InsideTNC

IV001AS

USER'S GUIDE

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This product is for home use registered suitable EMI, you can use in the all kinds of area including a residential district.

FCC RF
INTERFERENCE STATEMENT

NOTE :

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 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 technical for help.
- Only shielded interface cable should be used.

Finally, any changes or modifications to the equipment by the user not expressly approved by the grantee or manufacturer could void the users authority to operate such equipment,

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1. The Feature of InsideTNC's IV001AS

Used nVIDIA's GeForce2 MX/GTS GPU, Inside Telnetcom's IV011A supports the advanced features, TwinView, a innovative dual display architecture, which doubles your desktop workspace using two space saving display and. DVC(Digital Vibrance Control) which provides crisp, bright visuals.
IV011A(DREAM.GeForce2 GTS) supports second Transform and Lighting Engines, NSR to be able to bring natural material properties to life via seven simultaneous pixel operations that deliver advanced per –pixel shading capabilities in a single pass and HDVP(High –Definition Video Processor) to enable you to turn their PCs into full quality DVD players and HDTV receivers/players.

The Feature of GeForce2 MX / GTS

- nVIDIA Corporation's GeForce2 MX/GTS GPU

	Core Clock	Memory Clock
GeForce2 MX	125 MHz	150 MHz
GeForce2 GTS	200 MHz	333 MHz

- SDRAM 32MB / 16MB
- NVIDIA Shading Rasterizer(NSR)
- High-Definition Video Processor (HDVP)
- Per-Pixel Shading and Advanced Video Processing
- Microsoft® Direct® and OpenGL® Optimization and Support
- TV-Out Support: Composite, S-VHS – option

TwinView : TwinView is NVIDIA's innovative dual display architecture. Through TwinView, IV011A supports the widest range of dual display configurations on the planet. You can connect virtually any combination of TVs, flat panels, and monitors. IV011A with TwinView is the first device to support two digital flat panel displays through dual integrated TMDS transmitters. (www.nvidia.com)

DVC(Digital Vibrance Control) : It's rare to find ideal lighting conditions for crisp, bright, clean onscreen visuals at home or in the office. Digital Vibrance Control is a patent pending innovation that allows the user to digitally control the intensity of all images through a simple control panel. The result is richer color, and brighter, cleaner, more ergonomically pleasing images. (www.nvidia.com)

NVIDIA Shading Rasterizer(NSR) : With the NVIDIA Shading Rasterizer (NSR) in GeForce2 GTS, wood looks grainy, lit objects gleam in the hotspots yet also cast realistic shadows, and water ripples and rolls into waves. (www.nvidia.com)

System Requirements

- Intel Pentium II 233MHz (Minimum) or compatible CPU
- Windows 95(OSR 2.1 Minimum) / Windows98 / Windows 98SE / Windows ME
- Windows NT 4.0 with Service pack 3 minimum)/ Windows2000
- Motherboard compatible with AGP 1.0/2.0
- CD-ROM Drive and Mouse

Driver and Software Supports

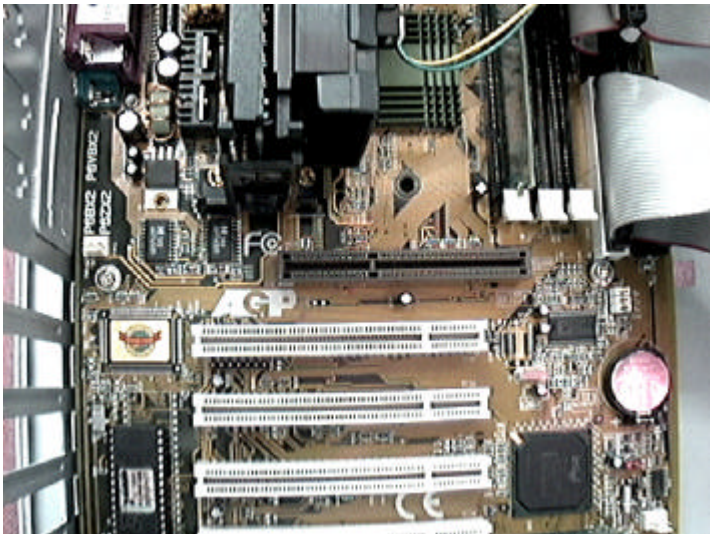
- Display Driver for Windows 95/98/ME
- Display Driver for Windows 2000, WindowsNT 4.0/3.5
- OpenGL ICD for Windows 2000, Windows NT 4.0, Windows 95/98/ME
- Display Driver f for Linux, OS/2

Before Installation

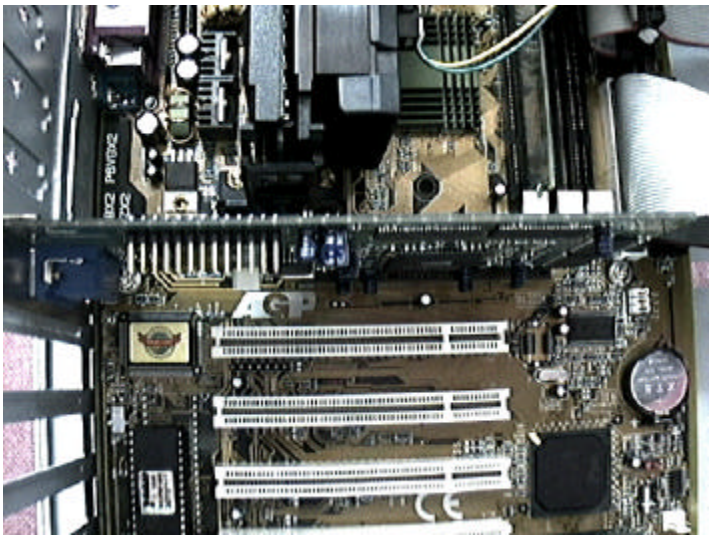
To avoid accidental electric chock, shut your computer down and unplug the power cord before staring the following procedures. Remember which cable go to which connectors. You may want to label your computer's cable before disconnection them. To protect your board form damage due to static electrical discharge, ground yourself be touching the power supply box inside you computer before starting the procedures below.

2. Installation (Hardware)

1. With the power off, remove your computer cover and locate on AGP slot.

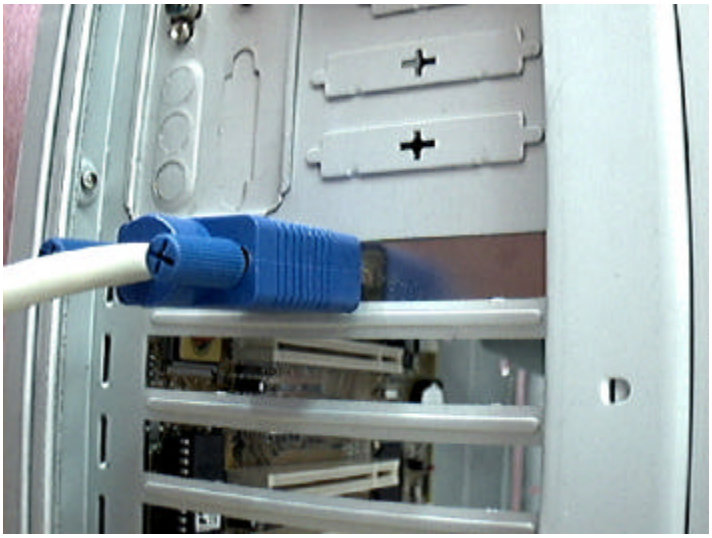


2. Insert your card firmly into the slot. Card should be taken to press it evenly and snugly into its slot. **Do not force!**



NOTICE.
AGP slot is designed as a double structure in a different way from PCI slot. When DREAM.GRAPHICS is not inserted into its AGP slot snugly, your computer system can not work at all; therefore, you must set your board firmly into the slot.

3. Once you are certain that the card is installed properly in its slot, secure it to the PC frame with the screw you removed in step. Make sure the card does not lift out of the slot while tightening the bracket screw. Connect your monitor cable to the 15 pin-connectors on your computer.



4. Secure the cover and reboot your computer. Continue with the software installation for operating system in the following section.

REBOOT!

3. Installation (Software)

This section describes the software installation process for supported Windows.

To install theGeForce2 MX driver

1. Start up Windows and log onto and account with administrator privileges.
2. Place the GeForce2 MX/GTS CDROM disk into your CD-ROM drive. When the installation window opens, choose the installation.
3. Follow the instructions that appear on your screen.
4. Restart your system at the prompt. You have installed your driver software successfully!

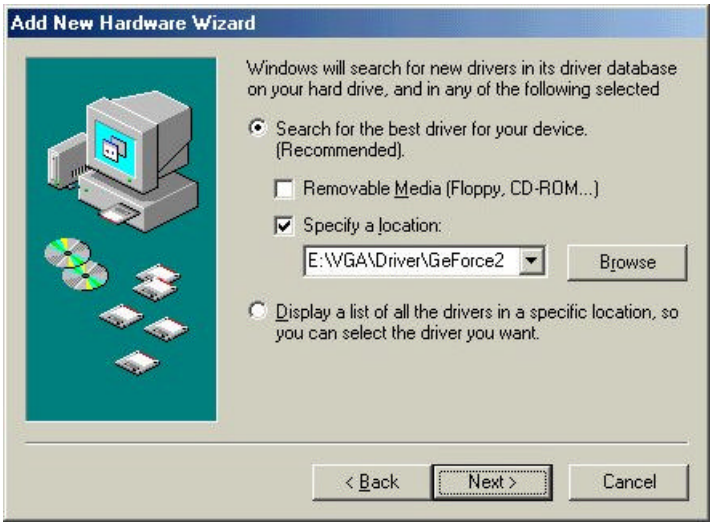
Inside TNC's GeForce2 MX/GTS Driver

The DREAM.GRAPHICS driver software lets you optimize the working relationship between your card, your system and your applications. Use the Inside TNC Display Control Panel screens to customized the driver settings.

I. Play & Plug

1. When Windows 95/98ME starts working, *Add New Software Wizard* appears by the function of Play& Plug box with the message of '*Windows has found the following new hardware'*. Select *Specify a location of the driver(Advanced)*, then click *Next* from the following dialogue box.

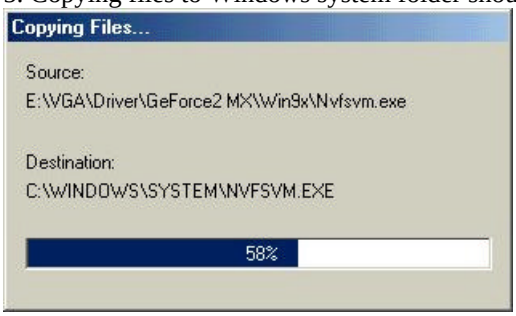
2. After Selecting *Search for the best driver for your device(Recommended)* from the following dialogue box, insert the Support CD into your CD-ROM drive. From the *Specify the Location*:, select ***E:\VGA\DRIVER\GeForce2 MX/GTS\Win9X ,*** click *Next*. In this case, E***:***\ means CD-ROM drive.



3.Select *The updated software [Recommended] InsideTNC GeForce2 MX/GTS* and click *Next*.

4. When *Windows driver file search for the device: InsdieTNC GeForce2 MX/GTS* appears, click *Next*.

5. Copying files to Windows system folder should been completed. It may take a few seconds.

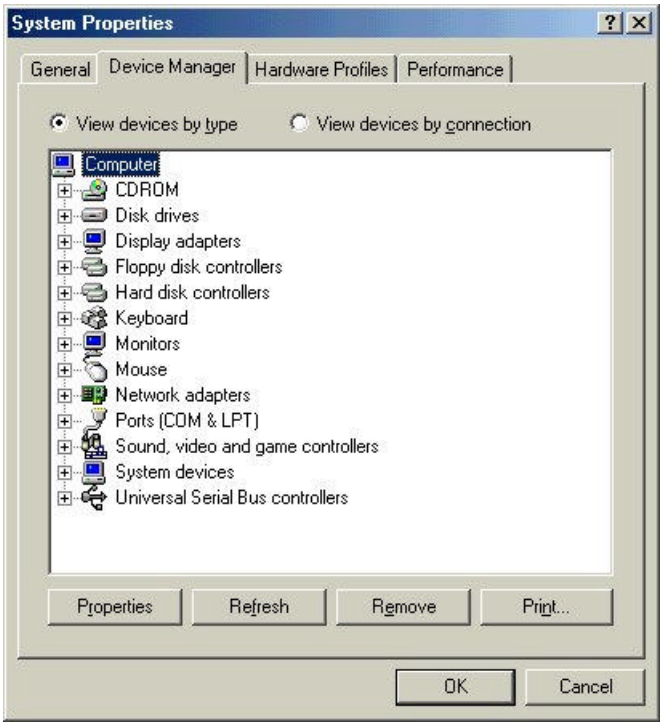


6. Click *Finish* to complete setup.

7. Click *Yes* to restart your computer.

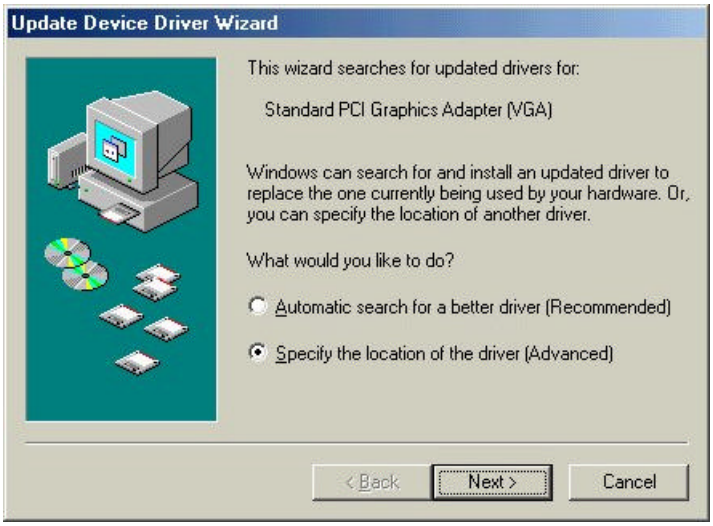
Method II. Do It Yourself

1. In order to install the driver of Inside's GeForce2 MX/GTS by yourself, Select *Start* > *Setting* > *Control Panel* > *System Properties* > *Device manager* > *Display adapters* > *Standard PCI Graphics Adapters* and click *Properties* in Windows95/98/ME.

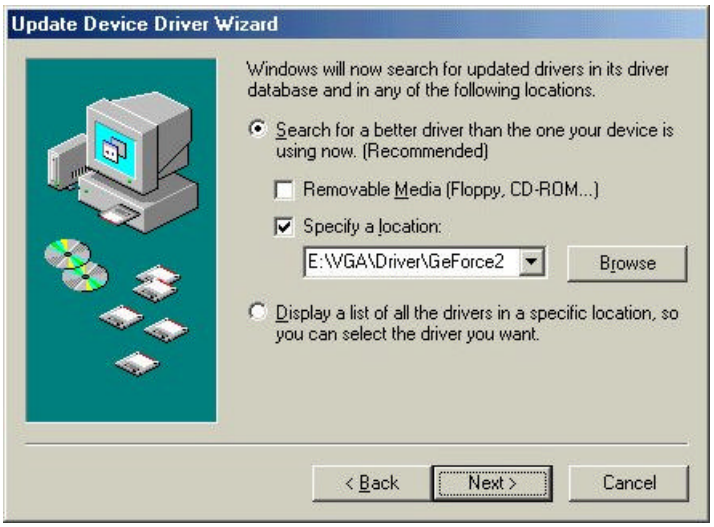


2. From *Standard PCI Graphics Adapter [VGA] Properties* > *Driver*, click *Update Driver…*

3. Select *Specify the location of the driver [Advanced]* and click *Next*.

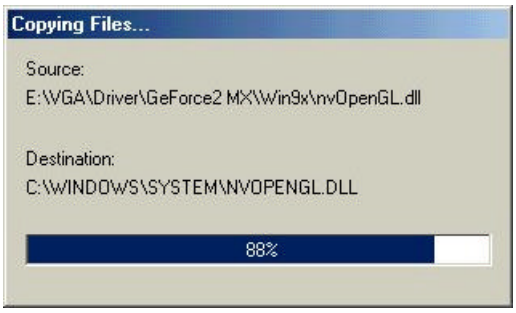


4. From the select Search for a better driver than the one your device is using now. [Recommended] and then check *the Specify a location E:\\VGA\DRIVER\GeForce2 MX/GTS\Win9X*. and then click *Next*. In this case, *E: \ means CD-Rom drive.*

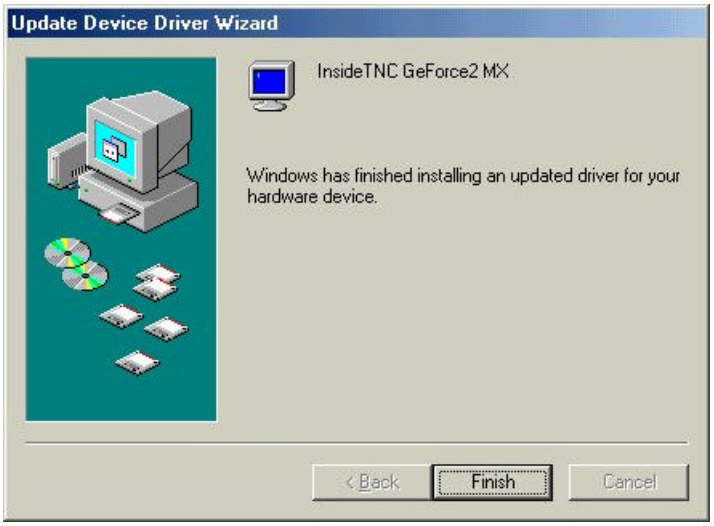


5. When *Windows driver file search for the device: InsdieTNC GeForce2 MX/GTS* appears, click *Next*.

6. Copying files to Windows system folder should been completed. It may take a few seconds.



7. Click *Finish* to complete setup.



8. . Click *Yes* to restart your computer.

4. Troubleshooting

The graphic board users queried as follow:

Question 1 : 'Version Crash' message appeared and Windows asked me "Do you save ex-file?" during installing driver. How can I answer to solve it?

Answer 1 : When we change the graphic board, the same file name exists in the System folder in Windows.
. In this case, selecting *No* is recommended.

Question 2 : Even driver installation was completed, 16 color was selected only. When you select 256color at a minimum refresh rate, computer was restarted and the message refresh rate was not fix to the system appears on the screen.
Answer 2 : It's the error message when the system files crashed each others or compulsory driver installation was done. In this case, from Control Panel > System > Device Control > Display Adapter, selected Device Driver should he selected to Standard Display Adapter and then reinstall Driver. Then, you can select 256 Color to 16bit High Color and 32bit True Color.

Question 3 : Even my monitor size is 17inch, I can not select over 800×600 (Resolution Rate) from a display setting.

Answer 3 : You can change the driver with Support Driver Disk which you got from Monitor Producer when you bought it or you can select 'plug & play monitor' then you can use the maximum of Resolution Rate. See Appendix- Table 1-1 , for the a list of compatible resolutions.

Question 4 : My monitor is either blank, or the display image is distorted or scrambled.

Answer 4 : It's caused by the low refresh rate. Select to the maximum refresh rate supported by the monitor.

Question 5 : As you play games, the screen turns to Windows immediately .

Answer 5 : It depends on the game. Upgrade the DirectX to the newest version or install the patch file that the game producers give, and then you can play game.

Question 6 : Playing 3D games causes system down.

Answer 6 : Check the heat condition CPU or reinstall the Windows.

APPENDIX

***Table 1-1. Windows 95/98ME Resolution Rate & Refresh Rate- 32MB**

Refresh Rate Resolution Rate	**256**	**65K**	**16M**
640*480	60, 72, 75, 85, 100, 120, 170, 200Hz	60, 72, 75, 85, 100, 120, 170, 200Hz	60, 72, 75, 85, 100, 120, 170, 200Hz
800*600	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz
1024*768	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz
1152*864	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz
1280*1024	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100, 120Hz	60, 72, 75, 85, 100Hz
1600*1200	60, 72, 75, 85Hz	60, 72, 75, 85Hz	60, 72, 75Hz

*** Table 1-2. Windows 95/98 ME 3D Display Mode - 32MB**

Resolution Rate	Double – Buffer	Double – Buffer + Z-Buffer
640*480	16, 32	16, 32
800*600	16, 32	16, 32
1024*768	16, 32	16, 32
1152*864	16, 32	16, 32
1280*1024	16, 32	16, 32
1600*1200	16, 32	16, 32