Intel740™ Graphics Accelerator
Feature Sheet

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Sustained 3D Performance

1.1 M Triangles/Second Peak

425-500K Triangles/Second
Full Featured (>140 Pixel Triangles)

45-55 M Pixels/Second
Full Featured (>140 Pixel Triangles)

3D Visual Enhancements

Flat and Gouraud Shading

MIP-Mapping with Bilinear Filtering
—Eleven Levels of Detail

Color Alpha Blending for Transparency

Real-Time Texture Paging
and Video Texturing

Fogging and Atmospheric Effects

Specular Lighting

Edge Anti-Aliasing

Stippling or "Screen Door" Transparency

Backface Culling

Z Buffering

3D Graphics Texturing Enhancements

Per Pixel Perspective Correct
Texture Mapping

Texture Sizes from 1 x 1 to
1024 x 1024 Pixels Rectangle
or Square

Texture Formats
—Palletized 1-, 2-, 4- or 8-bit
—RGBA 1555, 565, 4444
—Compressed 4:2:2, 555, 1544

Texture Color Keying

Texture Chroma Keying

Integrated Hardware Palette

Balanced Video Architecture

Full-Screen, Full-Frame Rate
Video Acceleration

Low-Cost Software DVD
—24fps+ Hollywood content

Supports Hardware DVD
—Glueless Interface to
MPEGII Decoders

Full Bi-Directional VMI CCIR601
Video Port

Supports TV Out
—Bt 869*
—Glueless Digital Interface

Supports TV In
—Bt 829*

Supports Video Capture

Video Conferencing Support

Intercast® and VBI Support

OS and Driver Support

DirectX* 5.0 and DirectX* 6.0 compatible

OpenGL* MPC for Windows NT* 4.0

Windows* 95

Windows NT* 4.0

Windows* 98

Minimum System Requirements

Processor: Intel® Pentium®II processors

Motherboard: Based on the Intel 440LX AGPset or a later generation Intel AGPset, motherboard must have an unpopulated AGP slot or the Intel740 chip must be down on the motherboard

Operating System: Windows* 95 OSR 2.1 or later (with USB Supplement), Windows* 98, or Windows NT* 4.0 SP3 or later

Peripherals: A CD-ROM drive to install software and drivers

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