

# ATI Rage Pro-Turbo/Rage128-VR AGP

The board supports both ATI Rage Pro-Turbo or Rage 128-VR AGP chip for mainstream and highend workstation graphics market. ATI Rage Pro-Turbo AGP is a cost sentive and highly intergrated 2D, 3D and video accelerator. The ATI Rage 128-VR AGP is a high performance AGP chip with enhanced 2D, 3D, and video accelerator with AGP 2X.

## 6-1 Features

- Intergrated 3D, 2D, and Video accelertors with Triple 8-bit palette DAC with gamma correction for true WYSIWYG color. Pixel rates up to 200MHz.
- Full support of Direct 3D texture lighting
- DDC1 and DDC2+ Plug and Play monitor support
- Power management for full VESA Display Power Management Signaling (DPMS), and EPA Energy Star compliance. Also, register support for controller power reduction and DAC power down
- Deep command FIFO assures fast response to host command transfers for maximum CPU/host bus/controller efficiency and concurrent operation
- Optional ATI ImpacTV-2 chip for NTSC/PAL TV-out with wide screen support

## 6-2 Memory

- 8MB SDRAM at up to 143MHz SDR-SDRAM on 64-bit interface to reach 1.1GB/Sec bandwidth

## 6-3 Operating Requirements

- To take advantage of the AGP mode, you must use Windows 95 version OSR2.1 or later. Make sure to install USBSUPP.EXE file from Microsoft

## 6-4 Driver and Utility Installation

- Graphics accelereator driver and Utility Installation (See Chapter 4)

## 6-5 Jumper Setting

- On-board VGA Chip Jumper (See Section 2-4)

## 6-6 Reference

### **Direct3D**

- Direct3D is the next generation of real-time, interactive 3D technology for mainstream computer user on internet. Direct 3D is a complete set of real-time 3D graphics services that delivers fast software-based rendering of the full 3D pipeline (transformations, lighting and rasterization) and transparent access to hardware acceleration. Direct 3D is fully scalable, enabling all or part of the 3D rendering pipeline to be accelerated by hardware.