Graphics Card Notes for Altamira Composer Release 1.01

Altamira Composer requires the use of a graphics card supporting 32,000 colors or more and Windows 3.1 (or newer). These notes give details about several of the graphics cards that satisfy these requirements and problems, if any, with them.

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1.0   Graphics Cards Notes

Altamira Composer requires the use of a graphics card supporting 32,000 colors or more and Windows 3.1 (or newer). This is because Altamira Composer uses 3-dimensional color (RGB) rather than the 1-dimensional color of older applications. Unfortunately, not all graphics cards vendors implement Windows identically. Following are some device-dependent problems noted during testing of Altamira Composer with certain cards, if any. Solution of these problems lies in the hands of the individual vendors. Please contact the appropriate card vendor's customer support. If your graphics card is not listed here, it means only that we do not yet have experience with it.

1.1   Diamond SpeedStar Pro

The only known problem with this card running at 640x480, 24-bit mode, with Altamira Composer is not serious. During font selection when creating with the Text function, the background of the sample text in the dialog box changes color (from white to blue in our case) for all fonts that are not True Type fonts. This has no effect on Altamira Composer however.

We have noticed that Notepad does not always work on this card. It truncates lines. So use Write to read text files such as *composer.ini* instead. Write will ask you for conversion to its format.   Do NOT convert these files to Write format - that is, do not perform text conversion.

1.2   Hercules Chrome

Occasionally, an image is displayed with its green and blue channels reversed when moved to certain positions on the screen when this card is operated in a high-resolution mode of 1024 lines or higher. The effect is not repeatable and appears to be random. Usually moving the image by as little as one pixel vertically (say, with the up arrow key) causes the flaw to disappear. This is not a serious problem in that the actual image in memory is correct and would be correctly saved

to file. Only the display is odd.

1.3   Matrox Impression 1024 and MGA

Impression 1024:
   Occasionally, line cursors (say, when defining a rectangle in the user interface) are not correctly removed from the display by this card, leaving unsightly "droppings" behind. This is not a serious problem because the image or composition in memory is correct and would be correctly saved to file. Only the display is odd. Moving an image over the droppings will erase them from the display.

MGA (Matrox Power Graphics Accelerator):
   Only one minor problem has been seen on this board with driver version 1.11: At 1024 by 768 resolution, the edges of images sometimes get "ragged" by the apparent introduction of one-pixel offsets in random scanlines. This also happens sometimes to the toolbars and to the sliders bar, where it is particularly annoying. A complete repaint of the screen (e.g., by minimizing then restoring Altamira Composer's window) seems to fix the problem for a while. In any case, this is a display problem only, the underlying images in memory are unaffected and would be saved to file correctly.

1.4   Opta MonaLisa

Two problems have been noticed with this card. First, images sometimes become discolored as they are moved around the display. This is not serious in that the image in memory is correct and would be correctly saved to file.

The other problem is more serious. Altamira Composer renders anti-aliased (smooth-edged) text by asking the graphics card display driver to render the user's text at very high resolution to a bitmap, which Altamira Composer then averages down to the desired resolution in full color. This card's driver does not render the text bitmap at higher resolution than its screen resolution. The result is a truncated text image and this is what resides in memory.

1.5   Orchid Fahrenheit 1280 and VLB

A serious problem has been reported by a beta site with this board. Random horizontal stripes appear that go completely across the window in 32,000 color mode. If you touch the pixels in these stripes, a General Protection Fault occurs.

The VLB version of the board also has the horizontal striping problem (reported on a 65,000 color board) but not the General Protection Fault problem. Moving an image over the stripes will erase them from the display. The 32,000 color version, however, of this board does not work.

1.6   SuperMac Thunder24 (EISA Version)

No known problems with Windows 3.1, running at 1024x768, 24-bit mode. Fast board.

1.7   Truevision TV1024-32

No known problems with Windows 3.1, running at 1024x768, 24-bit mode. Fast board. Could not run the board in high-resolution modes with Windows for Workgroups and a 3Com network card and network enabled.