

FGL Graphics

A Division of S3, Inc.



Fire GL2

User's Guide



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INTRODUCING THE FIRE GL2

- ◆ **ABOUT YOUR FIRE GL2**
- ◆ **HOW TO USE THIS USER'S GUIDE**
- ◆ **QUICK INSTALLATION**

ABOUT YOUR FIRE GL2

Hardware Design

The Fire GL2 is an AGP/ATX card based upon the IBM RC 1000/GT 1000 chipset.

The RC1000 256 bit graphics rasterizer provides the functionality of a VGA controller, a 2D/3D raster engine with geometry pipeline setup processor, and a 300 MHz RAMDAC. It also supports video streaming by providing color space conversion and a bilinear scaling unit.

The GT1000 hardware geometry engine is a complete transformation and lighting engine with hardware implementation of the full open OpenGL pipeline and most of the Direct3D geometry pipeline.

Operating Systems

The Fire GL2 supports the following operating systems:

- ◆ Microsoft Windows NT 4.0 with Service Pack 6 (or higher)
- ◆ Microsoft Windows 2000
- ◆ Linux

How to obtain Linux drivers?

⇒ Download from www.firegl.com

⇒ Bundled with Corel® Linux® OS



Service Pack Information for Windows NT 4.0

You must be running Windows NT 4.0, updated with Service Pack 6 (or newer) prior to installing the Fire GL2 drivers. The Service Pack is available from Microsoft's web page, www.microsoft.com. For most languages you can perform the Service Pack 6 update from the Fire GL CD when you run the Quick Start utility.

Typical Application Environments

Fire GL2 offers outstanding 2D/3D performance in Windows NT, Windows 2000, and Linux. Fire GL2 is optimized and certified for professional 3D graphics in the following business environments.

- ◆ Mechanical Engineering Analysis (MEA)
- ◆ Mechanical Computer Aided Design (MCAD)
- ◆ Electrical Design Automation (EDA)
- ◆ Computer Aided Software Engineering (CASE)
- ◆ Digital Content Creation (DCC)
- ◆ Business Economic Modeling
- ◆ 3D Game Development

System Requirements and Tools

What do you need to install and use your Fire GL2?

- ◆ Motherboard with free AGP slot
- ◆ Pentium II CPU or better
- ◆ System interrupt (IRQ) which is free. This may have to be reserved in the computer's BIOS. For help with this theme, refer to the manual for your mainboard.
- ◆ Supported operating system:
 - ⇒ Microsoft Windows NT 4.0 with Service Pack 6 (or newer)
 - ⇒ Microsoft Windows 2000
- ◆ CD-ROM drive
- ◆ A screwdriver to remove and reinstall the PC cover screws and card mounting screws. See your PC manual for specific requirements.
- ◆ Fire GL CD-ROM for Fire GL2

Performance Overview

 **Note:** For more detailed information on features and performance please refer to the section *Technical Details*.

Hardware Performance

- ◆ 32-bit RGB α TrueColor 2D and 3D acceleration
- ◆ Accelerated, double-buffered 32-bit TrueColor up to 1920 x 1200, at 75 Hz refresh rates
- ◆ 24-bit Z-buffer, 8-bit double-buffer, 8-bit single-buffer overlay
- ◆ Video engine supports YUV conversion, point and bilinear scaling

Software Features

- ◆ Multiprocessor system support
- ◆ ThreadSafe OpenGL 1.2 ICD support for dual processors.
- ◆ Supports Streaming SIMD Extensions (SSE) in Intel Processors
- ◆ Supports AMD Athlon™ processor-based systems with 3DNow! technology
- ◆ Customized application settings for individual ISV applications
- ◆ DDC2B monitor support on all operating system platforms

HOW TO USE THIS USER'S GUIDE

For your convenience, this online User's Guide has been formatted as an Adobe® Acrobat® PDF file. This format gives you great flexibility when using this documentation.

Many hyperlinks provide easy access to any information you may want. To make it useful in a printed format, too, a - hyperlinked - table of contents and page numbers are provided.

Because it was designed to be used online and printed, some of the images may not print clearly or appear very clearly on screen.

Manual Conventions

Your Fire GL2 User's Guide is organized in a standard, familiar way. A few icons are used to point out important information:



This icon marks useful tips or important operational notes.



This icon is a warning about possible electrical/software hazards or problems.

Viewing the User's Guide Online

You can also read the User's Guide online—important hypertext links, such as Table of Contents entries, World Wide Web, and email addresses are active.

Place your mouse cursor over Table of Contents entries or main headings. If the hand icon changes to a pointing index finger, simply click and you will move to that place in the document. Some email or World Wide Web addresses inside this manual may be active as well. Go directly to a Web, FTP site, or email program simply by clicking on an active link. Displaying the provided bookmark and thumbnail views may help you with the orientation and navigation in the User's Guide. This manual might be displayed with slightly-reduced magnification in your Reader. If you experience any difficulty reading certain files online, use the Reader's **Zoom To** feature from the **View** menu and increase the magnification to about 133%. To view some screenshot images perfectly clear you may need a larger magnification.

Do you Need a Printout of the Online User's Guide?

You can easily print this User's Guide to access it off-line. The manual then will look like any standard document with a table of contents and page numbers.

For printing the User's Guide, a print resolution of 600 dpi is recommended.

QUICK INSTALLATION

- ◆ Brief instructions on how to get to work with the Fire GL2 in the shortest possible time.
- ◆ Recommended for experienced users and system administrators only.
- ◆ For more detailed information on installation and operation of your graphics accelerator, please refer to the corresponding sections of the *Fire GL2 User's Guide*.

Installation Steps

1. De-install the drivers and software for your old graphics card.
2. Set the display driver to **Standard VGA**.
Disable any on-board graphics solution on the motherboard.
3. Shut down and disconnect your computer system.
4. Remove the installed (AGP, PCI, or ISA) VGA card.
5. Install the new Fire GL2 card.
6. Reassemble and connect your computer system.
7. Install the Fire GL2 drivers and configuration software from the Fire GL CD:
 - ⇒ automatic Quick Start utility or
 - ⇒ **Start > Run > START EXE**

INSTALLING THE FIRE GL2

◆ INSTALLING THE HARDWARE

◆ INSTALLING THE SOFTWARE

INSTALLING THE HARDWARE

The hardware installation includes the following steps:

- ◆ Preparing your Computer
- ◆ Installing the Card
- ◆ Connecting the Cables and Completing the Installation

Preparing your Computer



Information Before you Start

What do you need to use your Fire GL2?

System Requirements and Tools

- ◆ Motherboard with free AGP 1.X slot for the Fire GL2 card.
- ◆ System interrupt (IRQ) which is free. This may have to be reserved in the computer's BIOS. For help with this theme, refer to the manual for your mainboard
- ◆ Pentium II CPU or better
- ◆ Supported operating system:
 - ⇒ Windows NT 4.0 with Service Pack 6 (or newer)
 - ⇒ Windows 2000
- ◆ A screwdriver to remove and reinstall the PC cover screws and card mounting screws. See your PC manual for specific requirements.
- ◆ Fire GL CD-ROM for Fire GL2

What type of monitor do you need?

Your Fire GL2 is optimally configured to be combined with digital flat-panel (DFP) TFT LCD displays and digital CRT displays. You can also connect the Fire GL2 to high-resolution MultiSync or multi-frequency monitors or other VGA monitors.

Note: You can use the full power of the graphics card only if your monitor supports the horizontal (kHz) and vertical (Hz) refresh rates as required by the graphics card. Refer to your monitor's documentation for recommended refresh rates.

Where are the drivers?	♦ Windows NT 4.0 and Windows 2000 drivers are provided on the Fire GL CD. ♦ Linux drivers are available for downloading from www.firegl.com or bundled with Corel® Linux® OS.
Are you installing your Fire GL2 in place of a card from another manufacturer?	Before you shut down your computer and remove the installed graphics solution , we recommend that you un-install the old card first: ♦ Use the uninstall program for your existing card, if one is available. Consult the documentation for your old card if necessary. ♦ If no uninstall program is available, install the standard VGA driver via the Display Properties applet. For more information refer to <i>Setting the Display Driver to Standard VGA</i>.
Do you have an integrated graphics solution on the motherboard?	Please refer to the manual or contact your motherboard manufacturer to determine how to disable your on-board graphics.
Plug-n-Play?	The card has been designed to take advantage of 'plug-n-play' without requiring additional hardware installation or configuration.
The illustrations do not show your card?	The illustrations provided in this section are for instructional use only; the card shown may look different than the one you purchased.

Setting the Display Driver to Standard VGA

 To avoid possible driver conflicts between your old and new graphics card, install the standard VGA driver for your operating system. Install the standard VGA driver before you shut down your computer and remove the installed (AGP, PCI, or ISA) VGA card.

Note: Installing the standard VGA driver is not required for Windows 2000.

The applications for which you want to install drivers also have to be completely installed for **Standard VGA - 640 x 480** on your system prior to using the new software. It is a good idea to do this before removing an existing graphics adapter as not every application may permit the configuration of its video mode from the operating system level.

Installing the Standard VGA Driver for Windows NT 4.0

1. From the Start menu, go to **Start > Settings > Control Panel**, then double-click on **Display**. The **Display Properties** sheet appears.
2. Click the **Settings** tab; then click the **Display Type** button.
3. Under **Adapter Type**, click the **Change** button. The **Change Display** window appears.
4. Under Manufacturers, select (Standard display types). Under Display, choose VGA compatible display adapter.
5. Click **OK**. You may need to insert your Windows NT 4.0 CD-ROM.
6. Click **Close** and **OK** as often as necessary to accept the changes.
7. Windows asks you if you want to restart your computer. Click **No**.
8. Shut down your computer. You are now ready to remove your old graphics card and install your new Fire GL2 card.

Opening the Computer Cabinet



Warning! Prevent static electric damage. Avoid touching any electronic components. Static discharge can cause severe damage to electronic equipment, but here are some easy ways to see that it doesn't happen:

- ⇒ Don't touch edge connectors or exposed circuitry.
- ⇒ If possible, ground your body. A metal power supply in your computer is generally considered the best place to ground yourself.
- ⇒ Make as few movements as possible to avoid building up static electricity from your clothing, carpets and furniture.

1. Switch off your computer and all external options (printer, display, and others) and unplug all power cables from the electrical source.



Physically remove the power cable from the system and wait 15-30 seconds for Flea Power to dissipate. Damage can occur to add-in components if power is not physically disconnected from the system during installation procedures.

2. Remove the cover of the computer. Refer to the instructions in your computer's manual for more information.

Installing the Card

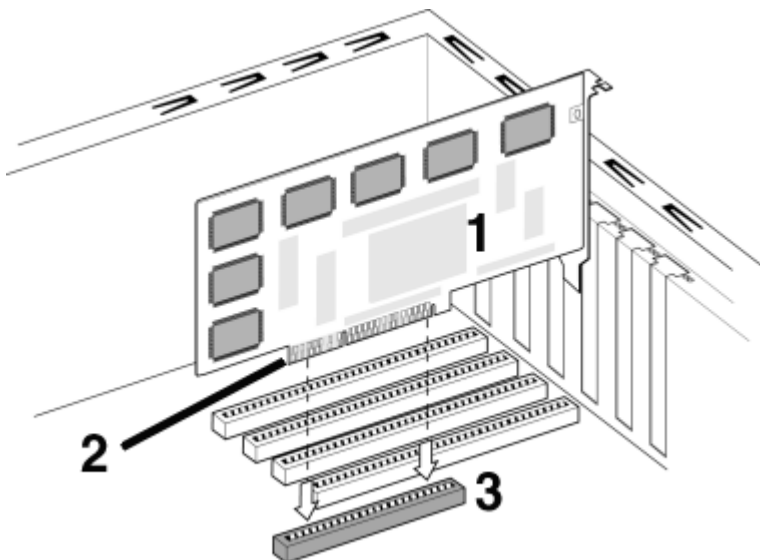
To install your Fire GL2 AGP card, follow these steps:

1. Locate the AGP slot.



2. Remove the metal slot cover. Save the screw to secure the graphics card later.
3. Hold the card by the edges and position it directly above the AGP slot. AGP cards are designed to fit one way only. Be sure your card is properly aligned.
4. Insert your Fire GL2 card firmly into the AGP slot. Take care to press it evenly and snugly into its slot. Do not force.
5. Align the slot in the mounting bracket of the card with the screw hole in the rear panel of the computer case. Use the screw you removed from the expansion slot cover or a previously installed video adapter to secure the card in place.

Installation in an AGP expansion slot



- 1 Fire GL2 card
- 2 Card edge connector
- 3 Expansion slot

i You may prevent a possible overheating risk, if you - whenever possible - leave the PCI expansion slot immediately next to the AGP slot free.

Reassembling your Computer

1. Secure ribbon cables and gently push them down and out of the way before you replace the system cover.
2. Replace the computer cover.
3. Reconnect any peripheral equipment cables you may have disconnected.

Connecting the Cables and Completing the Installation

Connecting the Monitor Cable

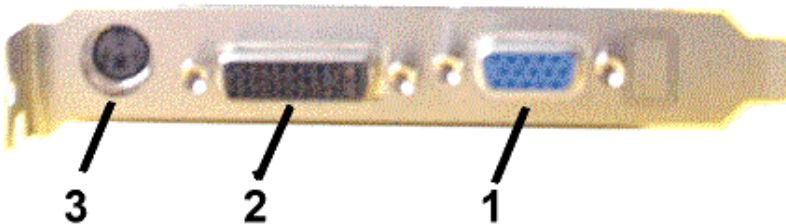
Note - You may connect only one monitor, either analog VGA or digital CRT / TFT-LCD, to the Fire GL2. The Fire GL2 does not support two monitors connected to one card. If you connect two monitors to the card, the analog monitor is automatically active and the digital monitor is automatically inactive.

VGA Monitor

Securely attach your monitor's data cable to the 15-pin VGA output connector (1) on the card. Attach the cable to the monitor according to the monitor's instructions.

Digital Flat-Panel TFT-LCD Monitor or Digital CRT Monitor

Securely attach your monitor's data cable to the 24-pin DVI output connector (2) on the card. Attach the cable to the monitor according to the monitor's instructions.



Setting the Monitor Impedance

i If you can switch the impedance values on your monitor, use the following recommended settings:

R, G, B video input: 75 Ohm

Synch: 2.2 kOhm

Try other 'Synch' settings if you cannot achieve a stable video image.

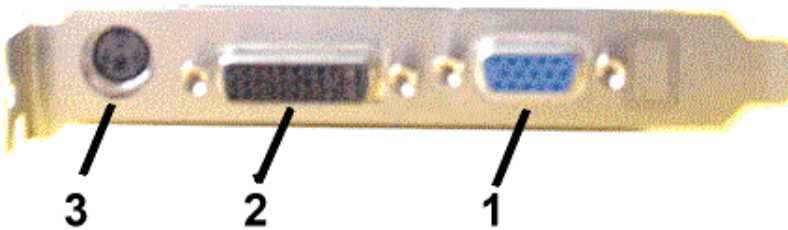
If the impedance setting options are 'High' and 'Low' only, try the setting that provides the most satisfactory monitor display.

Connecting the Stereo Glasses

You need this information only if you want to use StereoGraphics' CrystalEyes or compatible stereoviewing eyewear.

Please note that stereo glasses are optional equipment and not included in the Fire GL2 package.

Connect your stereoviewing eyewear to the 3 pin Mini-DIN stereo sync connector (3) on the card.



i **Note:** If the connector on your stereoviewing eyewear does not fit into the Mini-DIN connector on the card, please contact your supplier or the manufacturer of the stereo glasses for information on how to obtain an adapter cable.

Start your System

Switch on your monitor before you switch on your computer. Failing to do so could damage your monitor.

If you have correctly installed the card, operating system messages will appear on your monitor when the boot procedure is finished.



Note: Your monitor is running in standard VGA mode. Higher refresh rates etc. are not available at this stage of the installation. After you have successfully installed the Fire GL2 drivers you can use the dialogs in the **Display Properties** menu to adjust the video settings.

Your System Does Not Start as it Should?

- ◆ Check again to verify that the installation instructions were properly followed.
- ◆ Check that the system BIOS has assigned a system interrupt to the AGP slot where the card is installed.
 - ⇒ Check the system configuration utility of your operating system for the interrupt assignments.
 - ⇒ Inspect your system BIOS setup for an option that says "Assign IRQ to VGA" or something similar and ensure that this option is enabled.
- ◆ Some older ISA legacy add-in cards (with jumpers, non-Plug-n-Play) may cause a conflict if they are not configured in the ESCD (extended system configuration data) area of the system BIOS. Please refer to your computer's User's Guide for information on using the ISA Configuration Utility ICU to add legacy card resource requirements to the system.
- ◆ Please refer to the *Troubleshooting* section for more information, if it appears that the card is not performing optimally.
- ◆ Contact the Technical Support.

INSTALLING THE SOFTWARE

- ◆ Before you Start: Information, Tips and Hints
- ◆ Software Installation for Windows NT 4.0
- ◆ Software Installation for Windows 2000

You will need to install the Fire GL2 drivers and software in the following cases:

- ◆ After you have installed the card to your system.
- ◆ After you have re-installed or upgraded your operating system.



Note: To install or remove the Fire GL2 drivers, you need administrator rights or you must be logged on as a user with administrator rights under Windows NT and Windows 2000.

Information for Windows NT 4.0 – You must have the Microsoft Windows NT Service Pack (Service Pack 6 or higher) installed prior to installing the Fire GL2 drivers. The Service Pack is available from Microsoft's web page, www.microsoft.com. For most languages you can also perform the Service Pack 6 update from the Fire GL CD when you run the Quick Start utility.



Before you Start: Information, Tips, and Hints

Before you install the drivers for your Fire GL2 accelerator, make sure your monitor cable is properly attached to the VGA or DVI-D connector.

Do you need a special driver installation?

The software installation procedure later in this chapter describes how to install the drivers for your graphics card after you have installed the new card for the first time and have rebooted your computer.

This section offers some additional tips if you want or need to install the graphics card drivers in a special working scenario, for example, if you have re-installed your operating system, or if you want to perform a manual installation.

- ◆ You can always install the drivers using the Quick Start utility on the **Fire GL CD**.

The Quick Start utility will start automatically, if you insert the Fire GL CD into your CD-ROM drive after the operating system has started. If your CD-ROM auto-run is not enabled and/or the Quick Start program does not start automatically:

Click the **Start** button in the task bar, click **Run**, and then select **START.EXE** from the root directory of the Fire GL CD.

Select **Readme** from the **Fire GL CD** start menu to display a readme file. Refer to this file for additional and 'last minute' information. Information in this file may not appear in printed documentation or online help.

- ◆ Where are the drivers? When prompted for a driver installation CD, insert the **Fire GL CD** and enter or browse to the path corresponding to your operating system.

⇒ **INT4** - for Windows NT 4.0

⇒ **INT5** - for Windows 2000

- ◆ You must be running Windows 2000 or Windows NT 4.0, updated with Service Pack 6 (or newer) before installing the Fire GL2 drivers. For most languages you can perform the Service Pack update from the Fire GL CD when you run the Quick Start utility.

ReadMe file

Select **Readme** from the **Fire GL CD** start menu to display a readme file. Refer to this file for additional and 'last minute' information. Information in this file may not appear in printed documentation or online help.

Driver installation dialog

The installation dialog will display in English if your operating system's language is not supported.

Software Installation for Windows NT4.0

1. Run the Quick Start utility. The Quick Start utility will start automatically, if you insert the Fire GL CD into your CD-ROM drive after the operating system has started. If your CD-ROM auto-run is not enabled and/or the Quick Start program does not start automatically:
Click the **Start** button in the task bar, click **Run**, and then select **START.EXE** from the root directory of the Fire GL CD.

2. Click **Start Installation**.



Note: The installation routine now checks if your Windows NT 4.0 is correctly updated with Service Pack 6. If not, you are prompted if you want to install the drivers and Service Pack 6 at this time – if the appropriate language version is available on the Fire GL CD. If the Fire GL CD cannot install the Service Pack to your system, the driver installation stops. Obtain Windows NT Service Pack 6 from Microsoft, update your Windows NT 4.0, and run the Quick Start utility again.

3. Click the button corresponding to the type of installation you want. If you select **Custom**, a list of software components will be displayed. Select the check boxes to specify the components you want to install.
4. Click **Next** to continue the installation.
5. When the **DIAMOND Install** dialog displays the components to be installed click on **Next**. (Depending on which components you chose different windows might appear. Click on the corresponding buttons to continue the installation.)
6. When the **Installation complete** message appears click **Next** again. This will restart your computer.
7. Click **Start > Settings > Control Panel > Display > Settings**, or right-click on the Windows desktop, select **Properties** and **Settings**.
8. Set the resolution, color depth, and refresh rate that best suit your requirements and your monitor's performance.
9. Click **OK**.

Software Installation for Windows 2000

1. Start your system. When the **Found New Hardware Wizard** comes up, click **Cancel**. When the **System Settings Change** window asks you to restart your computer, click **No**.
2. Run the Quick Start utility. The Quick Start utility will start automatically, if you insert the Fire GL CD into your CD-ROM drive after the operating system has started. If your CD-ROM auto-run is not enabled and/or the Quick Start program does not start automatically:
Click the **Start** button in the task bar, click **Run**, and then select **START.EXE** from the root directory of the Fire GL CD.
3. Click **Start Installation**.

4. Click the button corresponding to the type of installation you want. If you select **Custom**, a list of software components will be displayed. Select the check boxes to specify the components you want to install.
5. Click **Next** to continue the installation.
6. When the **DIAMOND Install** dialog displays the components to be installed click on **Next**. (Depending on which components you chose different windows might appear. Click on the corresponding buttons to continue the installation.)
7. When the **Installation complete** message appears click **Next** again. This will restart your computer.
8. After Windows 2000 reboots, the **Found New Hardware** message displays the **Digital Signature Not Found** dialog and prompts you **Do you want to continue the installation?** Click **Yes** to install and start the drivers.
9. Click **Start > Settings > Control Panel > Display > Settings**, or right-click on the Windows desktop, select **Properties** and **Settings**.
10. Set the resolution (**Screen area**), and color depth that best suit your requirements and your monitor's performance.
11. Click the **Advanced** button and select the **Monitor** tab.
12. Set the refresh rate for the monitor connected to the Fire GL2 graphics accelerator in your system.
13. Click **OK** until you are on the Windows desktop.

 **Note:** Refer to your Windows 2000 online help and documentation for further information on using the **Monitor** and **Settings** dialogs.

FIRE GL2 SOFTWARE UTILITIES

◆ CHANGING THE VIDEO SETTINGS

◆ MODIFYING APPLICATION PROFILES

As part of its Windows NT/2000 drivers, Fire GL2 installs additional property pages to your **Display Properties** control panel. They are named as follows.

Windows NT 4.0: Monitor, Adjustment, Configuration, and Information.

Windows 2000: Adjustment, Configuration, and Information.

Use the **Configuration** dialog to customize application profiles for individual application settings.

The **Information** dialog displays some card-specific hardware and driver information. These data may be helpful when contacting the TechSupport.

Use the **Monitor** and **Adjustment** dialogs, together with the **Settings** dialog, to select your monitor and adjust the screen display, resolution, color depth, and refresh rate.

CHANGING THE VIDEO SETTINGS

The dialogs in the **Display Properties** menu allow setting and adjusting the video settings to suit your requirements best.

How to Switch to the Display Properties?

1. Start Windows.
2. After Windows has finished booting, click **Start > Settings > Control Panel**.
3. Double-click the **Display** icon. The **Display Properties** window appears.



Notes: (1) You can also display the **Display Properties** window by right-clicking the Windows Desktop background and then selecting the **Properties** option from the pop-up menu.

(2) If you have made a modification that causes your screen to go blank or to be unreadable, the keyboard shortcut for 'Undo' is **Alt-U**.

(3) Windows 2000 only: Click the **Advanced** button in the **Settings** dialog to gain access to the **Monitor** and **Adjustment** dialogs.

Setting Resolution, Refresh Rate and Color Depth

Windows NT 4.0

1. Select the **Settings** dialog in the **Display Properties** window.
2. Set the resolution, color depth, and refresh rate that best suit your requirements and your monitors' performance.

Windows 2000

1. Select the **Settings** dialog in the **Display Properties** window.
2. Set the resolution (Screen area) and color depth that best suit your requirements and your monitors' performance.
3. Select the **Monitor** dialog via **Display Properties > Settings > Advanced > Monitor**.
4. In the **Monitor Settings** section set the refresh rate for each monitor connected to the graphics accelerator(s) in your system.
Note: Refer to your Windows 2000 online help and documentation for further information on using the **Monitor** dialog.

 **Notes: (1)** Check the documentation of your monitor and make sure that the monitor supports the planned resolution, refresh rate and color depth setting.

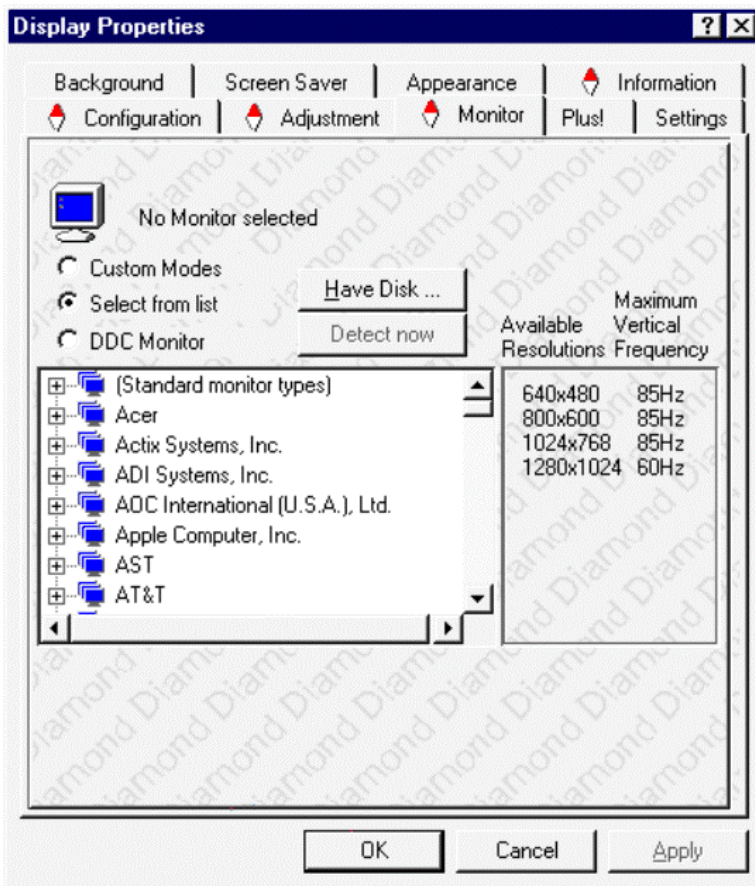
(2) Use the **Diamond Monitor** dialog (in Windows NT4), or **Settings\Advanced\Monitor** (in Windows 2000) to select and set your specific monitor.

Use the **Adjustment** dialog (**Settings\Advanced\Adjustment** in Windows 2000) to adapt the display of the monitor connected to the Fire GL2.

Selecting your Monitor

Windows NT 4.0

1. Select the **Monitor** dialog in the **Display Properties** window.
You can customize the settings of the connected monitor. For more information on setting up the monitor refer to the context sensitive online help.



2. Set the desired operation mode for your monitor.

Custom Modes

Use resolution and refresh rates for this monitor as specified in the **Settings** dialog in **Display Properties**. This option allows you to take full advantage of the resolution/refresh rate capabilities of the video chip.



Warning! Selecting a resolution or refresh rate that your monitor does not support can permanently damage the monitor.

Check the monitor's documentation and verify that it supports the selected resolution and refresh rate.

Select from list

Use resolution/refresh rate settings optimized for your specific monitor.

- A. Select your monitor from the displayed monitor list. To select your monitor, scroll to the manufacturer of your monitor and highlight the manufacturer in the list. Click on the + sign and select your monitor.

A list on the right menu pane displays resolutions and - for each resolution - the maximum refresh rate, as supported by the selected monitor.

If the current video mode (specified in the **Settings** dialog) is not supported by the selected monitor, the resolution/refresh rate setting will be automatically reduced.

- B. Click the **Apply** or **OK** button to enable your monitor selection.

If the list does not display your monitor type and you have a disk from the monitor manufacturer, use the **Have Disk** button to import the monitor information to the internal monitor list.

- A. Click the **Have Disk** button, insert the disk, and select the directory or file containing information about your monitor.

- B. Then select your monitor and click the **Apply** or **OK** button.

Click the **Display Diamond Monitor List** button to switch the displayed monitor list back from the manufacturer's disk to the internal monitor list.

DDC Monitor

Select this option and click the **Apply** or **OK** button if you want the driver to automatically decode the monitor's DDC (Display Data Channel) information on each reboot/NT 4.0 start.

To detect a new DDC monitor immediately, click the **Detect now** button. An error message will be displayed if the connected monitor does not support DDC.

3. Click the **Apply** or **OK** button to enable your monitor settings.

Windows 2000

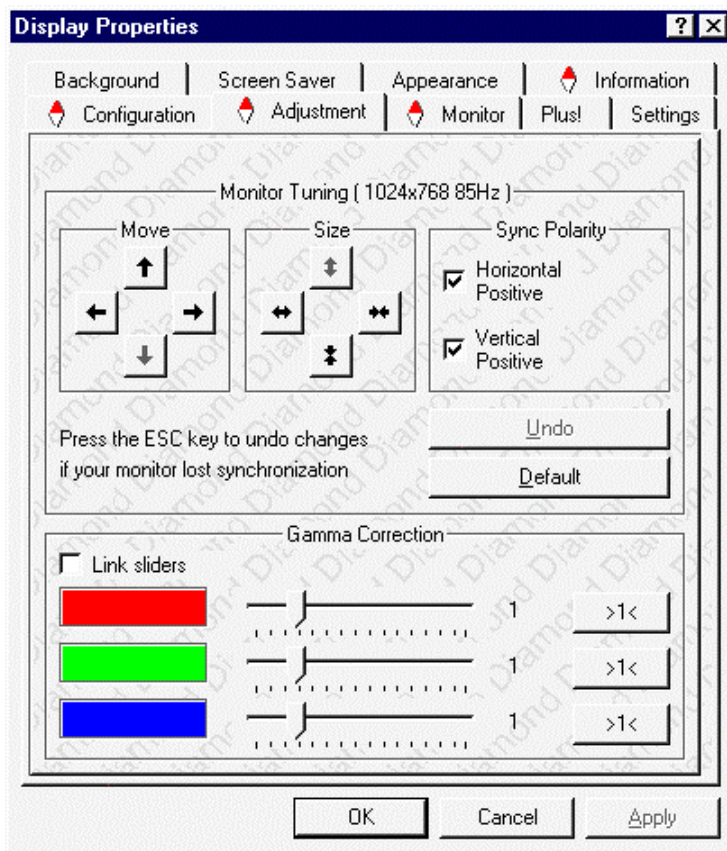
1. Select the **Monitor** dialog via **Display Properties > Settings > Advanced > Monitor**.
2. Refer to your Windows 2000 online help and documentation for further information on using the **Monitor** dialog.

Adjusting the Monitor Display

Using this dialog you can adjust the display of the connected monitor. For more information on adjusting the monitor's display refer to the context sensitive online help.

1. Windows NT 4.0: Select the **Adjustment** dialog in the **Display Properties** window.

Windows 2000: Select the **Adjustment** dialog via **Display Properties > Settings > Advanced > Adjustment**.



2. **Monitor Tuning:** With the buttons in the **Move** and **Size** sections you can tune the position and size of the monitor's display for the indicated resolution and refresh rate.

Notes: (1) Use the hardware setting controls on your monitor, if available, to adjust your display size or position - instead of the software controls in '**Adjustment - Monitor Tuning.**' Check the documentation of your monitor for information on your monitor's hardware controls.

(2) Resizing the display slightly changes the actual refresh rate. If you operate a fixed-frequency monitor check the documentation of your monitor for information on refresh rate tolerances.

- ◆ **Sync Polarity:** If you do not get a satisfactory display with the default sync polarity setting for the current resolution, you may try and change the settings.
- ◆ **Undo:** Click this button to undo the last change you made (when you clicked **Apply**). If you have made a modification that causes your screen to go blank or to be unreadable, the keyboard shortcut for 'Undo' is **Alt-U**.
- ◆ **Default:** Click this button to set the **Monitor Tuning** to the manufacturer's default settings.



Notes:

(1) Press the **ESC** key on your keyboard to undo the changes if your monitor has lost synchronization. You may also use the keyboard shortcut for 'Undo' - **Alt-U**.

(2) If you change the resolution (in **Settings**) and/or the refresh rate (in **Monitor**), you may need to re-adjust the monitor's display.

3. **Gamma Correction Adjustment:** Adjust the monitor's gamma correction for optimal brightness with the red, green and blue slider bars.

Note: You cannot adjust **Gamma Correction** for 256-color modes

When these sliders are changed the gamma correction table modifies each pixel's color value.

The brightness produced at the face of the display is proportional to the input voltage raised to the power gamma. This nonlinearity must be compensated to achieve correct reproduction of the image's brightness. The effect of display gamma is to darken the midtones relative to the dark and light regions. The gamma correction adjustment affects the entire screen display. The possible setting range is 0.3 - 4.0. The default setting is 1.0.

With **Link sliders** selected, the three sliders move together as you drag any individual slider. With the check box unchecked, you can adjust colors individually by dragging the applicable slider.

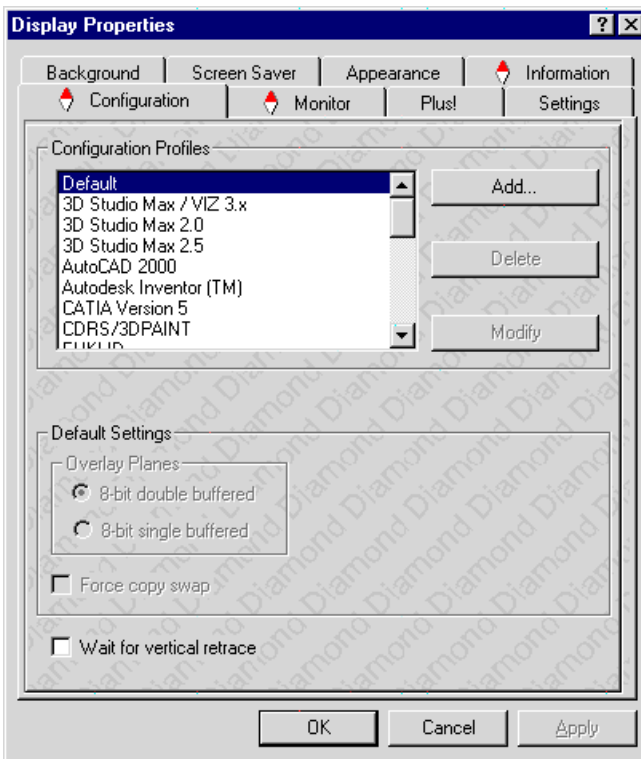
Click the **>|<** button - for each color - to set the gamma correction to the default value of 1.0.

4. Click the **Apply** or **OK** button to enable your **Adjustment** settings.

MODIFYING APPLICATION PROFILES

Using the **Configuration** dialog you can individually configure each application's settings.

- ◆ Windows NT 4.0: Select **Display Properties > Configuration**.
Windows 2000: Select **Display Properties > Settings > Advanced > Configuration**.



◆ Activating a configuration profile:

For some of the most popular applications the optimal configuration profile is factory-set by default. Select the application from the list in the **Configuration Profiles** section. This will add necessary Windows registry settings. Click **Apply** and, if prompted, restart Windows.

If you experience problems with your application, or if you want to try to optimize the performance of your system on specific applications, you may modify the configuration settings.



Notes:

(1) The configuration default settings typically require modification only for the following:

- ⇒ diagnostic purposes
- ⇒ fine-tuning a specific application/system configuration
- ⇒ specific settings recommended by your hardware or software documentation
- ⇒ tuning your application/system environment for best performance and memory usage

(2) Only experienced users should modify the configuration settings.

- ◆ Adding a new application profile:
Click the **Add** button in the **Configuration Profiles** section and enter the new application for which you want to set the configuration parameters.
- ◆ Modifying the configuration parameters: To change the configuration settings of a specific application, for example, CATIA, select the application from the list in the **Configuration Profiles** section and click the **Modify** button. To remove the selected configuration profile completely, click **Delete**.
- ◆ If you add or modify a configuration profile, select or clear the checkboxes the **Settings** section according to your requirements.

Overlay Planes

8-Bit double-buffered

Use 8 bits of each 32-bit frame buffer pixel as double-buffered overlay planes.

8-Bit single-buffered

Use 8 bits of each 32-bit frame buffer pixel as single-buffered overlay planes.

Force copy swap

Force blit copy from back to front buffer.

Wait for vertical retrace

Buffer swap 'synched' to vertical retrace. Enable this function for best picture quality. If you disable 'Wait for vertical retrace' you may experience visual artifacts such as tearing. However, this function may be disabled for performance benchmarking.

- ◆ Click the **Apply** or **OK** button to enable your **Configuration** settings.

REMOVING THE FIRE GL2 DRIVERS

This section describes how to properly remove your graphics card software from your system should you need to do so.

Before removing the Fire GL2 video driver, please close all open application programs and disable any anti-virus software that is running on your computer until the driver is removed!

To install or uninstall the Fire GL2 drivers, you need administrator rights or you must be logged on as a user with administrator rights under Windows NT and Windows 2000.

1. From the **Start** menu, click **Start > Programs > Diamond**, then click **DIAMOND Install/Uninstall**. The **Diamond Install** dialog appears. Click **Next**.
2. Click **Remove the product**.
Note: Make sure that only those components are selected that you want to remove now. (Click **Back** and **Add/Remove components** to select specific software components for removal.)
Then click **Next**.
3. Click **Next** to remove the software and shut down your computer.

After you have removed the software according to the instructions, you may remove the hardware.

1. Shut down your computer.
2. Remove the computer case as outlined in the hardware installation instructions.
3. Ground yourself by touching the power supply box.
4. To remove the hardware, simply reverse the hardware installation procedures.

TROUBLESHOOTING

◆ COMMON PROBLEMS AND SOLUTIONS

◆ CONTACTING CUSTOMER SUPPORT

Your board is a complex electronic device and can only be repaired by authorized technical personnel with special equipment. Do not attempt to change or repair any parts of this product. Doing so will render your warranty invalid.

COMMON PROBLEMS AND SOLUTIONS

If you experience a problem using the Fire GL2, check the following sections for advice on how to solve your problem.

FAQs

Frequently Asked Questions and their answers may be found at the Web sites of FGL Graphics and S3. Go to www.firegl.com or www.s3.com and select *Support*.

You may also find helpful information in the Tech Supp Wizard provided on our websites.

No image appears on monitor when computer system is turned on

- ◆ Make sure that the Fire GL2 is firmly seated and lined up properly in its AGP slot, and that the monitor cable is firmly and correctly connected to the card. For more information, please refer to *Installing the Hardware*.
 - ◆ Make sure that your computer and monitor are plugged into electrical outlets and receiving power.
 - ◆ Is the monitor turned on and receiving power?
-

Screen image defects appear

Check if your monitor supports the resolution, horizontal (kHz) and vertical (Hz) refresh rates as required by the graphics card.

Check for your current resolution, refresh rate, and color depth settings in the **Settings** and **Monitor** dialogs of the **Display Properties**.



Warning! Be sure that both video card and monitor support resolution and refresh rates you select. Incompatible resolution/refresh rate selection may result in monitor damage. Refer to your monitor's documentation for recommended resolutions and refresh rates.

Screen image is off-center, color balance is wrong, or there is no picture

- ◆ Try adjusting the brightness, sharpness, contrast, and color balance controls of your monitor.
- ◆ Try adjusting the centering and positioning controls of your monitor to position the picture on the screen.
Note: The **Monitor Tuning** settings in **Display Properties > Adjustment** tune the position of the picture on the screen via the video signal.
- ◆ Set the monitor's RGB inputs (and sync switches, if this option is available) to 75 Ohms, with the sync set to external.

Operating system warns that the video card is not configured properly

- ◆ Check the driver installation and make sure that all software is correctly loaded corresponding to your operating system and applications. For more information, please see *Installing the Software*.
 - ◆ Set Windows back to 'Standard VGA' and re-install the Fire GL2 drivers.
-

Checking for address and interrupt conflicts

- ◆ It is necessary to ensure that the I/O and memory addresses reserved for the graphics board are not used by other hardware devices.
- ◆ The integrated on-board VGA controller of your Fire GL2 uses the following addresses (hex):

I/O Address

Standard VGA I/O: 3B0-3DF

Memory Addresses:

Video RAM: A000-BFFF

Video ROM: C000-C7FF



Note: You cannot change the addresses of your Fire GL2. In case of an address conflict, try to modify the I/O address of the add-on card that causes the conflict.

Resolving Interrupt Conflicts

To support the special graphics processor on the Fire GL2 the system BIOS should automatically assign a system interrupt to the AGP slot where the card is installed. However, there may be problems if your graphics card does not receive an interrupt or a system interrupt is used for more than one device. In case of problems try the following:

- ◆ Check the system configuration utility of your operating system for the interrupt assignments.
 - ◆ Inspect your system BIOS setup for an option that says "Assign IRQ to VGA" or something similar and ensure that this option is enabled. If you do not have this option and your graphics card does not receive an interrupt, contact your motherboard manufacturer for an updated BIOS that has this option.
 - ◆ Some older ISA legacy add-in cards (with jumpers, non-PnP) may cause a conflict if they are not configured in the ESCD (extended system configuration data) area of the system BIOS. Please refer to your computer's User's Guide for information on using the ISA Configuration Utility ICU to add the required legacy card resources to the system.
-

CONTACTING TECHNICAL SUPPORT AND CUSTOMER SUPPORT

If You Need Help...

Your documentation and the README files provide tips and suggestions to help you, should you encounter problems or have questions regarding the use of your S3/FGL Graphics product.

S3/FGL Graphics offers a Telephone Support Hotline and also an e-mail address. There you can direct questions for which you can't find answers in the product documentation, ReadMe files or in the online support services provided on our websites.

In order to expedite calls to Technical Support please be prepared to provide the following information when you contact us for technical support:

- ◆ The exact name of your S3/FGL Graphics product
- ◆ The operating system you are using, as well as information about the computing environment in which you use your product
- ◆ For graphics and video cards, the card's BIOS version
- ◆ Names and version numbers of the drivers and applications you are using

Note: Check the **Information** property page for detailed hardware and driver information on your graphics card. Right-click on the Windows desktop and select **Properties**. Find the hardware and driver information in the **Information** dialog of the **Display Properties** menu.

- ◆ Name and version number of the application with which you have encountered problems
- ◆ A detailed description of the problem. Please reproduce the problem several times and provide a detailed description of the necessary steps.

How to Contact Technical/Customer Support

Support in North America, South America, Asia/Pacific (excluding Japan)

Telephone Support	541-967-2450
Service hours	MON - THR, 5am until 7pm FRI 5am to 11:00am, 1pm to 7pm SAT 8am until 4pm; Pacific Time

E-Mail Support	customersupport@diamondmm.com
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TDD/TTY Support	541-967-2451
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Fax	541-967-2401
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RMA	Phone: 800-468-5846 or 541-967-2450 Fax: 541-967-2485
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World Wide Web	http://www.firegl.com http://www.s3.com ftp://ftp.diamondmm.com
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Mail/Letter Support	Technical Support S3/Diamond Multimedia Systems Customer Care Department 7101 Supra Drive SW Albany, OR 97321 USA Customer Service S3/Diamond Multimedia Systems Customer Care Department 7101 Supra Drive SW Albany, OR 97321 USA
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Support in Europe, Middle East and Africa

E-mail and Online Services	E-mail: techsupt.euro@diamondmm.com www: http://www.diamondmm-europe.com FTP: ftp://ftp.diamondmm.de
RMA	Phone: +44-1189-4444-30
Mail/Letter Support	S3/Diamond European Customer Care Center P.O. Box 52 7500 AB Enschede The Netherlands
German Language Support	Phone: +49-8151-266-336; +49-700-0100-1003 Service hours: MON - FRI, 9.00 until 20.00 SAT 9.00 until 16.00; Central European Time Fax: +49-8151-266-331 www: http://www.diamondmm.de
English Language Support	Phone: +44-1189-4444-66 Service hours: MON - FRI, 8.00 until 19.00 SAT 8.00 until 15.00; West European Time Fax: +44-1189-4444-45 www: http://www.diamondmm.co.uk
French Language Support	Phone: +33-155-381616 Service hours: MON - FRI, 9.00 until 20.00 SAT 9.00 until 16.00; Central European Time Fax: +31-53-484-9536 www: http://www.diamondmm.fr
Spanish Language Support	Phone: +34-91-745-6245 Service hours: MON - FRI, 9.00 until 20.00 SAT 9.00 until 16.00; Central European Time Fax: +31-53-484-9536
Other European, Middle East and African Countries	Phone: +31-53-484-9535 Service hours: MON - FRI, 8.00 until 19.00 SAT 8.00 until 15.00; West European Time Fax: +31-53-484-9536

Support in Japan

E-mail and Online Services

E-mail: support@diamondmm.co.jp
www: <http://www.diamondmm.co.jp>

Japanese Language Support

Phone: +81-(0)3-5695-8405
Service hours: 9.30 - 12.00, 13.00 - 16.00
Excluding Saturday, Sunday and National Holidays

Feedback on our User's Guides

Though we make every effort to ensure the accuracy and completeness of our product documentation, errors or inconsistencies can still occur. If you find a problem in this manual that you would like to bring to our attention, we have an E-mail address that you can use to provide feedback:

manuals.euro@diamondmm.com

Please note that we can't guarantee a response to every E-mail.

TECHNICAL DETAILS

◆ FEATURES AND PERFORMANCE

◆ PIN ASSIGNMENTS

◆ VIDEO MODES

◆ BLOCK DIAGRAM

FEATURES AND PERFORMANCE

Hardware

Design

- ◆ Single 2/3 length AGP/ATX card
- ◆ AGP4x Version 2.0 compliant including side band signalling support

Controller

- ◆ IBM Chipset: IBM RC 1000 256-bit graphics rasterizer and IBM GT 1000 hardware geometry engine with integrated features.
 - ⇒ VGA controller
 - ⇒ 2D/3D Raster Engine including dual texture unit
 - ⇒ Video Overlay Unit
 - ⇒ 2 DMA / BLIT Units
 - ⇒ Polygon Setup Processor
 - ⇒ 300 MHz / 30-bit PaletteDAC, including 4 color lookup tables and gamma correction table
 - ⇒ 256-bit DDR memory interface

Memory and BIOS

- ◆ 64 MByte Double Data Rate (DDR) SGRAM for unified framebuffer, Z-buffer and texture storage
- ◆ 128 KByte BIOS FlashROM, 3.3V only, reprogrammable by software

Connectors

- ◆ Standard blue 15-pin D-VGA video output connector
- ◆ 25-pin DVI-D output connector for digital flat-panel (DFP) displays and digital CRT displays
- ◆ Stereographic 3-pin Mini-DIN output connector for stereoviewing eyewear (supports StereoGraphics CrystalEyes shutter glasses).

Hardware Performance

- ◆ 32-bit RGB α True color 2D and 3D acceleration
- ◆ TrueColor screen resolutions up to 1920 x 1200, double-buffered
- ◆ 24-bit Z, 8-bit stored alpha, 8-bit overlay & 8-bit WID, 8-bit clip/stencil planes
- ◆ Performance test on a 733 MHz single Pentium III, 512 MB RAMBus, 1280x1024, TrueColor, 60 Hz.
 - ⇒ 31 Million antialiased vertices per second sustained
 - ⇒ 27 Million polygons per second fill rate, Gouraud shaded, Z-buffered, non-Textured
 - ⇒ 410 Million pixels per second, Gouraud shaded, Z-buffered, non-textured
 - ⇒ 200 Million texels per second trilinear mapped texture

Professional 3D Rendering

- ◆ Full OpenGL 1.1 ICD with 1.2 functional extensions
- ◆ Single-pass bump mapping and hardware 3D textures
- ◆ Gouraud shading
- ◆ Bilinear and trilinear MIP-mapping
- ◆ Alpha blending
- ◆ Fogging and depth cueing
- ◆ Anti-aliased lines and sorted polygons
- ◆ Scissoring and stippling
- ◆ Overlay and stencil buffers
- ◆ Z-buffering

Hardware Geometry Acceleration

- ◆ 100% OpenGL geometry pipeline
- ◆ Full geometry transform processing
- ◆ Full lighting calculations for 16 sources, including directional, positional, and spot

Broadcast Video

- ◆ Bilinear scaling (up/down)
- ◆ YUV-RGB converter for video and textures

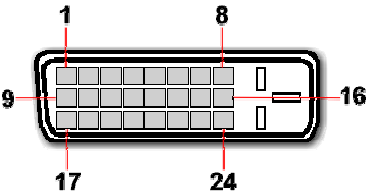
Software

- ◆ OpenGL 1.1 ICD with 1.2 functional extensions
- ◆ OpenGL support for quad-buffer stereoviewing eyewear
- ◆ Supports Windows NT 4.0 and Windows 2000
- ◆ 2D and 3D Linux support
- ◆ Pentium III Streaming SIMD Extension (SSE) support for Windows NT4.0, Windows 2000, and Linux
- ◆ Athlon 3Dnow! support for NT4.0 and Windows 2000
- ◆ DDC2B monitor support on all operating systems
- ◆ ACPI Power Management support
- ◆ Customized application settings for individual ISV applications

PIN ASSIGNMENTS

VGA Output Connector	Pin	Function
 DDC: Display Data Channel	1	Red
	2	Green
	3	Blue
	4	not connected
	5	ground (analog)
	6	Red Return (ground)
	7	Green Return (ground)
	8	Blue Return (ground)
	9	+ 5V (fused 750 mA)
	10	ground (sync return)
	11	not connected
	12	SDA (DDC Data)
	13	Horizontal Sync (+)
	14	Vertical Sync (-)
	15	SCL (DDC Clock)

Stereo Sync Output Connector	Pin	Function
	1	+ 5 V DC (fused 750 mA)
	2	ground
	3	StereoSync

DVI Output Connector	Pin	Function
 DVI: Digital Visual Interface DDC: Display Data Channel T.M.D.S: Transition Minimized Differential Signal	1	T.M.D.S. Data2-
	2	T.M.D.S. Data2+
	3	T.M.D.S. Data2/4 Shield
	4	T.M.D.S. Data4-
	5	T.M.D.S. Data4+
	6	DDC Clock
	7	DDC Data
	8	not connected
	9	T.M.D.S. Data1-
	10	T.M.D.S. Data1+
	11	T.M.D.S. Data1/3 Shield
	12	T.M.D.S. Data3-
	13	T.M.D.S. Data3+
	14	+ 5V Power
	15	ground (for + 5V)
	16	Hot Plug Detect
	17	T.M.D.S. Data0-
	18	T.M.D.S. Data0+
	19	T.M.D.S. Data0/5 Shield
	20	T.M.D.S. Data5-
	21	T.M.D.S. Data5+
	22	T.M.D.S. Clock Shield
	23	T.M.D.S. Clock+
	24	T.M.D.S. Clock-

VIDEO MODES

All video modes comply with VESA DMT (Discrete Monitor Timing) or VESA GTF (General Timing Format) standards.

VGA Monitors

Resolution	Color Bits	α Bits	Line Frequency (kHz)	Refresh Rate (Hz)
640 × 480	24	8	31.5, 37.5, 43.3, 56.9	60, 75, 85, 100
800 × 600	24	8	37.7, 46.9, 54.1, 63.9	60, 75, 85, 100
1024 × 768	24	8	48.4, 60.0, 68.7, 80.9	60, 75, 85, 100
1152 × 864	24	8	53.7, 67.7, 77.1, 93.1	60, 75, 85, 100
1280 × 960	24	8	60.0, 75.2, 85.9, 101.7	60, 75, 85, 100
1280 × 1024	24	8	52.7, 63.8, 79.8, 91.1, 107.0	50, 60, 75, 85, 100
1600 × 1024	24	8	63.6, 81.3	60, 76
1600 × 1200	24	8	75.0, 93.8, 106.3	60, 75, 85
1792 × 1344	24	8	83.6	60
1920 × 1200	24	8	74.5, 94.0, 95.0	60, 75, 76

TrueColor - 32 bit (24 color, 8 α)

DFP Monitors using the DVI-D interface

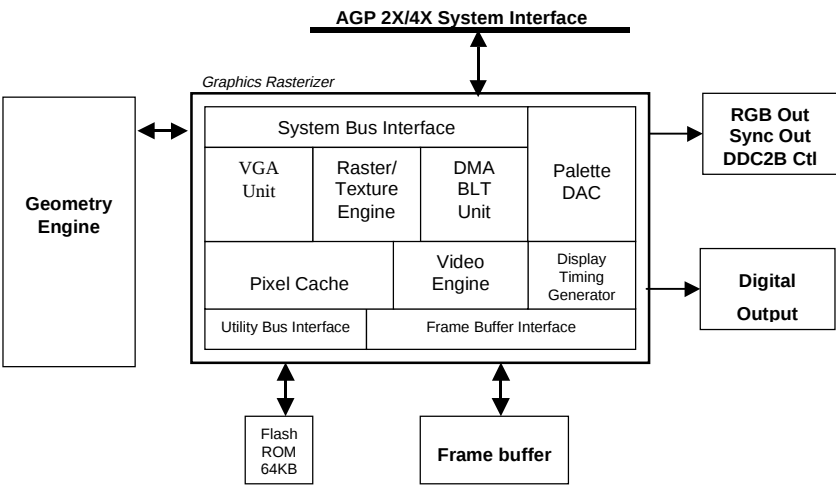
Resolution	Color Bits	α Bits	Refresh Rate (Hz)
640 × 480	24	8	60
800 × 600	24	8	60
1024 × 768	24	8	60
1280 × 1024	24	8	60
1600 × 1200	24	8	60

TrueColor - 32 bit (24 color, 8 α)



Note: Due to the limited usefulness of 256-color/8-bit modes for 3D image display (shading, etc.), these modes are not supported for Windows NT/2000. Most applications support full hardware acceleration only in TrueColor and HighColor video modes.

BLOCK DIAGRAM



TRADEMARKS, WARRANTY AND REGULATORY

TRADEMARKS

Adobe and Acrobat are trademarks of Adobe Systems Incorporated, which may be registered in certain jurisdictions.

S3 is a registered trademark of S3 Incorporated. The S3 corporate logo and Fire GL2 are trademarks of S3 Incorporated.

MS-DOS, Windows, Windows NT, Windows 2000, DirectDraw and Direct3D are either registered trademarks or trademarks of Microsoft Corporation.

Pentium is a registered trademark and AGP (Accelerated Graphics Port) is a trademark of the Intel Corporation.

IBM ® is a registered trademark of International Business Machines Corporation.

OpenGL is a registered trademark of Silicon Graphics, Inc.

AutoCAD, AutoShade, 3D Studio and HEIDI are registered trademarks or trademarks of AutoDesk Inc.

All other trademarks referenced are the service mark, trademark or registered trademark of their respective owners and / or manufacturers

FIRE GL2 WARRANTY

S3 Incorporated warrants that for a period of three years from the date of original retail purchase, your products will be free from defects in materials and workmanship. If you discover a defect covered by this warranty, we will repair or replace the product at our option using new or remanufactured components. S3's liability is limited solely to the repair or replacement of the defective product. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

How to obtain service under this warranty:

To obtain service under this warranty you must deliver the product and the original sales receipt to the dealer you purchased this product from or to S3/FGL Graphics. If you decide to return the product, you must first call Technical Support or Customer Service and obtain a Return Merchandize Authorization (RMA) number. (refer to *How to Contact Technical/Customer Support* for the phone numbers to call). You are responsible for paying shipping costs to S3/FGL Graphics.

Product failures not covered by this warranty:

This warranty covers defects in manufacture that arise from correct use in a home or office environment. It does not cover damage caused by abuse, misuse, improper modification or repair, moisture, corrosive environments, shipping, or high voltage surges from external sources such as power line, or connected equipment. This warranty does not cover any incompatibilities due to the user's computer, hardware, software or any other related system configuration in which the Fire GL2 interfaces. This warranty also does not apply to any product with an altered or defaced serial number.

Limits of liability:

We are only responsible for the repair of this product. We will not be liable to you or anyone else for any damages that result from the failure of this product or from the breach of any express or implied warranties. These include damage to other equipment, lost data, lost profits, or any consequential, incidental, or punitive damages. IN NO EVENT WILL S3 INCORPORATED BE LIABLE FOR ANY AMOUNT GREATER THAN THE CURRENTLY SUGGESTED RETAIL PRICE OF THIS PRODUCT. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

Our legal disclaimer:

THIS WRITTEN WARRANTY REPRESENTS THE ENTIRE WARRANTY AGREEMENT BETWEEN S3 INCORPORATED AND YOU. THIS WARRANTY MAY NOT BE ALTERED IN ANY WAY OTHER THAN IN WRITING BY AN OFFICER OF S3 INCORPORATED. ANY IMPLIED WARRANTIES THAT MAY EXIST INCLUDING MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE SHALL BE LIMITED IN DURATION TO A PERIOD OF THREE YEARS FROM ORIGINAL RETAIL PURCHASE. NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WILL APPLY AFTER THIS PERIOD. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

EMI COMPLIANCE INFORMATION

CE DECLARATION OF CONFORMITY

The following designated product

Fire GL2 AGP

complies with the essential protection requirements of Council Directive 89/336/EEC on the approximation of the laws of the Member States relating to electromagnetic compatibility.

Assessment of compliance of the product with the requirements relating to electromagnetic compatibility was based on the following standards:

EN55022: 1994-08/A1:1995 class B

EN 50 082-1:1992-01

(EN 61000-4-2:96, EN 61000-4-3:97, EN 61000-4-4:96,

EN 61000-4-6:97)

The compliance with those standards is confirmed in an accreditation certificate with the following number

00544040-001

Ian Cartwright, President

FGL Graphics - A division of S3 Inc.

Moosstrasse 18 b

D-82319 Starnberg

Germany

FCC - DECLARATION OF CONFORMITY FOR A CLASS B DIGITAL DEVICE

We, the Responsible Party

FGL Graphics - A division of S3 Inc.
Moosstrasse 18 b, D-82319 Starnberg, Germany
Phone: +49 8151 2660

declare that the product **Fire GL2 AGP**

complies with Part 15 of the FCC Rules. The compliance with those standards is confirmed in an accreditation certificate with the following number: 00520055-001

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.



CAUTION: If the device is changed or modified without permission from FGL Graphics / S3 Inc., the user may void his or her authority to operate the equipment.

UL and CUL Listing

This information technology equipment is UL-Listed and CUL-Listed for use with UL-Listed personal computers that have installation instructions detailing user installation of card cage accessories.

Canadian ICES-003 Conformity Statement

This class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment standard entitled "Digital Apparatus", ICES-003 of the Canadian Department of Communications.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur "Appareils Numériques", NMB-003 édictée par le Ministre Canadien des Communications.