

3Dfx Voodoo 2

Written by Vlask

Monday, 21 September 2009 21:22



Core: 90MHz

Memory: 8/12MB EDO 90MHz 192bit

Year: 1997 **Bus:** PCI

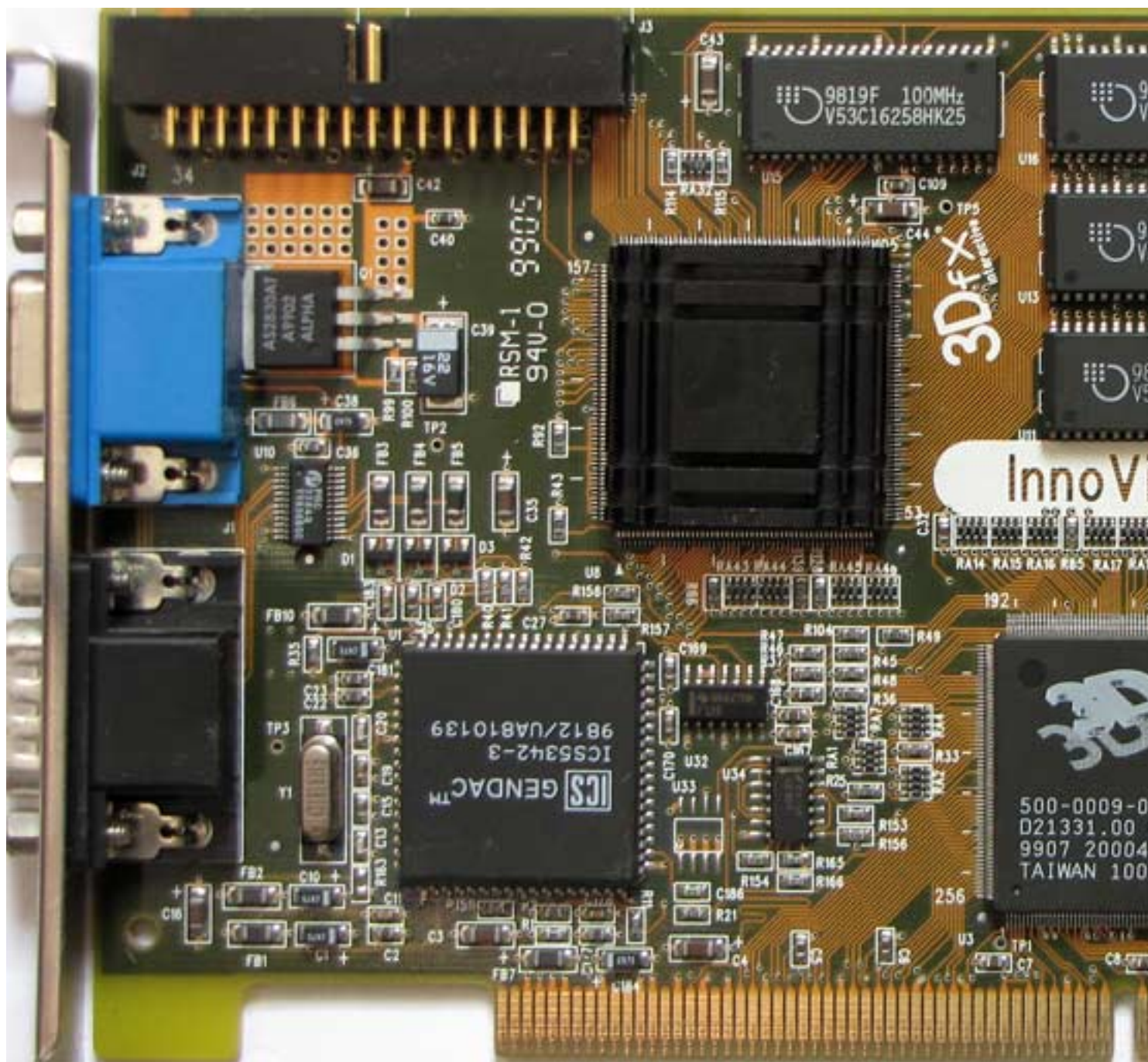
Made: 0,35 μ m TSMC, Taiwan **Links:** [Czech](#) [English](#) [Datasheet](#)

Variants: Quantum3D Obsidian2 SLI2 - 2x12MB SLI 95MHz 1998 - [review](#)

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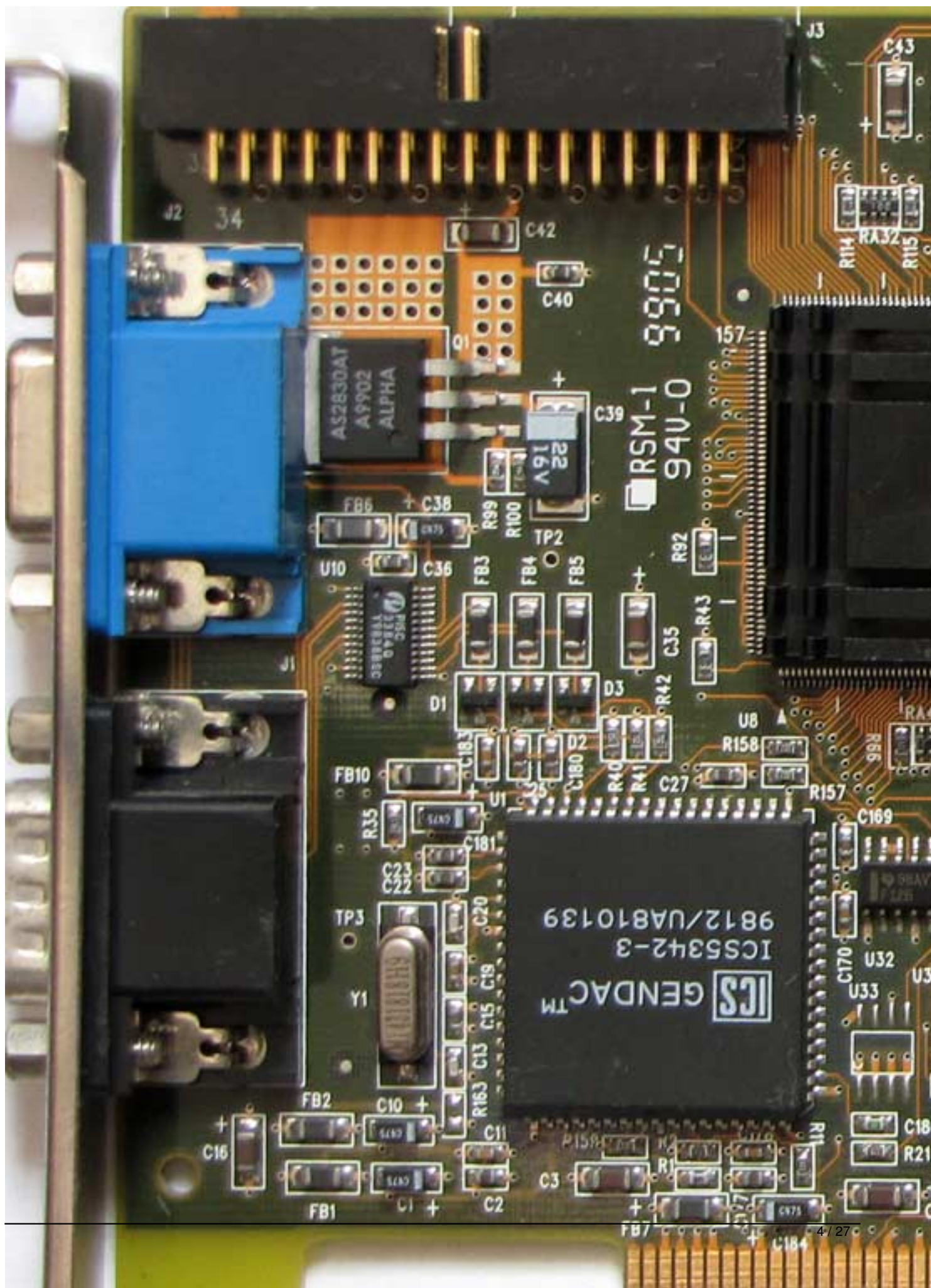
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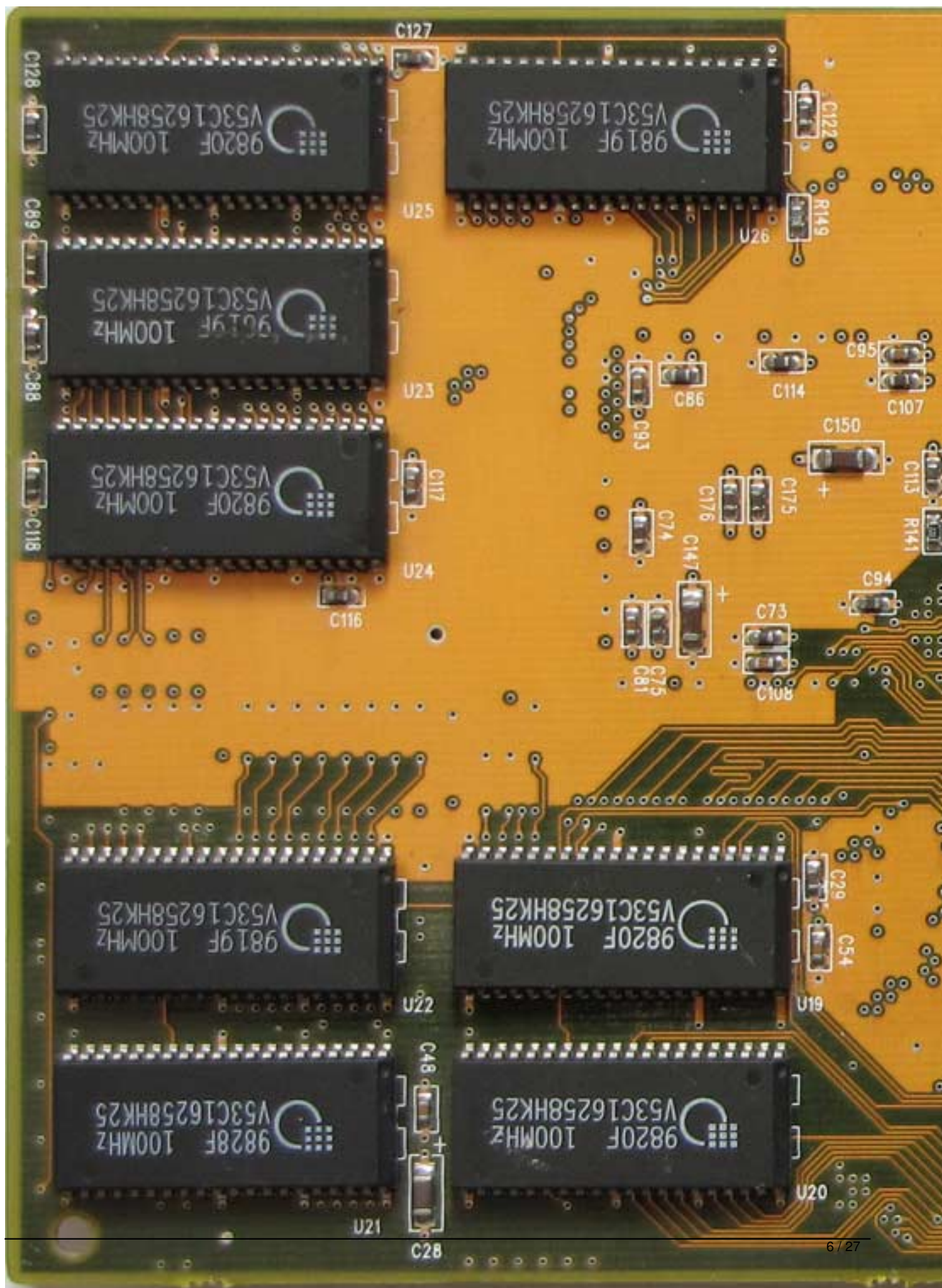
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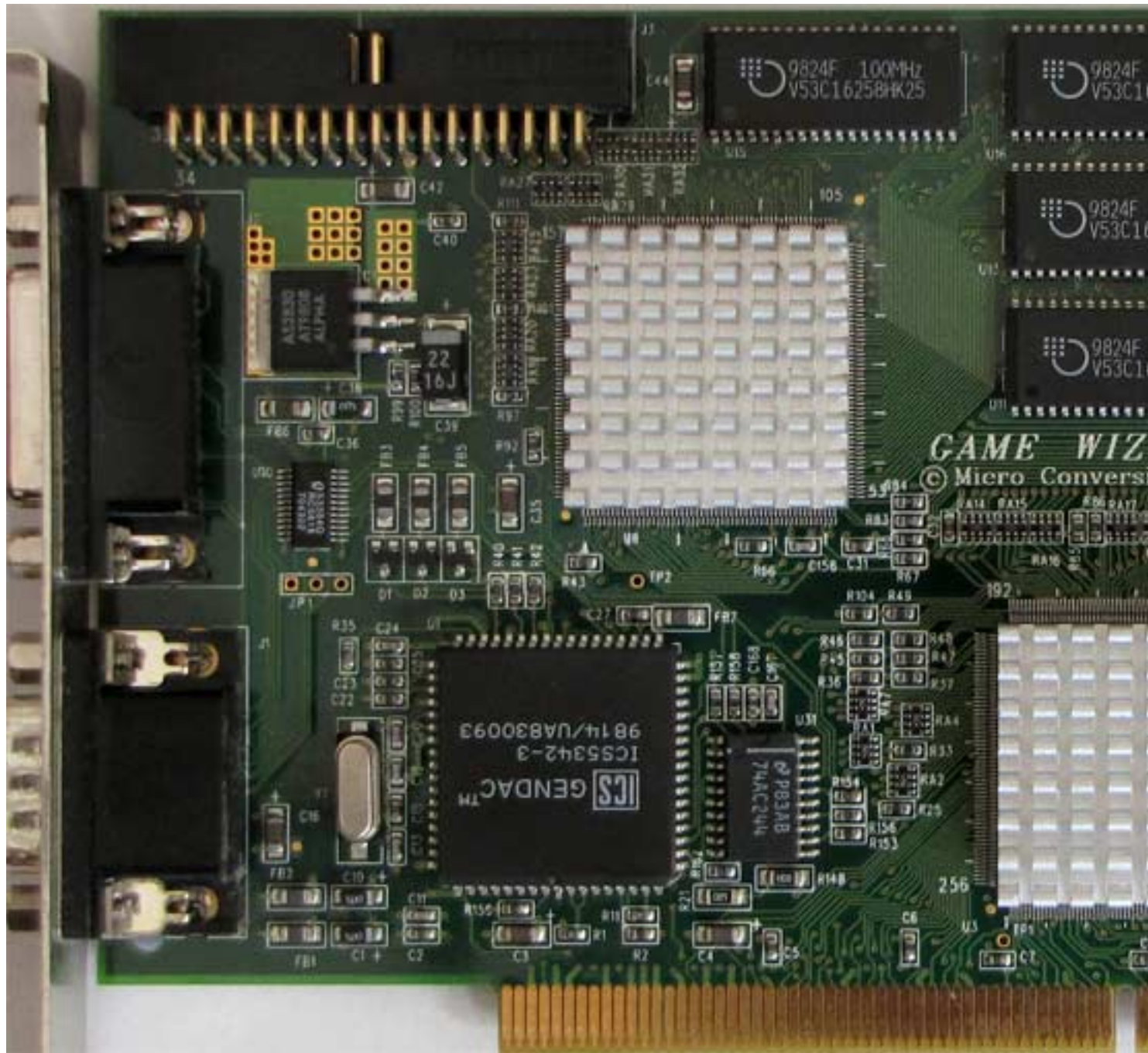
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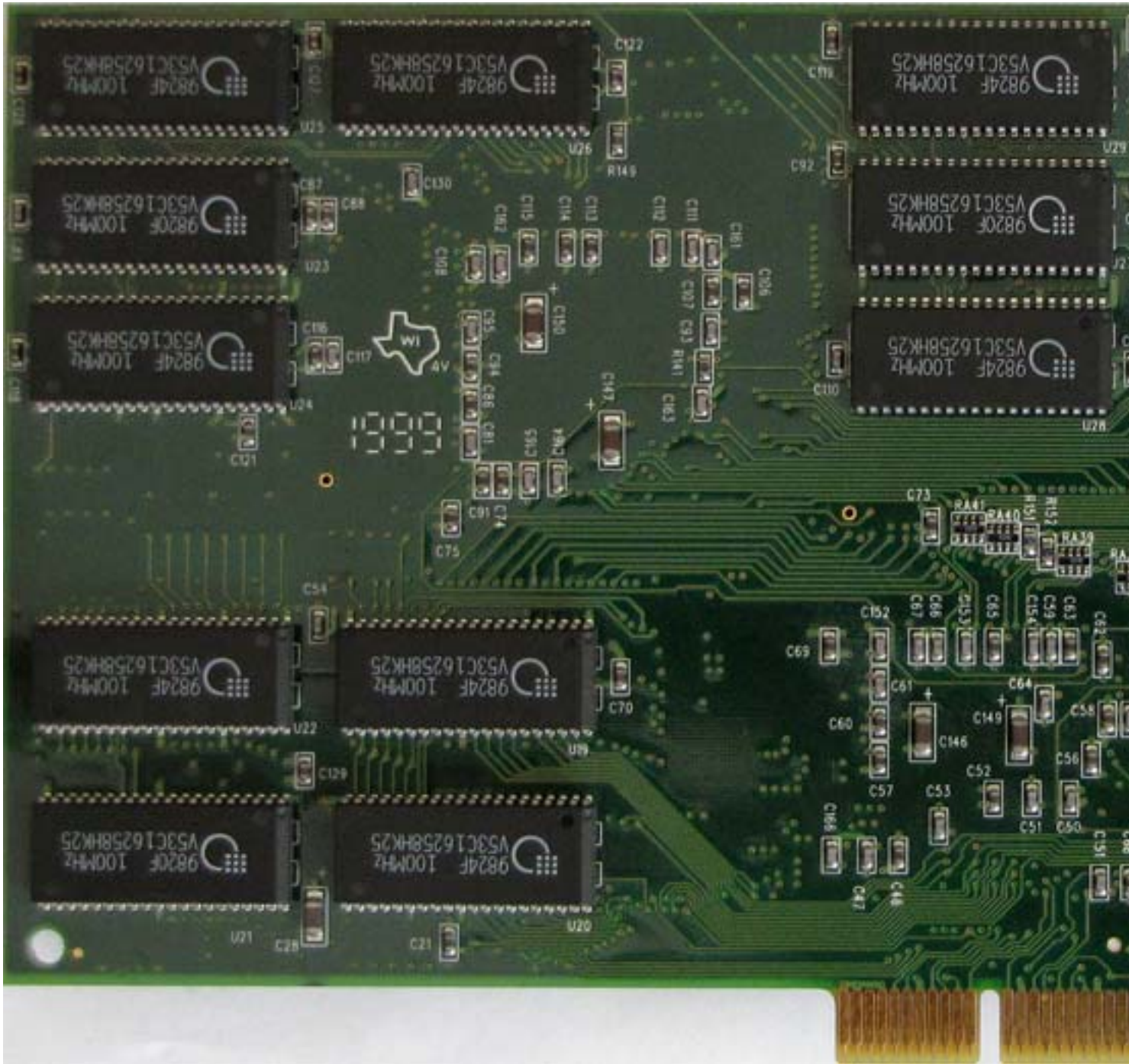
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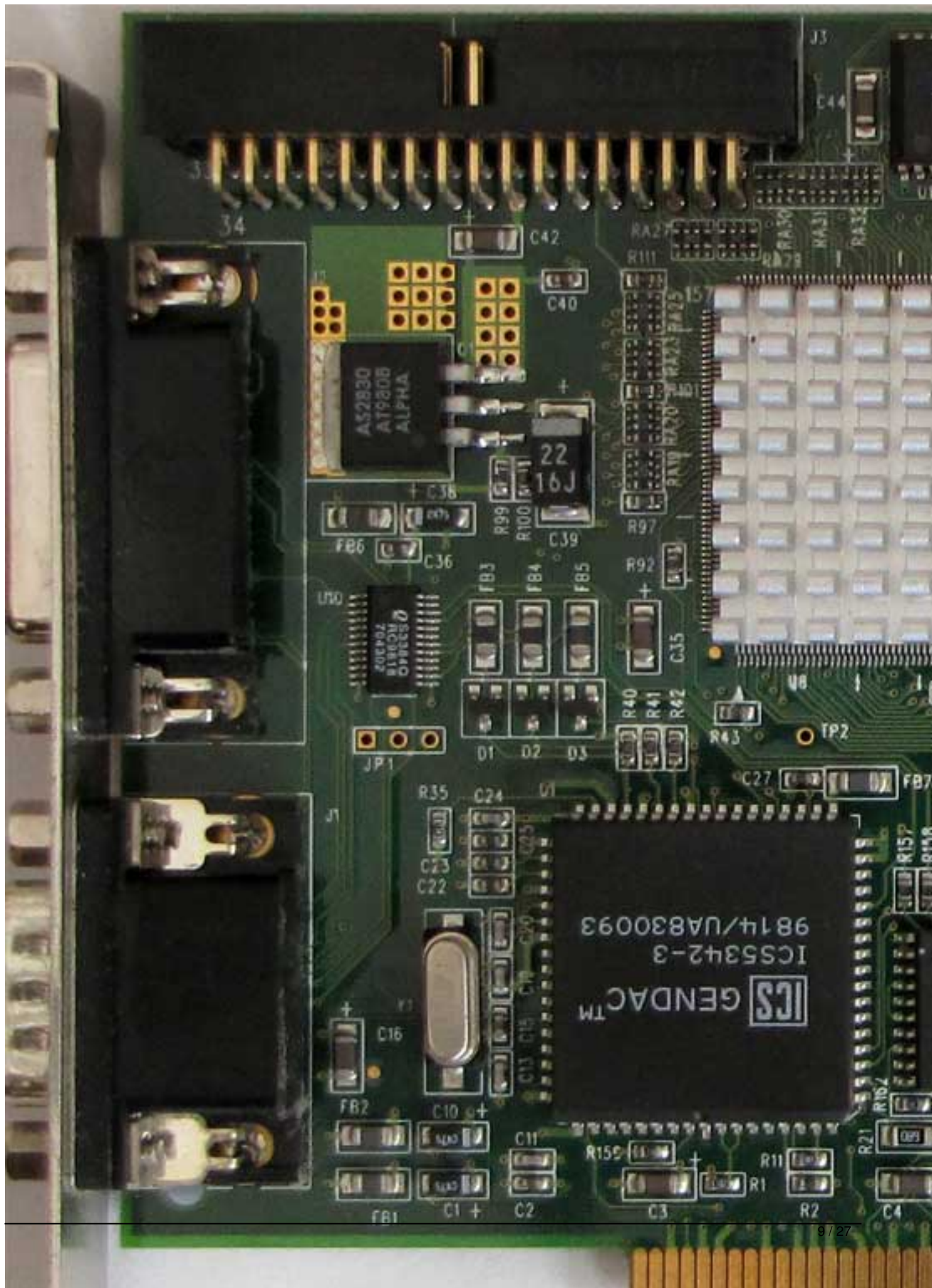
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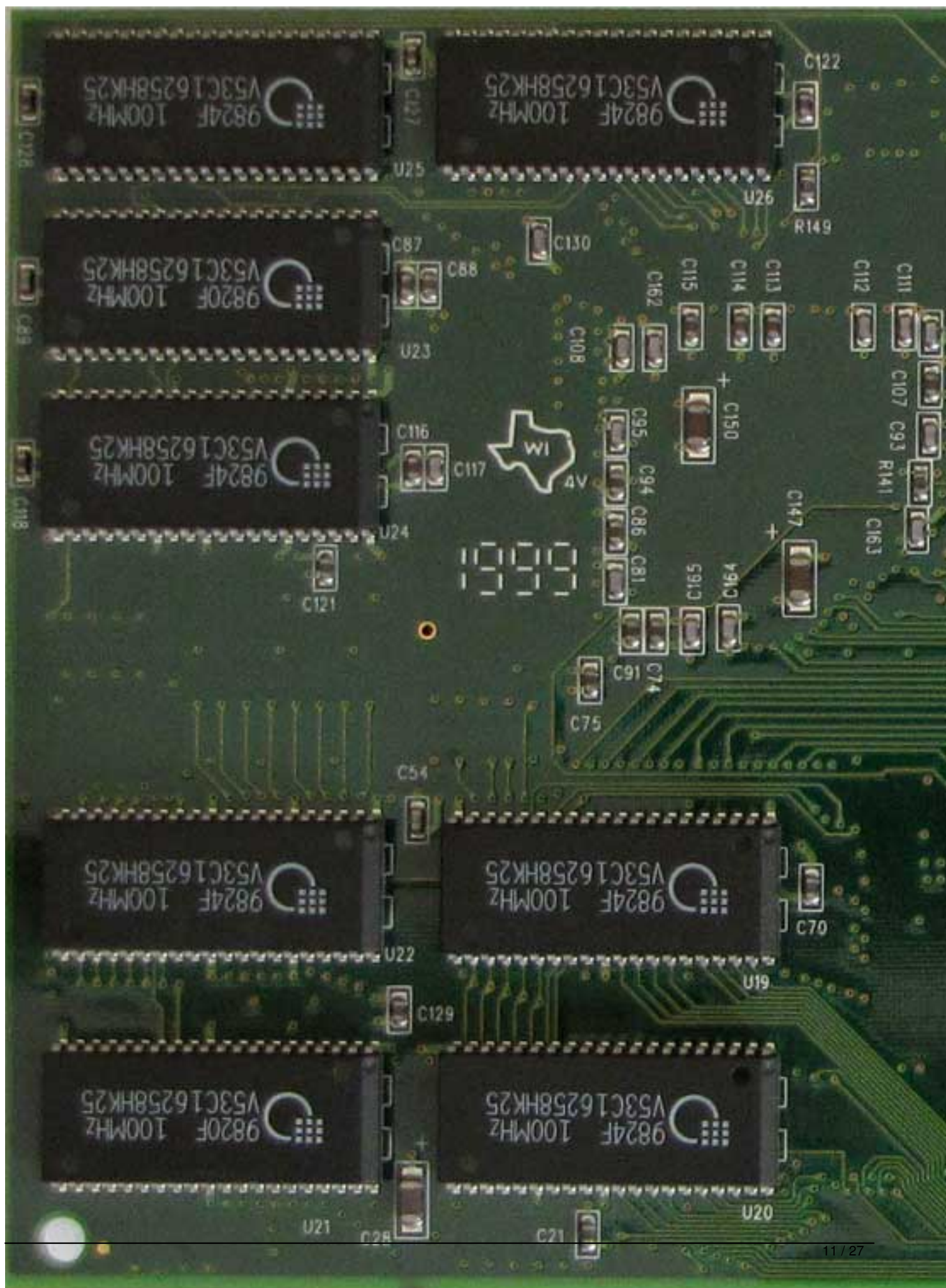
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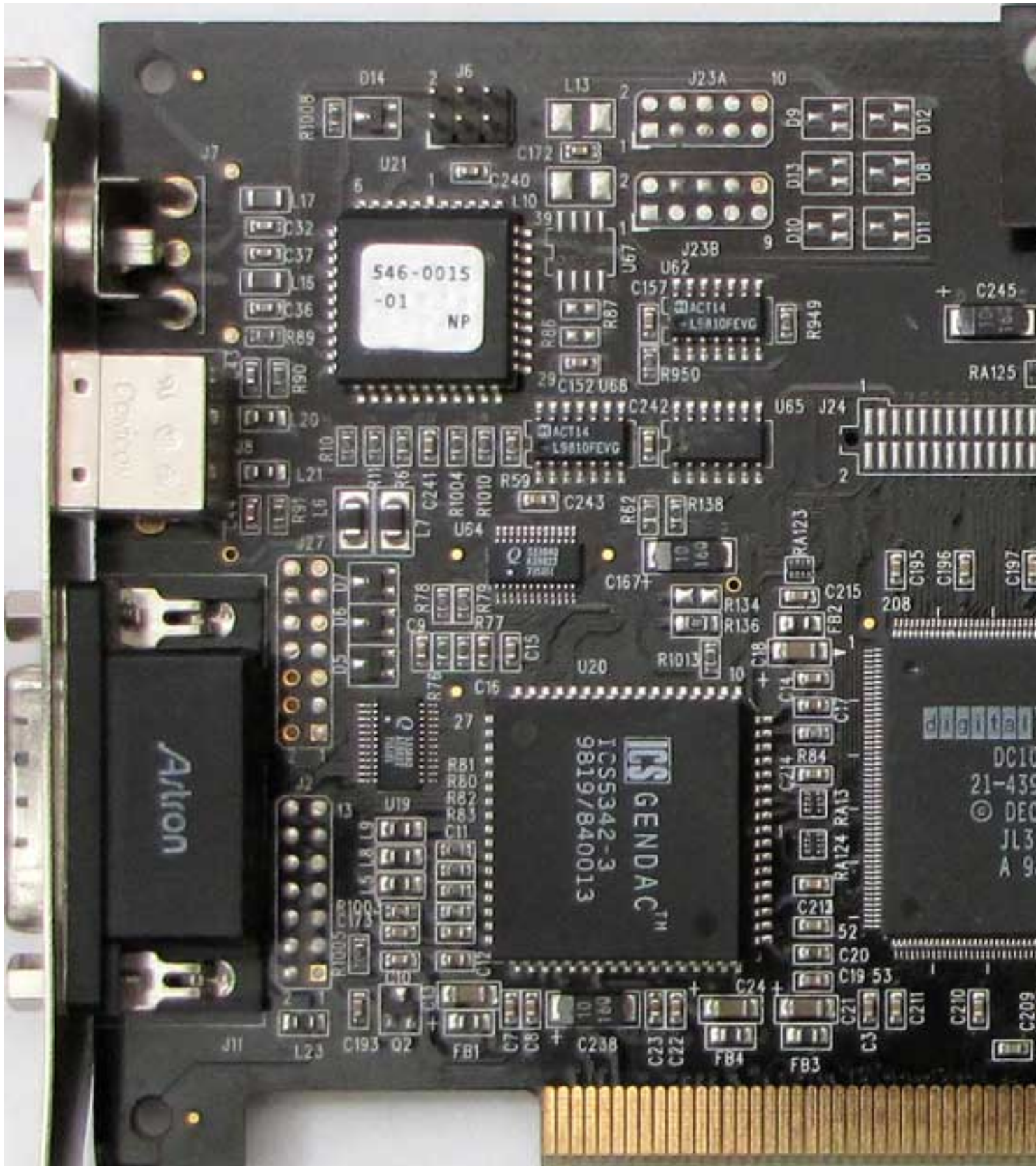


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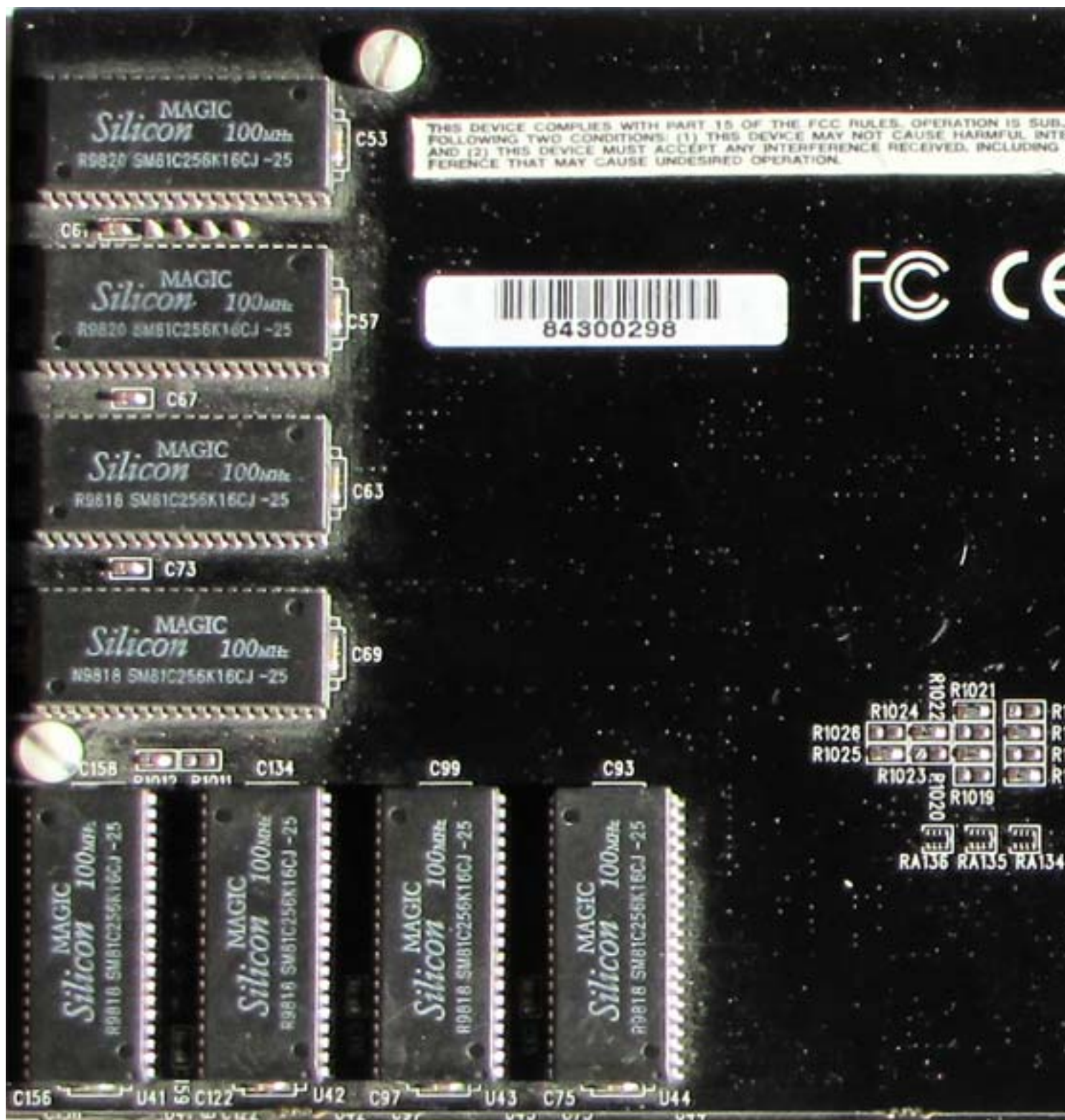
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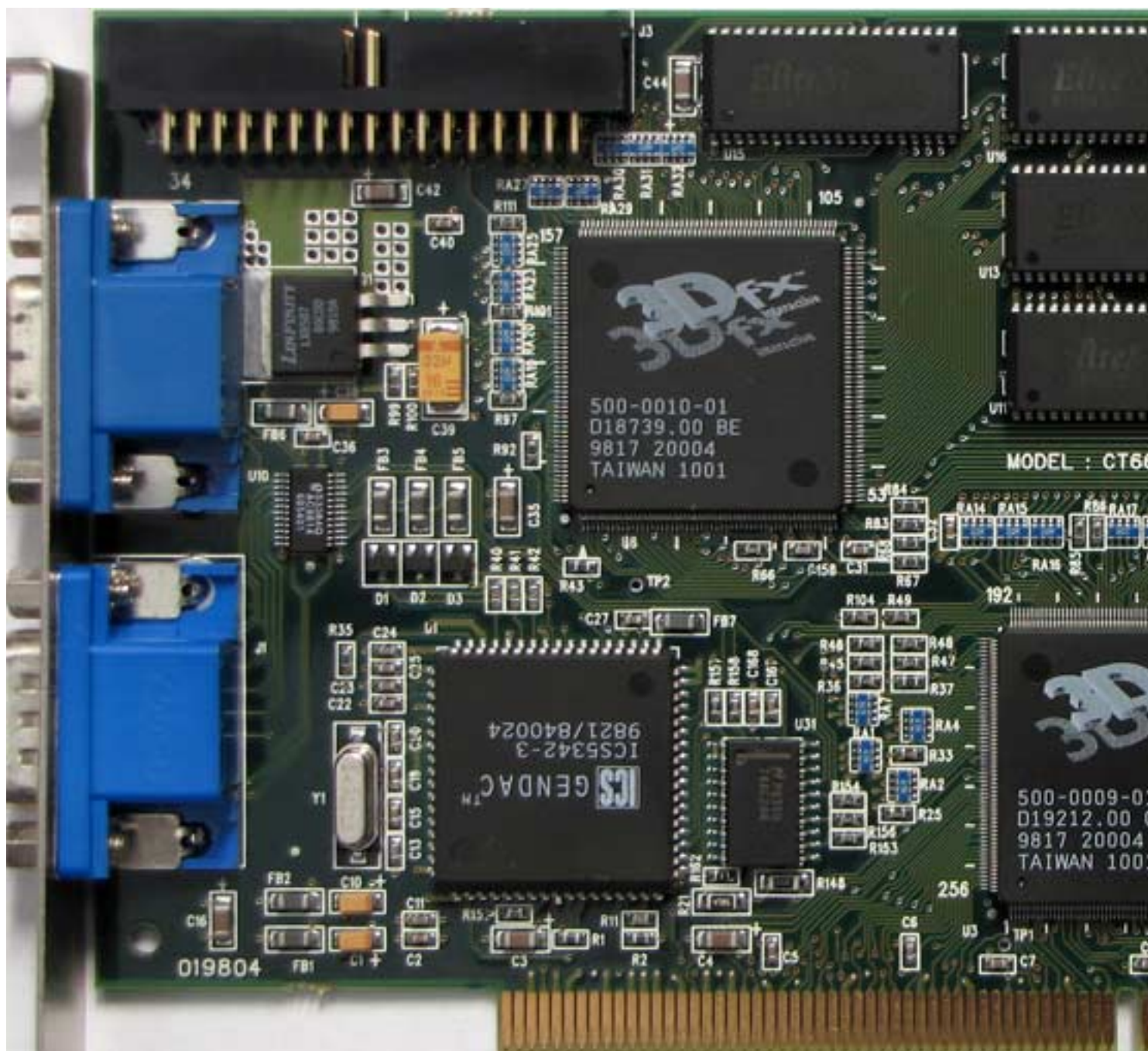
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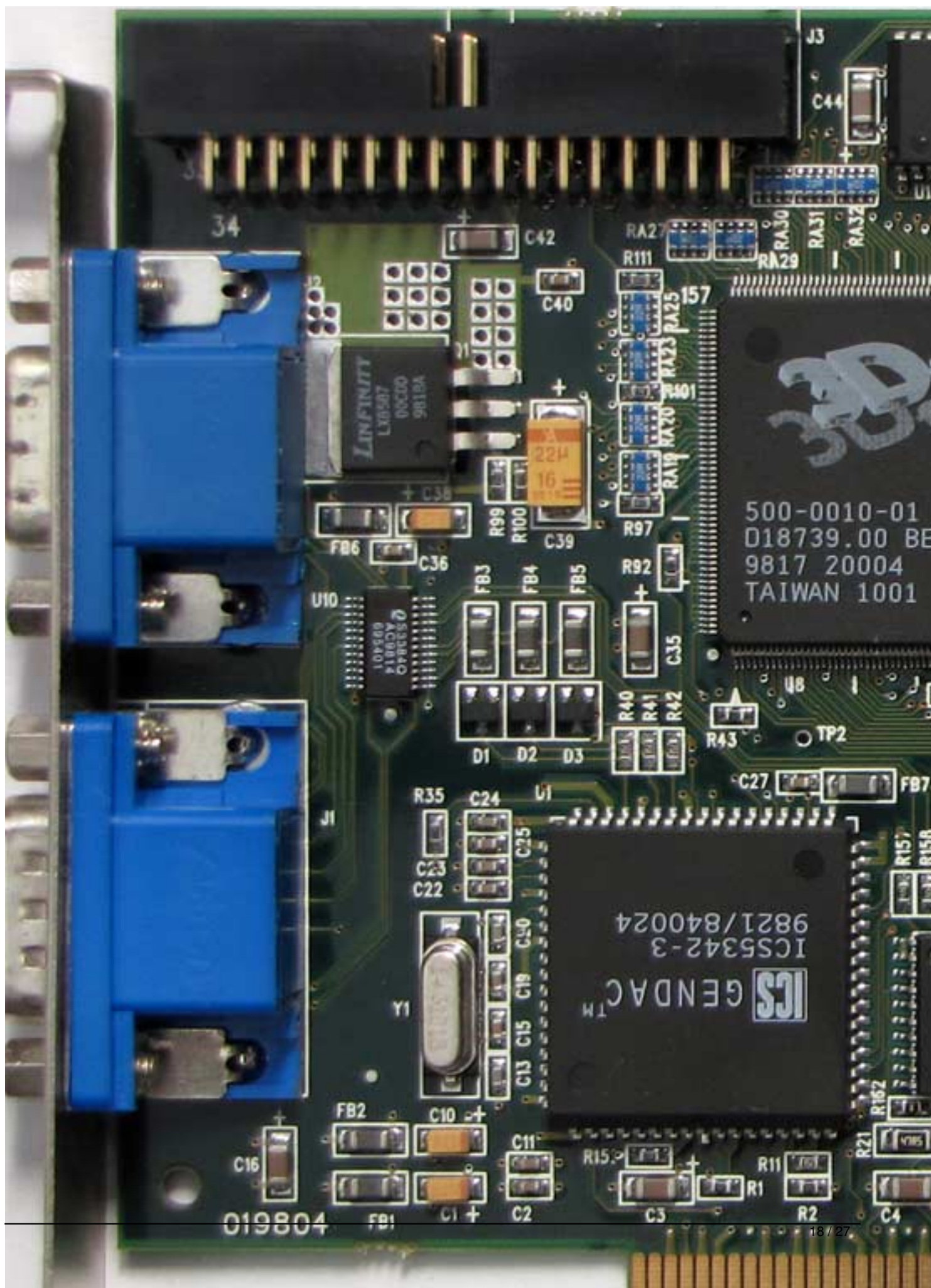
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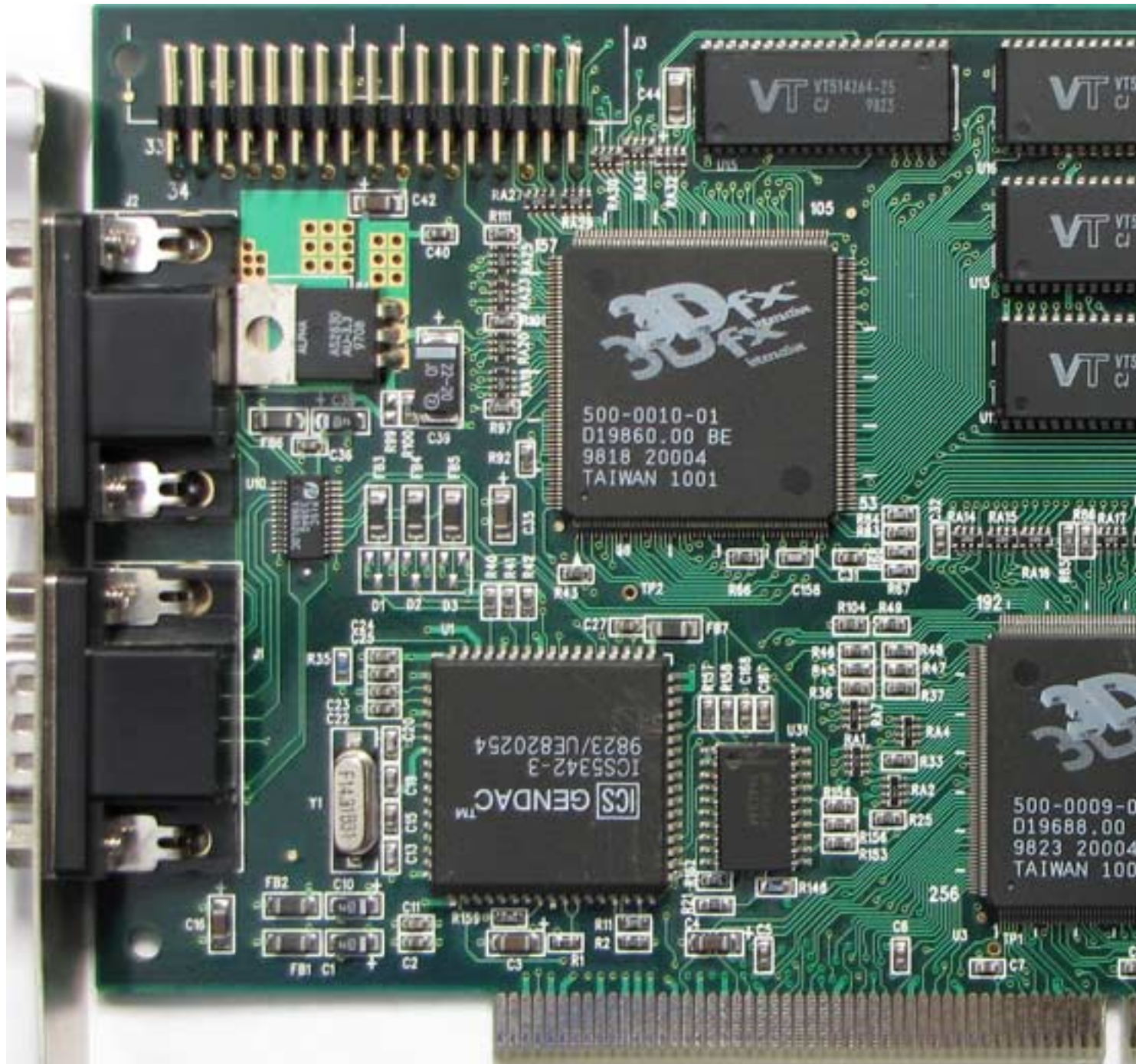
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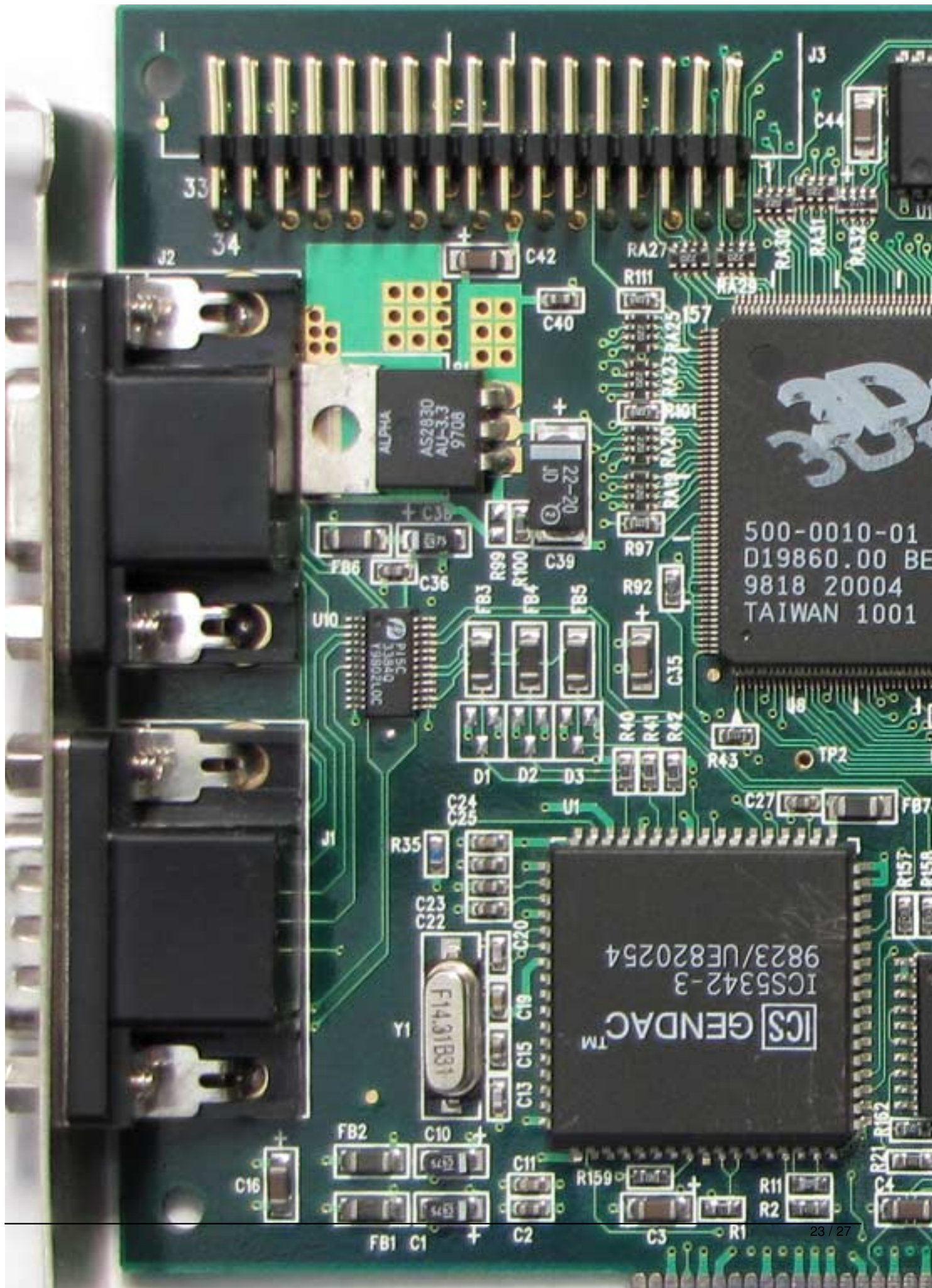
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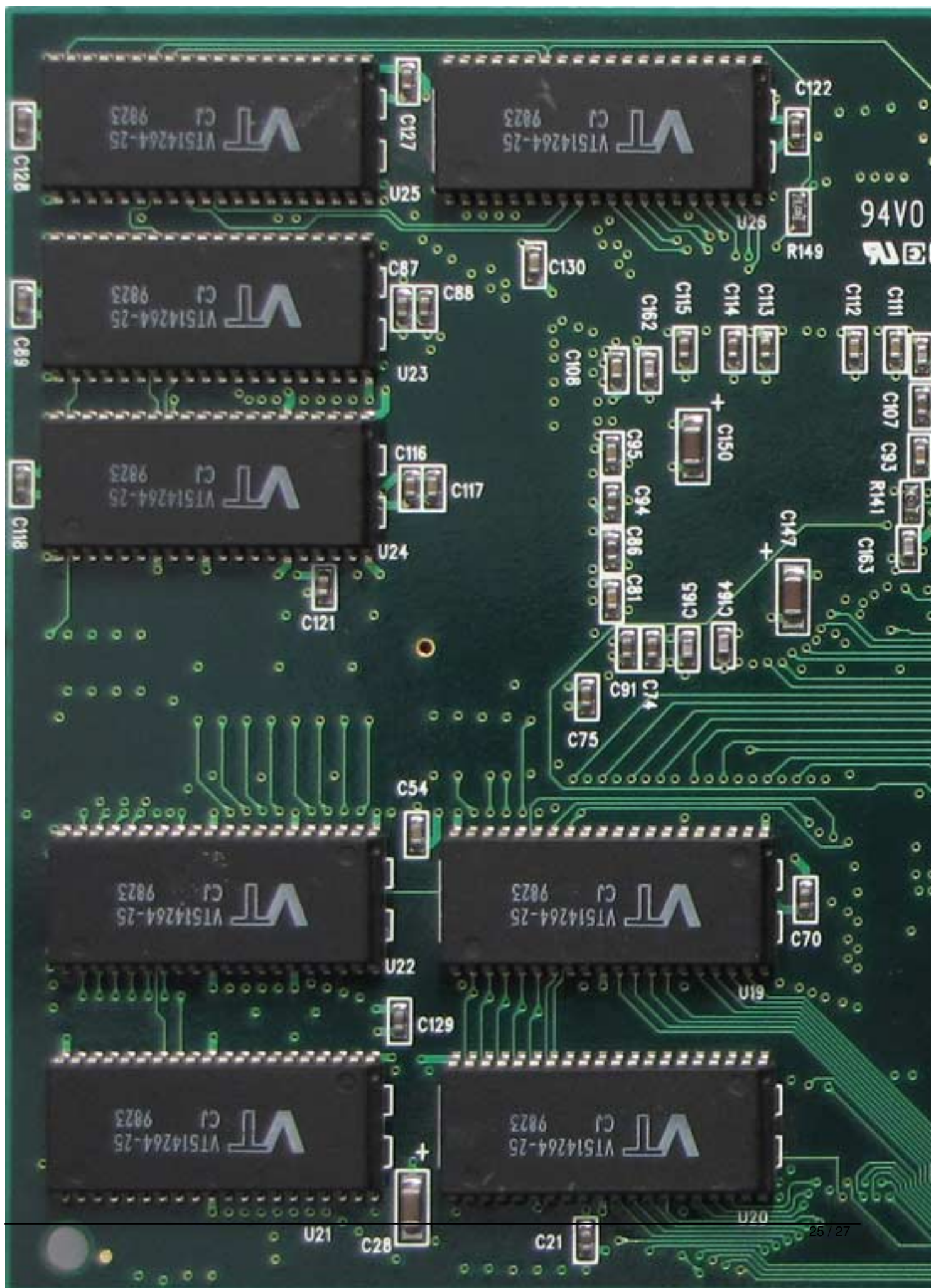


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SciTech Display DoctorVoodoo2 OC3dfx V2-1000Nastavení



Glide

Glide(tm) Options

Resolution: 640x480

Refresh Rate: 60Hz

1.30

1.30

1.30

☒ Link Gamma Sliders

Utility...


3dfx Info...

Advanced...

System Info...

Default

Advanced Properties

 These settings are for e...
may cause problems wit...
configurations. To see...
option does: right-click

Direct3D® Advanced Properties

☐ Force trilinear texture filterin...
☐ Enable automatic mipmapping

Glide(tm) Advanced Properties

☐ Force mipmap dithering for f...
☐ Limit texture memory to 2 M...
☐ Force triple color buffering f...
☐ Disable Scanline Interleav...
☐ Enhance my desktop

OK

System Info

3dfx Hardware Profile

Scanline Interleave: Detected!!

FBI Revision: 4

Frame Buffer Memory: 4 MB

Texture Mapping Unit(s): 2

3dfx Software Profile

TMU Revision: 4

Total Texture Memory: 8 MB

FxMemMap VxD Version: 4.10.01.0015

WinGlide 2.x Driver Version: 2.56.00.0459

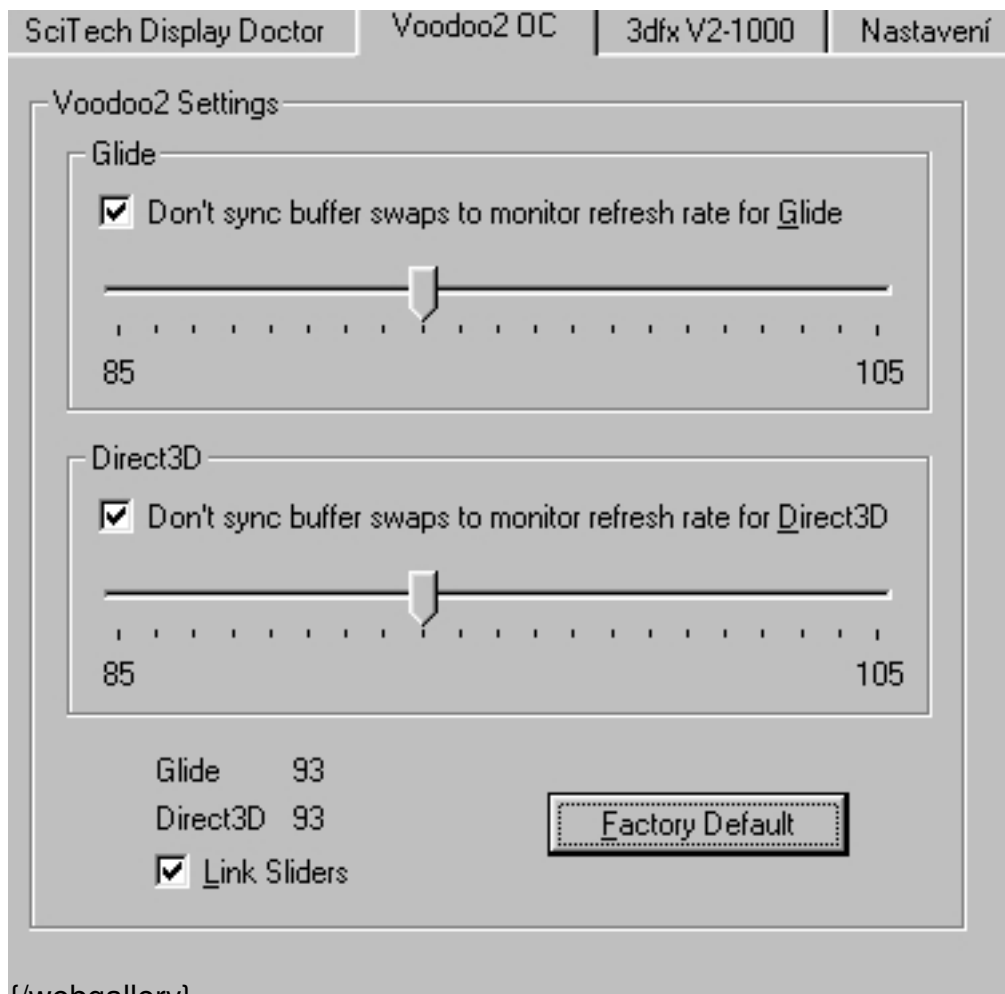
Close

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