

Introduction of SiS300 Windows Utilities

SiS300 provides some useful utilities under Windows 95/98 for users to control display quality, 3D performance and even the secondary display device. All these utilities will be installed automatically with the installation of Windows driver. In this document, their functions will be introduced item by item.

To access SiS300 Windows utilities, users need to simply enter "Display Properties" through "Control Panel" or just clicking the right button of mouse on the Windows desktop. Then, following up the below path will find out five tabs. They are "Display Modes", "Gamma Correction", "Video Setting", "Information", and "3D settings". They are SiS300 Windows utilities.

-- Display Properties

-- Settings

-- Advanced

General

Adapter

Monitor

Performance

Color Management

Display Modes

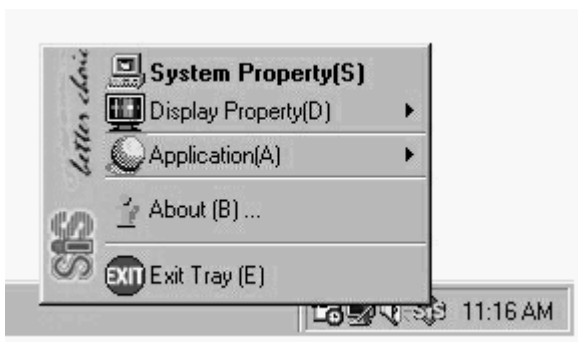
Gamma Correction

Video Setting

Information

3D Settings

Users can also observed tabs "General", "Adapter", "Monitor", "Performance", and "Color Management" under "Advanced". They are Windows default applications. Their functions can be checked up in Windows help manual. Meanwhile, SiS300 will install an icon on right corner on the task bar. To click mouse right button on it will pull out the below window. It helps users to access SiS300 Windows utilities easily.



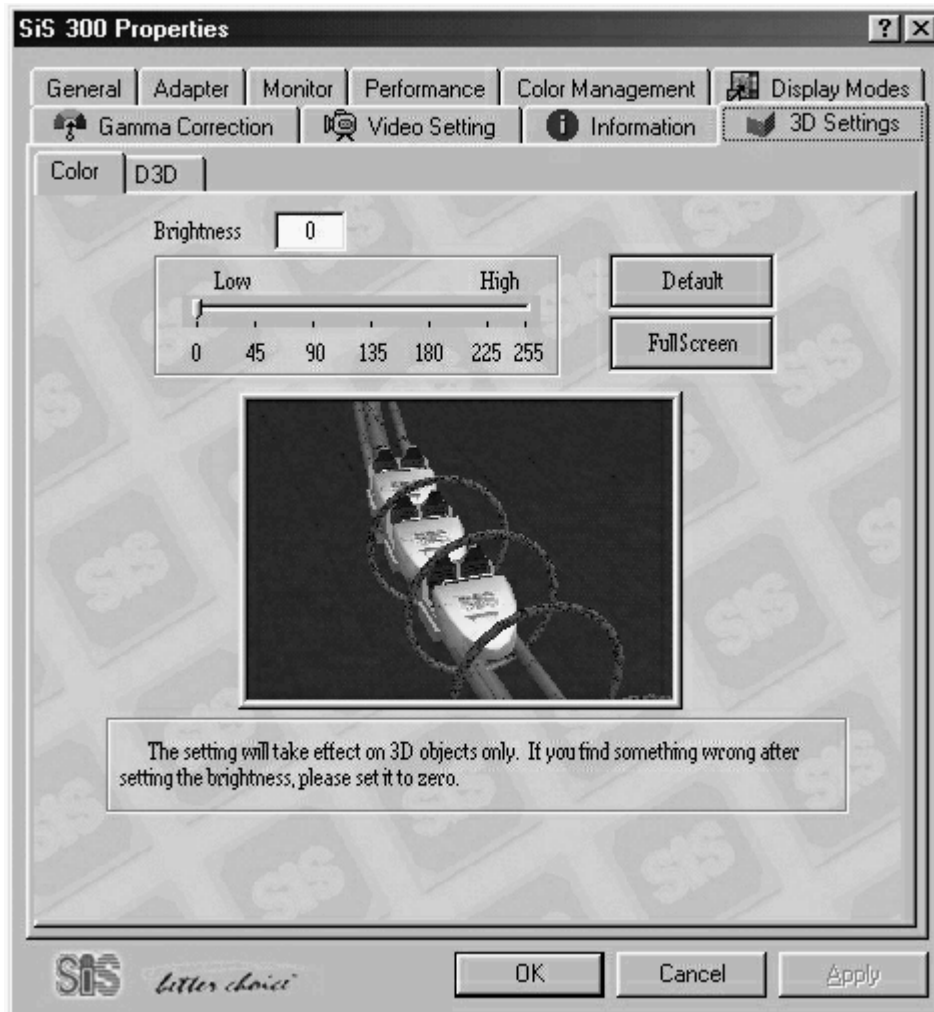
3D Settings

Purpose:

Utility "3D Settings" provides the tool to adjust brightness, speed and some advanced settings of 3D graphics. Through the demo window, users are able to feel how those adjustments affect the display quality and performance directly.

Outlook:

1. Color



Item Description:

1. Brightness

The brightness of 3D graphics can be adjusted by dragging the bar in the range from 0 to 255. Index 0 is the darkest and index 255 is the brightest. The corresponding value will be shown at the right side box.

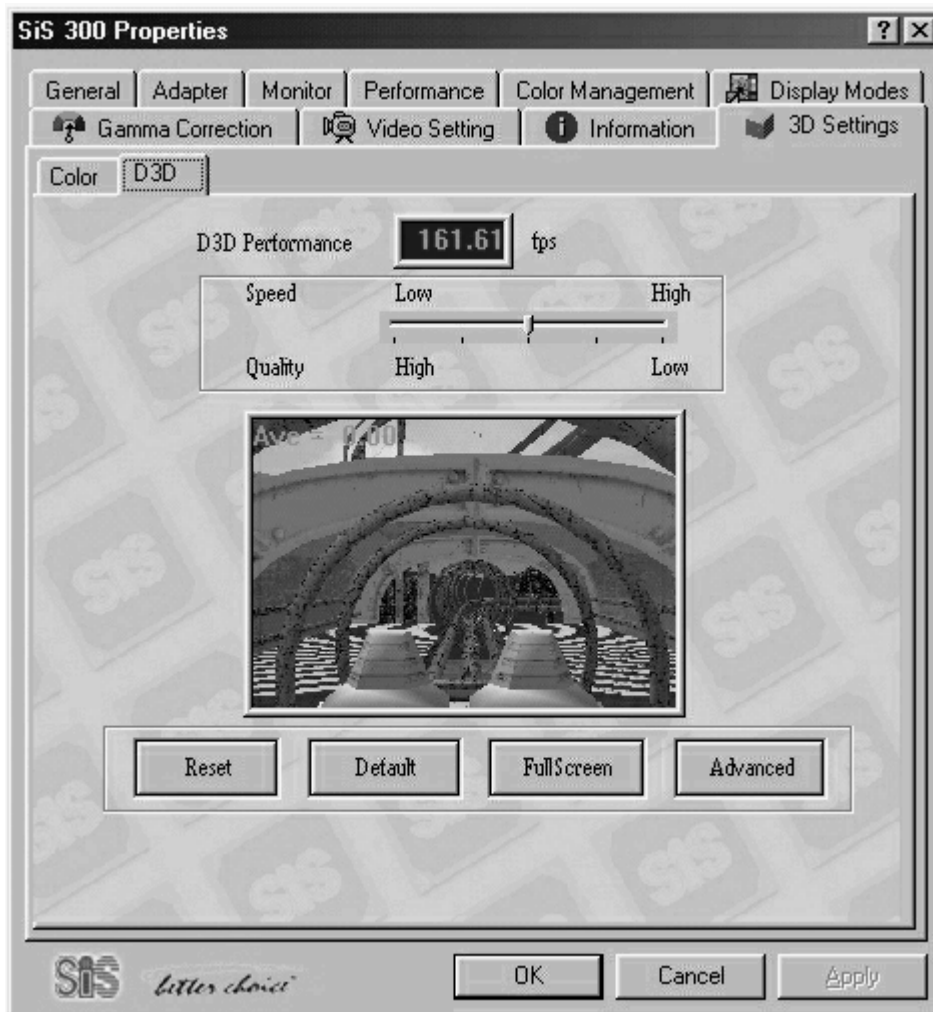
2. Default

Clicking on the "Default" button will resume the brightness index to 0.

3. Full Screen

Clicking on the "Full Screen" button will run the demo in full screen mode. Users are able to know if the brightness value is tuned appropriately or not very easily.

2. D3D



Item Description:

1. D3D Performance

The 3D performance can be adjusted by dragging the bar in the range from "Low" to "High". Enhancing the performance will sacrifice the display quality. Therefore, the higher the performance is, the lower the quality is. Users have to take a balance between performance and quality. Meanwhile, the performance will be presented in the right side box in the unit of frame per second. The frame rate will dynamically change according to the display conditions.

2. Reset

Clicking on "Reset" will resume performance to medium.

3. Default

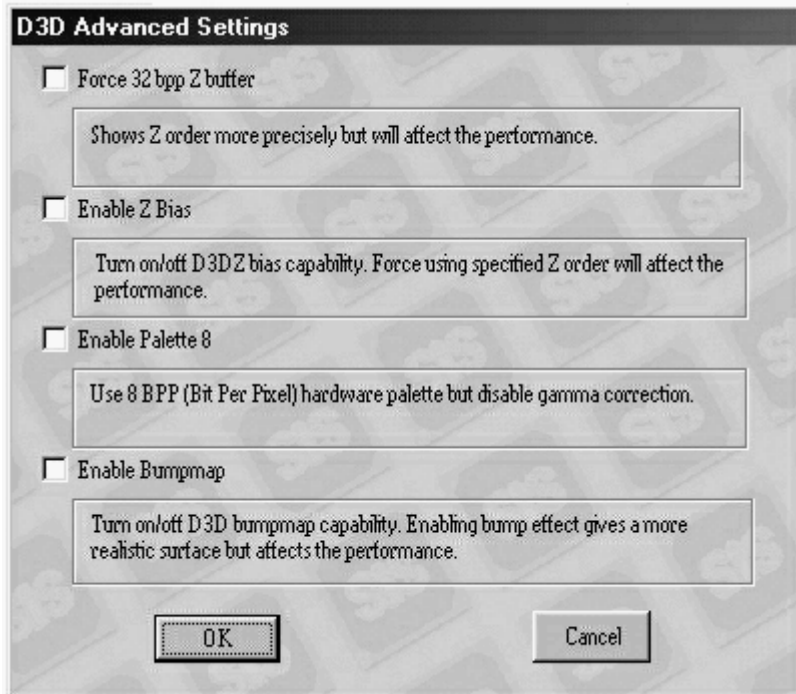
Clicking on "Default" will resume performance to medium.

4. Full Screen

Clicking on the "Full Screen" button will run the demo in full screen mode. Users are able to know if the performance value is tuned appropriately or not very easily.

5. Advanced

Clicking on "Advanced", the below window will pop out.



Item Description:

1. Force 32 bpp Z buffer

Z buffer is used to describe the position of a pixel in the Z direction (from the user to the screen). 3D engine uses Z buffer data to recognize the relative position of objects in space then decide the rendering order. Checking this item will enable the 32 bits Z buffer of SiS 300.

2. Enable Z bias

Z bias is used to correct data in Z direction to let graphics looked more realistic and closer to the real scene. Checking this item will enable Z bias of SiS 300.

3. Enable Palette 8

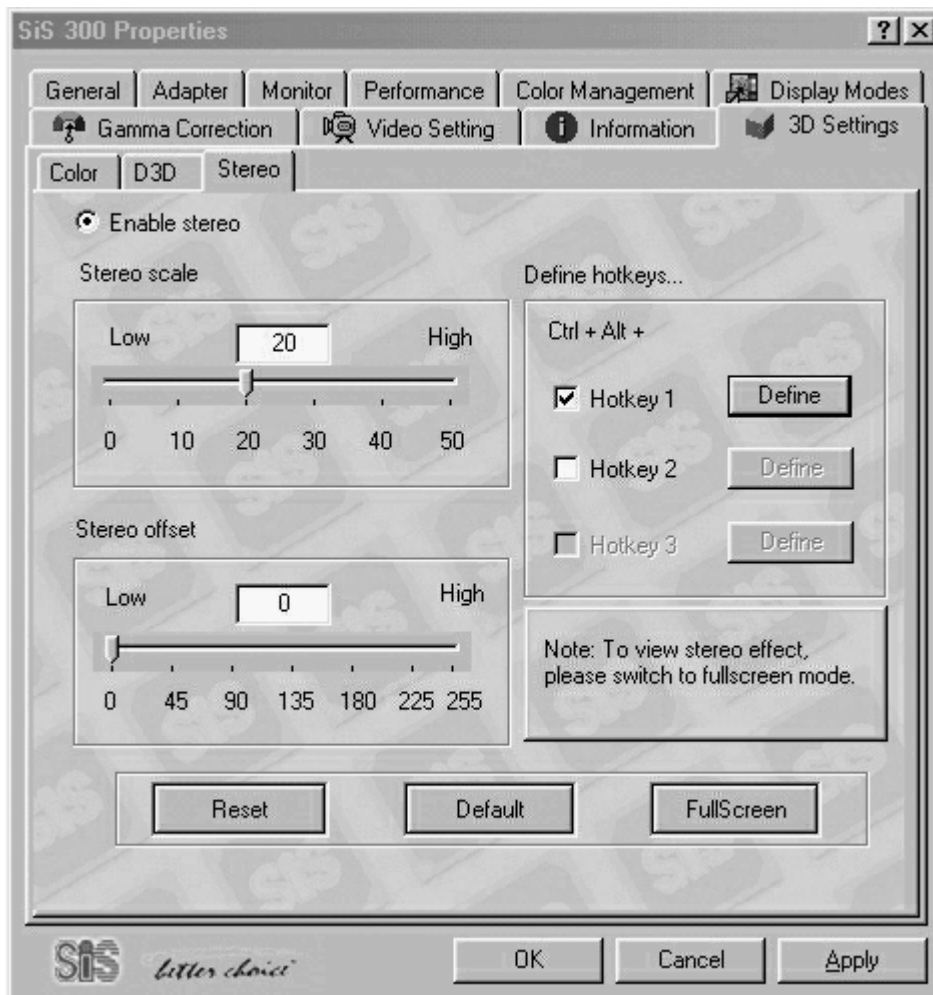
SiS 300 supports various texture formats such as RGB555, RGB565, YUV422...etc. Palette 8 is one of those formats. It applies 8 bits for R, G, and B. Checking this item will enable SiS 300 to apply this format. Some software may use Palette 8 to build up graphics. Under this circumstance, to enable Palette 8 is necessary.

4. Enable Bumpmap

Bump mapping is one technique of texture mapping and is used to deal with rough surface. It provides U and V vectors to each pixel, so it is able to use light reflection to express the roughness of a surface. Checking this item will enable this function.

All the above four functions need calculation. Therefore, they have an effect to reduce the performance of a 3D engine when any one of them is enabled. Their default settings are disabled.

3. Stereo For 3D Stereo device setup, please refer to "[3D Stereo](#)" section.



Item Description:

1. Enable stereo

The first check box is used to switch between "enable" and "disable" 3D stereo function. Only after "enable" is selected, all other settings in this page can be accessed.

Remark: "Do Not enable the SIS screen saver if your SIS 300/ 305 do not have 3D stereo features."

2. Stereo scale

Due to the fact that the distance between the right eye and the left eye is different from person to person. It is not possible to create the same stereo effect for everyone

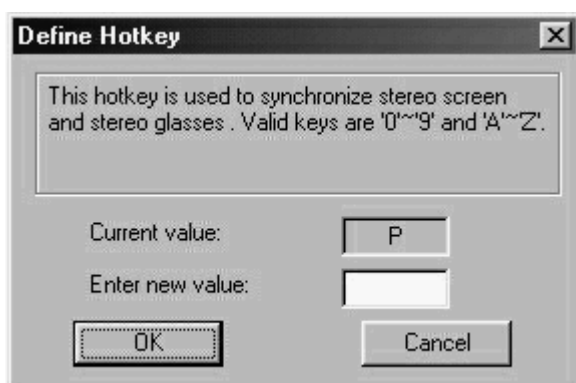
by a fixed scale. For making compensation for this, "Stereo scale" can be adjusted from index 0 to 50. Users can select appropriate values for their situation.

3. Stereo offset

Stereo offset is used to adjust the position of a 3D image in the Z direction. It is scaled from 0 to 255. Selecting 0 will make image appeared like attaching on the screen; and selecting 255 will make image looked like far away from the observer.

4. Define hotkeys

There are two sets of hot key in SiS300 utility - Hotkey1 and Hotkey2. Each can be started up by simultaneously pressing "Alt", "Ctrl" and a key that is defined by users. A dialog window as shown below will pop out for users to define hot keys when the "define" button is pressed. For example, if a "P" is defined as the Hotkey1, the function of Hotkey1 will be started up whenever a user presses "Alt", "Ctrl", and "P" simultaneously.



As to the function of Hotkey1 and Hotkey2, we are going to introduce them below.

(a) Hotkey1 is used to synchronize the refresh rates of stereo image and glasses. If a user feels uncomfortable about the stereo effect, he/she could use Hotkey1 to exchange the left and the right display images to match the glasses. Usually, it is able to improve the stereo effect.

(b) Hotkey2 is used to pause the 3D stereo effect. Sometimes, users may need to stop this effect at some scenes for getting a clearer observing. Using Hotkey2 can temporarily disable this function. Using Hotkey2 again will let the function re-start.

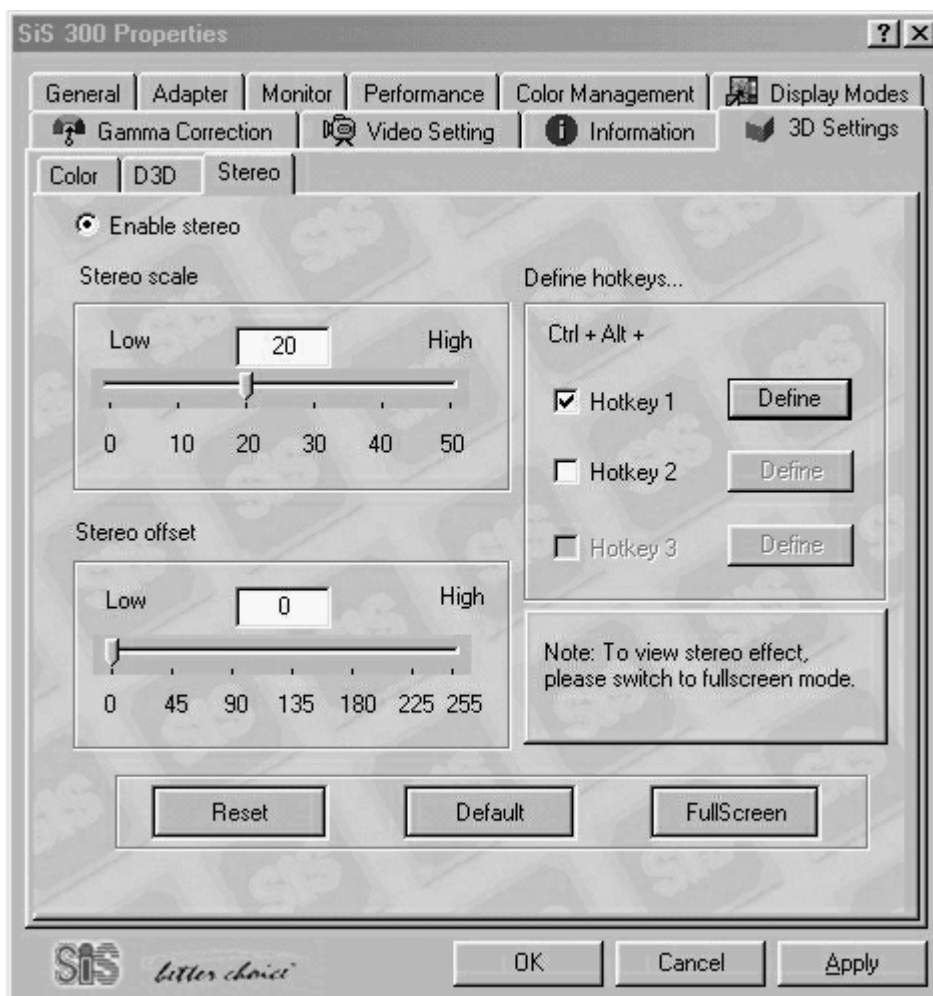
3D Stereo Function

Introduction:

SiS300 supports 3D stereo function in Windows95/98. With connection of a 3D stereo glasses, SiS300 is able to display 3D graphics in stereo effect. Users can recognize the relative distances of objects in space. A scene close to reality is created by this technology.

Installation Procedure:

1. Power off your system.
2. Connect a 3D stereo glasses to your SiS300 card 3D Stereo jack (at the top of the VGA Bracket)
3. Find the jumper "JP1" which is used to switch between "enable" (close) and "disable" (open) of 3D stereo function on your SiS300 card and set it up as "enable".
4. Boot up your system.
5. After system restarts, setup desktop resolution as 640x480 and refresh rate as 120Hz. (Please check out #4 in trouble shooting page if you can not select 120Hz.)
6. Enter the utility "3D Settings" under "SiS300 Properties". A tab "Stereo" has been added automatically as shown below.



7. Check the item "Enable stereo" to enable 3D stereo function.
8. Adjust "Stereo scale" and "Stereo offset" according to the need of your application to create a proper 3D effect.
9. Press "Apply" then you can start enjoying your application in 3D stereo mode.

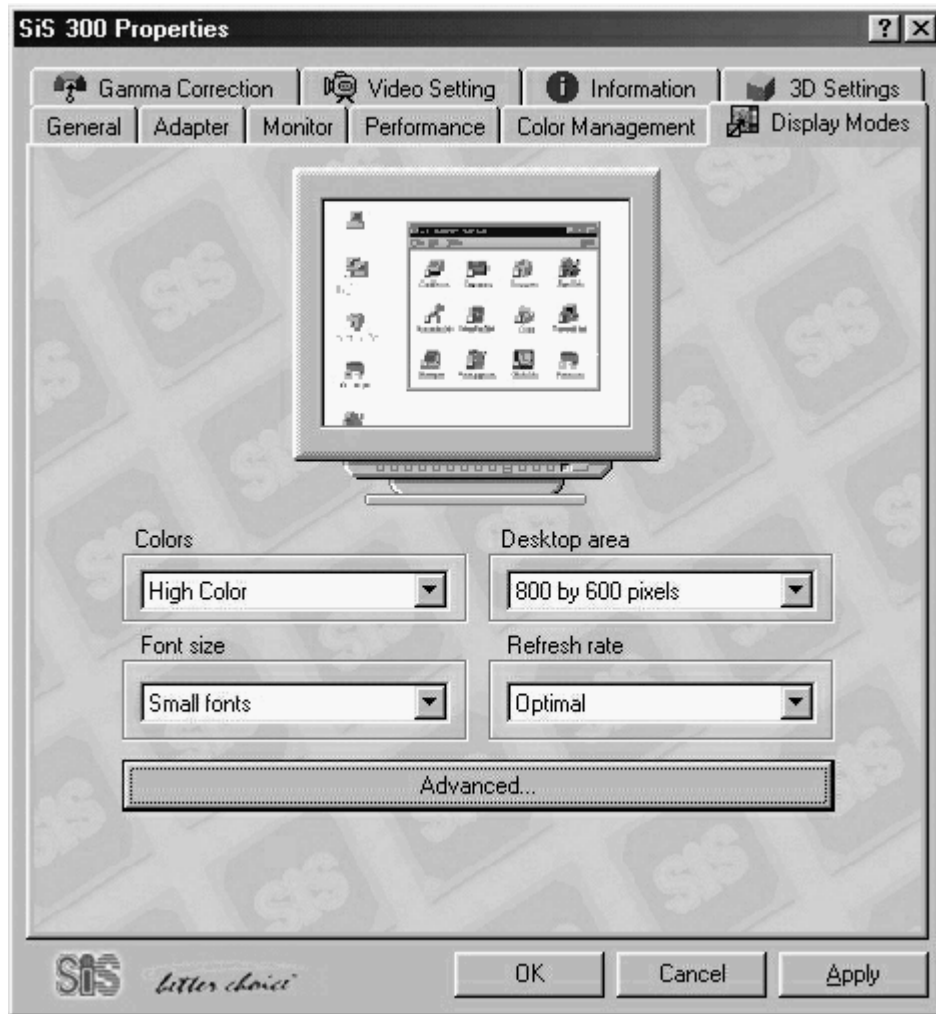
For 3D Stereo Mode Utilities, please refer to ["Win95/98 Utilities"](#), ["3D Settings"](#) section.

Display Modes

Purpose:

Utility "Display Modes" is used to adjust some dominating settings for display quality. It includes color depth, resolution, desktop font size and refresh rate. Besides, in this tab there is an "Advanced..." setting which helps users to setup all these settings for a secondary display device.

Outlook:



Item Description:

1. Colors

Four levels of color depth can be selected. They are:

16 colors -- 4 bits

256 colors -- 8 bits

Hi Color -- 16 bits, 65536 colors

True Color -- 32 bits, over 4 billion colors

The 16-color mode goes with resolution 640 x 480 only. Therefore, selecting 16-color mode will force resolution to be 640 x 480. The other color depth can be applied to any resolution without limitation.

2. Desktop area

SiS300 supports VESA standard super high resolution graphics modes:

640x480, 800x600, 1024x768, 1280x1024, 1600x1200, and 1920x1440.

In the pull down list, all resolutions that the applied monitor can support will be listed up. In other words, how high the resolution can reach depends on the capability of the applied monitor. In order to obtain a precise resolution list, it is suggested to check out if a correct monitor type has been installed under tap "Monitor" of "Display Properties". While changing the resolution mode, the corresponding scale will be shown dynamically in the upper window for users' instant reference.

3. Font size

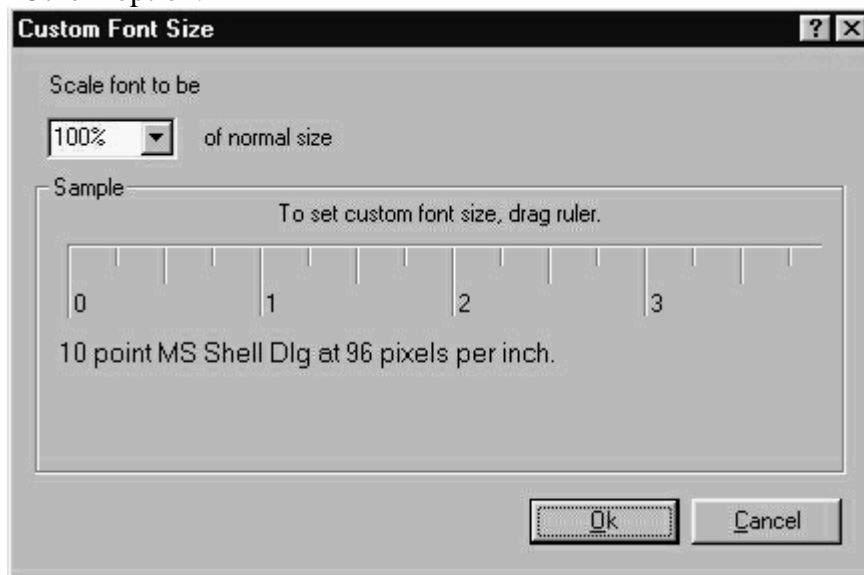
Clicking on the arrow button of "Font Size" will pull out three options for the font size of desktop characters. They are "Small Fonts", "Large Fonts", and "Other".

Small Fonts -- 96 dpi, 100% of the normal size, default size.

Large Fonts -- 120 dpi, 125% of the normal size.

Other... -- Users can adjust font size as their wish by a ruler.

The below chart shows the "Custom Font Size" window after selecting "Other" option.



In "Custom Font Size" window, a user is able to select a desired font size either from a prepared list or by dragging the ruler. Clicking on the down arrow button will pull out a font size list which has 75%, 100%, 125%, 150%, and 200% options comparing to the normal size. Dragging the below ruler right and left will give a series of linear font sizes and the pixel numbers per inch will be shown under the ruler. Both ways give the convenience to select a desired font size easily.

4. Refresh rate

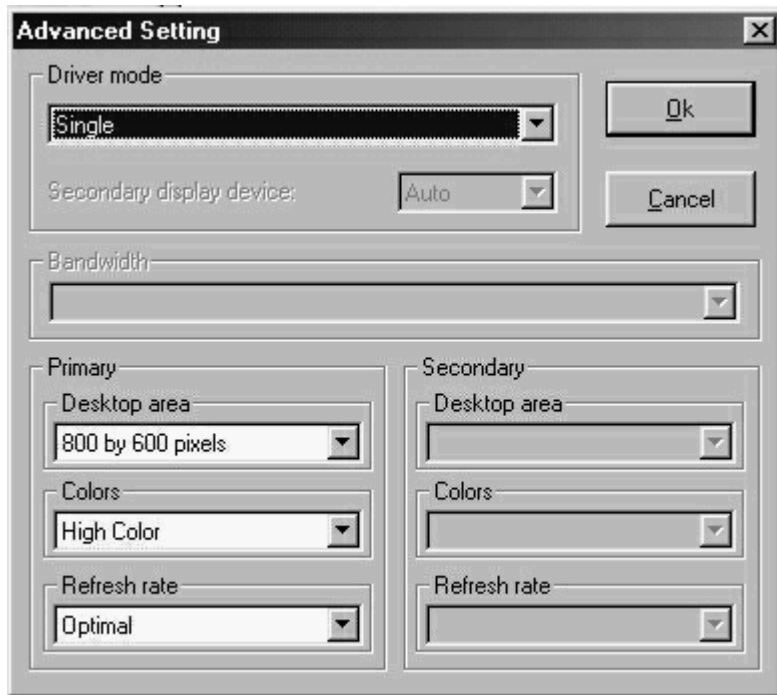
SiS300 supports refresh rate up to 200Hz in Windows. Based on the applied color depth and resolution, SiS300 automatically calculates how high the refresh rate can be supported to according to its bandwidth then lists up supported modes for users to select. Therefore, different modes would have different highest refresh rates.

Besides supported refresh rates will be listed up, there are two additional items in the pull down list. They are "Optimal" and "Default". For matching

most popular monitor types in the market, SiS300 uses 85Hz as "Optimal". As to "Default", users can setup their desired values in file SiS300.INF. A SiS300 standard driver will setup this default value to 60Hz.

5. Advanced

Clicking on the "Advanced" button will open the below window. It is used to setup display quality for the secondary display device.



Under driver mode, three options "Single", "Mirror", and "Multi-monitor" are there for users to select. Their functions are:

Single -- only one monitor exists in system

Mirror -- the secondary device will display absolutely the same as the primary one did

Multi-monitor -- more than one monitor exist in system and share the same desktop

If a "Multi-monitor" mode is selected, the "Secondary display device" and "Bandwidth" items will be enabled. Meanwhile, the secondary "Desktop area", "colors", and "Refresh rate" will be enabled as well. Users can setup the secondary device as "Auto", "VGA", "TV", or "LCD" according to the practical situation then setup desired display quality. Because SiS300 and SiS301 have independent RAMDAC, quality settings of the primary device and the secondary device are independent as well.

After setting "Mirror" mode or "Multi-monitor" mode, it is suggested to check out the tab "Settings" in "Display Properties". All display devices will be numbered and allocated at their relative position according to the practical situation in that tab. Users are able to arrange those display devices for some purposes.

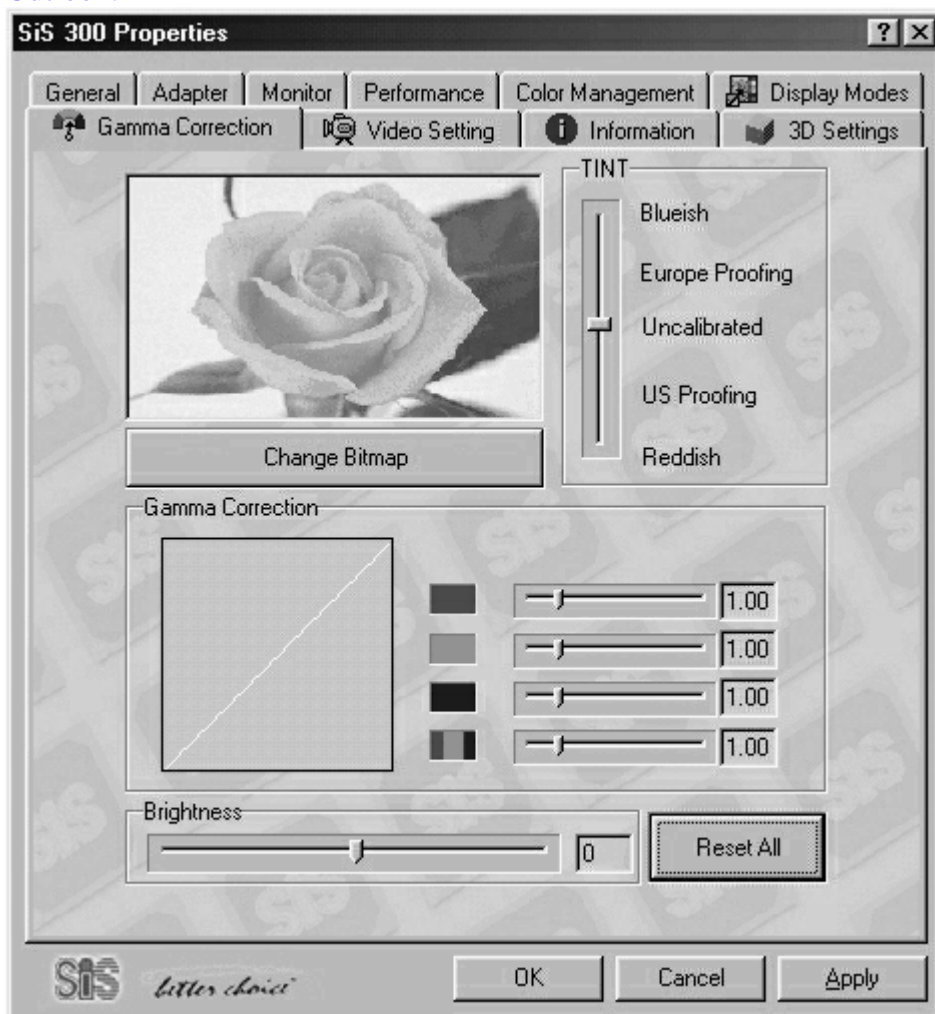
Please refer to the "Multiple Display" section of this user guide for more detail information.

Gamma Correction

Purpose:

For getting an ideal display effect in different environments, tint, gamma correction and brightness can be tuned up in this utility. Value changing will dynamically present on the desktop. And, a changeable picture can give users a direct reference.

Outlook:



Item Description:

1. TINT

A scroll bar is applied to tune the value of tint. Moving up will approach color blue and moving down will approach color red. The default position is "Uncalibrated".

2. Gamma Correction

Gamma correction values for R, G, B can be setup individually or together. The range is from 0.2 to 5.0. Usually 2.35 to 2.55 is used in a dimly lit environment such as the home. Another factor 1.1 to 1.2 is used in a brightly lit environment such as an office.

3. Brightness

The below horizontal scroll bar is used to tune display brightness. The default index is 0, maximum is 125 (strongest), and minimum is -128 (darkest).

Information

Purpose:

SiS300 product information is recorded in this tab. Users are able to know product name, chip type, software version, DRAM size, file version ...etc of their SiS300 cards directly and easily. It also helps SiS customer service team to identify a user's configuration in order to provide prompt and effective technical support.

Outlook:

1. Package



Item Description:

1. Company

Company name: Silicon Integrated Systems Corporation

2. Product

Product name: SiS 300

3. Chip Type

It is the hardware version of SiS 300/200 chip.

For example, a version "03" chip will be marked as "300/200 Rev 03".

4. Software Version

It is the software version of SiS 300. For example: 1.00.01

5. Driver Version

It is the driver version of SiS 300. If the driver is updated but the whole package remains the same, the driver version will be changed but the software version will not.

6. Video Memory (Type)

SiS 300 supports two types of DRAM: SDRAM and SGRAM. The currently applied DRAM type will be shown over this item.

7. Video Memory (Size)

SiS 300 supports DRAM size from 4MB to 64MB. The currently applied DRAM size will be shown over this item.

8. BIOS (OEM String)

Board makers would use this item to present their desired message. The default message is SiS.

9. BIOS (OEM Vendor Name)

Board makers would use this item to present their company names. The default name is Silicon Integrated Systems Corporation.

10. BIOS (OEM Product Name)

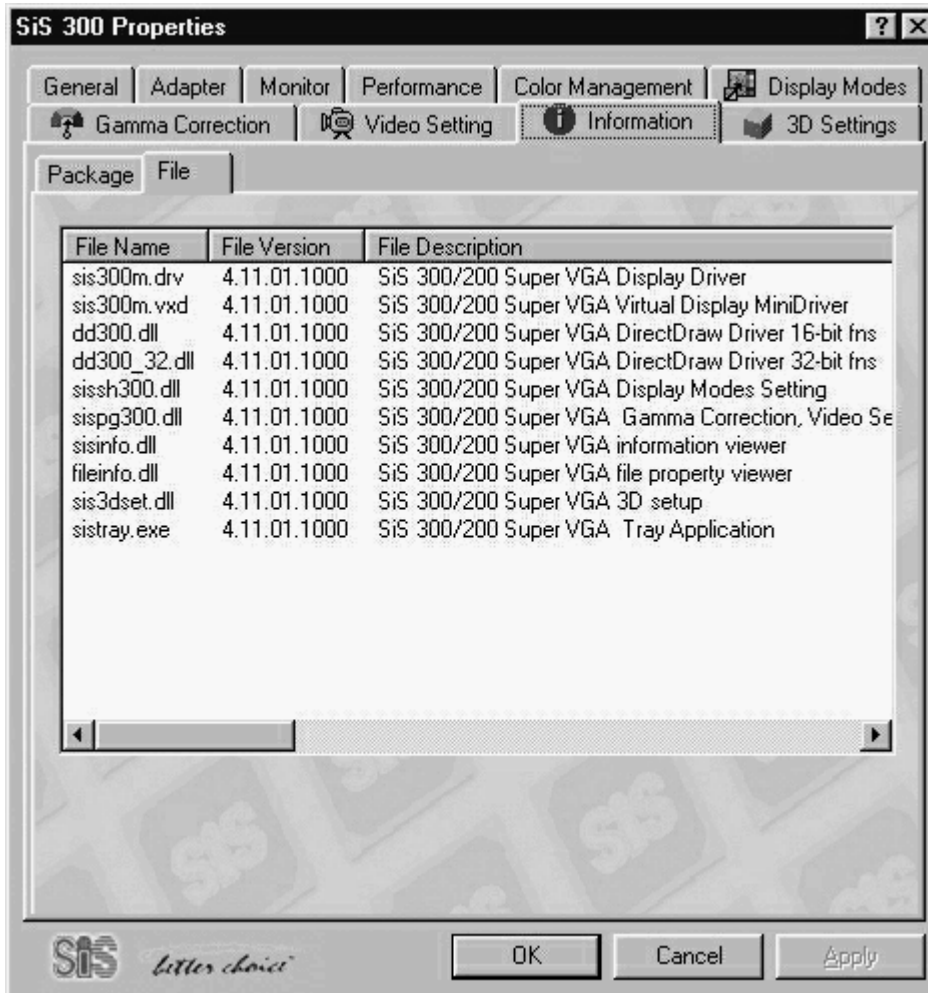
Board makers would use this item to present their product names. The default product name is 300.

11. BIOS (OEM Product Rev)

Board makers would use this item to present their product version. The default product version is the BIOS version of SiS 300.

2. File

[Outlook:](#)



Item Description:

1. File Name

All key files of SiS 300 driver are listed in this column.

2. File Version

The version of each file is listed. They follow up the naming rule by Microsoft.

3. File Description

There is a brief description for each file under this column.

It helps users in realizing the function of each file then tracing problems easily.

4. Copyright

It declares copyright and valid duration of SiS 300 files.

5. Internal Name

It is for file identification and used for SiS engineering groups only.

6. Company

Company name: Silicon Integrated Systems Corporation

7. Original File Name

It is for file identification and used for SiS engineering groups only.

8. Product

It is for file identification and used for SiS engineering groups only.

9. Product Version

It is for file identification and used for SiS engineering groups only.

TV-Out

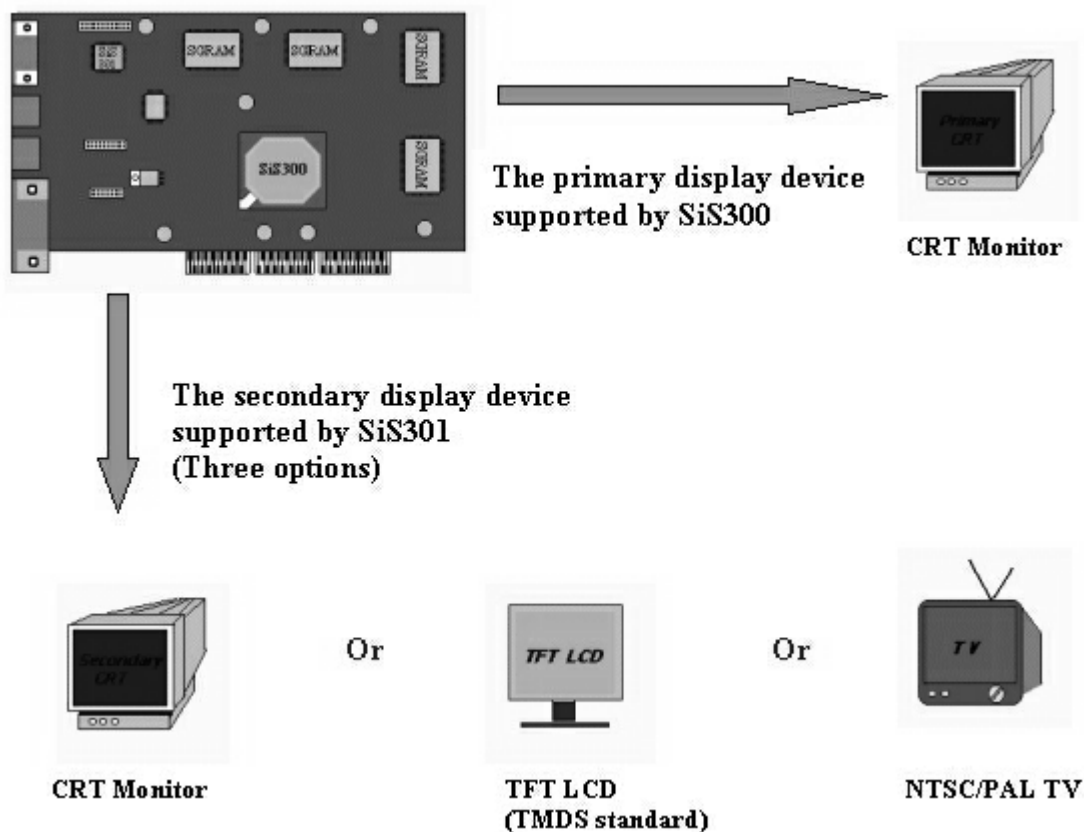
TV-Out:

SiS300 with SIS301 is able to support TV output with 2 TV systems - NTSC/ PAL.
The Jumper is used to select your desired TV system.
See the table belows:

JP 2	
OPEN	NTSC
CLOSE	PAL

Features:

SiS300 in company with SiS301 is able to support two display devices simultaneously to achieve multiple display function under Windows98. The primary display is supported by SiS300 directly and must output to an analog device such as a CRT monitor. The secondary display is supported by SiS301 and has three output options: a CRT monitor, a TFT LCD or a NTSC/PAL TV. These two devices are independent in resolution, color depth and refresh rate. Their relationship is shown below.

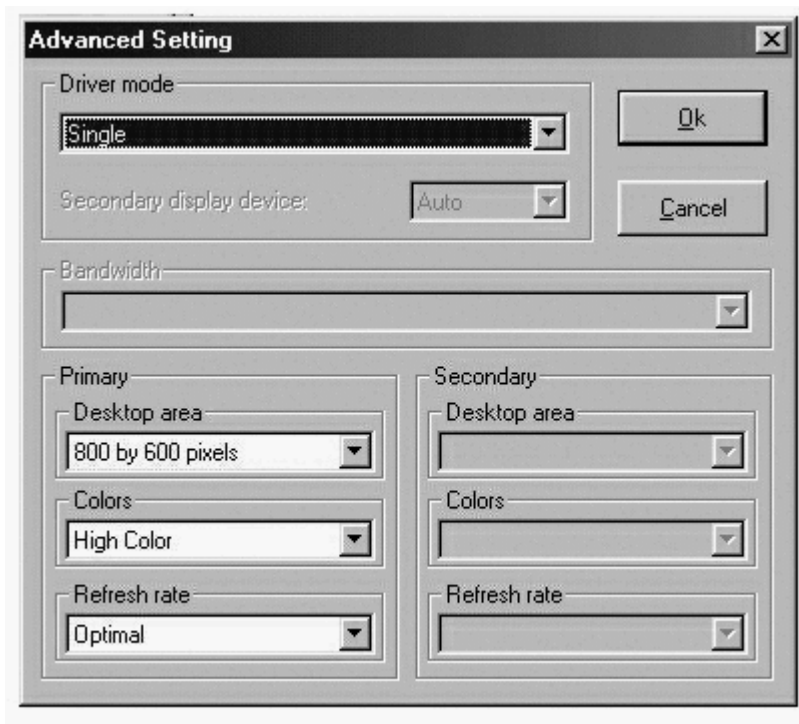


The term "Multiple Display" over here is somewhat different from the definition of "Multiple Display" from Windows. Briefly speaking, unlike other solutions that a user has to plug in at least two cards in a system and to install drivers separately, SiS300 and SiS301 are able to achieve a multiple display purpose by only one card and one time of driver installation. It saves material cost and time for users.

Please note that some vendors would apply SiS300 alone without SiS301. Under this circumstance, the secondary display device will not be supported. However, users are still able to apply more than one SiS300 cards in one system to get multiple CRT output. It works absolutely the same as the "Multiple Display" defined in Win98. Concerning the details about multiple display function of your card, please contact with the card maker for advanced information.

Installation Procedure:

1. Power off the system.
2. Connect the primary and the secondary display devices to the SiS300 VGA card.
(Due to the fact that every card maker has its own design and layout, the provided connectors or connection method would be different from card to card. Please make reference to the user manual of your SiS300 card for related information.)
3. Boot up the system.
4. Install SiS300 driver. Please refer to Windows98 installation procedure in the driver installation page. If you've already done it, please go to step 5.
5. Open "Advanced Setting" window as shown below through the path:
"Display Properties" > "Settings" > "Advanced" > "Display Modes" > "Advanced"



6. Select desired driver mode as "Multimonitor" or "Mirror" instead of "Single".
"Multimonitor" mode lets a desktop area shared by all display devices.
"Mirror" mode let every device displayed the same stuff.
7. Select secondary display device as "VGA", "TV" or "LCD" according to the practical situation. If it is unknown, select "Auto".
8. Press "OK". The system will reboot at this moment.
9. Open "Settings" of "Display Properties" to arrange the position of all display devices.
(Please refer advanced information to the next chapter "Driver Mode".)
The system would ask you to assign the model names for your display devices.
Give the correct information and follow up the instruction.
10. The secondary display device starts working now. Users can adjust display quality of both primary and secondary devices under "Settings" of "Display Properties".

To disable multiple display function:

In the above "Advanced Setting" window, selecting driver mode back to "Single" will shut down multiple display function. System rebooting is necessary and users will be asked to do so.

Driver Mode:

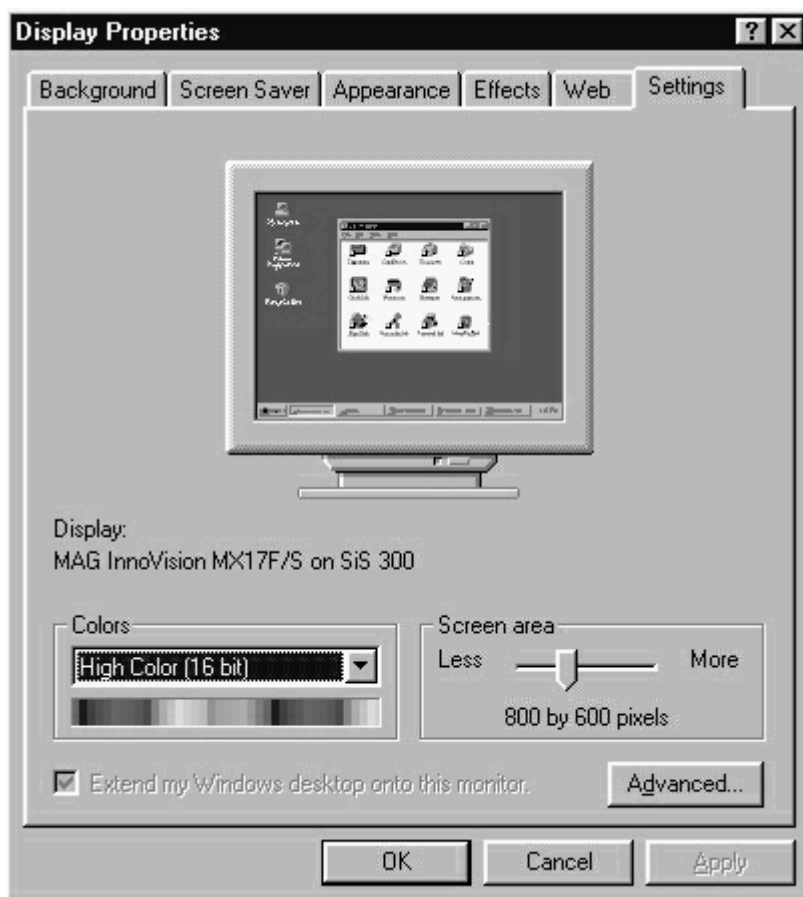
To enable or disable the multiple display function of SiS300/301, a user has to switch driving modes between "Single", "Multimonitor", and "Mirror" in the "Advanced Setting" window. Their functions have been briefly described in previous sections. In this chapter, we are going to introduce more detail about their applications.

1. Single Mode

Single mode is used when only one display device exists

in a system. To speak precisely, single mode enables SiS300 but disables SiS301. Therefore, only one analog display device such as a CRT monitor is allowed under this mode. Other display devices will not be activated. So, to select this mode means to disable multiple display function.

Chart 1 shows "Settings" of "Display Properties" in single mode. Users can setup desired resolution and color depth over here. It will be compared to chart 2 and chart3 that are in "Multimonitor" mode later.



2. Multimonitor Mode

Multimonitor mode is used to activate two display devices in a system and let them share the same desktop area. In "Settings", the relative position of these two devices will be illustrated. Users can drag monitor icons to arrange their desired relative position to share a desktop and switch control between these two devices by clicking on the corresponding monitor icons.

Let us take chart2 and chart3 as examples. In chart2, the primary monitor was allocated above the secondary monitor. In chart3, the primary monitor was allocated at the left side of the secondary monitor. Chart4 and chart5 will show their effects.



If comparing chart2 or chart3 to chart1, it is not difficult to tell if the multiple display function has been activated or not. It is also the most direct way for users to do self-checking about this function.

The tool used to control display devices shown in chart2 and chart3 is provided by Windows actually. If anyone is interested in knowing all of its functions and operation method, he/she can look up Windows help for further information.





Chart 4

Chart4 is an example of display result when monitors are arranged as that in chart2.(Resolution and color depth are not taken into account in this example.) Assuming that a dog's picture was put on the desktop of Windows, monitor 1 which is on top shares the upper part of that picture and monitor 2 which acts as an extension shares the lower part. It is not necessary to be a picture. It could be a text, a spreadsheet, a movie, a program or something else. However, it is not guaranteed that every kind of application can be arranged like this because it also depends on the character of that application.

Chart5 is another example. The horizontal arrangement makes the display apart into a right half and a left half. Basically it is the same application as the previous one except that the positioning of monitors is different.



Chart 5

3. Mirror Mode

Mirror mode lets every device displayed the same content. (chart 6) While selecting this mode, the tab "Settings" will look like chart1 and work like single mode. In addition, users can not setup different resolution, color depth or refresh rate for each device because all display devices are regarded as one.



Chart 6

Video Setting

Purpose:

In some applications, two video windows with different contrast and brightness may be needed. Under this circumstance, utility "Video Setting" is the right tool to do the adjustment for two individual video overlay windows.

Outlook:



Item Description:

1. Overlay

It is used to switch between the primary and the secondary overlay windows.

2. Contrast

Contrast can be setup from index 0 (weakest) to 7 (strongest).

The default value is 4.

3. Brightness

Brightness can be setup from index -128 (darkest) to 127 (brightest).

The default value is 32.

The effect of value changing will be dynamically shown in the above windows for users' instant reference. The "Reset All" button can help users to resume all settings to the default values.

SiS300 Driver Installation Guide

SiS300 supports operation system **Windows 2000, Windows 95/98, Windows NT4.0**. The driver files are prepared in this CD-ROM. And, their locations are listed below.

- | | |
|-------------------------|---|
| 1. Windows 2000 | <code>\driver\win2000\Sis300.inf</code> |
| 2. Windows 95/98 | <code>\driver\win9X\Setup.exe</code> |
| 3. Windows NT | <code>\driver\nt40\Sis300.inf</code> |

The driver of Windows 95/98 has been packaged by Installation Shield ®. Users are able to install the driver by simply executing the file "Setup.exe" under Windows. DirectX6 and some SiS300 utilities will be installed at the same time. As to Windows 2000 and Windows NT, users have to install them in a standard INF method. If anyone who wants to install Windows 95/98 by the standard INF method instead of using the "Setup.exe", he/she can access `\driver\win9X\Win95\Sis300m.inf` or `\driver\win9X\Win98\Sis300m.inf` respectively.

Driver installation procedure of each OS will be introduced in the below chapters. Users are suggested to follow up those steps to do the installation.

Windows 95/98 Driver Installation Procedure

SiS300 Windows 95/98 driver is packaged by Installation Shield ®. Users are able to install SiS300 driver through a serial of dialog boxes easily. The first step is to find out the file "Setup.exe" under the directory "Win9X" in SiS300 driver disk. To execute it by double clicking on it with a mouse button or using "Run" in the "Start" task bar will start up the installation procedure.

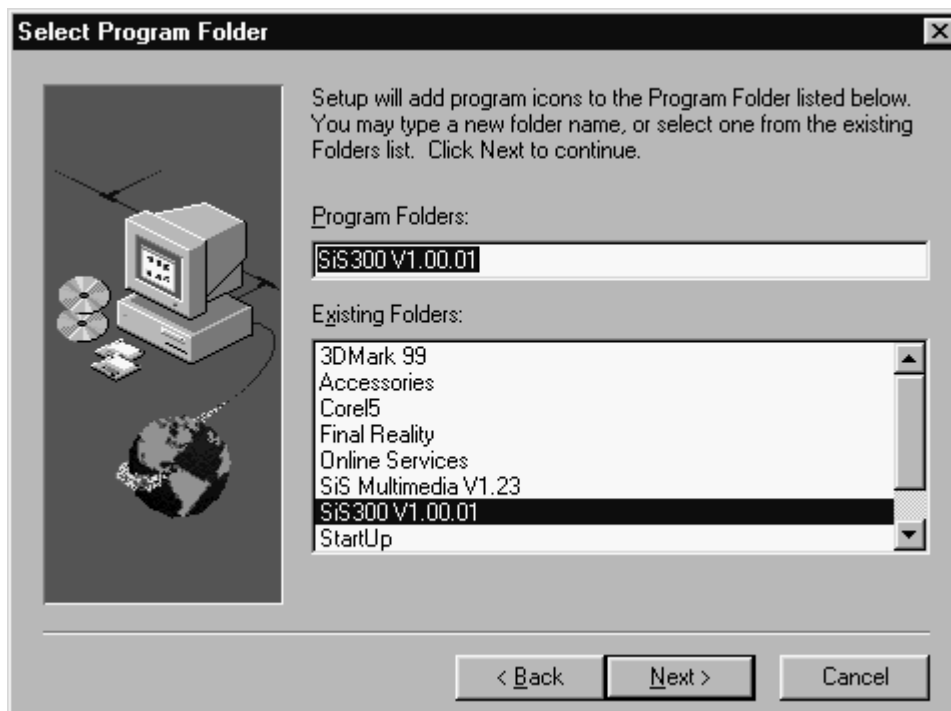
1. After "Setup.exe" is executed. A welcome message box will appear.



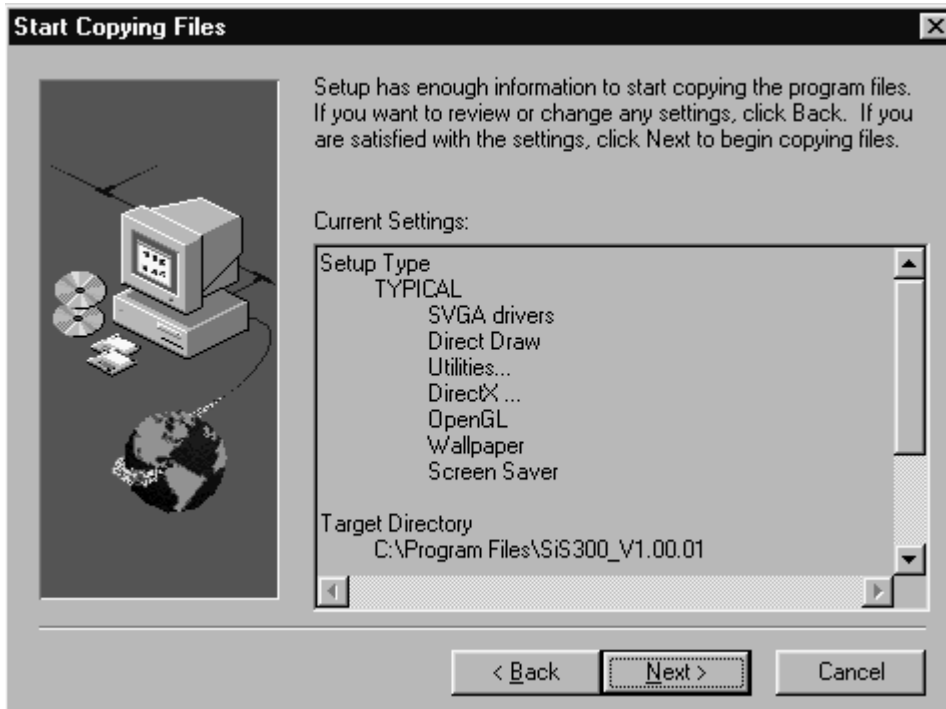
2. Click on the "Next" button to go to the next step. A "Setup Type" box will pop out. Three types of installation can be selected - typical, compact and custom. Selecting typical type will install the most common components, selecting compact will install the minimum requirements, and selecting custom will install what a user wants through another dialog box. If a user does not want to install DirectX6, he/she can select custom type to remove that part.



3. After confirming the destination directory, clicking on the "Next" button to go to "Select Program Folder" box. A user is able to choose a desire folder to store SiS300 utilities. The folder can be an already existed one or a new constructed one.



4. A "Start Copying Files" box will show the setup type, target directory, program folder, and source directory for users to make the final confirmation. If there is anything incorrect, users can go back to previous boxes by clicking on "Back" button to do corrections.



After confirming these settings, clicking on the "Next" button will start up the driver installation. During the installation, there is a bar to present the installation percentage. Meanwhile, all SiS300 Windows utilities will be briefly introduced.

5. After the installation is finished, a "Setup Complete" box will pop out to inform the completeness. Users are able to decide to restart the computer right away or later in this box. Because the driver will take effect only after the system restarts, the first option is highly suggested.



Note:

During the driver installation, the background picture has two types. Picture 1 is applied when the color depth is higher or equal to 256 colors, and Picture 2 is applied when the color depth is 16 colors only. Besides, picture 1 will be installed as Windows background after the driver installation procedure is complete.



Picture 1



Picture 2

Windows NT Driver Installation Procedure

1. Open "My Computer" icon on desktop.
2. Open "Control Panel" under "My Computer".
3. Open "Display" under "Control Panel".
4. Open "Settings" under "Display Properties".
5. Open "Display Type" under "Settings".
6. Open "Change..." under "Adapter Type".
7. Open "Have Disk..." under "Change Display".
8. Open "Browse" under "Install From Disk".
9. Give the path where the driver was stored under "Locate File".
After that, click on button "Open".
For example: E:\Nt40
10. Go back to "Install From Disk" screen then click "OK".
11. The message "SiS300" will appear under "Change Display". Click "OK".
12. Confirm "Yes" under "Third - party Drivers".
WinNT will copy files to the system and start up driver installation.
After it is complete, system will ask to restart the system.
13. Close "Display Type" window.
14. Close "Display Properties" window.
15. Reboot the system. SiS300 driver will take effect after system restarts.

Windows 2000 Driver Installation Procedure

I. Windows 2000 supports Plug and Play function so a SiS300 card will be detected automatically by a Windows 2000 system if it is installed at the first time. A "Found New Hardware Wizard" will appear to guide users to locate the driver.

Here is the driver installation procedure.

1. Press "Next" in "Found New Hardware Wizard" to continue.
2. The wizard will show the found device as "Video Controller (VGA compatible)" and ask what to do next. Select "Display a list of the known drivers for this device so that I can choose a specific driver" then press "Next".
3. Select "Display Adapters" as the hardware type then press "Next".
4. The wizard will give a list of display devices and ask to select a device driver. Press "Have Disk".
5. A "Install From Disk" will pop out. Press "Browse to assign the driver path".
6. In the "Locate File" window, find out the file "Sis300.inf" then press "Open".
7. After go back to "Install From Disk" window, press "OK".
8. After go back to "Select a device driver" window (step 4), a "SiS 300" message will appear as "Models". Press "Next".
9. Press "Next" under window "Start Device Driver Installation" to proceed the installation.
10. After the installation is complete, the wizard will inform users the completeness. Press "Finish".
11. Restart the computer.

II. If the "Found New Hardware Wizard" does not pop out itself, users are able to start it up by the following steps.

1. Open "My Computer".
2. Open "Control Panel".
3. Open "Add/Remove Hardware".
4. The "Add/Remove Hardware Wizard" will appear. Press "Next".
5. Select "Add/troubleshoot a device" as hardware task then press "Next".
6. Select "SiS300" or "None of the following devices" then press "Next".
7. This will guide users to the above step 2. Now, users are able to follow up the procedure to finish the installation.

III. If SiS300 driver has ever been installed and a user would like to update its driver, he/she can follow up the below steps to do it.

1. Open "My Computer".
2. Open "Control Panel".
3. Open "System".
4. Select "Device Manager" under the tab "Hardware" in "System Properties".
5. Double click on "SiS 300".
6. Open "Driver" under "SiS 300 Properties".
7. Press "Update Driver".
8. The "Upgrade Device Driver Wizard" will guide users to finish the procedure.