

[Nuovi Catalyst 4.3 per Windows Xp da ATI](#)

Video

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Uscita una nuova release di driver video da ATI.

Sono disponibile i nuovi driver ATI Catalyst nella versione 4.3 per sistemi operativi Microsoft Windows XP/2000.

Li potete trovare nella nostra area download al seguente indirizzo:

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[Driver Catalyst ATI 4.3 Windows XP/2000](#)

Di seguito le novità introdotte:

New Features

This section provides information on new features found in this release of the CATALYST Display Drivers. New features include:

SURROUNDVIEW

Enhanced rotation mode

-SURROUNDVIEW

This release introduces multi-adapter, multi-monitor support for the integrated ATI RADEON 9100 IGP graphics processor. Using SURROUNDVIEW with an ATI AGP graphics card can provide support for up to three independent monitors. This feature is supported on the RADEON 9100 IGP with the following ATI products:

ATI RADEON 9800 series

ATI RADEON 9600 series

ATI RADEON 9500 series

ATI RADEON 9200 series

ATI RADEON 9000 series

-Enhanced rotation mode

The latest CATALYST driver provides Rotation support. The ATI Rotation tab found in the display properties offers four options. Standard Landscape (0°), Rotate 90° Left or Right, or Rotate 180°. When a rotation button is selected, the driver prompts the user to apply the setting or it will time out. A Hotkey can also be assigned to the different rotating options available.

Performance Improvements

As with most CATALYST releases performance has increased in various situations. The following performance gains are noticed:

The Pixel Shader performance of our DX9-class products has improved considerably with Catalyst 4.3.

Halo and Tomb Raider framerates are up 3-7%.

Shader-specific technology tests such as ShaderMark show gains in the region of 10-20% or more. 3DMark03's Mother Nature scene runs 2-5% faster across the entire DX9 product line. Our

3DMark03 Pixel Shader 2.0 framerate improves 7-15%.
Aquamark 3 performance has also improved slightly, at higher resolutions.

Issues Resolved in CATALYST™,ç Version 4.3

Resolved Application Issues

This section provides information on application issues that have been resolved in the latest release of CATALYST™,ç. These include the following:

Creating a scene using 3DStudio MAX no longer results in the OpenGL window not displaying correctly when opening a context menu within the OpenGL window
Dragging the Solidworks 2004 window over to the secondary display adapter no longer results in the primary display adapter displaying a highlighted image

Resolved CATALYST™,ç Driver Issues

This section provides information on CATALYST™,ç driver issues that have been resolved in the latest release of CATALYST™,ç. These include the following:

Connecting an HDTV as the primary display with the display resolution set to 1920x1080 followed by playing a Macrovision protected DVD with the ATI DVD player no longer results in the HDTV not providing a display image when exiting the ATI DVD player
A fullscreen DOS session now appears properly on the Primary display
Playing an MPEG2 file with the MediaPlayer and Overlay Theater Mode enabled no longer results in the display refresh rate not being correct
Enabling large desktop mode no longer results in the overlay not properly switching from one display to another

Resolved Game Issues

This section provides information on game issues that have been resolved in the latest release of CATALYST™,ç. These include the following:

Setting the video resolution to 1280x1024 in the game Medal of Honor: Spearhead, along with Anti-Aliasing set to 2x no longer results in the main menu of the game not displaying properly
Display corruption is no longer noticed when playing the game Aquanox under Windows XP with an ATI RADEON™,ç 9100 IGP series installed. This issue is was known to occur when specific video options have been customized
Running the game Hegemonia under Windows XP with an ATI RADEON 8500 series installed no longer results in all of the main menu options and the 3D textures in the background not being available
The operating system no longer fails to respond when launching the game TrackMania with a RADEON 7000 series installed
Background colour corruption is no longer seen when playing the game Armed and Dangerous
Poor performance is no longer noticed when playing the game Homeworld 2 with extended desktop enabled or when Anti-Aliasing is set to 4x
Visual corruption is no longer seen when playing the game Spy Hunter
Setting the resolution in the game Enclave to 1024x768 or higher no longer results in display corruption
The Windows operating system no longer intermittently fails to respond when playing the game Jedi Knight 2 with the display set to 1024x768 32bpp and the game option set to High Quality
Windows problems are no longer noticed when playing the game Homeworld 2 in single player mode

Texture corruption is no longer seen when playing the game Battlefield 1942

Known Issues

The following section provides a brief description of known issues associated with the latest version of CATALYST™. These include the following:

Playing the game **Nascar 2003** with the display resolution set to 1280x1024 32bpp results in display corruption being seen. This issue will be resolved in an upcoming **CATALYST™** release. Further information on this issue can be found at: www.ati.com/support/infobase/4388.html

The demo movie **Worms 3D** randomly fails to properly play. Launching the movie may result in sound only being heard with no display. This issue is known to occur under Windows XP with an ATI RADEON 9800 series card installed. Further information on this issue can be found at: <http://www.ati.com/support/infobase/4405.html>

Display corruption is seen when playing the demo version of the game **Far Cry**. Further information on this issue can be found at: www.ati.com/support/infobase/4465.html

Setting the graphics quality to anything higher than Fastest in the game **Virtual Skipper 3** results in the operating system failing to respond when the game menu loads. Further information on this issue can be found at: www.ati.com/support/infobase/4466.html

Missing polygons on the satellite within the main menu is noticed in the game **Hegemonia**. Further information on this issue can be found at: www.ati.com/support/infobase/4467.html

Playing the game **Desert Rats vs. Afirka Korps** with the game resolution set to 1600x1200 and the desktop display set to 1024x768 32bpp along with Anti-Aliasing set to 4x results in flashing and or corrupt shadows. Further information on this issue can be found at: www.ati.com/support/infobase/4468.html

Enabling multi-monitors at different display resolutions results in Direct3D or OpenGL game images appearing off center on the secondary display. Further information on this issue can be found at: www.ati.com/support/infobase/4406.html