



CATALYST™

CATALYST™ Version 3.0 Release Notes

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These release notes provide information on the latest posting of ATI's industry leading software suite, CATALYST™. This particular posting updates the ATI Display Driver to version 7.81. This unified driver has been further enhanced for improved stability, features and performance.

The CATALYST™ software suite 3.0 contains the following:

- RADEON™ display driver 7.81

Desktop product family support

The CATALYST™ software suite is designed to support the following ATI desktop product family:

- RADEON™ 9700 series
- RADEON™ 9500 series
- RADEON™ 9100 series
- RADEON™ 9000 series
- RADEON™ 8500 series
- RADEON™ 7500 series
- RADEON™ 7200 series
- RADEON™ 7000 series

Note: ATI All-In-Wonder variants based on the above are also supported

Operating systems supported

The latest version of the CATALYST™ software suite is designed to support the following Microsoft Windows platforms:

- Windows XP
- Windows 2000
- Windows Millennium Edition (ME)
- Windows 98/98SE through the ME driver

Performance Improvements

As with most CATALYST™ releases, the performance has increased in many various situations. Here are some examples observed in CATALYST™ version 3.0.

- A performance improvement of up to 35% at high resolutions is noticed in the game Jedi Knight. This performance improvement is noticed across all ATI RADEON™ products.
- The RADEON™ 9000 PRO experiences a performance improvement of 2% to 4% in the game Return to Castle Wolfenstein
- The RADEON™ 8500 experiences a performance improvement of 6% in the game Return to Castle Wolfenstein
- The RADEON™ 7500 experiences a performance improvement of 5% in the game Return to Castle Wolfenstein



- The RADEON 9000 PRO experiences a performance improvement of 6% to 12% in the game Dungeon Siege
- The RADEON™ 8500 experiences a performance improvement of up to 10% in the game Dungeon Siege
- The RADEON™ 7500 experiences a performance improvement of 8 to 15% in the game Dungeon Siege
- The RADEON™ 7000 experiences a performance improvement of 12 to 14% in the game Dungeon Siege
- The RADEON™ 7000 experiences a performance of 5% to 8% in the game Unreal Tournament 2003

New Features of CATALYST 3.0

The CATALYST™ software suite includes the following new features:

DirectX9.0 support

DirectX 9.0 offers unparalleled advances in graphics technology. The latest software driver provided ATI Technologies Inc. supports this core Windows technology that drives high-speed multimedia applications and games on PC systems.

Issues Resolved In CATALYST™ Version 3.0

The following section provides a summary of the issues that have been resolved in the latest release of CATALYST™ 3.0.

- RADEON™ 9700 / RADEON™ 9500 Series - OpenGL based games stutter after installing wxp-w2k-r9700-7-81-021213a-006924C.exe driver download package.
- Running the games Zanzarah or Star Trek-Amada II at 1024x767 32bpp with Anti Aliasing enabled at 6x no longer results in a black screen display
- Selecting single player mode in Heavy Gear 2 has no longer results in display corruption when using the RADEON™ 9700 under Windows XP
- Display corruption is no longer seen around the start button when using the RADEON™ 8500 under Windows XP
- Running the game Serious Sam Second Encounter when using the RADEON™ 7000 under Windows XP, no longer results in a system hang when the display is set to a resolution of 1024x768 or higher
- Playing Quake3 at high quality setting would result in display corruption when firing a weapon. This issue occurred when using the RADEON™ 7500 under Windows XP
- After installing the display driver, the system no longer detects a standard TV instead of an HDTV
- Running the CyberLink PowerDVD application and moving the display window around either the Windows XP or 2000 desktop no longer results in a system hang
- Playing a DVD under the ATI MultiMedia centre in a Windows XP operating system with the All-in-Wonder™ 9700 PRO no longer results in low audio output



- Running ShadowBane under a Windows XP system with a RADEON™ 9700 card installed no longer results in the log-in screen appearing as white blocks

Known Issues

The following section provides a brief description of known issues associated with the latest display driver:

- Setting Full Screen Anti-Aliasing to 2x and running the game Unreal Tournament 2003 may result in possible but infrequent system reboots. This issue occurs with the RADEON™ 9000 Pro under the Windows XP operating system
- Playing a DVD with the Windows Media Player and dragging the Player window to the left until the Player is partially outside of the screen results in the wrong positioning of the overlay window. This issue occurs with the RADEON™ 9700 under Windows XP
- Display corruption is seen at boot time and when resuming from standby mode. This issue occurs with the RADEON™ 9700 under the Windows XP and Windows 2000 operating systems
- Running the game Need for Speed Hot Pursuit 2 with all options set to maximum and the display set to 1024x768 32bpp results in a system hang. This issue occurs with the RADEON™ 8500 under the Windows 98/98SE and Millennium edition operating systems
- Setting the desktop to 32bpp results in the game Starfleet Command exiting back to the desktop. This issue is noticed under Windows XP with the RADEON™ 9700 card installed
- Flashing and missing textures are noticed when running the benchmark for the game Unreal 2003. This issue is noticed under Windows XP with the RADEON™ 7000 card installed.
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CATALYST™ CREW Feedback Program

This driver release incorporates suggestions received through the CATALYST™ CREW feedback program. Please refer to <http://apps.ati.com/driverfeedback/> and provide us further feedback.