

Matrox Mystique

Written by Pirx

Wednesday, 18 September 2013 18:11



Core: 1064SG-D (Hurricane) 50,11MHz 64bit

Memory: 4MB (8MB max) SGR 75,17MHz 64bit

Year: 1996 **Bus:** PCI

Made: NEC **Links:** [Wikipedia](#) [Vintage3D](#) [Datasheet](#)

Bios: [Matrox](#)

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Matrox Mystique

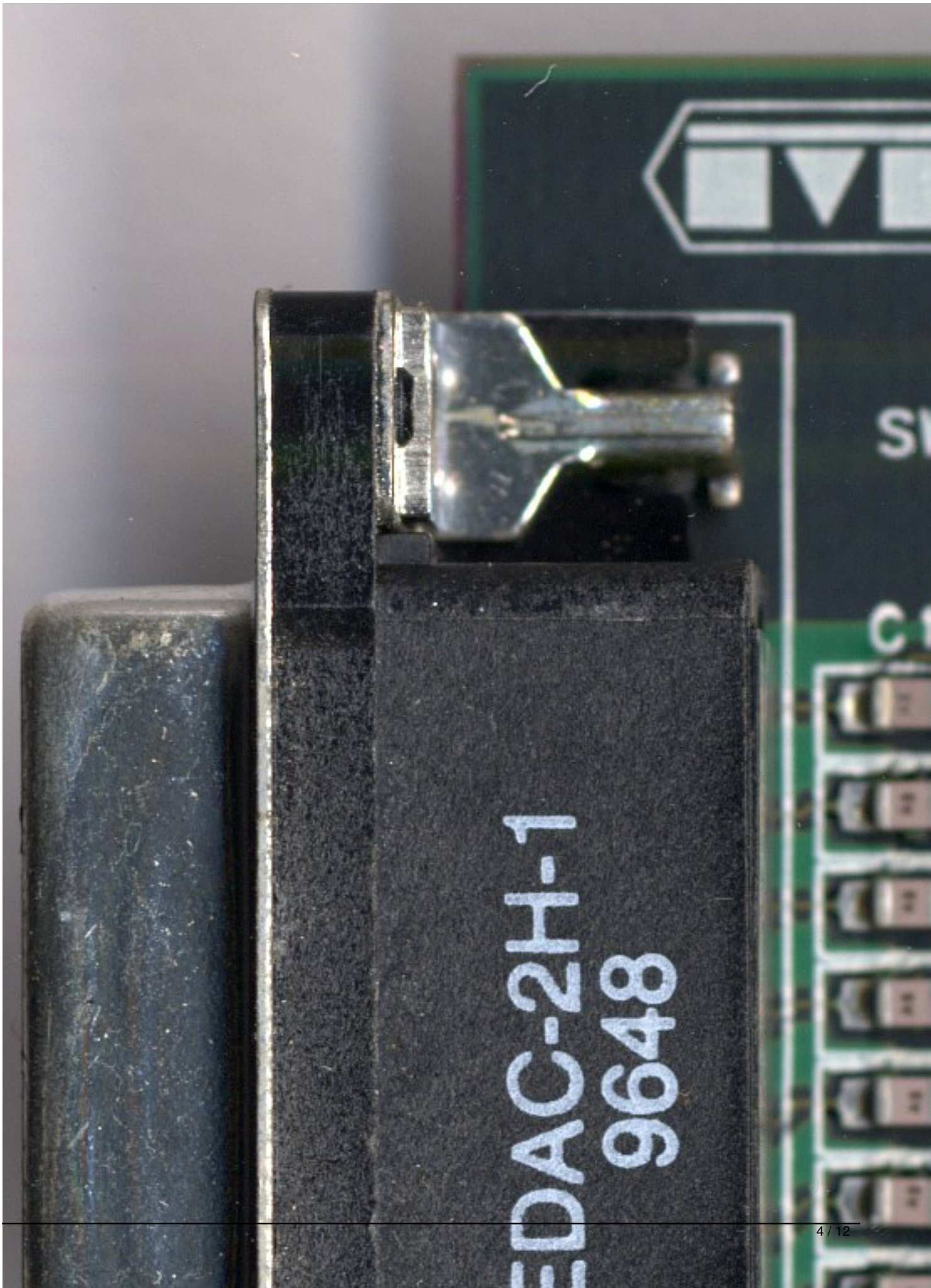
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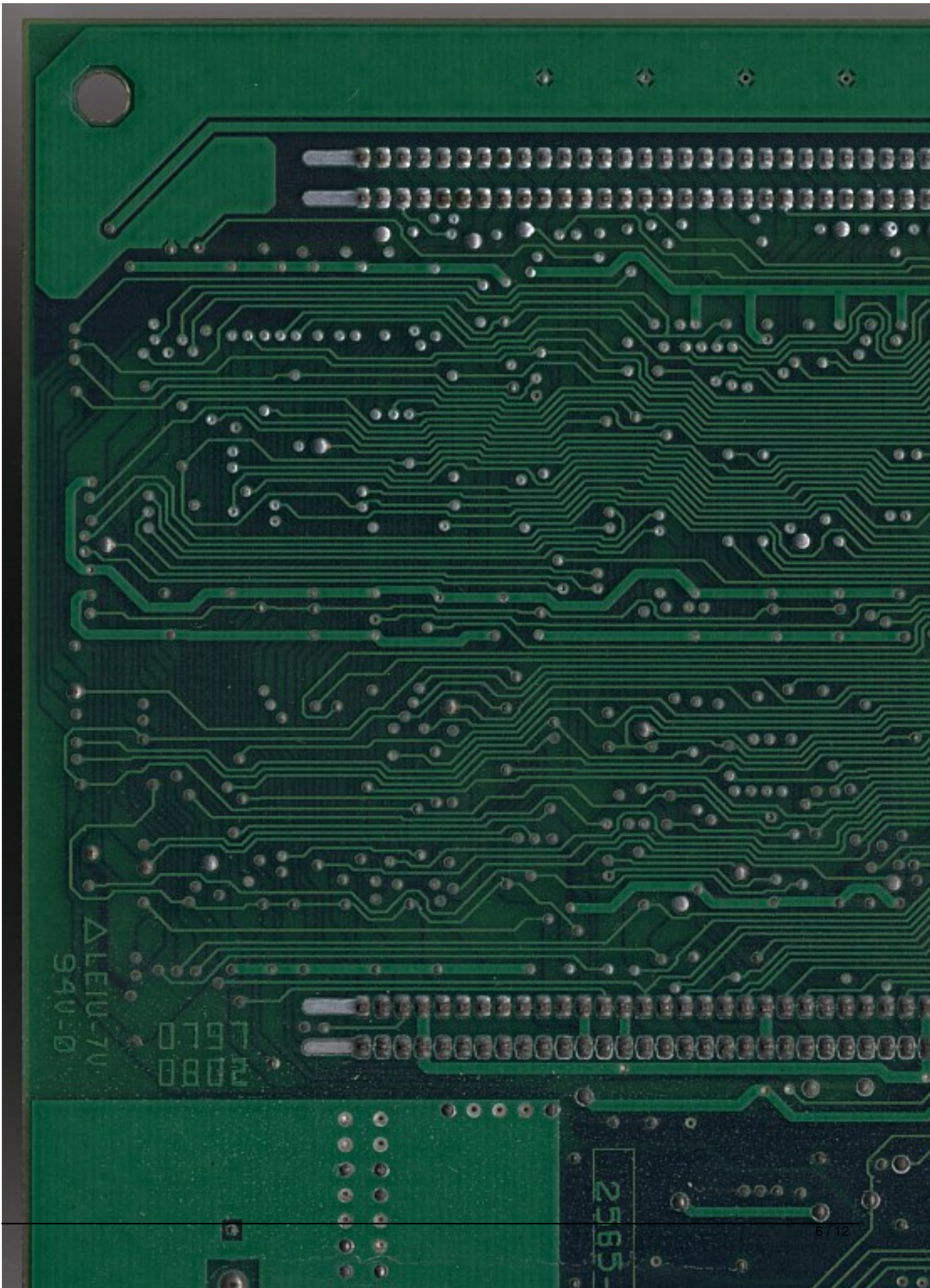
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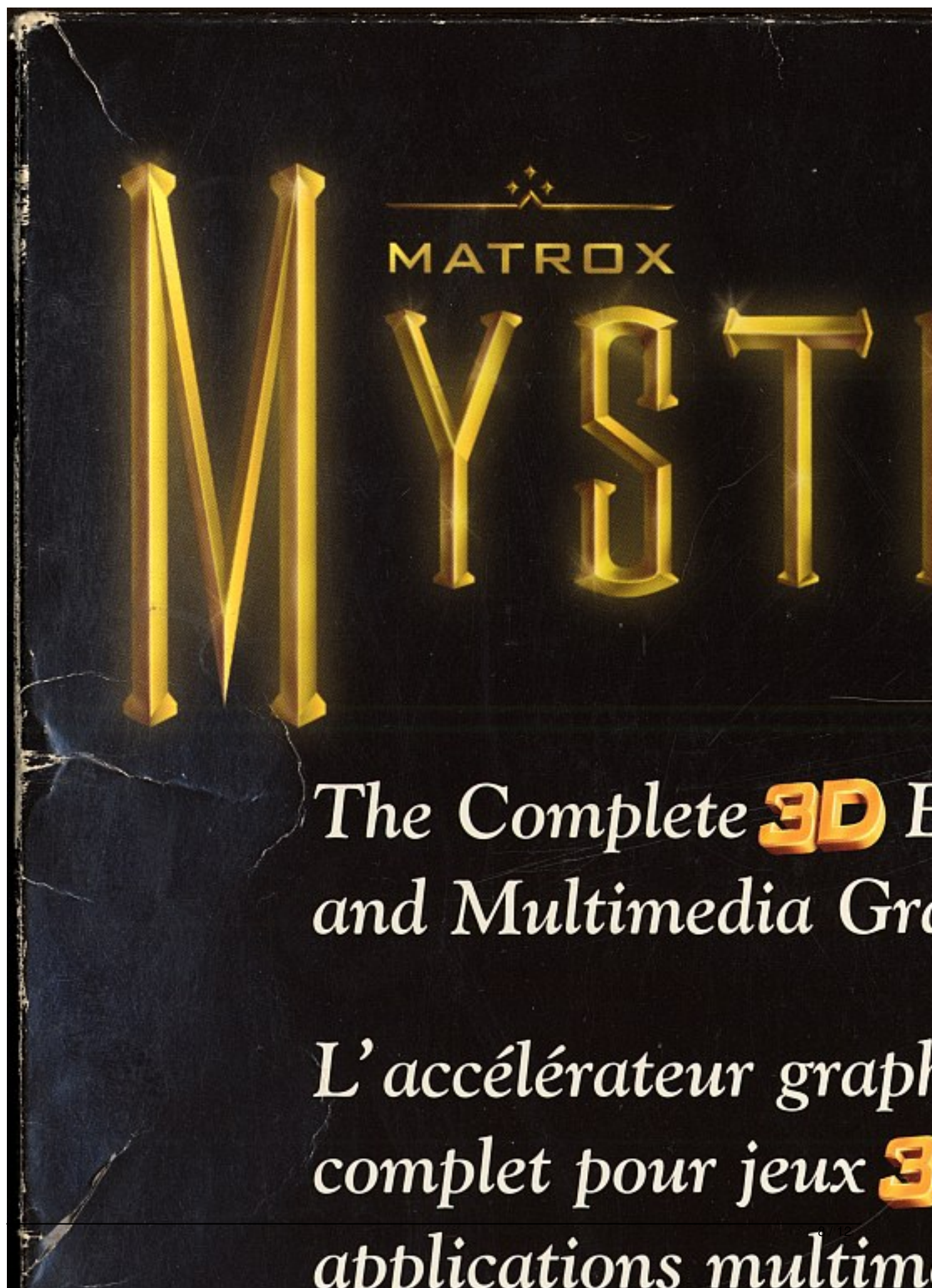
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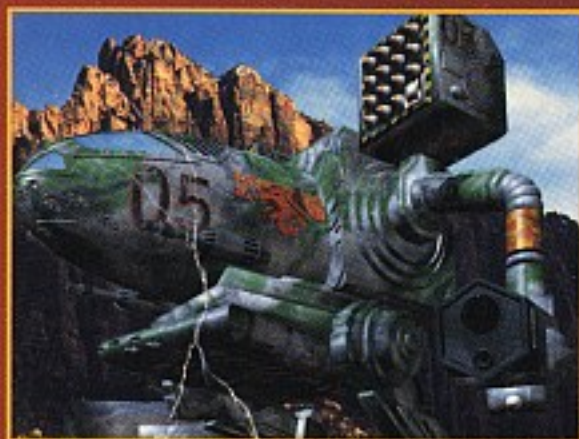
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MATROX MYSTIQUE

3D Games / Jeux 3D
3D-Spiele / Giochi 3D

Fast Windows
Schnelle Windows



- ♦ True perspective correct texture mapping
- ♦ 30+ frames per second
- ♦ Hardware accelerated Gouraud shading, texture transparency, double and Z-buffering
- ♦ 32-bit VGA core for fast DOS game performance

- ♦ New faster single-chip architecture
- ♦ Up to 1600 x 1200 resolution
- ♦ Up to 1280 x 1024 resolution
- ♦ 170 MHz RAMDAC
- ♦ Over 10 utilities for system optimization
- ♦ 2 or 4 MB PCI bus
- ♦ 2 MB board upgrade

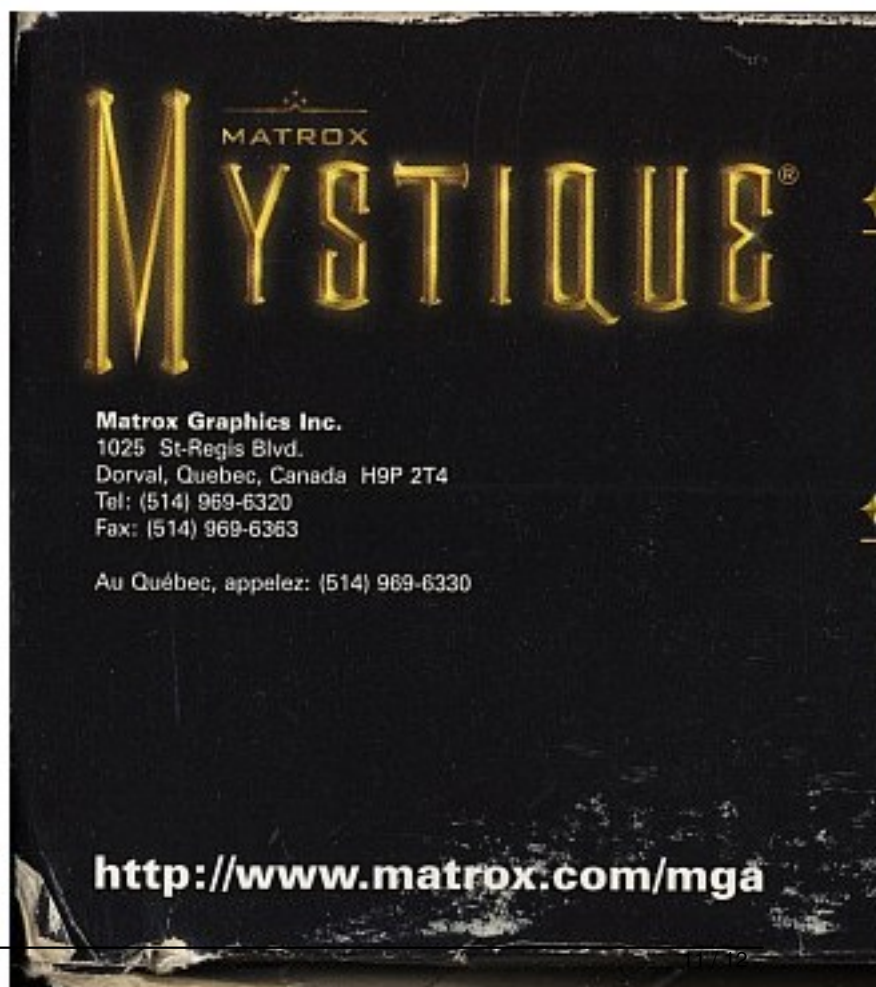
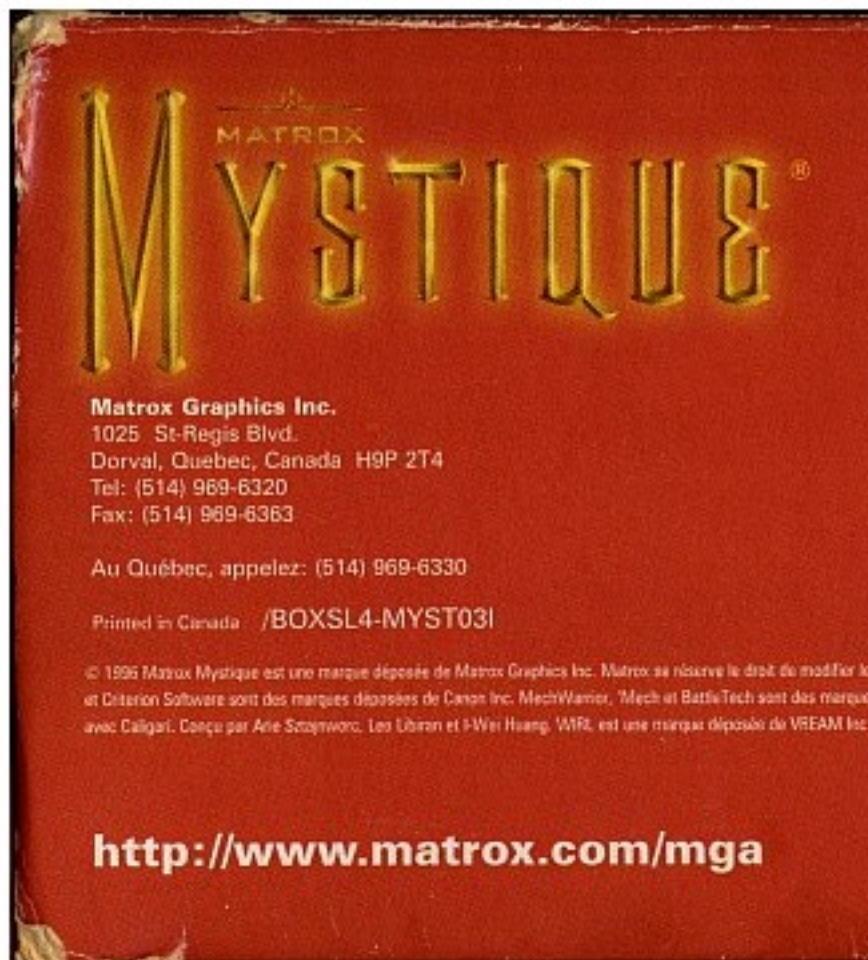
- ♦ Placage des textures 3D avec effet de réelle perspective
- ♦ 30+ images par seconde
- ♦ Accélération câblée de l'ombrage Gouraud, transparence des textures, double-buffering et Z-buffer
- ♦ VGA 32 bits pour une performance rapide des jeux DOS

- ♦ Nouvelle mémoire
- ♦ Jusqu'à 1600 x 1200
- ♦ Jusqu'à 1280 x 1024
- ♦ RAMDAC à 170 M
- ♦ Plus de 10 utilitaires

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