

**NAME**

**tdfx** - Voodoo Graphics and VoodooII Memory Access GLIDE device driver

**SYNOPSIS**

**device tdfx**

**DESCRIPTION**

This driver creates an entry in */dev* that allows programs (mostly *GLIDE-based software*) to access the device memory of the Voodoo Graphics and VoodooII 3D accelerators created by *3Dfx, Inc.* This provides an interface for applications based on the *GLIDE API* or that simply use the API provided by the linux */dev/3dfx* device to use the video device.

Supports all cards based on the following chipsets:

*3Dfx Voodoo Graphics*

*3Dfx Voodoo II*

Specifically, the following cards should work:

*Diamond Multimedia Monster 3D*

*Diamond Multimedia Monster 3D II*

Note that this driver does not currently have support for the Voodoo Banshee, Voodoo3, Voodoo5, or Voodoo6 based cards. It also does not currently support the Voodoo Rush. It also does not yet handle the SLI feature of the Voodoo II boards. You can only use each of them separately.

By loading the **tdfx\_linux.ko** and **linux.ko** modules, you can enable the linux ioctl code for this driver, where the only supported applications currently reside.

**FILES**

*/dev/3dfx*      Symlinked to default *3dfx* board

*/dev/3dfx\**    *Character Device* programming interface

*/dev/voodoo*   Mirrors of above interfaces

*/dev/voodoo\** (Some apps use */dev/voodoo*)

**SEE ALSO**

kld(4), linux(4), kldload(8)

**HISTORY**

The **tdfx** driver appeared in FreeBSD 5.0, and was originally developed for Linux kernel 2.0.x, later written for 2.2.x and 2.4.x.

## AUTHORS

The driver was developed by Coleman Kane <*cokane@micro.ti.com*> after the linux version of this driver by Darryll Straus, John Taylor, Jens Axboe, Carlo Wood <*carlo@alinoe.com*> and Joseph Kain <*joseph@3dfx.com*> to be directly compatible with it and support the many GLIDE based games available for Linux and UNIX.