

3D Phantom

AGP **VGA** Card

User Manual
XP-2800

V1.2

PINE 

SiS 305 AGP 4X VGA Card

User Manual

Version 1.2

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FCC Compliance

Federal Communications Commission Statement

This device complies with Part 15 of FCC Rules. Operation of this device is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning! The use of shielded cables for the connection of the monitor to the graphics card is required to assure compliance with FCC regulation changes or modifications to this authority to operate this equipment.

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Introduction

Thank you for purchasing our XP-2800 3D acceleration graphics card based on SiS 305, which supports DVD decompression, TV-out, 2D acceleration and VCD playback. With its full-featured functionality and complete software support, the XP-2800 is set to deliver the best price / performance among the competition.

1-1 Packing Checklist

- ✓ One XP-2800 SiS 305 VGA card
- ✓ One driver CD
- ✓ One English user manual
- ✓ One video cable (optional)

1-2 System Requirement

- Intel Pentium II 300 MHz above or compatible CPU (support Intel Pentium IV)
- Windows 95 OSR2 / 98 / ME / NT / 2000 / XP
- 32M Memory
- 40 MB hard disk free space
- One available AGP slot
- CD-ROM or DVD-ROM

Remarks: XP-2800 (ordering code: PV-S03A)

Key Features

- * 0.22 micron process
- * Up to 4 million triangles per second
- * Up to 100 million texture pixel-full capacity at peak rate
- * 128-bit core engine
- * 125 MHz core frequency
- * 32 MB / 16 MB SDRAM video buffer
- * 125 MHz video memory frequency
- * 64-bit video memory bus, 1 GB/s bandwidth
- * 270 MHz RAMDAC frequency
- * 32-bit Z-buffer
- * 32-bit color rendering
- * ActiveX Direct7 and OpenGL optimizations support
- * Apply for graphics and text design, 3D games, studying and business users
- * No flicker, with high refresh rate
- * Abundant 3D shading
- * 3D games with high-resolution
- * Vivid graphics display
- * Notable cinema video effect
- * High-quality DVD playback
- * Optimize Direct 3D, Direct Draw acceleration
- * High-performance MPEG 2 AGP shared memory decompression and video acceleration
- * Support VESA display power management (DPMS) and compatible VGA power management
- * High-quality RCA video-out, support NTSC/PAL TV (optional)

Specifications

3-1 3D Graphics Engine

- ◆ SiS 305 graphics engine
- ◆ 128-bit graphics acceleration
- ◆ AGP 2X
- ◆ Support all bandwidths

3-2 Video Memory

- 32 MB / 16 MB memory frame buffer
- 64-bit memory data bus

3-3 High-performance 3D Acceleration

- ✧ Support flat and grand shading
- ✧ High-quality refresh technology
- ✧ Z-test, stencil test, alpha test, and clipping test
- ✧ 16 / 32 BPP Z-buffer integer / floating format
- ✧ 16 / 32 BPP render buffer format
- ✧ 1 / 2 / 4 / 8 stencil format
- ✧ Bilinear filtering, colored transparency
- ✧ Fogging and atmospheric effect
- ✧ Marginal contrast effect

3-4 Resolution

- Support VESA standard high-resolution graphics mode
- The maximum resolution is: 1920 x 1440 (64K color depth, 70 Hz vertical refresh rate)

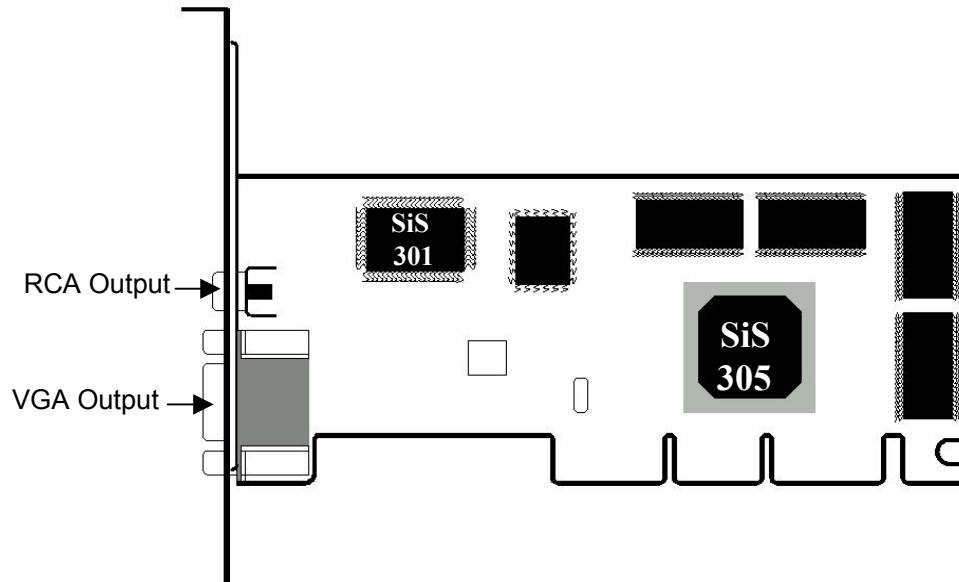
3-5 Fully Support OS / Software

- ★ Windows 95 / 98 / ME, Windows NT 4.0, Windows 2000, Windows XP
- ★ Popular 3D game software

3-6 XP-2800 (PV-S03A) Family Specifications

Model	Video Memory	Output Device
S03A-AR	16 BM	VGA
S03A -AT	16 BM	VGA+TV
S03A -BR	32 BM	VGA
S05A -BT	32 BM	VGA+TV

Installation



4-1 Hardware Installation

- ⇒ Turn off the computer and all connected peripherals;
- ⇒ Remove the computer cover;
- ⇒ Remove the existing AGP graphics card from AGP slot;
- ⇒ Insert new card carefully and smoothly;
- ⇒ Fasten the card with screw;
- ⇒ Replace the computer cover;
- ⇒ Reconnect with power supply and all cables;
- ⇒ Turn on the PC.

★ **After having installed the card into your PC system, you are now ready to install the driver.**

4-2 Driver Installation

4-2.1 Installation for Windows 98

1. Insert the attached CD, double click “For Win9X”, and the system starts to install the driver for Win98;



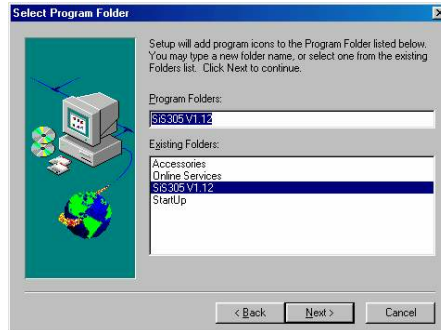
2. Welcome interface appears and click “Next”;



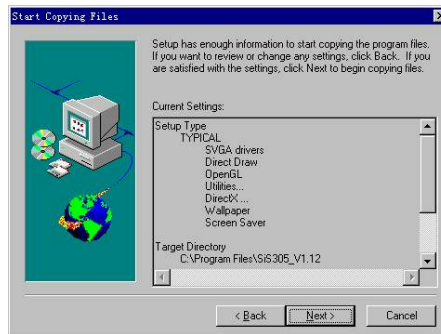
3. Pitch on “Typical” and select installation path, then click “Next”;



4. Select or modify the name of program folder, then click “Next”;



5. Click “Next”;



6. The installation finished, choose “Yes, I want to restart my computer now” and click “Finish” to reboot the computer.



4-2.2 Installation for Windows 2000

1. Insert the attached CD, double click “For Windows 2000”, and the system starts to install the driver for Win2000;



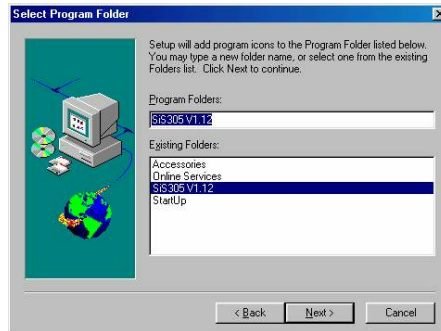
2. Welcome interface appears and click “Next”;



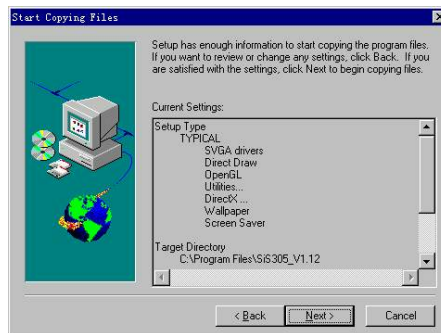
3. Pitch on “Typical” and select installation path, then click “Next”;



4. Choose or modify the name of program folder, then click “Next”;



5. Click “Next”;



6. Choose “Yes, I want to restart my computer now”, then click “Finish” to restart.



Display Properties (Windows 98)

After the driver installation, you may unfold the icon “Control Panel / Display” to browse the display properties. Or, you may right-click the desktop of Windows 98, click “Properties”, then click “Settings”, after that, click “Advanced” in the interface to browse.

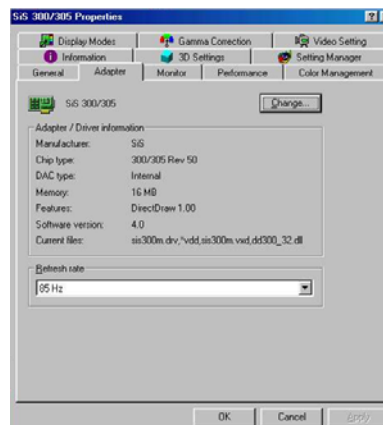
5-1 General

In General interface, you can make general selections such as front size, etc.



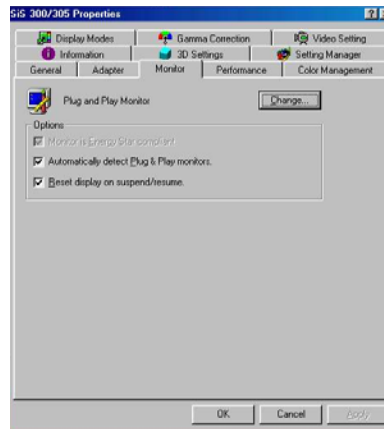
5-2 Adapter

In Adapter interface, a click on “Change” will change or upgrade driver and you may also adjust refresh rate (but please make sure the display driver has been installed properly).



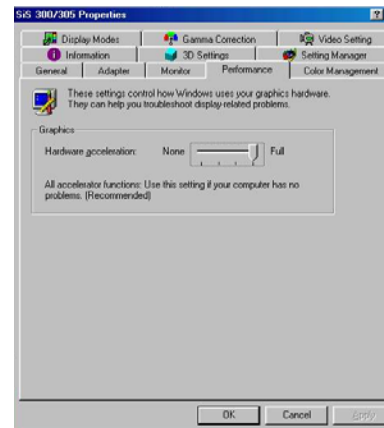
5-3 Monitor

In Monitor interface, a click on “Change” will change or upgrade monitor driver.



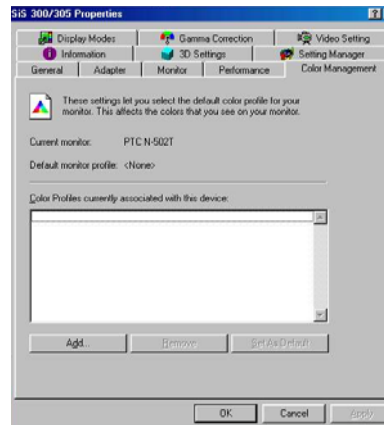
5-4 Performance

You may adjust the hardware acceleration by shift the sliding bar on the interface of Performance.



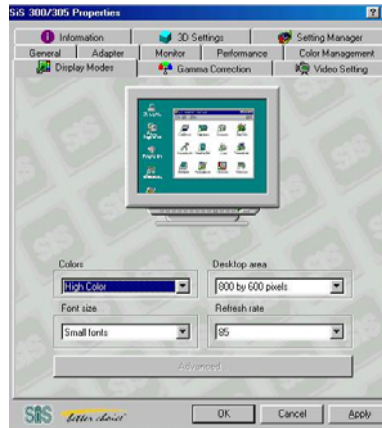
5-5 Color Management

In Color Management interface, a click on “Add” will append color configuration file you prefer.

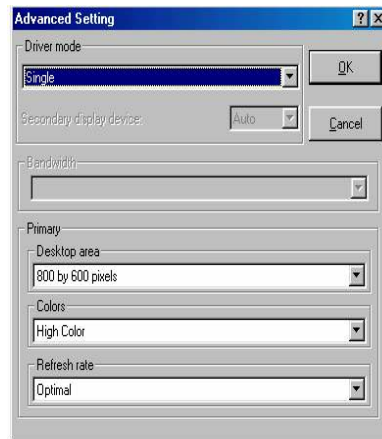


5-6 Display Modes

In Display Modes interface, you may adjust Colors, Resolution, Font Size and Refresh rate, etc. Then click on “Advanced” to enter next interface.

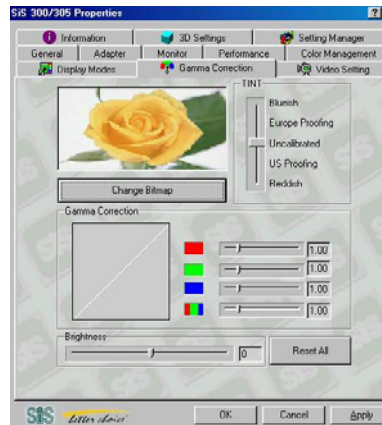


In Advanced interface, you may select Single, Mirror or Multimonitor mode.



5-7 Gamma Correction

In Gamma Correction interface, you may adjust the color separation and brightness.



5-8 Video Setting

In Video Setting interface, you may set the overlay, contrast and brightness of the video.

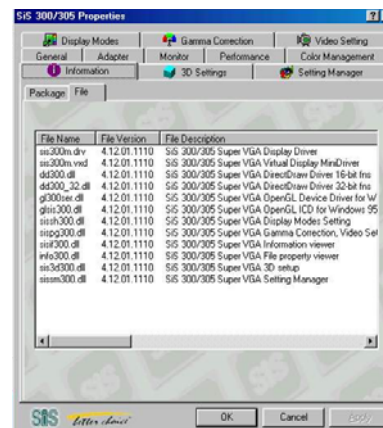


5-9 Information

Click “Package” in the Information interface, and it provides the product name, model, memory type and size, clock frequency, driver version, etc.

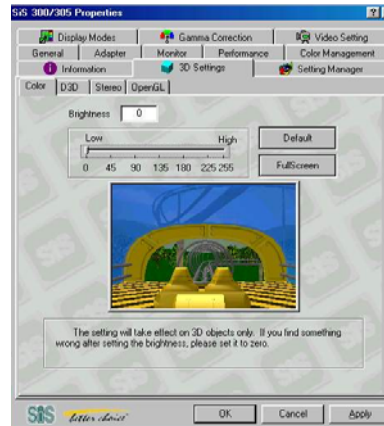


Click “File” button, and you can look over the file list.

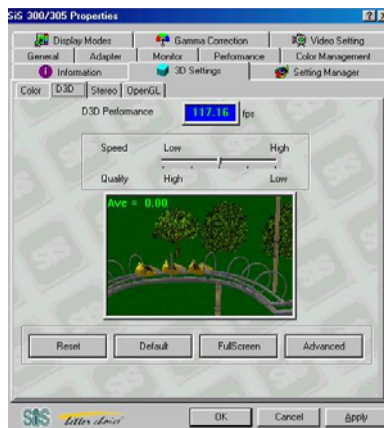


5-10 3D Settings

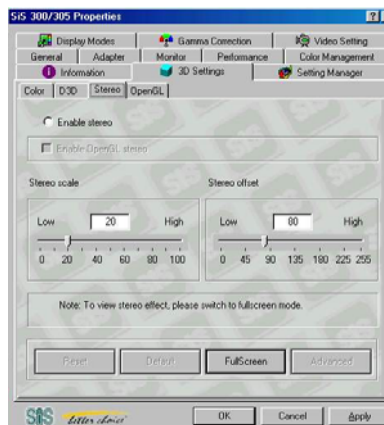
Click the button “Color”, and you may adjust the brightness of 3D image according to the 3D playback from the small window.



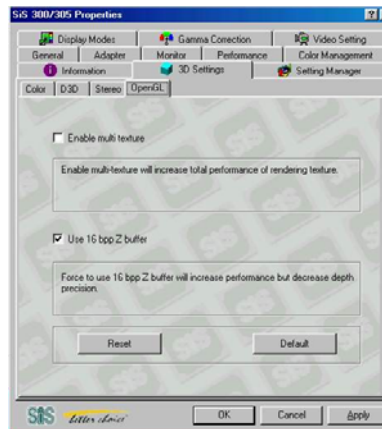
Click the button “D3D”, and you may adjust the D3D performance according to the animation display from the small window.



Click the button “Stereo”, and you may adjust stereo effect of the video.

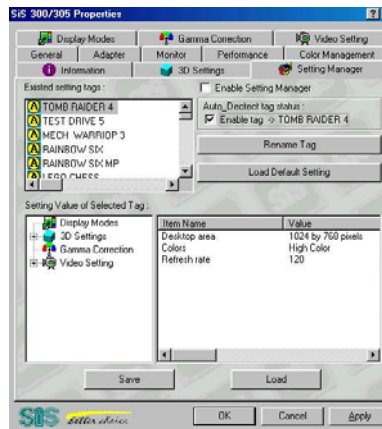


Click the button “OpenGL” and it allows you to select whether you would use multi texture and 16 bpp Z buffer or not.



5-11 Setting Manager

This interface allows you to set the display modes, 3D settings, video setting and gamma correction, etc.



Troubleshooting

Description	Recommended Action
After installation and restarting, Windows reports that the display setting is still incorrect.	<ul style="list-style-type: none"> - Make sure the "Assign IRQ to VGA" option is enabled in the BIOS. - Check if there is enough IRQ for VGA. - Uninstall the driver, restart, and reinstall the driver.
Unable to set high resolution over 640 X 480 or 256 color depth.	<ul style="list-style-type: none"> - Make sure the driver is installed properly, otherwise please reinstall the driver following the installation guide. - Please install the proper display driver, if no display driver provided, please try to select and use the compatible driver from the Windows display driver libraries.
Unable to set high refresh rate.	<ul style="list-style-type: none"> - It depends on the display capability of your monitor. Consult your vendor and install proper driver.
DirectX or other applications report no AGP memory available.	<ul style="list-style-type: none"> - Windows 95 is not OSR2.1 or later. - DirectX version is not 7.0 or later. - You have not installed appropriate driver for AGP chipset. - Incorrect BIOS setting. BIOS must support at least 64 MB AGP buffer.
Games or applications report "No 3D acceleration hardware found".	<ul style="list-style-type: none"> - 3D works only in 16 or 32-bit color depth. Switch your color depth display mode to 16-bit or 32-bit color depth. - Check necessary libraries such as DirectX or OpenGL. - Try to switch to a lower resolution.
MPEG player displays bad quality video clips or soft-decompression rate is too low.	<ul style="list-style-type: none"> - You must install DirectX 7 or later so that you can take advantage of the hardware acceleration mode (DirectDraw). - Try to switch to a lower resolution, color depth, or refresh rate, and confirm hardware acceleration support.

Technical Support

Driver website: <http://www.pinegroup.com>

Support website: <http://www.pine-support.com>

Support email: pinesupport@pinegroup.com.cn

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