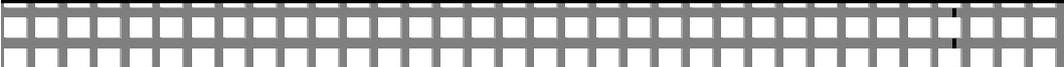




nVidia nForce Series



nVidia nForce Series



Version v1.0
April 2005
G52-V1NNX04



FCC-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 the FCC rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case the user will be required to correct the interference at his own expense.

Notice 1

The changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Notice 2

Shielded interface cables and A.C. power cord, if any, must be used in order to comply with the emission limits.

VOIR LA NOTICE D'INSTALLATION AVANT DE RACCORDER AU RESEAU.

This device complies with Part 15 of the FCC Rules. 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.



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MSI Patent Notice

MSI has been working on graphics products for years and has achieved a superior accomplishment in various graphics series. MSI is not only devoted to delivering the best product quality, but also to bringing up the most novel solutions. Here MSI presents the patents that MSI obtained for users reference.

Taiwan	Patent number:	446864
	Patent number:	192403
United State	Patent number:	6629259B2
Mainland China	Patent number:	605251

Important Safety Precautions

Always read and follow these basic safety precautions carefully when handling any piece of electronic component.

1. Keep this User's Manual for future reference.
2. Keep this equipment away from humidity.
3. Lay this equipment on a stable, flat surface before setting it up.
4. The openings on the enclosure are for air convection, hence they protect the equipment from overheating.
5. Make sure the voltage of the power source and adjust properly 110/220V before connecting the equipment to the power inlet.
6. Place the power cord in a way that people are unlikely to step on it. Do not place anything on the power cord.
7. Always Unplug the Power Cord before inserting any add-on card or module.
8. All cautions and warnings on the equipment should be noted.
9. Never pour any liquid into the opening that could damage the equipment or cause an electrical shock.
10. If any of the following situations arise, get the equipment checked by a service personnel:
 - The power cord or plug is damaged
 - Liquid has penetrated into the equipment
 - The equipment has been exposed to moisture
 - The equipment has not functioned properly or in accordance with the User's Guide
 - The equipment was dropped and damaged
 - The equipment has obvious signs of breakage
11. **DONOT LEAVE THE EQUIPMENT INAN UNCONDITIONED ENVIRONMENT WITH A STORAGE TEMPERATURE OF 60° C (140°F) OR ABOVE. IT MAY DAMAGE THE EQUIPMENT.**



廢電池請回收

For better environmental protection, waste batteries should be collected separately for recycling or special disposal.

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NOTE

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System Requirements



nVidia nForce Series



To install the VGA card, your system needs to meet the following requirements:



Computer

IBM PC compatible CPU 600MHz or faster
64MB system memory or above



Expansion
Slot

PCI Express or AGP Slot



Monitor

VGA support, minimum 640 x 480
resolution



Operating
System

Windows® XP/2000



CD-ROM
Drive

6X or faster CD-ROM drive



Hard disk

1GB Free HD Space



Speakers

High Quality Speakers



System
Power

Minimum 350W system power supply
required

System Requirement

Accessory List

Features
and Specifications

Hardware Installation

Software Installation

Accessory List

nVidia nForce Series



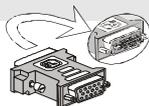
Note that the accessories listed below are for your reference only and may vary from the actual package.



Software Pack CDs



User's Manual or Quick Installation Guide



DVI-I / VGA Adapter



1-to-4 VIVO Connecting Cable



1-to-2 VO Connecting Cable



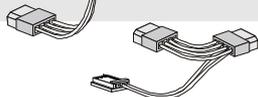
S-S Cable



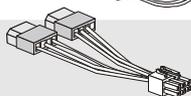
S-Video to HDTV Connecting Cable



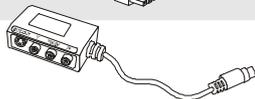
Power Cable (4-pin)



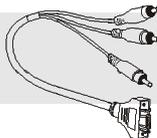
Power Cable (4-pin)



Power Cable (6-pin)



HDTV / VIVO Connecting Cable or HDTV / VO Connecting Cable



D Connecting Cable

System Requirement

Accessory List

Features and Specifications

Hardware Installation

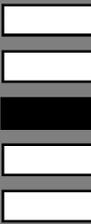
Software Installation



Features and Specifications



nVidia nForce Series



NX6800 Series

- § Superscalar GPU architecture
Delivers up to 8x the shading power of previous generation products for screaming gaming performance.
- § Microsoft® DirectX® 9.0 Shader Model 3.0 support
Ensures top-notch compatibility and performance for all DirectX® 9 applications, including Shader Model 3.0 titles.
- § NVIDIA® CineFX™ 3.0 engine
Powers the next generation of cinematic realism. Full support for Microsoft® DirectX® 9.0 Shader Model 3.0 enables stunning and complex special effects. Next-generation shader architecture delivers faster and smoother gameplay.
- § High-speed GDDR3 memory interface
Support for the world's fastest GDDR3 memory delivers fluid frame rates for even the most advanced games and applications.
(NX6800Ultra and NX6800GT only)
- § NVIDIA® UltraShadow™ II technology
Enhances the performance of bleeding-edge games, that feature complex scenes with multiple light sources and objects. Second-generation technology delivers more than 4x the shadow processing power over the previous generation.
- § NVIDIA® Intellisample™ 3.0 technology
The fastest antialiasing delivers ultra-realistic visuals, with no jagged edges, at lightning-fast speeds. Visual quality is taken to new heights through a new rotated grid sampling pattern.
- § NVIDIA® ForceWare™ Unified Driver Architecture (UDA)
Delivers rock-solid forward and backward compatibility with software drivers.
- § NVIDIA® Digital Vibrance Control™ 3.0
- § NVIDIA® SLI™ multi-GPU ready
Dramatically scales performance by allowing two graphics cards to be run in parallel. (PCI Express versions of NX-6800Ultra and NX-6800GT only)
- § 64-bit floating point texture filtering and blending
- § 128-bit studio-precision computation
128-bit studio-precision computation through the entire pipeline prevents image defects due to low precision and ensures the best image quality for even the most demanding applications.

System Requirement

Accessory List

Features
and Specifications

Hardware Installation

Software Installation

- § AGP 8X or PCI Express support
- § OpenGL® 1.5 optimizations and support: Ensures top-notch compatibility and performance for all OpenGL applications.
- § 256-bit memory interface with advanced memory control
- § Full MPEG support: Delivers a stunning video experience through encoding and decoding of analog and digital content.
- § Industry's first on-chip video processor
- § Advanced adaptive de-interlacing
- § Dual 400MHz RAMDACs
Blazing-fast RAMDACs support dual QXGA displays with ultra-high, ergonomic refresh rate - up to 2048x1536@85Hz
- § Dual single-link DVI support
Able to drive the largest and highest resolution flat-panel displays.
- § Operating Systems Support Windows® XP / 2000
- § Power supply of 350 (and up) watt is highly recommended for system stability
- § Specifications (For reference only)

	NX6800Ultra	NX6800GT	NX6800
Graphics Bus Tech.	AGP 8X or PCI Express	AGP 8X or PCI Express	AGP 8X or PCI Express
Memory Interface	256-bit	256-bit	256-bit
Memory Bandwidth (GB/sec.)	35.2	32	22.4
Fill Rate (billion texels/sec.)	6.4	5.6	3.9
Vertices/sec. (million)	600	525	406
Memory Data Rate (MHz)	1100	1000	700
Pixels per clock (peak)	16	16	12
Textures per pixel (max in a single rendering pass)	16	16	16

NX6600 Series

- § NVIDIA® CineFX™ 3.0 engine
- § 64-bit texture filtering support delivers full-speed, high dynamic-range (HDR) lighting effects
- § Unmatched image quality delivered through new 16x anisotropic filtering and rotated grid antialiasing
- § 4x shadow processing power with NVIDIA® UltraShadow™ II for next generation games
- § Infinite program length allows for a new class of special effects
- § Hardware-accelerated MPEG and WMV9 decode delivers smooth, artifact-free video
- § Dedicated video hardware reduces CPU utilization and improves overall system performance
- § On-chip video encoder and motion estimation engine provides fast, high-quality encoding from TV tuner
- § Programmable video engine ensures compatibility with future video codecs
- § High-quality video scaling and filtering improves playback quality at any window size
- § PCI Express support accelerates video editing by speeding up data transfer rates
- § Integrated HDTV-output brings content from your desktop to your high-definition TV
- § NVIDIA® ForceWare™ software delivers unmatched features and rock-solid stability
- § High dynamic-range (HDR) rendering
- § NVIDIA® UltraShadow™ II technology
- § NVIDIA® Intellisample™ 3.0 technology
- § NVIDIA® ForceWare™ Unified Driver Architecture (UDA)
- § NVIDIA® nView™ multi-display technology
- § NVIDIA® Digital Vibrance Control™ 3.0
- § On-chip video processor
- § 64-bit floating point texture filtering and blending
- § PCI Express or AGP support
- § Microsoft® DirectX® 9.0 Shader Model 3.0 support
- § OpenGL® 1.5 support
- § NVIDIA® SLI™ multi-GPU ready (NX6600GT only)

System Requirement

Accessory List

Features
and Specifications

Hardware Installation

Software Installation

- § Superscalar GPU architecture
- § 256-bit memory interface with advanced memory control
- § Dual single-link DVI support
- § Innovative 0.13 micron process technology
- § Operating Systems Support Windows® XP / 2000
- § Power supply of 350 (and up) watt is highly recommended for system stability
- § Specifications (For reference only)

	NX6600GT	NX6600
Graphics Bus Tech.	AGP 8X or PCI Express	AGP 8X or PCI Express
Memory Interface	128-bit	128-bit
Memory Bandwidth (GB/sec.)	16.0	N/A
Fill Rate (billion texels/sec.)	4.0	2.4
Vertices/sec. (million)	375	225
Memory Data Rate (MHz)	1000	N/A
Pixels per clock (peak)	8	8
RAMDACs (MHz)	400	400

NX6200 Series

- § NVIDIA® TurboCache™ technology shares the capacity and bandwidth of dedicated video memory and dynamically available system memory for turbocarged performance and larger total graphics memory.
(For NX6200TC series only)
- § NVIDIA® TurboCache™ technology is a patented hardware and software technology that enables direct rendering to system memory, reducing the local frame buffer requirements to deliver graphics and system performance that exceeds traditional discrete graphics solutions. For example, instead of having 256MB of local memory, TurboCache delivers effective 256MB memory using only 64MB of local memory. Board with 16MB or 32MB local memory can deliver 128MB of effective memory.
(For NX6200TC series only)
- § NVIDIA® CineFX™ 3.0 engine
- § 64-bit texture filtering support delivers full-speed, high dynamic-range (HDR) lighting effects
- § Unmatched image quality delivered through new 16x anisotropic filtering and rotated grid antialiasing
- § 4x shadow processing power with NVIDIA® UltraShadow™ II for next generation games
- § Infinite program length allows for a new class of special effects
- § Hardware-accelerated MPEG and WMV9 decode delivers smooth, artifact-free video
- § Dedicated video hardware reduces CPU utilization and improves overall system performance
- § On-chip video encoder and motion estimation engine provides fast, high-quality encoding from TV tuner
- § Programmable video engine ensures compatibility with future video codecs
- § High-quality video scaling and filtering improves playback quality at any window size
- § PCI Express support accelerates video editing by speeding up data transfer rates
- § Integrated HDTV-output brings content from your desktop to your high-definition TV
- § NVIDIA® ForceWare™ software delivers unmatched features and rock-solid stability
- § High dynamic-range (HDR) rendering

System Requirement

Accessory List

Features
and Specifications

Hardware Installation

Software Installation

- § NVIDIA® UltraShadow™ II technology
- § NVIDIA® Intellisample™ 3.0 technology
- § NVIDIA® ForceWare™ Unified Driver Architecture (UDA)
- § NVIDIA® nView™ multi-display technology
- § NVIDIA® Digital Vibrance Control™ 3.0
- § On-chip video processor
- § 64-bit floating point texture filtering and blending
- § PCI Express or AGP support
- § Microsoft® DirectX® 9.0 Shader Model 3.0 support
- § OpenGL® 1.5 support
- § NVIDIA® SLI™ multi-GPU ready (NX6600GT only)
- § Superscalar GPU architecture
- § 256-bit memory interface with advanced memory control
- § Dual single-link DVI support
- § Innovative 0.13 micron process technology
- § Operating Systems Support Windows® XP / 2000
- § Power supply of 350 (and up) watt is highly recommended for system stability
- § Specifications (For reference only)

	NX6200TC	NX6200AX	NX6200
Graphics Bus Tech.	PCI Express	AGP 8X	PCI Express
Memory Interface	128-bit	128-bit	128-bit
Memory Bandwidth (GB/sec.)	16.0	N/A	N/A
Fill Rate (billion texels/sec.)	4.0	1.2	2.4
Vertices/sec. (million)	375	225	225
Pixels per clock (peak)	8	4	4
RAMDACs (MHz)	400	400	400

NOTE

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System Requirement

Accessory List

*Features
and Specifications*

Hardware Installation

Software Installation

Hardware Installation

nVidia nForce Series



Card Installation

To install the VGA card to your computer, please follow the steps below:

Installation on new system

1. Remove the computer case.
2. Locate the AGP slot or PCI Express slot on your mainboard.

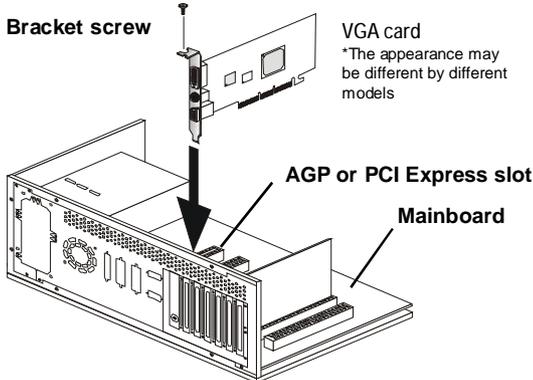


MSI reminds you...

Inserting your VGA card into a wrong type of slot will damage your card (refer to your mainboard manual for more information).

3. Put the card directly over the AGP slot or PCI Express slot and press one end of the card into the slot first. Slightly but firmly press the other end until it is fully seated in the slot.
4. Secure the card with a bracket screw.
5. Install all other cards and devices and connect all the cables, and then replace the case.

Bracket screw



System Requirement

Accessory List

Features
and Specifications

Hardware Installation

Software Installation

Installation on system with existing VGA card

To replace the existing VGA card to your computer, please follow the steps below:

1. Turn off the computer and unplug all the cables and power cords.
2. Remove the computer case.
3. Remove the existing VGA card. Locate the AGP slot or PCI Express slot on your mainboard.



MSI reminds you...

Inserting your VGA card into a wrong type of slot will damage your card (refer to your mainboard manual for more information).

5. Put the card directly over the AGP slot or PCI Express slot and press one end of the card into the slot first. Slightly but firmly press the other end until it is fully seated in the slot.
6. Secure the card with a bracket screw.
7. Replace the case.
8. Connect the monitor (see previous section).
9. Restart the computer. Now, you are ready to install the driver for the VGA card.

System Requirement

Accessory List

Features
and Specifications

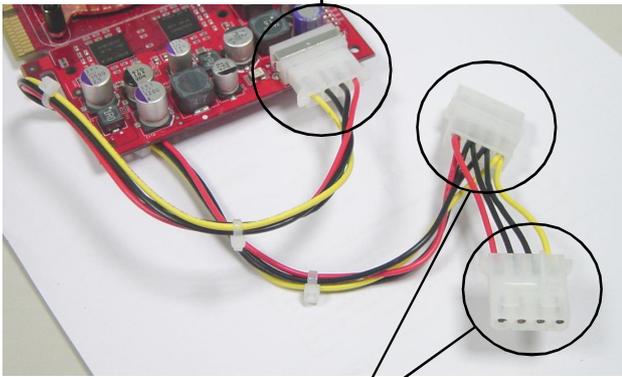
Hardware Installation

Software Installation

Connecting the Power Cord

If your VGA card comes with a power connector, it is necessary to have the offered power cord attached to both the power connector of the VGA card and the power supply connector of the computer in order to have power supplied to the VGA card.

Attach one end of the power cord to the power connector located on the VGA card.



Attach the other ends of the power cord to the power supply connector of the computer.



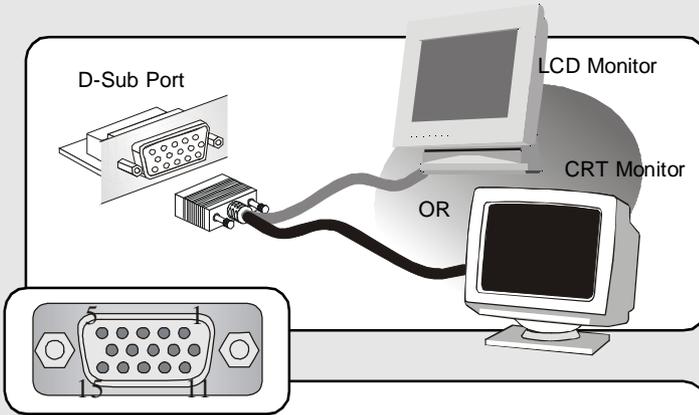
MSI reminds you...

The VGA card which is displayed above may appear different from the card you purchased.

Connector Instructions

D-Sub Port (DB 15-Pin)

The VGA card provides a standard D-Sub Port, which allows you to connect a CRT or LCD monitor. Simply plug your monitor cable into the D-Sub Port on your VGA card, and make sure that the other end of the cable is properly connected to your monitor (refer to your monitor manual for more information.)

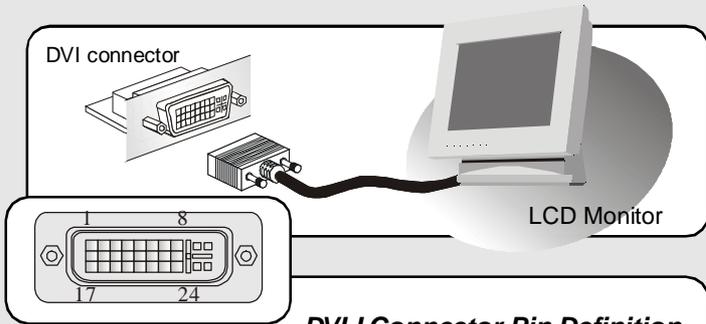


D-Sub Port Pin Definition

D-Sub Port (DB15-S)	
Pin	Signal Description
1	Red
2	Green
3	Blue
4	Not used
5	Ground
6	Ground
7	Ground
8	Ground
9	5V
10	Ground
11	Not used
12	SDA
13	Horizontal Sync
14	Vertical Sync
15	SCL

Digital Panel Connector (DVI-I)

The VGA card provides a DVI (Digital Visual Interface) connector which allows you to connect an LCD monitor. The DVI connector provides a high-speed digital interconnection between the computer and its display device. To connect a LCD monitor, simply plug your monitor cable into the DVI connector on the VGA card, and make sure that the other end of the cable is properly connected to your monitor. (refer to your monitor manual for more information.)



DVI-I Connector Pin Definition

DVI-I Connector			
Pin	Signal Assignment	Pin	Signal Assignment
1	T.M.D.S.* Data2-	13	T.M.D.S. Data3+
2	T.M.D.S. Data2+	14	+5V
3	T.M.D.S. Data2/4 Shield	15	GND (for +5V)
4	T.M.D.S. Data4-	16	Hot Plug Detect
5	T.M.D.S. Data4+	17	T.M.D.S. Data0-
6	DDC Clock	18	T.M.D.S. Data0+
7	DDC Data	19	T.M.D.S. Data0/5 Shield
8	N/C	20	T.M.D.S. Data5-
9	T.M.D.S. Data1-	21	T.M.D.S. Data5+
10	T.M.D.S. Data1+	22	T.M.D.S. Clock Shield
11	T.M.D.S. Data1/3 Shield	23	T.M.D.S. Clock+
12	T.M.D.S. Data3-	24	T.M.D.S. Clock-
C 1	Analog Red	C 4	Analog Horizontal Sync
C 2	Analog Green	C 5	Analog Ground (analog R, G & B return)
C 3	Analog Blue		

*T.M.D.S. Technology

The graphics data sent to the digital monitor use Transition Minimized Differential Signaling (T.M.D.S.) technology. TMDS uses an encoding algorithm to 8-bits of data into a 10-bit transition minimized, DC balanced character, which are transition-minimized to reduce EMI with copper cables and DC-balanced for transmission over fiber optic cables. The TMDS algorithm also provides robust clock recovery for greater skew tolerance with longer cables or low cost short cables.

System Requirement

Accessory List

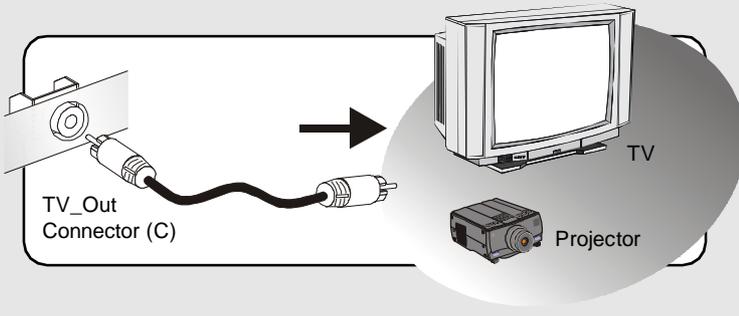
Features and Specifications

Hardware Installation

Software Installation

TV_Out Connector (C)

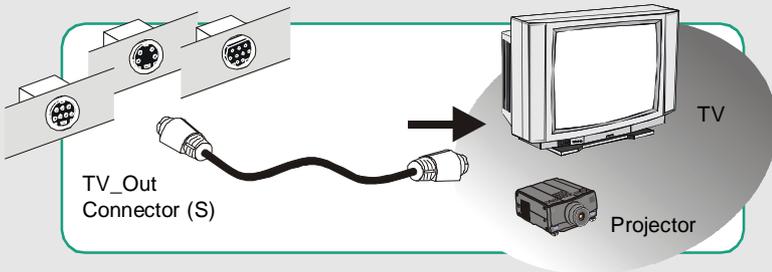
The VGA card provides a TV_Out connector for video-out function which allows you to output the image to a TV or video device. Simply plug one end of the RCA cable into the TV_Out connector on the VGA card, and the other end to the video input connector on your TV or video device. Most TVs and video devices support such kind of input connector. For the correct connection, please refer to the TVs and video devices' manuals for more information.



TV_Out Connector (S) HDTV_Out Intergrated (Optional)

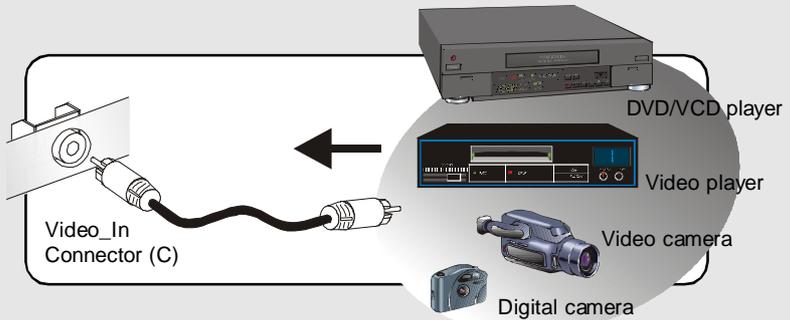
The VGA card provides a TV_Out connector (4-pin, 7-pin or 9-pin) for video-out function which allows you to output the image to a TV or video device. Simply plug one end of the S_Video cable into the TV_Out connector on the VGA card, and the other end to the video input connector on your TV or video device. Some TVs and video devices may support such kind of input connector. For the correct connection, please refer to the TVs and video devices' manuals for more information.

HDTV_Out function may be supported via this connector, for more information about HDTV, please refer the section of **HDTV introductions** in this chapter.



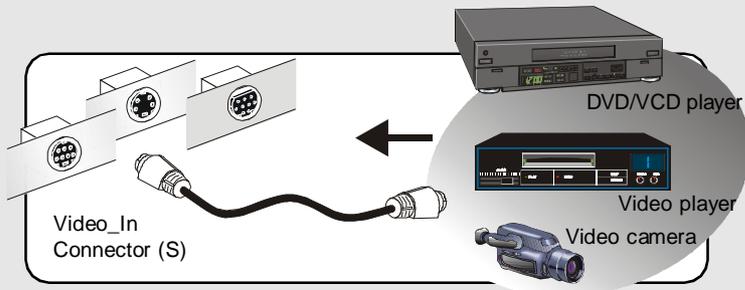
Video_In Connector (C)

The VGA card provides a Video_In connector for video-in function which allows you to input the image from video devices. Simply plug one end of the RCA cable into the Video_In connector on the VGA card, and the other end into the video output connector on your video devices. Most video devices support such kind of output connector. For the correct connection, please refer to the video devices' manuals for more information.



Video_In Connector (S)

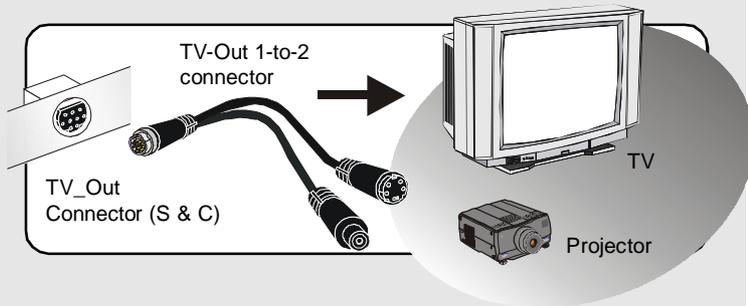
The VGA card provides a Video_In connector (4-pin, 7-pin or 9-pin) for video-in function which allows you to input the image from video devices. Simply plug one end of the S_Video cable into the Video_In connector on the VGA card, and the other end to the video output connector on your video devices. Some video devices may support such kind of output connector. For the correct connection, please refer to the video devices' manuals for more information.



TV_Out Connector (S & C) **HDTV_Out Intergrated (Optional)**

The VGA card provides a 9-pin TV_Out connector (S & C) for video-out function which allows you to output the image to a TV or video device. This type of connector can be used for either RCA cable or S_Video cable if the attached TV-Out 1-to-2 connector is plugged in. Simply plug one end of the RCA cable or S_Video cable into the proper connector provided by the TV-Out 1-to-2 connector, and the other end to the video input connector on your TV or video device. Most TVs and video devices support such kind of input connector. For the correct connection, please refer to the TV's and video devices' manuals for more information.

HDTV_Out function may be supported via this connector, for more information about HDTV, please refer the section of **HDTV introductions** in this chapter.



TV_Out / Video_In Connector (S & C) HDTV_Out Intergrated (Optional)

The VGA card provides a 9-pin TV_Out / Video_In connector (S & C) for video-out / video-in function which allows you to output / input the image to / from a TV or video device. This type of connector can be used for either RCA cable or S_Video cable if the attached TV-Out / Video_In 1-to-4 connector is plugged in. Simply plug one end of the RCA cable or S_Video cable into the proper connector provided by the TV-Out / Video_In 1-to-4 connector, and the other end to the video input / output connector on your TV or video device. Most TVs and video devices support such kind of input / output connector. For the correct connection, please refer to the TV's and video devices' manuals for more information.

HDTV_Out function may be supported via this connector, for more information about HDTV, please refer the section of **HDTV introductions** in this chapter.

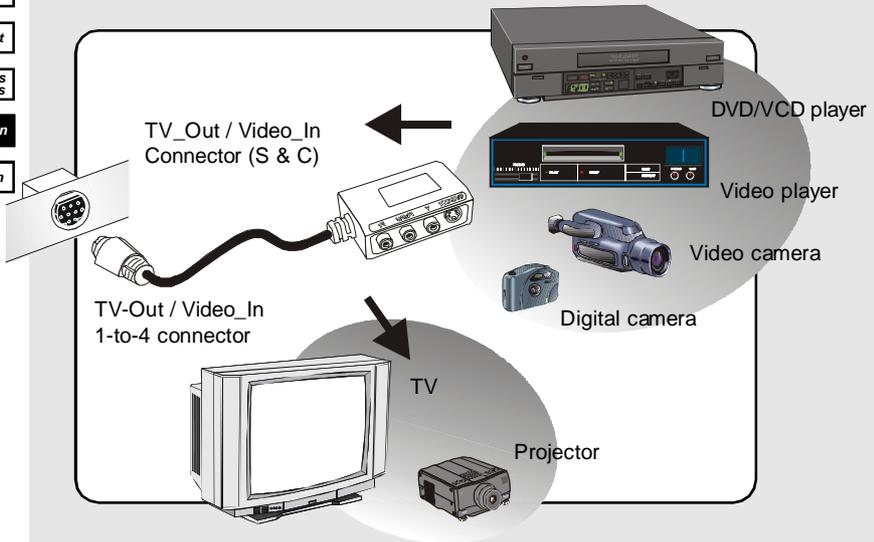
System Requirement

Accessory List

Features
and Specifications

Hardware Installation

Software Installation



HDTV introductions

HDTV (**H**igh-**D**efinition **T**ele**V**ision) is high-resolution digital television (DTV) combined with Dolby Digital surround sound (AC-3). HDTV is the highest DTV resolution in the new set of standards. This combination creates a stunning image with stunning sound. HDTV requires new production and transmission equipment at the HDTV stations, as well as new equipment for reception by the consumer. The higher resolution picture is the main selling point for HDTV.

To deal with HDTV's new standards, it may be required to get all new equipment, such as cameras, remote broadcast units, control rooms, cables, and sound equipment.

For more information about HDTV, please contact the dealer where you purchase the HDTV equipment.

NOTE

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System Requirement

Accessory List

Features and Specifications

Hardware Installation

Software Installation

Software Installation

nVidia nForce Series



Installing the VGA Card Driver

To install the driver for the VGA card to your computer running Windows® 2000/XP, please follow the steps below:

1. Turn on the computer.
2. Insert the CD into the CD-ROM drive. The Autorun program will start the Setup program, and show the setup screen as follows:



3. Click **ATI VGA Drivers**. Follow the on-screen instructions to complete the installation.
4. After finishing the installation, restart the computer as instructed.



MSI reminds you...

- ö If, on your computer, the "Autorun" program does not run automatically, please **1) enable the CD-ROM drive's auto-detect function from Control Panel**; or **2) find and run the `setup.exe` manually from the CD-ROM**.
- ö The figures in this section are based on the tested platform and for reference only; the actual displays and information (such as settings, driver's version, etc.) on your system may be different.

Browsing the Web

Since our products are under continual improvement, there may be a later version of the driver and BIOS for your purchase. We encourage you to visit our website at <http://www.msi.com.tw> to get the latest news. In addition, we post lots of useful websites on the World Wide Web for you. Simply click to select the linkage and browse the website as you usually do.

1. Insert the CD into the CD-ROM drive, and start the Setup program.
2. Choose the WebSite tab on the setup screen.
3. Click the corresponding button to launch your browser and access the website.



MSI reminds you...

To surf these websites, you have to make connection to the Internet first.

More Information

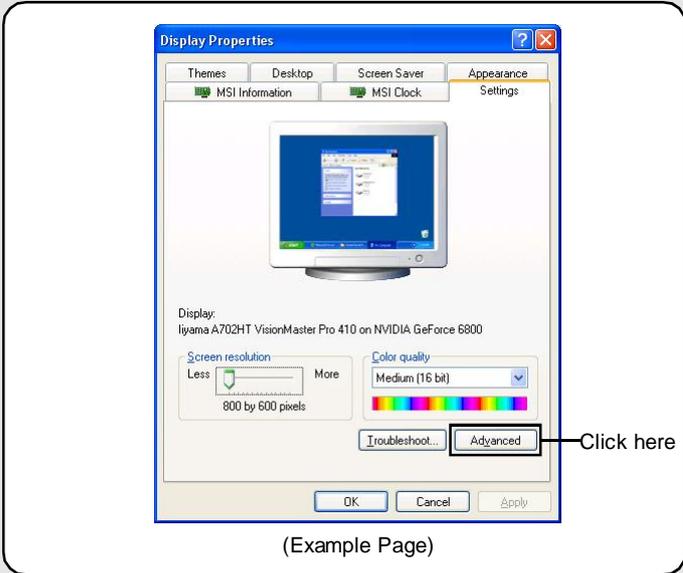
To browse through the contents on the CD, simply click **Browse CD** under each tab. You can use the **Manual** tab to learn more about your MSI products.

1. Insert the CD into the CD-ROM drive and start the Setup program.
2. Click About CD to learn more about the CD-ROM.
3. Choose the Manual tab on the setup screen.
4. Click the corresponding button to get more information.

Display Adjustment

After you have completed the driver installation, the Setup program adds many specific options to the Windows-based **Display Properties**. You can configure the specific display properties of the VGA card to obtain optimized performance.

To open the **Display Properties** window, select [**Start / Settings / Control Panel / Display**]. Once the **Display Properties** window appears on the screen, select **Settings** tag and then click **Advanced** button on the **Setting** tag.



MSI reminds you...

The figures in this section are for reference only. The actual information on the **Display Properties** window may vary in different operating systems.

In this section, we list the most important information on how to configure these specific options of the VGA card.

System Requirement

Accessory List

Features and Specifications

Hardware Installation

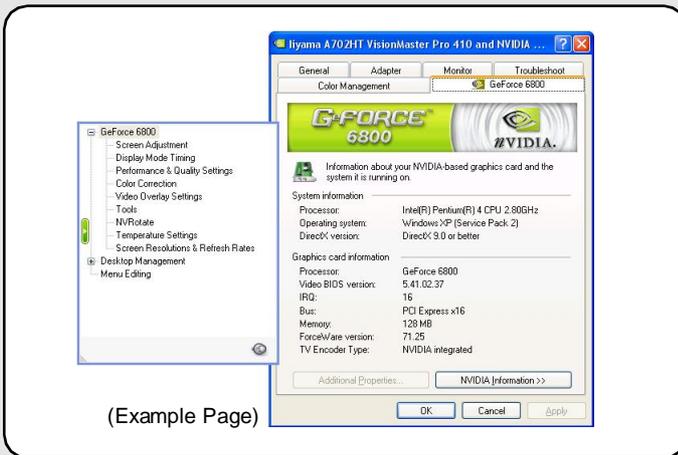
Software Installation

Display Settings

Open the **Display Properties** window as instructed in the previous page, and select the **Settings** tab. Now, click the Advanced button to activate the following dialogue windows. In these option setting windows, you will be able to make various display settings. To do this, please read the following instructions.

Installed VGA Card Information

In this Card Information page, the installed VGA card type and detail information of this card will be detected and shown on this dialogue window.

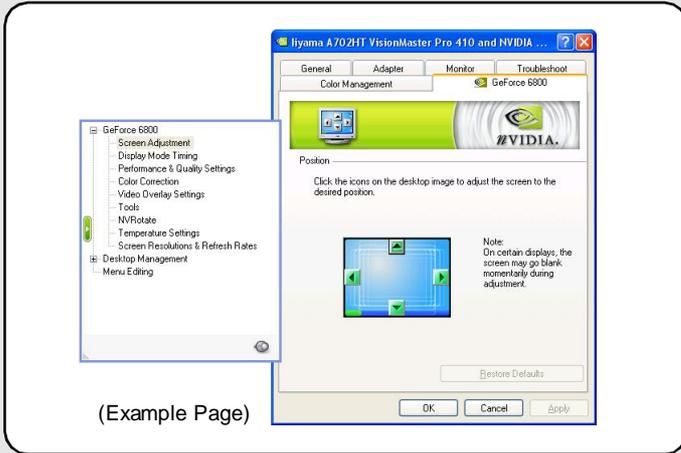


MSI reminds you...

The card information shown above is for reference only.

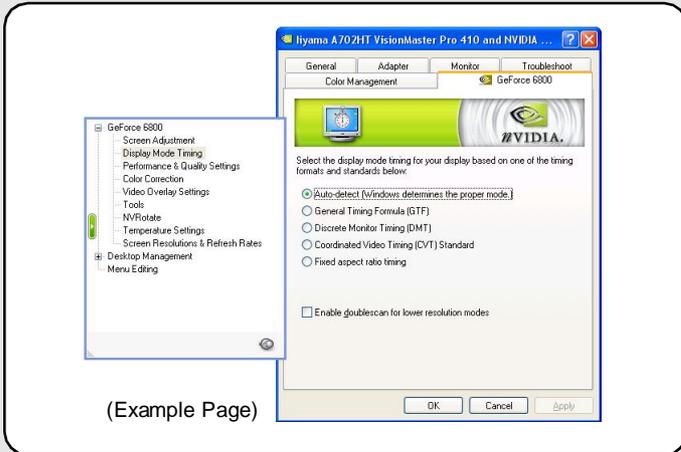
Screen Adjustment

In this Screen Adjustment page, you will be able to adjust the screen to the desired position by using the four direction arrow buttons.



Display Mode Timing

In this Display Mode Timing page, you are allowed to select the display mode timing for your display based on one of the timing formats and standards listed

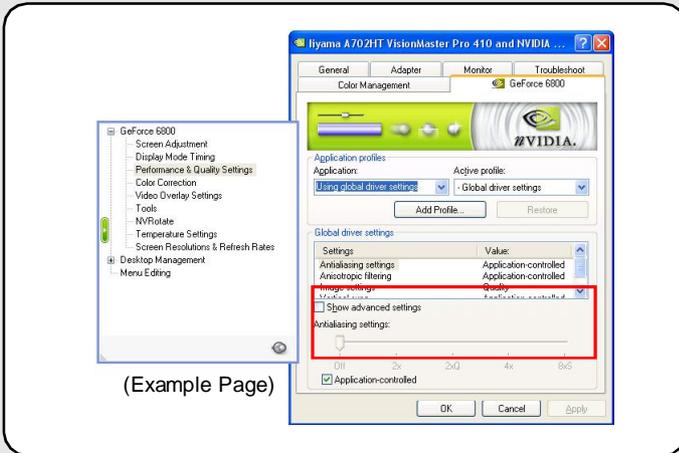


in this window.

Auto-Detect is the “default” setting; it allows Windows to receive the proper timing information directly from the display itself. However, please note that some older monitors may not support this feature.

- ⌋ **General Timing Formula (GTF)** is a standard used by most new display.
- ⌋ **Discrete Monitor Timing (DMT)** is an older standard still in use on some displays. Enable this option if your display requires DMT.
- ⌋ **Coordinated Video Timing Standard (CVT)** became the VESA standard on March 2003. CVT supports higher resolutions better than other timing standards.
- ⌋ **Fixed aspect ratio** timing forces the displayed image to retain the aspect ratio of the mode rather than aspect ratio of the mode rather than aspect ration of the display.

Performance & Quality Setting



(Example Page)

Move the **Antialiasing settings** slider to set the degree of antialiasing to be used in Direct 3D and OpenGL applications. Antialiasing is a technique used to minimize the “stair step” effect sometimes seen along the edges of 3D objects. Your selection can range from turning antialiasing completely off to selecting the maximum amount possible from a particular application.

- ⌋ **Off** disables antialiasing in 3D applications. Select this option of you require maximum performance in your applications.
- ⌋ **2x** enables antialiasing using the 2x mode. This mode offers improved image quality and high performance in 3D applications.
- ⌋ **2xQ** enables a patented antialiasing technique available in the GeForce GPU family. 2xQ (Quincunx) antialiasing offers the quality of the slower, 4x antialiasing mode at nearly the performance of the faster, 2x mode.

- **4x** enables antialiasing using the 4x mode. This mode offers higher image quality at the expense of some performance in 3D applications.
- **4xG** enables antialiasing using the 4x, 9-tap(Gaussian) mode. This mode offers higher image quality but at the expense of some performance in 3D applications.
- **4xS** enables antialiasing using the 4xS mode. This mode offers higher image quality than 4x mode but at slightly lower performance in 3D applications. This setting affects only Direct3D applications.
- **6xS** enables antialiasing using the 6xS mode. This mode offers higher image quality than 4xS mode but at slightly lower performance in 3D applications. This setting affects only Direct3D applications.
- **8xS** enables antialiasing using the 8xS mode. This mode offers higher image quality than 6xS mode for Direct3D applications and 4x mode for OpenGL applications.
- **16x** enables antialiasing using the 16x mode. This mode offers higher image quality than 8xS mode.

Note that availability of the above settings depends on the NVIDIA GPU-based graphics card you are using. Please consult your NVIDIA user documentation for details.

System Requirement

Accessory List

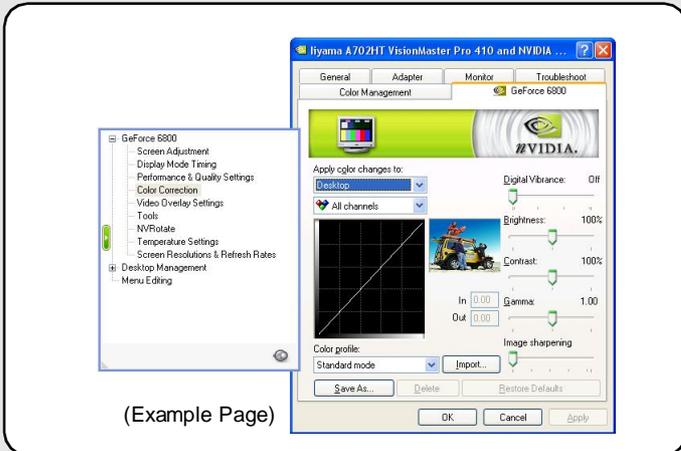
Features
and Specifications

Hardware Installation

Software Installation

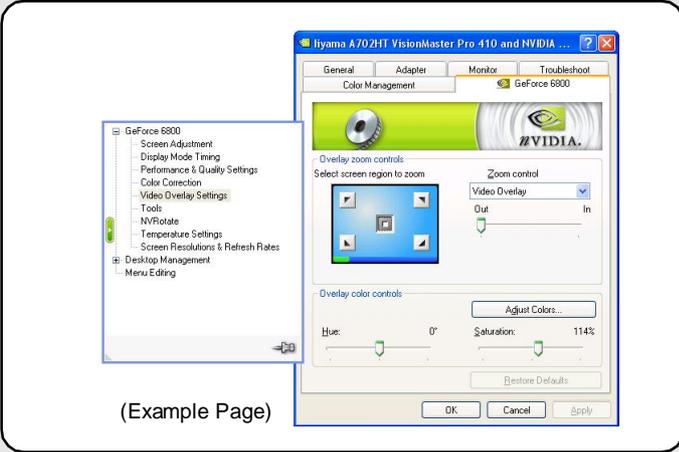
Color Correction

In this Color Correction page, you are allowed to adjust the proper value of Digital Vibrance, Brightness, Contrast and Gamma by using the sliders.



Video Overlay Settings

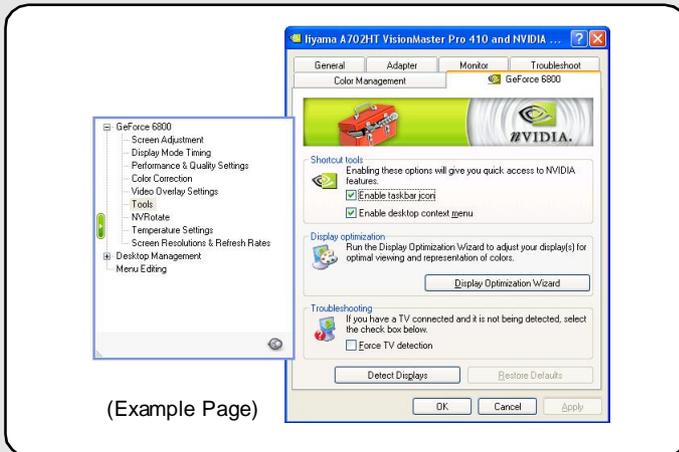
In this Video Overlay Settings page, you are allowed to adjust the overlay zoom controls and overlay color controls by using the slider and direction arrow buttons .



(Example Page)

Tools

In this Tools page, you are allowed to setup the Sortcut tools, Display Options.

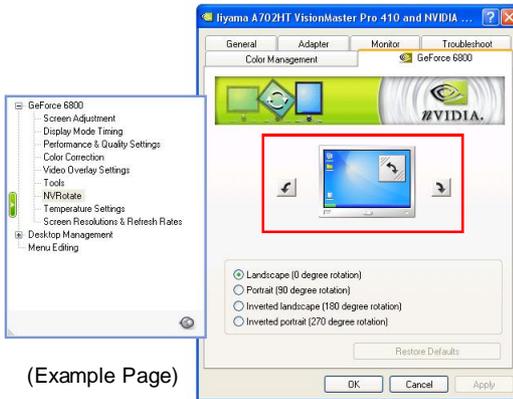


(Example Page)

NVRotate

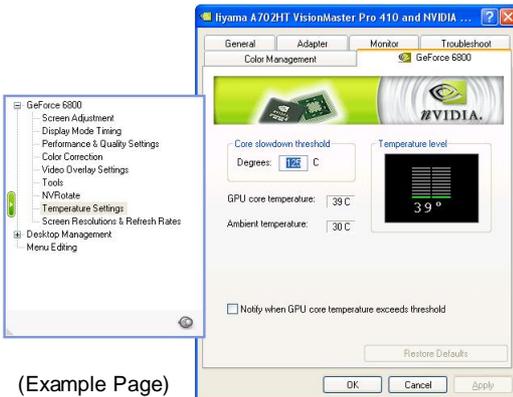
In this NVRotate page, you are allowed you to adjust the proper angle of screen.

1. Click TURN CLOCKWISE , or TURN ANTI-CLOCKWISE  button to configure the angle of screen.
2. Selet the options listed below to configure the angle of screen.



Temperature Settings

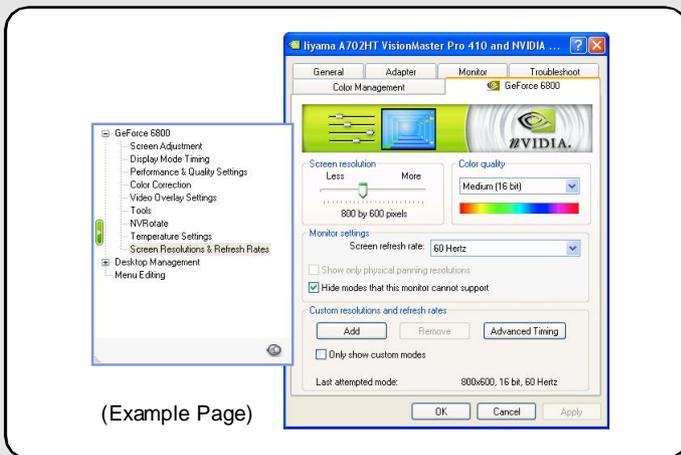
In this Temperature Settings page, you are allowed to setup the Core Shutdown Threshold and Temperature Level.



- i **Core Shutdown Threshold:** This is the value at which the NVIDIA GPU will show itself down to prevent overheating. When this value matches the NVIDIA GPU core temperature value and the Enable Heat Indicator warning option is enabled on this page, a dialog box will automatically appear warning of the condition and the actions that have been taken to prevent possible overheating and damage to any particular GPU(s) in your system.
- i **Core Shutdown Threshold:** This is the current temperature of the selected NVIDIA GPU (graphics processing unit) in your system.
- i **Ambient Temperature:** This is the current temperature of the area surrounding the selected NVIDIA GPU in your system. This temperature varies greatly, depending on other heat sources located near the GPU.
- i **Enables the Heat Indicator warning dialog box:** When the value of the NVIDIA GPU core temperature matches the Core slowdown threshold value, the Heat Indicator dialog box automatically appears describing the situation and the actions that have been taken to prevent possible damage to any particular GPU(s) in your system.

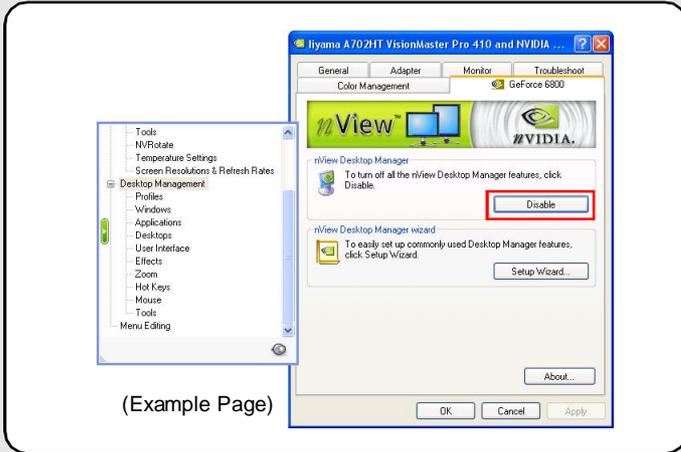
Screen Resolutions & Refresh Rates

In this Screen Resolutions & Refresh Rates page, you are allowed to setup the Screen Resolution, Color Quality, Monitor settings and Custom resolutions and refresh rates.



Desktop Management

In this Desktop Management page, you are allowed to enable or disable the nView Desktop Manager.



Under Desktop Management page, there are more sub-pages which provide more options for users to customize their own Display Settings. These sub-pages include, Profiles, Windows, Applications, Desktops, User Interface, Effects, Zoom, Hot Keys, Mouse, Tools. Please consult your NVIDIA user documentation for details.