

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

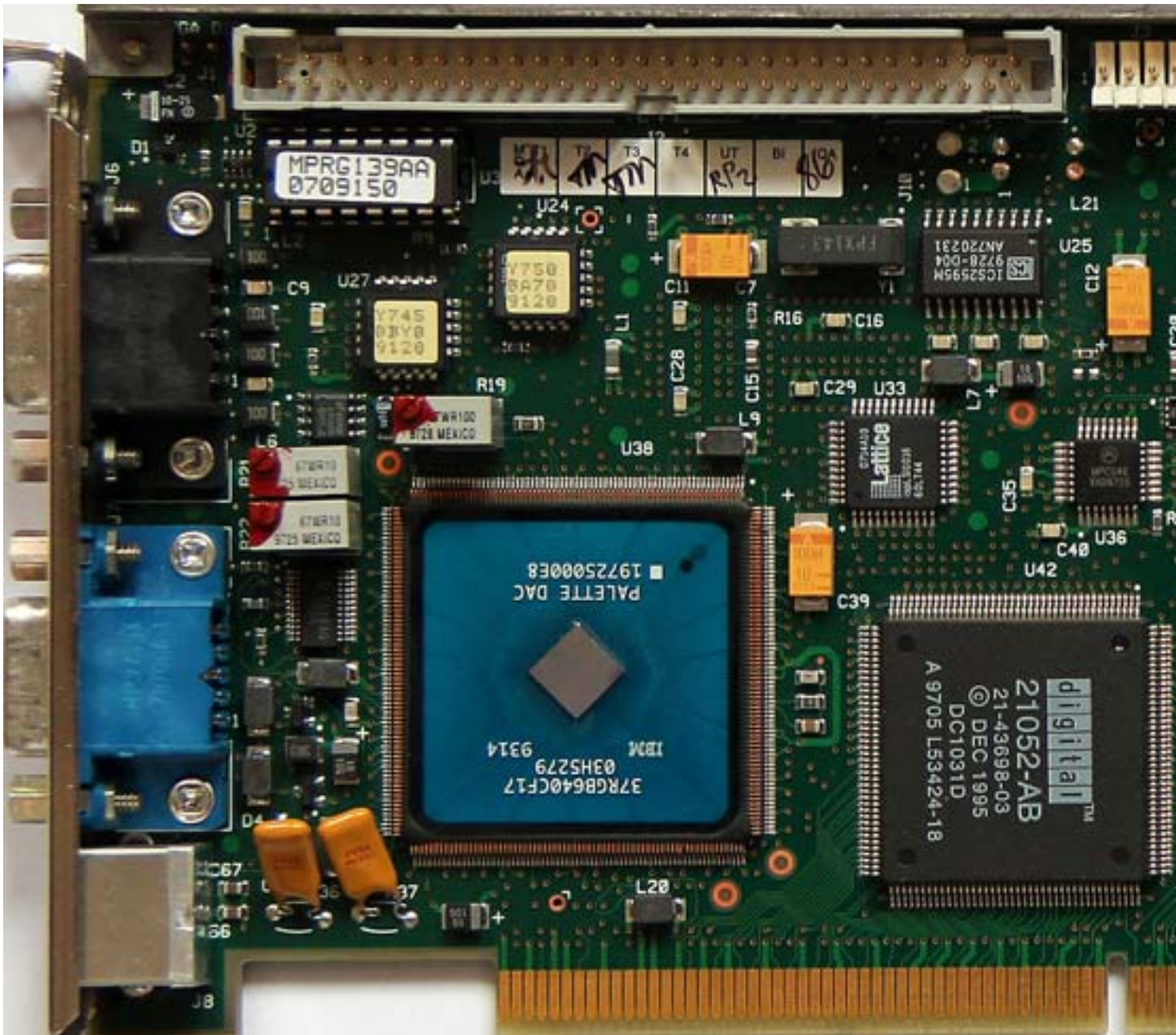
GL_WIN_swap_hint

{webgallery}

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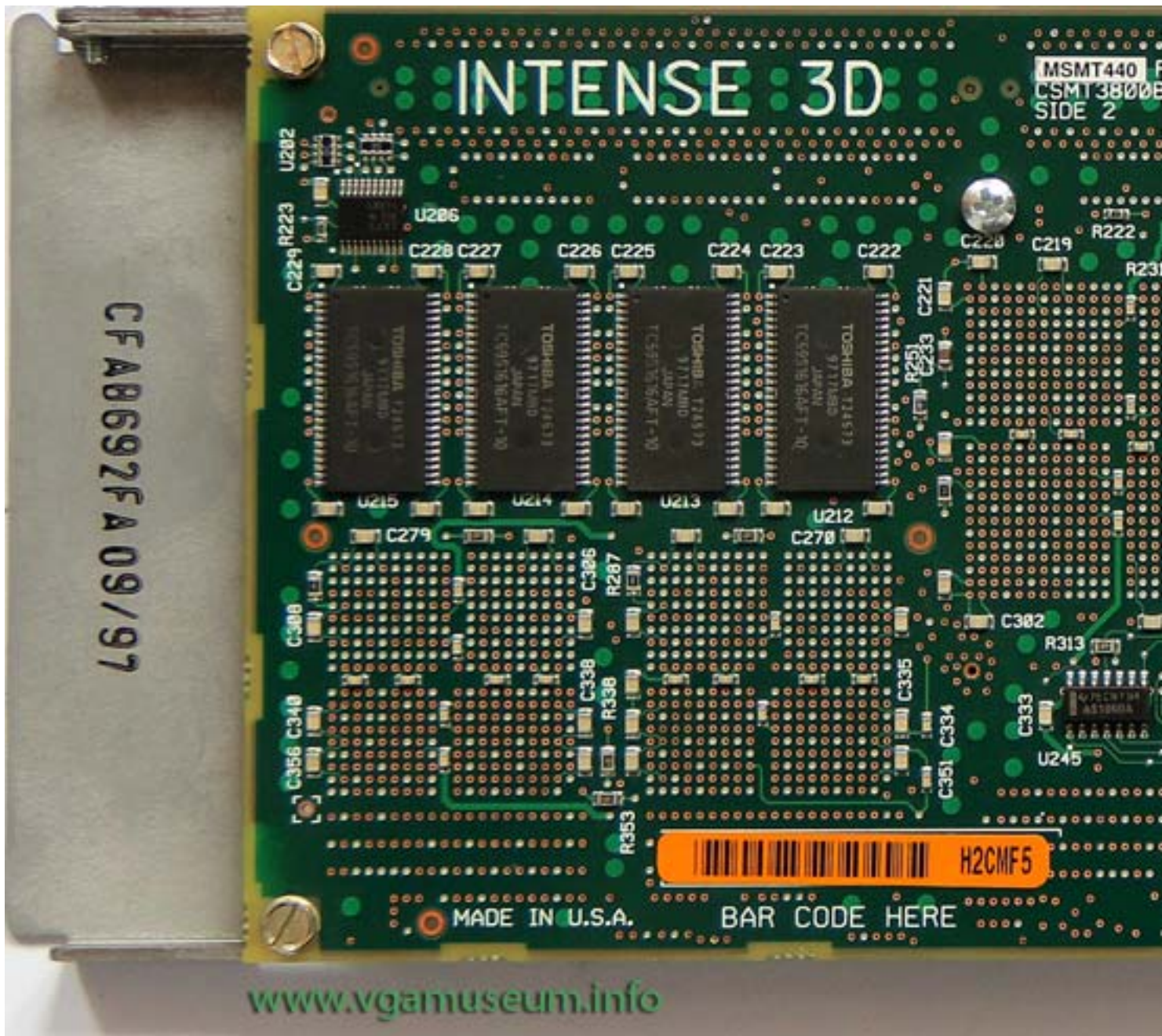
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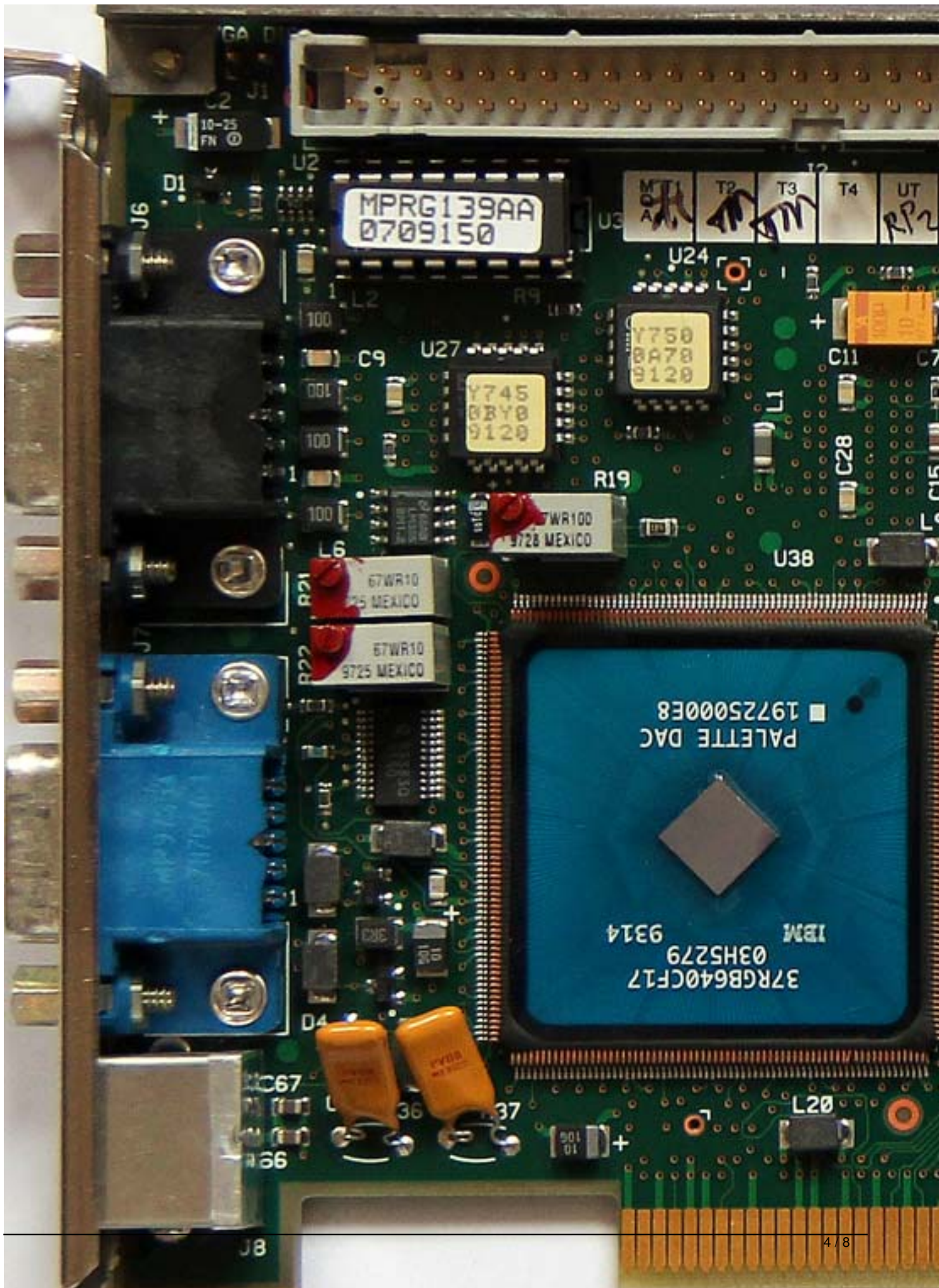
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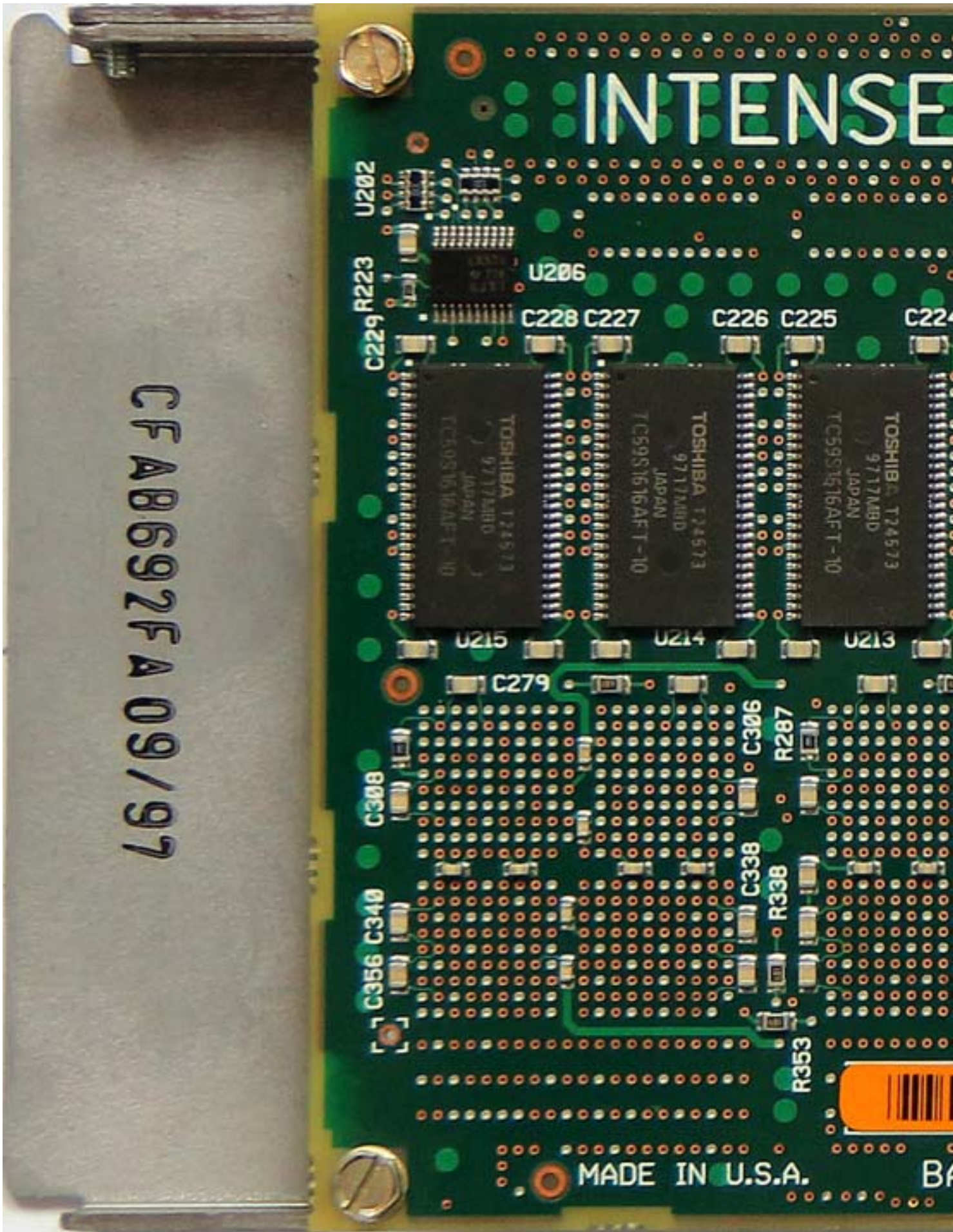
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Správa barev Intense3D Settings Intense3D Monitor



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

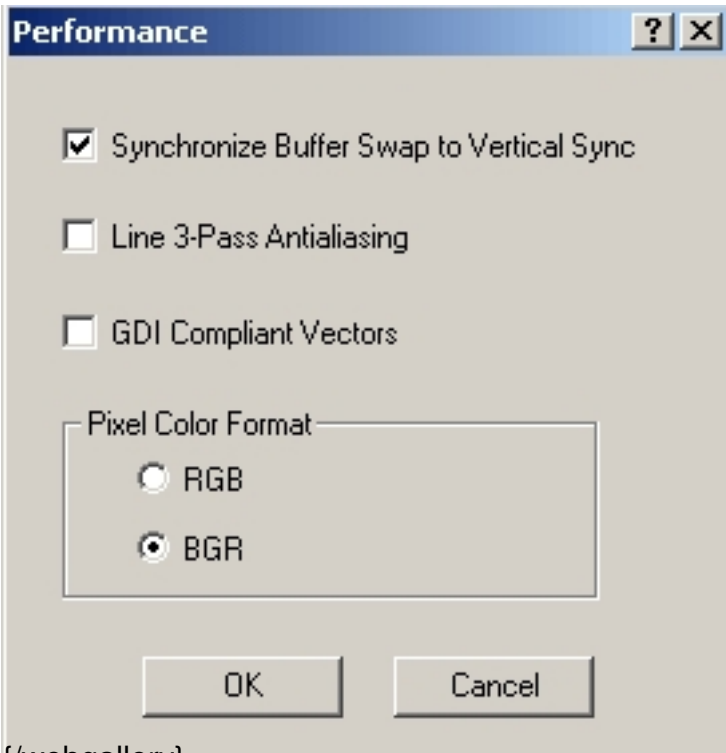
Enable Color Sequential Display

OK Cancel

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{/webgallery}