

V9950 Series

Graphics Card

V9950 Ultra / TD / 256M V9950 / TD / 128M

USER'S MANUALHardware Guide

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About this guide

Conventions used in this guide

To make sure that you perform certain tasks properly, take note of the following symbols used throughout this manual.



WARNING/DANGER: Information to prevent injury to yourself when trying to complete a task.



CAUTION: Information to prevent damage to the components when trying to complete a task.



IMPORTANT: Information that you MUST follow to complete a task.



NOTE: Tips and additional information to aid in completing a task.

Where to find more information

Refer to the following sources for additional information and for product and software updates.

1. ASUS Websites

The ASUS websites worldwide provide updated information on ASUS hardware and software products. The ASUS websites are listed in the ASUS Contact Information on page 3.

2. Optional Documentation

Your product package may include optional documentation, such as warranty flyers, that may have been added by your dealer. These documents are not part of the standard package.

Notices

Federal Communications Commission Statement

This device complies with FCC Rules Part 15. Operation is subject to the following two conditions:

- This device may not cause harmful interference, and
- This device must accept any interference received, including interference that may cause undesired operation.

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 manufacturer's 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 to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



The use of shielded cables for connection of the monitor to the graphics card is required to assure compliance with FCC regulations. Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

Canadian Department of Communications Statement

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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1. Introduction

Thank you for purchasing an **ASUS V9950 Series GPU Graphics Card**. With this purchase, you join a legion of mainstream graphics enthusiasts. Powered by the **NVIDIA™ GeForce FX™ 5900Ultra/5900** graphics processing unit (GPU), the **ASUS V9950** series delivers breakthrough leading-edge graphics performance. Enjoy superior image fidelity regardless of the CPU (central processing unit) employed by the computer system. With the **ASUS V9950** series, you will not only see but also experience stunning, dynamic, realistic 3D worlds and characters.

Highlights

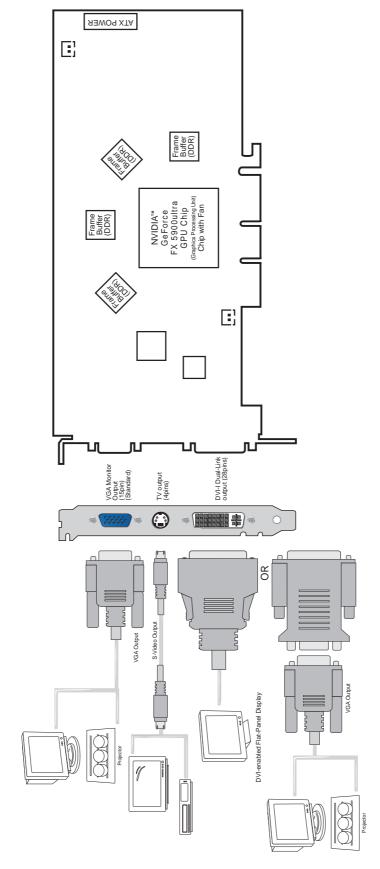
- Powered by the most programmable, precise and powerful CineFX2.0 GPU: NVIDIA® GeForce FX 5900Ultra/5900
 - ~ Delivers cinema-quality video to your PC.
- Built-in 256/128MB DDR frame buffer with 256-bit bus:
 - ~ Provides the most resolution and color depth.
- Advanced CineFX 2.0 shader engine:
 - ~ Delivers 2x floating-point pixel shading power of our previous generation.
- UltraShadow:
 - ~NVIDIA® 's new patent pending shadow volume acceleration technology, significantly enhances the performance for the latest engines such as Doom 3 and Abducted.
- Intellisample HCT (Hi-resolution Compression Technology):
 - ~ with new anisotropic algorithms, bring 50% efficiency improvement in texture, color and Z compression than previous solutions, automatically providing a boost to antialiasing.
- ASUS innovative GameFace Technology:
 - ~real-time audio/video communication feature, elevates the interactive gaming experience by enabling point-to-point video conferencing functions and online gaming to take place simultaneously.
- AGP 8X support:
 - ~By adding support for the newest AGP 8X (AGP 3.0) standard, the V9950 series takes advantage of the new peak AGP bandwidth of 2.1 GB/s to offer even higher graphics.
- nVIEW™ display technology:
 - ~ Supports TV encoder at 1024 x 768 resolution and two independent display pipelines, providing the ultimate multiple display flexibility and user control.
- Optimized for DirectX® 9.0 and OpenGL® 1.4 features:
 - ~ Ensures broad application support.
- High-resolution LCD screen support
 - ~ Supports up to 1600 x 1200 maximum LCD monitor resolution.



Actual screen resolution varies depending on LCD monitor resolution.

2. Hardware Setup

ASUS V9950 Ultra Layout 256MB DDR Frame Buffer



Notes

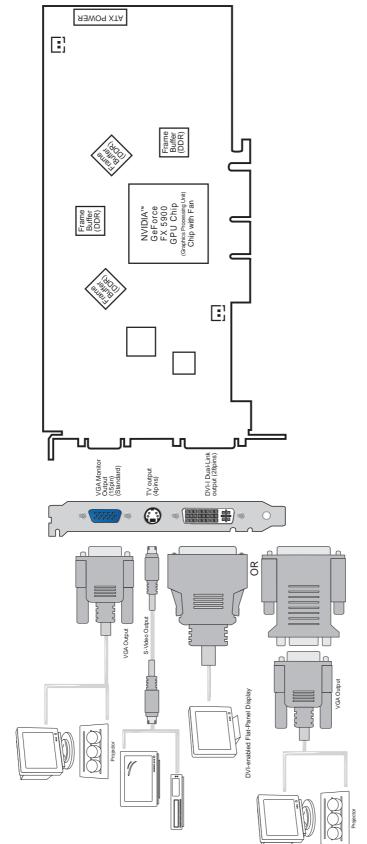
- Use the same TV standard for all devices.
- Drawings are for reference only; actual cards may vary.

✓ ASUS V9950 Ultra 256M Graphics Card (PAL or NTSC) This User's Manual DD

Item Checklist

ASUS V9950 Ultra Driver and Utility CD Disc

ASUS V9950 Layout 128MB DDR Frame Buffer



Notes

- Use the same TV standard for all devices.
- Drawings are for reference only; actual cards may vary.

Item Checklist

✓ ASUS V9950 TD Graphics Card (PAL or NTSC)
 ✓ This User's Manual
 ✓ ASUS V9950 Driver and Utility CD Disc

3. Resolution Table

Resolution	Vertical Frequency	Horizontal Frequency	8bpp = 256 colors Standard	Color Dep 16bpp = 65K colors High Color	32bpp = 16.7M colors True Color
640 x 480	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 150Hz 170Hz 200Hz 240Hz	31.5 34.9 37.9 37.5 43.3 51.0 61.8 72.9 75.2 78.7 90.3 108.0 132.9			
800 x 600	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 170Hz 200Hz 240Hz	37.9 43.8 48.2 46.9 53.7 63.7 77.2 91.1 94.0 112.7 135.1 166.2			
1024 x 768	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 150Hz 170Hz 200Hz 240Hz	48.4 56.4 57.5 60.0 68.7 81.7 98.8 116.6 120.2 125.7 144.1 172.8 212.1			
1152 x 864	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 144Hz 150Hz 170Hz 200Hz	53.7 62.9 64.9 67.5 77.1 91.3 111.2 131.3 135.2 141.4 162.9 194.9	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\		
1280 x 960	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 144Hz 150Hz	60.0 69.9 72.1 75.2 86.0 101.7 123.5 145.1 150.5 157.2 179.8			

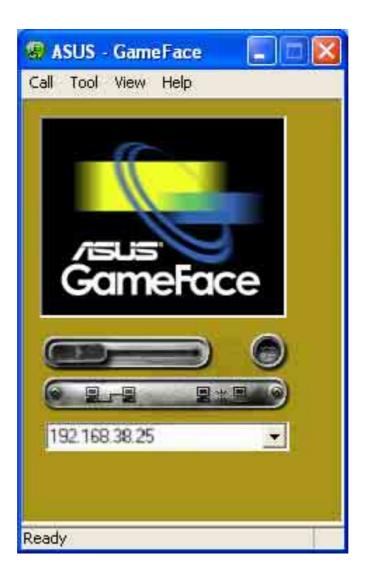
3. Resolution Table

Resolution	Vertical Frequency	Horizontal Frequency	8bpp = 256 colors Standard	Color Dep 16bpp = 65K colors High Color	32bpp = 16.7M colors True Color
1280 x 1024	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 144Hz 150Hz 170Hz	64.0 74.6 76.8 80.0 91.3 108.5 131.7 155.9 159.6 167.3 191.8			
1600 x 900	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz 140Hz 144Hz	55.9 65.6 67.5 70.5 80.4 95.3 115.4 136.8 140.4 146.8			
1600 x 1200	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz 120Hz	75.0 87.5 90.1 94.0 106.1 127.5 154.5			\ \ \ \ \
1920 x 1080	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz	67.1 78.7 81.1 84.6 96.4 113.9			7777
1920 x 1200	60Hz 70Hz 72Hz 75Hz 85Hz 100Hz	74.6 87.4 90.0 94.0 106.7 126.7			
1920 x 1440	60Hz 70Hz 72Hz 75Hz 85Hz	89.4 104.9 108.5 112.5 129.4	\ \ \ \	\frac{1}{\sqrt{1}}	√ √
2048 x 1536	60Hz 70Hz 72Hz 75Hz	95.5 111.9 115.3 121.3	\ \ \ \	\ \ \ \	V

4. ASUS GameFace

4.1 Introduction

The revolutionary ASUS GameFace is a real-time audio/video communication feature that enhances interactive gaming experience by enabling point-to-point video conferencing functions and online gaming to take place simultaneously thus allowing you to see and talk to your opponents while playing full-screen online games!





Visit the ASUS website (www.asus.com) for more information about the ASUS GameFace technology.

4.2 Installing ASUS GameFace

Follow the given instructions to install ASUS GameFace.

 Insert the CD installation disc into your CD-ROM drive or double click the CD drive icon in My Computer to bring up the autorun screen or run Setup.exe in the root directory of your CD-ROM drive.
 Click Utilities.

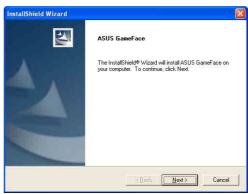


3. From the **Welcome** box, click **Next** to start the installation.

To complete the installation, simply follow the on-screen instructions or prompts.

4. Click **Finished** after the installation is complete.









4.3 Using ASUS GameFace

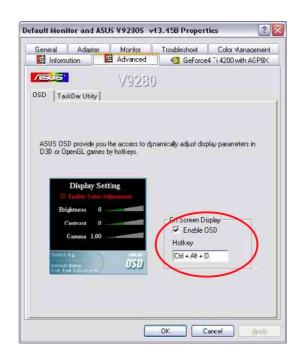
Follow the given instructions to use ASUS GameFace.

STEP 1: Enabling ASUS OSD

- Open Display Properties dialog box from desktop or control panel.
- Select Advanced tab on Settings page.
- Select **OSD** from in Advanced tab.
- Check the Enable OSD check box and input the appropriate hotkey.



You can also enable the On-Screen Display (OSD) in the GameFace application.



STEP 2: Launch ASUS GameFace

ASUS GameFace automatically detects the connected audio/ video WDM capture device upon start-up. You can change the input device from **Options** in the **Tool** menu if you have more than one audio/video device.



STEP 3: Local Playback Mode

- Select Local Play/Stop from the File menu to start local playback when local video is not playing.
- Select Local Play/Stop from the File menu to stop local playback when playing local video.
- You can also press the Play/Stop button to start or stop local playback.



STEP 4: Network Playback Mode

- Connect to remote computer:
 - Input the computer name (Local Area Network) or IP Address in the combo box.
 - Select New Call from the File menu or press the "Make a Call" button.
 - You will see and hear the remote audio/video signal if the remote computer accepts the call.



For computer name and IP addresses go to Tools->Info for lists of information.



- Waiting for connection:
 - Launch ASUS GameFace
 - A message box appears on an incoming call. Click Yes to accept the call.
 - Select End Call from the File menu or press the "End the Call" button to disconnect.



STEP 5: GameFace Settings



- Select **Option** from the Tool menu.
- Select GameFace Option Dialogue
- Enter GameFace page to adjust transparency, position and hotkey settings.

STEP 6: Launch Game and show GameFace



- Begin your game.
- After entering Full-Screen mode, press the hotkey (default is Ctrl+Alt+V) to activate GameFace.
- Press the On-Screen Display hotkey to show the OSD menu.
- Use the arrow keys to select the GameFace application page and adjust the Transparency, Position X, Position Y, Size or toggle to enable or disable GameFace.

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