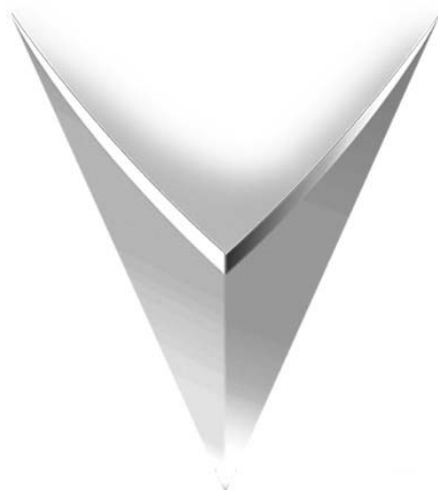


**Thank you for purchasing an Xtasy Graphics Accelerator by VisionTek.
We hope that you enjoy our product.**



VisionTek™

I. Preparing Your Computer

Preventing Electrostatic Discharge Damage

STATIC WARNING!

Before installing a 3D graphics accelerator, read the following instructions to prevent electrostatic discharge (ESD) damage to the equipment. ESD is a discharge of stored static electricity that can damage equipment and impair electrical circuitry. It occurs when electronic components are improperly handled and can result in complete or intermittent failures.

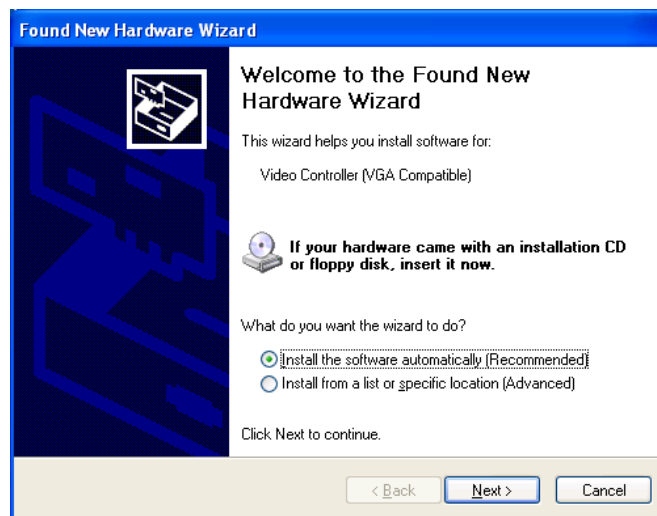
- Before opening the chassis ensure that power to the computer system is OFF and that the power cord is disconnected.
- Always use an ESD preventive wrist or heel strap and ensure that it makes good skin contact.
- Avoid contact between equipment and clothing. The wrist or heel strap only protects the equipment from ESD voltage on the body; ESD voltage on clothing can still cause damage.
- Handle the graphics card by the edges only; avoid touching the components, traces, or any connector pins.
- Do not remove the wrist or heel strap until the installation is complete.

VisionTek assumes no liability for any damage (caused directly or indirectly) by improper installation of any components by unauthorized service personnel. If you do not feel comfortable performing the installation, consult a qualified computer technician. Damage to system components, the accelerator card, and/or personal injury may result if power is applied during installation.

II. Installation Steps

Now that you have prepared your computer, you are ready to install your graphics accelerator card:

1. Power must be off to the computer and monitor. Disconnect the display power cord as well as the monitor cable from the back of your computer,
2. Remove the computer cover. If necessary, consult your computer manual.
3. Remove any existing graphics card from your computer. If your computer has any on-board graphics capability, you may need to disable it on the motherboard. For more information, see your computer documentation or contact your computer/motherboard manufacturer.
4. If necessary, remove the metal cover from the empty expansion slot that you select (AGP cards must use the AGP slot). Align your new VisionTek card with the expansion slot, and press it in firmly until the card is fully seated.
5. Use the slot cover screw to fasten the card in place, and replace the computer cover.
6. Plug the display cable into your card, and reconnect the power cord. Power on your system.
7. After the computer boots, each supported version of Windows will attempt to install the new hardware automatically. When you see a dialog box like this in Windows Me/XP/2000, click **Cancel** to close the *Found New Hardware Wizard* and proceed to step 8. For Windows 98 users (Xtasy 9100 products only), you will need to complete the following before moving on to step 8.



Windows 98 users only: Some Windows 98 users may need to install the Standard PCI Graphics Adapter one or two times prior to installing the drivers for your new graphics card depending on the model of the video card and your system configuration. To do these you will need to follow this process:

- a. When prompted to install the Standard PCI Graphics Adapter, click **Next**



- b. Choose *Search for the best driver for your device* and click **Next**



c. Uncheck all of the search locations and click **Next**



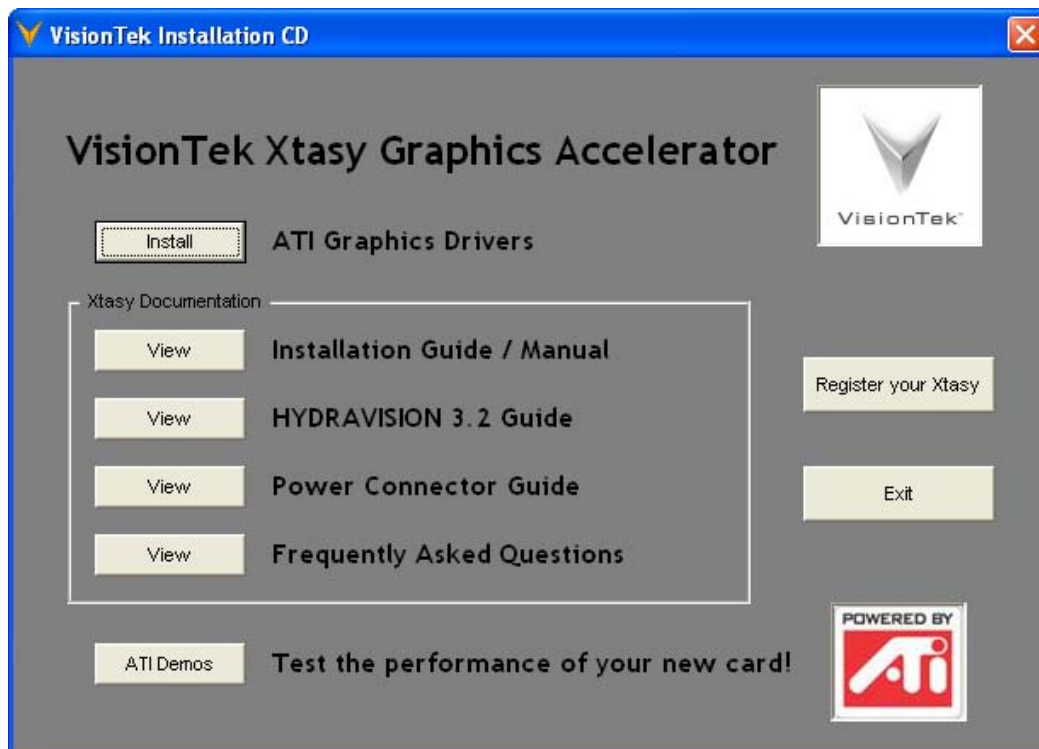
d. After Windows finds the driver to install click **Next**.



e. Click **Finish** and restart the computer when prompted. After the computer restarts, proceed to step 8.

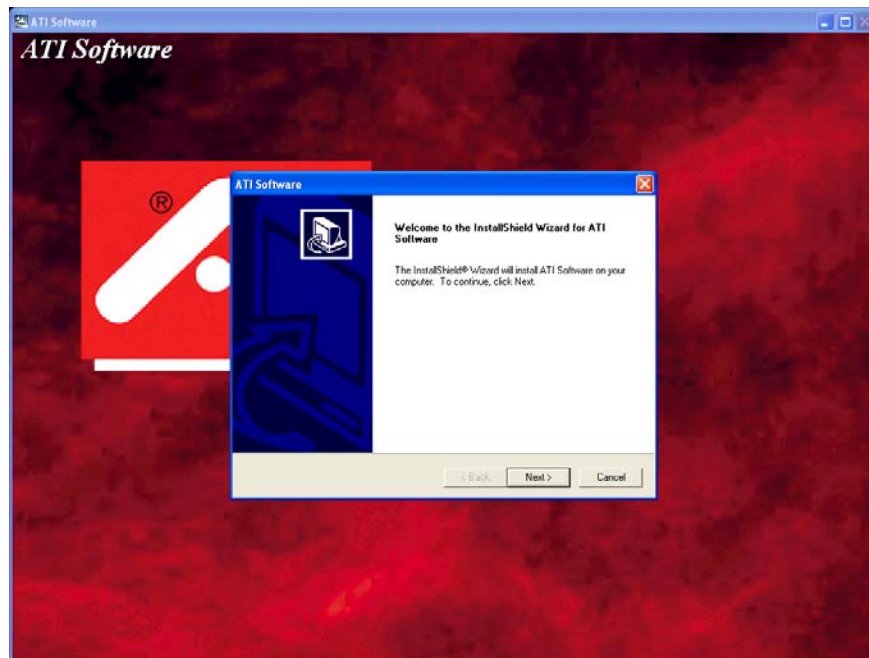


8. Insert the Xtasy Driver Installation CD. It should run automatically but if it does not, you can start the driver installation program by going to **My Computer**, double-clicking on the CD Drive that contains the Xtasy CD, and double-clicking on Autorun, with the Visiontek logo as its icon. The installation program is running when you see a window that looks like this:

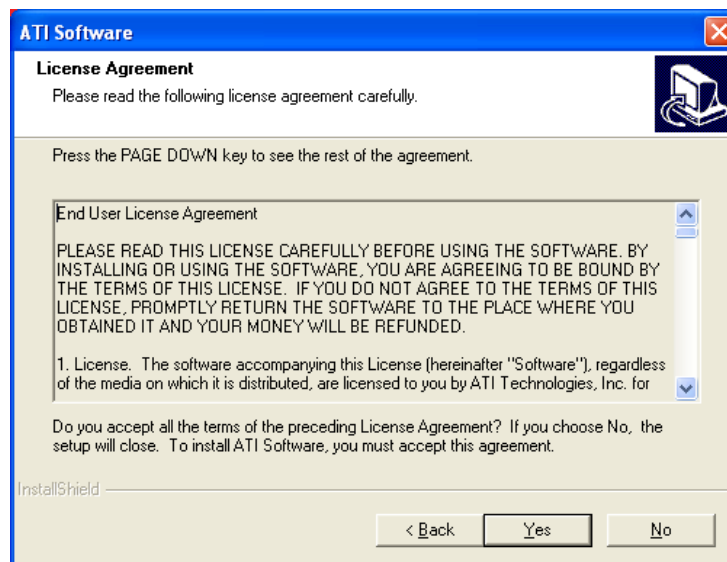


From this Window you can install the video card drivers, view the card's documentation, install the demos, or register your video card.

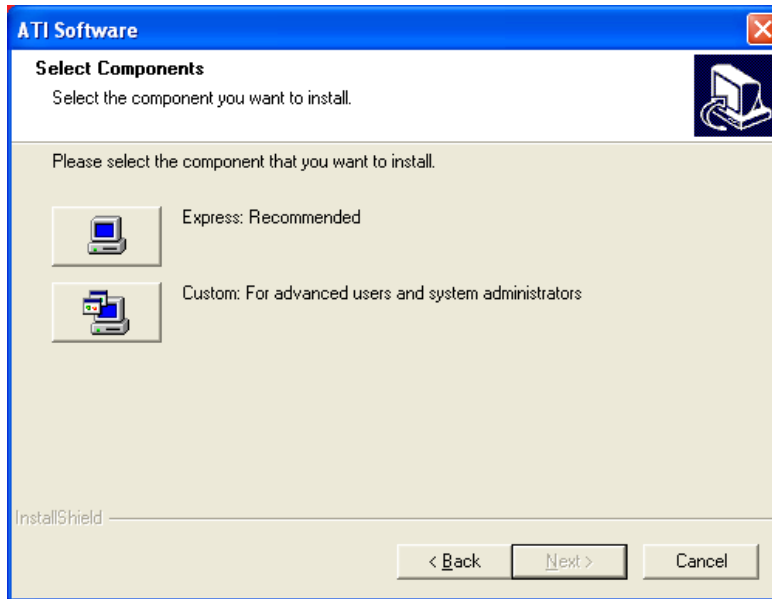
To install the video card, click on **Install** and you will see this screen:



9. Click **Next** to start the installation and when prompted with the *License Agreement*, click **Yes**.



10. Click on **Express**, to install each of the items that are on the CD. This includes the *Display Driver*, the *ATI Control Panel*, *Hydravision*, and *DirectX 9.0*. If you do not want to install any of these, choose **Custom** and deselect any of the programs that you do not want to install.



Note: If you should receive a warning stating that the driver is not digitally signed, choose to **Continue Anyway** and proceed with the installation and after completion download the "WHQL Certified" drivers from www.visiontek.com.



11. After the driver installation program has finished, restart your computer when prompted. After restarting, the drivers for your new video card will be installed.

Important! Verify Interrupt Assignment After Installing Drivers

Your new VisionTek graphics board needs a correct IRQ assignment for proper operation. Verify that your new card is assigned to IRQ 10 or 11.

In Windows 98/Me:

1. On your PC's desktop, right click on 'My Computer'.
2. Click 'Properties'.
3. Click 'Device Manager'.
4. Click 'View' and 'Resources by Type'.
5. Ensure that your new card is assigned to IRQ 10 or 11. If it is not, refer to your motherboard manual or system manufacturer for help in reassigning IRQ #'s. VisionTek graphics accelerators should not share an IRQ with another device EXCEPT – 'IRQ holder for PCI steering', or 'ACPI IRQ holder for PCI steering'

In Windows XP/2000:

1. On your PC's desktop, right click on 'My Computer'.
2. Click 'Properties'.
3. Click 'Hardware'.
3. Click 'Device Manager'.
4. Click 'View' and 'Resources by Type'.
5. Ensure that your new card is assigned to IRQ 10 or 11. If it is not, refer to your motherboard manual or system manufacturer for help in reassigning IRQ #'s. VisionTek graphics accelerators should not share an IRQ with another device EXCEPT – 'IRQ holder for PCI steering', or 'ACPI IRQ holder for PCI steering'

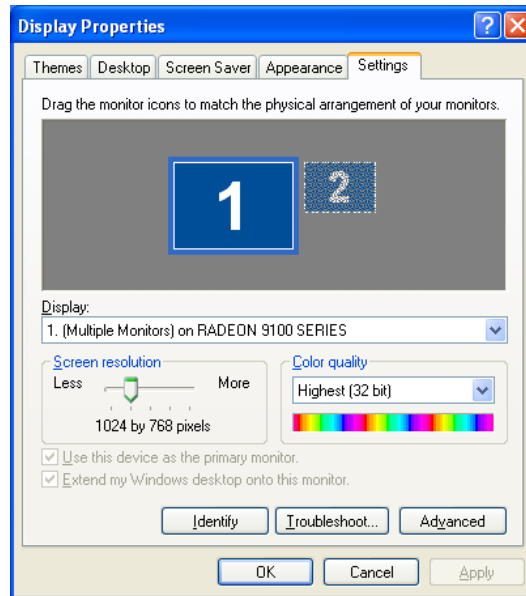
No supported version of Windows allows the changing of IRQ's in Windows. If your computer has assigned the video card to an IRQ other than 10 or 11 or if there are devices sharing the IRQ that has been assigned to the video card, you will need to change one or more IRQ's to ensure that the Xtasy video card is assigned IRQ 10 or 11 and is not sharing. As each motherboard is different, you will need to contact your computer or motherboard manufacturer for instructions on how to do this.

Feature Guide

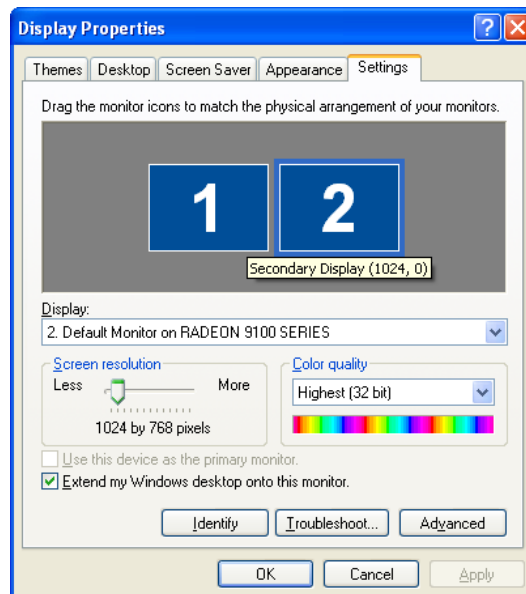
Multiple Displays

Your Xtasy graphics card is capable displaying to multiple monitors in certain configurations. The Xtasy 9100 cards will display to an analog (VGA) monitor and a Digital Flat Panel Monitor via the DVI-D connection. The Xtasy 9500 Pro and 9800 Pro cards support the following output options: analog monitor, digital flat panel monitor, television, and a second analog monitor with a DVI-I to VGA adapter. These outputs can be used in any combination of two. (Note: a DVI-VGA adapter will not work with the Xtasy 9100 based graphics cards).

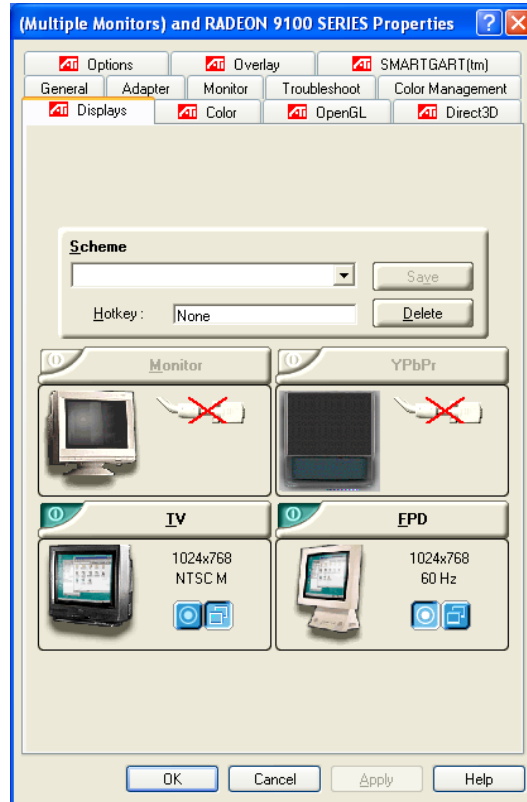
To enable extended desktop Mode, **right-click on the desktop** and choose **Properties**, click on the **Settings** tab



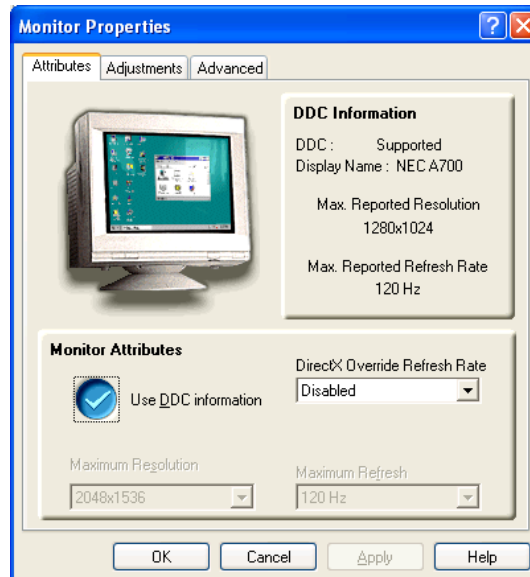
Click on monitor “2” and choose **Extend my Windows desktop onto this monitor**. Click **OK** or **Apply** to save the changes. You can also reposition the monitors here by dragging one of the monitors to match your desktop configuration.



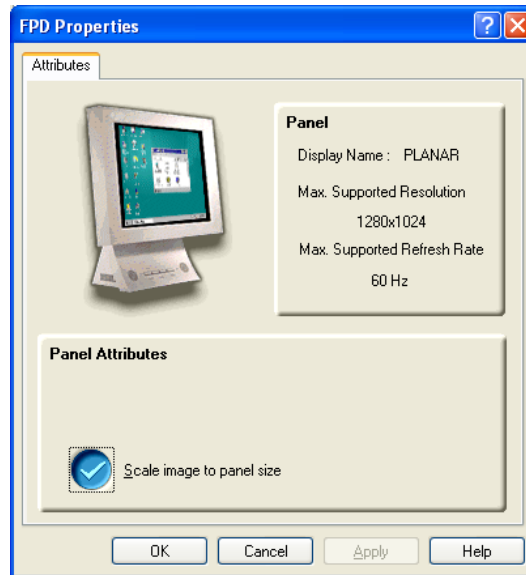
To make adjustments to the monitor after accessing the Display Properties click **Advanced** to bring up the Advanced Properties for the video card and choose the **Displays** tab. This will show each of the types of output devices that are being utilized.



Adjustments can be made to the default settings by clicking on the device to be changed. For example:

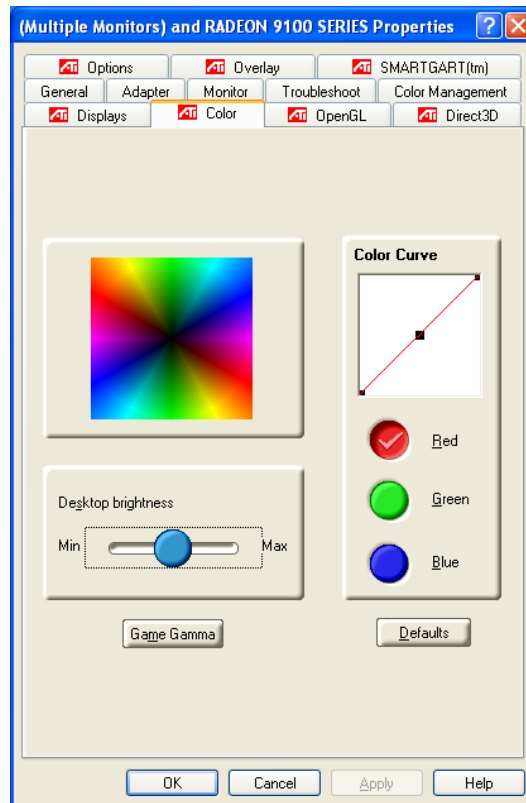


Or, in the case of a digital monitor:

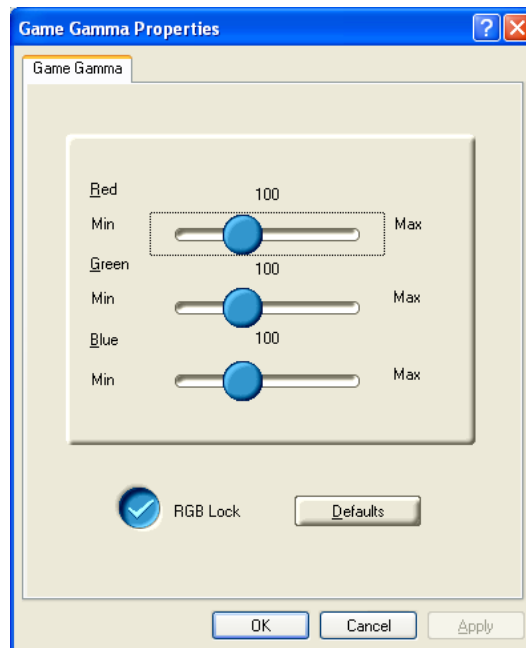


Color

The Color tab can be used to adjust color settings and desktop brightness. You can set the values to default by clicking on the **Default** button.

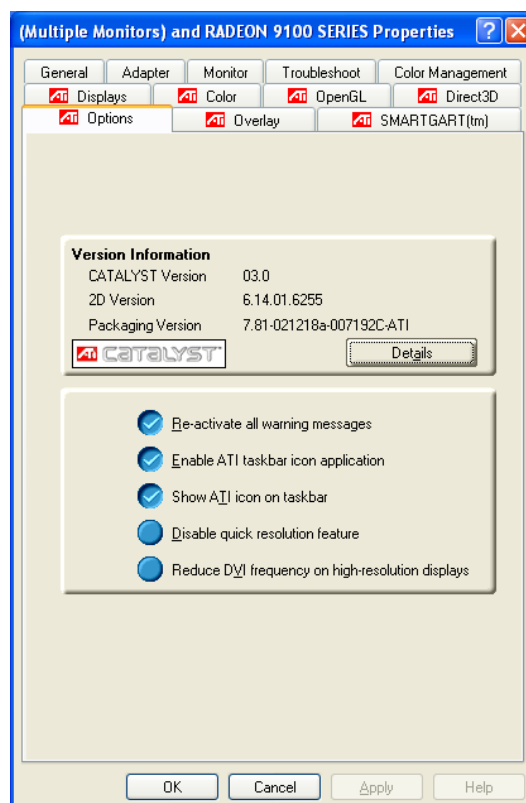


You can also access the Game Gamma menu from this tab by clicking on the **Game Gamma** button. This allows you to increase or decrease the color brightness of full-screen games.



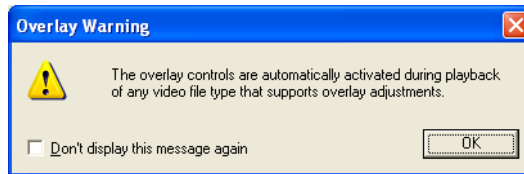
Options

The Options tab displays driver version and other general information and options including the ability to remove the ATI icon from the system tray. This also provides details about the hardware specifications.

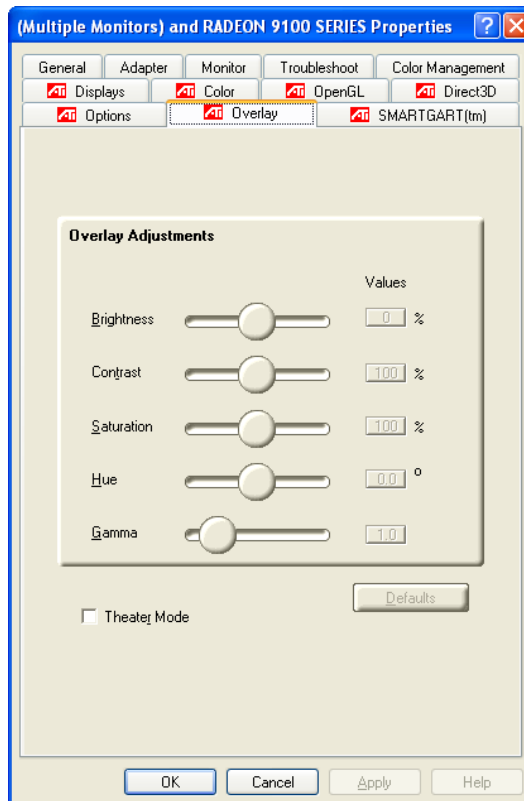


Overlay

Video overlay controls are automatically enabled during playback of any video file type that supports overlay adjustments.



The adjustments that can be made are: Brightness, Contrast, Saturation, Hue, and Gamma. You can also reset to default from this tab by clicking the **Defaults** button.

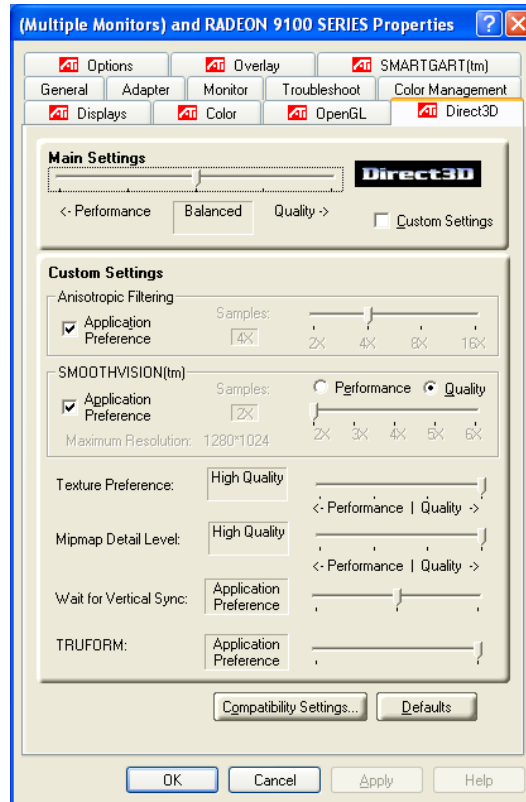


Direct 3D

This tab will allow you to adjust the settings for Direct 3D games. Under Main Settings, you can adjust overall game performance/quality by adjusting the slider from Performance to Balanced to Quality.

You can also choose to set the values to their defaults by selecting the **Defaults** button.

The items under **Compatibility Settings** should generally be left at their default values unless there is a specific need to change one of these settings.



By checking the **Custom Settings** box, you can adjust the settings on this tab individually. For each of these items, moving the sliders to the right will generally result in higher picture quality while adjusting to the left will maximize performance. The following table provides a description of each of the items on this tab.

Anisotropic Filtering	Uses texture filtering that blends multiple texture samples. For the highest image quality, increase the number of samples taken.
SmoothVision™	SmoothVision™ (Anti-Aliasing) improves image quality by removing jagged edges from 3D images. Increasing the number of samples will provide the most realistic 3D images, while decreasing the number of samples will provide maximum performance.
Texture Preference	Determines whether to use high quality or high performance textures.

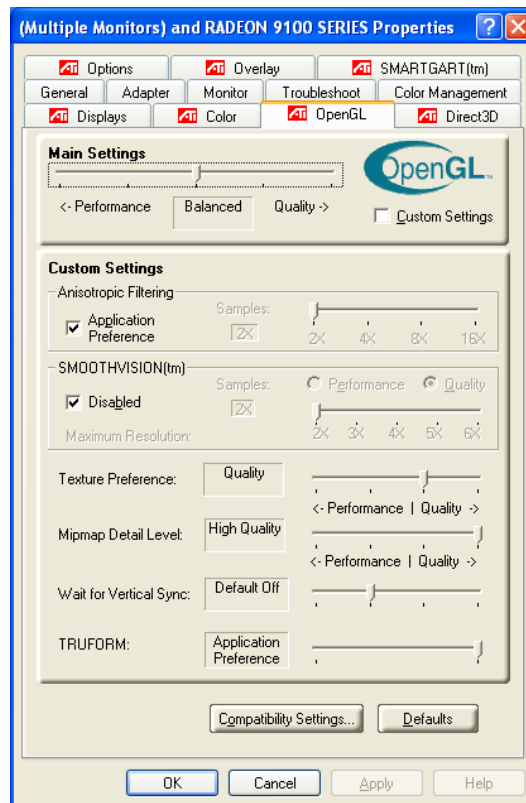
Mipmap Detail	Allows you to choose the texture quality of the base mipmap used in 3D applications.
Wait for Vertical Sync	Selecting Always Off allows 3D applications to run at the highest possible framerates.

OpenGL

This tab will allow you to adjust the settings for OpenGL games. Under Main Settings, you can adjust overall game performance/quality by adjusting the slider from Performance to Balanced to Quality.

You can also choose to set the values to their defaults by selecting the **Defaults** button.

The items under **Compatibility Settings** should generally be left at their default values unless there is a specific need to change one of these settings.

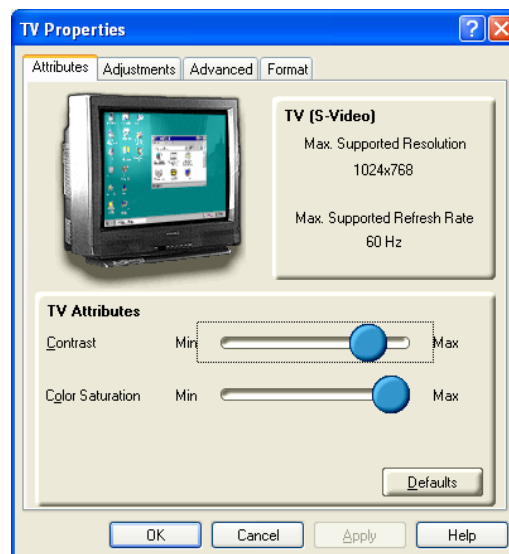


By checking the **Custom Settings** box, you can adjust the settings on this tab individually. For each of these items, moving the sliders to the right will generally result in higher picture quality while adjusting to the left will maximize performance. The following table provides a description of each of the items on this tab. Note that these settings are identical to those on the Direct 3D tab.

Anisotropic Filtering	Uses texture filtering that blends multiple texture samples. For the highest image quality, increase the number of samples taken.
SmoothVision™	SmoothVision™ (Anti-Aliasing) improves image quality by removing jagged edges from 3D images. Increasing the number of samples will provide the most realistic 3D images, while decreasing the number of samples will provide maximum performance.
Texture Preference	Determines whether to use high quality or high performance textures.
Mipmap Detail	Allows you to choose the texture quality of the base mipmap used in 3D applications.
Wait for Vertical Sync	Selecting Always Off allows 3D applications to run at the highest possible framerates.

TV-Out

On cards equipped with a TV-Out connector, you will be able to connect your television to the video card with an s-video cable (not included in packaging). To enable the TV, see the **Multiple Displays** section of the manual. After the television is enabled you can make adjustments to the display by choosing the **Display** Tab in the **Advanced** display properties and clicking on **TV**.



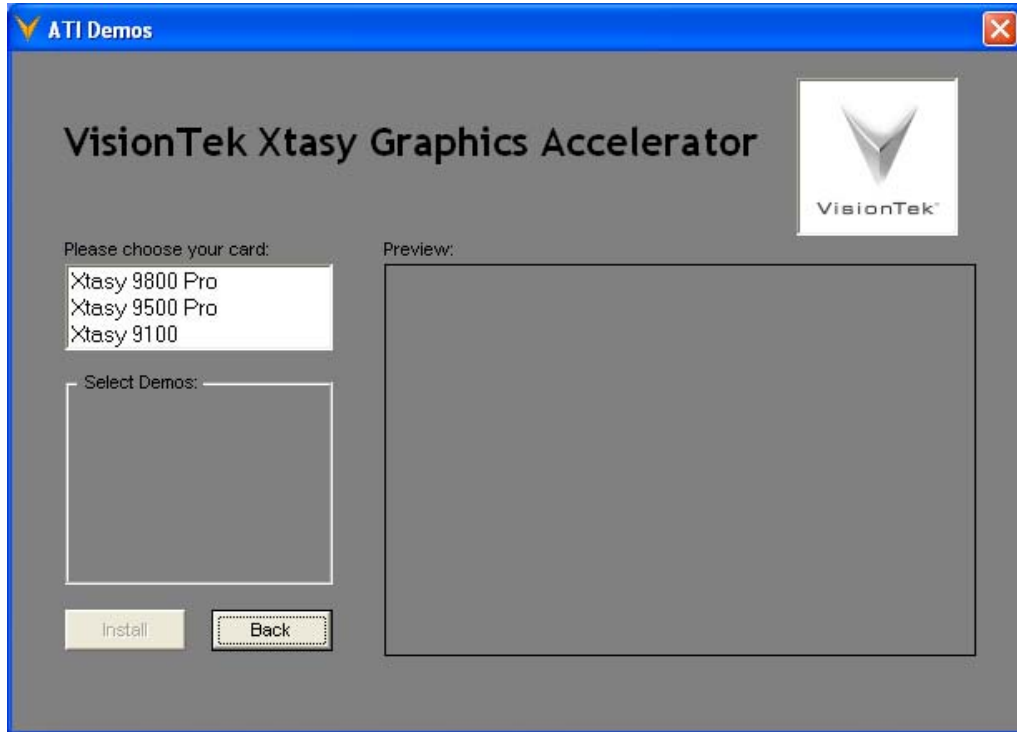
Some models are accompanied by an s-video to RCA adapter which will allow you to convert the s-video signal for use with televisions that feature a composite input.

Hydravision

For a complete description of Hydravision, view the Hydravision 3.2 Guide from the CD main CD menu.

Demos

To install the demos, click on ATI Demos to bring up the following menu:



Choose the video card that you purchased to view the demos for your graphics card and select **Install** to install any/all of the demos.

Again, thank you for purchasing this Xtasy graphics accelerator. If you are in need of Technical Support, please call our Technical Support hotline, toll-free at 1-866-VTEK-411 or 1-866-883-5411.

Don't forget to register your purchase. To register, visit <http://registration.visiontek.com>.

