indeo format cause Win95 system hung up in 32bpp modes., 1. Critical, Open Fix Implemented, tjiang
8. CR25521, Winbench99 : Lockup when testing resolutions 1152x864x32bpp and greater, 1. Critical, Open Fix Implemented, tjiang
9. CR25535, Gradient fills are streaked(Excel, Photoshop, etc.) at 1280-32bpp, 1600-32bpp., 2. Serious, Open Fix Implemented, tjiang
10. CR25536, Moving or resizing windows at 1600-32bpp cause horiz. flashing., 1. Critical, Open Fix Implemented, ssong
11. CR25543, Several WHQL DCT Beta Preview tests are failing, 1. Critical, Open Fix Implemented, plyu

12. CR25590, Z-Buffer problems with games that use Table Fog w/Z Values, 2. Serious, Open Fix Implemented, plyu
13. CR25592, Thief the Dark Project: Z-Buffer problems with the Light Meter, 2. Serious, Open Fix Implemented, plyu
14. CR25596, CRT & DFP: 8.10.02/CPQ, HW cursor does not line-up with pointer handles at 640x480 & 800x600 res, 10x7 is OK, 1. Critical, Open Fix Implemented, ssong
15. CR25602, Winstone 97: When running All Tests at 1024x768x16Bit the system hangs in Lotus Word Pro., 1. Critical, Open Fix Implemented, tjiang
16. CR25603, Winstone 98: When running the Business Test at 1024x768x16Bit, the system hangs in Microsoft Excel., 1. Critical, Open Fix Implemented, tjiang
17. CR25652, Refresh rate problem @1600x1200(32 bit)., 2. Serious, Open Fix Implemented, tjiang
18. CR25653, Refresh rate not supported in supported resolution., 2. Serious, Open Fix Implemented, ssong
19. CR25659, SIMULTANEOUS/CRT&DFP (MSDOS): 8.01.02CPQ, both screen blanks-out at fullscreen MSDOS & CRT reads 120Hz refresh rate,32/8bpp, 1. Critical, Open Fix Implemented, ssong
20. CR25672, CRT and/or DFP (MSDOS): 8.01.02CPQ, Start & MsDOS window bu!_ Šlack, 16bpp, 2. Serious, Open Fix Implemented, ssong
21. CR25675, SIMULTANEOUS CRT&DFP (2D Flipcube): 8.01.02CPQ, application hangs or fatal error message after ~1 minute at 16bpp, sys hangs at 32bpp, 1. Critical, Open Fix Implemented, ssong
22. CR25697, Janes F-15: The ground texture is not filtered., 2. Serious, Open Fix Implemented, akoay
23. CR25738, Winbench99: FIFO noises in Businee Graphic in mode 1280x1024x32 and 1600x1200x32@optimal refresh rate, 2. Serious, Open Fix Implemented, tjiang
24. CR25769, CPQ-2D WinBench98 Business Graphic @10x7x32@75Hz - CPU overclock, 1. Critical, Open Fix Implemented, ssong
25. CR25770, CPQ driver: Winbench99 Business Graphic CPU Overclock in mode 1024x768x32, 1. Critical, Open Fix Implemented, ssong

Resolved as apps issue:
1. CR24854, WHQL DCT98(Ver.100) PC98 test: Var 11 PC98 downloadable RAMDAC screen turns red after test finish, 1. Critical, Open Resolved, wsun
2. CR25247, INF is installing DVIDEO.DLL link in system.ini, 2. Serious, Open Resolved, ssong
3. CR25371, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #24 RGB raserization required capability not detected , 2. Serious, Open Resolved, wsun
4. CR25372, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #26 texture formats required capability not detected , 2. Serious, Open Resolved, wsun
5. CR25373, WHQL DCT98(Ver.100Fix) PC98 test: PC98 #28 destination RGB alpha blend required capability not detected , 2. Serious, Open Resolved, wsun
6. CR25585, Under the MS Word, there are samll dots show up on the white page after changing the resolution, and the function button is disappear., 2. Serious, Open Resolved, tjiang
7. CR25594, DFP or DFP&CRT: 8.10.02/CPQ, 12x10, 11x8 & 16x12 modes are corrupted on both if display box is used to change setting, taskbar OK., 1. Critical, Open Resolved, ssong
8. CR25598, DFP and/or CRT: 8.10.02/CPQ, Active Movie video clip contents are offset, 8x6, 6x4 res, 10x7 is OK, sometimes app window cannot open, 1. Critical, Open Resolved, ssong
9. CR25609, CRT and/or DFP (2D Flipube): 8.01.02, DX6 DDraw sample, modes drop-down list cannot be seen entirely at 320x200 res modes., 3. Significant, Open Resolved, ssong
10. CR25630, Shadowvol2.exe: The ground plane will occasionally flicker solid black., 2. Serious, Open Resolved, akoay
11. CR25677, Winstone 98: In modes 1024x768x8Bit and 1024x768x32Bit, when running Winstone 98 Business, Winstone Times out in a Corel Application., 1. Critical, Open Resolved, tjiang

12. CR25712, 3D Winbench99 Ver 1.1 - Quality#10 :Fail, 1. Critical, Open Resolved, ssong
13. CR25722, Desktop will resize when the refresh rate is changed, 2. Serious, Open Resolved, tjiang
14. CR25750, Rush The Rock: If you try to run the game in a different resolution then your desktop resolution then the game will lock up with corrupted graphics., 0. Critical Red Flag, Open Resolved, akoay
15. CR25751, Rush The Rock: on the car selection screen the difficulty level sign shows through all the way to the background, 0. Critical Red Flag, Open Resolved, akoay
16. CR25764, Rush The rock: the signs are sometime corrupted with diagonal lines, 0. Critical Red Flag, Open Resolved, akoay
17. CR25765, Rush The rock: When you car crashes the smoke is blocky, 0. Critical Red Flag, Open Resolved, akoay

4.11.01.8001-8.01.03 2/17/99

New features
1. Implemented special cursor function support for FP expansion and centering mode..
2. Changed new COB size (512KB).
3. Compaq driver also have the command DMA turned off for 2D.

4.11.01.8000-8.01.02 2/14/99
New features
4. 2D driver optimization, 2D command dma support is completed. The laterncy issue is resolved.
5. DirectDraw optimization: Finished MMX code for tiling. Finished untiling code
6. 3D performance optimization
7. RevB features are enabled, mainly Z buffer, block write, new COB and shadow update, tiling aperture for S3TC texture, WinBench triple buffer support.

Resolved as fix implemented:

1. CR24707, AMOVIE(Mpeg)/SPEEDY: Playing an mpeg clip with multiple Speedy windows causes a sys hard hang, after 4 minutes, so far at 10x7x16@60Hz, 1. Critical, Open Fix Implemented, ssong
2. CR24728, SPEEDY (CRT or Flat Panel): Pixels from full Polyhatch window are copied along the top edge of taskbar,8,16 or 32bpp modes., 2. Serious, Open Fix Implemented, ssong
3. CR24742, DISPLAY Refresh Rates w/ 40K BIOS: 100, 130 & 160 Hz refresh rates cannot be selected for their respective resolutions, 2. Serious, Open Fix Implemented, jcheng2
4. CR25135, Refresh rate 100Hz shows up in MS Refresh rate dropdown menu but not available when select in mode 1024x768x8,16, 2. Serious, Open Fix Implemented, ssong
5. CR25257, 3D Screen Saver does not work in 16bpp and 32bpp if not remove S3gicd.dll file from Windows\System directory, 2. Serious, Open Fix Implemented, ssong
6. CR25277, WHQL DCT98(Ver.100Fix) DirectDraw test: Video Memory Management Test failed 1, 1. Critical, Open Fix Implemented, wsun
7. CR25310, AVI: Open an AVI/Mpeg clipat 11x8x32, the screen will flash in the beginning, 2. Serious, Open Fix Implemented, jcheng2
8. CR25323, MS Motorcross Madness: Flashing polygons appear on the ground and in the sky., 2. Serious, Open Fix Implemented, akoay
9. CR25324, GraphEdit "Rubber Band Line" Problem, 2. Serious, Open Fix Implemented, tjiang
10. CR25333, Dark Omen: The in-game movies occasionally appear with a corrupt color table., 2. Serious, Open Fix Implemented, akoay

11. CR25359, APM/ACPI with STREAMS (CRTorFP): 8.00.06/Jan2999, sys hard hangs at Monitor wake state if streams app is active (Overfly), streams modes., 1. Critical, Open Fix Implemented, tjiang
12. CR25362, DX6 Samples: Shadowvol.exe and shadowvol2.exe do not display shadows correctly., 1. Critical, Open Fix Implemented, akoay
13. CR25364, WHQL DCT98(Ver.100Fix) Direct3D test: Alpha Blending-TRUE failed 1727, 2. Serious, Open Fix Implemented, akoay
14. CR25440, IBM: Barneysw.avi's image is streak after resize its window to small in 8bpp or 16bpp modes(stream play), 2. Serious, Open Fix Implemented, wsun
15. CR25442, DX6.1 SDK D3D Samples texture corruption if open Tunnel and Texture Map 1 at the same time, 2. Serious, Open Fix Implemented, akoay
16. CR25468, System hang after open Windows explorer and drag the window around the desktop, 1. Critical, Open Fix Implemented, hlu
17. CR25471, GPF error if resize a Mpeg1 clip in mode 1600x1200x32, 1. Critical, Open Fix Implemented, ssong
18. CR25506, WHQL DCT98(Ver.100Fix) DirectDraw test: Surface Flipping fail, Open Fix Implemented, ssong,

8.01.02CPQ

Same as 8.01.02
But 2D Command DMA is disabled.

4.11.01.8000-8.00.07 2/5/99
New Features:
1. 2D DMA is enabled for 2D performance.
2. 3D performance improvement.

Resolved as fix implemented:
1. CR24628, Half-life: There is slowdown when you try to turn near a wall., 1. Critical, Open Fix Implemented, akoay
2. CR24742, DISPLAY Refresh Rates w/ 40K BIOS: 100, 130 & 160 Hz refresh rates cannot be selected for their respective resolutions, 2. Serious, Open Fix Implemented, jcheng2
3. CR24707, AMOVIE(Mpeg)/SPEEDY: Playing an mpeg clip with multiple Speedy windows causes a sys hard hang, after 4 minutes, so far at 10x7x16@60Hz, 1. Critical, Open Fix Implemented, jcheng2
4. CR24728, SPEEDY (CRT or Flat Panel): Pixels from full Polyhatch window are copied along the top edge of taskbar,8,16 or 32bpp modes., 2. Serious, Open Fix Implemented, jcheng2
5. CR25135, Refresh rate 100Hz shows up in MS Refresh rate dropdown menu but not available when select in mode 1024x768x8,16, 2. Serious, Open Fix Implemented, ssong
6. CR24628, Half-life: There is slowdown when you try to turn near a wall., 1. Critical, Open Fix Implemented, akoay
7. CR24954, Unreal D3D: While moving around, the game often slows to a halt., 1. Critical, Open Fix Implemented, akoay
8. CR25235, DX6.1 - WinBench 99 Z Buffer Quality Test fails., 2. Serious, Open Fix Implemented, akoay
9. CR25322, Game Gauge: F22 Demo performance dropped about 12fps, 2. Serious, Open Fix Implemented, ssong

Resolved as hardware issues and will be fixed in RevB:

1. CR25149, Abnormal desktop color in mode 1152x768 and higher in high refresh rate, 2. Serious, Open Deferred, ssong
2. CR24689, WHQL DCT98(Ver.100) Direct3D test: Z Compare Less failed 28, 1. Critical, Open Deferred, ssong
3. CR24730, Z-Buffer issues with numerous games: See details, 1. Critical, Open Deferred, ssong
4. CR25275, WHQL DCT98(Ver.100Fix) Direct3D test: Texture ColorKey failed 224, 1. Critical, Open Deferred, akoay
5. CR24505, Populous3: Enabling Antialiasing option shows no difference in the game graphics., 2. Serious, Open Deferred, ssong
6. CR25138, Many games: Short single-pixel horizontal lines will occasionally flash onscreen., 2. Serious, Open Resolved, akoay
7. CR24945, Table Fog problems with a number of games: See Details., 1. Critical, Open Deferred, kdavis
8. CR2417, Screen was corrupted and shifted when AVI video clip was played in Panel, Open Deferred, jcheng2
9. CR24417, Screen was corrupted and shifted when AVI video clip was played in Panel, 2. Serious, Open Deferred, jcheng2

Resolved as software issues, there is no sw workaround:
1. CR24927, European Air War: overlay corruption when you press 'L'., 2. Serious, Open Resolved, zshi
2. CR24854, WHQL DCT98(Ver.100) PC98 test: Var 11 PC98 downloadable RAMDAC screen turns red after test finish, 1. Critical, Open Resolved, wsun

4.11.01.8000-8.00.06 1/16/99

New Features:
1. Performance optimization.

Resolved as fix implemented:
1. CR24420, WHQL DCT98(Ver.100) DirectDraw test: Surface Flipping Tests failed 1, 2. Serious, Open Fix Implemented, ssong
2. CR24456, Double or multi images in the Monster Truck Madness introduction pages with a video clip playing at the background , 2. Serious, Open Fix Implemented, wsun
3. CR24461, Active Movie/Monster Truck Madness: Screen shakes when playing active movie in the background, 2. Serious, Open Fix Implemented, wsun
4. CR25217, No D3DWrap effect when call Drawindexedprimitive, 2. Serious, Open Fix Implemented, ylin
5. CR25100, Gpolice: The top half of the gamescreen is blocked out with a colored curtain., 2. Serious, Open Fix Implemented, akoay
6. CR25106, Gpolice: Engine exhaust and explosions are overlayed by a black square., 2. Serious, Open Fix Implemented, akoay
7. CR25122, Tiger Woods: when the ball is in motion the game will often display the wrong texture. IE The people texture on the tree model, 2. Serious, Open Fix Implemented, akoay
8. CR25101, Gpolice: When you first load the game the color pallet is corrupted, but refreshes when the game or demo starts., 2. Serious, Open Fix Implemented, akoay
9. CR24930, European Air War: the propeller is not transparent, 2. Serious, Open Fix Implemented, ylin

10. CR25150, FF7: When entering battle, the swirling effect does not appear., 3. Significant, Open Fix Implemented, akoay
11. CR24876, MS1 overlay downscaling less than half size, 1. Critical, Open Fix Implemented, jcheng2
12. CR25023, Run CorelDraw 6.0 cause the screen corruption in Win98. , 2. Serious, Open Fix Implemented, echen
13. CR25209, Cakewalk apps appear corruption followed quickly by a system hangs., 2. Serious, Open Fix Implemented, echen
14. CR25006, System hangs up when run Lotus1-2-3 97., 2. Serious, Open Fix Implemented, echen
15. CR24418, Mouse pointer and active location were not synchronized when mouse is using hardware cursor, 2. Serious, Open Fix Implemented, jcheng2
16. CR24416, There were no stream support in all 32bpp mode in Panel, 2. Serious, Open Validated, jcheng2
17. CR24285, Duke 3D:Screen flicking after toggle back from DOS full screen, 1. Critical, Open Fix Failed, jcheng2
18. CR24703, IBASES AGP Driver Adapter Test failed, 2. Serious, Open Fix Implemented, wsun
19. CR25257, 3D Screen Saver does not work in 16bpp and 32bpp if not remove S3gicd.dll file from Windows\System directory, 2. Serious, Open Fix Implemented, ssong
20. CR25255, APM: System will not come back if check turn off hard disks function in APM, 2. Serious, Open Fix Implemented, ssong
21. CR25246, WHQL: INF is installing VGARTD.VXD under Windows 98, 2. Serious, Open Fix Implemented, ssong

Resolved as Apps problem:
1. CR24854, WHQL DCT98(Ver.100) PC98 test: Var 11 PC98 downloadable RAMDAC screen turns red after test finish, 2. Serious, Open Resolved, wsun
2. CR25118, Microsoft's Moto Cross Madness: Cursor shows up as a rectangle of corrupted graphics , 2. Serious, Open Resolved, wsun
3. CR25137, Test Drive 5: Occasionally, there are miscolored flashing polygons visible in the sky, 2. Serious, Open Resolved, akoay
4. CR25119, Microsoft's Moto cross madness: Also there are bands of flashing corrupted graphics when you click on a button., 2. Serious, Open Resolved, wsun
5. CR25120, Battle Zone: after the first mission on each planet the "planet movie" is not played during mission briefings, 2. Serious, Open Resolved, wsun
6. CR25247, INF is installing DVIDEO.DLL link in system.ini, 2. Serious, Open Resolved, ssong

Resolved as hardware issues and will be fixed in RevB hardware:
1. CR24977, Win98 system hangs up when run DX6\D3DRM\FLY with Intel LX300 processor. , 2. Serious, Open deferred, ssong
2. CR24417, Screen was corrupted and shifted when AVI video clip was played in Panel, 2. Serious, Open deferred, jcheng2

Resolved as hardware issues, there is no sw workaround:
1. CR25141, Unreal D3D: Texture corruption on most textures., 1. Critical, Open Validated, akaoy, Hardware does not support 2 palletized textures.

4.11.01.8000-8.00.05 1/19/99

Known Limitation:

1. 2D Command DMA is not enabled - in progress of validation driver.
2. Vertex buffer is not enabled - in progress of validation driver.
3. Auto Z clear is not enabled - Hardware and API issue.
4. Antialising is not enabled - in progress of validation driver.

New Features:
1. Enabled Destination flush
2. Enabled hardware cursor for panel expansion.

Resolved as fix implemented:
1. CR24426, Some small white dots appear on the upper side of AVI clip time display area after drag it to the right(overlap with non-desktop area) and back, Significant, wsun
2. CR24630, Heavy Gear II: Some small polygons will flicker slightly, 3. Significant, akoay
3. CR25050, System hang when play avi/mpeg clips and change resolution on the fly, 1. Critical, wsun
4. CR25064, Dotted noises appear in the video window when overlap two avi or mpeg clips, 2. Serious, wsun
5. CR24955, Unreal D3D: When you get really close to a wall, the textures appear overly pixelated., , 2. Serious, akoay
6. CR25056, PC Player: when benchmark is started, it goes to a black transition screen and hangs., D3D, 2. Serious, akoay
7. CR25081, Forsaken Demo: When trying to start the program, screen goes black and system hangs., D3D, 2. Serious, akoay
8. CR25087, Mageslayer: when setting the video to any of the D3D options the screen goes black and the system hangs., D3D, 2. Serious, akoay
9. CR25082, Incomming Demo: When trying to run the program, the screen goes black and the system hangs., D3D, 2. Serious, akoay
10. CR25034, Intel Ibases: AGP Texturing Test hangs, , 2. Serious, akoay
11. CR24630, Heavy Gear II: Some small polygons will flicker slightly, akoay

Resolved as Apps problem:
1. CR24703, IBASES AGP Driver Adapter Test failed, wsun
2. CR24923, Zar: The text on the option menus flickers., , 3. Significant, Open Resolved, akoay
3. CR24924, Zar: Many ground polygons will appear black, , 3. Significant, Open Resolved, akoay

Resolved as hardware issues:
1. CR24945, Table Fog problems with a number of games: See Details., , 1. Critical, Open Deferred, kdavis
2. CR24689, WHQL DCT98(Ver.100) Direct3D test: Z Compare Less failed 28, WHQL, 2. Serious, Open Deferred, ssong

4.11.01.8000-8.00.04 1/12/99

Known Limitation:
1) 2D Command DMA is not enabled - in progress of validation driver.
2) Vertex buffer is not enabled - in progress of validation driver.
3) Auto Z clear is not enabled - Hardware and API issue.
4) Antialising is not enabled - in progress of validation driver.

New features:

1. Added [1280x1024x32@75Hz](#) mode.

Resovled as fix implemented:
1. CR24503, When installing the driver, an error that the driver was not written for the hardware occurs., Serious, kdavis
2. CR24581, Shadows of the Empire: 2nd Level: The fog does not appear, Serious, plyu
3. CR24627, At 400x300 modes,3DFlipcube menu modes selection off-screen can't be seen, Serious, ssong
4. CR24889, In 16bpps pixel drop in 3DWinBench98 "Functions "tab "Run" pull down menu, ssong
5. CR24581, All direct draw modes under 640x480 were lost after go through 2D/3D flipcube every modes, ssong
6. CR24680, Shogo:In levels where the character is outside of the mech, objects and walls appear semi-transpearent, Serious, ylin
7. CR24641, Half-life: When you emerge from the water, sometimes walls will appear transparent, Serious, ylin
8. CR24636, Dungeon keeper gold 3D: Crashed back to desktop without an error message after 30 min of play., Serious, akoay
9. CR24724, Game Gauge Turok: with Vsync set to off, sometimes the texture pallet gets corrupted, 2. Serious, akoay
10. CR24812, Z-buffer Failed on 32MB Savage2 , 1. Critical, wsun

4.11.01.8000-8.00.03 12/30/98

Known Limitation:
1. 2D Command DMA is not enabled - in progress of validation driver.
2. Vertex buffer is not enabled - in progress of validation driver.
3. Auto Z clear is not enabled - Hardware and API issue.
4. Antialising is not enabled - in progress of validation driver.

New features:
1. Write blocking and VSYNC off mode is enabled.
2. DXT2, DXT3, DXT4 and DXT5 texture formats are supported.
3. DMA memory type can be determined automatically according to the BUS type, i.e it is PCI(or AGP), PCI(AGP) memory is used for DMA buffer, default size of CMDDMA buffer is 1MB.
4. DMA buffer type and size can be overridden by Registry Key CB.
   > exanple of setting:
   > CB = 2A (2 MB AGP memory for CMDDMA buffer)
   > CB = 2P (2 MB PCI memory for CMDDMA buffer)
   > default: Determined automatically as described in item 3.

Resovled as fix implemented:
1. CR24419: WHQL DCT98(Ver.100) DirectDraw test: Blt-Basic-VMem to Primary failed 1
2. CR24348: System hung when play AVI/MPEG clip and toggle a full screen DOS
3. CR24456, Double or multi images in the Monster Truck Madness introduction pages with a video clip playing at the background
4. CR24534, Heavy Gear 2: The mouse does not appear on the menu screen.
5. CR24516, Powerslide: Game hangs when starting, and no textures appear on the objects.
6. CR24518, Descent3 Demo: Freezes on a black screen when launching
7. CR24466, WHQL DCT98(Ver.100) Direct3D test: Texture Filter-Linear Nearest 16x16 failed 16
8. CR24502, WHQL DCT98(Ver.100) Direct3D test: Texture Blend-Copy failed 1
9. CR24478, WHQL DCT98(Ver.100) Direct3D test: Table Fog-Linear failed 28

10. CR24477, WHQL DCT98(Ver.100) Direct3D test: Alpha Blending-TRUE failed 1104
11. CR24420, WHQL DCT98(Ver.100) DirectDraw test: Surface Flipping Tests failed 1
12. CR24504, Sonic-R: All textured objects appear slightly transparent
13. CR24617, System hung when play DX6 SDKRMSample:Texture1+ DOS promt
14. CR24706, 3DMAZE (Win95 only): 3DMaze screen saver when previewed will issue a "system error message" & cursor disappears
15. CR24784, GPF when open an AVI file in Win95 OSR2.1
16. CR24776, System hang when launching D3D games (Turok) in Win95 OSR2.1
17. CR24285, Duke 3D:Screen flicking after toggle back from DOS full screen
18. CR24657, 3DWinBench99 logo turn blank when launch this application, Critical Red Flag,
19. CR24775, GPF / System hang during mode change in Win95 OSR2.1
20. CR24705, Screen Saver - 3D Pipes- will draw outside of the preview window in Display Properties after mode switching (reference to CR24615
21. CR24776, System hang when launching D3D games (Turok) in Win95 OSR2.1
22. CR24697, WHQL DCT98(Ver.100) DirectDraw test: Surface Flipping Tests locks the system
23. CR24423: WHQL DCT98(Ver.100) DirectDraw test: Video Memory Management Tests failed 1
24. CR24659, WHQL DCT98(Ver.100) GDI-Windows test: Ratetest locks the system

Known hardware issue:
1. CR24730, Z-Buffer issues with numerous games:, Critical, ssong
2. CR24695, WHQL DCT98(Ver.100) Direct3D test: Z Compare Greater Equal failed 12, 20)
3. CR24694, WHQL DCT98(Ver.100) Direct3D test: Z Compare Always failed 12,
4. CR24693, WHQL DCT98(Ver.100) Direct3D test: Z Compare Not Equal failed
5. CR24692, WHQL DCT98(Ver.100) Direct3D test: Z Compare Greater failed
6. CR24691, WHQL DCT98(Ver.100) Direct3D test: Z Compare Less Equal failed
7. CR24690, WHQL DCT98(Ver.100) Direct3D test: Z Compare Equal failed 24,
8. CR24689, WHQL DCT98(Ver.100) Direct3D test: Z Compare Less failed 28,
9. CR24696, WHQL DCT98(Ver.100) Direct3D test: Z WRITE-TRUE ZBuffer failed
10. CR24463, WHQL DCT98(Ver.100) Direct3D test: Overdraw/Underdraw failed 77, Serious, akoay, Hardware issue

Closed as apps problem

1. CR24520, Top Gun Demo: Only the background sky texure appears., Critical, plyu, not a bug
2. CR24501, WHQL DCT98(Ver.100) Direct3D test: Texture Formats failed 8, Serious, akoay, apps problem.

4.11.01.8000-8.00.02 12/15/98

Known Limitation:
1. 2D Command DMA is not enabled - in progress of validation driver.
2. Vertex buffer is not enabled - in progress of validation driver.
3. Auto Z clear is not enabled - Hardware and API issue.
4. Not all S3TC format are enabled, only DXT1 is enabled - in progress of validation driver.
5. Antialising is not enabled - in progress of validation driver.
6. Write blocking and VSYNC off mode were taken out at the last minute because of 2D WinBench slow down issue caused by write blocking.

 New Features:
1. Complete Multitexture
2. Enable AGP command DMA

3. Enable strip/fan
4. Complete color key and alpha
5. CRT/Panel Switch
6. Enable AGP 4X support - Done (need to use Reg key to enable it)

Resovled as fix implemented:

1. CR24409: Screen corrupt when run 3D Flipcube at 16x12x32bpps - 4)
2. CR24299: 2D Flipcube corrupted at 320x200x8,320x240x8 and 400x300x8
3. CR24411: At display mode 32bpps 3D WinBench99 Q55:Alpha and Linear Mipmap Linear fail
4. CR24380: System hung when run 3DFlipcube,DX6 SDK Samples:Lightmap -
5. CR24506, Shogo: Mipmap clamping not working. Mips are a single solid color.
6. CR24406: Alpha - colorkey problem
7. CR24380, System hung when run 3DFlipcube
8. CR24409, Screen corrupt when run 3D Flipcube at 16x12x32bpps,
9. CR24488: WHQL DCT98(Ver.100) Direct3D test: Texture Filter-MipLinear failed 2,
10. CR24462: WHQL DCT98(Ver.100) Direct3D test: Texture ColorKey failed 256,
11. CR24493: WHQL DCT98(Ver.100) Direct3D test: Alpha Blending-FALSE failed 52,
12. CR24445: Tunnel: Texture corruption if check on Anti-aliasing in Options and test stops when check it off later on
13. CR24459, WHQL DCT98(Ver.100) AGP test: D3D Texture 8x8 failed 8,
14. CR24460, WHQL DCT98(Ver.100) AGP test: D3D Texture 16x16 failed 8,
15. CR24596, 3D Flipcube "Alpha On" does not work in 8.00.01D
16. CR24598, 3DFlipcube corrupted in driver 8.00.01d
17. CR24467, WHQL DCT98(Ver.100) Direct3D test: Texture Filter-Nearest Linear 256x256 failed - Software Workaround since our hardware doesn't have min/mag support
18. CR24469, WHQL DCT98(Ver.100) Direct3D test: Texture Filter-LinearMipLinear failed 8, Software Workaround since our hardware doesn't have min/mag support
19. CR24466, WHQL DCT98(Ver.100) Direct3D test: Texture Filter-Linear Nearest 16x16 failed 16, - Software Workaround since our hardware doesn't have min/mag support
20. CR24483, WHQL DCT98(Ver.100) Direct3D test: Texture Filter-MipNearest failed 2, Software Workaround since our hardware doesn't have min/mag support
21. CR24514, Madden 99: The team status box is corrupted when you start a new game
22. CR24468, WHQL DCT98(Ver.100) Direct3D test: Texture Filter-LinearMipNearest failed 10,

Resolved as BIOS issue
1. CR24356: Dos Game QUAKE: Display out of sync when toggle between   window and full screen in game mode 720x567.
2. CR24395: WHQL manual test DDC Test failed

Resolved as Hardware Issues:
1. CR24401: 3DWinbench99 hang up at WinMark 6 and 15 with Supermicro BX motherboard
2. CR24344: Desktop color and image distortion in mode 1600x1200x32 and 1280x1024
3. CR24394: The screen shifts horizontally when turn on and off stream in 8bpp
4. CR24412: FoxBear: Color changed to unnormal in mode 1600x1200x32
5. CR24285: Dos game Duke3D:Screen flicking after toggle back from DOS full screen, Resolved as Hardware issue, assigned to HW

4.11.01.8000-8.00.01 12/4/98
• Initial Alpha release.
• COB, Shadow update, Command DMA (for 3D) are enabled.

Unresolved Issues

- Command DMA for 2D is not enabled.
- Vertex buffer is not enabled.
- Auto Z Clear is disabled.
- 3Dmark minor transparency problem.
- F22 transparency problem.

PERFORCE Label
4.11.01.8000-8.00.02

Installation Instructions
Use standard Win9x driver installation procedures.

Test Recommendations
- Run SQA full set of acceptance test
- Run 2D and 3D WinBench99
- Run GameGauge
- Run 3D Mark99
- Run Final Reality
- Run Alien vs Preditor
- Run Blood 2
- Run Future Cop
- Run GameDay 99
- Run Hard Ball 6
- Run Home Run Derby
- Run Populous 3
- Run Test Drive 5
- Run V2000
- Run the test on Intel LX, BX, Via and Ali Chipset.

Developer(s)
Win9x team.