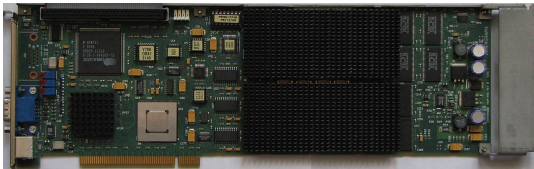


Intergraph Intense3D 3600 (MSMT556)

Written by Vlask

Saturday, 24 October 2009 19:48 - Last Updated Monday, 09 April 2012 15:10

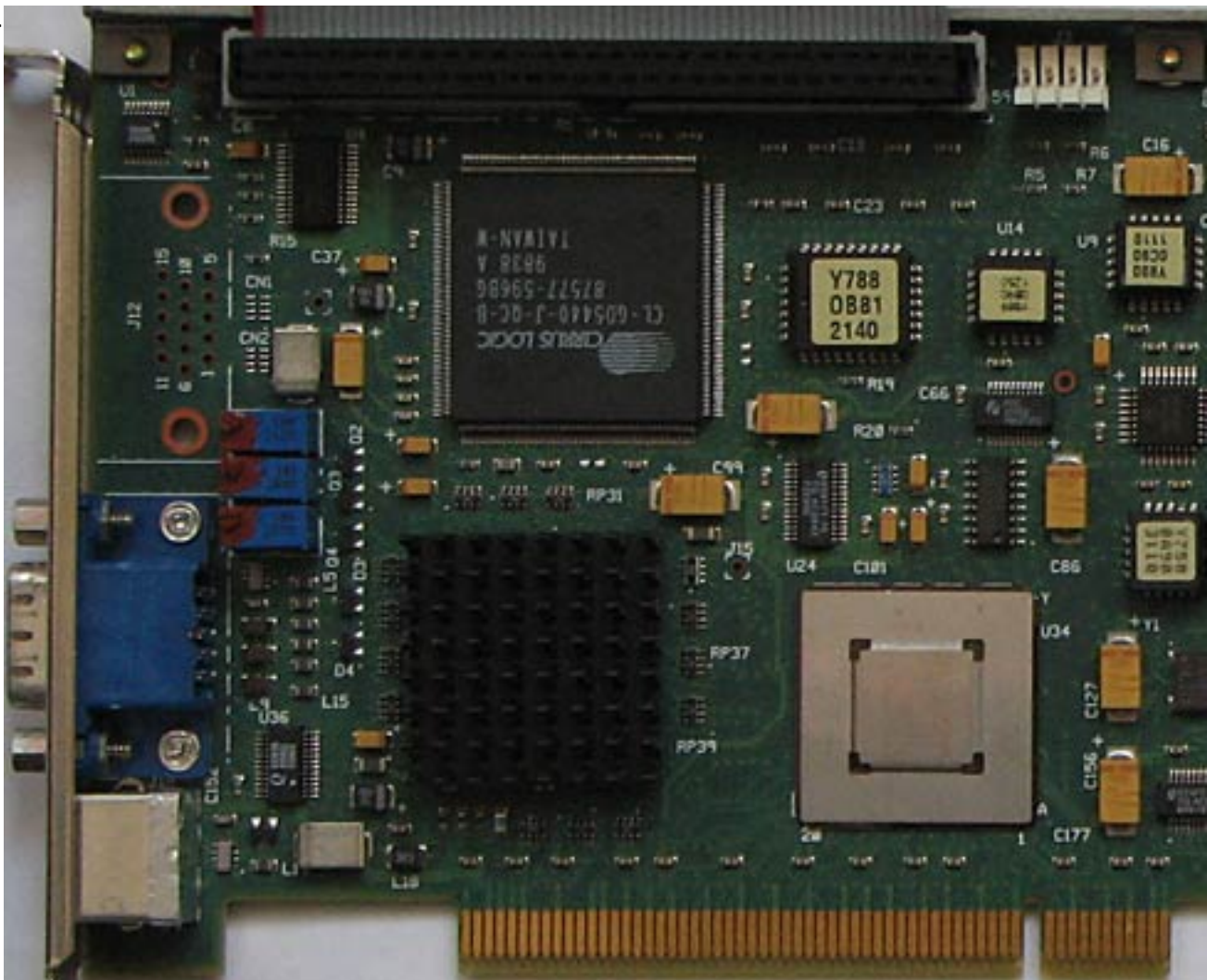


Core: Wildcat 4000 + Lynx 5 Geometry Accelerator ?MHz ?bit
Memory: 16MB SDR FrameBuffer + 64MB SDR Texture memory ?MHz ?bit
Year: 1998 **Bus:** PCI + AGP
Made: ? μm **Links:** [benchmark](#) [manual](#) [press info](#)

Bios: [here](#)

OpenGL: GL_INGR_multiple_palette, GL_EXT_texture_object, GL_EXT_blend_logic_op, GL_EXT_rescale_normal, GL_EXT_bgra, GL_KTX_buffer_region, GL_WIN_swap_hint

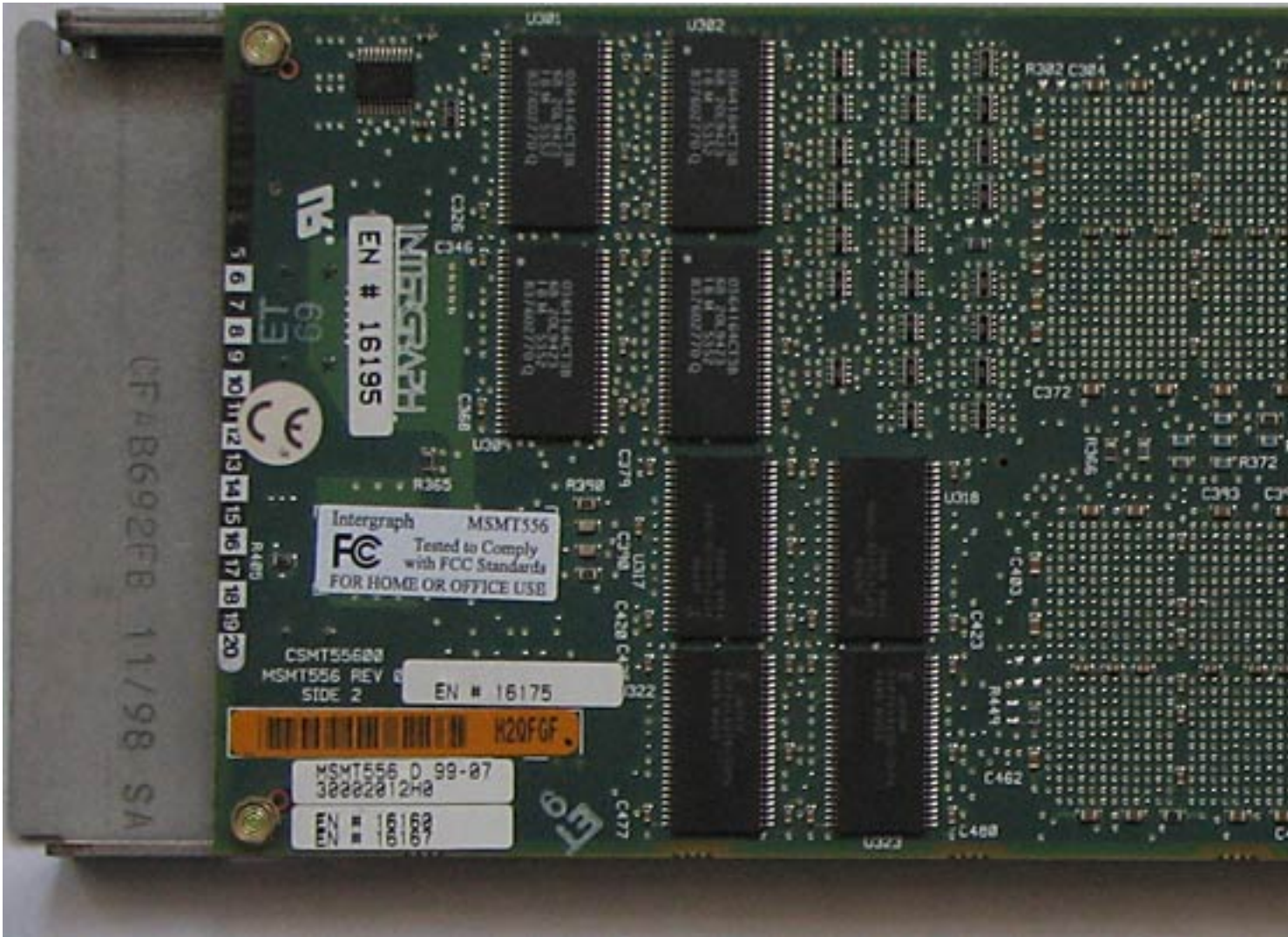
{webgallery}



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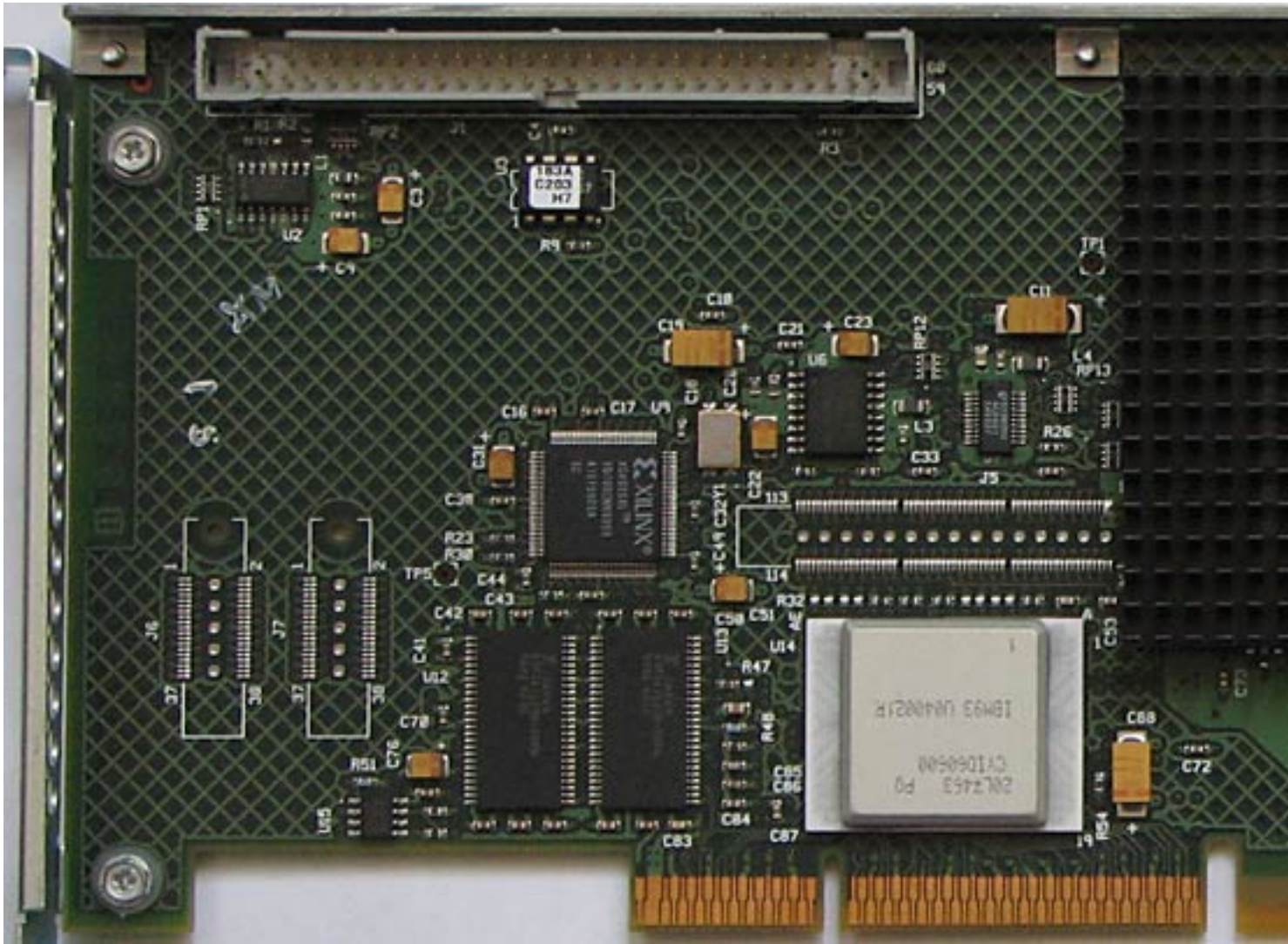
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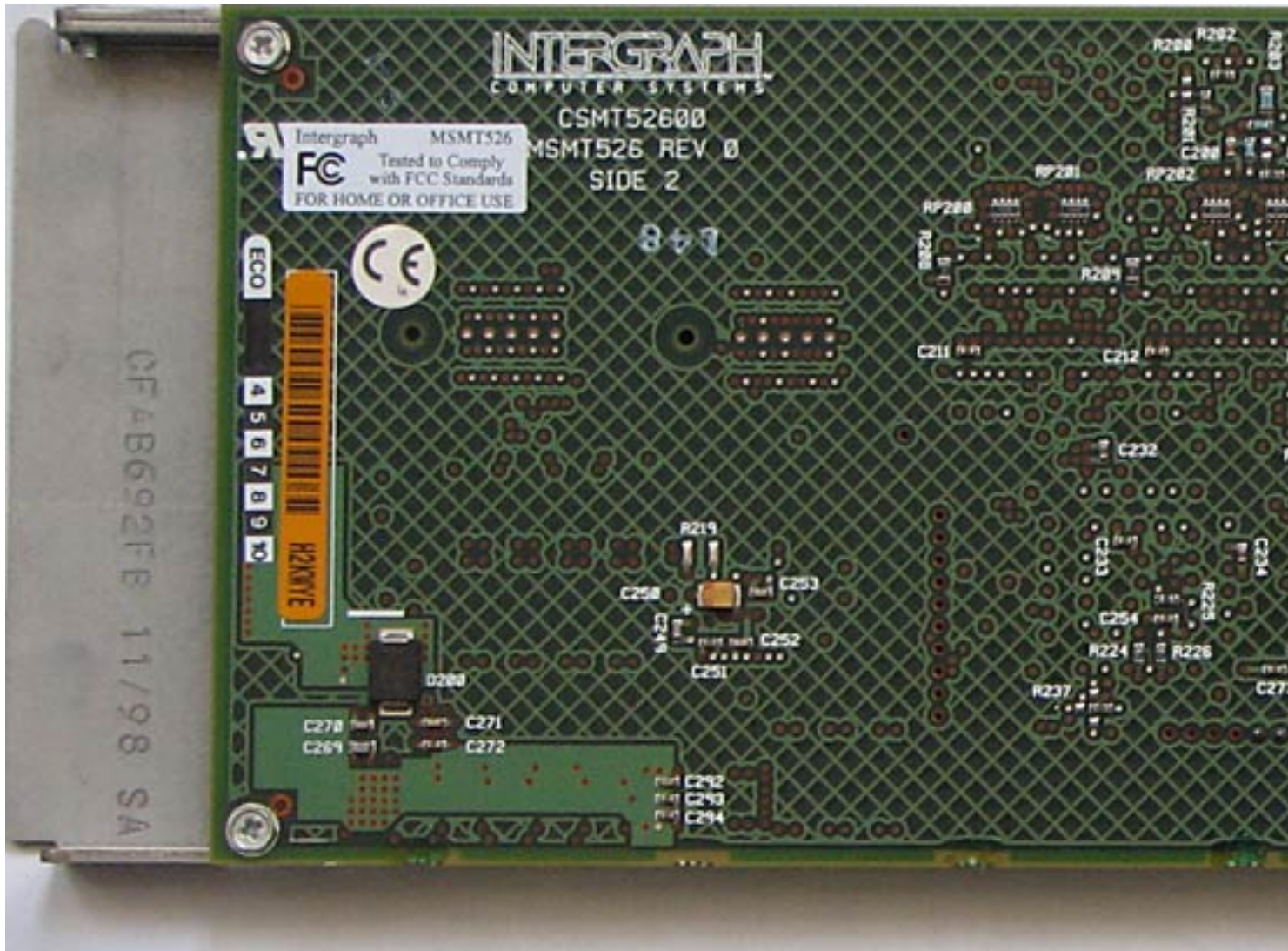
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The screenshot shows the Intense3D Settings application with three tabs: 'Správa barev', 'Intense3D Settings', and 'Intense3D Monitor'. The 'Intense3D Settings' tab is active, displaying the 'INTENSE3D' logo and hardware specifications: Graphics Type: Intense3D Wildcat 4000, Texture Memory: 64 MBytes, and Frame Buffer Memory: 16 Mbytes. Below this is a 'Planes Per Pixel' section with a table of settings:

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

At the bottom of the main window are 'Performance' and 'Advanced' buttons. The 'Performance' button is selected, opening a dialog box with the following options:

- Synchronize Buffer Swap to Vertical Sync
- Line 3-Pass Antialiasing
- GDI Compliant Vectors
- Pixel Color Format:
 - RGB
 - BGR

The 'Advanced Configuration' dialog box is also open, showing the following options:

- Enable Stereo Display
 - Monitor Scan:
 - Frame Sequential
 - Interlaced
 - Frame Interlaced
- Enable Interlaced Display
- Enable Color Sequential Display

Both dialog boxes have 'OK' and 'Cancel' buttons.

{/webgallery}