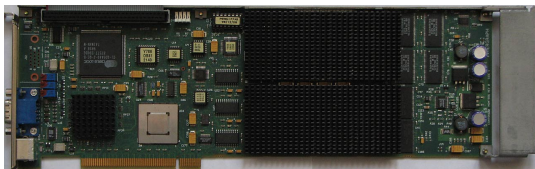


Intergraph Intense3D 3600 (MSMT556)

Written by Vlask

Saturday, 24 October 2009 19:48 - Last Updated Monday, 09 April 2012 15:10



Core: Wildcat 4000 + Lynx 5 Geometry Accelerator ?MHz ?bit

Memory: 16MB SDR FrameBuffer + 64MB SDR Texture memory ?MHz ?bit

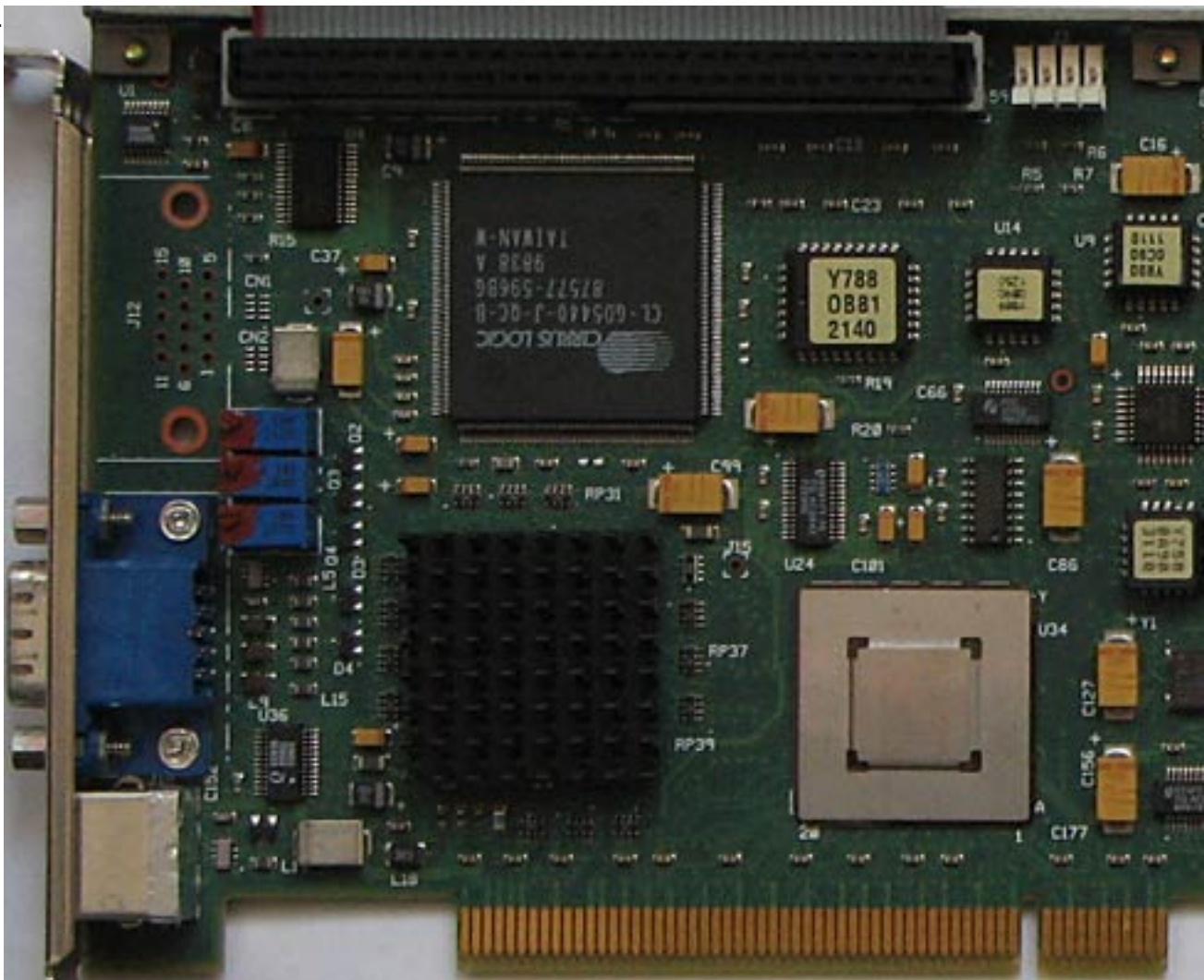
Year: 1998 **Bus:** PCI + AGP

Made: ? μm **Links:** [benchmark](#) [manual](#) [press info](#)

Bios: [here](#)

OpenGL: GL_INGR_multiple_palette, GL_EXT_texture_object, GL_EXT_blend_logic_op, GL_EXT_rescale_normal, GL_EXT_bgra, GL_KTX_buffer_region, GL_WIN_swap_hint

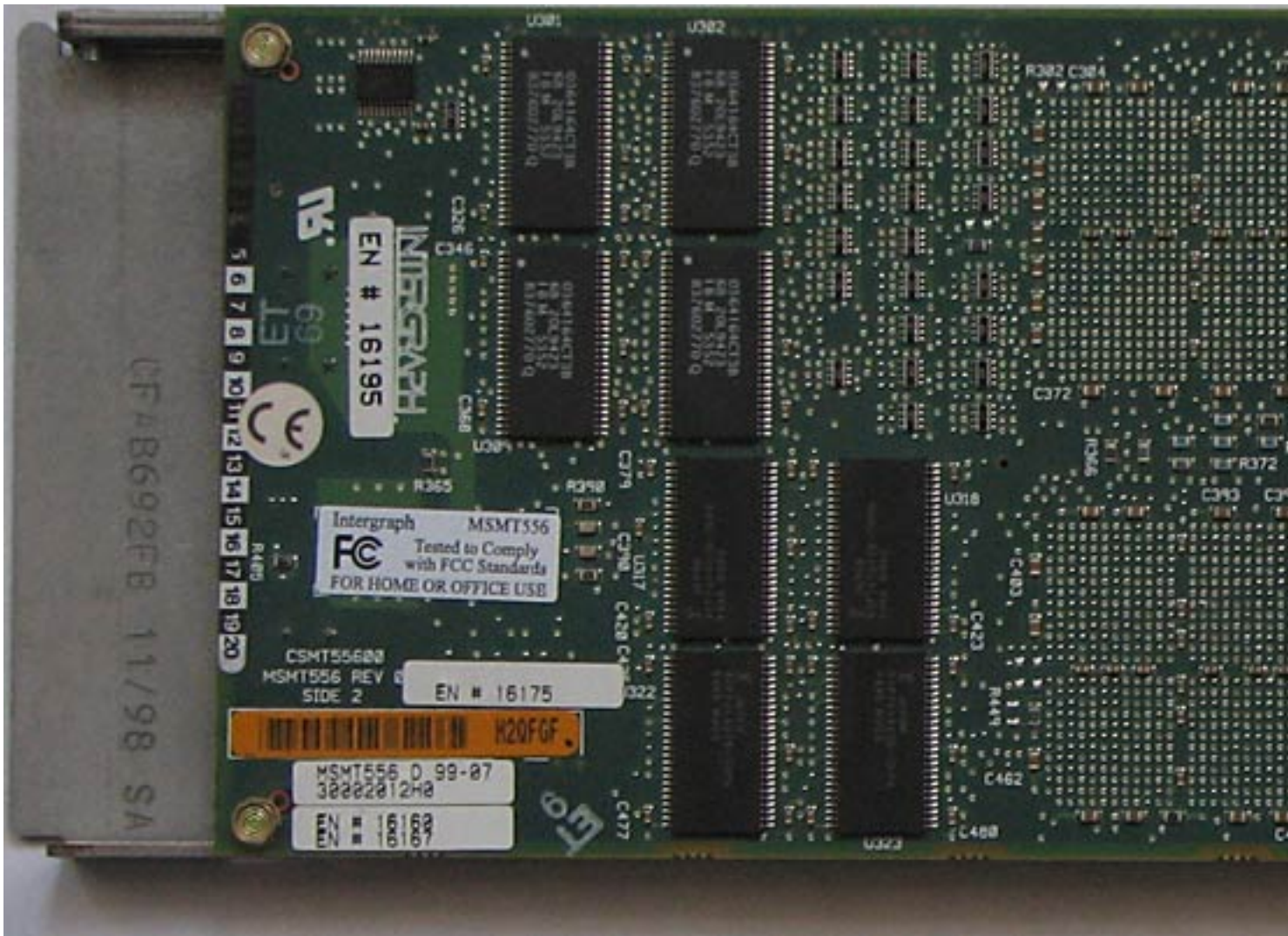
{webgallery}



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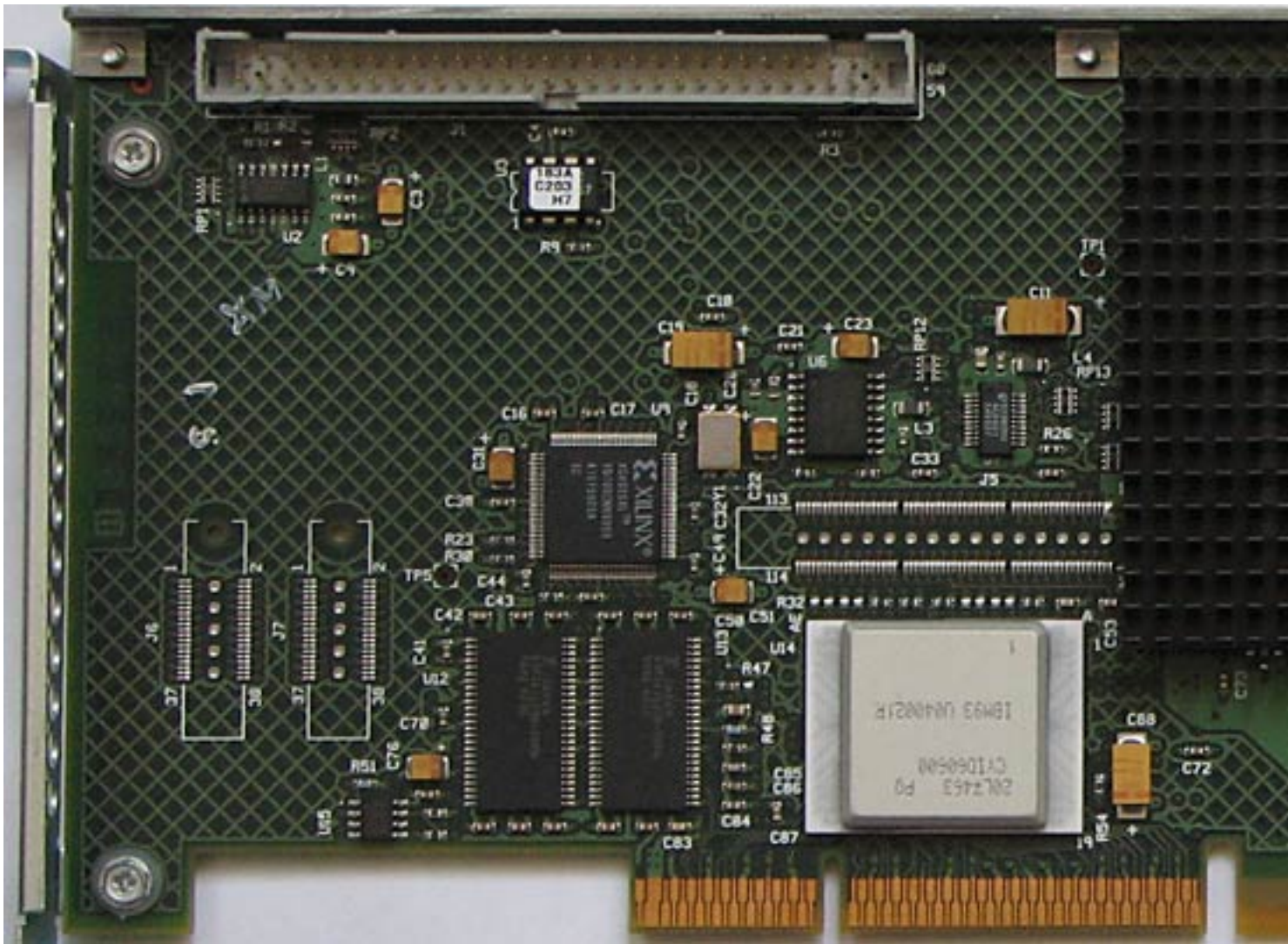
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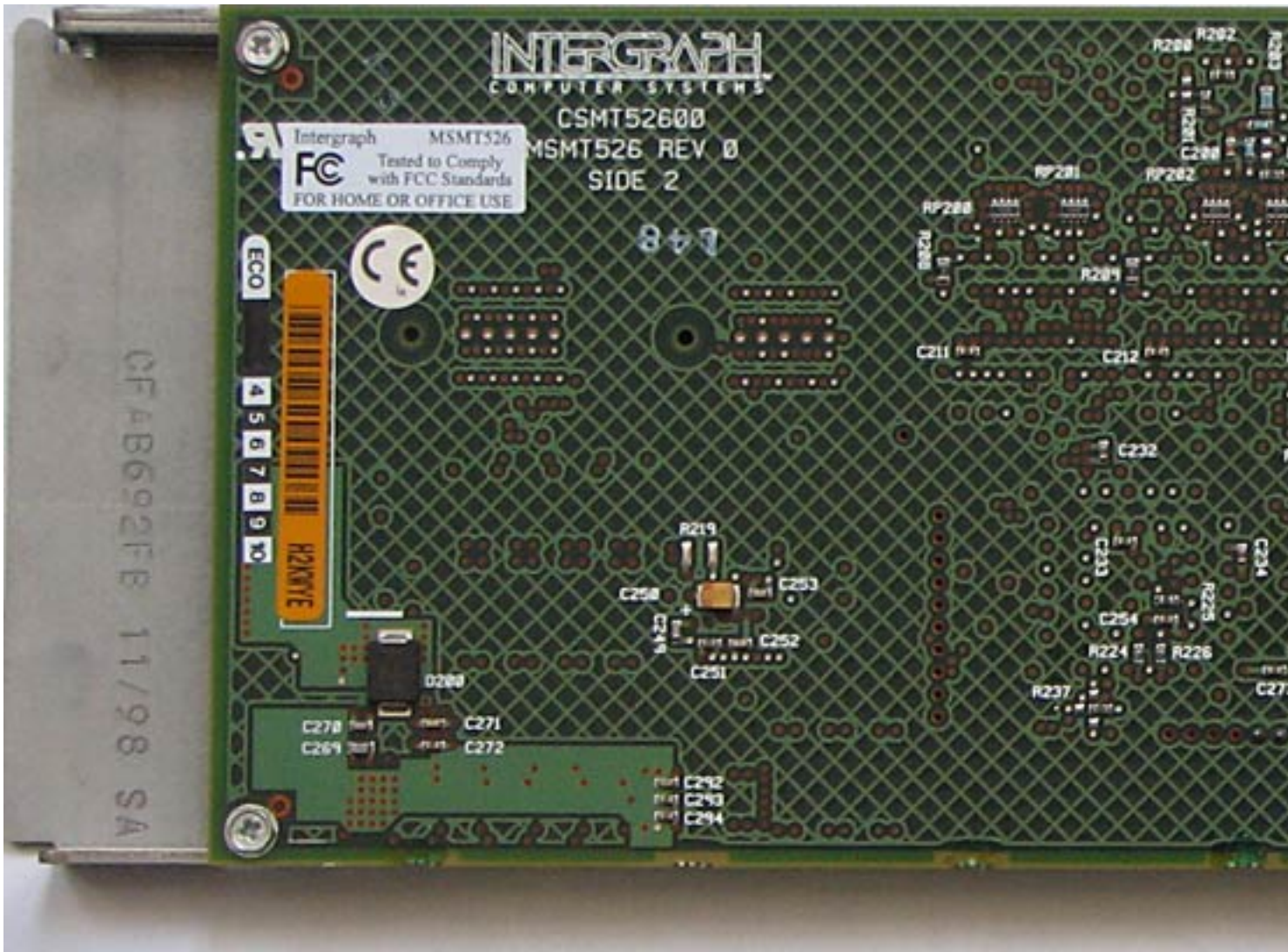
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The screenshot shows the Intense3D Settings application with three tabs: "Správa barev", "Intense3D Settings", and "Intense3D Monitor". The "Intense3D Settings" tab is active, displaying the "INTENSE3D" logo and hardware specifications:

- Graphics Type: Intense3D Wildcat 4000
- Texture Memory: 64 MBytes
- Frame Buffer Memory: 16 Mbytes

Below this is a "Planes Per Pixel" section with the following values:

Image (DB):	24	Stencil:	8
Depth:	32	Image VLT Context (DB):	4
Alpha:	8	Control:	8
Overlay (DB):	8		

At the bottom of the main window are "Performance" and "Advanced" buttons. The "Performance" button is selected, opening a dialog box with the following options:

- Synchronize Buffer Swap to Vertical Sync
- Line 3-Pass Antialiasing
- GDI Compliant Vectors
- Pixel Color Format:
 - RGB
 - BGR

The "Advanced Configuration" dialog box is also open, showing the following options:

- Enable Stereo Display
 - Monitor Scan:
 - Frame Sequential
 - Interlaced
 - Frame Interlaced
- Enable Interlaced Display
- Enable Color Sequential Display

{/webgallery}