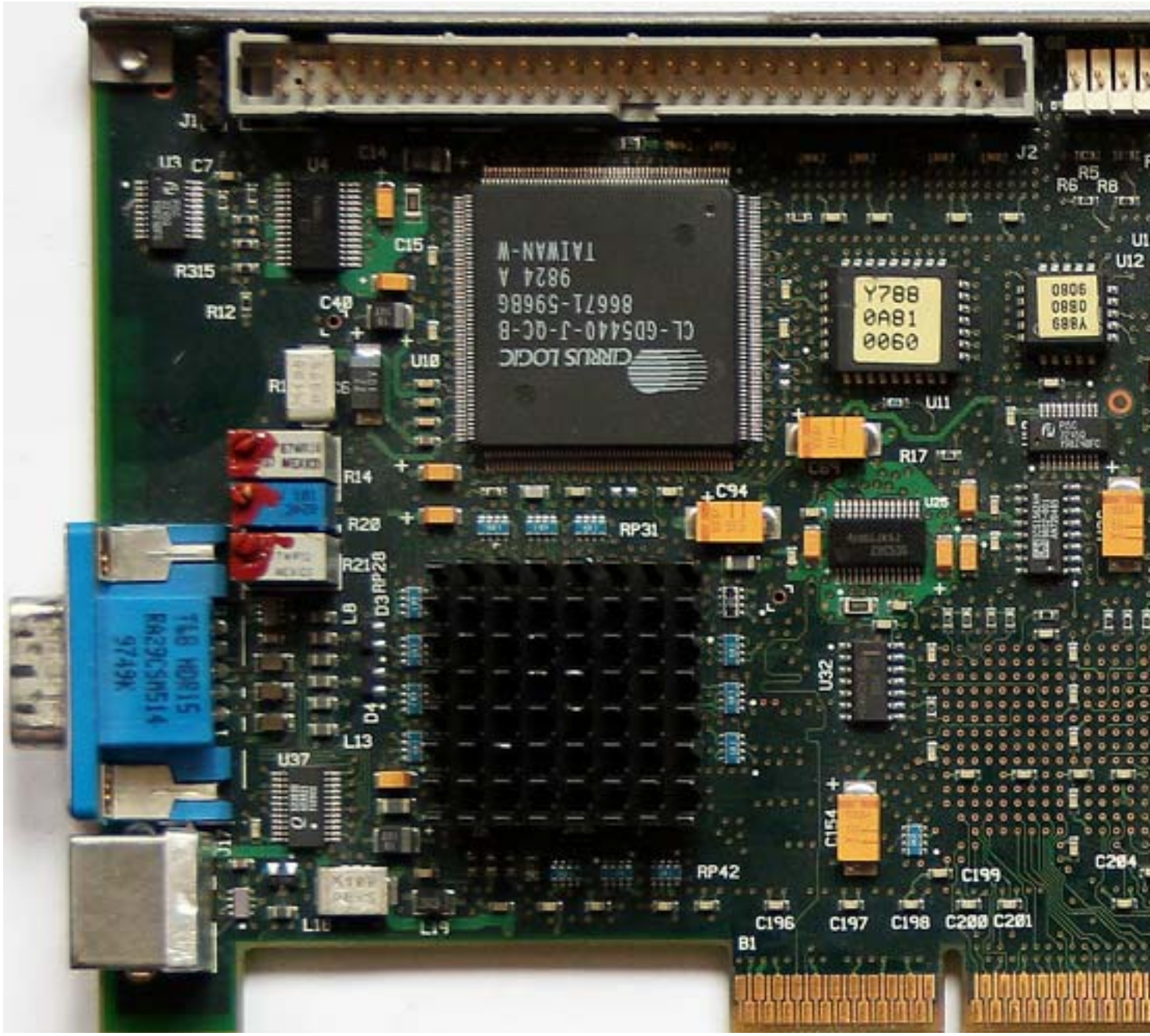
Core: Cirrus (512kB) for dos + RealiZm II ?MHz ?bit
Memory: 16MB FrameBuffer + 16MB Texture memory SDR ?MHz ?bit
Year: 1998 **Bus:** AGP
Made: ? **Links:** Press manual Opengl

Bios: here
Note: id number is MSMT496, can be upgraded with geometry accelerator. Card looks like more integrated version (integrated texture memory) of year older versions for OEM makers (Dell).

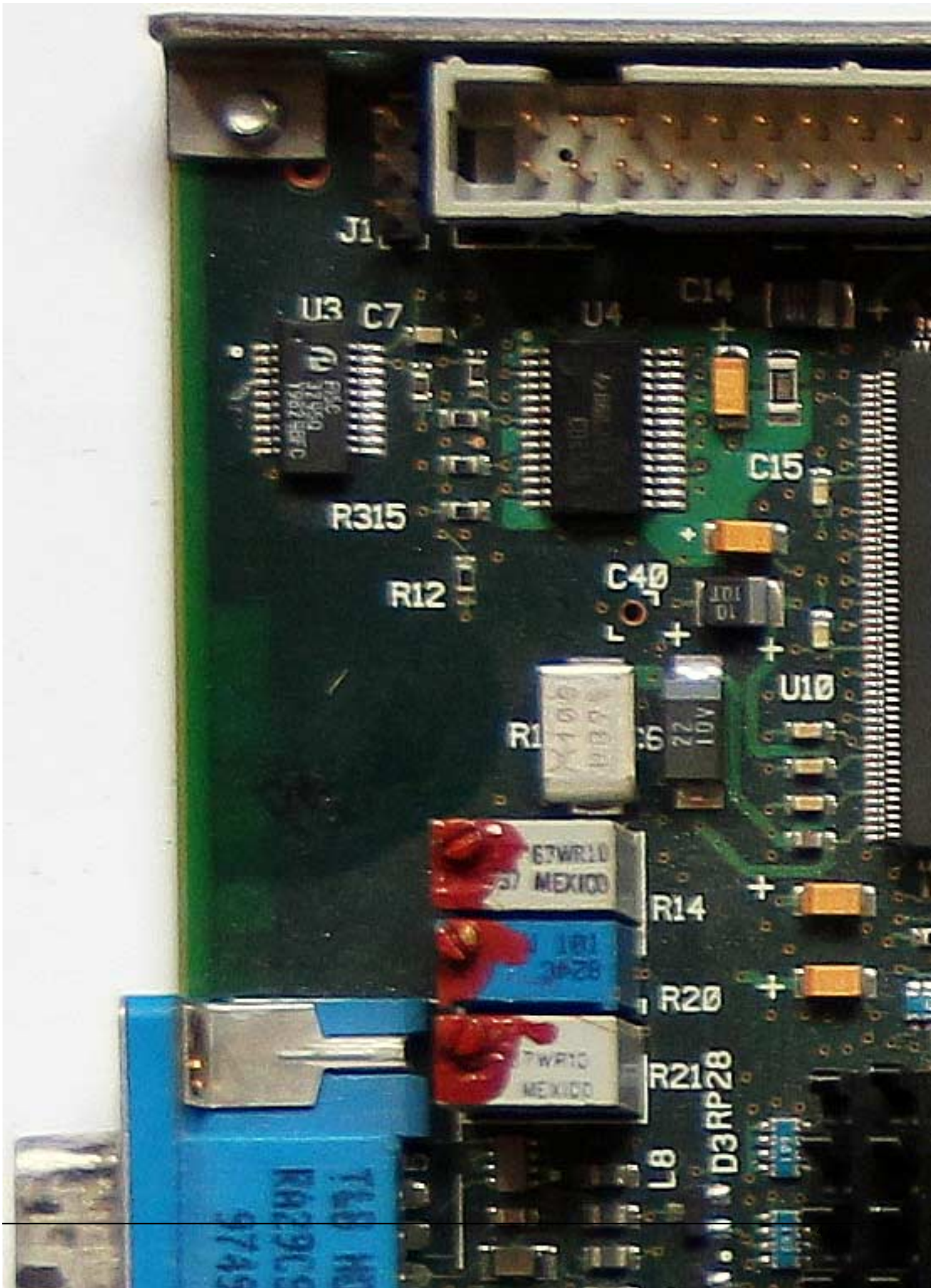
{webgallery}

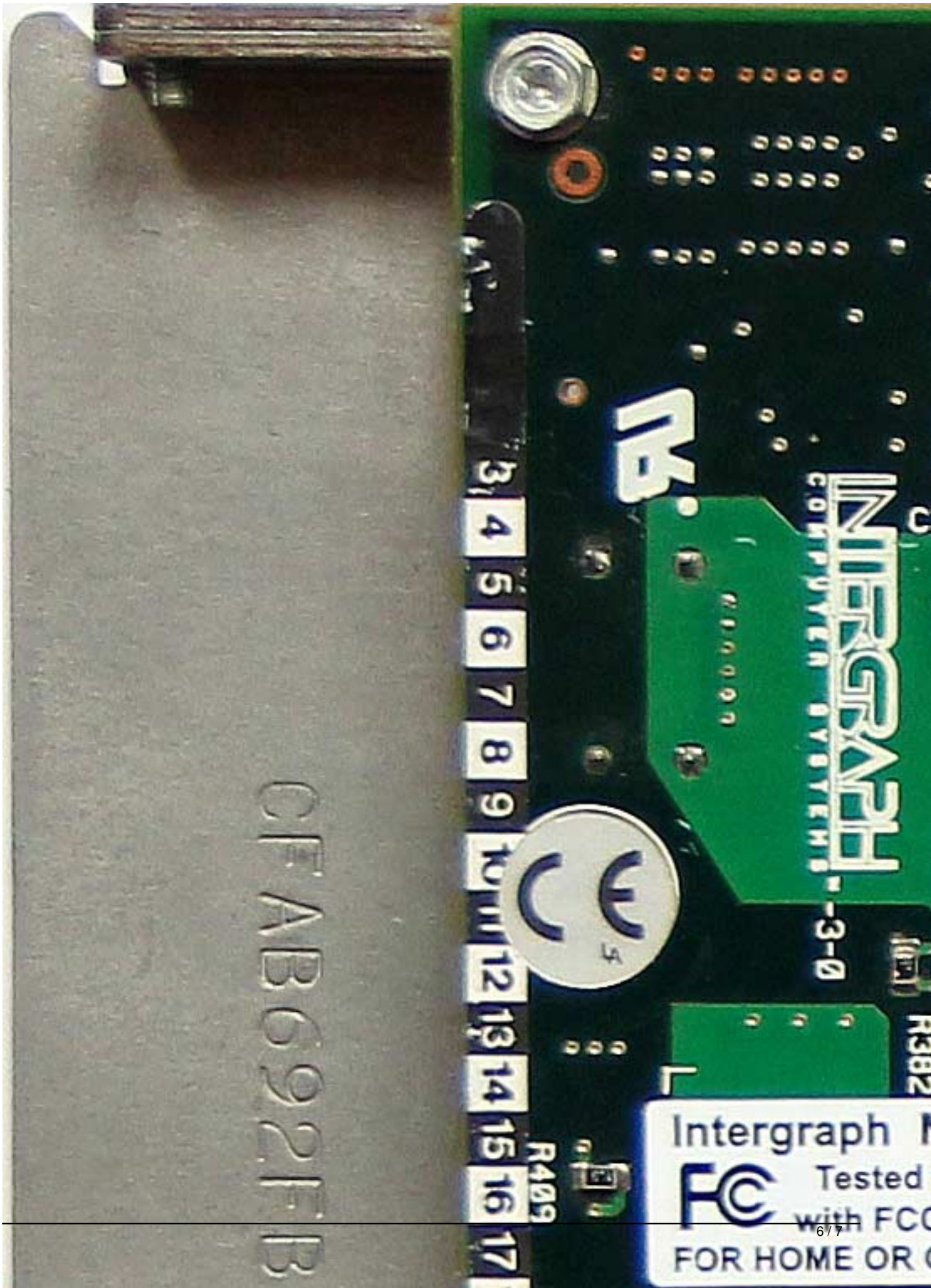

J1
U3
C7
U4
C14
J2
R5
R6
R8
U1
U12
C15
R315
R12
C40
U10
CIRRUS LOGIC
CL-GD5440-J-QC-B
86671-59686
9824 A
TAIWAN-W
Y788
0A81
0060
U11
R17
R14
R20
R21
C94
RP31
U26
D3
RP28
L8
D4
L13
U37
U32
C154
RP42
C199
C204
C196
C197
C198
C200
C201
B1
L18
L19

Intergraph MSMT496
Tested to Comply
with FCC Standards
FOR HOME OR OFFICE USE
CSMT49608
MSMT496 REV B
SIDE 2
H2Q3G3
05L2686 C 98-43
30000138D0
www.vgamuseum.info

Intergraph Intense 3D Pro 3410 (MSMT496)

Written by Vlask
Saturday, 11 May 2013 12:05 - Last Updated Saturday, 11 May 2013 12:30




INTERGRAPH
COMPUTER SYSTEMS
-3-0
R382
R409
Intergraph
Tested
FOR HOME OR

{/webgallery}