Chapter 6

Integreted Super AGP 2D/3D Video/graphics controller

The SiS530 supports 100MHz CPU host bus, and incorporates the full function of SiS own popular 3D solution, SiS6326AGP, to allow 3D acceleration at 100MHz speed on a 64bit internal host bus. With this architecture, the video data transfer rate achieves 800MB/sec, farsuperior to the conventional 32bit bus at 66MHz.

6-1 Features

- Built-in high performance 3D engine has a peak polygon rate of 800K polygons/second at 50 pixels/polygon and has a peak fill rate at 40M pixels/second.
- Built-in programmable 24-bit true color RAMDAC upto 230MHz pixel clock
- Integrated Direct Draw Accelerator, with a 64-bit BITBLT engine
- Supports 42 double-word hardware command queue
- DDC1 and DDC2B(VESA DDC3.0)for display configuration and detection
- Power management for full VESA Display Power Management Signaling (DPMS), and EPA Energy Star compliance.
- Supports up to 1024x768@75MHz(VESA standard CRT timings)

6-2 Memory

- Supports programmable 8MB memory configuration

6-3 Operating Requirements

- To take advantage of the AGP 2x mode(133MHz), 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 acceleretor driver and Utility Installation (See Chapter 4)

6-5 Jumper Setting

- Onboard VGA (Enabled/Disabled) Jumper (See Section2-4)

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 pipiline (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.