



# **Colorful Graphics Card**

## **NVIDIA Series**

### **User's Manual**

**Colorful Technology Website: <http://www.colorful.cn>**

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## WARRANTY VOID CONDITIONS

The product is guaranteed for 24 months from the date of original purchase from Colorful graphics card. This limited warranty does not cover any failure(s) or defect(s) caused by misuse, accident, abnormal or unusually heavy use, improper packaging or handling, neglect, abuse, alteration, improper installation, unauthorized repair or modification, improper testing or causes external to the product such as, but not limited to, excessive heat or humidity, power failures, power surges or acts of God. This limited warranty will be void if evidence is seen of screw holes created by Distributor, burned-out chips, more than four wires are broken on the PCB, or evidence of repair work performed by a party other than colorful. This limited warranty does not cover expendable components, any software supplied by colorful, any experimental or developmental products, compatibility issues with other hardware and software products introduced after the time of purchase, or products or accessories not manufactured by colorful



DO NOT touch the cooling system since it may produce a certain heat while processing tasks.



DO NOT force the cooler against the fragile GPU to avoid damage to the GPU.

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# Chapter 1 Hardware Installation

Before you begin...

Thanks for purchasing Colorful graphics card. Please check the packing contents first before the installation. If there was any broken or parts missing, please contact your franchiser.

## 1.1 Packing Contents

- 1\* Colorful graphics card
- 1\* Windows 2000/XP/Vista driver CD
- 1\* User's manual
- DVI to VGA adapter, HDMI to DVI adapter, DVI to HDMI adapter, Additional power cable, S-VIDEO cable, TV-OUT cable, SPDIF connecting cable, HDMI cable (All the cables or adapters are **Optional**, and it depends on the output port of the graphics card)

## 1.2 How to install graphics card

Follow the steps below to install the graphics card.

1. Turn off the power and remove all the cables which is connecting to the computer case
2. Open the computer case
3. Locate the PCI Express slot or AGP slot on the motherboard

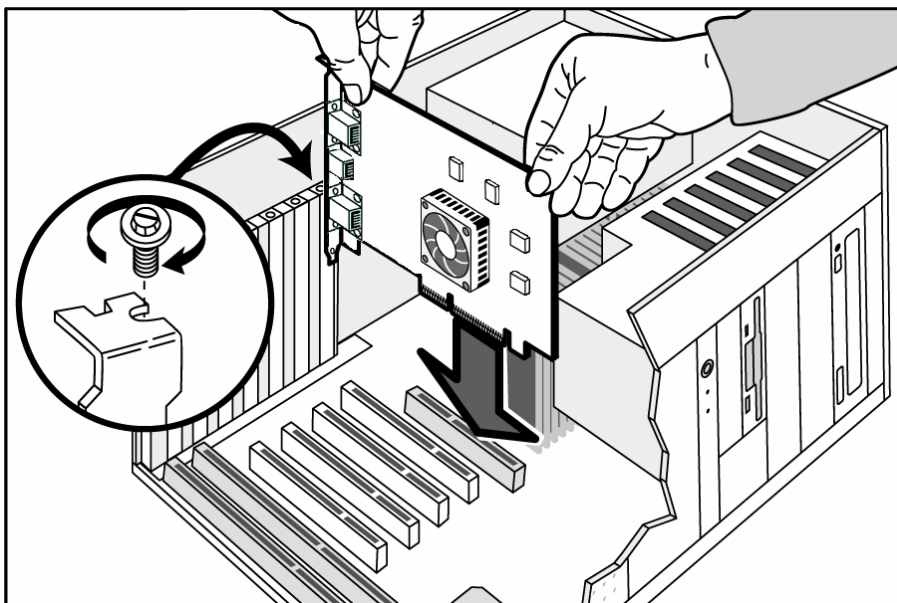


AGP slot



PCI Express slot

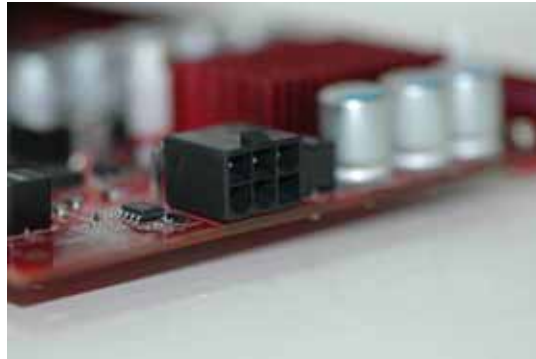
*Note: Insert the wrong slot may damage the graphics card*



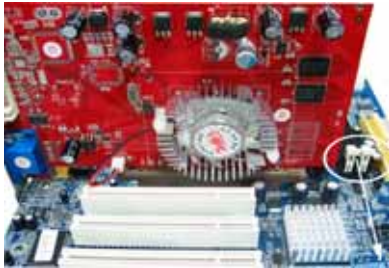
4. Fully seated the graphic card, and secure the card with a bracket screw.

## 5. Additional power cable (Optional)

*Note: If the additional power cable is not connected, the computer will not boot, or the system will warn.*



## 6. Pay attention on other parts of the motherboard when installing the card.

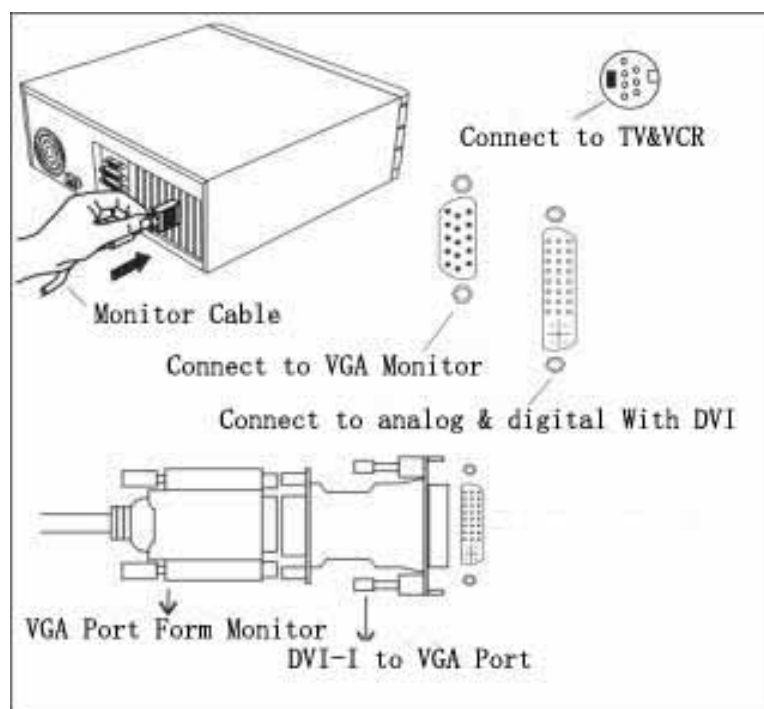


Don't open the plastic nips of DIMM slots before installing the graphics card



After the installation, please note whether the nip of the PCIE slot is well connected.

## 7. Close the computer case, and re-connect all the cables that were removed before. Then connect the monitor

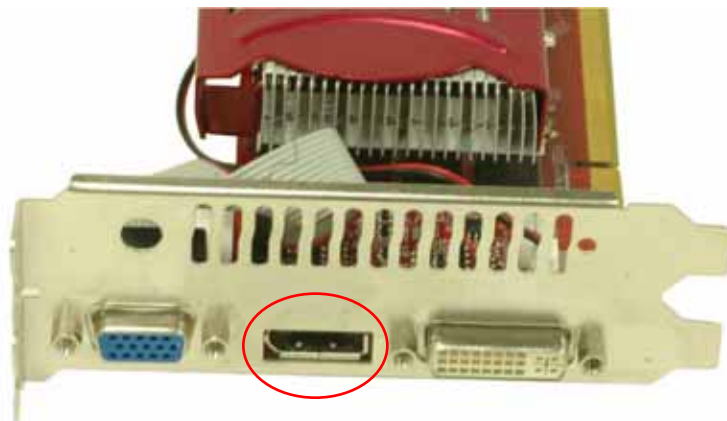


## 8. HDMI (High-Definition Multimedia Interface) port (Optional)



The High-Definition Multimedia Interface (HDMI) is a compact audio/video connector interface for transmitting uncompressed digital streams. It represents a digital alternative to consumer analog standards. HDMI connects digital audio/video sources such as set-top boxes, Blu-ray Disc players, personal computers, video game consoles, and AV receivers to compatible digital audio devices, video monitors, and digital televisions (DTV).

## 9. DisplayPort (Optional)



DisplayPort is a digital display interface standard (approved May 2006, current version 1.1 approved on April 2, 2007) put forth by the Video Electronics Standards Association (VESA). It defines a new license-free, royalty-free, digital audio/video interconnect, intended to be used primarily between a computer and its display monitor, or a computer and a home-theater system. It supports a maximum of 10.8 Gbit/s data rate and WQXGA (2560×1600) resolution over a 3 meter cable.



Both HDMI and DisplayPort need connect the SPDIF cable for audio output



#### 10. VVC and UVC (Optional)

VVC (VRAM Voltage-Control) and UVC (VPU Voltage-Control) switches are Colorful particular high-light for enhancing overclocking capability; you can find them usually on the high-end graphics card.



The VVC and UVC are used for adjusting the memory voltage and core voltage. When slide to the right-side, the voltage will be added, and the overclocking ability will be improved.

**Caution: The system might come to unstable when overclocking, so basic users please keep the default clock and voltage.**

#### 11. Dual BIOS (Optional)

The overclocking button is on the bracket of the graphics card. It is very convenient, users needn't use a lot of softwares to test or adjust the clock when they play a game that without good performance, but just need press the button.

Turbo- The VPU and memory work at high clock.  
Normal- The VPU and memory work at low clock





## Chapter 2 Driver Installation

Before installing the graphics card driver.....

Please Note:

1. Make sure you have installed the chipset driver of the motherboard
2. Make sure the DirectX(Direct9.0 or later) has been installed. Microsoft DirectX is a collection of application programming interfaces (APIs) for handling tasks related to multimedia, especially game programming and video, on Microsoft platforms.
3. We suggest you downloading the latest DirectX on Microsoft website: <http://www.microsoft.com>

### 2.1 Driver installation in Windows XP

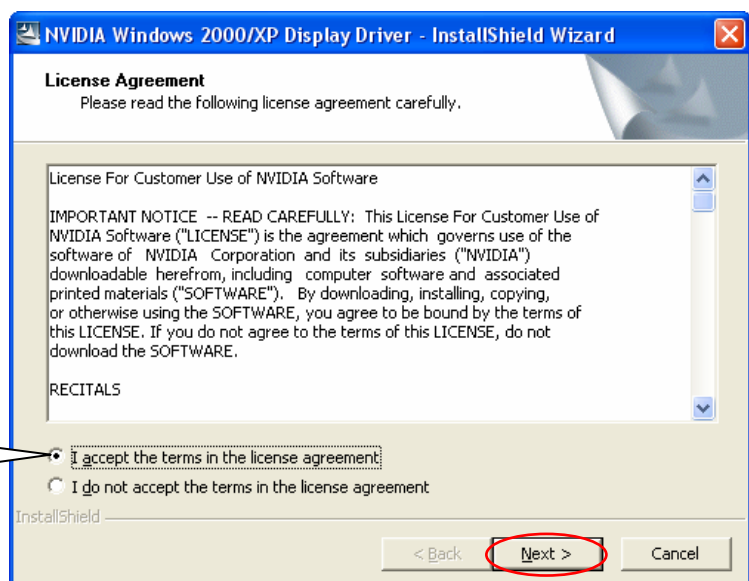
Step 1: Insert the Colorful Smart Install CD into the CD drive, and it has an auto-start feature.

The program will detect the graphics card model automatically. Click "Install Drivers" to install.

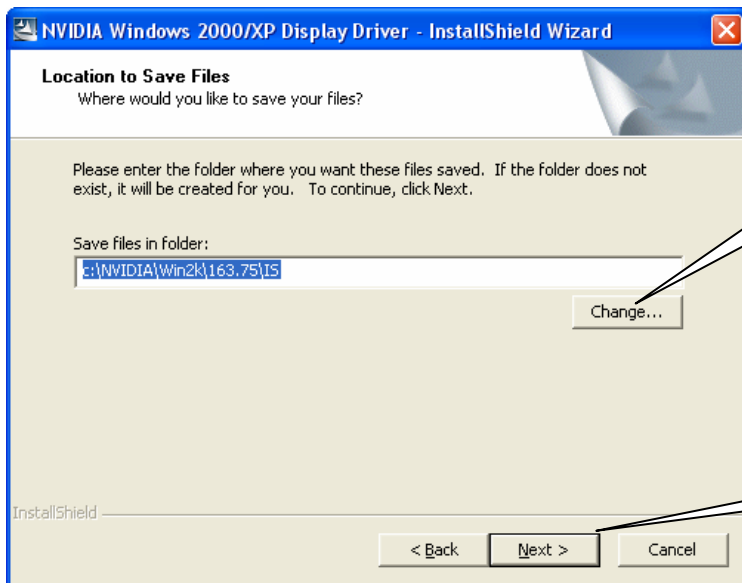


Step 2:

Select "I accept the terms in the license agreement" and click "Next".



Step 3:



Click "Change" if you want to extract the NVIDIA driver file to other path.

Click "Next" to continue.

Step 4:



Click "Next" to continue.

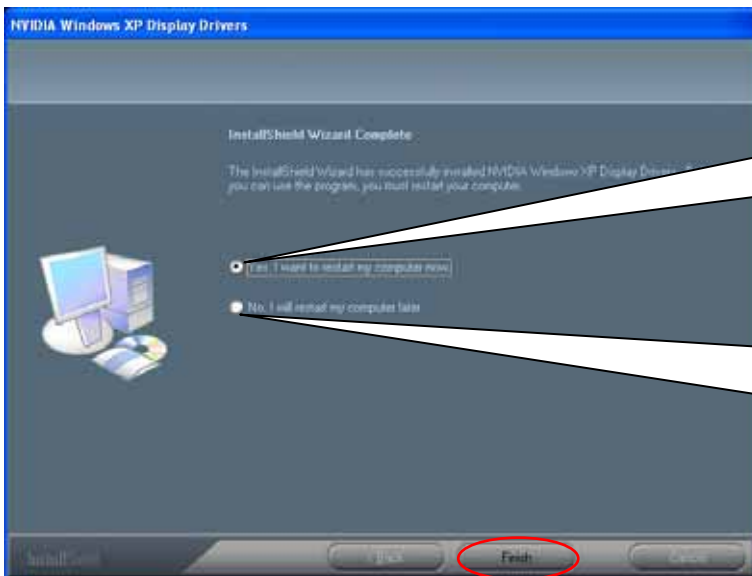
Step 5:



This dialog box is because some NVIDIA graphics drivers didn't pass the WHQL, it has no effect on using. Select "Continue Anyway".

Select "STOP installation" to exit the installation

## Step 6:



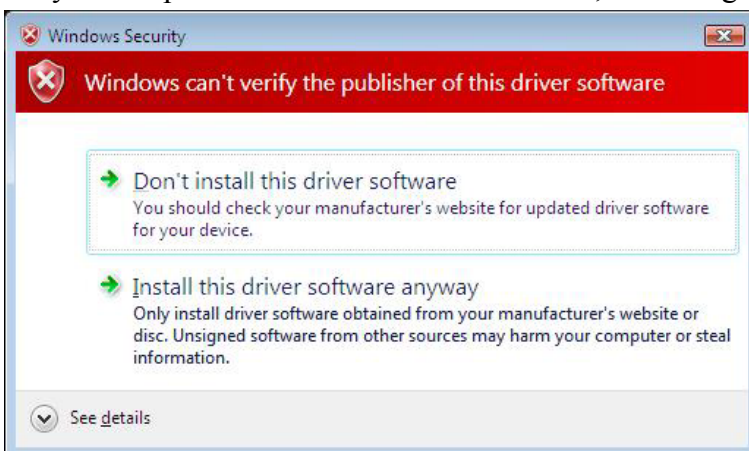
Select “Yes, I want to restart my computer now” and Click “Finish” to restart the computer.

Select “No, I will restart my computer later”, the computer will not restart, but the driver will not be working.

## 2.2 Driver installation in Windows Vista

The installation steps in Windows Vista is the same with Windows XP, please refer to the driver installation in Windows XP.

Only the Step 4 is different. In Windows Vista, the dialog box is:



Please select “Install this driver software anyway” to continue the installation. If select the “Don't install this driver software”, the installation will be exit.

### Attention:

1. The driver is updated frequently in order to improve the graphics card compatibility, we try our best to keep the latest drivers in the drivers CD, but if you want update the driver, please visit COLORFUL website (<http://www.colorful.cn/>) or NVIDIA website (<http://www.nvidia.com>).
2. The driver CD content is limited, if it is not fit for your Operating System (such as Linux, Solaris, FreeBSD etc.), please visit NVIDIA website (<http://www.nvidia.com>) to download the correct driver.

## Chapter 3 NVIDIA Control Panel in Vista

NVIDIA Control Panel is designed for Microsoft® Windows XP and Windows Vista. You can use NVIDIA Control Panel to control your NVIDIA hardware and access other NVIDIA software installed on your system. The operation in Windows XP and Windows Vista is almost the same, we use Windows Vista for the reference.

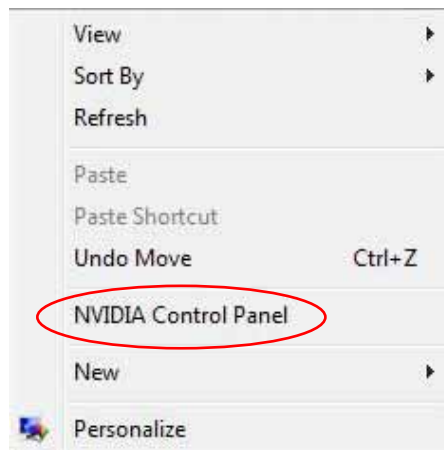
### 3.1 NVIDIA Control Panel Introduction

#### 3.1.1 How to open the NVIDIA Control Panel

You get two different ways to open the NVIDIA control Panel

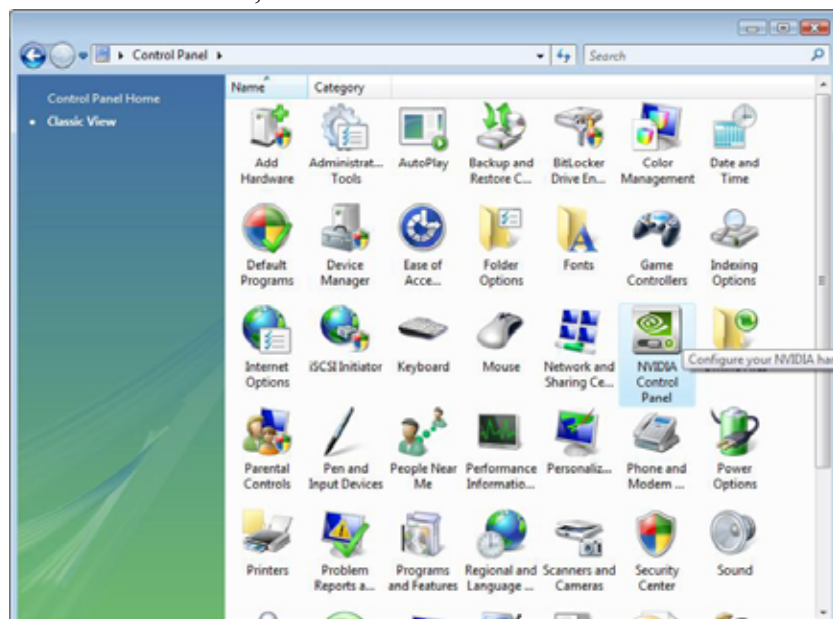
✧ The first way:

After the driver installation, right click the desktop, select the “**NVIDIA Control Panel**” from the context menu.



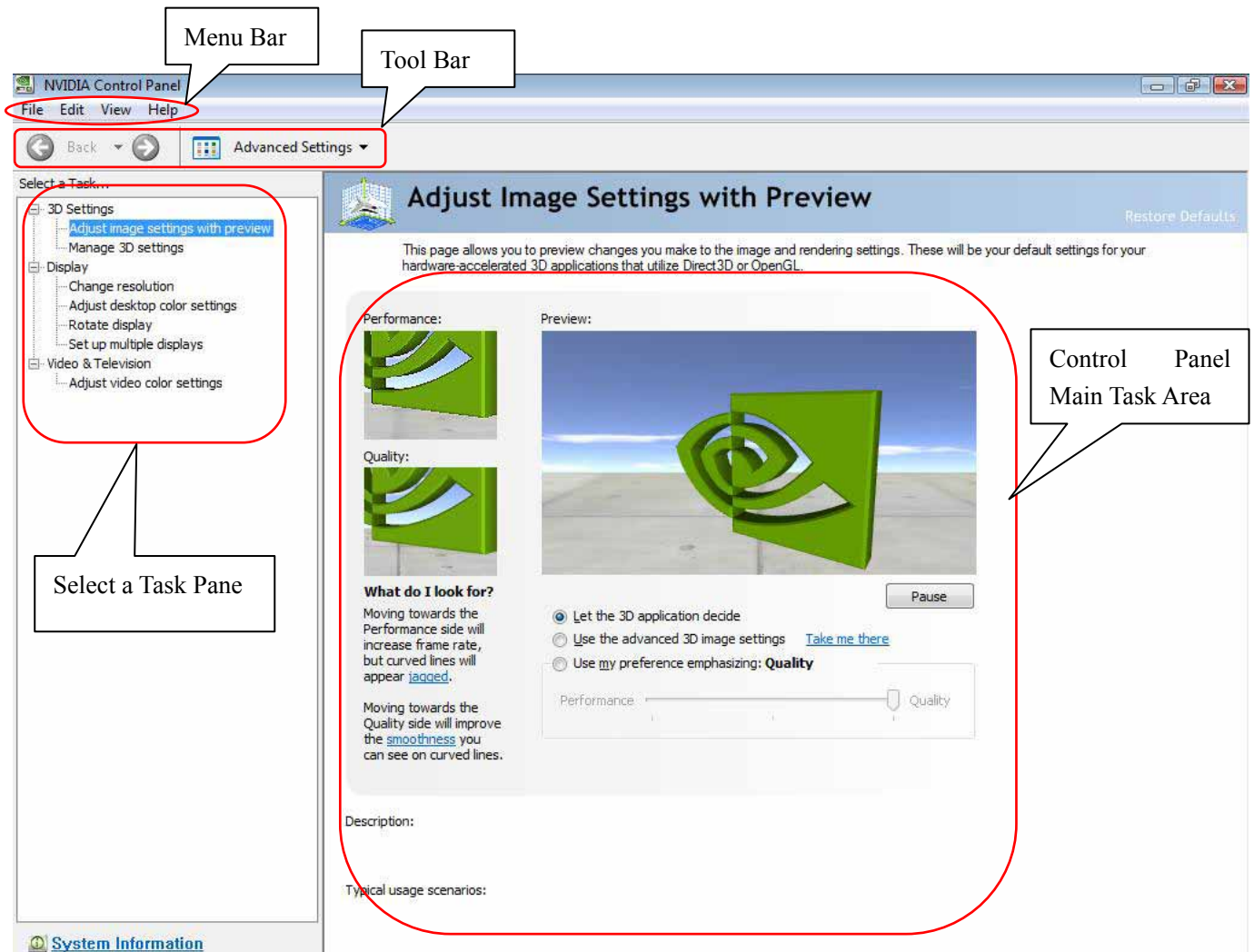
✧ The second way:

Left Click the start menu, select the “**Control Panel**”, and choose “**Classic View**”. Then you can find the “**NVIDIA Control Panel**”, and double click it.



## 3.2 NVIDIA Control Panel Interface

The NVIDIA Control Panel provides an easy-to-use interface for managing your system. When you start the program for the first time, the NVIDIA Control Panel opens to the first page listed in the navigation tree. On subsequent visits, the control panel reopens to the last page visited. The NVIDIA Control Panel user interface consists of these main areas,



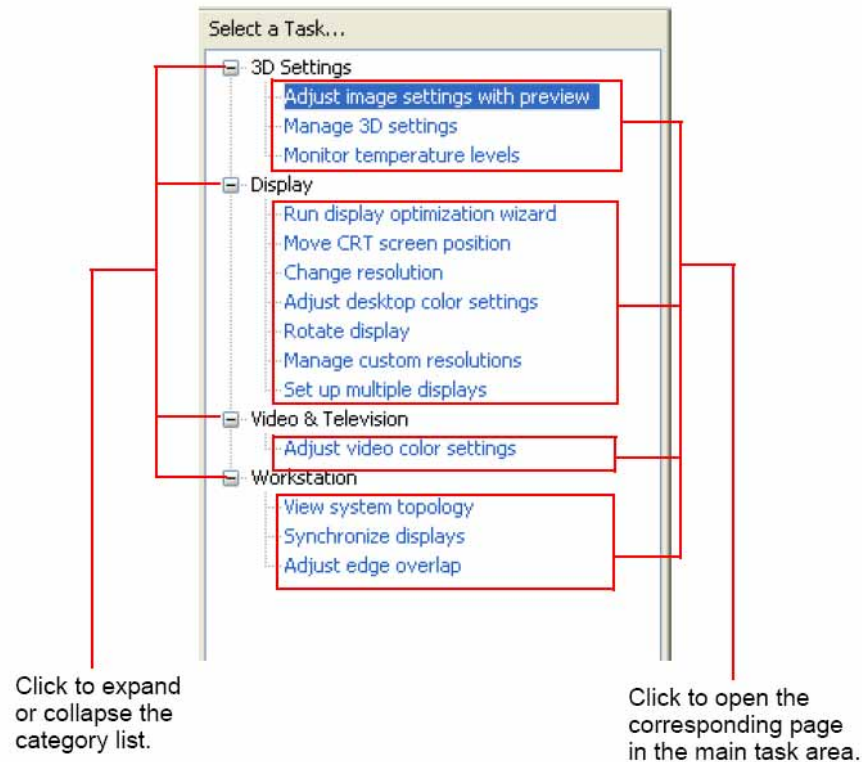
### 3.2.1 Using the Main Task Area:

The main task area, in the right pane, displays the application task pages. This area of the screen is where you will focus most of your attention as you use the NVIDIA Control Panel to accomplish your goals. You can access specific pages using the navigation tree in the *Select a Task* pane.

### 3.2.2 Using the Select a Task Pane:

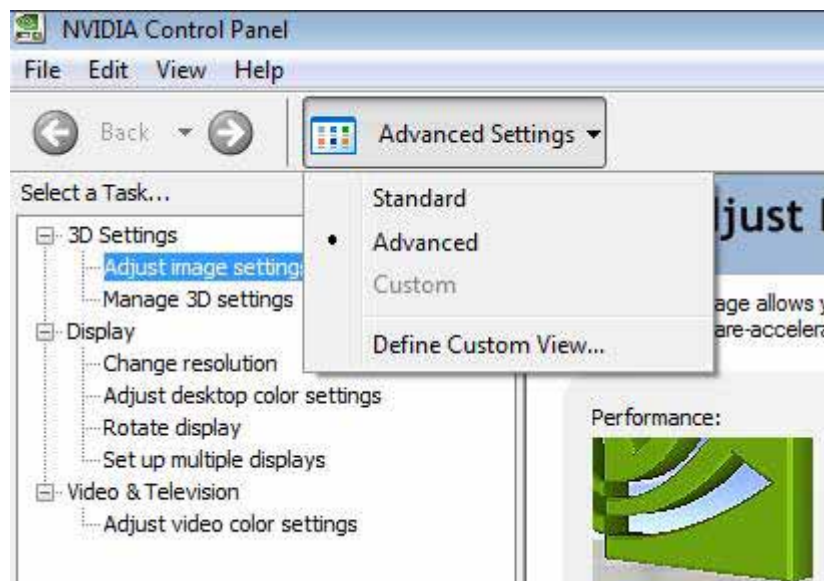
The navigation tree in the *Select a Task* pane shows all the primary NVIDIA Control pages that are installed on your system. The pages are grouped according to the same categories that existed in the previous version of the NVIDIA Control Panel.





### 3.2.3 Using the Tool Bar:

The *Toolbar* provides quick back and forth navigation between pages, and also lets you choose a view setting.



#### Using the Navigation Buttons

The back and forward buttons let you navigate sequentially among pages that you have visited. You can also navigate directly to a previously visited page by clicking the list arrow next to the back button. The drop down menu lists all the previously visited pages in the queue. Click the page that you want.

#### Working with Views

The currently selected view determines what options are available. There are three available views:

- Standard
- Advanced

- Custom

Most commands are available for both Standard and Advanced views. However, some options are available only if the Advanced view is selected before opening the application category page. Also, task page options may differ depending on the selected view. If the command you're looking for is not displayed, return to the home page, select a different view, and return to the task page.

**To change the view:**

- From the **View** menu, select **Standard**, **Advanced**, or **Custom**.

**Note:** For the Custom command to be available, you must define a custom view as described in the following section.

**Defining Custom Views**

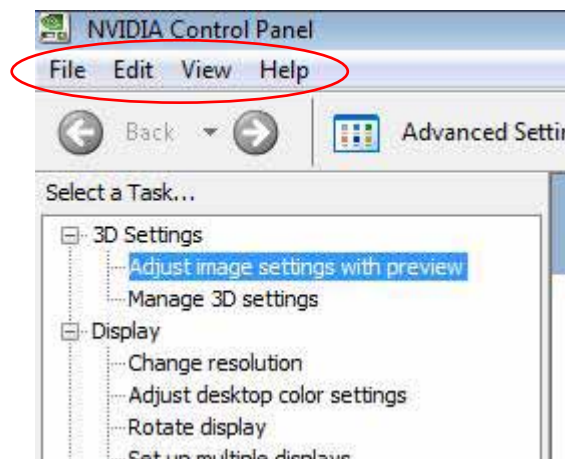
You can customize NVIDIA Control Panel to display only the application category pages you want to see and use.

To specify which the pages to display:

- 1 Select **View > Define Custom View...** or for quicker access, use the toolbar if you have it enabled.
- 2 On the **Create Custom View** page, for each application category that appears, select (check) the check boxes for the pages that you want to view and click **OK**.
- 3 To leave the Custom View mode, select either **Standard** or **Advanced** from the **View** menu or for quicker access, use the toolbar if you have it enabled.
- 4 To switch back to your custom view, select **Custom**.

### 3.2.4 Using the Menu Bar:

The *Menu bar* contains standard Windows menus and menus specific to the NVIDIA Control Panel, such as the View and Profiles menus. Menus that are available on the menu bar may vary, depending on the NVIDIA Control Panel category (such as, Display, Mobile, 3D Settings, or other category) you are using.





### 3.3 3D Settings

Task in the 3D setting allow you to do the following:

- ✧ Change the image and rendering settings of your 3D applications and games that utilize Direct3D and OpenGL technology.
- ✧ Assign specific 3D settings to a game so that these settings automatically load when a game is launched.
- ✧ For systems and NVIDIA GPU-based graphics cards that are capable of using NVIDIA Scalable Link Interface (SLI) technology, you can enable this feature for significant improvements in rendering performance of applications that are based on Direct3D and OpenGL technology.

#### 3.3.1 Adjust Image Settings with Preview

Use this page to change the image and rendering settings for your 3D applications that utilize Direct3D and OpenGL

**Adjust Image Settings with Preview**

This page allows you to preview changes you make to the image and rendering settings. These will be applied to hardware-accelerated 3D applications that utilize Direct3D or OpenGL.

**Performance:** [3D application will adjust automatically]

**Quality:** [3D application will adjust automatically]

**Preview:** [This region display is a real-time animation with the current 3D settings. When you change any of the settings on this page, they are immediately applied reflected in the animation.]

**What do I look for?**  
Moving towards the Performance side will increase frame rate, but curved lines will appear jagged.

**Let the 3D application decide** (selected)

**Use the advanced 3D image settings** [Take me there](#)

**Use my preference emphasizing: Quality**

**Pause** [Stop and resume the animation]

**Please refer to the Manage 3D Settings**

**Performance:** Offers the highest frame rate possible resulting in the best performance for your applications but at some expense to the image quality.

**Balanced:** Offers an optimal blend of image and performance.

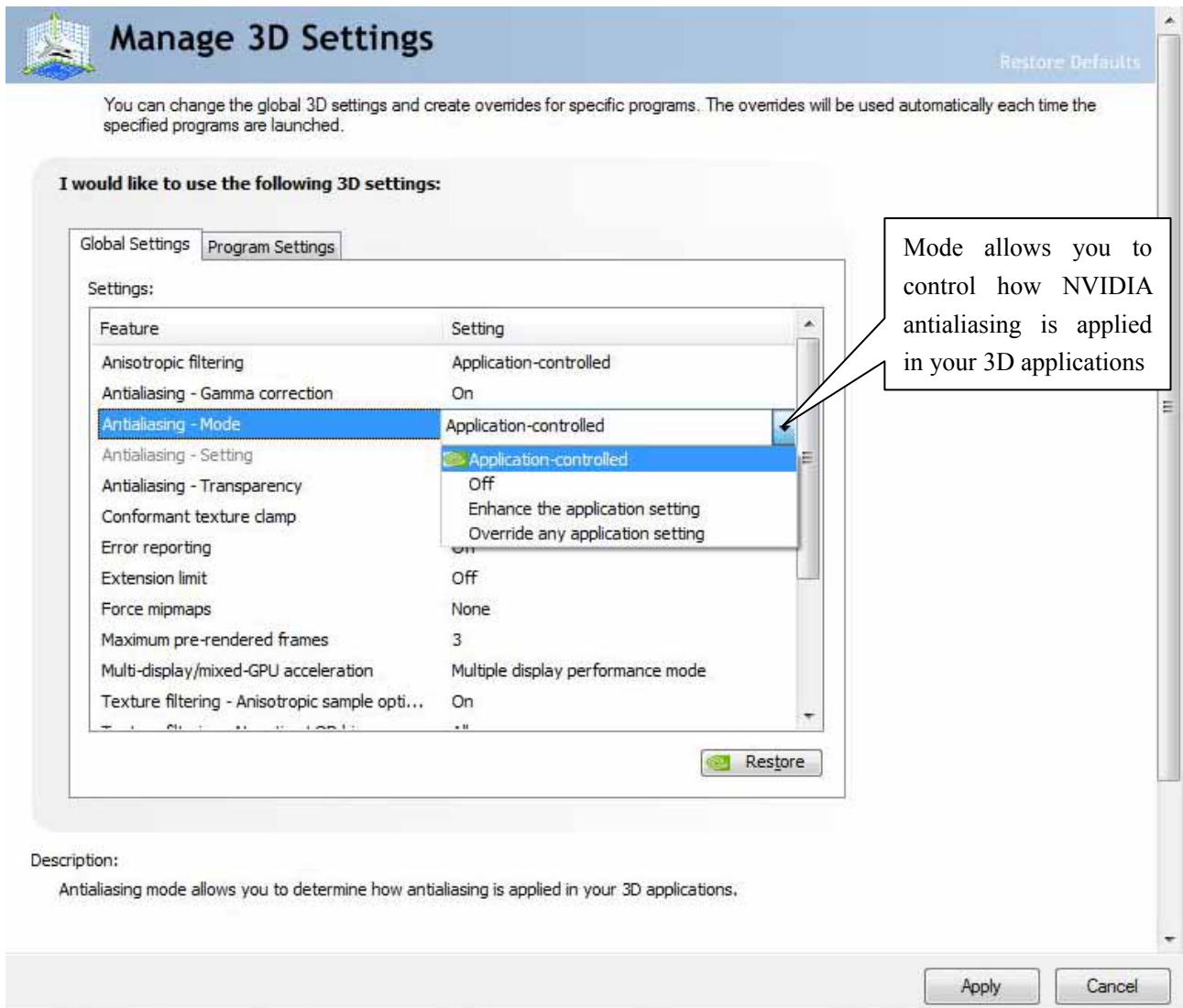
**Quality:** Result in the best image quality but at some expense to application performance.

### 3.3.2 Manage 3D Setting

The Manage 3D Settings page allows you to change 3D global settings and also create settings for specific games or programs. The program settings are used automatically each time you launch the program.

### 3.3.3 Global Setting

From the Global Settings tab, you can select from a list of pre-installed global settings (for workstation products) or create your own custom settings to use when running 3D applications.



### 3.3.4 Program Setting

From the Program Setting tab, you can create a set of 3D settings to use when running a particular game or application.

Contains installed games and applications to which you have assigned unique 3D settings. Each line item has the game icon and the name of the game.

Add launches the Open dialog box where you can browse to locate the game for which you want to establish unique settings.

Deletes the game-settings association

Restores the settings for the selected program to the default settings.

Allows you to control how NVIDIA antialiasing is applied in your 3D applications

**I would like to use the following settings:**

Global Settings Program Settings

1. Select a program to customize:

☐ 1944 Battle for the Bulge

☐ Show only programs found on this computer

2. Specify the settings for this program:

Feature	Setting
Anisotropic filtering	Use global setting (Application-controlled)
Antialiasing - Gamma correction	Use global setting (On)
Antialiasing - Mode	Use global setting (Application-controlled)
Antialiasing - Setting	Use global setting (Application-controlled)
Antialiasing - Transparency	Application-controlled
Conformant texture clamp	Off
Error reporting	Enhance the application setting
Extension limit	Override any application setting
Force mipmaps	Use global setting (None)
Maximum pre-rendered frames	Use global setting (3)

Description:

Antialiasing mode allows you to determine how antialiasing is applied in your 3D applications.

## 3.4 Display

The Display features enable you to further manipulate and configure your display settings to optimize to use of your displays.

### 3.4.1 Change Resolution

You can change the color setting, reduce flickering, or adjust the amount of information appearing on the display.

**Change Resolution** Restore Defaults

You can change the color setting, reduce flickering, or adjust the amount of information appearing on the display.

**1. Select**

Use this slider to set the screen resolution for the selected display. As you increase the screen resolution value, you display more information on your screen, but the information decreases in size. The current setting is displayed below the slider.

**2. Choose the settings for the selected display.**

Display resolution: Less More  
1024 by 768 pixels

Refresh rate: 60 Hertz, 70 Hertz, **75 Hertz**, 85 Hertz

Color quality: Less More  
Highest (32-bit color)

Use this list to set the refresh rates for the currently selected display. A higher refresh frequency reduces flicker on your screen.

Use this slider to set your color quality for the selected display. Increasing color quality lets you view more photo-realistic images and is recommended for most desktop publishing and graphics illustration applications.

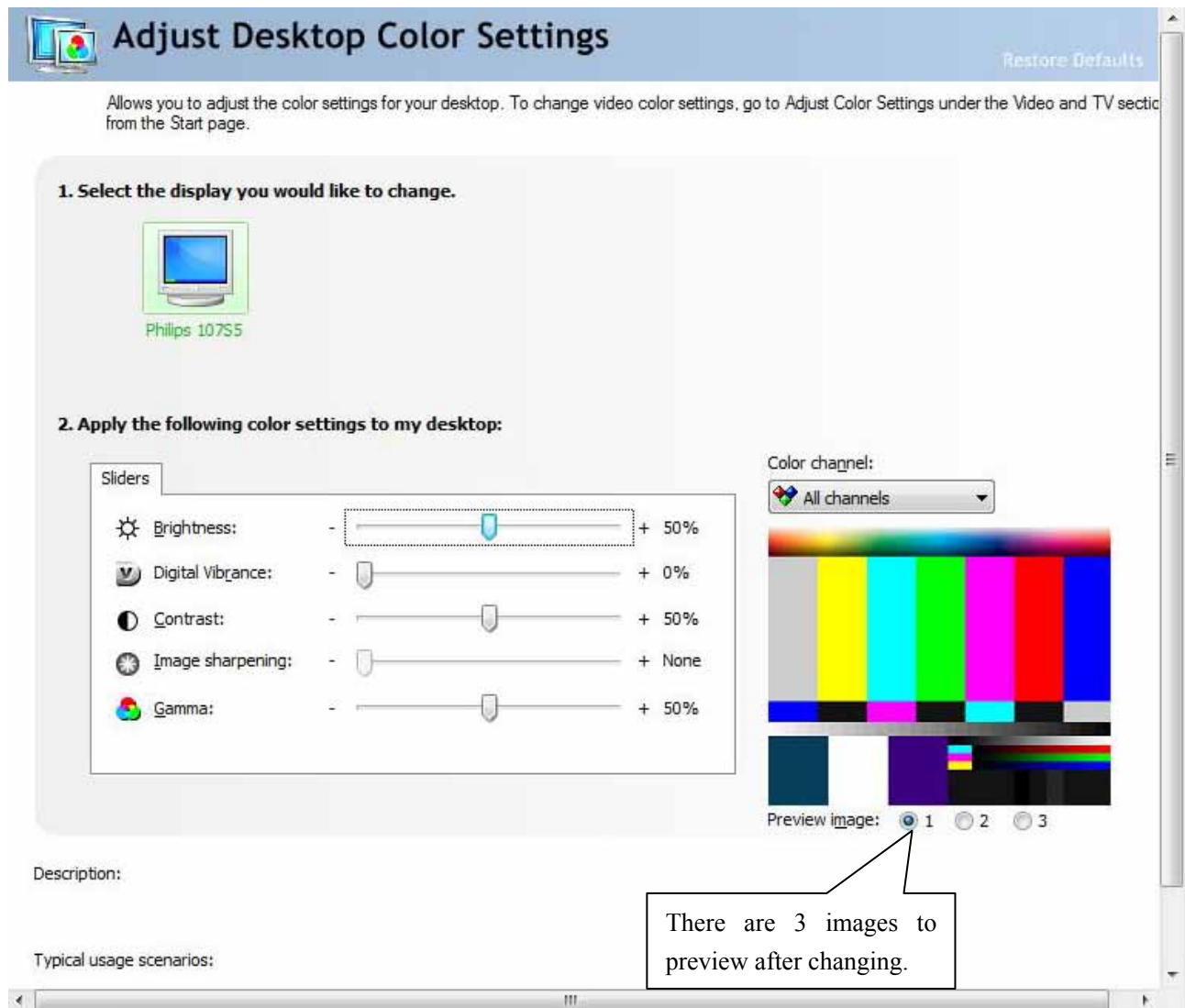
Description:

Typical usage scenarios:

Note: If you need to set your color quality to 256 colors to run a game or other software program that requires it, right-click the program icon or name on your desktop or Start menu, then click Properties. Click the Compatibility tab and then select the Run in 256 colors check box. Your display will revert to your default color setting when you close the program.

### 3.4.2 Adjust Desktop Color Settings

Use this page to set the contrast, sharpness, and color depth (Digital Vibrance) of the images on your desktop.



**Brightness:** Use this slider to adjust the brightness of your desktop.

**Digital Vibrance:** To compensate for poor lighting conditions when viewing your desktop, use the Digital Vibrance slider to increase the crispness/richness/intensity of the desktop colors.

**Contrast:** Contrast refers to the difference between the lightest and darkest parts of the desktop. Use the slider to adjust this difference.

**Image Sharpening:** Image sharpening increases image clarity or contrast, usually at the edges of images. You can increase the contrast of images that appear slightly out of focus.

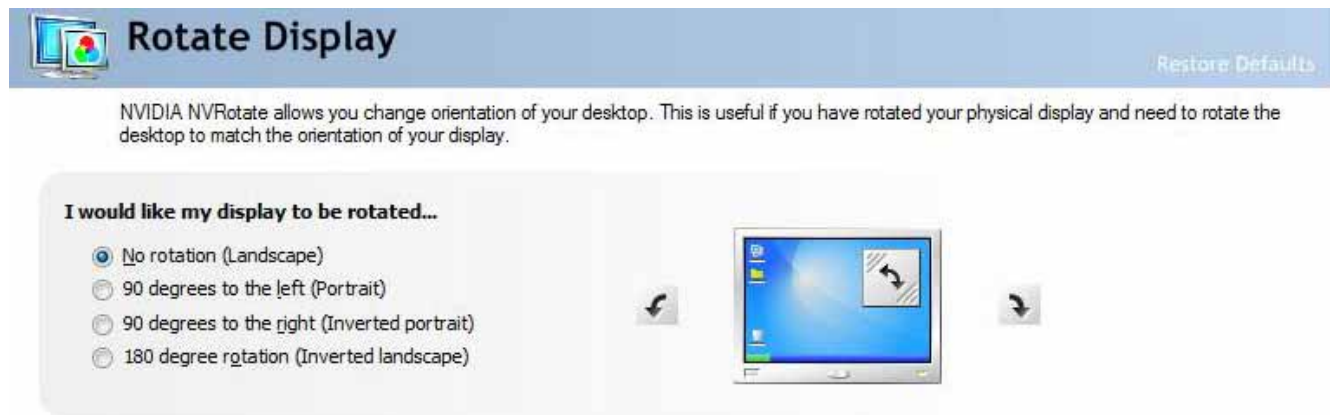
*NOTE: The image sharpening control is not available for GeForce 8 series GPUs.*

**Gamma:** Gamma refers to the brightness of mid-tones on your desktop without affecting shadows and highlights. Use the Gamma slider to adjust the Gamma on your desktop.



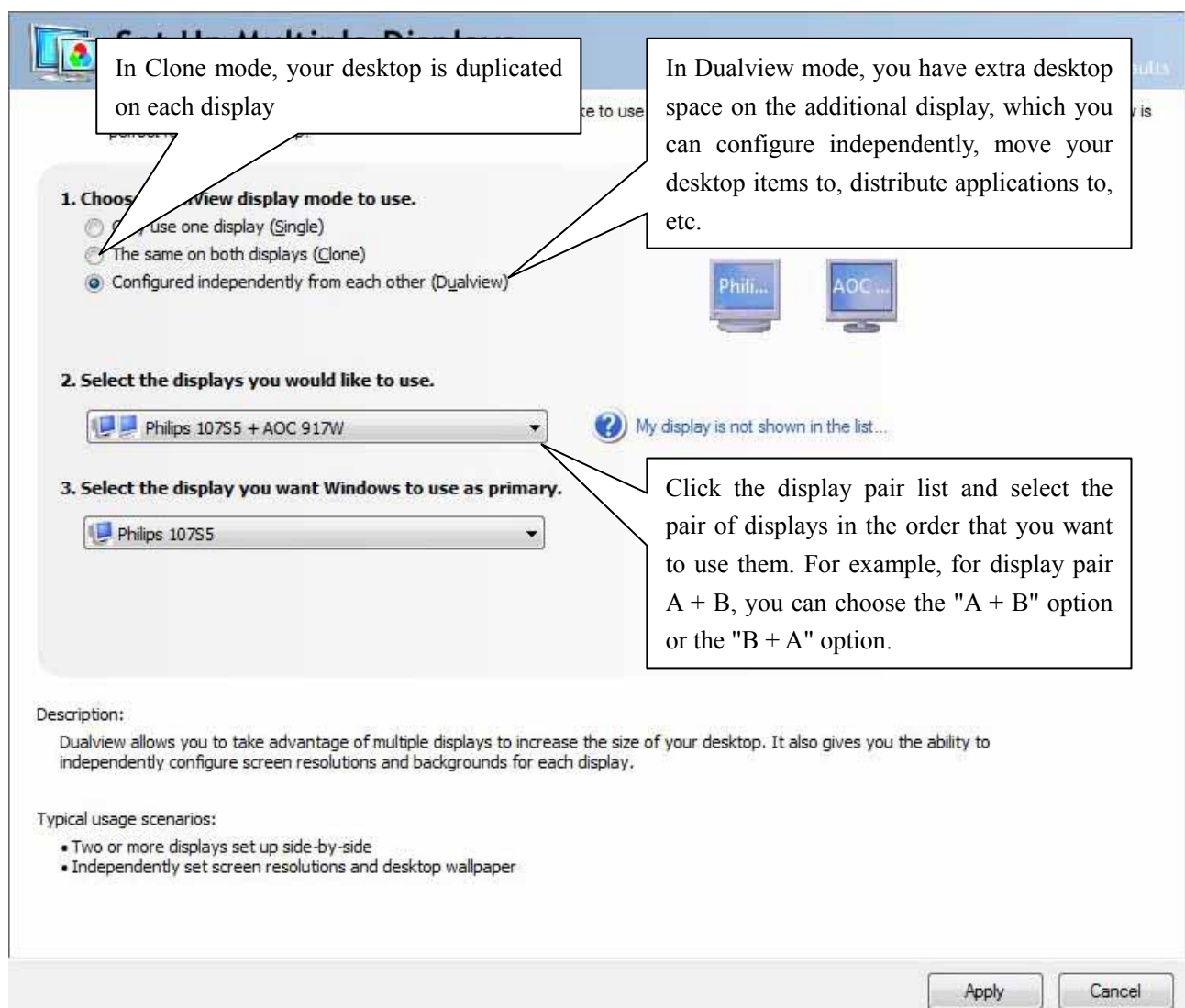
### 3.4.3 Rotate Display

The NVIDIA Rotate features enable you to change the orientation of your desktop to portrait, landscape, and inverted modes. This is useful if you have rotated your physical display and need to rotate the desktop to match the orientation of your display.



### 3.4.4 Set Up Multiple Display

NVIDIA nView technology allows you to specify how you would like to use your multiple displays. Clone is great for presentations and Dualview is perfect for a large desktop.



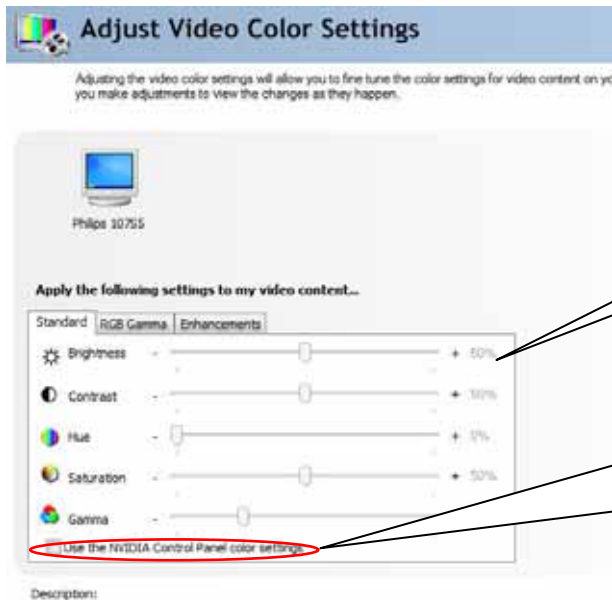
## 3.5 Video and Television

Video and television features are similar to those for analog and digital displays and include features specific to television and HDTV technology for optimal viewing.

### 3.5.1 Adjust Video Color Setting

Use the controls on this page to find tune the color settings for video content on your display.

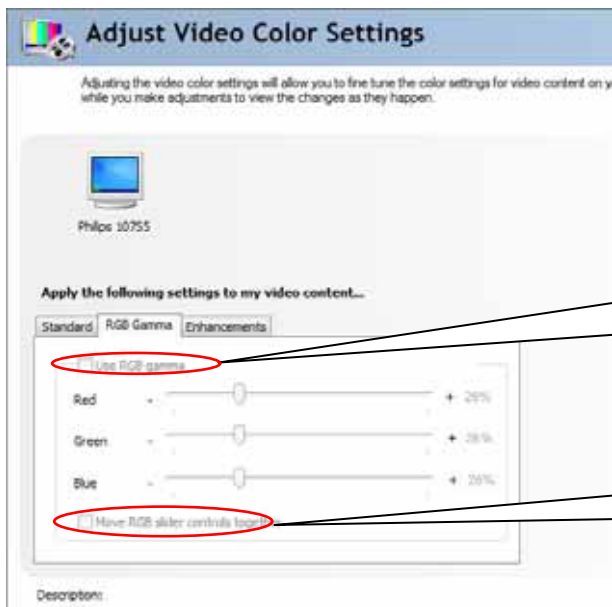
#### Standard



The Standard tab includes sliders which control Brightness, Contrast, Hue, Saturation, Gamma.

Selecting this check box causes the settings to override application-specific settings for VMR7. If unchecked, then application-specific settings will take precedence and your settings will not take effect.

#### RGB Gamma

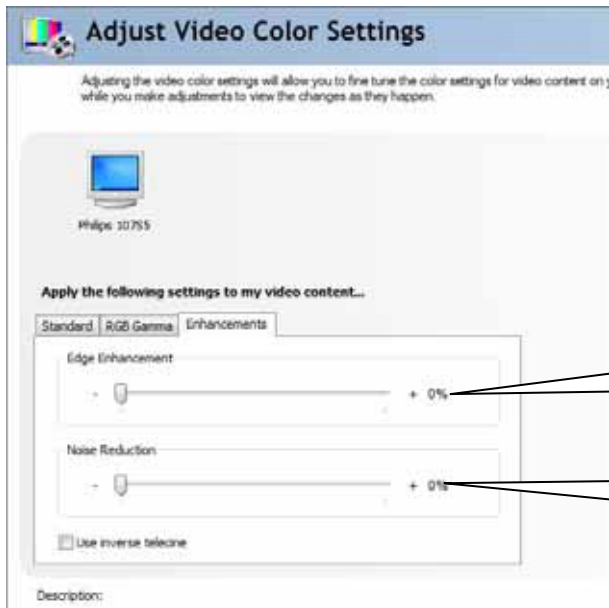


When is selected, it allows you move the Red, Green, and Blue sliders to further control those colors in your video image.

When is selected, it allows you move the Red, Green, and Blue sliders at the same time.

#### Enhancements





Allows you to enhance the color contrast of the edges of images within your video from 0% to 60%

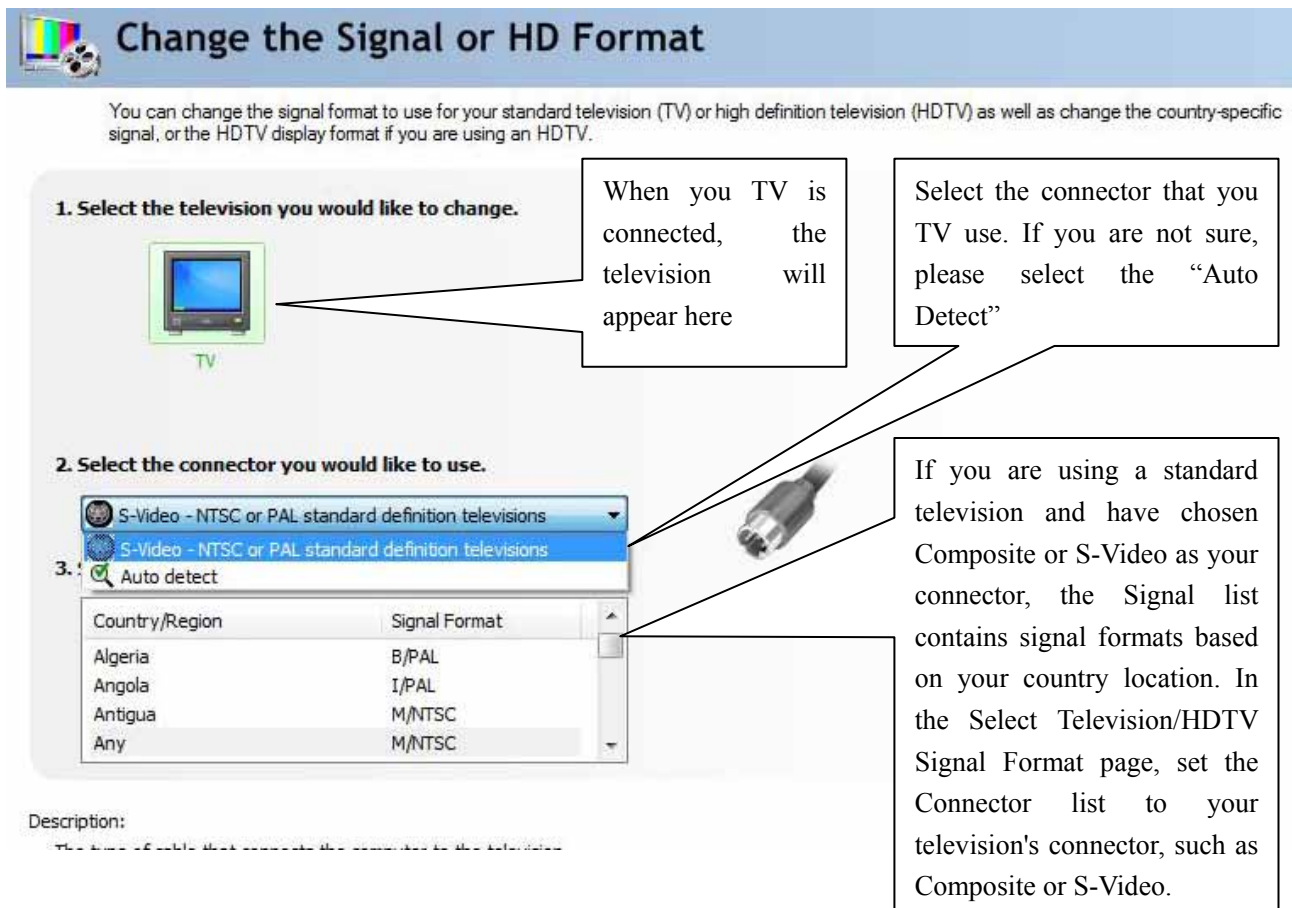
Allows you to further tune your video color in your video from 0% to 80%.

Note:

All the settings above is only for the primary display. It is no reaction to other displays.

### 3.5.2 TV and HDTV Settings

You can change the signal format to use for your standard television (TV) or high definition television (HDTV) as well as change the country-specific signal, or the HDTV display format (if you are using an HDTV).



## Chapter 4 How to Build an HDMI Home Theater

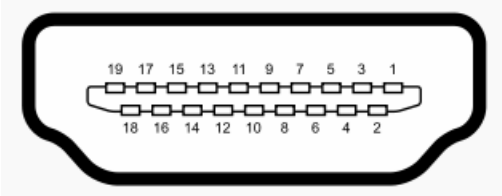
Note:

1. Chapter 4 is optional for the graphics card which support for HDMI
2. DisplayPort system has the same installation steps with HDMI system, so we don't introduce it specially.

### 4.1 About the HDMI

The High-Definition Multimedia Interface (HDMI) is a compact audio/video connector interface for transmitting uncompressed digital streams. HDMI devices are manufactured to adhere to various versions of the specification, where each version is given a number such as 1.0, 1.2, or 1.3a. Each subsequent version of the specification uses the same kind of cable but increases the bandwidth and/or capabilities of what can be transmitted over the cable. For example the previous maximum pixel clock rate of HDMI interface was 165 MHz which was sufficient for supporting 1080p at 60 Hz and WUXGA (1920x1200) at 60 Hz. HDMI 1.3 increased that to 340 MHz which allows for higher resolution, such as WQXGA (2560x1600), across a single digital link.

#### Pin Definitions

	<p>Pin 1 TMDS Data2+</p> <p>Pin 2 TMDS Data2 Shield</p> <p>Pin 3 TMDS Data2-</p> <p>Pin 4 TMDS Data1+</p> <p>Pin 5 TMDS Data1 Shield</p> <p>Pin 6 TMDS Data1-</p> <p>Pin 7 TMDS Data0+</p> <p>Pin 8 TMDS Data0 Shield</p> <p>Pin 9 TMDS Data0-</p> <p>Pin 10 TMDS Clock+</p>	<p>Pin 11 TMDS Clock Shield</p> <p>Pin 12 TMDS Clock-</p> <p>Pin 13 CEC</p> <p>Pin 14 Reserved (N.C. on device)</p> <p>Pin 15 SCL</p> <p>Pin 16 SDA</p> <p>Pin 17 DDC/CEC Ground</p> <p>Pin 18 +5 V Power (max 50 mA)</p> <p>Pin 19 Hot Plug Detect</p>
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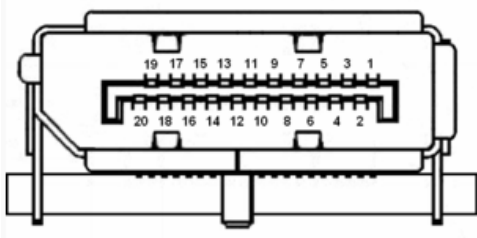
### 4.2 About the DisplayPort

DisplayPort is a digital display interface standard (approved May 2006, current version 1.1 approved on April 2, 2007) put forth by the Video Electronics Standards Association (VESA). It defines a new license-free, royalty-free, digital audio/video interconnect, intended to be used primarily between a computer and its display monitor, or a computer and a home-theater system. It supports a maximum of 10.8 Gbit/s data rate and WQXGA (2560x1600) resolution over a 3 meter cable.

The DisplayPort connector supports 1 to 4 data pairs in a Main Link that also carries audio and clock signals, each with a transfer rate of 1.62 or 2.7 Gbit/s. The video signal path supports 6 to 16

bits per color channel. A bi-directional auxiliary channel (at a constant 1 Mbit/s) carries management and device control data for the Main Link using VESA EDID and VESA MCCS standards. The video signal is not compatible with DVI or HDMI, but a DisplayPort connector can pass these signals through. While DVI and HDMI require separate clock signals, DisplayPort embeds the clock in the data signal. The data transmission protocol in DisplayPort is based on micro packets and is extensible for future feature additions, whereas DVI/HDMI transmission protocol is a Serial Data Stream at 10x pixel clock rate. Finally, unlike the separate DVI/HDMI and LVDS standards, DisplayPort supports both external (box-to-box) and internal (laptop LCD panel) display connections.

### Pin Definitions

	Pin 1 ML_Lane 0(p)	Pin 11 GND Ground
	Pin 2 GND Ground	Pin 12 ML_Lane 3(n)
	Pin 3 ML_Lane 0(n)	Pin 13 GND Ground
	Pin 4 ML_Lane 1(p)	Pin 14 GND Ground
	Pin 5 GND Ground	Pin 15 AUX_CH(p)
	Pin 6 ML_Lane 1(n)	Pin 16 GND Ground
	Pin 7 ML_Lane 2(p)	Pin 17 AUX_CH(n)
	Pin 8 GND Ground	Pin 18 Hot Plug
	Pin 9 ML_Lane 2(n)	Pin 19 DP_PWR
	Pin 10 ML_Lane 3(p)	Pin 20 DP_PWR

## 4.3 How to Install HDMI

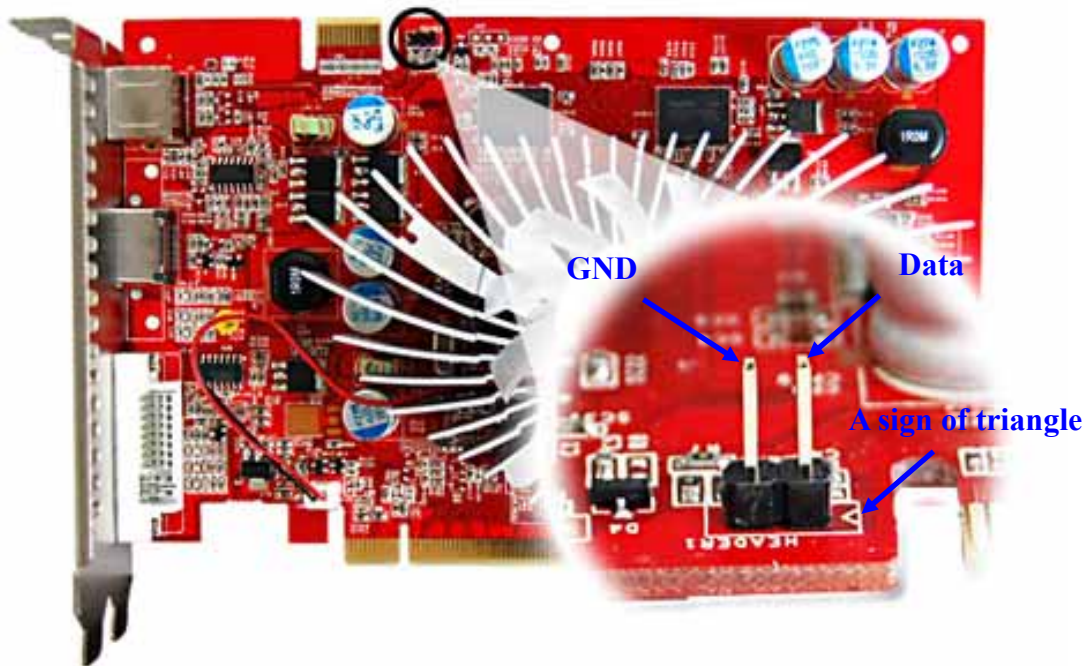
1. Connect the HDMI cable to the HDMI connector of the television



2. Please use a connection cable to connect the SPDIF\_IN pinheads on the graphics card to the SPDIF\_OUT pinheads on the motherboard.

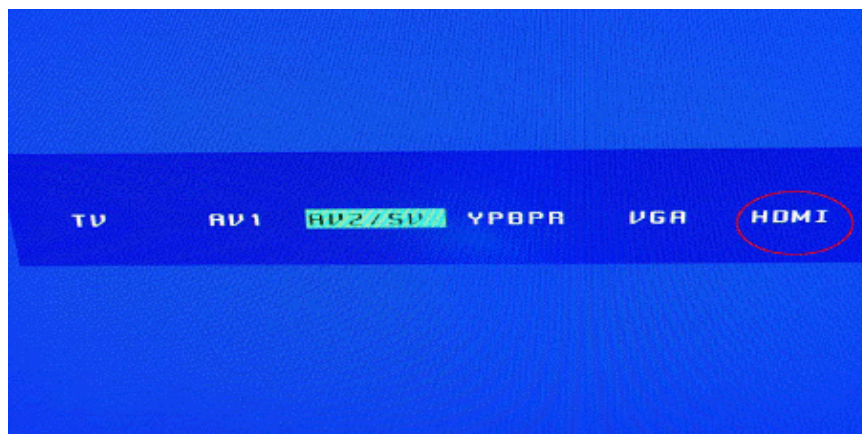


The pinheads on different motherboards have different names; please refer the motherboard manual for more details. DO NOT CONNECT THE VCC PINHEAD ON THE MOTHERBOARD, OTHERWISE THE GRAPHICS OR THE MOTHERBOARD WILL BE DAMAGED



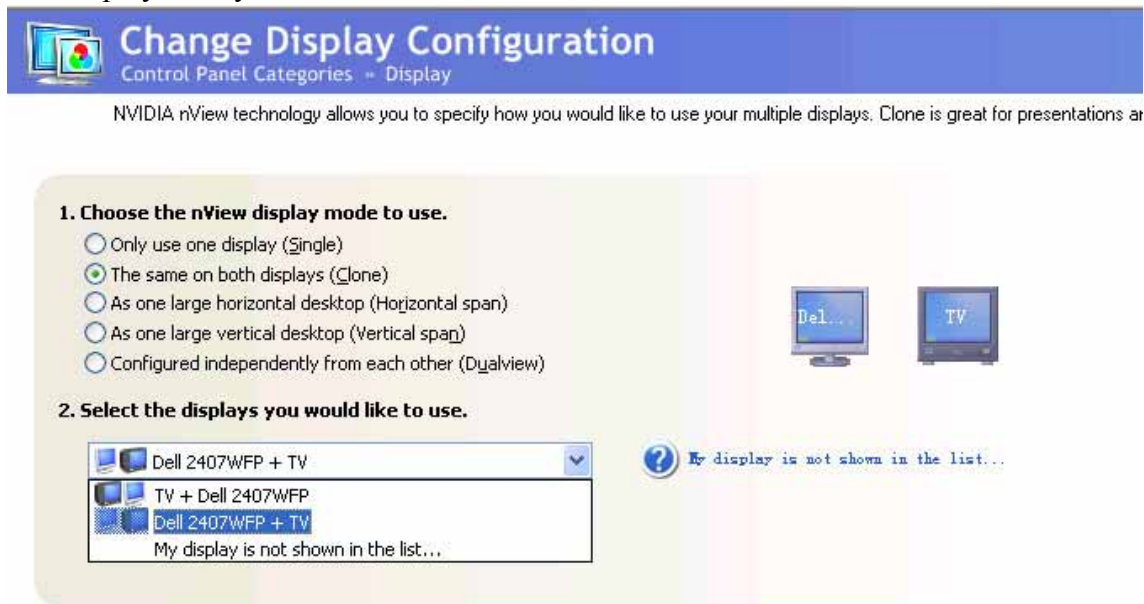
The SPDIF\_IN pinheads introduction of Colorful graphics card

3. Choose HDMI when start up



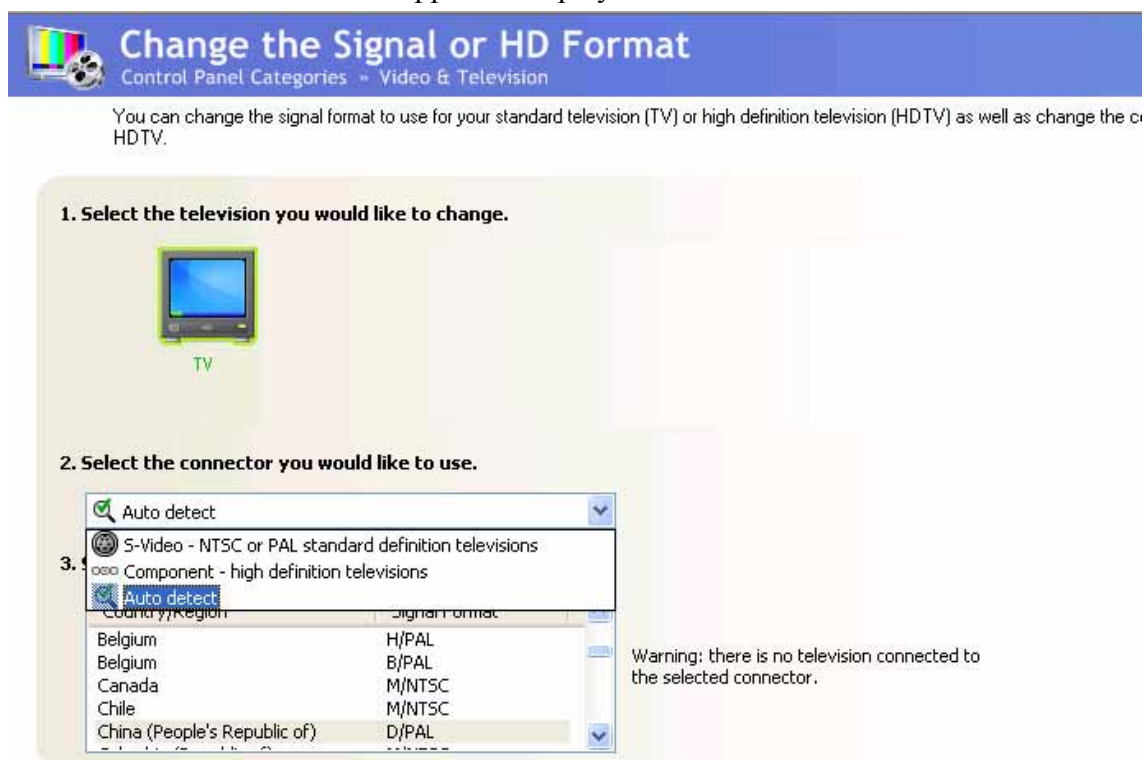


4. At last, please set to HDMI mode in the NVIDIA Control Panel in the Operating System.  
Select the displays that you use.



Select the “Component- high definition televisions”, the HD format (mode) list displays various HDTV display formats with equivalent screen resolutions such as 480p (720x480 progressive), 480i (720x480 interlaced), and so on. Choose a format that gives you the display result you want.

Typically, progressive formats provide a more stable picture with fewer flickers. Refer to your HDTV owner's manual for a list of supported display formats.



## FAQs

This part contains a list of symptom that may indicate a problem with your software or hardware and some troubleshooting way you can take to solve the problem. If you still have problems after trying our suggestions or if you're having a problem that is not described below, please contact us.

**Q: The graphics card has no VGA port, how could I use a CRT monitor?**

A: Some of the graphics card only has DVI port output; you can use the DVI to VGA adapter to connect the CRT monitor.

**Q: What shall I do if I lose my driver CD?**

A: You can visit our website (<http://www.colorful.cn>) to download the driver.

**Q: Is it necessary to update the graphics BIOS when the card runs OK?**

A: If there is no special use, Colorful doesn't provide graphics card BIOS. We don't advice users use the abnormal BIOS operation, because the wrong BIOS may damage your hardware, moreover, the card may out of warranty.

**Q: What are the names of different parts in a graphic card?**

A: A graphics cards made up by GPU chip, PCB, memory modules, Electronic component, bus interface and display output.

**Q: Why the fan on the graphics card runs so loudly? How to solve it?**

A: When the card runs under the high heat and lots of dust environment for a long time, the fan may make noise. You can clean the dust on the fan. If it is still the same, please contact the franchisers.

**Q: Why I can't use the Windows Media Player to play the movies?**

A: Please download the latest version of Windows Media Player.

**Q: How to upkeep the graphics card?**

A: 1. Keep the ambient dry and avoid the dust.  
2. Clean the dust on the fan usually, and keep the PCB and electronic component clean.

**Q: Why my monitor appears wrong color when power on.**

A: 1. Graphics card and monitor is not well connected  
2. Monitor broken  
3. Graphics card broken  
4. Monitor has been magnetized

**Q: The computer is hanging up, is my graphics broken?**

A: There are many reasons make the computer hang up, if you exclude others, please try to examine whether the motherboard and the graphics card were well connected, whether the connect fingers had been oxidated or whether installed the right driver.

**Q: Why the monitor appears some abnormal dots?**

A: This is usually because the graphics card and motherboard are not well connected. Please clean the connect fingers or return.

**Q: What is function of the external power supply?**

A: Some high power cards, such as NVIDIA GeForce 7800 series, GeForce 7900 series, GeForce 8800 series, GeForce 9800 series and GTX200 series etc., have extra power supply, to make up for the lack of power that motherboard supply.



## COLORFUL VGA (VGA)

- 1.
- 2.

## PCI – Express VGA

4, , AMD 64, AMD  
 PCI Express x16  
 Windows XP /VISTA Windows 2000  
 128MB  
 CD-ROM



## AGP VGA

4, , AMD 64, AMD  
 AGP  
 Windows 98SE, Windows XP Windows 2000  
 128MB  
 CD-ROM

가

CD &

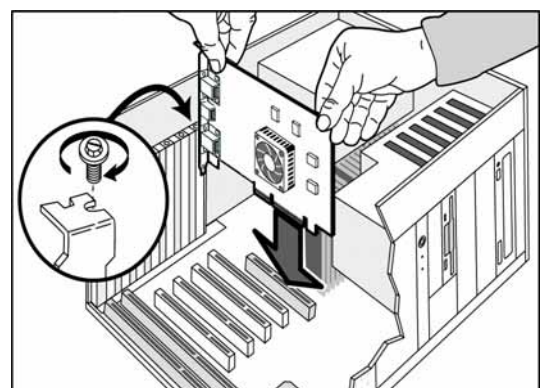
- 1.
2. AGP PCI Express SLOT  
 , SLOT 가  
 SLOT  
 3. AGP PCI Express SLOT



AGP SLOT



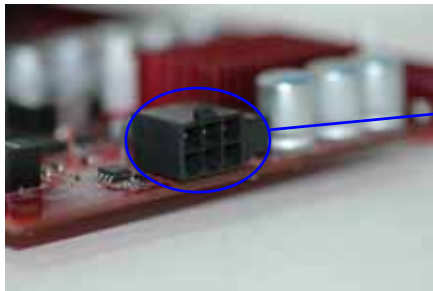
PCI Express SLOT



4.

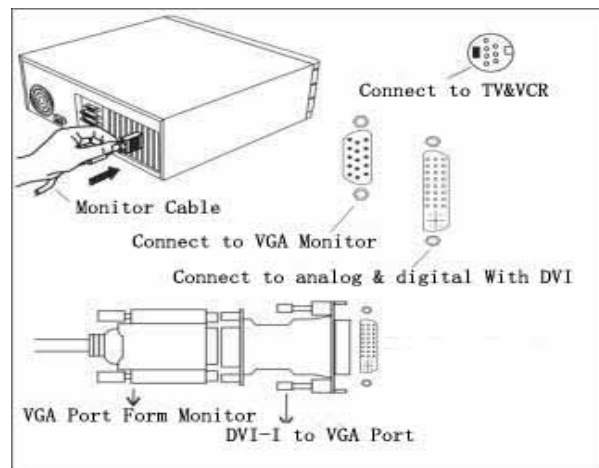


DIMM SLOT



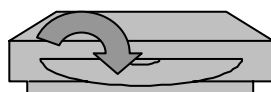
5.

DB-15 . TV-OUT  
AV S-Video TV  
( : TV-OUT  
TV TV  
,



## WINDOWS Vista/XP/2000

- CD  
CD-ROM
- 1 : CD CD-ROM ,  
<Install Drivers>
- 2 :



, < > .

3 :



4 :

<Continue Anyway>

5 :

<YES>

< >



## NVIDIA GeForce

1)

2) “ ”

3)

4)

5)

6) NVIDIA

가

7)

8) (TV )

9)

10) 11)

### ◆Screen resolution

Resolution	Color			Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M
1024 × 768	256bit	High-color	Full-color	64MB	128M
1280 × 1024	256bit	High-color	Full-color	64MB	128M
1600 × 1200	256bit	High-color	Full-color	64MB	128M
1920 × 1080	256bit	High-color	Full-color	64MB	128M
1920 × 1200	256bit	High-color	Full-color	64MB	128M
1920 × 1440	256bit	High-color	Full-color	64MB	128M
2048 × 1536	256bit	High-color	Full-color	64MB	128M



가 가?

### ◆Resolution of digital LED

Resolution	Color			Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M
1024 × 768	256bit	High-color	Full-color	64MB	128M
1280 × 1024	256bit	High-color	Full-color	64MB	128M

### ◆TV Resolution

Resolution	Color			Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M

bandwidth H/V - frequency

# Deutsch Benutzer-guider

## Hardware Installation

### Inhalt

Bitte prüfen und identifizieren Sie die gelieferten Komponenten  
1-3, Wenn Probleme auftreten, wenden Sie sich an den Verkäufer.  
Colorful Grafikkarte und Zubehör.

Windows 98/Me, Windows 2000,

Windows XP 、 Window Vista Treiber CD.

Bedienungsanleitung des Produktes.

### Grafikkarte Installation

1. Entfernen Sie die Netzanschluss und sämtliche Kabel.

Öffnen Sie das Computergehäuse.

2. Suchen Sie nach eine AGP Slot oder eine PCI Express Slot auf Ihrer Mainboard. Entfernen Sie gegebenenfalls die Schutzschicht. Wenn auf der Mainboard bereits eine Grafikkarte eingesetzt ist, entfernen Sie diese zuerst, indem Sie die Schrauben an der Metallplatte lösen und die Karte herausziehen.

3. Setzen Sie die neue Grafikkarte vorsichtig in die AGP oder PCI Express Slot ein und achten Sie darauf, dass die Grafikkarte bis nach ganz unten gedrückt ist.

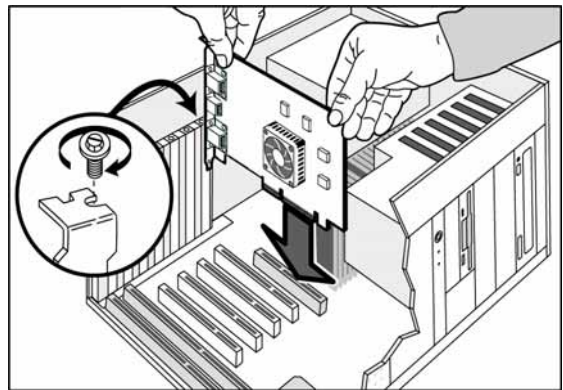
4. Zu beachten während der Grafikkarte Installation:



AGP Slot



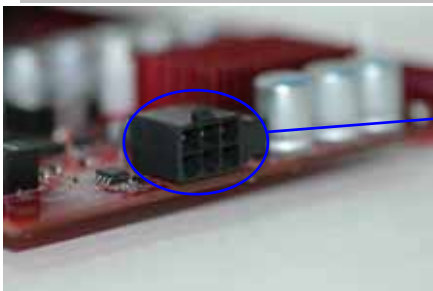
PCI Express Slot



Nachdem die Karte eingesetzt ist, muss der Schalter fest geschlossen werden.

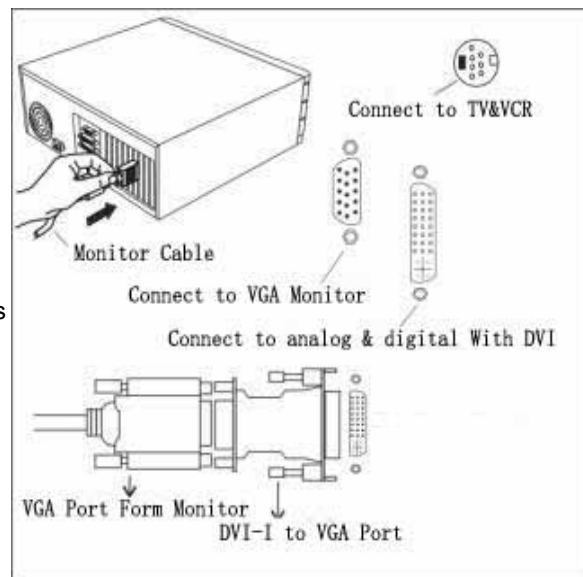


Bevor die Karte eingesetzt wird, können die Plastikscharter an DIMM Slot nicht geöffnet werden



Manche Hochauflösungsgrafikkarten besitzen eine externe Stromversorgung. Wenn sie nicht angeschlossen ist, kann der PC nicht gestartet werden.

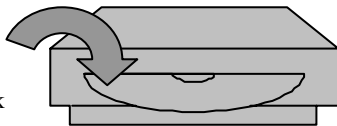
- 5 Computergehäuse wieder schließen. Alle getrennte Kabel erneut an den PC anschließen. Dann das Monitorkabel an den Steckplatz DB-15 der Grafikkarte anschließen. Wenn die Grafikkarte über TV-Out verfügt, können Sie AV-Out und S-Video-Out direkt mit dem Fernsehen verbinden. ( Wenn Sie TV-out Funktion aktivieren möchten, verbinden Sie TV mit Graphikkarte und schalten Sie den Strom des Fernsehers an. Ein Neustart des PC ist nötig. )



**Warnung:** Entfernen Sie und verbinden Sie **KEINE** Kabel an Ihren PC , während die Verbindung zwischen dem Fernseher und dem PC aktiv ist. Dies kann dazu führen, dass die Grafikkarte durchbrennt.

## Treiber Installation WINDOWS Vista/XP/2000

Treiber CD  
ins Laufwerk



### Schritt 1

Treiber CD ins Laufwerk , Das Installationsprogramm startet automatisch.【Install Drivers】 wählen.



### Schritt 2

Ein Fenster gibt Ihnen an, dass das System bereit ist für die Installation.



### Schritt 3

Während die Installation läuft, zeigt Ihnen ein Fenster den Fortschritt.





#### Schritt 4

Falls während der Installation folgendes

Fenster auftaucht, klick **【Continue Anyway】**.



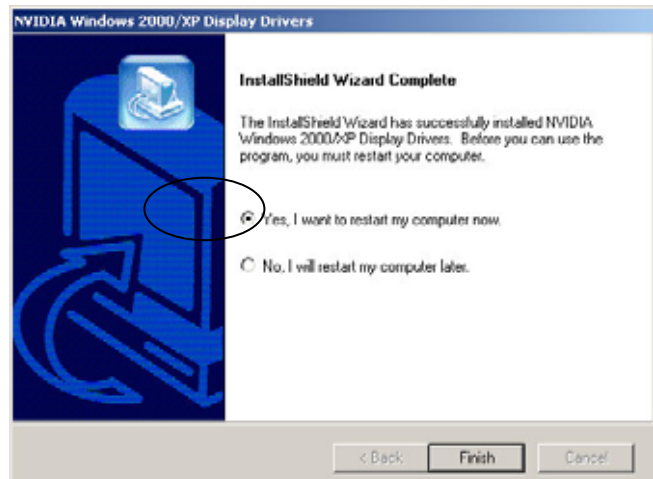
#### Schritt 5

Nach der Installation wird ein

Fenster Sie fragen, ob Sie einen

Neustart wünschen. **【Yes】** wählen,

dann **【Finish】** wählen.



## Display Model

### ◆Screen resolution

Resolution	Color			Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M
1024 × 768	256bit	High-color	Full-color	64MB	128M
1280 × 1024	256bit	High-color	Full-color	64MB	128M
1600 × 1200	256bit	High-color	Full-color	64MB	128M
1920 × 1080	256bit	High-color	Full-color	64MB	128M
1920 × 1200	256bit	High-color	Full-color	64MB	128M
1920 × 1440	256bit	High-color	Full-color	64MB	128M
2048 × 1536	256bit	High-color	Full-color	64MB	128M

### ◆Resolution of digital LED

Resolution	Color			Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M
1024 × 768	256bit	High-color	Full-color	64MB	128M
1280 × 1024	256bit	High-color	Full-color	64MB	128M

### ◆TV Resolution

Resolution	Color			Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M



Warum kann mein Monitor keine hohe Bildschirmauflösung und Bildschirmfrequenz haben?

Dies liegt daran, dass jeder Bildschirm ein anderes Format hat. Erkundigen Sie sich beim Bildschirm Produzent, welches Format Ihr Bildschirm hat.



# Русский Руководство пользователя

## Установка оборудования

### Комплектация

После приобретения видеокарты, проверьте комплектность продукта.

При возникновении любых вопросов обратитесь к Вашему продавцу.

Комплектация

Видеокарта

Компакт-диск с драйвером для Windows 98/Me.

Windows 2000, Windows XP

Описание продукта

### Установка видеокарты

1. Отключите питание компьютера и отсоедините кабель питания
2. Снимите крышку корпуса.
3. Найдите AGP или PCI-E слот на материнской плате компьютера

Если слот закрыт защитной пленкой, снимите ее.

Снимите заглушку с задней части корпуса.

Если в разъеме для видеокарты стоит старая видеокарты снимите ее, изначально вывернув защитный винт если он имеется.

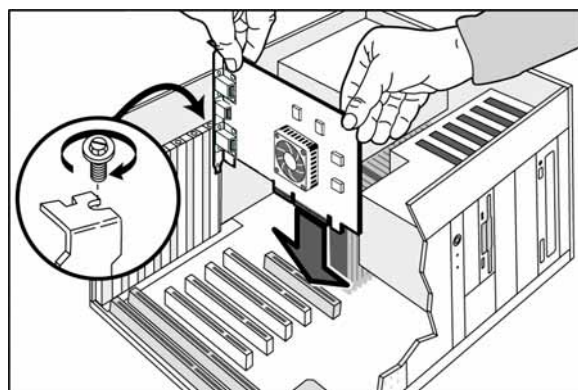
4. Установите разъем видеокарты точно в слот на материнской плате и нажмите до щелчка.
5. Обратите внимание



AGP slot



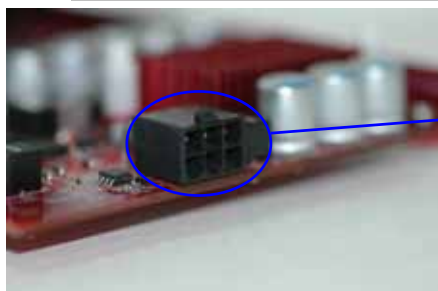
PCI Express slot



Не открывайте защелки на DIMM слоте памяти перед установкой.



После установки, убедитесь, что защелка плотно закрыта



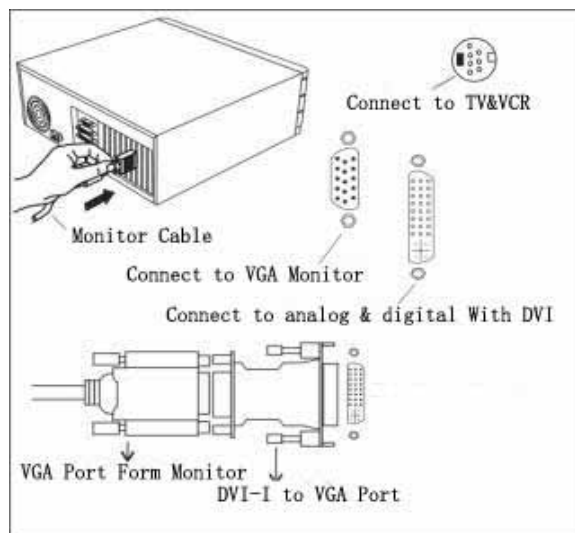
Некоторые мощные карточки нуждаются в подключении дополнительного питания (Внимание: При плохо подключенном дополнительном питании, система не сможет начать работу.)

6. Закройте крышку корпуса. Подключите сигнальный шнур монитора используя DB-15 разъем видеокарты.

При возможности подключения ТВ сигнала, подсоедините AV разъем или S-Video порт к Вашему телевизору.

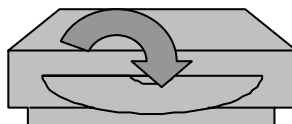


**Внимание:** Все подключения к компьютеру производить только в отключенном состоянии. Подключение во включенном состоянии может вызвать гибель Вашей видеокарты.



## Быстрая установка программного обеспечения Windows 2000/XP/Vista

Вставьте СД-диск



### Шаг 1

Вставив СД-диск в дисковод, на дисплее монитора Вы увидите приглашение к установке. Инсталляционной программы, пожалуйста нажмите Install Drivers

### Шаг 2

В следующем диалоговом окне нажмите кнопку <Next>

### Шаг 3

В следующем окне вы сможете наблюдать процесс установки необходимых драйверов

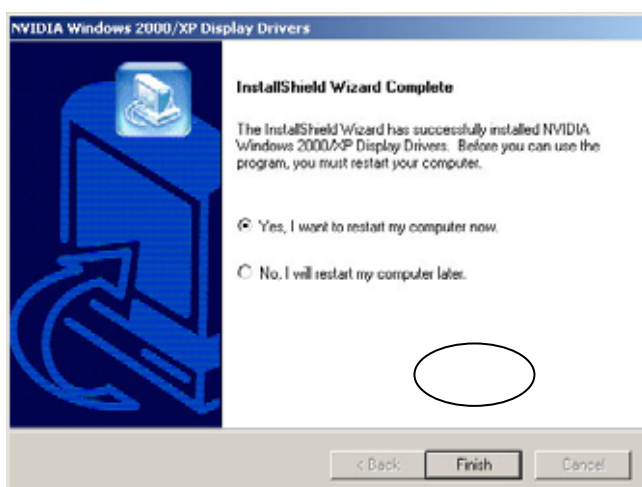


#### Шаг 4

Если во время установки драйверов система выдаст предупреждение, как на картинке, нажмите «Continue Anuway».

#### Шаг 5

После завершения установки, выберите «Yes» для перезапуска системы



## Варианты настройки дисплея

### ◆Screen resolution

Resolution		Color		Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M
1024 × 768	256bit	High-color	Full-color	64MB	128M
1280 × 1024	256bit	High-color	Full-color	64MB	128M
1600 × 1200	256bit	High-color	Full-color	64MB	128M
1920 × 1080	256bit	High-color	Full-color	64MB	128M
1920 × 1200	256bit	High-color	Full-color	64MB	128M
1920 × 1440	256bit	High-color	Full-color	64MB	128M
2048 × 1536	256bit	High-color	Full-color	64MB	128M

### ◆Resolution of digital LED

Resolution		Color		Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M
1024 × 768	256bit	High-color	Full-color	64MB	128M
1280 × 1024	256bit	High-color	Full-color	64MB	128M

### ◆TV Resolution

Resolution		Color		Memory	
640 × 480	256bit	High-color	Full-color	64MB	128M
800 × 600	256bit	High-color	Full-color	64MB	128M



Почему мой компьютер не может работать на большем разрешении и с частотой обновления экрана?

Это происходит из-за различий возможностях между мониторами, их конфигураций.

Вообщем, при более высокой полосе пропускания и частоте, больший по диагонали экран может приспособиться к более высокому разрешению и частоте обновления экрана.

Пожалуйста, консультируйтесь с изготовителем Вашего дисплея для правильного выбора режима работы.

## Technical Support

If you can't settle the questions, please contact with our engineer, and send the following information to us. (Note: please give a description about your computer system and your display equipments.)

1. Product Name : \_\_\_\_\_

2. Serial Number : \_\_\_\_\_

3. Purchase Date : \_\_\_\_\_

4. Customer Name : \_\_\_\_\_

5. Purchase Place : \_\_\_\_\_

6. Operation System : \_\_\_\_\_

7. Driver Version : \_\_\_\_\_

8. Contact Address : \_\_\_\_\_

Abnormal Occurrence : .....

.....  
.....  
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.....

--Colorful Technology & Development Co., Ltd--

<http://www.colorful.cn>