1. Supported Hardware
   • Intel 740 based cards.

2. Features
   • Full support for 8, 15, 16, and 24 bit pixel depths.
   • Hardware cursor support to reduce sprite flicker.
   • Hardware accelerated 2D drawing engine support for 8, 15, 16 and 24 bit pixel depths.
   • Support for high resolution video modes up to 1600x1200.
   • Support for doublescan video modes (e.g., 320x200 and 320x240).
   • Support for gamma correction at all pixel depths.
   • Fully programmable clock supported.
   • Robust text mode restore for VT switching.

3. Technical Notes
   • Hardware acceleration is not possible when using the framebuffer in 32 bit per pixel format.
   • Interlace modes cannot be supported.

4. Reported Working Video Cards
   • Real3D Starfighter AGP
   • Real3D Starfighter PCI
   • Diamond Stealth II/G460 AGP
   • 3DVision-i740 AGP
   • ABIT G740 8MB SDRAM
   • Acorp AGP i740
   • AGP 2D/3D V. 1N, AGP-740D
   • AOpen AGP 2X 3D Navigator PA740
5. Configuration

The driver auto-detects all device information necessary to initialize the card. The only lines you need in the "Device" section of your XF86Config file are:

```plaintext
Section "Device"
  Identifier "Intel i740"
  Driver  "i740"
EndSection
```
or let `xf86config` do this for you.

However, if you have problems with auto-detection, you can specify:

- VideoRam - in kilobytes
- DacSpeed - in MHz
- MemBase - physical address of the linear framebuffer
- IOBase - physical address of the memory mapped IO registers

### 6. Driver Options

- "NoAccel" - Turn off hardware acceleration
- "SWCursor" - Request a software cursor (hardware is default)
- "SDRAM" - Force the use of SDRAM timings
- "SGRAM" - Force the use of SGRAM timings
- "SlowRam" - Force the use of slower ram timings
- "Dac6Bit" - Force the use of a 6 Bit Dac (8 Bit is the default)
- "UsePIO" - Force the use of programmed IO (Memory mapped is the default)

Note: the i740 X server should automatically detect whether your card has SGRAM or SDRAM. Use the "sgram" and "sdram" options if it is incorrectly detected.

### 7. Known Limitations

- Certain drawing operations are very slow when using 24 bit pixel depth mode.

### 8. Author

- Original version by Kevin E Martin.
- Daryll Strauss

This driver was donated to The XFree86 Project by:

```text
Precision Insight, Inc.
Cedar Park, TX
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```
CONTENTS

1. Supported Hardware ..................................................................................................................... 1
2. Features ........................................................................................................................................... 1
3. Technical Notes .............................................................................................................................. 1
4. Reported Working Video Cards ................................................................................................... 1
5. Configuration ................................................................................................................................... 2
6. Driver Options ............................................................................................................................... 3
7. Known Limitations ........................................................................................................................ 3
8. Author ............................................................................................................................................. 3