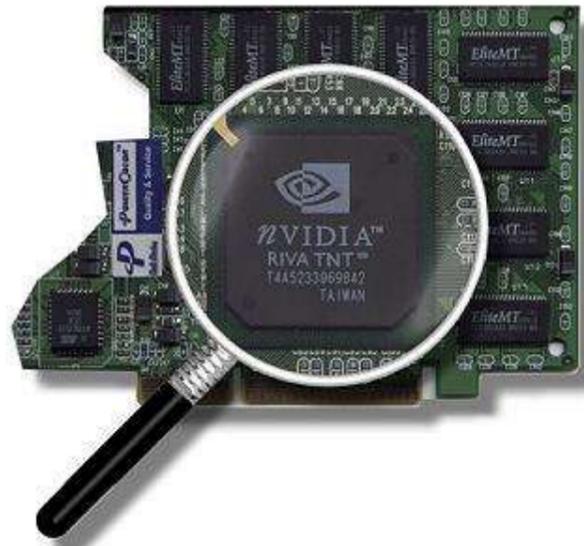




 **C128TNT --- nVIDIA RIVA TNT 3D/2D/Video**



Feature

- AGP 2X 128-bit 3D/2D VGA designed on nVIDIA RIVA TNT.
- Twin texel (TNT) 32-bit graphics pipeline Single pass multi-texturing support.
- On board 16MB 125MHz SDRAM with 3.2GB/sec frame buffer bandwidth
- Supports Windows 95/98 DirectDraw, DirectX6 and Direct3D acceleration
- OpenGL ICD for Windows 95/98 and Windows NT
- Provides 8 million triangles/sec peak and 12K on-chip cache memory
- Supports 2D resolution up to 1920*1200*32-bit true color
- Supports 3D resolution up to 1920*1200*16-bit high color with double buffer plus Z-buffer
- Integrated maximum 250 MHz Palette-DAC (RAMDAC) .
- Provides Super Cooler FAN to maintain best thermal ventilation on chip.
- Supports DDC2B+DPMS and VBE2.0 for plug n Play monitor detection.
- Video acceleration for X and Y smooth up and down scaling with filtering
- Windows 95/98/NT VGA drivers provided with PowerColor easy installation utility.
- Bundled DVD/MPEG-2 software Player for Entertainment PC.

3D Feature

- Optimized for Microsoft's Direct3D AP
- Complete DirectX 6.0 support
- 100% hardware triangle setup
- 2 texture mapped, lit pixels per clock
- Single pass multi-texturing support
- (DirectX 6.0 and OpenGL ICD)
- Square and non-square texture support
- Anisotropic filtering
- Triangle Setup Engine
- Setup hardware optimized for Microsoft's Direct3D API
- Per pixel perspective correct texture mapping
- Fog, Light & Mip mapping
- 24-bit or 16-bit Z buffer (floating point or integer)
- 8-bit stencil buffer
- Anti-aliasing: full scene, order independent

TV-out (optional)

- Simultaneous display on TV and monitor
- Boot-up to TV (no monitor required)
- S-video and composite video out for both NTSC and PAL system by jumper setting
- Resolution up to 640*480 (NTSC), 800*600 (PAL) in true color mode .

