Display Card 8•24 GC: Application Software Compatibility

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Topic --

This article describes some compatibility issues concerning the
acceleration feature of the Macintosh Display Card 8•24 GC.

NOTE: Until new software versions are available from their publishers, a
temporary workaround for any of these problems is to disable acceleration
on the Display Card 8•24 GC. Here's how:

1) Choose Control Panels from the Apple menu.

2) Select the "8•24 GC" icon. In the box that appears at the top of the
   8•24 GC control panel, click the icon with a circled line through it.
   This turns acceleration off. You don't have to restart: the change
   takes effect immediately.

Discussion --

Apple Compatibility Issues

• If you are using Chinese Talk II, be sure it is version 1.1 or
  greater.

• The Display Card 8•24 GC does not accelerate the display of
  TrueType fonts. For optimum performance, install the appropriate size
  bit-map screen font in your system.

Third-party Compatibility Issues

The following is a list of known problems running third-party applications
with 8•24 GC acceleration. Developers are being notified of these problems.
In some cases, the developer has already addressed the problem and the
resolution is listed.

• MacRenderman 1.1. When you try to render a ".rib" file from

renderapp, you will get a bus error during the rendering process. We recommend that you disable acceleration before attempting this process, since it may take some time for the bug to surface, and your rendering process will need to be restarted. This problem is caused by MacRenderman's access of various reserved fields in QuickDraw data structures.

- Aldus PageMaker 4.01. When using an Adobe Type Manager font with PageMaker 4.01, no text appears on the screen when you type. This problem is fixed in PageMaker 4.2

- MacroMind Director 3.1. While running an animation sequence, you may notice some screen corruption around moving objects. (Note that other programs or games created with MacroMind Director display similar screen corruption.)

- ImageStudio 1.7. After launching ImageStudio, you may notice that the palette below the untitled document window, which is supposed to be grayscale, is solid black.

- DesignStudio 2.0. While scrolling up and down through pages of text, you will notice that some of the text will appear smeared on the screen. The problem does not result in data corruption or system locks.

- Aldus SuperPaint 3.0. Random bus errors can occur.

- Image 1.26f. The LUT display on the left side of the screen is white instead of grayscale or color. Text drawn on the screen appears fuzzy. Images appear with extra dots.

- FullWrite Professional 1.6(p1). Text that is highlighted disappears when you release the mouse.

- ClickChange. With ClickChange enabled, the system will hang when you switch between colors and grays in the Monitor control panel.

- Radius Rocket. The Radius Rocket is not compatible with the Macintosh Display Card 8•24 GC.

- Microsoft Flight Simulator 4.0. With the screen set to 4 bits (16 colors) or more per pixel, you will get a bus error when you launch Flight Simulator 4.0. This is related to Flight Simulator's access of reserved registers, in the 680x0, that are used by system software.

- Maxima RAM Disk. Maxima causes portions of the menu titles and/or areas behind some menus to be filled with corrupted (random) data. This problem will occur more frequently if the cards are placed in the high-numbered NuBus slots ($e or slot 6 on the IIfx). Technically, this RAM disk is moving information from RAM into ROM address space that is reserved for Apple software.

- After Dark 2.0v Fish module. The fish swim slower with acceleration on. This is caused by misalignment of the fish pixmap drawings

themselves, which leads to non-optimal performance. Other than this,
the module works fine.

- Startup Manager. When using Startup Manager to change the launching order
  of your inits, and if the 8•24 GC "rocket" appears on the
  second row, there will be slight screen corruption when the rocket
  flies. This is an on-screen artifact only, and does not affect
  performance or data.

- Engineering Capturing System (ECS). When running the "Symbol"
  application, you will see three extra horizontal lines when the screen
  depth is set to 8 bits per pixel.

- Games (general note). Most games will not be accelerated by the
  8•24 GC card. Technically, this is most often caused by the developer
  not using gworlds for animation.

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