Intergraph Intense 3D Pro 2200 (MSMT440)

Written by Vlask
Tuesday, 20 December 2011 18:29 - Last Updated Monday, 09 April 2012 15:09

Core: Cirrus (512kB) is for dos ?MHz ?bit
Memory: 16MB SDR FrameBuffer + 4/16MB optional Texture memory ?MHz ?bit
Year: 1997 **Bus:** PCI
Made: ? **Links:** viewperf   manual   Opengl
Note: id number is MSMT440, versions with S (2200S) were sold with texture memory module
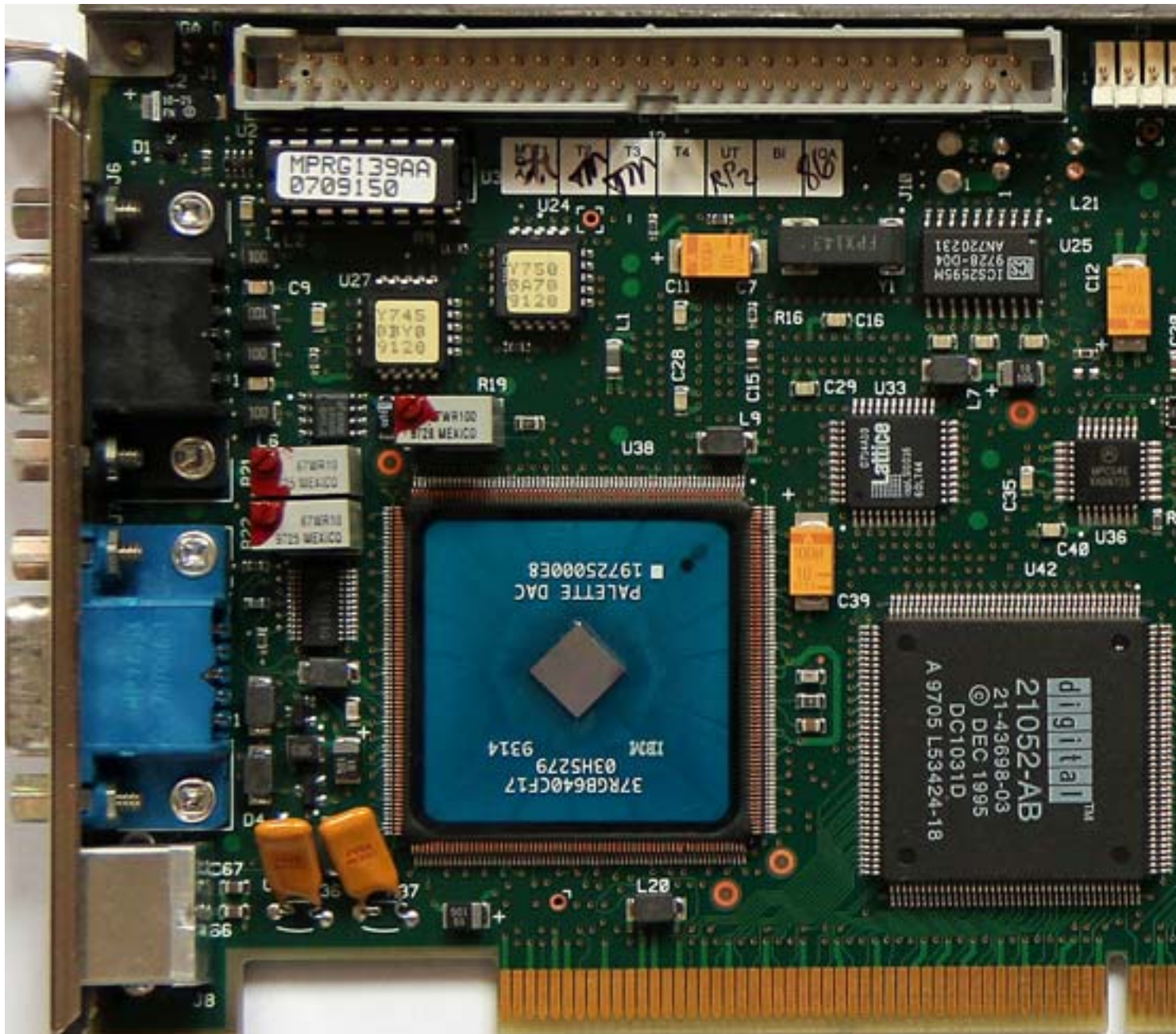
Bios: here
OpenGL: GL_EXT_bgra GL_EXT_blend_logic_op GL_EXT_rescale_normal GL_EXT_texture_object GL_INGR_multiple_palette GL_KTX_buffer_region GL_WIN_swap_hint

{webgallery}

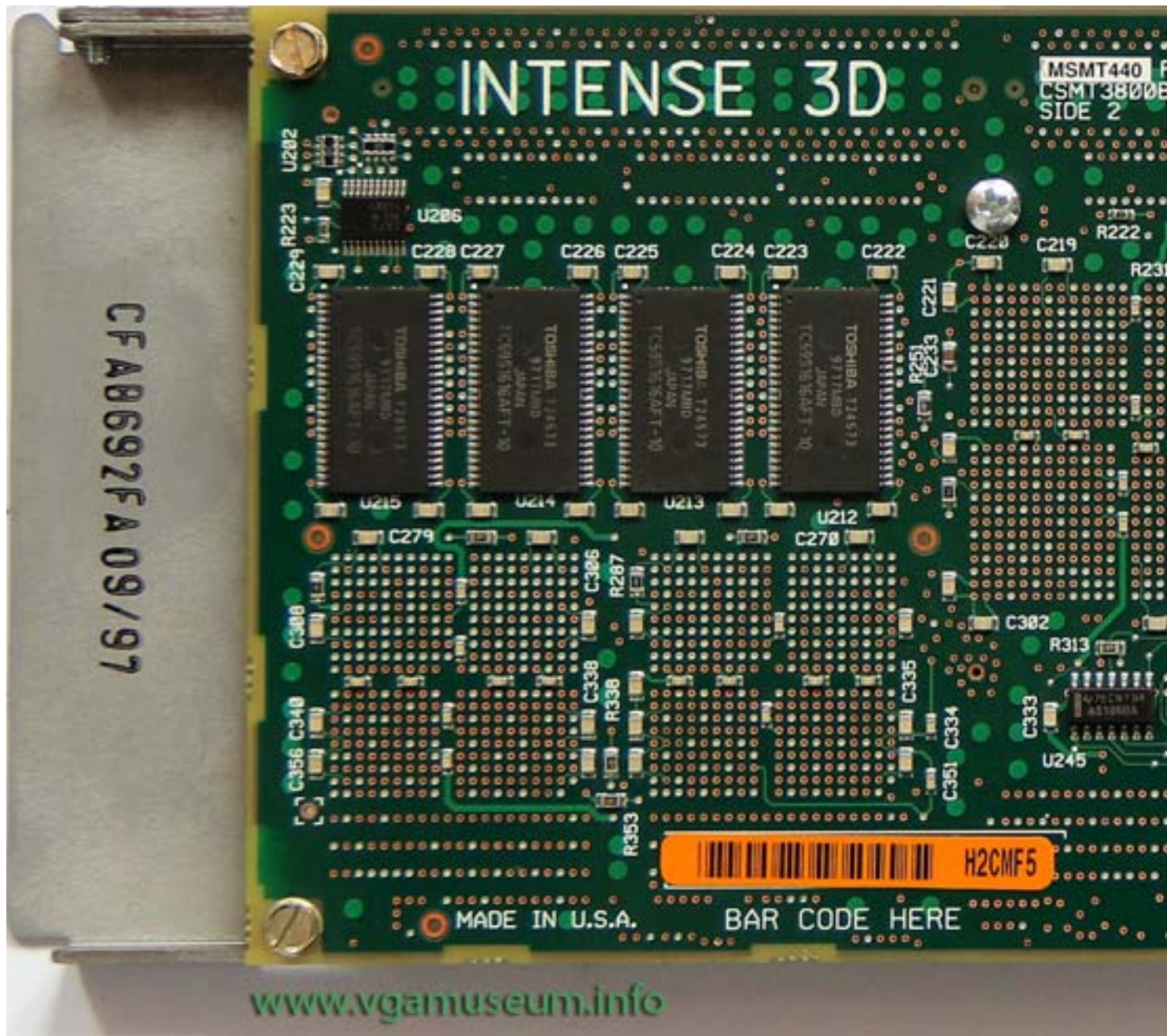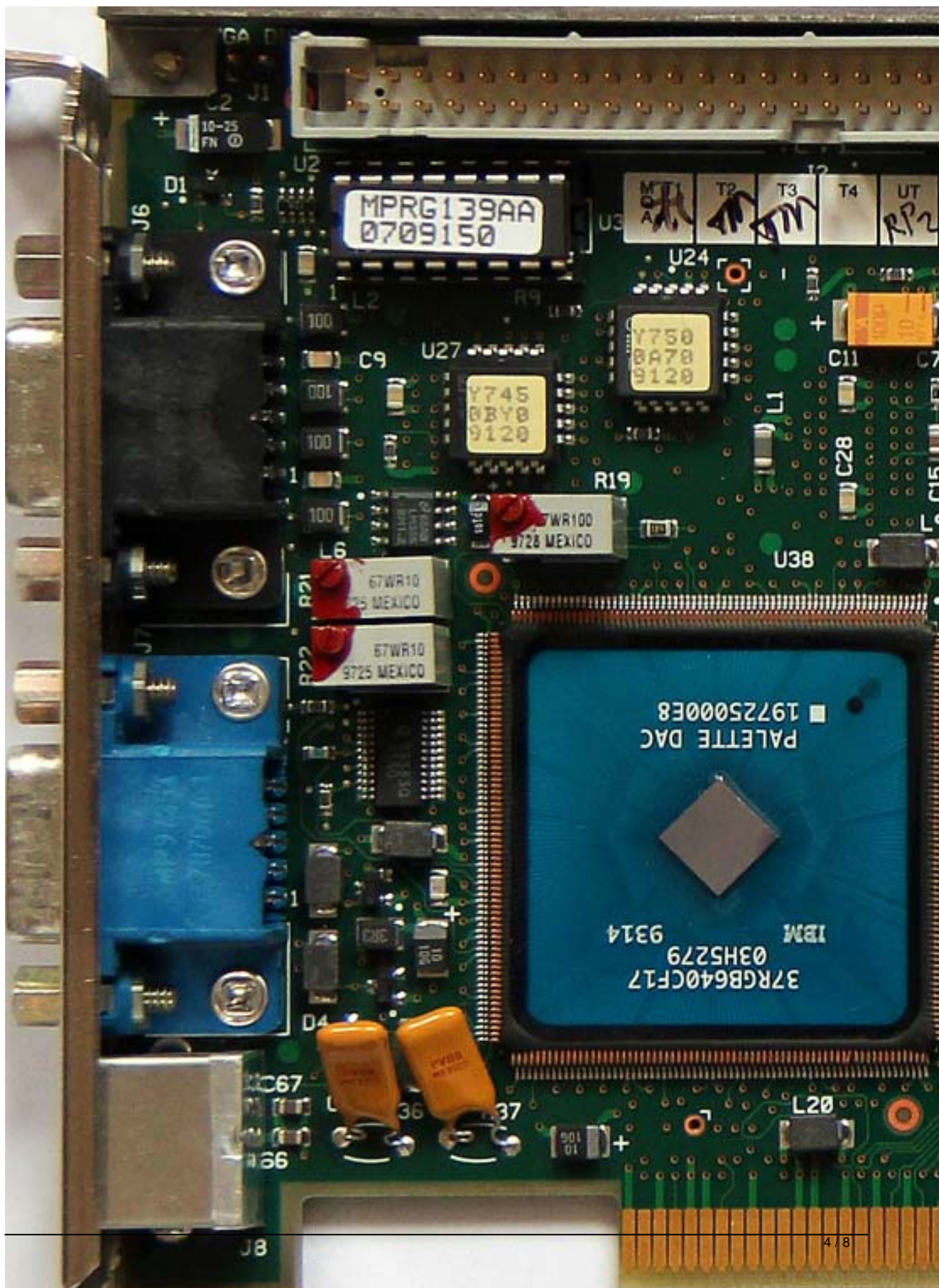# Intergraph Intense 3D Pro 2200 (MSMT440)

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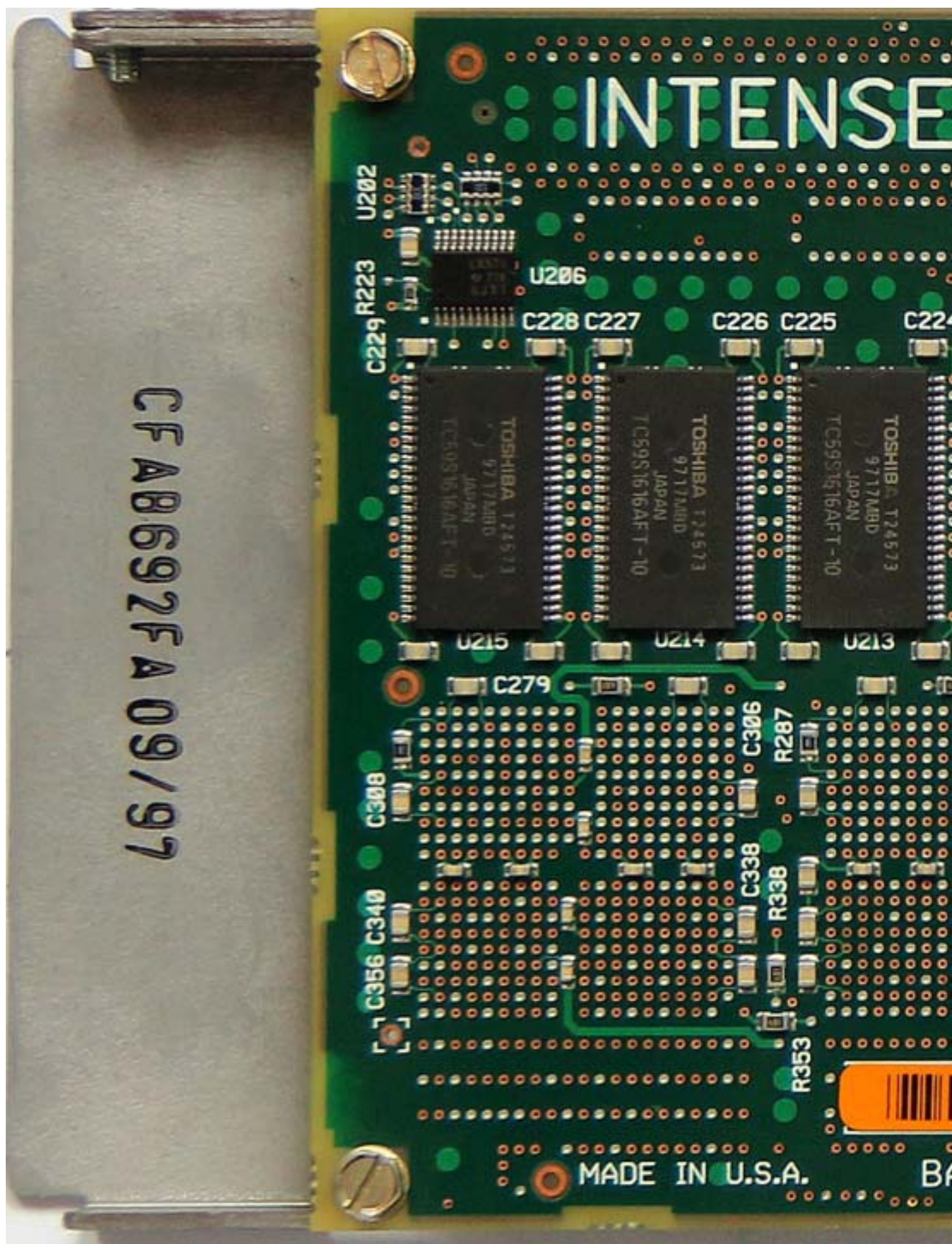
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INTENSE

CFAB692FA09/97

U202

R223

C229

U206

C228 C227   C226 C225   C224

TOSHIBA
9717MBD
JAPAN
TC59S1616AFT-10

TOSHIBA
9717MBD
JAPAN
TC59S1616AFT-10

TOSHIBA
9717MBD
JAPAN
TC59S1616AFT-10

U215   U214   U213

C279   C306 R287

C308

C338
R338

C340
C356

R353

MADE IN U.S.A.   BA

Správa barev   Intense3D Settings   Intense3D Monitor

INTENSE3D

Graphics Type: Intense3D Pro 2200

Texture Memory: 0 MBytes

Frame Buffer Memory: 16 Mbytes

Planes Per Pixel

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

Performance   Advanced

Advanced Configuration   ? X

Stereo Settings

☐ Enable Stereo Display

Monitor Scan

○ Frame Sequential

◉ Interlaced

○ Frame Interlaced

☐ Enable Interlaced Display

☐ Enable Color Sequential Display

OK   Cancel

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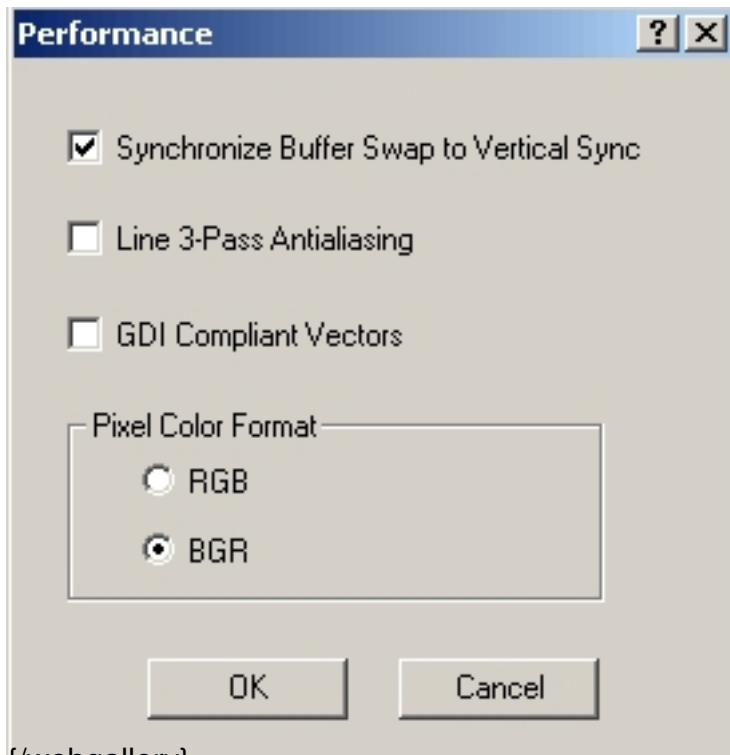Tuesday, 20 December 2011 18:29 - Last Updated Monday, 09 April 2012 15:09

Performance

☑ Synchronize Buffer Swap to Vertical Sync

☐ Line 3-Pass Antialiasing

☐ GDI Compliant Vectors

Pixel Color Format
- ○ RGB
- ◉ BGR

[OK] [Cancel]

{/webgallery}