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RADEON™ 9200 SERIES

User's Guide

P/N 137-40474-10

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Introduction

The RADEON 9200 Series graphic accelerators delivers ground breaking 3D graphics performance.

- Designed and built by ATI Technologies Inc.
- Powered by the RADEON 9200 Series Visual Processing Unit (GPU).
- Awesome 3D gaming performance.
- Support for OpenGL® applications.
- Support for Direct 3D® applications.
- High resolution in 3D up to 2048x1536.
- Best performance for today's and tomorrow's applications.
- Supports TV-out to connect your PC to your TV or VCR.

Features At A Glance

RADEON 9200 Series

The RADEON 9200 Series provides high performance acceleration for today's demanding 3D graphic applications. Its main features are:

- VIDEO IMMERSION™ II which provides industry-leading DVD playback and digital TV decode capability
- CHARISMA ENGINE™ II which is the main GPU, providing the necessary power to accelerate today’s 3D games and applications
- SMARTSHADER™ technology which can realistically create the visual properties of any material, like glass, metal, wood, and produce 3D depth by rendering the object’s shadows
- SMOOTHVISION™ which provides users with various degrees of jagged edge removal from 3D images, allowing users to configure their own high quality or high performance gaming experience
- PIXEL TAPESTRY™ II which provides even greater 3D rendering power
- TV output support

ATI's Catalyst™ Software Suite

Multiple Displays and 3D Gaming Experience

ATI's Catalyst Software Suite provides multiple display functionality, and the advanced graphic features, such as SMARTSHADER, for the ultimate 3D gaming experience. For help on installing the Catalyst Software Suite, refer to the **Getting Started Guide**.

The Catalyst Software Suite installs the ATI display tabs. These tabs are accessed through the Windows® **Display** Control Panel, through the **Advanced...** button located on the **Settings** tab. For a detailed explanation of each ATI tab, refer to **Catalyst™ Software Suite**.

Direct 3D® and OpenGL®

The Catalyst Software Suite also supports the latest versions of Direct 3D® and OpenGL®. Many new 3D game titles, and the latest versions of older titles, will virtually come to life as they utilize their advanced Direct 3D® or OpenGL® features. Gamers can fine-tune these settings for the ultimate experience in 3D image quality or 3D gaming performance.

ATI's Direct 3D® and OpenGL® tabs are available through the Windows® **Display** Control Panel, through the **Advanced...** button located on the **Settings** tab.

For a detailed explanation of the Direct 3D® and OpenGL® tabs, refer to **Direct 3D® Control Panel on page 18**, and **OpenGL® Control Panel on page 23**.

HydraVision™

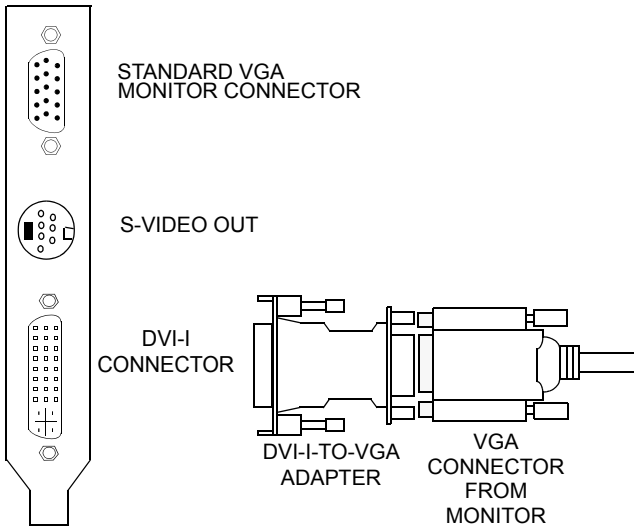
In addition to the multiple display functionality available with ATI's Catalyst Software Suite, you can also use HydraVision for advanced multi-monitor management. For more information on HydraVision, please refer to the **HydraVision User's Guide** PDF located on your ATI Installation CD.

Connecting your monitor(s)

The RADEON 9200 Series, depending on the graphic card configuration, provides hardware support for one VGA monitor and one flat panel monitor, or two VGA monitors using a DVI-I-to-VGA adapter*, or only one VGA monitor. It also provides TV Output via a S-Video out connector.

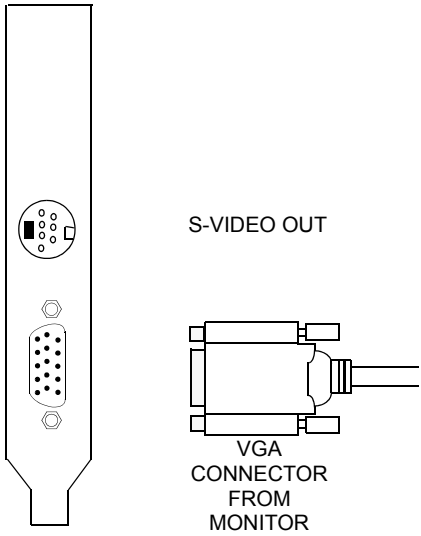
Plug the monitor cable into your card (if you are running multiple monitors, connect their cables to the appropriate connectors), **then turn on the PC and monitor(s)**.

To connect a flat panel **directly** to your card, use the DVI-I connector. To connect a VGA monitor to the DVI-I connector, plug a DVI-I-to-VGA adapter* into the DVI-I connector, then plug your monitor cable into the adapter*, as shown below.



When you use multiple monitors with your card, one monitor will always be **Primary**. Any additional monitor(s) will be designated as **Secondary**.

*avialable from www.ati.com



Display Configurations

The following table lists the different ways you can connect displays to your RADEON 9200 Series with multimonitor configuration

Display Configuration	Connector(s) Used	Comments
One CRT display	VGA connector **OR** DVI-I connector with DVI-I-to-VGA adapter*	CRT- cathode ray tube analog display
One DFP display	DVI-I connector	DFP - digital flat panel display
One TV	TV Output	Cards with S-Video out also support Composite out via a S-Video-to-Composite adapter*. Cards with Composite out **DO NOT** support connection to TVs with S-Video Input.

*available from www.ati.com

CRT display + TV	VGA connector + TV Output	Unsupported configuration if the CRT display is attached to the DVI-I connector via a DVI-I-to-VGA adapter*
DFP display + TV	DVI-I connector + TV Output	
CRT display + DFP display	VGA connector + DVI-I connector	
CRT display + CRT display	VGA connector + DVI-I connector with DVI-I-to-VGA adapter*	The DVI-I connector can support a CRT display using a DVI-I-to-VGA adapter*
CRT display + DFP display + TV	VGA connector + DVI-I connector + TV Output	The TV display will “clone” the image of one of the other two displays.
CRT display + CRT display + TV	UNSUPPORTED CONFIGURATION	

The following table lists the different ways you can connect displays to your RADEON 9200 Series with a single monitor (VGA) configuration.

Display Configuration	**Connector(s) Used**	**Comments**
One CRT display	VGA connector	CRT- cathode ray tube analog display
One TV	TV Output	Cards with S-Video out also support Composite out via a S-Video-to-Composite adapter*. Cards with Composite out **DO NOT** support connection to TVs with S-Video Input.
CRT display + TV	VGA connector + TV Output	

*available from www.ati.com

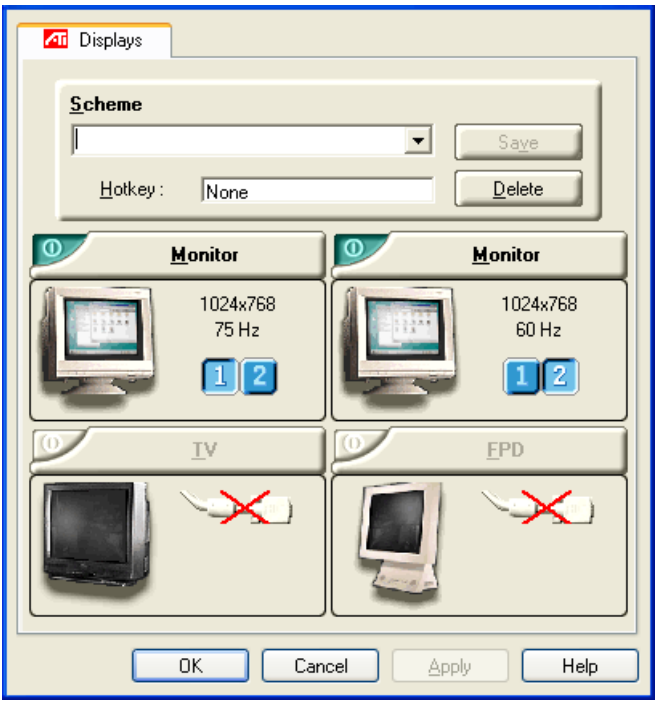
Catalyst™ Software Suite

The following section provides an explanation of each ATI tab available after installing the Catalyst™ Software Suite.

Features presented in the following pages may not be supported in all operating systems and/or may appear differently.

ATI Displays Tab

The ATI Displays tab provides the multi monitor features. Here you can enable/disable display devices and swap the assignment of **Primary** and **Secondary** displays.



Enabling/Disabling Secondary Displays

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. Click on the **Settings** tab and then the **Advanced...** button.
3. Click on the **ATI Displays** tab.
4. Click the enable/disable button  for the display device you want to enable/disable.
5. Click **OK** or **Apply** to save the changes.

Enabling Extended Desktop Mode

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. Click on the **Settings** tab.
3. Click the monitor icon for the display onto which you want to extend your desktop.
4. Click **Yes** to enable the selected display.
5. Checkmark the **Extend my Windows desktop onto this monitor** check box (Windows® may automatically place it there).
6. Click **OK** or **Apply** to save the changes.

Dynamic Display Reassignment

You can change the assignment of your **Primary** and **Secondary** display on the fly, without rebooting. However, before you can change the assignment of the **Primary** display, at least one **Secondary** display must be enabled, and Extended Desktop mode must be enabled.

To enable a Secondary display, refer to the section Enabling/Disabling Secondary Displays.

To enable Extended Desktop Mode, refer to the section Enabling Extended Desktop Mode.

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. Click on the **Settings** tab and then the **Advanced...** button.
3. Click on the **ATI Displays** tab.

Windows® XP, Windows® Me

The ATI Displays tab shows you the display(s) that are active. The Primary display has the 1 button depressed. To change the display assignment, you can click the Primary display's 2 button or you can click the 1 button of the other display device.

Windows® 2000

Clicking on the button will reassign the Primary and Secondary monitors.

Clicking on the button creates a clone or mirror image of the Primary display onto the Secondary display.

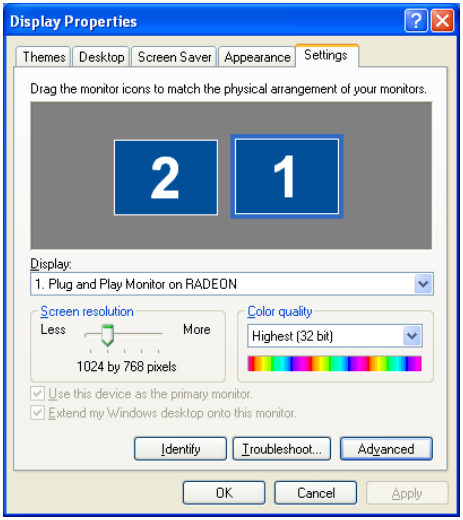
Clicking on the button extends your desktop to a Secondary display located to the right of the Primary display. Clicking on the button extends your desktop to a Secondary display located below the Primary display.

4. Click **OK** or **Apply** to save the changes.

Virtually Repositioning Your Displays

1. On the **Settings** tab, click and drag the appropriate monitor icon to the desired position. For example, the secondary display can be dragged to the left of the primary display, allowing it to be virtually on the left, as shown below.

2 Click **OK** or **Apply** to save the changes.

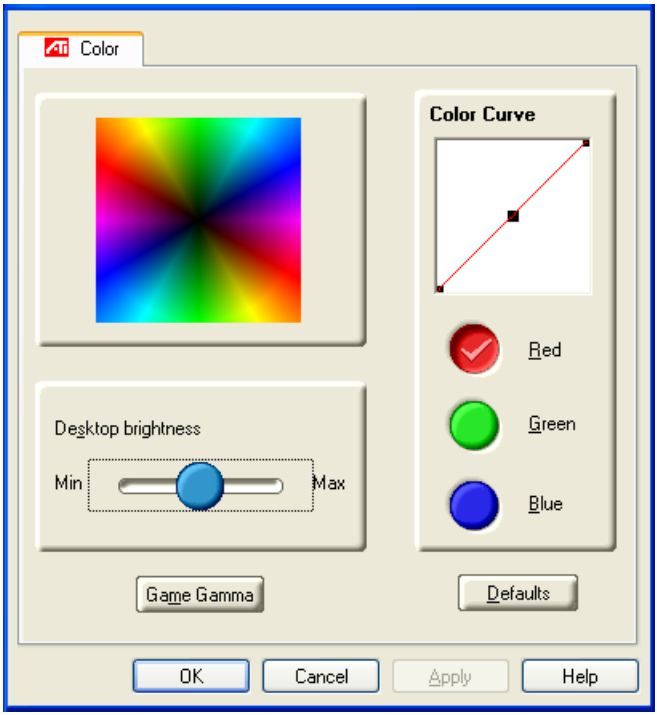


Ratiometric Expansion

Your RADEON 9200 Series offers ratiometric expansion (or digital panel scaling as it is commonly known). This expands a low resolution image to fill a higher resolution panel. However, ratiometric expansion is only available on the **Primary** display. Therefore, if a flat panel display (FPD) is set as Secondary, the Extended Desktop mode is disabled and the resolution is less than the FPD's native resolution. This causes the FPD to default to center mode.

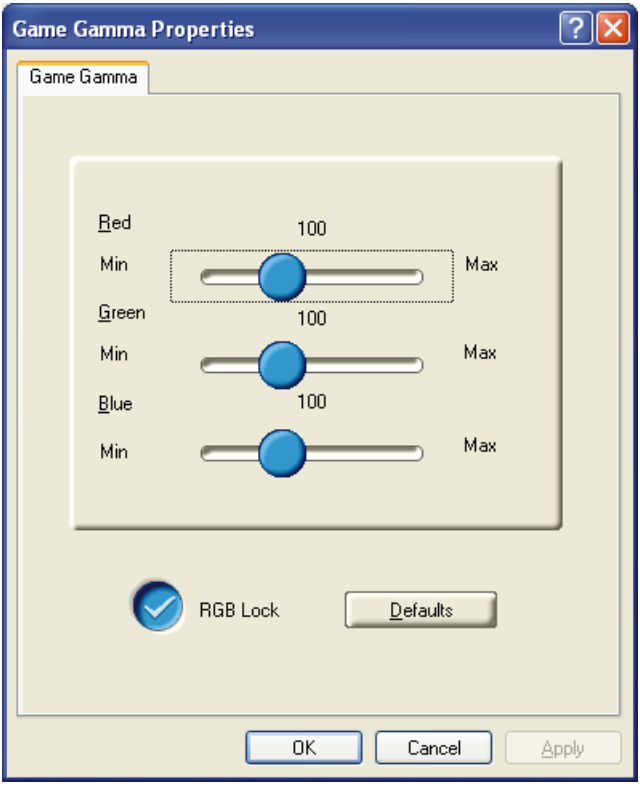
ATI Color Tab

The ATI Color tab is used to adjust the color settings. You can change the red, green and blue display colors. Desktop brightness and Game Gamma (brightness) can also be changed.



ATI Color Tab	
Desktop Brightness	This increases or decreases the brightness of your desktop. The higher the gamma value, the higher the brightness of your display.
Color Curve	This adjusts the selected color (red, green or blue check button) by moving the color curve with your mouse.
Game Gamma button	This accesses Game Gamma Properties.
Defaults button	This allows you to reset the desktop brightness and color settings to default values.

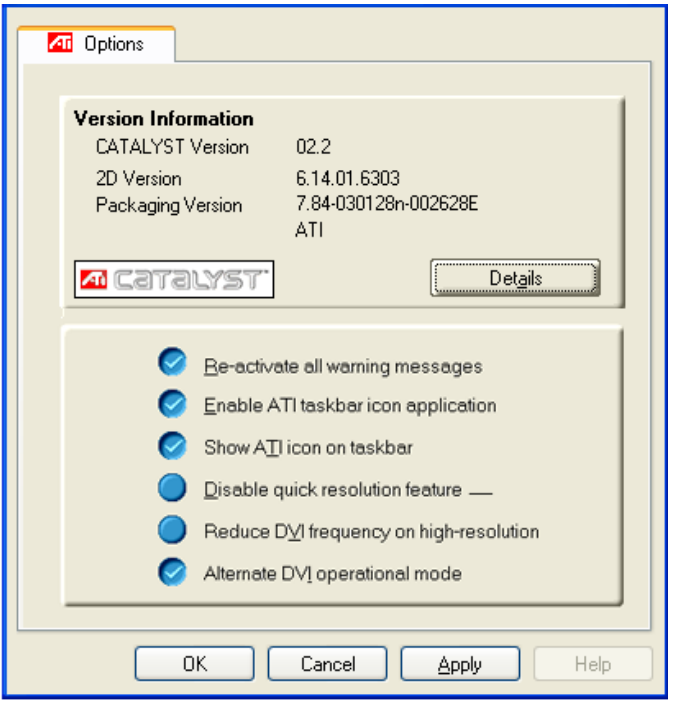
Clicking the **Game Gamma** button accesses the Game Gamma Properties.



Game Gamma Properties	
Red Green Blue sliders	These controls allow you to increase or decrease the color brightness of Direct 3D® and OpenGL® games played in fullscreen mode.
RGB Lock	Uncheck this to adjust the RGB sliders individually. Check this to adjust all three sliders at the same time.
Defaults button	This allows you to reset the Game Gamma settings to default values.

ATI Options Tab

The ATI Options tab provides detailed driver information and access to the card's specifications. You can also enable or disable the ATI taskbar icon.



ATI Options Tab	
Version Information	Provides the Catalyst version number, 2D version number and the driver build information.
Details button	Provides access to the Details tab which lists the card's hardware details and driver information.
Reactivate all warning messages	This allows you to reactivate any disabled graphics warning messages.
Enable ATI taskbar icon application	Unchecking this allows you to disable the ATI taskbar applications and removes the ATI icon from your system tray.

Show ATI icon on taskbar	Unchecking this allows you to remove the ATI icon from your system tray without disabling the ATI icon applications.
Disable quick resolution feature	Quick resolution feature is accessible by left-clicking the ATI icon in the system tray. Checking this option disables the feature.
Reduce DVI frequency on high-resolution	Resolves display corruption or no image at high resolutions (for example 1280x1024 @75Hz) using a digital DVI display. (This setting has no effect when using a DVI-to-VGA adapter)
Alternate DVI operational mode	Use this option if you are experiencing display corruption on your DVI flat panel.

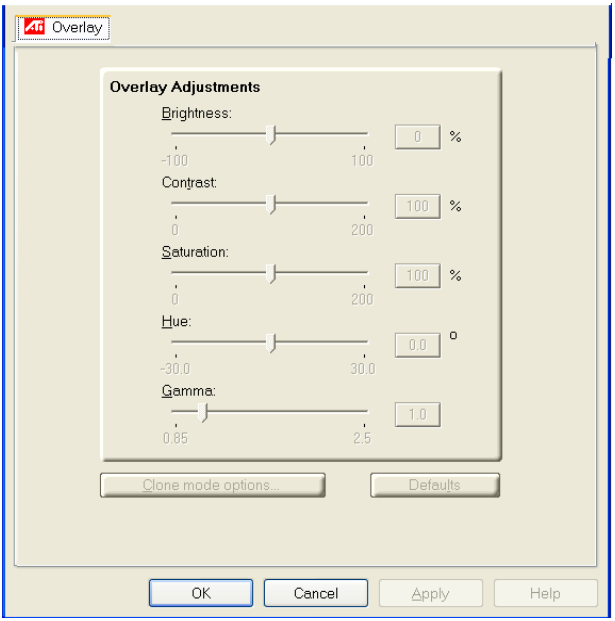
Clicking the **Details** button provides access to the Details tab.

ATI Overlay Tab

The ATI Overlay tab allows you to configure the brightness, contrast, saturation, hue and gamma properties of your video overlay.

Video Overlay

Video overlay allows for the viewing of full-motion video on your PC. However, there is only one video overlay, which is only available on the **Primary** display**.** The video overlay controls are automatically activated during playback of any video file type that supports overlay adjustments.



ATI Overlay Tab	
Brightness	Use this slider to adjust the brightness of the video image.
Contrast	Use this slider to adjust the contrast in the video image.
Saturation	Use this slider to adjust the vividness of the color. Sliding it all the way to the left removes all color and produces a black and white picture.
Hue	Use this slider to adjust the pureness or tint of the red, green and blue components of the color.
Gamma	Use this slider to adjust the overall intensity of the video image.
Clone mode options	Click this button to access **Clone Mode** overlay settings.These settings only apply to video content when viewed in dual-controller Clone mode.
Defaults button	This allows you to reset the Overlay settings to default values.

Clone Mode Settings

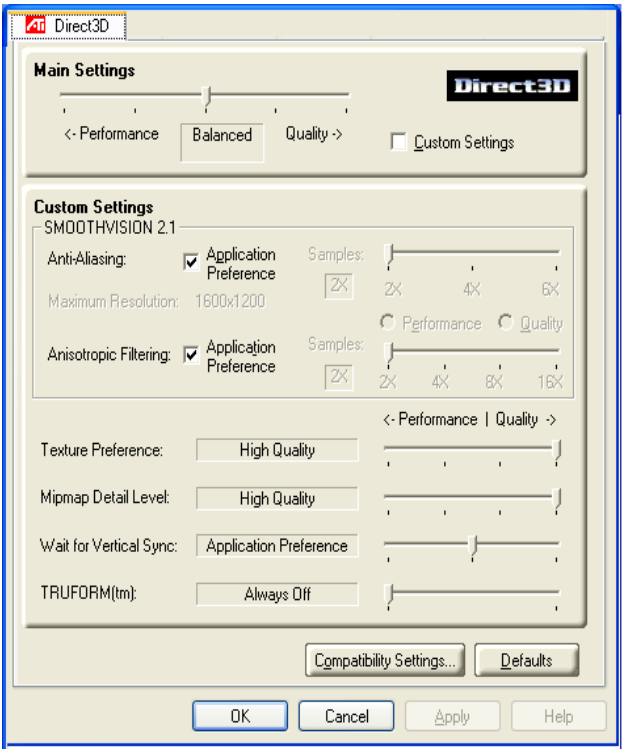
Clone Mode Options	
Standard	Video content is displayed on your Primary display *only.*
Theater Mode	Video content is displayed on your Primary and Secondary displays. Video content is displayed on your Secondary display(s) is always in full screen mode.Note: your computer must be set for 16-bit color depth or higher to use this mode.
Same on all	Video content is displayed on your Primary and Secondary display is exactly the same manner. For example, all displays will show video output in full screen mode.
Theater Mode Settings	These settings are available when **Theater Mode** is selected.
Same as source video	The aspect ratio of the source video is maintained for full screen display. Note: that this option may result in black bars on either the horizontal or vertical sides of the video display.
Full Screen Video	The source video is scaled so that your display is showing full screen. Note: if the source video contains horizontal black bars, as do some DVD movies, the full screen video will also contain black bars.
4:3 (Standard TV)	Select this option if the aspect ratio of the display device showing full screen video has the standard 4:3 aspect ratio (standard TVs and monitors).
16:9 (Widescreen)	Select this option if the aspect ratio of the display device is showing full screen video has a 16:9 aspect ratio (widescreen HDTVs).

Direct 3D® Control Panel

Using this tab, gamers can fine-tune the settings for Direct 3D® games.

Main and Custom Settings

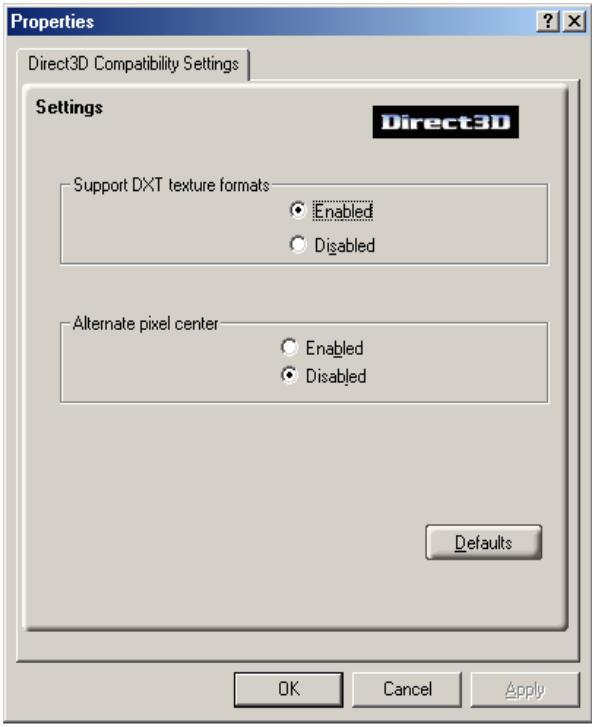
In the **Main Settings** you can maximize overall performance by moving the slider to the left, or you can enhance overall image quality by moving the slider to the right.



Main Settings slider	This allows you to emphasize what kind of application experience you'd like to have. Moving the slider to the left will maximize application performance, while moving the slider to the right will provide excellent 3D image quality. Moving this slider from one position to the next changes the individual Custom Settings sliders found below.
Custom Settings checkbox	When **Custom Settings** is checked, the Main Settings slider is disabled, allowing you to move each individual slider in the Custom Settings section below. Setting the individual sliders gives you complete control over your application experience. Using Custom Settings is recommended for advanced users only.
SMOOTH VISION Anti-Aliasing	SmoothVision Anti-Aliasing improves image quality by removing jagged edges from 3D images, resulting in smoother, more natural-looking objects. Selecting **Application Preference** will result in high quality images, with negligible reduction in the application's performance.
SMOOTH VISION slider	SmoothVision Anti-Aliasing can be applied using different sample patterns and sample points such as 2X, 4X, or 6X. Moving this slider to the right increases sampling to provide the most realistic 3D image.
SMOOTH VISION Anisotropic Filtering checkbox	Anisotropic filtering uses a texture filtering technique that blends multiple texture samples together. Selecting **Application Preference** will result in high quality textures, with a negligible reduction in the application's performance.
SMOOTH VISION Anisotropic Filtering slider	The number of samples taken when anisotropic filtering is performed can vary. By moving this slider to the right, as the number of samples taken increases, the quality of the final image increases significantly. 16X provides extremely detailed, crisp-looking images as a result of the largest number of texture samples possible.

Texture Preference slider	Selecting this decides whether your application should use high quality or high performance textures. Moving the slider to the right delivers the highest quality experience. Moving the slider to the left emphasizes a high performance solution while still providing good visuals.
Mipmap Detail Level slider	This will allow you to choose the texture quality of the mipmaps the application will use. Mipmaps are a collection of different sized textures of the same image. As the user moves closer to a 3D object the image quality should increase, requiring a higher quality texture of the same image. The base mipmap is the highest quality texture, and all subsequent mipmaps are smaller sized textures of the same image. Moving the slider to the right selects a higher quality base mipmap. Moving the slider to the left selects a lower quality mipmap.
Wait for Vertical Sync	Wait for vertical sync will lower the frame rate of full screen games but reduce the image tearing that can occur with the higher frame rate. Selecting **Application Preference** allows the application to decide whether or not it should display its frames at the refresh rate of the monitor. Selecting **Always Off** allows the application to run at its highest possible frame rate, regardless of the monitor's refresh rate which is typically less than the frame rate at which the application will run.
TRUFORM	Truform uses High Order Surface geometry to generate more detailed and realistic terrain and character models for applications that support this technology. Select **Application Preference** to enable Truform. Select **Always Off** to disable Truform.
Compatibility Settings button	This button allows you to access advanced settings that can solve compatibility issues for a few specific Direct 3D® applications.
Defaults	This button allows you to reset the Direct 3D® settings to default values.

Direct 3D® Compatibility Settings



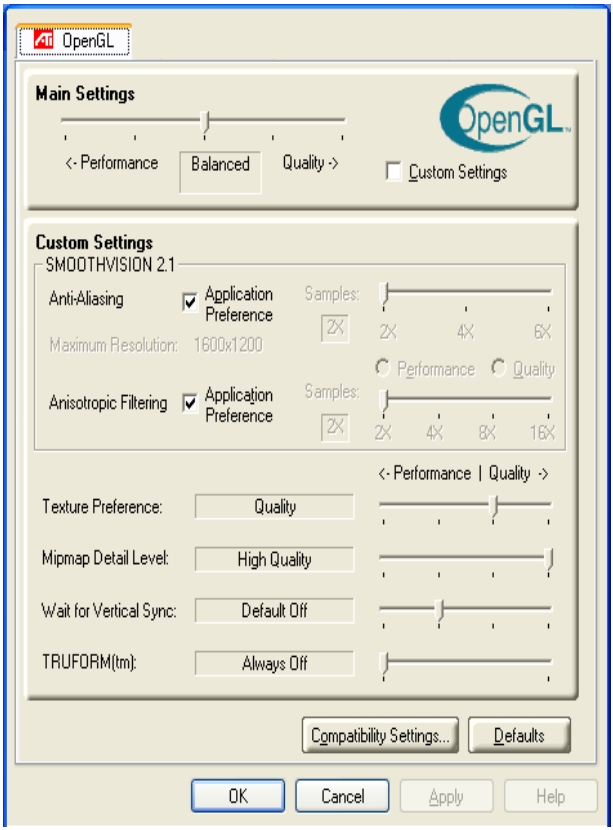
Support DXT texture formats	Enabling this allows applications to use this kind of texture format. There are a few applications that can only support a limited number of texture formats. By selecting **Disabled**, the driver will not support DXT texture formats, thus reducing the number of texture formats supported.
Alternate pixel center	This may eliminate problems with some Direct 3D® games which display vertical and horizontal lines around textures, or text that appears incorrect. However, this setting should only be used if you are experiencing the symptoms mentioned, as it may cause problems with other games.
Defaults button	This button allows you to reset the Direct 3D® Compatibility Settings to default values.

OpenGL® Control Panel

Using this tab, gamers can fine-tune the settings for OpenGL® games.

Main and Custom Settings

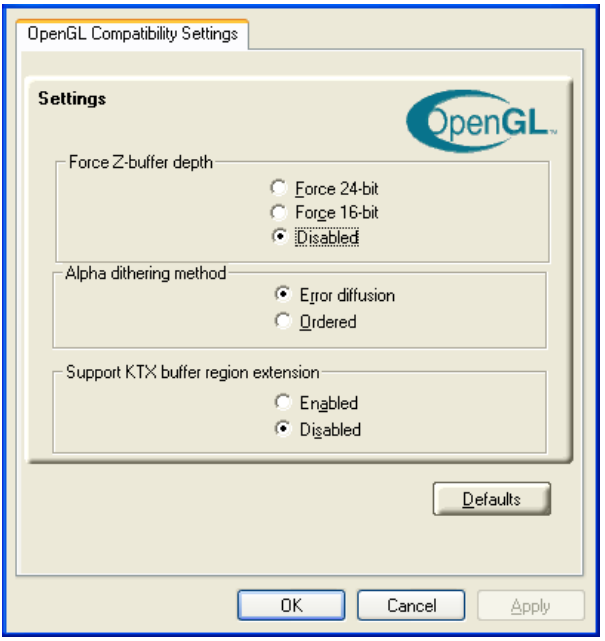
In the **Main Settings** you can maximize overall performance by moving the slider to the left, or you can enhance overall image quality by moving the slider to the right.



Main Settings slider	This allows you to emphasize what kind of application experience you'd like to have. Moving the slider to the left will maximize application performance, while moving the slider to the right will provide excellent 3D image quality. Moving this slider from one position to the next changes the individual Custom Settings sliders found below.
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SMOOTH VISION Anisotropic Filtering checkbox	Anisotropic filtering uses a texture filtering technique that blends multiple texture samples together. Selecting **Application Preference** will result in high quality textures, with a negligible reduction in the application's performance.
SMOOTH VISION Anisotropic Filtering slider	The number of samples taken when anisotropic filtering is performed can vary. By moving this slider to the right, as the number of samples taken increases, the quality of the final image increases significantly.16X provides extremely detailed, crisp-looking images as a result of the largest number of texture samples possible.
SMOOTH VISION checkbox	SmoothVision (Anti-Aliasing) improves image quality by removing jagged edges from 3D images, resulting in smoother, more natural-looking objects.
SMOOTH VISION slider	SmoothVision (Anti-Aliasing) can be applied using different sample patterns and sample points such as 2X, 4X, or 6X. Moving this slider to the right increases sampling to provide the most realistic 3D image.

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TRUFORM	Truform uses High Order Surface geometry to generate more detailed and realistic terrain and character models for applications that support this technology. Select **Application Preference** to enable Truform. Select **Always Off** to disable Truform.
Compatibility Settings button	This button allows you to access advanced settings that can solve compatibility issues for a few specific OpenGL® applications.
Defaults	This button allows you to reset the OpenGL® settings to default values.

OpenGL® Compatibility Settings



Force Z-buffer depth	This allows you to explicitly set the Z-Buffer depth. Most applications will work best when **Disabled** is selected
Alpha dithering method	When applications use both dithering and alpha blending, visual artifacts can occur. This option allows you to select how the application should handle both features at the same time. In most cases **Error Diffusion** will handle this situation quite well, but there are a few cases where selecting **Ordered** may be necessary
Support KTX buffer region extension	Enabling this feature allows rapid updates of those portions of your screen that have changed. Note that most applications will not be affected by activating this feature
Defaults button	This button allows you to reset the OpenGL® Compatibility Settings to default values.

SMARTGART™

SMARTGART is a suite of testing and diagnostics tools that perform a variety of bus tests to determine the optimal settings for your ATI graphics accelerator installed in your computer.

SMARTGART automatically configures your graphics device to the optimal settings. SMARTGART *does not* actually disable any AGP functionality in your computer's hardware. It simply instructs the ATI CATALYST driver not to use a specific AGP function if that specific AGP function hasn't passed the SMARTGART diagnostics test.



Changing the AGP settings could result in system instability.

Set AGP Settings

Experienced users can manually change the AGP speed. You will need to reboot your computer for this change to take effect.

The possible AGP speed is dependent on the motherboard chipset and design. Your computer's available AGP speeds are shown in the SMARTGART dialog.

Fast Write

Fast Write allows the CPU to transfer data directly to the graphics accelerator.

By default, this feature is set to ON providing your motherboard's chipset supports Fast Writes.

Some motherboard specifications may claim chipset support for Fast Writes but may not be compatible with many different graphics accelerators.

This setting is disabled for many computers because the motherboard is not capable of supporting this feature.

Retest All

Click this button to retest all graphic bus capabilities. All tests and diagnostics are initiated immediately following a system restart.

*Any settings that have previously been set to **Off** will be turned on, providing the test passes.*



Problems can arise if the user enables a secondary graphics accelerator (in a multiple monitor environment) after the operating system has loaded. The problem exists because the secondary graphics card is enabled after the SMARTGART diagnostic test have been run. To ensure system stability you should restart the computer *after* the secondary graphics accelerator is enabled so that both graphics accelerators can be tested with SMARTGART.

Using TV Out

View your PC's display on a TV

Your RADEON 9200 Series has TV Out capability. You can attach your card to a TV and monitor at the same time. Or you can connect it to your VCR and record your monitor's display.

TV display is ideal for playing games, giving presentations, watching movies, and browsing the Internet. The following tips will help you get the most out of your TV Out feature.



IMPORTANT INFORMATION for European Customers

Some PC monitors in Europe **cannot** be used simultaneously with TV display. When you enable TV display in Europe, the refresh rate for the monitor and TV is set to 50Hz. Some monitors may not support this refresh rate and could be damaged.

- Please check the documentation supplied with your monitor to see if your monitor supports a refresh rate of 50Hz.
  If your monitor does not support 50 Hz (or if you are not sure), then turn off your monitor before turning on your PC when using your TV as a display.

For information on disabling TV display, see **How To Enable/Disable The TV Display on page 32**.

Some TVs in Europe may use a SCART connection. If you use SCART, please read **Using SCART Connectors for European TVs on page 32** before attempting to connect your PC to your European TV.

Connecting to a TV or a VCR

To connect your RADEON 9200 Series to a TV or a VCR, use the available TV Output connector. Your card will support either a S-video connector or a Composite connector. If your TV has cable input only, you can connect your card to your TV through your VCR or an RF modulator (available in most electronics stores).

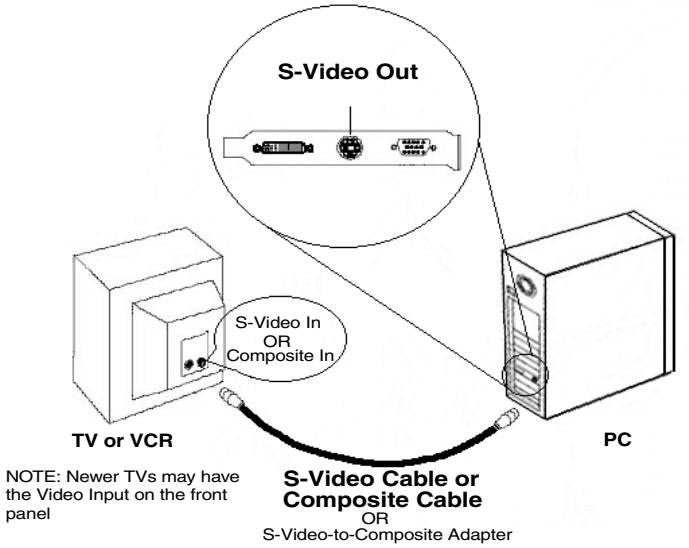
The RADEON 9200 Series with the Composite out connector DOES NOT support connection to TVs with S-Video In.

Connecting Your TV Output to a TV or VCR

1. Turn off your PC and your TV (or VCR).
2. Determine if your TV (or VCR) has a S-Video In or Composite In connection.
3. The TV Output on your RADEON Series will be either a S-Video connector **or** Composite connector. Attach an appropriate cable to the TV Output on your card (S-Video or Composite*). Attach the other end of the cable to your TV (or VCR). Refer to the illustration for further help.

*available from www.ati.com

4 Turn on your PC and your TV (or VCR).

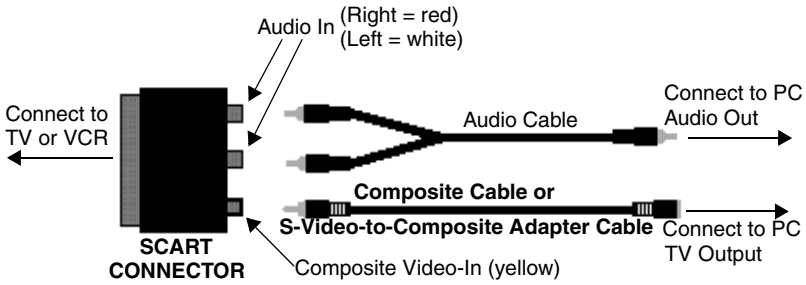


Starting Windows® with TV Display Enabled

The TV screen may become scrambled during the initial Windows® logo display. This is only a temporary effect and your screen will be restored within a few seconds.

During start up, your RADEON 9200 Series will go through a sequence of mode settings, during which your TV display will remain blank. This process takes only a few seconds and helps program the TV display.

Using SCART Connectors for European TVs



The above illustration shows how to connect your PC to a European TV using the SCART.

The SCART connector supports only the Composite video format, which means you will have to use a S-Video-to-Composite video adapter cable if your RADEON 9200 Series supports the S-Video connector.

If your European TV has S-Video In, you can use a S-Video cable* (also available in most consumer electronic stores) rather than the SCART connector if your RADEON 9200 Series supports the S-Video connector.

How To Enable/Disable The TV Display

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. Click on the **Settings** tab and then the **Advanced...** button.
3. Click on the **ATI Displays** tab. Click on the **TV** button.
4. Click the enable/disable button.
5. Click **OK** or **Apply** to save the changes.

*available from www.ati.com

Using and Adjusting TV Out

For information about how to use TV display, right click the **ATI taskbar icon**, point to **Help**, then point to **ATI Television Display**.

How TV Display Cannot Be Used

A TV cannot be left connected to the RADEON 9200 Series if two analog monitors are connected, even if the TV is off and not enabled in the software.

An analog monitor connected to the DVI-I connector cannot be left connected to your RADEON 9200 Series when TV out is enabled. In both cases, your graphics card will become overloaded, resulting in a dim image on all devices.

Using a Monitor vs. Using the TV Display

Using your TV for your PC's display is ideal for playing games, giving presentations, watching movies, and browsing the Internet. However, the display on your monitor may change or looked squashed. This occurs because the display adjusts to fit the dimensions of your TV. To correct the monitor's display, use the monitor's control buttons to adjust its display size and position.

Some single frequency monitors may not work with TV display enabled. If you experience problems when TV display is enabled, disable TV display to restore your monitor's display.

Adjusting Monitor Display

The size of the display on your monitor may be smaller and not perfectly centered when you have TV display enabled. These effects are caused by the changes required to provide a proper display on the TV.

Use the controls available on the **Adjustments** tab on the **Monitor Properties** page (accessible by clicking on the **Monitor** button on the **ATI Displays** tab) to adjust the display on your monitor only. Click on the **TV** button to adjust the TV display only.

Viewing Text on a TV

A TV is designed primarily to show moving, rather than static, images. The large dot pitch of a TV (which is fine for moving video) will yield poor quality static images such as text.

The small text sizes commonly used for PC desktops can appear blurred or unclear on a TV. You can compensate for this by using larger fonts.

To Use Larger Display Fonts

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. For Windows® XP, click the **Appearance** tab. For Windows® Me and Windows® 2000, click the **Settings** tab, the **Advanced...** button, then the **General** tab.
3. In the **Font Size** box, select the size you want your displayed fonts to be.
4. Click **Apply**. If prompted, click **Yes** to restart your PC.

Reducing Edge Distortion

When using a TV for your PC's display, you may see some edge distortion on the left and right side of your TV screen. This effect depends on your TV and the PC application you are running.

To reduce edge distortion, you can increase the TV display's horizontal size.

To Increase the Horizontal Size

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. Click on the **Settings** tab and then the **Advanced...** button.
3. Click on the **ATI Displays** tab.
4. Click on the **TV** button.
5. Click the **Adjustments** tab.
6. In the **Screen Size** section**,** click on the plus (**+**) button beside the horizontal arrowheads  to increase the horizontal size of the TV display.
7. Click **OK** or **Apply** to save the changes you have made.

You can also reduce edge distortion by increasing the TV's contrast.

To Increase the TV Contrast

1. Access the Windows® **Control Panel**. Double-click **Display**.
2. Click on the **Settings** tab and then the **Advanced...** button.
3. Click on the **ATI Displays** tab.
4. Click on the **TV** button.
5. Drag the **Contrast** slider to the right to increase the contrast.
6. Click **OK** or **Apply** to save the changes you have made.

Changing Display Configurations

If you move your PC to a place where you are using TV display only, make sure that you have the TV display feature enabled.

You can set your display resolution as high as 1024x768. However, higher resolutions will result in a virtual desktop. If a TV is your only display device and a higher mode is selected, the display on your TV will disappear.

Using Older Games and Applications

Some older games and applications may program your RADEON 9200 Series directly, to run under a specific display mode. This may cause your TV display to turn off automatically or become scrambled (the PC monitor will not be affected). Your TV display will be restored once you exit the game or if you restart your PC.

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