ATI FirePro™/FireGL™ Unified Driver Version 8.663.3 Release Notes

ATI's FirePro™/FireGL™ cards are designed to accelerate 3D workstation applications. With full certification on the leading computer aided design (CAD), digital content creation (DCC) and architecture/engineering/construction (AEC) applications, ATI FirePro™/FireGL™ is the high performance choice for graphics professionals working in Windows. These release notes provide information on the ATI FirePro™/FireGL™ Unified Driver version 8.663.3.

These release notes provide information on the following:

- *Workstation family support*
- *Minimum Windows System Requirements*
- *Windows Operating systems supported*
- *Linux Operating Systems Distributions Supported*
- *Minimum Linux System Requirements*
- *Windows 7 (32 and 64 bit) Issues*
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- *Windows XP (32 and 64 bit) Issues*
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Note: The ATI FirePro™/FireGL™ Unified Driver does not support the Intel Itanium 2 processor based server platforms.

Caution: Pre-unified drivers (7.88 or older) should be un-installed before installing the ATI FirePro™/FireGL™ Unified Driver.

Note: When installing the Catalyst™ Vista driver for Windows Vista, the user must be logged on as an Administrator or have Administrator rights in order to successfully complete the installation of the Catalyst™ Vista driver.

Workstation family support

The ATI FirePro™/FireGL™ Unified Driver version 8.663.3 software included in this package is designed to support the following ATI FirePro™/FireGL™ products:

Workstation Devices	WHQL XP	WHQL XP64A	WHQL Vista32	WHQL Vista64	WHQL Win7 32	WHQL Win7 64	Linux
ATI FirePro™ 2260	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ 2450	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ V3700	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ V3750	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ V5700	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ V7750	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ V8700	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ V8750	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FirePro™ S400	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FireGL™ V3600	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FireGL™ V5600	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FireGL™ V7600	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FireGL™ V7700	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FireGL™ V8600	Yes	Yes	Yes	Yes	Yes	Yes	Yes
ATI FireGL™ V8650	Yes	Yes	Yes	Yes	Yes	Yes	Yes
AMD FireStream™ 9170	Yes	Yes	Yes	Yes	Yes	Yes	Yes
AMD FireStream™ 9250	Yes	Yes	Yes	Yes	Yes	Yes	Yes
AMD FireStream™ 9270	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Minimum Windows System Requirements

This section provides information on the system requirements for successful installation and operation. The following is a list of minimum system requirements:

- Intel Pentium 4/Xeon™, AMD Athlon/Opteron™ or compatible CPU
- PCI-Express x16 Bus for PCI-Express products
- 128MB of system memory (256MB or more recommended)
- Installation software requires CD-ROM drive
- 300 watt or greater power supply (recommended)

Windows Operating systems supported

The ATI FirePro™/FireGL™ Unified Driver version 8.663.3 is designed to support the following operating systems:

- Microsoft Windows 7 32 bit version
- Microsoft Windows 7 64 bit version
- Microsoft Windows Vista 32 bit version
- Microsoft Windows Vista 64 bit version
- Microsoft Windows XP
- Microsoft Windows XP Professional x64 Edition

Linux Operating Systems Distributions Supported

The latest version of the ATI Catalyst™ Linux software suite is designed to support the following Linux distributions:

- Red Hat Enterprise Linux suite
- Novell/SuSE product suite

Note: The ATI Catalyst™ Linux software suite may install on a number of other Linux distributions. Refer to the Package Generation installation instructions for more information.

Note: AMD has accepted contributed packaging scripts to allow creation of other packages, but does not necessarily test, verify or warrant the reliability. Currently Red Hat Enterprise Linux suite and Novell/SuSE product suite are supported Linux distributions.

Minimum Linux System Requirements

Before attempting to install the ATI Catalyst™ Linux software suite, the following software must be installed:

- XOrg 6.8, 6.9, 7.0, 7.1, 7.2, 7.3 or 7.4
- Linux kernel 2.6 or above
- glibc version 2.2 or 2.3
- POSIX Shared Memory (/dev/shm) support is required for 3D applications

The ATI Catalyst™ Linux software suite no longer provides precompiled Kernel Modules; all installations require GCC compiler and kernel-headers or kernel-source in order to enable 2D and 3D acceleration.

For best performance and ease of use, ATI recommends the following:

- Kernel module build environment
  - Kernel source code include either the Kernel Source or Kernel Headers packages

- The RPM utility should be installed and configured correctly on your system, if you intend to install via RPM packages

The following packages must be installed in order for the Catalyst™ Linux driver to install and work properly:

- XFree86-Mesa-libGL
- libstdc++
- libgcc
- XFree86-libs
- fontconfig
- freetype
- zlib
- gcc

Windows 7 (32 and 64 bit) Issues

This section provides last minute information on issues that may be experienced when using this release of the ATI FirePro™/FireGL™ Unified Driver on systems running the Windows 7 (32 or 64 bit version) operating system. These include the following:

Known Issues

- Overlay application may display corruption when minimized and maximized in windowed mode

Resolved Issues

- After resuming from standby/hibernation mode, GPU2 secondary monitor no longer becomes disabled under Multiview configuration
- Launcher/OpenGL Verification tests no longer fails with windows turning white and "display driver stopped responding" error message appearing
- TexStress: Application will now launch and render image properly
- Secondary monitor of GPU2 no longer becomes disabled when setting GPU1 and GPU2 monitors in Clone mode under Multiview configuration
- Softimage XSI 7.0: The sphere will now update properly when painting faces a second time with CrossFire enabled

Windows Vista (32 and 64 bit) Issues

This section provides last minute information on issues that may be experienced when using this release of the ATI FirePro™/FireGL™ Unified Driver on systems running the Windows Vista (32 or 64 bit version) operating system. These include the following:

Known Issues

- A 7-10 % performance drop might be observed with Maya Viewset with CrossFire enabled

- TopSolid 7: Small red circular markers indicating a point in the Viewport might not be drawn properly
- Abaqus CAE: Application may fail to respond when applying translucency with some ATI FireGL™ cards
- Overlay application may display corruption when minimized and maximized in windowed mode
- Showcase 2010: Drag and select may result in the model displaying an incomplete animated selection grid and the selection box appearing as a solid line instead of a stippled/dashed line with ATI FireGL™ V7300
- Showcase 2010: Poor quality surface shading might be observed when using FireGL V7300
- Inventor 2009 - LineStiching: Display driver may stop responding while resizing D3D10 samples with some ASICs
- Maya 2009/2008: Stencil outline may fail to appear in red colour in Qualification Test7 Mel4
- Maya 2008: With CrossFire enabled, Qualification Test1 Mel1 and Mel2 might not render properly

Resolved Issues

- Softimage XSI 7.01/7.5: Black patches are no longer visible in the Viewport on resize and selection with anti-aliasing enabled
- OpenGL Quad Stereo samples no longer display corruption with anti-aliasing enabled
- Secondary monitor of GPU2 no longer becomes disabled when setting GPU1 and GPU2 monitors in Clone mode under Multiview configuration

Windows XP (32 and 64 bit) Issues

This section provides last minute information on issues that may be experienced when using this release of the ATI FirePro™/FireGL™ Unified Driver on systems running the Windows XP (32 or 64 bit version) operating system. These include the following:

Known Issues

- Solid Edge ST2: View & Markup might not display data when measuring edges
- RedWay SDK Testsuite 2.0: Application may exhibit render errors with rendered and reference images showing a noticable percentage of difference
- Solidworks 2009: Screen corruption might be visible after zooming with tooltip present on some ASICs
- Softimage 2010: Application may pop up error message and fail while running Ultimapper in DirectX mode
- Solidworks 2009: Alpha blending pop-up might not work correctly with some ASICs
- TopSolid 7: Small red circular markers indicating a point in the Viewport might not be drawn properly
- OpenGL/DirectX samples might hang with white patches when switching from extended mode to single/span/clone mode
- Femap 10.1: Application might fail while using dynamic rotating on some ASICs
- NX I-deas: Viewport might fail to refresh while creating a polygon in WSG Test

- Femap 10.1: Application might fail while rotating with multiple models open on some ASICs
- ANSYS 12.0: CFD-Post may display wrong colour or corrupted shading in some areas
- VRED: The texture2DGrad function may cause wireframe artifacts to become visible
- Inventor 2009: Perforation may fail in OpenGL mode
- Volume Graphics: Rendering result might not be displayed correctly when TIMMO is enabled
- Solidworks 2009: With application and Internet Explorer open simultaneously, the screen may show clipping beyond the viewport or may shrudder/shift quickly when rotating the model on some ASICs
- Maya, UGS, Solidworks: OGL samples may display corruption and flickering with mouse operations when the secondary display is set as primary and CrossFire is enabled
- Maya: Objects in the Render View window might not be updated properly in Mel15 test with CrossFire enabled
- Softimage: With CrossFire enabled, cursor artifacts may remain on the viewport until a new point is selected to paint
- Maya: Negative scaling might be observed with CrossFire enabled
- HP Graphics Test Suite: System may fail to respond after running SPECviewperf 10.0 overnight with CrossFire enabled
- Maya 2008 EXT2: Overlay corruption might be observed in Qualification Test 6.2
- Alias Studio: Print preview options may fail to refresh properly in viewing tab
- Launcher may fail to launch all the windows under Multiview configuration with SEF (Shared Front/Back/Z Dual Screen) mode enabled
- System may become unresponsive after resuming from standby/hibernation when OpenGL samples are running in CrossFire mode

Resolved Issues

- Alias Studio 2008/2009: Application no longer fails to display marking menus with Ctrl + Shift + mouse button
- Alias Studio 2008/2009: Viewport flickering no longer visible while selecting file menu options
- Maya 2008/2009: Overlay corruption no longer observed while moving the "Hardware Render Buffer" window
- Maya 2008/2009: Time slider overlay corruption no longer visible when Render View window is maximized
- Alias Studio 2008: Application no longer hangs when high quality hardware shading is applied
- Running Viewperf 10.0 no longer causes application crash for multi thread applications
- Secondary monitor of GPU2 no longer becomes disabled when setting GPU1 and GPU2 monitors in Clone mode under Multiview configuration
- RedWay SDK Testsuite 2.0: Application now renders properly with CrossFire enabled
- Viewperf 10: Low performance no longer observed for Maya and TcVis with CrossFire enabled
- Pro/ENGINEER: Models no longer disappear after clicking menu items with 10-bit pixel format support enabled

- Maya 2009: Application no longer crashes when launched while playing a DVD on windows media player

Linux Issues

This section provides last minute information on issues that may be experienced when using this release of the ATI FirePro™/FireGL™ Unified Driver on systems running the Linux operating system. These include the following:

Known Issues

- Maya 2010: Menu operations may leave pixels drawn in overlay planes
- MSC Patran 2008: RHEL45 system may become unresponsive on selecting the resume button at Wireframe model with maximized viewport window
- RedHat 4.6 may fail to respond on starting X with ATI FireGL™ V7200
- Discovery Studio 2.5: Spheres and cubes may disappear from the 3D Point Plot after saving the plot when running RHEL45/SLED10SP2
- glxgears might report a value less than 1000 frames per second for ATI FireGL™ V5700
- GNS Animator 4: Corruption might be observed when application window is stretched across all the displays under Multiview configuation
- Discovery Studio 2.5: Adding surface to Alignment.csv may cause application to fail with segmentation fault

Resolved Issues

- Maya 2008 EXT2: Executing Test7 or Test8 prior to Test11 will no longer cause Test11 Mel2 to display unexpected results