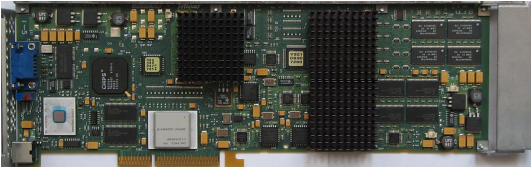


## Intergraph Intense3D Wildcat 4105 (MSMT613)

Written by Vlask

Saturday, 24 October 2009 20:30 - Last Updated Monday, 09 April 2012 15:10

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**Core:** Wildcat 4105 ?MHz ?bit

**Memory:** 16MB SDR FrameBuffer + 64MB SDR Texture memory ?MHz ?bit

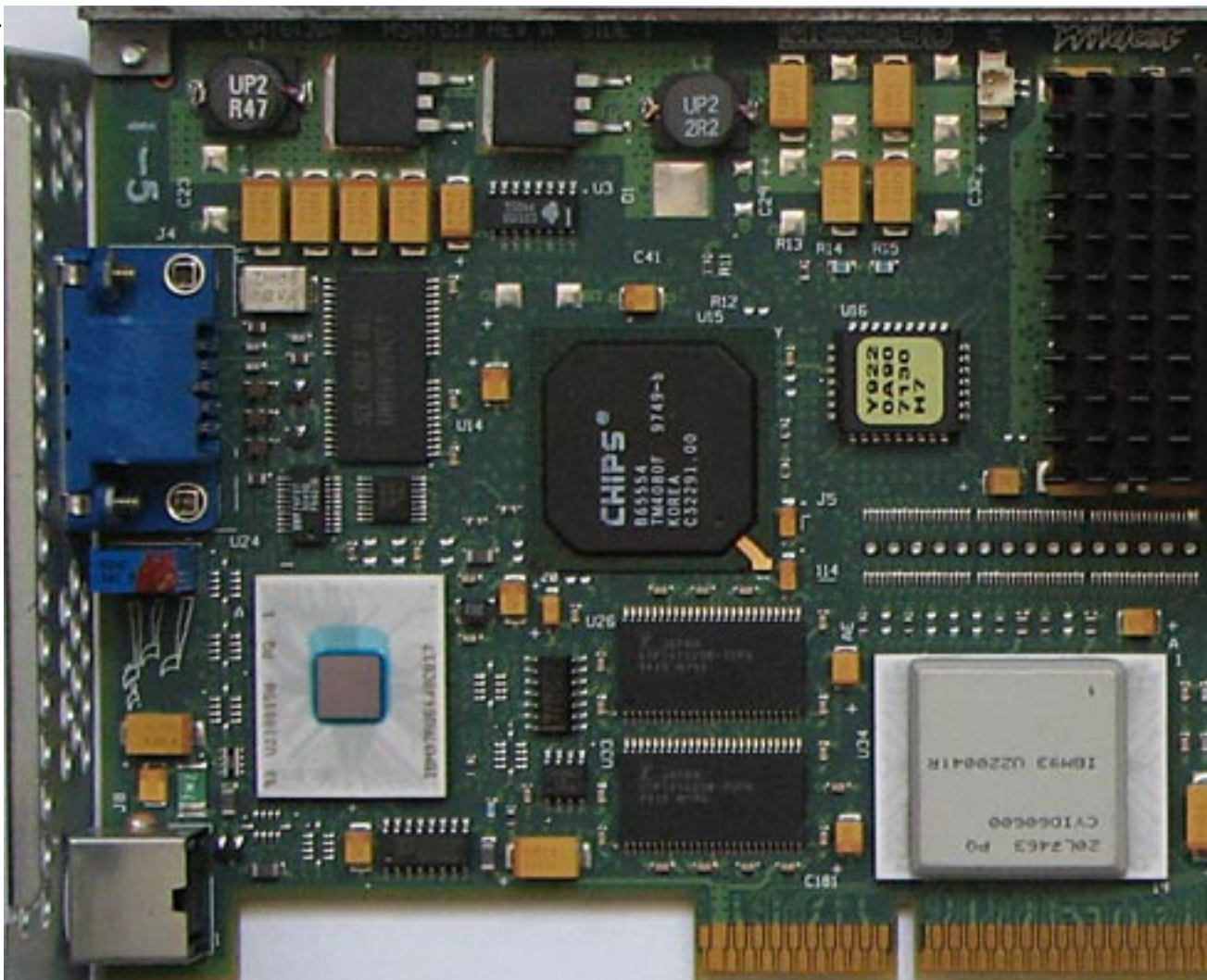
**Year:** 1999 **Bus:** AGP 2x

**Made:** ?  $\mu\text{m}$  **Links:** [Viewperf](#) [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

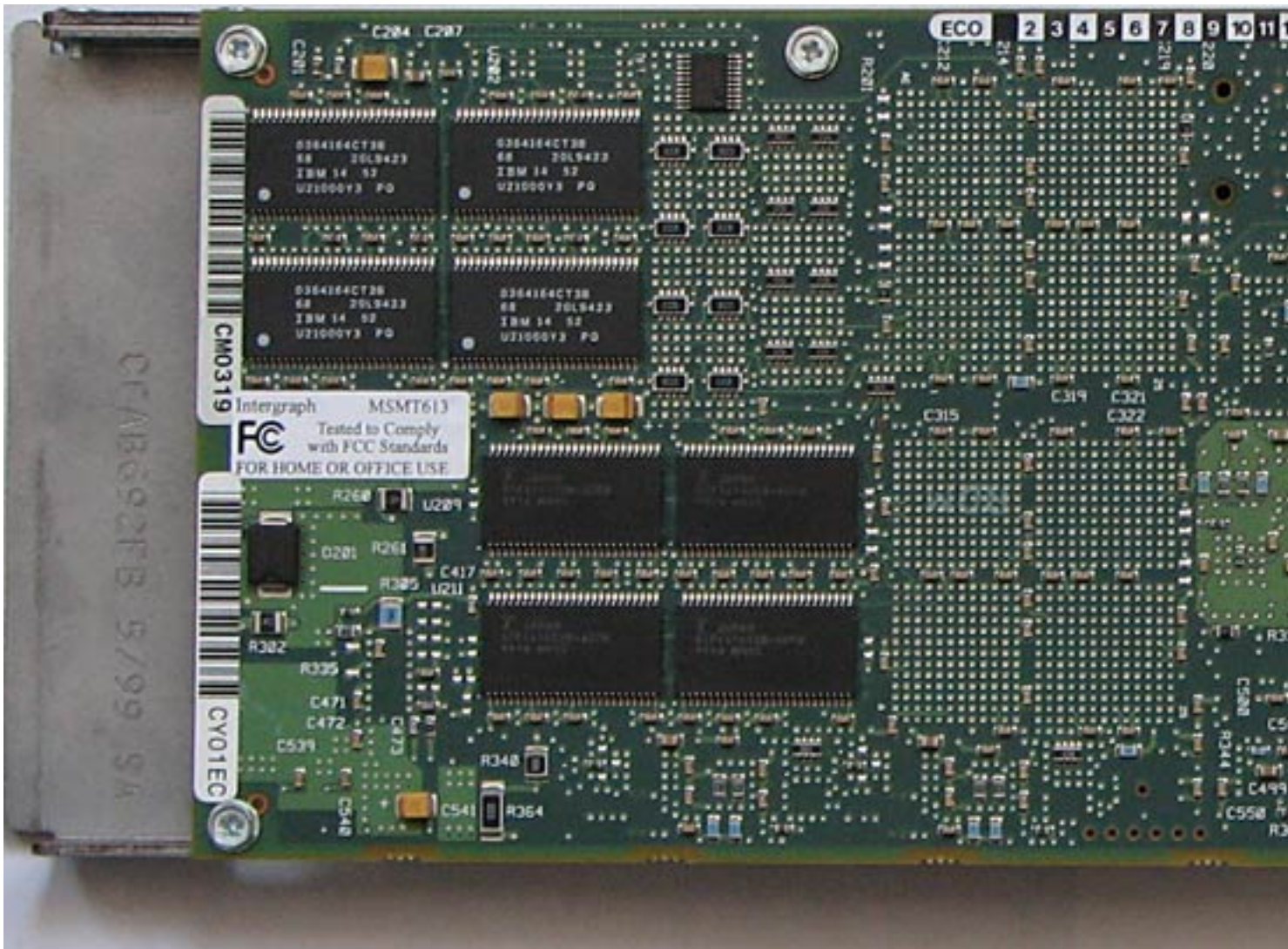
{webgallery}



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Správa barev      Intense3D Settings      Intense3D Monitor



Graphics Type: Intense3D Wildcat 4105  
Texture Memory: 64 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

{/webgallery}