Date: Feb. 4, 2005
Signature: [Signature]
Representative Person's Name: [Name]

Indicate that you agree and understand the following:

(a) CLS-2 Digital Device
(b) VIC-2 Digital Device

EC-compliant with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that may cause undesired operation.

Supplementary Information:

(a) Model Number: GV-N52128DS
(b) Product Name: VGA Card
(c) Phone/Fax: (818) 844-3339 / (818) 844-3339
(d) City of Industry, CA 91744
(e) Address: 1735 El Camino, (USA)
(f) Responsible Party Name: GBW, INC (USA)
(g) Part 15 Section 2.1070(a)

Declaration of Conformity
Minimum System Requirement

- IBM® or 100% PC compatible with Pentium® III 650MHz or AMD Athlon 650MHz class processor or higher
- One available AGP3.0 compliant slot or better
- Operating Systems Win® 98/98SE / Win® 2000 / Win® ME / Win® XP
- 64MB system memory
- 50MB of available disk space for full installation
- CD-ROM or DVD-ROM drive

Table of Contents

1. Introduction .............................................................................................................. 2
  1.1. Features .................................................................................................................. 2
  1.2. Board Layout ......................................................................................................... 2
2. Hardware Installation ............................................................................................... 3
3. Software Installation ................................................................................................. 4
  3.1. DirectX Installation ............................................................................................. 4
  3.2. Driver Installation (Windows® XP/2000/ME/98) ...................................................... 4
  3.3. V-Tuner Installation .............................................................................................. 5
4. Appendix .................................................................................................................. 6
  4.1. BIOS Flash Utility ................................................................................................. 6
  4.2. How to Reflash BIOS in MS-DOS mode ............................................................... 6
  4.3. Resolutions and Color Depth Table (In Windows® XP) .......................................... 6
1. Introduction

1.1. Features

- Powered by NVIDIA GeForce FX 5200 Graphics Processing Unit (GPU)
- Supports Direct X 9.0
- Supports AGP 8X
- Integrated with 128MB DDR memory
- Supports TV-Out and D-Sub connectors
- Supports DVI-D connector

1.2. Board Layout
2. Hardware Installation

Installing your graphics card.
Now that you have prepared your computer, you are ready to install your graphics card.

1. Locate the AGP slot. If necessary, remove the metal cover from this slot; then align your graphics card with the AGP slot, and press it in firmly until the card is fully seated.

2. Replace the screw to fasten the card in place, and replace the computer cover.

3. Plug the display cable into your card; then turn on the computer and monitor.
3. Software Installation

3.1. DirectX Installation
Install Microsoft DirectX to enable 3D hardware acceleration support for Windows® 98/98SE/Windows® 2000/Windows® ME or Windows® XP to achieve better 3D performance.

Note: For software MPEG support in Windows® 98/98SE/Windows® 2000/Windows® ME or Windows® XP, you must install DirectX first.

3.2. Driver Installation (Windows® XP/2000/ME/98)
Insert the driver CD disk into your CD-ROM, and then you can see the AUTORUN window. If it does not show up, please run "D:\setup.exe". (We assume that your CD-ROM drive letter to be D:).
3.3. V-Tuner Installation

V-Tuner lets you adjust the working frequency of the graphic engine and video memory (Core Clock and Memory Clock).

Click "Utilities" item.

Then click "V-Tuner" item.

Display & Adjust Core Clock
Display Core Clock
Link to the Website of Gigabyte
Help Description
Close V-Tuner
Display Memory Clock
Close V-Tuner to System Tray
Display & Adjust Memory Clock
4. Appendix

4.1. BIOS Flash Utility
1. Please download the newest BIOS Zip file for your graphics card from GIGABYTE website. The file includes a MS-DOS-based BIOS flash utility. Or contact your local dealer for the file.

4.2. How to Reflash BIOS in MS-DOS mode
1. Extract the downloaded Zip file to your hard disk(s) (ex: drive C) or floppy disk. This procedure assumes drive C.
2. Restart the computer in MS-DOS mode by choosing "Restart in MS-DOS mode" in the Shut Down Windows dialog box. (This option is only available with Windows 98/98SE. For Windows 2000/ME/XP, you need a startup disk to restart the computer in MS-DOS mode.)
3. Change the command prompt to C:\>
4. Back up the current BIOS by typing `gvf13 -s filename` at the C:\> prompt and press Enter.
5. Begin to flash BIOS by typing `gvf13 -p filename (ex:n55128d.f1)` at the C:\> prompt and press Enter.
6. Restart your computer when it's done.

4.3. Resolutions and Color Depth Table (In Windows® XP)

<table>
<thead>
<tr>
<th>Display Screen Resolution</th>
<th>Maximum Refresh Rate (Hz)</th>
<th>Color Depth (bpp) Standard mode</th>
<th>8bpp (256 color) High mode</th>
<th>16bpp (65K color) True mode</th>
<th>32bpp (16.7M color) True mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>320 x 200</td>
<td>75</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
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<tr>
<td>320 x 240</td>
<td>75</td>
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<td>✓</td>
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<tr>
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<tr>
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<tr>
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<tr>
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</tbody>
</table>

* This table is for reference only. The actual resolutions supported depend on the monitor you use.