
FCC Class B Radio Frequency Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of 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 strict accordance with the instructions, it may cause harmful interference to radio communications. There is no guarantee that interference will not occur in any particular installation. If it does cause harmful interference to radio or television reception, which can easily be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by trying one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase distance between the equipment and receiver.
3. Connect the equipment into an outlet on a circuit that is different from which the receiver is connected to.
4. Consult your dealer or an experienced radio / television technician for assistance.

Shielded I/O cables must be used to comply with the relevant FCC regulations

Static Discharge

Warning: Electrostatic Discharge (ESD) can damage graphics card and motherboard components. Install components at an ESD workstation. If such a station is not available, wear an antistatic wrist strap or touch the surface of the antistatic package before handling the Graphics Accelerator card. Handle the card by the edges only, and touch the metal chassis of the computer before beginning installation.



Trademark Acknowledgements

All Brand names and designated trademarks are the property of their respective owners.

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Savage3D™
Graphics Accelerator
AGP 2X

128Bits
3D Graphics Accelerator
with DVD playback
User Guide

Version 1.0

CE

Features

- Designed for AGP-2X with DMA and execute modes
- 8MB, 100MHz SDRAM local frame buffer memory
- 128 bit engine with dual rendering pipelines
- 250MHz RAMDAC with gamma correction
- Floating point triangle setup engine
- Single cycle trilinear filtering
- True color rendering
- 5M triangle/sec peak
- Full speed DVD video playback
- Integrated NTSC/PAL encoder
- Simultaneous CRT & TV display
- VESA - DPMS 2.0 and DDC2 support
- Industry standard S3 Texture Compression
- Supports major 3D standards: DirectX, OpenGL
- 125M pixels/sec trilinear fill rate
- 5M triangle/sec peak

Hardware Installation

- Restore the display mode to Standard VGA before removal of any installed VGA card.
- Power down the system, remove or disable installed VGA card if any. Insert the Savage3D™ Graphics Accelerator card in the AGP slot and screw it tight.
- Connect the monitor cable to VGA connector.

Win9X Drivers Installation

The Add Hardware Wizard window will open and recognize a new graphics adapter. Click Next.

Select "Display list of all drivers..." and click Next.

Click the "Have Disk" button and insert the CD-ROM into your computer. Locate the drivers in:

"S3\Savage3D\Win9X",

then click OK.

In the Select Device window, select the Savage3D™ Graphics Accelerator device and click OK.

Click Next, then Finish and restart the system if asked.

WinNT Drivers Installation

Follow installation procedure of Win9X and locate the path in:

"S3\Savage3D\WinNT",

when prompted for driver location.

Complete and finish as in Win9X driver installation.

Output to TV set

NTSC and PAL TV output are supported. Please connect the TV set to the Savage3D Graphics Accelerator through either RCA cable or super video cable.

Please note that, TV display is not supported in DVD playback.

This is an optional function supported only with the 86C390 chip set.

DVD Playback

Your Savage3D Graphics accelerator card is equipped with powerful hardware engine for full speed DVD playback. However, an optional DVD player application, eg. Power DVD, Zoran DVD or Xing DVD player is required for utilization of the card's feature. Please consult your software vendor for availability of such player.