

03

BLASTER

***GeForce*₂₅₆**

ANNIHILATOR

CREATIVE

WWW.CREATIVE.COM

User's Guide

3D Blaster™ GeForce 256™ Annihilator™

Information in this document is subject to change without notice and does not represent a commitment on the part of Creative Technology Ltd. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying and recording, for any purpose without the written permission of Creative Technology Ltd. The software described in this document is furnished under a license agreement and may be used or copied only in accordance with the terms of the license agreement. It is against the law to copy the software on any other medium except as specifically allowed in the license agreement. The licensee may make one copy of the software for backup purposes.

Copyright © 1999 by Creative Technology Ltd. All rights reserved.

Version 1.0

September 1999

3D Blaster GeForce 256 Annihilator is a trademark of Creative Technology Ltd.

Graphics Blaster, 3D Blaster and BlasterControl are trademarks of Creative Technology Ltd.

NVIDIA and GeForce 256 are trademarks of NVIDIA Corporation.

Microsoft, MS-DOS, and Windows are registered trademarks of Microsoft Corporation.

All other products are trademarks or registered trademarks of their respective owners.

Creative End-User Software License Agreement Version 2.0, June 1998

PLEASE READ THIS DOCUMENT CAREFULLY BEFORE USING THE SOFTWARE. BY USING THE SOFTWARE, YOU AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THE AGREEMENT, DO NOT OPEN THE SEALED DISK PACKAGE, INSTALL OR USE THE SOFTWARE. PROMPTLY RETURN, WITHIN 15 DAYS, THE SOFTWARE, ALL RELATED DOCUMENTATION AND ACCOMPANYING ITEMS TO THE PLACE OF ACQUISITION FOR A FULL REFUND.

This is a legal agreement between you and **Creative Technology Ltd.** and its subsidiaries ("Creative"). This Agreement states the terms and conditions upon which Creative offers to license the software sealed in the disk package together with all related documentation and accompanying items including, but not limited to, the executable programs, drivers, libraries and data files associated with such programs (collectively, the "Software").

LICENSE

1. Grant of License

The Software is licensed, not sold, to you for use only under the terms of this Agreement. You own the disk or other media on which the Software is originally or subsequently recorded or fixed; but, as between you and Creative (and, to the extent applicable, its licensors), Creative retains all title to and ownership of the Software and reserves all rights not expressly granted to you.

2. For Use on a Single Computer

The Software may be used only on a single computer by a single user at any time. You may transfer the machine-readable portion of the Software from one computer to another computer, provided that (a) the Software (including any portion or copy thereof) is erased from the first computer and (b) there is no possibility that the Software will be used on more than one computer at a time.

3. Stand-Alone Basis

You may use the Software only on a stand-alone basis, such that the Software and the functions it provides are accessible only to persons who are physically present at the location of the computer on which the Software is loaded. You may not allow the Software or its functions to be accessed remotely, or transmit all or any portion of the Software through any network or communication line.

4. Copyright

The Software is owned by Creative and/or its licensees and is protected by United States copyright laws and international treaty provisions. You may not remove the copyright notice from any copy of the Software or any copy of the written materials, if any, accompanying the Software.

5. One Archival Copy

You may make one (1) archival copy of the machine-readable portion of the Software for backup purposes only in support of your use of the Software on a single computer, provided that you reproduce on the copy all copyright and other proprietary rights notices included on the originals of the Software.

6. No Merger or Integration

You may not merge any portion of the Software into, or integrate any portion of the Software with,

any other program, except to the extent expressly permitted by the laws of the jurisdiction where you are located. Any portion of the Software merged into or integrated with another program, if any, will continue to be subject to the terms and conditions of this Agreement, and you must reproduce on the merged or integrated portion all copyright and other proprietary rights notices included in the originals of the Software.

7. Network Version

If you have purchased a "network" version of the Software, this Agreement applies to the installation of the Software on a single "file server". It may not be copied onto multiple systems. Each "node" connected to the "file server" must also have its own license of a "node copy" of the Software, which becomes a license only for that specific "node".

8. Transfer of License

You may transfer your license of the Software, provided that (a) you transfer all portions of the Software or copies thereof, (b) you do not retain any portion of the Software or any copy thereof, and (c) the transferee reads and agrees to be bound by the terms and conditions of this Agreement.

9. Limitations on Using, Copying, and Modifying the Software

Except to the extent expressly permitted by this Agreement or by the laws of the jurisdiction

where you acquired the Software, you may not use, copy or modify the Software. Nor may you sub-license any of your rights under this Agreement.

10. Decompiling, Disassembling, or Reverse Engineering

You acknowledge that the Software contains trade secrets and other proprietary information of Creative and its licensors. Except to the extent expressly permitted by this Agreement or by the laws of the jurisdiction where you are located, you may not decompile, disassemble or otherwise reverse engineer the Software, or engage in any other activities to obtain underlying information that is not visible to the user in connection with normal use of the Software.

In particular, you agree not for any purpose to transmit the Software or display the Software's object code on any computer screen or to make any hardcopy memory dumps of the Software's object code. If you believe you require information related to the interoperability of the Software with other programs, you shall not decompile or disassemble the Software to obtain such information, and you agree to request such information from Creative at the address listed below. Upon receiving such a request, Creative shall determine whether you require such information for a legitimate purpose and, if so, Creative will provide such information to you within a reasonable time and on reasonable conditions.

In any event, you will notify Creative of any information derived from reverse engineering or such other activities, and the results thereof will

constitute the confidential information of Creative that may be used only in connection with the Software.

TERMINATION

The license granted to you is effective until terminated. You may terminate it at any time by returning the Software (including any portions or copies thereof) to Creative. The license will also terminate automatically without any notice from Creative if you fail to comply with any term or condition of this Agreement. You agree upon such termination to return the Software (including any portions or copies thereof) to Creative. Upon termination, Creative may also enforce any rights provided by law. The provisions of this Agreement that protect the proprietary rights of Creative will continue in force after termination.

LIMITED WARRANTY

Creative warrants, as the sole warranty, that the disks on which the Software is furnished will be free of defects, as set forth in the Warranty Card or printed manual included with the Software. No distributor, dealer or any other entity or person is authorized to expand or alter this warranty or any other provisions of this Agreement. Any representation, other than the warranties set forth in this Agreement, will not bind Creative.

Creative does not warrant that the functions contained in the Software will meet your requirements or that the operation of the Software will be uninterrupted, error-free or free from malicious code. For purposes of this paragraph, "malicious code" means any program code designed to contaminate other computer programs or computer data, consume computer resources,

modify, destroy, record, or transmit data, or in some other fashion usurp the normal operation of the computer, computer system, or computer network, including viruses, Trojan horses, droppers, worms, logic bombs, and the like. **EXCEPT AS STATED ABOVE IN THIS AGREEMENT, THE SOFTWARE IS PROVIDED AS-IS WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. CREATIVE IS NOT OBLIGATED TO PROVIDE ANY UPDATES, UPGRADES OR TECHNICAL SUPPORT FOR THE SOFTWARE.**

Further, Creative shall not be liable for the accuracy of any information provided by Creative or third party technical support personnel, or any damages caused, either directly or indirectly, by acts taken or omissions made by you as a result of such technical support.

You assume full responsibility for the selection of the Software to achieve your intended results, and for the installation, use and results obtained from the Software. You also assume the entire risk as it applies to the quality and performance of the Software. Should the Software prove defective, you (and not Creative, or its distributors or dealers) assume the entire cost of all necessary servicing, repair or correction.

This warranty gives you specific legal rights, and you may also have other rights which vary from country/state to country/state. Some countries/states do not allow the exclusion of implied warranties, so

the above exclusion may not apply to you. Creative disclaims all warranties of any kind if the Software was customized, repackaged or altered in any way by any third party other than Creative.

LIMITATION OF REMEDIES AND DAMAGES

THE ONLY REMEDY FOR BREACH OF WARRANTY WILL BE THAT SET FORTH IN THE WARRANTY CARD OR PRINTED MANUAL INCLUDED WITH THE SOFTWARE. IN NO EVENT WILL CREATIVE OR ITS LICENSORS BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES OR FOR ANY LOST PROFITS, LOST SAVINGS, LOST REVENUES OR LOST DATA ARISING FROM OR RELATING TO THE SOFTWARE OR THIS AGREEMENT, EVEN IF CREATIVE OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT WILL CREATIVE'S LIABILITY OR DAMAGES TO YOU OR ANY OTHER PERSON EVER EXCEED THE AMOUNT PAID BY YOU TO USE THE SOFTWARE, REGARDLESS OF THE FORM OF THE CLAIM.

Some countries/states do not allow the limitation or exclusion of liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you.

PRODUCT RETURNS

If you must ship the software to Creative or an authorized Creative distributor or dealer, you must prepay shipping and either insure the software or assume all risk of loss or damage in transit.

U.S. GOVERNMENT RESTRICTED RIGHTS

All Software and related documentation are provided with restricted rights. Use, duplication or disclosure by the U.S. Government is subject to restrictions as set forth in subdivision (b)(3)(ii) of the Rights in Technical Data and Computer Software Clause at 252.227-7013. If you are sub-licensing or using the Software outside of the United States, you will comply with the applicable local laws of your country, U.S. export control law, and the English version of this Agreement.

CONTRACTOR/MANUFACTURER

The Contractor/Manufacturer for the Software is:

Creative Technology Ltd

31, International Business Park
Creative Resource
Singapore 609921

GENERAL

This Agreement is binding on you as well as your employees, employers, contractors and agents, and on any successors and assignees. Neither the Software nor any information derived therefrom may be exported except in accordance with the laws of the U.S. or other applicable provisions. This Agreement is governed by the laws of the State of California (except to the extent federal law governs copyrights and federally registered trademarks). This Agreement is the entire agreement between us and supersedes any other understandings or agreements, including, but not limited to, advertising, with respect to the Software. If any provision of this Agreement is deemed invalid or unenforceable by any country or government agency having jurisdiction, that particular provision will be deemed modified to the extent necessary to make the

provision valid and enforceable, and the remaining provisions will remain in full force and effect.

For questions concerning this Agreement, please contact Creative at the address stated above. For questions on product or technical matters, contact the Creative technical support center nearest you.

ADDENDUM TO THE MICROSOFT SOFTWARE LICENSE AGREEMENT (WINDOWS 95)

IMPORTANT: By using the Microsoft software files (the "Microsoft Software") provided with this Addendum, you are agreeing to be bound by the following terms. If you do not agree to be bound by these terms, you may not use the Microsoft Software.

The Microsoft Software is provided for the sole purpose of replacing the corresponding files provided with a previously licensed copy of the Microsoft software product identified above ("ORIGINAL PRODUCT"). Upon installation, the Microsoft Software files become part of the ORIGINAL PRODUCT and are subject to the same warranty and license terms and conditions as the ORIGINAL PRODUCT. If you do not have a valid license to use the ORIGINAL PRODUCT, you may not use the Microsoft Software. Any other use of the Microsoft Software is prohibited.

SPECIAL PROVISIONS APPLICABLE TO THE EUROPEAN UNION

IF YOU ACQUIRED THE SOFTWARE IN THE EUROPEAN UNION (EU), THE FOLLOWING PROVISIONS ALSO APPLY TO YOU. IF THERE IS ANY INCONSISTENCY BETWEEN THE TERMS OF THE SOFTWARE LICENSE

AGREEMENT SET OUT EARLIER AND IN THE FOLLOWING PROVISIONS, THE FOLLOWING PROVISIONS SHALL TAKE PRECEDENCE.

DECOMPILATION

You agree not for any purpose to transmit the Software or display the Software's object code on any computer screen or to make any hard copy memory dumps of the Software's object code. If you believe you require information related to the interoperability of the Software with other programs, you shall not decompile or disassemble the Software to obtain such information, and you agree to request such information from Creative at the address listed earlier. Upon receiving such a request, Creative shall determine whether you require such information for a legitimate purpose and, if so, Creative will provide such information to you within a reasonable time and on reasonable conditions.

**LIMITED WARRANTY
EXCEPT AS STATED EARLIER IN THIS
AGREEMENT, AND AS PROVIDED UNDER
THE HEADING "STATUTORY RIGHTS",
THE SOFTWARE IS PROVIDED AS-IS
WITHOUT WARRANTY OF ANY KIND,
EITHER EXPRESS OR IMPLIED,
INCLUDING, BUT NOT LIMITED TO, ANY
IMPLIED WARRANTIES OR CONDITIONS
OF MERCHANTABILITY, QUALITY AND
FITNESS FOR A PARTICULAR PURPOSE.**

**LIMITATION OF REMEDY AND DAMAGES
THE LIMITATIONS OF REMEDIES AND
DAMAGES IN THE SOFTWARE LICENSE
AGREEMENT SHALL NOT APPLY TO
PERSONAL INJURY (INCLUDING DEATH)**

**TO ANY PERSON CAUSED BY CREATIVE'S
NEGLIGENCE AND ARE SUBJECT TO THE
PROVISION SET OUT UNDER THE
HEADING "STATUTORY RIGHTS".**

STATUTORY RIGHTS

Irish law provides that certain conditions and warranties may be implied in contracts for the sale of goods and in contracts for the supply of services. Such conditions and warranties are hereby excluded, to the extent such exclusion, in the context of this transaction, is lawful under Irish law. Conversely, such conditions and warranties, insofar as they may not be lawfully excluded, shall apply.

Accordingly nothing in this Agreement shall prejudice any rights that you may enjoy by virtue of Sections 12, 13, 14 or 15 of the Irish Sale of Goods Act 1893 (as amended).

GENERAL

This Agreement is governed by the laws of the Republic of Ireland. The local language version of this agreement shall apply to Software acquired in the EU. This Agreement is the entire agreement between us, and you agree that Creative will not have any liability for any untrue statement or representation made by it, its agents or anyone else (whether innocently or negligently) upon which you relied upon entering this Agreement, unless such untrue statement or representation was made fraudulently.

Safety Information

The following sections contain notices for various countries:

CAUTION: This device is intended to be installed by the user in a CSA/TUV/UL certified/listed IBM AT or compatible personal computers in the manufacturer's defined operator access area. Check the equipment operating/installation manual and/or with the equipment manufacturer to verify/confirm if your equipment is suitable for user-installed application cards.

Modifications

Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the device.

Compliance

This product conforms to the following Council Directive:

- ☐ Directive 89/336/EEC, 92/31/EEC (EMC)

Contents

Introduction	1
Preliminary Step: Find Your Windows' version Number (for Windows 95 only)	3
Step 1: Installing Your Graphics Card.....	4
Step 2: Installing Your Software.....	6
Step 3: Changing Display Settings	11
Step 4: Changing Performance Settings	12
Getting More Information	13
Technical Specifications	14
Troubleshooting.....	18
Technical Support.....	25
If You Have a Problem	27
Limited Warranty.....	29

Introduction

The 3D Blaster™ GeForce 256™ Annihilator™ is a quality 2D/3D/video accelerator that uses NVIDIA™'s latest GeForce 256™ chipset. GeForce 256 is the ultimate 3D processor. Its innovative architecture combines Transform and Lighting (T&L) technology with a rendering engine that delivers four pixels per clock.

NVIDIA's GeForce 256 graphics controller delivers stunning visual quality and performance with its 256 bit true-color engine. Its four rendering pipelines are capable of delivering four pixels per clock. With GeForce 256, developers can create special effects such as multi-texture, bump mapping to simulate rough surfaces, and environmental mapping that gives objects reflective properties. Developers can take advantage of advanced filtering modes (including 8-tap anisotropic filtering) with full scene anti-aliasing to create realistic images that rival more expensive graphics workstations.

The 3D Blaster GeForce 256 Annihilator provides outstanding 2D and video acceleration as well. It supports motion compensation for MPEG-2 decoding. It guarantees a high level of 2D performance, while programmable gamma tables optimize image quality for both text and image-based applications.

Serial and Model Numbers

Your card’s serial and model numbers can be found at the back of the card. We recommend that you record the serial and model number below. This information will be useful in the event that you need to contact our Technical Support staff for troubleshooting or your dealer for warranty service.

Table 1: Serial numbers and model numbers.

Hardware	Product Codes	Numbers
3D Blaster GeForce 256 Annihilator	Serial Number	
	Model Number	

Before You Begin

The README file on the CD-ROM contains information not available at the time of printing. Read the file before you continue.

Minimum System Requirements

- ☐ IBM® PC 100% compatible
- ☐ Pentium® II, Pentium III, AMD-K6, K6/3Dnow processor or compatible
- ☐ 32 MB RAM (64MB recommended)
- ☐ 35 MB free hard disk space (bundled software will require additional storage)
- ☐ An available AGP 1.0 or 2.0 bus slot
- ☐ CD-ROM drive installed
- ☐ Windows 95, Windows 98, Windows NT 4.0 (with Service Pack 3), or Windows 2000 (when available)
- ☐ Standard VGA monitor or multi-frequency VGA monitor

Updating Drivers

To download the latest drivers for 3D Blaster GeForce 256 Annihilator, visit Creative’s Web site (refer to the “Technical Support” section for details).

Preliminary Step: Find Your Windows' version Number (for Windows 95 only)



Check the appropriate box so that you can refer to the Windows' version number quickly during the software installation process.

Since Windows automatically detects new hardware and starts the software installation procedure upon startup, you should verify your Windows version number before installing the graphics card.

To verify your Windows' version number

1. Click **Start** -> **Settings** -> **Control Panel**.
2. In the **Control Panel** window, double-click the **System** icon.
Your Windows 95 version number is displayed in the **General** tabbed page of the **Systems Properties** dialog box.
3. Note the version number.
The following are the possible Windows 95 version numbers:
 - ☐ 4.00.950 (Retail version)
 - ☐ 4.00.950A (Retail version)
 - ☐ 4.00.950B (OSR version 2 and 2.1)
 - ☐ 4.00.950C (OSR version 2.5)
4. Shut down the system.

Step 1: Installing Your Graphics Card

This diagram shows you the connectors on the 3D Blaster GeForce 256 Annihilator card.

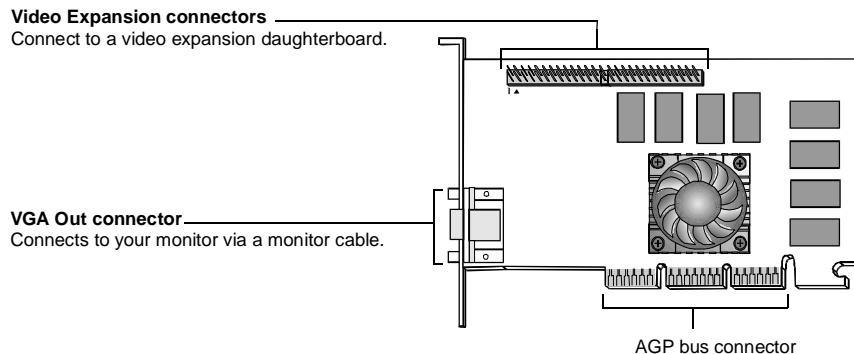


Figure 1: The 3D Blaster GeForce 256 Annihilator card.

To install the graphics card

Note: If you are replacing an existing VGA card with 3D Blaster GeForce 256 Annihilator, please remember to remove the existing VGA card.

1. Switch off your computer and all peripheral devices.
2. Touch any metallic surface on your computer to discharge any static electricity.
3. Disconnect the power cord from the wall outlet.
4. Remove the computer cover.

5. Locate a free AGP expansion slot.

Figure 2 shows the various types of expansion slots.

6. Remove the metal plate from the free AGP slot.
Keep the screw and metal plate for future use.

7. Align the bus connector of the graphics card with the expansion slot.

8. Press the card's bus connector firmly and evenly into the slot, making sure that the bus connector comes into full contact with the slot. Then, secure the card to the computer casing with a screw.
See Figure 3 below.

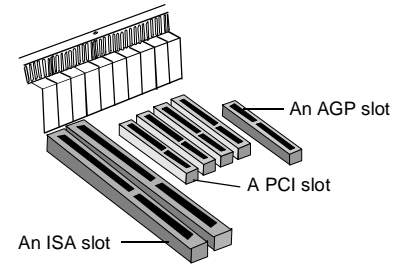
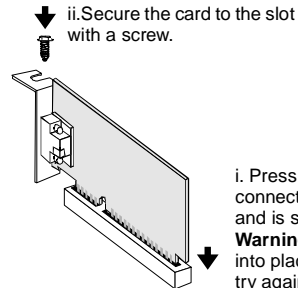


Figure 2: Types of expansion slots.



i. Press the card into the slot. Ensure that the bus connector has been pressed in as far as it will go and is sitting firmly inside the expansion slot.

Warning: However do not force the graphics card into place. If it does not fit properly, remove it and try again.

Figure 3: Securing the graphics card to the slot.



If you are using a multi-frequency monitor, you may need a special 15-pin DIN VGA cable. If your multi-frequency monitor allows you to switch between 'TTL' and 'analog' operation modes, set the switch to 'analog'. For details, refer to your monitor's manual.

9. Connect the monitor cable to the VGA Out connector of the graphics card, as shown in Figure 4.

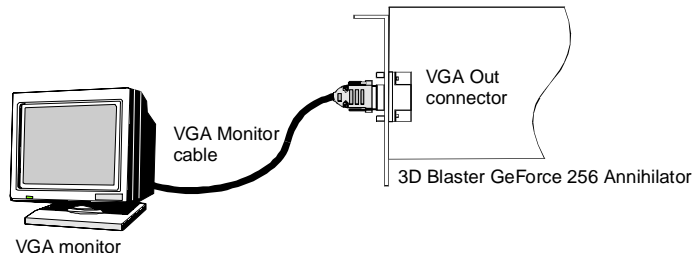


Figure 4: Connecting your VGA monitor to the graphics card.

10. Replace the computer cover and plug the power cord back into the wall outlet.

Step 2: Installing Your Software

After installing the graphics card, you can install the software. The 3D Blaster GeForce 256 Annihilator CD contains the following:

- ☐ Drivers for Windows 95/98 (common to both)
- ☐ Drivers for Windows NT 4.0
- ☐ Creative Enhanced BlasterControl™ for Windows 95/98 and Windows NT 4.0
- ☐ Creative SoftMPEG for Windows 95/98

This section is organized as follows:

- ☐ For Windows 95 (Retail version)
- ☐ For Windows 95 (OSR version 2.0 and later)
- ☐ For Windows 98
- ☐ For Windows NT 4.0 (Service Pack 3)

For Windows 95 (Retail version)

1. Switch on your system.
Windows 95 automatically detects the graphics card.
A **New Hardware Found** message box appears, informing you that a display adapter has been detected.
2. When a dialog box similar to Figure 5 appears, ensure that the **Driver from disk provided by hardware manufacturer** option is selected.
3. Click the **OK** button.
4. Insert the 3D Blaster GeForce 256 Annihilator CD into your CD-ROM drive.
5. In the **Install From Disk** dialog box, type **D:\WINDOWS** (where D: represents your CD-ROM drive) and click the **OK** button.
6. If prompted to select drivers, click the **Creative CT6941** drivers.
The drivers are copied to your system.
7. When prompted to restart your system, click the **Yes** button.
8. After the system has restarted, proceed to install the applications. Click **Start -> Run**.
9. In the **Run** dialog box, type **D:\WINDOWS\SETUP** and click the **OK** button.
10. Follow the instructions on the screen to complete the setup.
If you do not install all the applications now, you can install them later.

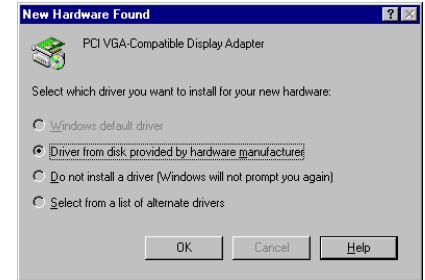


Figure 5: Selecting the **Driver from disk provided by hardware manufacturer** option.

For Windows 95 (OSR version 2.0 and later)

1. Switch on your system.
Windows 95 automatically detects the graphics card.
A **New Hardware Found** message box appears, informing you that a display adapter has been detected.
2. When a dialog box similar to Figure 6 appears, click the **Next** button.
3. Click the **Other Locations** button when it appears in the **Update Device Driver Wizard** dialog box.
4. Insert the 3D Blaster GeForce 256 Annihilator CD into your CD-ROM drive.
5. In the **Select Other Location** dialog box, type **D:\WINDOWS** (where D: represents your CD-ROM drive) and click the **OK** button.
6. In the **Update Device Driver Wizard** dialog box, click the **Finish** button.
7. In the **Insert Disk** message box, click the **OK** button.
8. In the **Copying Files** dialog box, type **D:\WINDOWS** and click the **OK** button.
The drivers are copied to your system.
9. In the **Update Device Driver Wizard** dialog box, click the **OK** button.
10. When prompted to restart your system, click the **Yes** button.
11. After the system has restarted, proceed to install the applications. Click **Start -> Run**.
12. In the **Run** dialog box, type **D:\WINDOWS\SETUP** and click the **OK** button.
13. Follow the instructions on the screen to complete the setup.
If you do not install all the applications now, you can install them later.



Figure 6: The *Update Device Driver Wizard* dialog box.

For Windows 98

1. Switch on your system.
Windows 98 automatically detects the graphics card.
An **Add New Hardware Wizard** message box appears, informing you that a display adapter has been detected.
2. When a dialog box similar to Figure 7 appears, select the option **Display a list of all the drivers in a specific location, so you can select the driver you want.**
3. Click the **Next** button.
4. Insert the 3D Blaster GeForce 256 Annihilator CD into your CD-ROM drive.
5. In the **Models** list box, click the **Have Disk** button.
6. In the **Install From Disk** dialog box, type **D:\WINDOWS** (where D: represents your CD-ROM drive) and click the **OK** button.
If you are installing 3D Blaster GeForce 256 Annihilator as a second or subsequent card to make use of Windows 98's multi-monitor capability, you will see an **Update Driver Warning** message telling you that the driver you have selected may not work correctly. You *must* click the **Yes** button to confirm that you want to use the selected driver. Otherwise, the system will install the wrong driver and will not recognize the card as a 3D Blaster GeForce 256 Annihilator card (for details, see "Windows 98 Multi-Monitor Display Problems" on page 19).
7. In the **Models** list box of the **Select Device** dialog box, make sure the **Creative CT6941** entry is selected and click the **OK** button.
8. Click the **Next** button.



Figure 7: Selecting the option *Display a list of all the drivers in a specific location, so you can select the driver you want.*

9. Click the **Finish** button.
The drivers are copied to your system.
10. When prompted to restart your system, click the **Yes** button.
11. After the system has restarted, proceed to install the applications. Click **Start -> Run**.
12. In the **Run** dialog box, type **D:\WINDOWS\SETUP** and click the **OK** button.
13. Follow the instructions on the screen to complete the setup.
If you do not install all the applications now, you can install them later.

For Windows NT 4.0 (Service Pack 3)

1. Switch on your system.
2. Click **Start -> Run**.
3. In the **Run** dialog box, type **D:\WINNT40\SETUP** and click the **OK** button.
4. Follow the instructions on the screen to complete the setup.
If you do not install all the applications now, you can install them later.
5. If the **Invalid Display Settings** message box appears after your system has restarted, click the **OK** button and change the display settings.
For details, see “For Windows 95/98” on page 11.

Step 3: Changing Display Settings

For Windows 95/98

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **Settings** tab.
3. In the **Desktop Area** (Window95) or the **Screen Area** (Windows98) group box, move the slider to set the desired resolution.
4. In the **Color Palette** group box, select the desired color. Certain colors may not be available for some display resolutions.
5. Click the **OK** button to close the **Display Properties** dialog box.

For Windows NT 4.0

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **Settings** tab.
3. In the **Desktop Area** group box, move the slider to set the desired resolution.
4. In the **Color Palette** group box, select the desired color. Certain colors may not be available for some display resolutions.
5. In the **Refresh Frequency** group box, select the desired refresh rate.
6. To test the settings, click the **Test** button, and then click the **OK** button.
When the **Testing Mode** dialog box re-appears:
 - If the test bitmap is properly displayed, click the **Yes** button.
 - If not, click the **No** button. A warning message will be displayed. Click the **OK** button and repeat steps 3 through 6, changing one or more of the settings.
7. Click the **OK** button to close the **Display Properties** dialog box.

Step 4: Changing Performance Settings

For Windows 95 and Windows NT 4.0



You can customize the settings of your graphics card for optimal performance with applications. However, if your monitor display exhibits pixel drop (that is, pixels, usually white in color, appear on the screen) or any other abnormal behaviour, revert to the factory default settings (see “Troubleshooting” on page 18).

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **BlasterControl** tab.
3. On the **BlasterControl** tabbed page, click the **Tweak** icon.
4. In the **Tweak** module, select the desired settings.
5. To specify additional settings for 3D Blaster GeForce 256 Annihilator, click the **Advanced Settings** button.
6. Select the desired settings and click the **OK** button.
To see a brief description of an option or check box in the **BlasterControl Tweak** module, right-click the item, and then click **What’s This**.

For Windows 98

1. Right-click your desktop, and then click **Properties** on the menu that appears.
2. In the **Display Properties** dialog box, click the **Settings** tab.
3. On the **Settings** tabbed page, click the **Advanced** button.
4. In the **Advanced Properties** dialog box, click the **BlasterControl** tab.
5. Select the desired settings and click the **OK** button.
To see a brief description of an option or check box in the **BlasterControl Advanced** module, right-click the item, and then click **What’s This**.

Getting More Information

For 3D Blaster GeForce 256 Annihilator

The Help file for 3D Blaster GeForce 256 Annihilator gives a brief introduction to the features supported by this graphics card.

To open the Help file for 3D Blaster GeForce 256 Annihilator

- ▶ Click **Start -> Programs -> Creative -> Creative CT6941 -> Creative CT6941 Help**.

For Creative BlasterControl

The Help file for Creative BlasterControl shows you how to use the BlasterControl utility to customize your screen resolution, color depth, and refresh rate in Windows.

To open the Help file for BlasterControl

- ▶ Click **Start -> Programs -> Creative -> BlasterControl Help**.

For Help topics specific to a BlasterControl module

- ▶ In the BlasterControl module you want, click the **Help** button.

For Creative SoftMPEG

The Help file for Creative SoftMPEG teaches you how to use SoftMPEG to play Video CDs and MPEG files.

To open the Help file for SoftMPEG

- ▶ In Creative SoftMPEG, right-click the Video window, and then click **Help** on the menu that appears.

Technical Specifications

Architecture Highlights

- ❑ 256-bit wide graphics architecture
- ❑ 32 MB SDRAM
- ❑ 350 MHz Palette-DAC
- ❑ 480 million pixels/sec, bilinear filtered
- ❑ 2.6 GB/sec total memory bandwidth
- ❑ AGP 4X with Fast Writes

3D Features

- ❑ Transform and Lighting (T&L) Engine
 - Graphics performance scale with Graphics Processor Unit (GPU), not CPU
- ❑ Four rendering pipelines capable of delivering four pixels per clock
- ❑ Cube environment mapping in hardware, fully supported by DirectX 7 and OpenGL
- ❑ Complete DirectX 7 support
- ❑ 100% hardware triangle setup
- ❑ TextureBlend support:
 - Multi-texture
 - Bump map
 - Light maps
 - Reflection maps
 - Detail textures

- ☐ Backend blend
 - 32-bit ARGB rendering with destination alpha
 - Point sampled, bilinear and 8-tap anisotropic filtering
- ☐ Per pixel perspective correct texture mapping
 - Fog
 - Light
 - Mipmapping
- ☐ 32-bit Z/Stencil
- ☐ 8-bit stencil buffer
- ☐ Full scene anti-aliasing

2D Features

- ☐ High performance 2D/GUI/DirectDraw acceleration
- ☐ Fast 32-bit VGA/SVGA support
- ☐ Multi-buffering (Double, Triple, Quad buffering) for smooth animation and video playback

Video Support

- ☐ Video acceleration for DirectShow, MPEG-1, MPEG-2 and Indeo
- ☐ X and Y smooth up and down scaling with filtering
- ☐ Per-pixel color keying
- ☐ Video window with hardware color space conversion and filtering (YUV 4:2:2 and 4:2:0)
- ☐ Supports VIP 2.0 specifications

Specifications

- ☐ AGP 2X
- ☐ AGP 4X with Fast Writes
- ☐ VESA DDC 2B + DPMS
- ☐ Single slot 2D, 3D graphics, and video accelerator
- ☐ NVIDIA GeForce 256™ graphics engine
- ☐ Integrated 350 MHz RAMDAC supporting up to 2048x1536 in true color
- ☐ MPEG-1, MPEG-2, and full-motion video
- ☐ Motion Compensation for MPEG-2 decoding
- ☐ Full Plug and Play compliant

Drivers

- ☐ Windows NT 4.0 and Windows 2000 (when available) display drivers
- ☐ Windows 95 and Windows 98 display driver, DirectDraw, Direct3D, DirectVideo, ActiveX
- ☐ OpenGL ICD for Windows 95 and Windows NT 4.0
- ☐ VBE 3.0 compliant

Utilities

- ☐ Creative Enhanced BlasterControl™
- ☐ Creative Enhanced SoftMPEG

Applications Supported

- ☐ All Windows 95 applications, including DirectDraw and Direct3D games and applications
- ☐ OpenGL applications under Windows 95 and Windows 98



The refresh rates shown in the table are the highest obtainable and are monitor-dependent. Resolutions, pixel depths, and refresh rates are also driver-dependent and may not be available for some applications or operating systems.

Table 2: Refresh rates supported by different video modes (based on 350 MHz RAMDAC).

Refresh Rates	Number of Colors		
Resolution	256 (8-bit)	64k (16-bit)	16.7 million (32-bit)
640x480	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240
800x600	60, 70, 72, 75, 85, 100, 120, 140, 144, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 170, 200, 240
1024x768	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200, 240	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200
1152x864	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170, 200	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170
1280x960	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170	60, 70, 72, 75, 85, 100, 120, 140, 150
1280x1024	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170	60, 70, 72, 75, 85, 100, 120, 140, 144, 150, 170	60, 70, 72, 75, 85, 100, 120, 140, 144, 150
1600x900	60, 70, 72, 75, 85, 100, 120, 140, 144, 150	60, 70, 72, 75, 85, 100, 120, 140, 144, 150	60, 70, 72, 75, 85, 100, 120
1600x1200	60, 70, 72, 75, 85, 100, 120	60, 70, 72, 75, 85, 100, 120	60, 70, 72, 75, 85, 100
1920x1080	60, 70, 72, 75, 85, 100	60, 70, 72, 75, 85, 100	60, 70, 72, 75, 85
1920x1200	60, 70, 72, 75, 85, 100	60, 70, 72, 75, 85, 100	60, 70, 72, 75, 85

Table 2: Refresh rates supported by different video modes (based on 350 MHz RAMDAC).

Refresh Rates	Number of Colors		
	256 (8-bit)	64k (16-bit)	16.7 million (32-bit)
Resolution			
1920x1440	60, 70, 72, 75, 85	60, 70, 72, 75, 85	60, 70, 75
2048x1536	60, 70, 72, 75	60, 70, 72, 75	60

Troubleshooting

System Hangs, Blank Screen or Corrupted Display

After installing 3D Blaster GeForce 256 Annihilator and starting your system, the monitor displays a blank screen.

Solutions

Try the following:

- ☐ Switch off your system and wait a while before switching it on again.
- ☐ Verify that any built-in VGA on your motherboard is disabled and that you have removed any other video display card from your system.
- ☐ Ensure that your 3D Blaster GeForce 256 Annihilator card's bus connector is fully inserted into the expansion slot. Ensure this by pressing it gently and evenly into the slot.
- ☐ Verify that the pins of your monitor's VGA Input connector are not bent and that the connector is properly connected to the VGA Out connector of 3D Blaster GeForce 256 Annihilator.

Windows 98 Multi-Monitor Display Problems

In a multi-monitor setting, the monitor connected to the 3D Blaster GeForce 256 Annihilator card remains blank even though the card and its drivers have been installed.

- Cause** If 3D Blaster GeForce 256 Annihilator's drivers are not specified during the software installation, the system installs it as a standard VGA card that does *not* support Windows 98's multi-monitor feature.
- Solution** Update the device drivers to 3D Blaster GeForce 256 Annihilator's drivers:
1. Right-click your desktop, and then click **Properties** on the shortcut menu.
 2. In the **Display Properties** dialog box, click the **Settings** tab.
 3. On the **Settings** tabbed page, click the **Advanced Properties** button.
 4. In the **Advanced Display Properties** dialog box, click the **Change** button.
 5. In the **Select Device** dialog box, click the **Have Disk** button.
 6. Insert the 3D Blaster GeForce 256 Annihilator CD into your CD-ROM drive.
 7. Follow steps 6 through 13 of the procedure in "For Windows 98" on page 9 to complete the update.

Other Display Problems



For the resolutions supported by your monitor, refer to its manual.

Monitor display flickers or the screen goes blank after Windows starts.

Cause Your monitor may not support the resolution or refresh rate that you have set.

Solution Use display settings supported by the monitor.
To change the display settings:

1. Restart your system in Windows 98 **Safe mode**. To do so:
 - i. Restart your system and when the message “Starting Windows 98...” appears, press <F8>. A list of options such as **Safe Mode** and **Command Prompt Only Mode** appears.
 - ii. Select **Safe Mode** and press <Enter>.
2. After your system has restarted, right-click the desktop and click **Properties**.
3. In the **Display Properties** dialog box, click the **Settings** tab.
4. Try the following:
 - ☐ Make sure that the correct monitor is selected.
To verify, click the **Change Display Type** button or the **Advanced Properties** button on the **Settings** tabbed page.
 - ☐ Use a lower refresh rate or the adapter’s default.
For details on this, refer to the topic “Using BlasterControl Monitor Settings” in the BlasterControl Help file.
 - ☐ Lower your monitor’s resolution.
To do so, adjust the color depth and desktop area on the **Settings** tabbed page.

Monitor display exhibits pixel drop (that is, pixels, usually white in color, appear on the screen) or other abnormal behavior.

Cause The settings that you have selected for your graphics card may be incompatible with one or more games or applications that you are running.

Solution Use the factory default settings:

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **BlasterControl** tab.
3. On the **BlasterControl** tabbed page, click the **Tweak** icon.
4. Click the **Restore Defaults** button.

Beeping Sounds During System Startup

When the system is starting up, there is a series of prolonged beeps.

Cause Your 3D Blaster GeForce 256 Annihilator card may not be firmly inserted into the expansion slot.

Solution Ensure that the bus connector of the graphics card is fully inserted into the expansion slot. Ensure this by pressing the card gently and evenly into the slot. You can also try removing the card and re-inserting it.

Problems Installing Software

In Windows 95 or Windows 98, the installation program for BlasterControl does not run automatically after you have inserted the installation CD into your drive.

Cause The AutoPlay feature in your Windows 95 or Windows 98 system is not enabled.

Solution To install the software from the CD:

1. Double-click the **My Computer** icon on your Windows desktop.
2. In the **My Computer** window, double-click the **Creative CT6941** icon.
If the installation program does not run, double-click the **Windows** folder icon followed by the **Setup** icon.
3. Follow the instructions on the screen to complete the installation.

Problems Using Software

When you restart Windows, one of the following error messages appears:

- ☐ “BlasterControl will only work on Creative graphics product drivers.
Do you want BlasterControl to be loaded the next time you start Windows?”
- ☐ “BlasterControl will only work on Creative graphics product drivers.”

Cause 3D Blaster GeForce 256 Annihilator drivers, required by BlasterControl, may have been replaced by other drivers when you installed DirectX applications.

Solution Re-install or revert to the 3D Blaster GeForce 256 Annihilator drivers.
To revert to the drivers:

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **Settings** tab, and then click the **Change Display Type** button or the **Advanced Properties** button.
3. In the **Adapter Type** group box or on the **Adapter** tabbed page, click the **Change** button.
4. In the **Select Device** dialog box, click **Creative CT6941**, and then click the **OK** button.
5. In the **Insert Disk** message box, click the **OK** button without inserting any CD.
6. If 3D Blaster GeForce 256 Annihilator drivers and later versions of DirectX drivers are already installed, click the **Skip File** button until the **Adapter Type** group box or the **Adapter** tabbed page appears.
7. Click the two **Close** buttons to close the **Display Properties** dialog box.
8. When prompted to restart your system, click the **Yes** button.
After you have restarted your system, the newer DirectX drivers will work with the latest 3D Blaster GeForce 256 Annihilator drivers.

Problem with OpenGL Applications

When starting OpenGL Screen Saver or applications in Windows 98, the message “No local buffer memory available” appears.

Solution

Set a lower resolution and color depth:

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **Settings** tab.
3. In the **Desktop Area** group box, move the slider to set a lower resolution.
4. In the **Color Palette** group box, set to **640x480** and **16-bit color (high color)** for OpenGL applications to work properly.

OpenGL applications run uncharacteristically slowly in Windows 98.

Cause

OpenGL applications do not support Windows 98's multi-monitor feature. Consequently, Windows 98 disables all hardware acceleration when the multi-monitor option is enabled.

Solution

Disable the multi-monitor option:

1. Right-click your desktop, and then click **Properties** on the shortcut menu.
2. In the **Display Properties** dialog box, click the **Settings** tab.
3. Clear the **Extend my Windows desktop onto this monitor** check box.

Problem with PCI Bridge (in Windows 95)

After installing 3D Blaster GeForce 256 Annihilator onto a Pentium II LX system or any other AGP system, the Resources tabbed page of the 3D Blaster GeForce 256 Annihilator Properties dialog box in Windows 95 shows resource conflicts similar to the following:

Memory Range used FEDC0000 - FEDDFFFF used by PCI standard PCI-to-PCI bridge.

Memory Range used FD800000 - FDFFFFFF used by PCI standard PCI-to-PCI bridge.

Memory Range used FE000000 - FE7FFFFF used by PCI standard PCI-to-PCI bridge.

Cause

The “PCI standard PCI-to-PCI bridge” is the CPU chipset to AGP controller, which Windows 95 cannot identify properly.

Solution

No action required.

A conflict between the AGP video controller and the “PCI standard PCI-to-PCI bridge” in the Windows 95 Device Manager does not affect the functionality of the AGP card within Windows 95. This problem is common to all AGP graphics cards and does not affect 3D Blaster GeForce 256 Annihilator’s functionality. It has been resolved in Windows 98.

Problem with AGP Aperture Size



Changing settings in CMOS incorrectly can cause the system to stop functioning.



Some of the steps from step 3 onwards may not apply to your system’s CMOS. Refer to your system’s CMOS documentation for more details.

DirectDraw/Direct3D fails to use hardware acceleration (HAL).

Cause

The CMOS setting for the AGP Aperture size is less than 8 MB.

Solution

Set the AGP Aperture size to 8 MB or more.

Do the following in CMOS:

1. Restart your system.
2. During the memory check, press <Delete>. The CMOS setup menu appears.
3. Select **Chipset Features Setup** and press <Enter>.
4. Set your **AGP Aperture Size (MB)** to **8 MB** or more.
5. Press <Esc> to return to the CMOS setup menu.
6. Select **Save & Exit Setup**, and then press <Enter>.
7. Press <Y> and then press <Enter>.

Technical Support



Please ensure to retain your purchase receipt plus all packaging and contents until such time that all components of the product are functioning to your satisfaction.



Before contacting “European Help Line”, please ensure that you have read the ‘Troubleshooting’ Appendix. The Creative web site at **www.creative.com** gives you access to the latest drivers and troubleshooting tips.

We are committed to giving you the best product as well as the best technical support. Please note the following information for reference should you require technical assistance.

- ☐ The model and serial number of your Creative product
- ☐ Error information on the screen and how it came about
- ☐ Information on the adapter cards which may be causing a conflict
- ☐ Hardware configuration information such as the base I/O address, IRQ line, DMA channels used
- ☐ Motherboard information: BIOS manufacturer/version and chipset manufacturer
- ☐ Type and version of your operating system, e.g., DOS 6.0, Windows 3.1x, Windows 95, Windows 98 or Windows NT

Inside Europe

For fast and efficient Technical Support solutions, please use the Creative Web Support services in the first instance. If your Creative product was pre-installed in your computer, your primary source of technical support is the Personal Computer supplier who provided the system.

The support area on our web site at **www.creative.com** is continuously updated and contains the following:

Driver Updates	Quick access to the latest Creative drivers
Newsgroups	Subscribe to the Creative Newsgroup
Subscribe to a Creative email List	Keep up to date by joining one or more of our mailing lists
Frequently Asked Questions	Access the latest information on Creative products with advice on how to resolve commonly asked questions
Solve Your Own Problem	Enter keywords to search the comprehensive library of product and technical information
Online Library of Manuals	Find the documents for a wide range of Creative products
Email Support	Complete the technical support web form and submit for a response
Telephone & Email Support	See “European Help Line” section for contact details

If You Have a Problem

Please retain all contents including packaging and proof of purchase until you are fully satisfied with product.

If you find that you have a problem with your Creative product and believe that it needs to be repaired or replaced, you should verify the purchase date and take the appropriate action as detailed below:

Less than 30 days since date of purchase

Should your store receipt indicate that the product is less than 30 days old, you have the option of calling Technical Support for assistance or returning the full product to the dealer/retailer, as they may offer a replacement or credit option within a specified period (see “European Help Line” section for contact numbers).

More than 30 days since date of purchase

First contact European Technical Support (see “European Help Line” section for contact numbers) to establish the nature of the problem and details on our repair returns procedure. Creative Labs requires that all returns for repair/replacement must first be issued with an authorisation number.

Returning a product for repair

- ❑ Contact Technical Support for technical assistance, and then, if deemed necessary, contact RMA to receive your authorisation number for repair/replacement of product.
- ❑ Technical Support will communicate how to return the product in question for repair/replacement.
- ❑ You should return only the *hardware* item in question and return it to the address detailed by technical support. It is not necessary to send the related software, accessories and original packaging.
- ❑ Please quote the authorisation number clearly on the outside of the packaging, in which you return the hardware item in question.
- ❑ Upon receipt of the faulty item, Creative Labs will process your request and arrange return.

Creative may replace or repair the product with new or reconditioned parts, and the faulty parts will become the property of Creative. The warranty period for your repaired/replacement item is 90 days from the date of shipment from Creative, or what is left on the original item's warranty, whichever is longer.

To avoid tariffs when shipping a product to Creative Labs from outside the E.U., you must complete the relevant customs documentation before shipping the product (please allow 30 days).

Limited Warranty

Creative Labs (Ireland) Limited (“Creative”) warrants to you, the original purchaser only, that the hardware product will be free of defects in materials and workmanship for a period of three years after the date of purchase, or such other period as may be expressly specified by Creative or required by applicable law (“Warranty Period”).

Creative’s entire liability and your remedy will be, at Creative’s sole discretion, the repair or replacement (with the same or similar model) of any hardware or accompanying item(s) not meeting the “Limited Warranty” explained above that is returned to Creative’s authorised distributor or dealer during the Warranty Period with a copy of your receipt.

What this warranty does not cover



This warranty gives you specific legal rights. You may have other rights which vary from country to country. Certain limitations in this warranty are not permitted by the jurisdiction of some countries, so some limitations here may not apply to you.

To the maximum extent permitted by applicable law, Creative disclaims all other warranties and conditions, expressed or implied, including the conditions of quality, merchantability or fitness for a particular purpose with respect to the use of this product. Creative also disclaims any obligation to support products for all operating environments - for example, by ensuring interoperability with future versions of software or hardware. In no event shall Creative or its licensors be liable for any indirect, incidental, special or consequential loss or for any lost profits, savings or data arising from or relating to the use of this product, even if Creative or its licensors have been advised of the possibility of such loss.

Specifically, this warranty does not cover failures of the product which result from accident, abuse, misuse, alterations (by persons other than Creative or its authorized repair agents), moisture, corrosive environments, shipping, high voltage surges, or abnormal working conditions. This warranty does not cover normal wear and tear. You are specifically advised to take a backup copy of any software provided with the Creative product for security purposes.

Creative European Help Line

CREATIVE LABS (IRELAND) LTD.,

Technical Support Department,
Ballycoolin Business Park, Blanchardstown,
Dublin 15, Ireland.

United Kingdom

Tel +44 1189 344 744

Germany

Tel +069-66982900

Ireland

Tel +353 1 820 7555

BBS +353 1 820 3818

France

Tel +33 1 39 20 04 21

Spain

Tel +34 (91) 66 25 116

Italy

Tel +39 02 4828 0000

Austria

Tel +43 (01) 589 244 320

Belgium

Tel +32 (02) 7171 198

Denmark

Tel +45 3525 9498

Finland

Tel +358 (09) 2294 3101

Norway

Tel +47 2305 0401

Sweden

Tel +46 (08) 7519 147

Holland

Tel +31 (0) 205040615

Switzerland

Tel +41 (01) 2121 868

Portugal

Tel 0800 8 53066

Czech Republic

Tel +353 1 8066964

Poland

Freephone 00 800 353 1229

Hungary

Freephone 00 800 1222

Russia

Tel +353 1 8066967

For all correspondence by fax please use the following number: +353 1 8205052
Veuillez utiliser le numéro suivant pour toute correspondance par télécopie : +353 1 8205052
Bitte senden Sie alle Faxmitteilungen an die folgende Nummer: +353 1 8205052
Inviare la corrispondenza via fax al numero: +353 1 8205052
Para correspondencia mediante fax por favor use el siguiente número: +353 1 8205052
Voor alle korrespondentie via fax gebruik het volgende nummer: +353 1 8205052
O nosso número de fax é: +353 1 8205052

Operating Hours / Heures d'ouverture / Öffnungszeiten / Ore d'ufficio / Horario de oficina / Openingstijden / Horário de abertura

EUROPE

Mon-Fri	:	Business Hours	:	Sat-Sun & Public Holidays	:	Closed
Lun. au vend.	:	Heures de bureau	:	Sam., dim. et jours fériés	:	Fermé
Mo-Fr	:	Geschäftszeiten	:	Sa, So & gesetzl. Feiertage	:	Geschlossen
Lunedì-venerdì	:	Orario d'ufficio	:	Sabato, domenica e festivi	:	Chiuso
Lunes-Viernes	:	Horario de oficina	:	Sábados, domingos y festivos	:	Cerrado
Maandag-Vrijdag	:	Kantooruren	:	Zat.-Zon. & Nationale Feestdagen	:	Gesloten
Segunda a sexta-feira	:	Horário de expediente	:	Sábado, domingo e feriados	:	Fechado

AutoFax & CompuServe



AutoFax is a facility that allows you to obtain product and technical information through facsimile services. In Europe, use the following number: +353 1 820 3667.

At the CompuServe prompt, Type **Go Blaster** and press <Enter>.



AutoFax est un des services vous permettant d'obtenir des informations relatives aux produits ainsi que des informations techniques par télécopie. En Europe le numéro AutoFax est le suivant : +353 1 820 3667

A l'invite de CompuServe, tapez **Go Blaster** et appuyez sur <Entrée>.



Mit dem AutoFax-Service erhalten Sie Informationen über Produkte und technische Informationen per Fax. Rufen Sie in Europa die folgende Faxnummer an: +353 1 820 3667

Geben Sie in der CompuServe-Befehlszeile **Go Blaster** ein, und drücken Sie <Eingabe>.



AutoFax è un sistema che consente di ottenere informazioni tecniche e commerciali sui prodotti mediante fax. Per l'Europa, il numero di fax è +353 1 820 3667.

Al prompt di CompuServe, digitare **Go Blaster** e premere <Invio>.



AutoFax es un servicio que le permite obtener información técnica sobre los productos de Creative Labs. En Europa, llame al número siguiente +353 1 8203667

Escriba **Go Blaster** y pulse la tecla <Intro> tras el indicativo de CompuServe.



Met AutoFax kunt u productinformatie en technische informatie opvragen via de fax. Gebruik hiervoor in Europa het volgende nummer: +353 1 8203667.

Bij de CompuServe prompt, Type **Go Blaster** en druk op <Enter>.

Internet

To receive technical support via the Internet, please email: **support@CREATIVE-LABS.CO.UK**

Web Site <http://www.cle.creaf.com>
ftp.cle.creaf.com