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Dear MNT Customer,

Thank you for purchasing the MNT VA2000 Graphics Card for Amiga computers. Without your support and patience, making this product would not have been possible.

#### Contents

In this package you will find version 1 of the card and an aluminum Zorro slot bracket for mounting a digital video cable (sold separately).

### Warranty

MNT covers the warranty to the extent required by law for the unmodified product. The VA2000 is based on a reconfigurable Xilinx Spartan-6 LX25 FPGA that can be updated by the user and reprogrammed at any time to allow for new functionality. Warranty does not cover user supplied firmware or any modifications made to the card, nor does it cover any damage by inserting it into a computer or other user supplied device. Use at your own risk!

### **Declaration of Conformity**

MNT hereby assures that the included product (MNT VA2000) complies with the essential requirements of the following applicable European Directives, and carries the CE marking accordingly:

EMC Directive 2014/30/EU, Low Voltage Directive 2014/35/EU, RoHS Directive 2011/65/EU.

It conforms with all required product standards, including:

DIN EN 55022:2011-12 (CISPR 22:2008, modified) DIN EN 55024:2016-05 (CISPR 24:2010 + Cor.:2011 + A1:2015) DIN EN 61000-6-1:2007 DIN EN 61000-6-3:2007/A1:2011/AC:2012 DIN EN 61000-3-2:2014 DIN EN 61000-3-3:2013

Signed: Lukas F. Hartmann, Managing Director, MNT Media and Technology UG (haftungsbeschränkt). Berlin, 2016–12–17



# MNT VA2000 RTG Quickstart

1. Download RTG (ReTargetable Graphics) and SD Card drivers and read updated information at: http://mntmn.com/va2000

2. Insert the card into any of the Zorro slots of your Amiga 2000/3000/4000. IMPORTANT: Make sure the digital video port faces the back of your computer. Inserting the card with a wrong orientation can damage or destroy it and your computer.

3. Install the RTG system Picasso 96. You can find it at: http://aminet.net/package/driver/video/Picasso96

4. When installing Picasso 96, select only the **uaegfx** card. It is not compatible with VA2000, but you need to select at least one card to finish installation.

5. Copy mntgfx.card from the VA2000 driver package to Libs:Picasso96

6. Copy Picasso96Settings from the VA2000 driver package to Devs:

7. Go to Devs:Monitors and click on the Monitor icon called Picasso96 or uaegfx. Open the Workbench menu and select Information from Icons.

8. Find the Tool Type called BoardType=uaegfx and change it to **BoardType=mntgfx.** Save and Reboot.

|            | 🛛 🛛 Workb    | ench:Devs/Mo | nitors/va2000                   |  |        |
|------------|--------------|--------------|---------------------------------|--|--------|
|            |              | Ē            | Name:<br>Last changed:<br>Size: | va2000 (Tool)<br>Future 7:16 PM<br>2720 bytes (6 blocks)   |        |
|            | •            |              | S <u>t</u> ack size:            | 4096   |        |
| D Monitors |              |              | Priority:                       | 0  |        |
|            |              |              | Start from:                     | C Workbend   | n 🔤    |
|            |              |              | npt for input:                  |  |        |
| 1          | 1            | 3            | Attributes:                     | ✓ Readable ✓ Executable Script   | al     |
| Mulfiscan  | NTSC         | PAL          | Commont                         | V Writable V Deletable Archive   | a1     |
| VGAOnly    | ¥2000        |              | Tool types:                     | (BorderBlank=System)<br>(MemoryClock=0)<br>(Quiet)<br>BigSprite=NO<br>BoardType=mntgfx<br>DisplayChain=Yes<br>FakeNativeModes=NO |        |
|            | <u>S</u> ave | 1            |                                 |  | Cancel |

11. Open Prefs:Screenmode. VA2000 screenmodes prefixed with **mntgfx:** should be listed. It is recommended to use the *Test* button to check if your Monitor supports the mode before using it.

12. Enjoy!

|   | ScreenMode Preferences   |  |
|---|--|--|
| - | Display Mode   |  |
| - | Display Mode<br>mntgfx:1024x768 8bit<br>mntgfx:1024x768 18bit<br>mntgfx:1024x768 18bit<br>mntgfx:1280x1024 8bit<br>mntgfx:1280x720 8bit<br>mntgfx:1280x720 8bit<br>mntgfx:1280x720 32bit BGRA<br>mntgfx:1280x720 32bit BGRA<br>mntgfx:1280x720 32bit BGRA<br>mntgfx:1280x200 8bit<br>mntgfx:320x1000 18bit<br>mntgfx:320x200 18bit<br>mntgfx:320x200 18bit |  |
|   | mntgt%320x200 32bit BGRA<br>mntgt%320x240 8bit<br>mntgt%320x240 16bit<br>mntgt%320x240 32bit BGRA<br>mntgf%30x240 32bit BGRA<br>mntgf%640x480 16bit<br>mntgf%80x480 16bit<br>mntgf%80x600 8bit<br>mntgf%80x600 8bit<br>mntgf%80x600 8bit   |  |



# MNT VA2000 SD Card Setup (BETA!)

VA2000 has an on-board **microSDHD** compatible card slot. Using the driver mntsd.device from the driver package, you can mount and format microSDHD cards from AmigaOS.

Please note that the microSDHD feature is currently in beta testing. Do not store important data on the card because it might get corrupted.

1. Copy mntsd.device to Devs:

2. Open Devs:Mountlist with a text editor and create a device entry:

SD0:

```
Device = mntsd.device
  Unit = 0
  Flags = 1
                                ← Adjust to the number of Gigabytes you
  Surfaces = 1
  BlocksPerTrack = 1024
                                   want to use on the card
  Reserved = 2
  Interleave = 0
  LowCy1 = 2
  HighCyl = 1024
  Buffers = 32
  GlobVec = -1
  BufMemType = 1
  MaxTransfer = 0x7FFFFFF
  FileSystem = L:pfs3

    Change to your filesystem of choice

  StackSize = 8192
  Mount = 1
#
                                 ← Don't forget the closing hash mark
```

3. Open a Shell and enter: Mount SD0:

4. Format the SDO: partition with a tool of your choice, e.g. Format or pfsformat.