

REVOLUTION



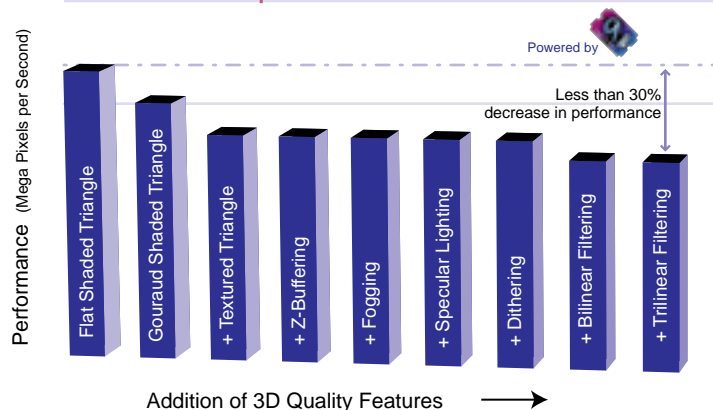
ACCELERATED 2D/3D GRAPHICS UNPARALLELED WINDOWS® NT/95 PERFORMANCE MPEG VIDEO

Gain flexibility from the combined processing of 3D, 2D, and video with textures and Z-Buffering! Revolution™ 3D's highly integrated 3D and 2D drawing engine ensures seamless integration of all applications and graphics operations in a desktop environment.

The right processing power in the right place! Revolution 3D fully implements floating point input and floating point multipliers in its setup engine. Only this unique combination relieves the CPU of intense graphic calculations, freeing up the CPU and system bus.

- True 128-Bit Acceleration in 3D, 2D, and MPEG
- Full 3D Acceleration with consistent, sustainable performance
- Extensive 3D Features for Direct3D™ and OpenGL™ APIs
- 128-Bit Video Engine for industry-leading video playback
- User configurable with up to 16MB of powerful, dual-ported WRAM

Revolution™ 3D Sustains Top Performance with Full Operation of 3D Features



NUMBER NINE
VISUAL TECHNOLOGY

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REVOLUTION 3D

ACCELERATED 2D/3D GRAPHICS UNPARALLELED WINDOWS® NT/95 PERFORMANCE MPEG VIDEO

Uncompromised Integrated 3D/2D/MPEG

Product Specifications

Graphics Chip	Number Nine "Ticket to Ride"™	Bus Architecture	PCI or AGP
Memory Configurations	4MB or 8MB WRAM	Approvals	PCI 2.1 Compliant, FCC Class B Certified, CISPR22, TUV, CE Mark, WHQL, PC97
Memory Upgrades	from 4 to 8 or 12MB max from 8 to 12 or 16MB max	Monitors Supported	Standard and multi-frequency analog monitors
Maximum Dot Clock	220 MHz	Drivers Supported	Windows 95 DirectX - Direct Draw & Direct3D Windows NT v3.51 and 4.0 Heidi, OpenGL & multiple monitor support under NT 4.0
Horizontal Sync Signals	31.5-115KHz		
Vertical Refresh	60-150Hz		
Video Output Signal	Analog		
Video Connector	DDC2B VESA compliant 15-pin D-sub		
Feature Connector	VGA Passthrough		



Powered by **9**™

**NUMBER NINE'S
THIRD GENERATION
128-BIT CHIP**

128-Bit Architecture

- Horsepower For Today, Investment Protection for Tomorrow

- 128-bit technology in graphics processor, internal processor bus and data path to memory
- Designed to take maximum advantage of Windows NT 4.0, Windows 95, and 32-bit operating systems of the future
- Performance scales upward with increasing CPU speed: optimized for Pentium II systems

Extensive 3D Feature Set

- Full Hardware Support for Direct 3D and Open GL APIs

Setup Engine

- Floating Point Setup Engine
- Full IEEE Floating Point Inputs
- Hardware Vertex Sorting

Texture Processing

- Perspective Corrected Texture Mapping
- Trilinear and Bilinear Filtering
- 8KB on-chip Texture Cache
 - Palletized textures: 4, 2, 1 kpt
 - Non-Palletized textures: 32, 16, 8 kpt
- Replace, Decale, Modulate, Blend Texture Modes

3D Display Buffers

- Double and Triple Display Buffering
- 32-/24-/16-bit Precision Z-Buffering
- 5 LOD MIP mapping in Hardware

Atmospheric Effects

- Per Pixel Specular Lighting Effects
- Per Pixel Interpolated Fogging
- Per Pixel Alpha Blending and Compare
 - Source and Destination
- 8x8, 4x4, 2x2 Dithering
- Gouraud Shading for 3D Triangles and Lines

Full-Screen Video Playback

- 128-Bit Video Engine Delivers Highest Quality Playback

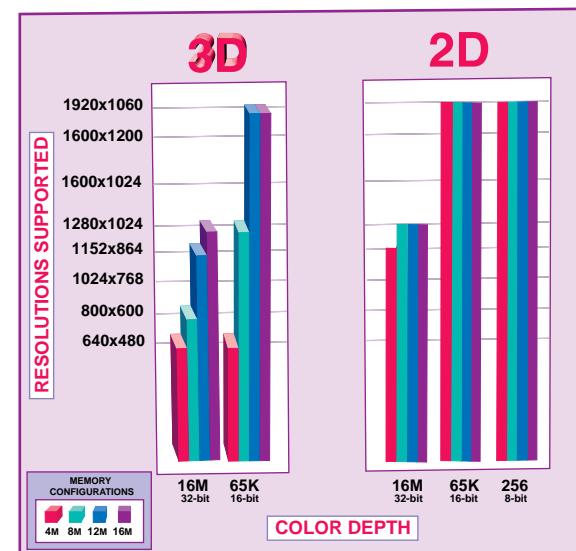
- 30 Frames per Second Full-Screen MPEG Playback
- Real Time Single Pass Video Scaling in X & Y Directions
- Front End Color Space Conversion

Accelerated 2D Graphics

- World's Fastest 2D Performance

- Multi-Pixel Simultaneous Processing
- 100-MHz Single Cycle Memory Controller
- Block Write Support
- Pre-Clipped BLTs, Fills, Area Patterns
- Display List Processing for Text and Graphics

RESOLUTION AND COLOR SUPPORT



REFRESH RATE SUPPORT

Under Windows 95

