



Release Notes

3Dfx Interactive Glide™ 3.0 Driver

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The 3Dfx Interactive Software Developer Kit

This document is part of the 3Dfx Interactive Software Developer Kit (SDK). The 3Dfx Interactive SDK documentation consists of:

- **DOCS\GLRELNO.DOC - Release Notes: Glide 3.0**
- DOCS\GL3REF.DOC - Glide 3.0 Reference Manual
- DOCS\GL3PGM.DOC – Glide 3.0 Programming Manual
- DOCS\D3DRELNO.DOC - Release Notes: 3Dfx Direct 3D™ 2.16
- DOCS\INSTALL.DOC - Installation Guide: 3Dfx Interactive Reference Boards and Related Software 3.0



General Information

Welcome to the world of 3Dfx Interactive! We are releasing our latest product for your pleasure, and we hope you enjoy it!

This distribution contains Version 3.0 of 3Dfx Interactive Glide™. This is a major revision that contains significant changes to the API, including support for vertex arrays, which will lead to significant performance improvement on newer 3Dfx chipsets such as Voodoo²™. This document will describe the installation procedure for the drivers and the current status of the driver.

Important Tips

The following information highlights some known issues and alternative solutions. We will provide fixes for these issues in future releases.

Using Glide 3.0 on Pentium® Pro and Pentium® II Systems

This version of Glide is fully compatible with Pentium® Pro and Pentium® II processors.

Direct3D Mutual Exclusion

- Glide and Direct3D applications are mutually exclusive. When a Glide application is running, Direct 3D applications will not be allowed to start, and vice versa. An application using both DirectDraw and Glide on Voodoo Rush cards must select the DirectDraw HEL, not HAL.

Multiple Glide Windowed Applications

- Only full-screen operation is supported in Glide 3.0. Windowed support will be added in a future release.

Hardware Support

Glide 3.0 supports the following chipsets

- Voodoo Graphics
- Voodoo Rush
- Voodoo²
- Voodoo Banshee

Operating Systems

Glide 3.0 supports Windows® 95 and Windows® NT 4.0 only. There is no native support in the development release for DOS or OS/2®. In the future a MacOS library and an unsupported Linux library will be available.



Windows 9x Notes

If you are running under Windows 95 and you have less than 24MB RAM you must change your DOS properties settings. The value for DPMI memory must be changed from *AUTO* to *16384*. The initial environment setting must also be changed from *AUTO* to a minimum of *4096* for some applications. Only limited testing has been performed under Windows 98.

Windows NT Notes

Glide 3.0 has not been tested under Windows NT 5.0.

Changes in Glide Version 3.0

API Changes

This is a major release, and numerous changes to the API have been made. Existing Glide 2.x applications will have to be modified in order to run under Glide 3.0, although great care has been taken to minimize the work required. Please refer to the Glide 3.0 Porting Manual for details on how to write new Glide 3.0 applications, or port Glide 2.x applications.

Driver Changes

- The Glide 3.0 library name has changed to *glide3x.dll*. This will allow Glide 2.x and 3.0 applications to co-exist on the same system. You can determine the version number, target graphics chipset, and target OS (Windows 95 or NT) by examining the properties of the file.

Bug Fixes

- This is a new release. This section will be updated in subsequent releases.

Web Information

To fully utilize our resources, visit the 3Dfx Interactive web site at <http://www.3dfx.com/>. Here, you will find useful links to the following:

**We encourage you to visit our news server [news://news.3dfx.com](http://news.3dfx.com), or the web sites listed below. We always strive to provide the best support for our partners.*

- Products: <http://www.3dfx.com/voodoo/products>
- FAQs: <http://www.3dfx.com/voodoo/faq.html>
- Game and Developer Information: <http://www.3dfx.com/developer/>



Development Support

Total Immersion Program

Total Immersion, the 3Dfx Interactive Developer Program, is a collection of the top industry developers and publishers optimizing the hottest retail games for 3Dfx Interactive technology. Like the best games, the Total Immersion program is totally interactive and real time: We want your feedback so we can help make your products - and ours - truly great. Sign up for Total Immersion and become part of the inner circle of the new software elite. You'll get to hang out with some of the best minds in the business and gain access to the big-league PC and coin-op markets via our roster of heavy-hitting industry partners.

Just a few of the marketing and support benefits of being a Total Immersion developer are:

- Co-marketing and promotional advertising and events with 3Dfx Interactive
- Inside information from both 3Dfx Interactive and our industry-leading partners
- A high-bandwidth, low-latency communication channel with 3Dfx Interactive partners, customers and other Total Immersion developers
- Software Developer Kits (SDKs) to help you design and enhance your software using the advanced features found in 3Dfx Interactive products
- Dedicated engineering support for your most radical game and tool development efforts via phone, e-mail, private newsgroups, and private access web site

For an application to the 3Dfx Interactive Developer Program or more information about Total Immersion, please e-mail devprogram@3dfx.com. Be sure to include all relevant contact information.

Support Environment

Development & Deployment

As a member of Total Immersion, game developers have access to dedicated engineering support for your most radical game and tool development efforts via phone, e-mail, private newsgroups, and private access web site. A well-versed and knowledgeable software engineering team handles technical and development issues. In addition to basic technical programming questions, the developer support team is on hand to aid in game development consulting. Utilize our staff to get the full suite of 3D advanced features from your 3Dfx optimized game.

For an application to the 3Dfx Interactive Developer Program or more information about Total Immersion, please e-mail devprogram@3dfx.com. Be sure to include all relevant contact information.

Bug Reporting

There is a new Bug Report form on the 3Dfx Interactive Developers' web site. Please report problems using this form. If you are unable to access the web site and you must send e-mail, there is a form in-



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cluded on the CD. Look in `\docs\3dfxbugs.txt` for the proper format. You must use the keywords "Glide Bug" in the subject line for your submission to be processed.

Developer Bug Submission Form

3Dfx Interactive, Inc.

REQUIRED INFORMATION:

Submitter:

Company:

Severity:

1=system crash/hang

2=feature severely broken

3=feature abnormality

4=cosmetic/enhancement request

Hardware Product:

(3Dfx Board Type)

Revision:

(Board Revision number)

Software Product:

(3Dfx Software, i.e., ATB, D3D, Glide, etc.)

Version:

(Software Version number, i.e., 2.0b, 2.0b1, etc.)

OEM Video Board Vendor:

(Name that card)

Synopsis:

(A brief description of the defect)

Description:



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(A detailed description, including steps to recreate)

Attached Files:

(Files needed to recreate the problem)

System:

(System information for the computer used: processor type, speed, chip set, motherboard manufacturer, memory size)

Operating System:

(Windows 95, NT, DOS...)

Compiler:

(Watcom, MSVC...)

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