

REVOLUTION[®] IV

ACCELERATED 3D/2D GRAPHICS UNPARALLELED WINDOWS[®] NT/95/98 PERFORMANCE MPEG VIDEO

Speed. Power. Quality. Color. Resolution. When it comes to graphics acceleration, you need it all. Revolution IV delivers.

Power Revolution IV comes standard with 16 or 32 megabytes of SDRAM. Thus, it is the first affordable graphics accelerator to tackle demanding 3D and 2D applications with a single board solution. Up to 32 megabytes of video memory provides plenty of space to store and process massive textures, large images, spreadsheets, CAD drawings, and so much more. It can also be used as a huge graphics cache for larger virtual desktops, system fonts, and on-screen icons or pull down menus.

Resolution Revolution IV offers resolutions up to 1920 x 1200 in true color. Its flicker-free refresh rates make extensive viewing a pleasure, whether you're working or gaming. Regardless of which resolution you choose, you are guaranteed optimum refresh rates and superior images, provided by an integrated 250 megahertz (MHz) Digital-Analog Converter (DAC) and 32-bit true-color rendering.

Speed For gamers or professionals, Revolution IV offers top performance in Windows[®] '95, '98, NT[®] 4.0 and NT 5.0 (when available). Our advanced 3D rendering is done on a per-pixel basis, for the most advanced and realistic images and effects. In each operating system, you will see rock-solid, high resolution displays, with the power and speed to blast through even the most complex graphics functions.

Advanced Design Revolution IV has a unique, powerful 128-bit design. Starting with our own fourth generation 128-bit chip, called Ticket to Ride IV, true 128-bit processing strength is used throughout all functions of the chip and board. It is the world's first graphics accelerator to reap the benefit of a full 128-bit memory bus, while using standard Synchronous DRAM (SDRAM) memory for unparalleled price performance.

Best Deal Around The ultimate 128-bit graphics powerhouse, Revolution IV will satisfy the most critical graphics professional, business user and/or games enthusiast – all for an unbelievable low price!

Revolution IV - Tomorrow's Technology Today



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VISUAL TECHNOLOGY

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REVOLUTION IV

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Powered by

NUMBER NINE'S
FOURTH GENERATION
128-BIT CHIP

TOMORROW'S TECHNOLOGY TODAY

Windows 95/98 User Advantage

- Single card, maximum performance 128-bit 3D, 2D and video accelerator
- Up to 32MB of synchronous video memory for storage of massive textures
- Incredible 3D resolutions – up to 1920x1200 in 3D
- 32-bit true-color rendering for the ultimate in visual quality
- Per-pixel special effects (fog, specular, alpha) for advanced 3D rendering
- Realistic gaming with per pixel mip-mapping, bi- and tri-linear filtering
- Best of class 2D for overall system performance
- HawkEye® feature set for the ultimate desktop flexibility

Windows NT User Advantage

- Superior 3D / 2D acceleration at resolutions up to 1920x1200 in 16.8M colors
- Fast 250MHz DAC for maximum refresh rates at all resolutions
- Full OpenGL compliant driver and 32-bit rendering for professional quality graphics
- Up to 32MB memory for storage of large images / spreadsheets / CAD drawings
- Full floating point pipeline for maximum image precision
- HawkEye feature set for the ultimate in desktop flexibility

PRODUCT SPECIFICATIONS

Graphics Chip	Number Nine "Ticket to Ride™ IV"
Memory Configurations	32MB SDRAM 16MB SDRAM
Maximum Dot Clock	250 MHz
Horizontal Sync Signals	31.5-115KHz
Vertical Refresh	60-150Hz
Video Output Signal	Analog
Video Connector	DDC2B VESA compliant 15-pin D-sub
Bus Architecture	AGP 2X
Approvals	PCI 2.1 Compliant, FCC Class B Certified, CISPR22, TUV, CE Mark, WHQL
Monitors Supported	Standard and multi-frequency analog monitors
Drivers Supported	Windows 95 and 98 DirectX - Direct Draw & Direct3D Windows NT 4.0 OpenGL & multiple monitor support under NT 4.0 Windows NT 5.0

EXTENSIVE 3D FEATURE SET

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

Combined 3D/2D Drawing Engine

- 2.0 Gigabyte / second on board bandwidth
- 3D setup and rendering using floating precision
- Full 32-bit or 16-bit 3D pipeline

3D Display Buffers

- Double and Triple Display Buffering
- Up to 24-bit true color professional 3D rendering with 8-bit Alpha Blending
- Up to 24-bit precision Z-buffering
- 10 LOD MIP Mapping in hardware
- Full-Scene Anti-aliasing

3D Texture Processing

- Tri-linear and Bi-linear Filtering with Perspective Correction
- 8KB on chip Texture Cache
- Palletized and Non-palletized Textures
- Decal, Modulate, Replace, Blend Texture modes

3D Atmospheric Effects

- Per Pixel Specular Lighting effects
- Per Pixel Interpolated Fogging
- Per Pixel Alpha Blending and Compare
- Table Fogging

Simultaneous Multi-Pixel Processing

- Pre-clipped BLTs, Fills, Area Patterns
- Display List Processing for text and graphics

One Chip Architecture Satisfies Multiple 3D APIs

- Chip & drivers optimized for Direct3D™ v5.0/6.0 and OpenGL®
- Direct3D Transformed & Lit vertices accepted without modification
- OpenGL specific support including:
 - ICD OpenGL Drivers
 - Advanced 3D chip features exposed
 - Texture Filter modes
 - Alpha Blending modes

OPTIMIZED PERFORMANCE FEATURES

- 2X AGP and Top Quality MPEG II support

2X AGP Transfers at up to 533 MB/s

- System memory texture cache
- Accelerates system BLTs

Integrated Palette DAC

- New 250 MHz triple 8-bit Palette DAC
- High Resolution/ High Refresh Rates

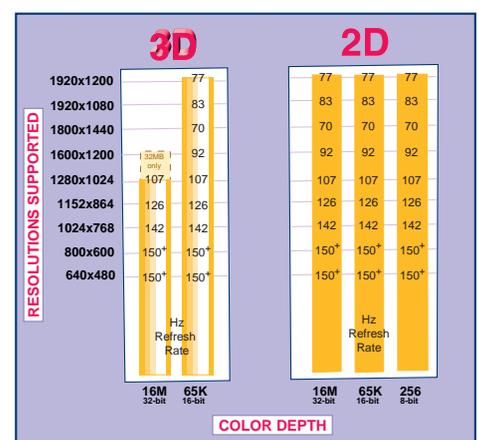
30 Frames/Second Full Screen MPEG-II Playback

- Real Time Single Pass Video Scaling in X & Y

Extensive Software Support

- WHQL Support
- Leadership Drivers and Firmware
 - Leading Win95, Win98, and WinNT Performance Driver
- Integrated VGA Core
 - Performance-tuned VESA 2.0 Compliant Video BIOS
- Windows Plug & Play compliant
 - DDC 2B support
 - Display Power Manager Support
- Multi-monitor Display Drivers

RESOLUTION AND COLOR SUPPORT



Includes award-winning HawkEye: the most advanced, most sophisticated display control utility in the world. Now supported under multiple operating systems, including Windows 95/98, NT 4.0 and NT 5.0 (when available.)