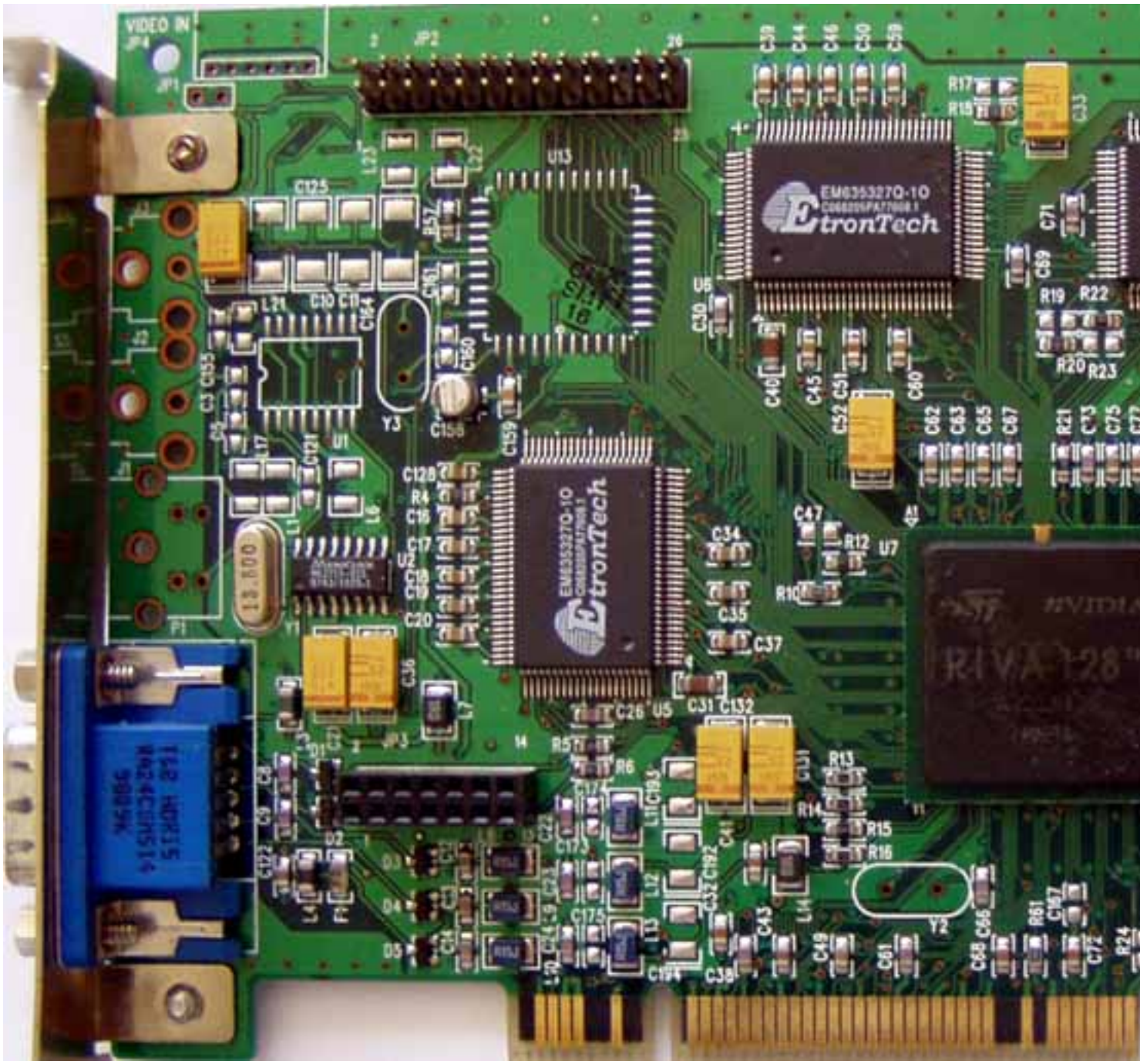
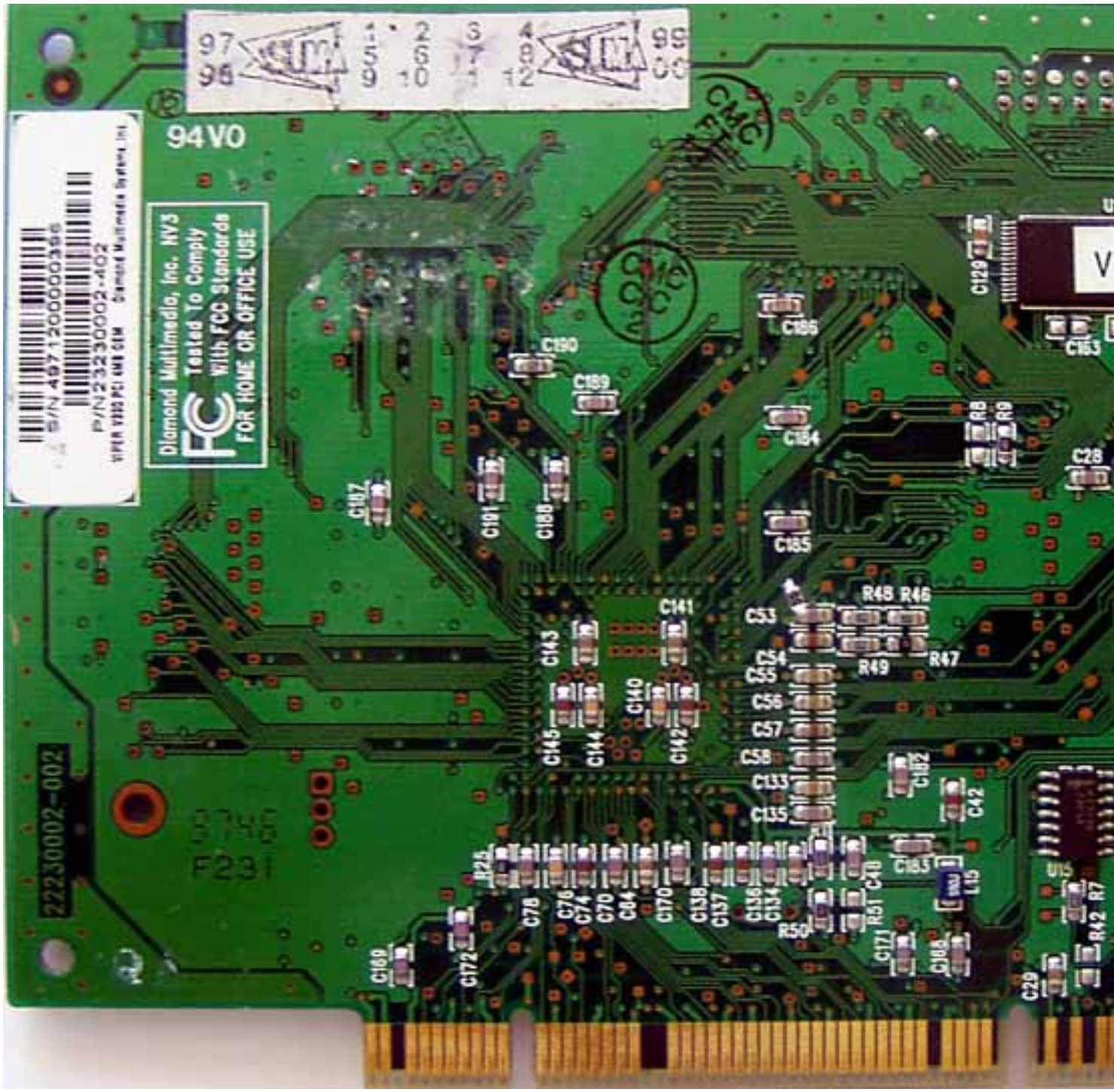
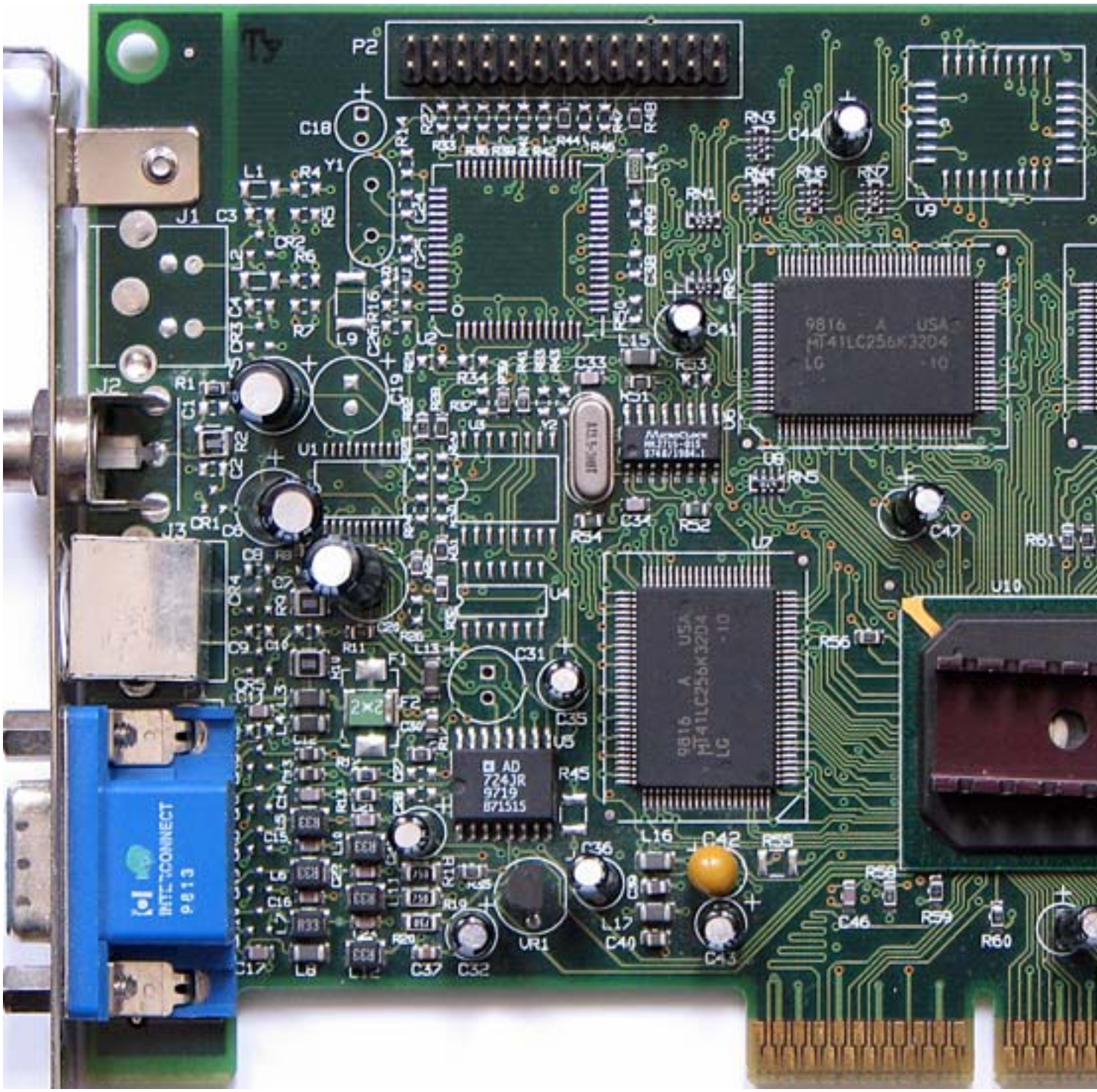
Core: NV3 100MHz 128bit
Memory: 4MB SGR 100MHz 128bit
Year: 1997 **Bus:** PCI / AGP1x
Made: SGS Thomson 350nm Malta **Links:** PDF datasheet Wikipedia **Price:** $129

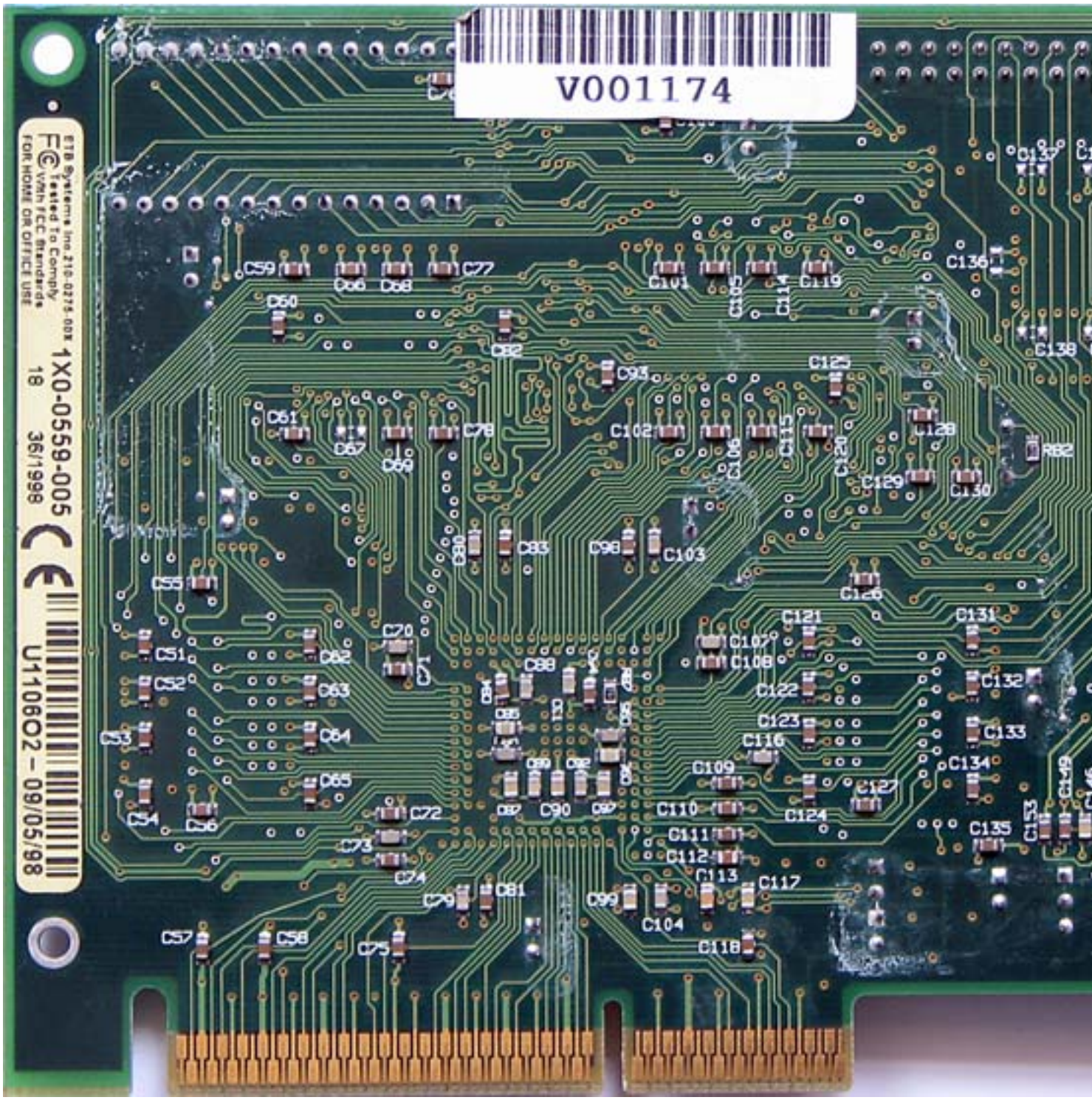
Bios: STB Velocity 128

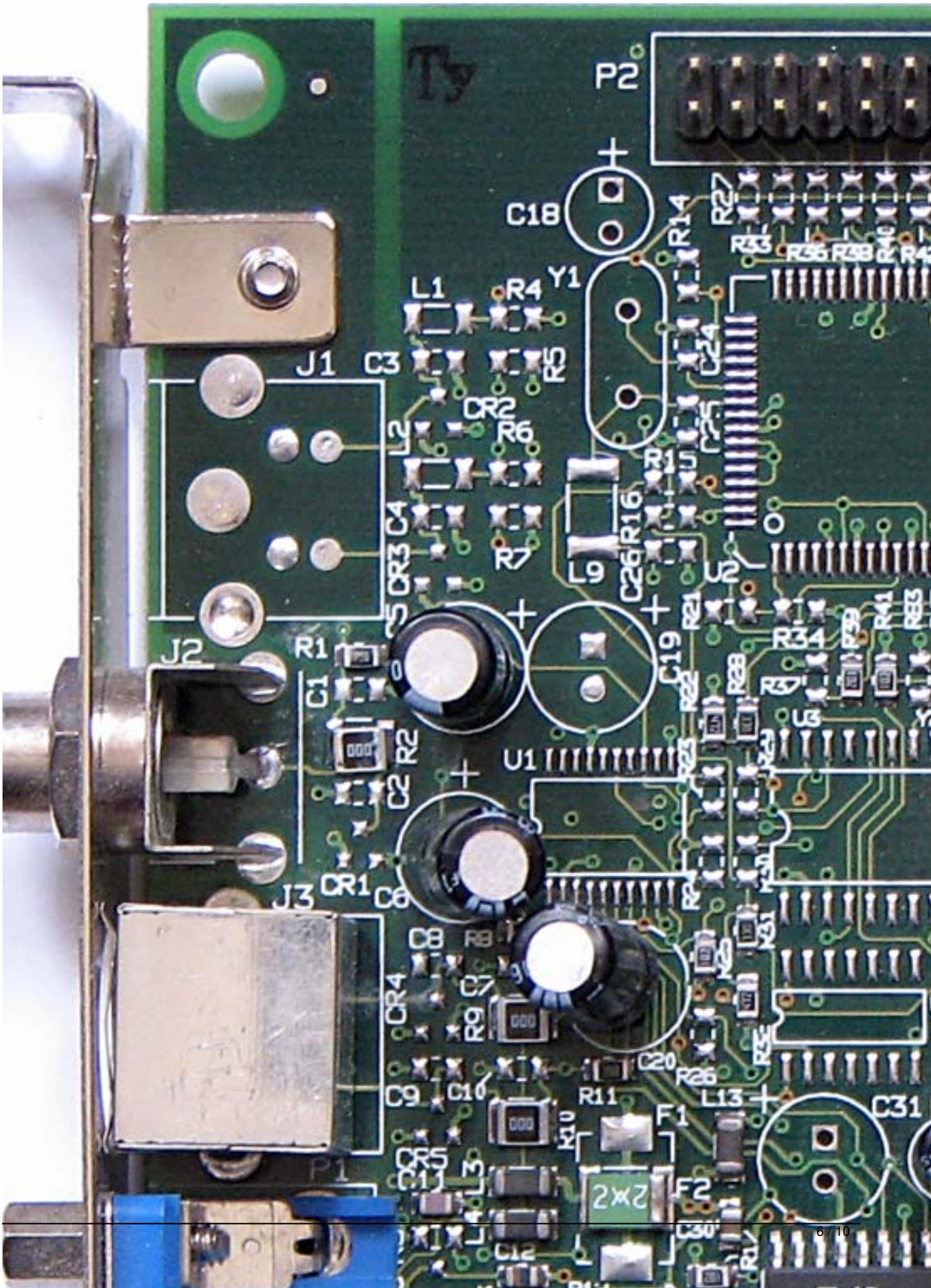
{webgallery}


VIDEO IN
JP4
JP1
JP2
EM635327Q-10
EtronTech
EM635327Q-10
EtronTech
NVIDIA
RIVA 128
13.500
Y3
Y1
Y2
U13
U5
U7
U1
U2
U3
U4
JP3

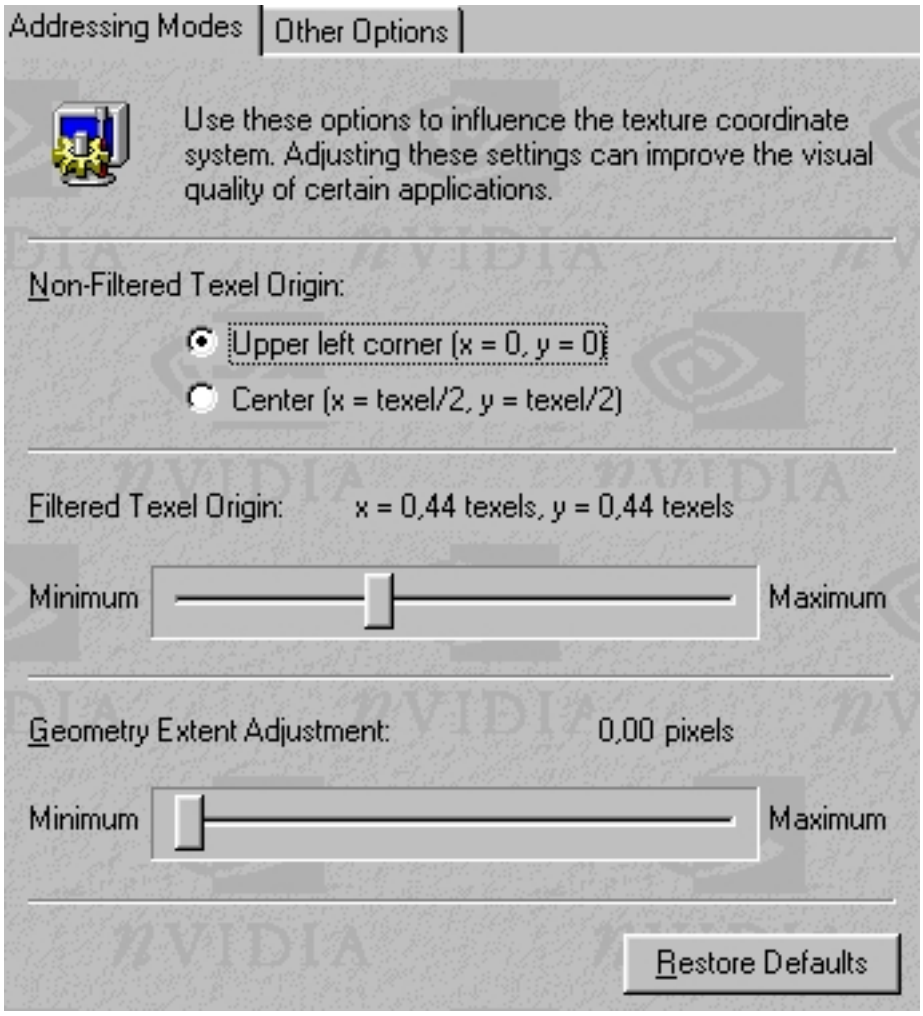

94V0
Diamond Multimedia, Inc. HV3
Tested To Comply
With FCC Standards
FOR HOME OR OFFICE USE
2223002-002
F231

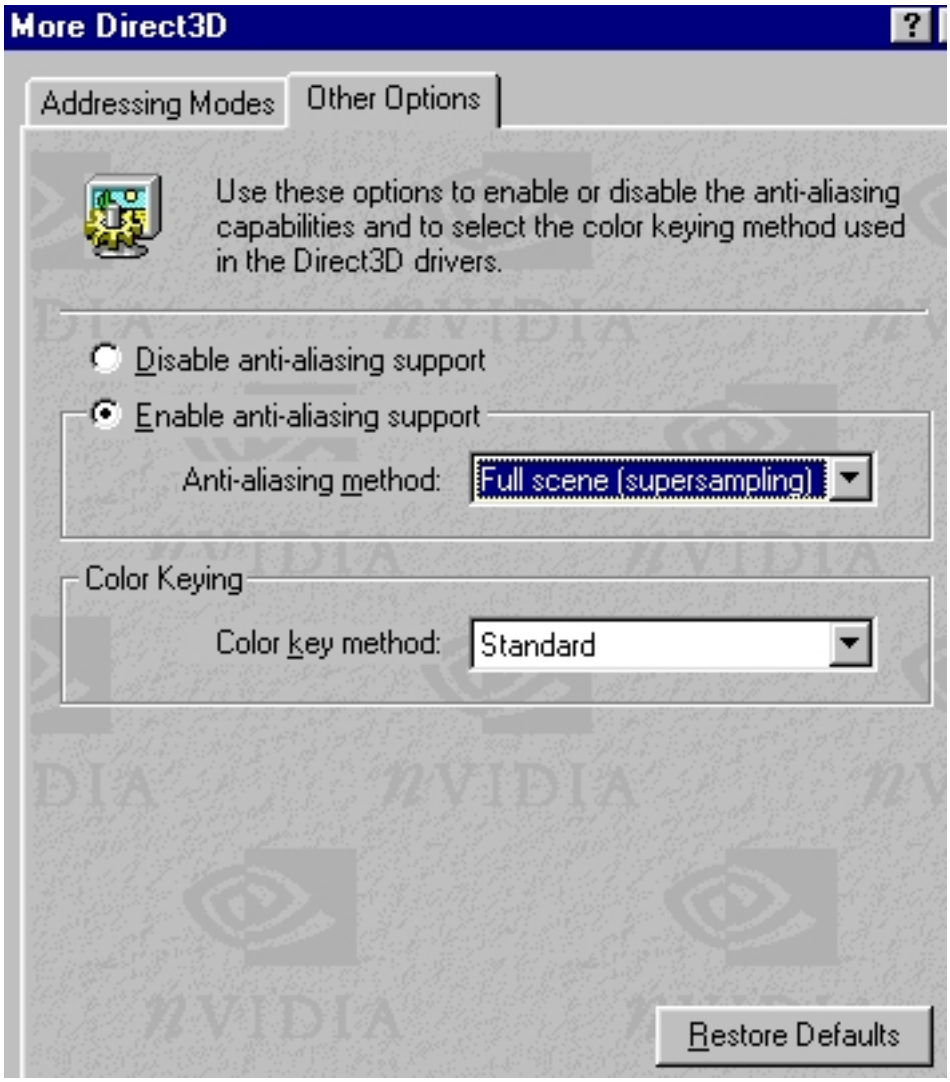

P2
C18
Y1
L1
J1
J2
J3
U1
U4
U5
U7
U9
U10
L9
L15
C41
C47
C31
C35
C42
C43
C46
C37
C32
VR1
L16
L17
C40
R45
R36
R53
R56
R59
R60
AD
724JR
9719
871515
9816 A USA
MT41LC256K32D4
LG
INTERCONNECT
9813

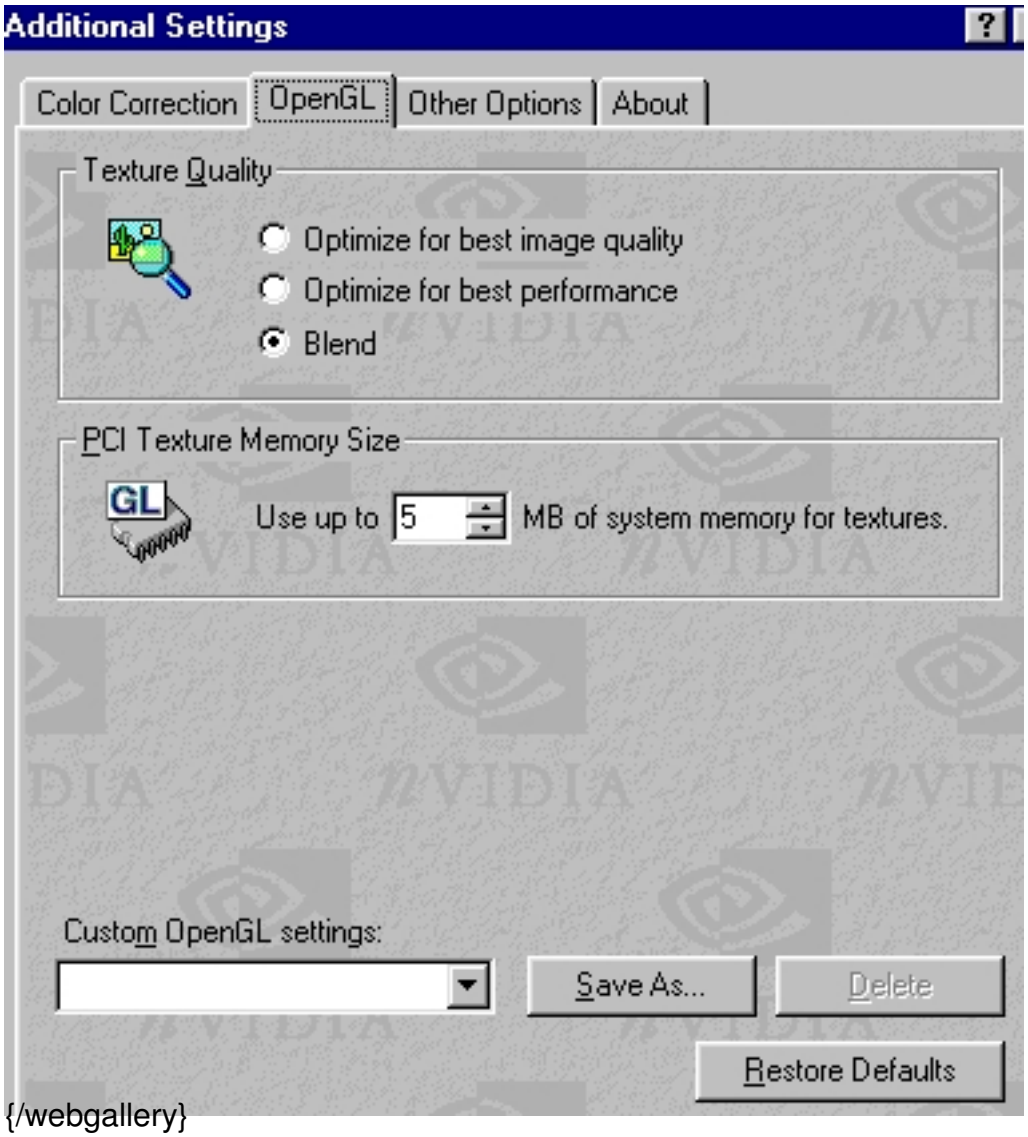

V001174
1X0-0559-005
U1106O2 - 09/05/98
36/1998
FOR HOME OR OFFICE USE


P2
C18
Y1
L1
R4
J1
C3
R5
CR2
R6
R15
C4
R16
CR3
R7
L9
C26
U2
C19
R34
J2
R1
C1
R2
C2
U1
U3
CR1
C6
J3
C8
R8
C7
CR4
R9
C20
R26
C9
C10
R11
L13
C31
F1
CR5
C11
F2
P1
C12
C30

Obecné
Adaptér
Monitor
Výkon
Správa barev
RIVA 128
Direct3D Performance/Compatibility
Enable fog table emulation
Use square textures only
Enable 5-6-5 texture support
Enable interpolated vertex alpha
Direct3D Mipmapping
Per pixel mipmapping:
Enabled - Best image quality
Automatically generate
0
mipmap levels.
Direct3D Texture Memory Size
Use up to
5
MB of system memory for textures.
Custom Direct3D settings:
Save As...
Delete
More Direct3D...
Additional Settings...
Restore Defaults


Addressing Modes
Other Options
Use these options to influence the texture coordinate system. Adjusting these settings can improve the visual quality of certain applications.
Non-Filtered Texel Origin:
Upper left corner (x = 0, y = 0)
Center (x = texel/2, y = texel/2)
Filtered Texel Origin:
x = 0,44 texels, y = 0,44 texels
Minimum
Maximum
Geometry Extent Adjustment:
0,00 pixels
Minimum
Maximum
Restore Defaults


More Direct3D
Addressing Modes
Other Options
Use these options to enable or disable the anti-aliasing capabilities and to select the color keying method used in the Direct3D drivers.
Disable anti-aliasing support
Enable anti-aliasing support
Anti-aliasing method:
Full scene (supersampling)
Color Keying
Color key method:
Standard
Restore Defaults


Additional Settings
Color Correction
OpenGL
Other Options
About
Texture Quality
Optimize for best image quality
Optimize for best performance
Blend
PCI Texture Memory Size
GL
Use up to
5
MB of system memory for textures.
Custom OpenGL settings:
Save As...
Delete
Restore Defaults

{/webgallery}