

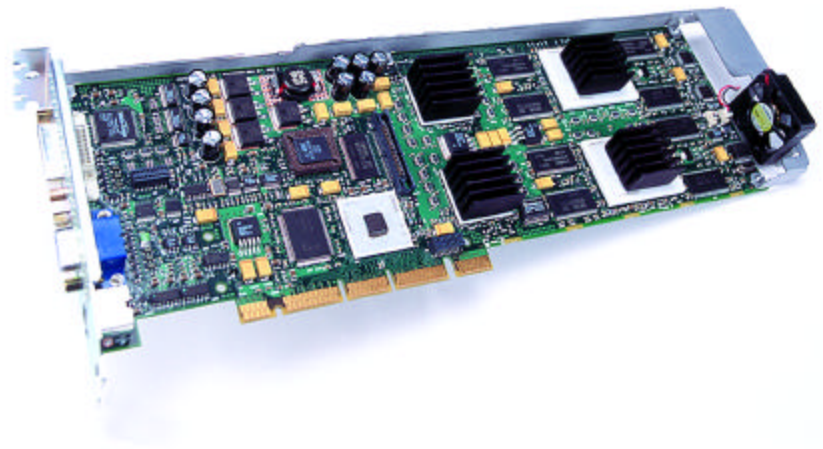
Wildcat II 5110

High-end 3D for performance-driven graphics professionals

3Dlabs'® revolutionary Wildcat™ 3D graphics technology enters its second generation with the Wildcat II - featuring a full dual-pipeline architecture and new chipset for more affordability and even faster performance.

The combination of Wildcat II's dual-pipeline-powered architecture, increased chipset speed, and highly-tuned geometry engine offers the highest graphics performance for the price. And, with dual-screen support (under Windows 2000), you get more visual real estate for large design projects.

If you're a scientist, artist, engineer, or graphics expert working in the 3D realm, these features and more translate to the highest level of real-time, on screen performance available at a price that won't hurt your budget.



- **Complete OpenGL 1.2 geometry acceleration**

Complete OpenGL® 1.2 geometry acceleration using two highly-tuned geometry engines which sustain the highest level of real-time, on screen performance in the industry.

- **Dedicated texture memory and frame buffers**

Apply numerous, extremely detailed texture maps without compromising performance. Large, dedicated 64 MB frame buffer and 64 MB texture memory support lets you create in rich, photorealistic shading and highly detailed textures - always in true color, with maximum depth accuracy and with double buffering enabled.

- **Leading-edge, 3D volumetric texture support**

Hardware accelerated 3D volumetric textures allow you to apply textures throughout the volume of any model, not just the external surfaces. The Wildcat II provides real-time performance with 3D textures for applications such as medical imaging and GIS.

- **Exclusive SuperScene antialiasing**

Forget about jaggies and crawling, twinkling edges. SuperScene™ antialiasing dramatically improves the sense of reality with true, multi-sampled scene mode antialiasing. With SuperScene, you get higher performance and significantly lower memory utilization than typical multisampled antialiasing techniques.

- **Maximum acceleration for maximum performance**

Wide, independent buses connect frame buffer and texture memory to the graphics chipset for maximum performance. Specialized DirectBurst™ technology optimizes the 3D graphics pipeline, significantly boosting performance.

- **Fully programmable geometry ASICs**

With programmable geometry ASICs, you can work with the latest innovations in graphics APIs by means of a simple software driver update. This protects your graphics investment and gives you more power on the desktop.



Wildcat Chipset Technology

Data widths:

- Frame buffer: 128 bits
- Texture buffer: 64 bits
- DirectBurst: 64 bits

Integrated 300 MHz RAMDAC

- Dual-pipeline configuration featuring wide, independent buses to connect frame buffer and texture memory to the graphics chipset.
- Complete OpenGL® 1.2 geometry acceleration accelerates the complete OpenGL 1.2 pipeline, including all geometry operations, triangle setup, texturing, and pixel operations
- 3D volumetric texture support
- DirectBurst technology optimizes the 3D graphics pipeline, significantly boosting performance

Geometry Acceleration

- Model view matrix transformation of vertex and normal coordinates
- Perspective and viewport transformations
- Texture matrix transformation of texture coordinates
- Local display list storage and processing
- Full lighting calculations (up to 24 lights)
- View volume clipping
- Up to six user clip planes
- Image processing

Professional 3D Features

SuperScene full-scene antialiasing:

- Point sampled with sixteen samples
- Sample location jittering
- Dynamic sample allocation
- Dynamic sample backoff

64-bit hardware accumulation buffer

Traditional 2D Operations

- 16- and 32-bit color depths (565, 8888)
- Solid and patterned area fills
- Vectors (diamond rule compliant)
- Block moves (screen-to-screen)
- Block gets (screen-to-system)
- Block puts (system-to-screen)

Board Physical

- Full-length ATX form-factor
- AGP Pro 50 - AGP Version 2.0 Compliant

Memory

- 64 MB dedicated frame buffer
- 64 MB dedicated texture buffer
- 16 MB DirectBurst

Display

- True color resolutions up to 2048 x 1152 double-buffered and 32-bit Z per monitor
- 60 Hz-90 Hz screen refresh rates (monitor dependant)
- Dual-screen capable (under Windows 2000)

Stereo Sync Support

- Female, 3-pin, VESA-standard, mini-DIN connector provides connection to a LCD shutter glasses emitter module or to other stereo shutter devices.

Digital Flat Panel Output

- 29-pin DVI-I output connector

Drivers

- Microsoft® Windows® NT
- Microsoft® Windows® 2000

Connectors

- 3-pin, MiniDIN stereo sync output
- 15-pin, D-sub analog video output
- 29-pin DVI-I output connectors
- Genlock and Multiview (options)

Genlock Support (option)

- Provides a periodic signal to the display system to lock vertical refresh rate

Multiview Support (option)

- Provides frame locking and rate locking of multiple workstations

System Requirements

- Intel® Pentium® Processor or compatible
- Microsoft Windows NT 4.0 with Service Pack 5 or higher or Windows 2000
- One AGP Pro 50 slot
- An open PCI slot adjacent to the AGP Pro slot for cooling
- Minimum of 32 MB DRAM (64 MB recommended)
- 3 MB of free space on the computer's primary system disk for the video display driver software
- 50 W of available power

Warranty

- Three (3) years parts and labor limited warranty

Maximum Screen Resolutions

True color, double buffered

Driving a single display

Resolutions	Max Refresh Rate (Hz)	SuperScene Antialiasing	Stereo
1920 x 1440	75	-	-
1600 x 1280	76	-	-
2048 x 1152	75	-	-
1280 x 1024	60	-	yes
1280 x 960	60	-	yes
1152 x 870	75	yes	-
1376 x 768	60	yes	-
1280 x 800	90	yes	-
1024 x 768	60	yes	yes

Driving dual displays (resolutions on each monitor)

Resolutions	Max Refresh Rate (Hz)	SuperScene Antialiasing	Stereo
1856 x 1392	80	-	-
1600 x 1280	76	-	-
2048 x 1152	75	-	-
1920 x 1200	76	-	-
1280 x 1024	60	-	yes
1280 x 960	60	-	yes
800 x 600	153	yes	-
864 x 480	60	yes	-
640 x 480	60	yes	yes

Application Tested

With over 17 years of OpenGL driver experience, 650+ application certifications and a real dedication to quality, 3DLabs offers the ultimate in application support. Through our advanced control panel you can automatically configure and optimize your system for your favorite professional applications, including, but not limited to:

- 3ds max
- Houdini
- Lightscape
- Lightwave
- Maya
- Unigraphics
- Multigen
- SOFTIMAGE
- AutoCAD
- CATIA
- I-DEAS
- Microstation
- SolidEdge
- SolidWorks
- SolidDesigner
- Mirai
- ProEngineer

Complete Product Range

3DLabs' award winning Oxygen and Wildcat graphics cards represent the most comprehensive range of professional graphics cards available.

Wildcat : High-end
 Oxygen GVX : Mid to High-end
 Oxygen VX : Entry-level

Contacts, Service and Support

For more information contact us at:

- www.3dlabs.com
- info@3dlabs.com

In North America:

Corporate Headquarters
 480 Potrero Avenue, Sunnyvale, CA 94085
 Tel: (800) 464-3348, Fax: (408) 530-4701

Huntsville - Wildcat Division
 P.O. Box 6937, Huntsville, AL 35824
 Tel: (877) 286 1185, Fax: (256) 730 1454

In Europe:

Meadlake Place, Thorpe Lea Road, Egham,
 Surrey TW20 8HE, UK
 Tel: +44 1784 470555, Fax: +44 1784 470699

In Germany:

3DLabs, GmbH Breckenheimer Weg 29
 65205 Weisbaden Deutschland
 Tel: +49 6122 916778, Fax: +49 6122 919646

In Asia/Pacific:

Shiroyama JT Mori Bldg., 16F Toranomon,
 4-3-1 Minato-ku Tokyo 105-6016, Japan
 Tel: +81 3-5403-4653

