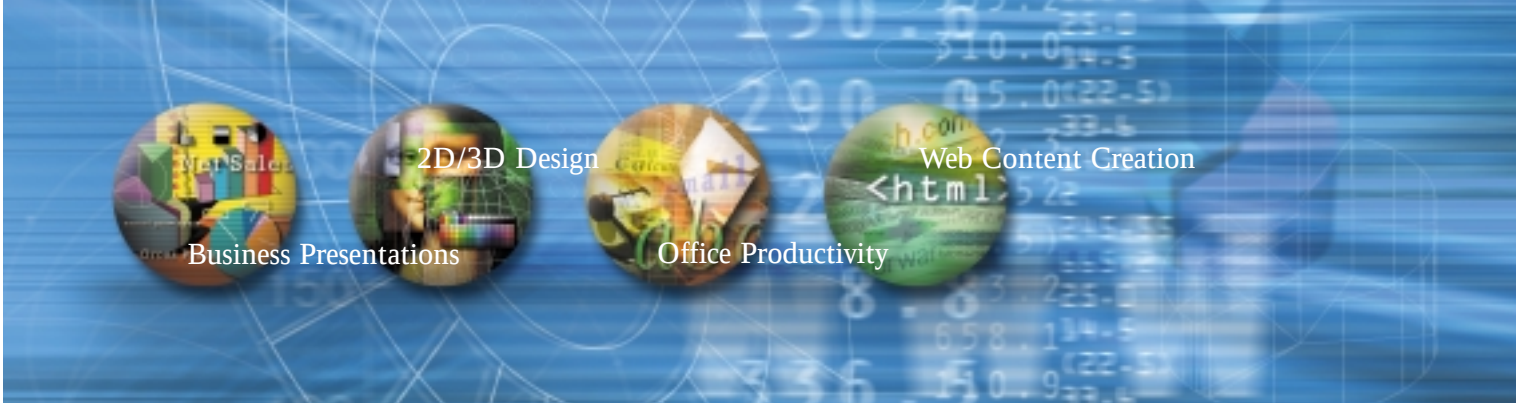

VELOCITY 100™

Product Description

Based on the acclaimed graphics technology from 3dfx, the Velocity 100 2D/3D and video accelerator provides maximum graphics performance for both today's and tomorrow's business applications. Featuring a 300 MHz RAMDAC for razor sharp 2D graphics at resolutions as high as to 2046x1536, the Velocity 100 also incorporates state-of-the art 3D acceleration and video support. Designed with 8MB of high-speed SGRAM and fully certified for Microsoft Windows®, the Velocity 100 delivers premium speed, color and clarity at an unmatched price.

Key Features

Integrated 128-Bit 2D, 3D and video accelerator
8 MB high-speed SGRAM memory
AGP 2x
Single Pass, SingleCycle Multi-Texturing
300 MHz RAMDAC
2D Resolutions as high as 2046x1536
6 million polygons per second peak processing
286 Megatexels/second peak fill rate
2.29 GB per second peak bandwidth
143 Megapixels/second
DVD Hardware Assist

Sales Division:
3dfx House
2-4 The Grove
Slough SL1 1QP
Ph: +44 (0) 1753 502 800

VELOCITY 100™

8MB 2D/3D and Video Accelerator

Advanced 2D Features Set

- 128-Bit 2D Accelerator
- 300 MHz RAMDAC for flicker free display
- 2D Resolutions of up to 2046 x 1536
- Microsoft WHQL Certified

Velocity 100 Refresh Rates(Hz)

NUMBER OF COLORS

RESOLUTIONS

	Aspect Ratio	256	65K	16.7M	Recomm. Monitor Size
640x480	4:3	60-160	60-160	60-160	14"+
800x600	4:3	60-160	60-160	60-160	
1024x768	4:3	60-120	60-120	60-120	17"+
1152x864	4:3	60-120	60-120	60-120	
1280x1024	5:4	60-100	60-100	60-100	21"+
1600x1024	16:10	60-85	60-85	60-85	
1600x1200	4:3	60-85	60-85	60-85	
1920x1080	16:9	60-75	60-75	-	24"+
1920x1200	16:10	60-76	60-76	-	
1920x1440	4:3	60	60	-	
2046x1536	4:3	60	60	-	

* Not all monitors support all modes and refresh rates. Check your manual or with your monitor manufacturer.

Video Support

- Video Acceleration for DirectShow; MPEG 1, 2 and Indeo®; Planar 4:2:0 and packed 4:2:2 Color Space Conversion; Smooth up and down scaling with X and Y filtering; DVD sub-pictures alpha blend YUV
- Windows NT 3.51 and 4.0 display drivers
- Windows® 3.11, Windows® 95 and 98 Display Drivers, DirectDraw, Direct3D, DirectVideo and ActiveX
- OS/2 Support

Cutting Edge 3D Feature Set

- Optimized Direct3D acceleration
- Optimized OpenGL Support
- Designed for Glide® 3.0 acceleration
- Complete DirectX 5.0 and DirectX 6.0 support
- 100% hardware triangle setup
- 32-bit graphics pipeline
  - 2 texture-mapped, lit pixels per clock
  - Single pass multi-texturing support (DirectX 6.0 and OpenGL)
  - Square and non-square texture support
- TextureBlend support:
  - Point-sampled, Bilinear, Trilinear Mip-mapping
  - Multi-texture
  - Bump map
  - Texture modulation
  - Light maps
  - Reflection maps
  - Detail textures
  - Environmental maps
  - Procedural textures
- Per-pixel perspective-correct texture mapping
- Fog: Exponential Fog Table
- 16-bit floating point depth buffer
- 8-bit palletized textures

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