



Intel® 810 and Intel® 810E Chipset Graphics Software

Release Notes

March 2000

Intel® 810 and Intel® 810E Chipset Software

Windows 95 and Window* 98 Production Version 3.3*

Windows NT4.0 Production Version 3.3*

Windows 2000 Production Version 3.3*





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Revision History

Rev.	Document Description	Date
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 1.1 Windows NT4.0 Production Version 1.1	Resolved/known issues since Production Version 1.0 release	July 2, 1999
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 2.0 Windows NT4.0 Production Version 2.0	Resolved/known issues since Production Version 1.1 release	August 7, 1999
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 2.1 Windows NT4.0 Production Version 2.1	Resolved/known issues since Production Version 1.1 release	October 11, 1999
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 2.5 Windows NT4.0 Production Version 2.5	Resolved/known issues since Production Version 2.1 release	November 11, 1999
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 3.0 Windows NT4.0 Production Version 3.0	Resolved/known issues since Production Version 2.5 release	December 8, 1999
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 3.2 Windows NT4.0 Production Version 3.2	Resolved issues since Production Version 3.0 release	February 11, 2000
Intel® 810 and Intel® 810E Chipset Software Kit Windows*95 and Windows*98 Production Version 3.3 Windows NT4.0 Production Version 3.3 Windows 2000 Production Version 3.3	Resolved issues since Production Version 3.2 release	March 7, 2000



Preface

This document contains resolved software issues affecting the Microsoft Windows* 95, Windows* 98, Windows* NT 4.0, and Windows* 2000 releases that use the Intel® 810 and Intel® 810E chipset graphics accelerator. This document is intended for end users of the Intel® 810 and Intel® 810E chipsets, it contains specification changes and known issues regarding the software for the Intel® 810 and Intel® 810E chipsets.



Summary Table Of Resolved Issues

The following table lists the resolved software issues that apply to all currently available Intel® 810 and Intel® 810E graphics software driver releases. This table uses the following codes:

Codes Used in Summary Table

X:	Issue pertains to a particular software release and may pertain to releases previous to the indicated release.
Fixed:	This issue is fixed in the current software release.
NDR:	Not related to the Intel® 810 and Intel® 810E chipset driver and/or video BIOS.
N/A:	Not applicable

Resolved Driver Issues (Windows* 95 and Windows* 98 Release)

Windows*95 and Windows*98 Game Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
1	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Monster Truck Madness* intro corruption
2	x	x	x	x	x	Fixed	Fixed	Fixed	Corruption running Twist*, Donut* and FoxBear* applications simultaneously
3	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Some non-H/W-accelerated OGL apps. hang with the DOS prompt when at least two are running simultaneously.
4	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Atlantis* and Heretic II* freeze when maximizing and exiting the applications.
5	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Hangs occur when exiting GLQuake* (at 800x600 display resolution) or GLHexen* (at 640x480 display resolution).
6	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Quake II* application runs very slowly with 32 MB of system memory.
7	x	x	x	x	x	Fixed	Fixed	Fixed	Unable to restore/awaken system from S1 and S3 power states when running OGL Tunnel*.
8	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Starseige TRIBES* application blacks out when launched at 640x480 display resolution.
9	x	x	x	x	x	Fixed	Fixed	Fixed	A general protection fault (GPF) occurs when exiting G-Nome* game application.
10	x	x	x	x	x	Fixed	Fixed	Fixed	Motorcross Madness* application fails to load under Windows* 95.
11	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Screen corruption occurs in Half-Life* game application when it is run in D3D mode display configuration, at all resolutions lower than 800x600.
12	x	x	x	x	NDR	NDR	NDR	NDR	Thief * and System Shock* 2,D3D application hangs under Windows 98 when game play is attempted.
13	x	x	x	x	x	Fixed	Fixed	Fixed	3DFlip Cube* application fails under Windows 98 or 95 with DX5 installed, when attempting to change to 1280x1024x16 bpp.
14	x	x	x	x	x	Fixed	Fixed	Fixed	Textures disappear when running Hyberblade* application with Rearview Mirror displayed under Windows 98 with DX6.1 installed.
16	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Severe Corruption in Tomb Raider 3 Game Application
17	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Tunnel & Sphere D3D Applications Corrupted when Restoring S3 State
18	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	3D Mark Max99 Application Hangs
19	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Alt-Tab Fails on Quake Engine Games



Windows*95 and Windows*98 Game Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
20				x	x	Fixed	Fixed	Fixed	Monster Truck Madness II Corruption (multi-colored diagonal patches) During Game Play in Direct3D mode.
21				x	x	Fixed	Fixed	Fixed	"Busy" Cursor remains on for 5-10 seconds after an OpenGL application starts
22				x	x	Fixed	Fixed	Fixed	Screen Corruption (blinking lines & color changing) occurs with Flight Simulator* 98
23				x	x	Fixed	Fixed	Fixed	Delayed display response to mouse movement while playing Unreal* or Half-Life*
24	x	x	x	x	x	x	Fixed	Fixed	GPF in Homeworld* during resource collection or when ships are a certain eye distance away.
25	x	x	x	x	x	x	Fixed	Fixed	In Gamepack 2000 - roulette, a garbage rectangle is seen around the ball.

Windows*95 and Windows*98 2D Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
1	x	x	x	x	x	Fixed	Fixed	Fixed	Flickering and flashing occur when both software DVD and TV-out are enabled in a multi-monitor configuration in the 720x480x8-bpp color mode.
2	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	The screen of the Compton's '97 Interactive Encyclopedia darkens when maximizing the Bears movie, at 8-bpp color depth.
3	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Screen corruption occurs when running the Freel97.prz sample file of Lotus* Freelance '97.
4	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Corruption occurs when running a slide show in PowerPoint* (Japanese version).
5	x	x	x	x	x	Fixed	Fixed	Fixed	Overlay ColorKey corruption (pink lines at the bottom of a windowed video) occurs on a flat panel when using a software DVD.
6	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	AVIs play upside down (full screen) when switching from 640x480x16 bpp to 640x480x8 bpp, with both Intel Indeo® and Duck* TrueMotion* 2.0 codecs installed.
7	x	x	x	x	x	Fixed	Fixed	Fixed	Under Windows 95, AVI corruption occurs when launching the FoxBear* application and the MS-DOS* window in the full-screen mode using Alt-Enter.

Windows*95 and Windows*98 2D Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
8	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Under the Japanese version of Windows 95, playing a full-screen AVI causes a GPF.
9	x	x	x	x	x	Fixed	Fixed	Fixed	Under Windows 95 with TV-out enabled, the screen shifts to the left when the Fine Tuning applet is selected and adjusted.
10	x	x	x	x	x	Fixed	Fixed	Fixed	A pink stripe appears at the right edge of the overlay window, when switching the display from TV-out to CRT.
11				x	NDR	NDR	NDR	NDR	When both CRT and flat-panel displays are connected, the system is unable to detect the CRT after boot-up (3.00.2019 VBIOS resolves this Issue).
12	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Displays black screens when running two MPEG/AVI files simultaneously while running a D3D application.
13	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Software DVD application artifacts are present when downscaling 2:1.
14	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Displays Black Screens when Closing MPEG/AVI files
15	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Software DVD Application Artifacts When Downscaling 2:1
16	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Software DVD Video Jitter when Downscaling
17	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Color Pattern Does not Match using Borland Delphi4.0 Application
18	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Red Line Appears on the Right of Software DVD Playback
19	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	System Hangs When MPEG Ends while Monitor is Sleep
20	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Lotus Approach '97 has Line Corruption
21	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Quick Time for Windows* version2.02 can not Play Movie File
22	x	x	x	x	Fixed	Fixed	Fixed	Fixed	Software DVD Video Shakes in Multimonitor Configuration
23	x	x	x	x	Fixed	Fixed	Fixed	Fixed	MPEG Movie Black Screens
24	x	x	x	x	Fixed	Fixed	Fixed	Fixed	Software DVD Green Line Screen Corruption
25	x	x	x	x	x	Fixed	Fixed	Fixed	GPF Occurs When Running "Home" Application and attempting to print a pie diagram
26				x	x	Fixed	Fixed	Fixed	Fullscreen DOS Box at 640x480 black screens when using alt+Enter in a TV Configuration under Windows* 98
27			x	x	x	Fixed	Fixed	Fixed	Characters overwritten in notepad (screen corruption)
28			x	x	x	Fixed	Fixed	Fixed	A second mouse cursor appears in a multimonitor configuration with the Intel® 810 as the primary



Windows*95 and Windows*98 2D Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
29				x	x	Fixed	Fixed	Fixed	GPF occurs when changing display modes on some software DVD players
30	x	x	x	x	x	Fixed	Fixed	Fixed	Video corruption and lockups after playing an AVI file followed by a reboot.
31	x	x	x	x	x	Fixed	Fixed	Fixed	SYSTEST.EXE has line of white pixels above the progress indicator.
32	x	x	x	x	x	Fixed	Fixed	Fixed	Playing a certain Indeo* 5 AVI file with MPLAYER2.EXE results in video corruption.
33	x	x	x	x	x	x	Fixed	Fixed	Software DVD has shadows in the subpicture when bobbing.
34	x	x	x	x	x	x	Fixed	Fixed	Software DVD is corrupted with DVD player that comes with Microsoft Windows* 98 after downscaling the video window to zero and then up to below 2:1 downscale.
35	x	x	x	x	x	x	Fixed	Fixed	When Macrovision* protection is enabled, brightness does not stay the same in software DVD.

Windows*95 and Windows*98 Display Modes/Settings									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
1	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Watermark corruption at 1280x1024x24 bpp, at 75-Hz display setting
2	x	x	x	x	x	Fixed	Fixed	Fixed	Watermark at 720x480x16 bpp, in a multi-monitor configuration with TV-out and the Intel® 810 and Intel® 810E chipsets as the primary display adapter
4	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Screen does not blank out during the Suspend mode.
5	x	x	x	x	x	Fixed	Fixed	Fixed	Positioning fails when running in PAL mode, in the TV-out configuration.
6	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	System hangs in the ACPI power save mode.
7	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	System locks in the Standby mode.
8	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Screen Does Not Blank Out in Suspend Mode
9	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	System Hangs in ACPI Power Save Mode
10	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	System Locks in Standby Mode
11	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Hsync and Vsync Polarities out of Vesa Specifications

Windows*95 and Windows*98 Display Modes/Settings									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
12	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Full Screen DOS Box Centered with Flat Panel Connected
13	x	x	x	x	x	Fixed	Fixed	Fixed	Video Corruption Visible on Some Monitors
14	x	x	x	x	x	Fixed	Fixed	Fixed	720x480 Mode Disappears from Slider
15	x	x	x	x	x	Fixed	Fixed	Fixed	Flat Panel DOS Screen does not Scale
16	x	x	x	x	x	Fixed	Fixed	Fixed	Flat Panels are not Enabled when Power is Off
17				x	x	Fixed	Fixed	Fixed	System enters sleep without warning or informing the user that they are still logged on to the network
18	x	x	x	x	x	Fixed	Fixed	Fixed	Memory leak after each resume from suspend mode.
19	x	x	x	x	x	Fixed	Fixed	Fixed	System boots into NTSC TV Out mode even if the PAL jumper setting is set on the Chromtel* 7007 daughtercard.
20	x	x	x	x	x	x	Fixed	Fixed	TV out display does not wake up after monitor blanks out from a power saving time-out.
21	x	x	x	x	x	x	Fixed	Fixed	In Microsoft Windows* 98 SE, selecting then deselecting the monitor while in NTSC mode causes the TV out display to switch to PAL mode.
22	x	x	x	x	x	x	Fixed	Fixed	Screen corruption appears when returning from hibernation when the Intel® 810 chipset is used as the secondary display in a multimonitor configuration and is set to 8 bpp color depth.
23	x	x	x	x	x	x	Fixed	Fixed	When using a multi-resolution flat panel set at 640x480 resolution, exiting to MS-DOS* Mode will result in a blank display.
24	x	x	x	x	x	x	Fixed	Fixed	When connecting a TV after boot, an invalid signal appears on the TV. There should be no signal and the encoder chip should be in the off or no DAC state.
25	x	x	x	x	x	x	Fixed	Fixed	Suspend using power button in Microsoft Windows* 95 while monitor is in stand-by mode causes buttons on some windows to be corrupted after resuming.
26	x	x	x	x	x	x	Fixed	Fixed	The flatpanel display will not scale to the full size of the screen after restarting in MS-DOS* mode or switching to 16 color mode.

Resolved Driver Issues (Windows* NT 4.0 Release)

Windows* NT 4.0 Game Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
1	x	x	x	Fixed	Fixed	Fixed	Fixed	Fixed	Helicops* game application stops responding during game play, when the user crashes or completes a game level.
2	x	x	x	x	x	Fixed	Fixed	Fixed	When the desktop resolution is set to 1024x768 and the GLQuake* game application is set to 640x480, the desktop resolution configures at 1024x768 after exiting GLQuake*.
3	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Under the Japanese version of Windows NT 4.0, the GLDemo* application hangs when exiting.
4	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	OpenGL screen savers lock the system
5	x	x	x	x	x	Fixed	Fixed	Fixed	3D Screensavers do not Work at 65K Color Depth
6	x	x	x	x	x	x	Fixed	Fixed	In Microsoft* Golf 98, the grid and red/white pole are not shown.

Windows* NT 4.0 2D Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
1	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Print Preview does not display correctly in Lotus Freelance '97.
2	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Corruption appears in Lotus Freelance '97.
3	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	The mouse pointer intermittently disappears when clicking the Test button on the Display Properties page.
4	x	x	x	x	x	Fixed	Fixed	Fixed	Full-screen Windows DOS box disappears with TV-out enabled.
5	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	Screen corruption present when running the Freel97.prz sample file of Lotus Freelance
6	x	x	x	x	Fixed	Fixed	Fixed	Fixed	NetMeeting Application has Corrupt Cursor
7				x	NDR	NDR	NDR	NDR	When dragging Display Properties page over Oasys* v7 application window, the image is corrupted.
8	x	x	x	x	x	Fixed	Fixed	Fixed	Playing a certain Indeo* 5 AVI file with MPLAYER2.EXE results in video corruption.
9	x	x	x	x	x	Fixed	Fixed	Fixed	Blue Screen when running Midas View Point* for 48-96 hours.
10				x	NDR	NDR	NDR	NDR	Garbage on the blue bootup screen after first reboot following installation of the OS.
11	x	x	x	x	x	x	Fixed	Fixed	When Macrovision* protection is enabled, brightness does not stay the same in software DVD movies.

Resolved Driver Issues (Windows* 2000 Release)

Windows* 2000 2D Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
x	x	x	x	x	x	x	x	x	First release of driver for this OS

Windows* 2000 Game Applications									
NO.	PV1.0	PV1.1	PV2.0	PV2.1	PV2.5	PV3.0	PV3.2	PV3.3	Issue
x	x	x	x	x	x	x	x	x	First release of driver for this OS

Resolved VBIOS Issues (Video BIOS Release)

Video BIOS Issues								
NO.	VB024	VB1.11	VB2.01	VB2.11	VB2.50	VB3.00.2019	VB3.1	Issue
1	x	Fixed	Fixed	Fixed	Fixed	Fixed	Fixed	VBIOS Does Not Detect CRT
2	x	x	x	x	Fixed	Fixed	Fixed	Slovenian Version of Windows*98 Installation Hangs the System
3	x	x	x	x	x	Fixed	Fixed	VBIOS has only 512KB of VGA Memory

Additional Driver Changes

No.	Ver.	Additional Driver Change
1	PV1.1	Ability to uninstall the end-user diagnostics utility
2	PV1.1	Removed resolution modes (1280x720, 1280x960, 1600x900) from Win 9X slider.
3	PV2.1	Support for Scaling Flat Panels in Windows
4	PV2.1	Limited DOS Scaling Support
5	PV2.1	Software Monitor Controls for Win9x
6	PV2.1	I2C on DDC Bus Interface
7	PV2.1	Added Multi-res Flat Panel Support
8	PV3.3	Added Windows* 2000 driver

Driver Utility Changes

No.	Ver.	Driver Utility Change
1	PV2.0	The End-User Diagnostics Utility has been updated from Version 1.18 to Version 1.2.0 within the PV2.0 (version 1272) driver. Previously, the 1.18 version of the EUD within the PV1.1 driver did not function under Windows NT 4.0.

Documentation Changes

NO.	Ver.	Documentation Change
1	PV3.0	A Driver Utilities Change section has been added to this document.
2	PV3.2	Issues that are not resolved by current drivers have been removed from the document. As a result, the numbering of the issues in most of the summary tables has shifted from previous versions.
3	PV3.2	The Future Plans column has been removed from the summary tables.
4	PV3.3	Sections for Windows* 2000 Issues have been added.