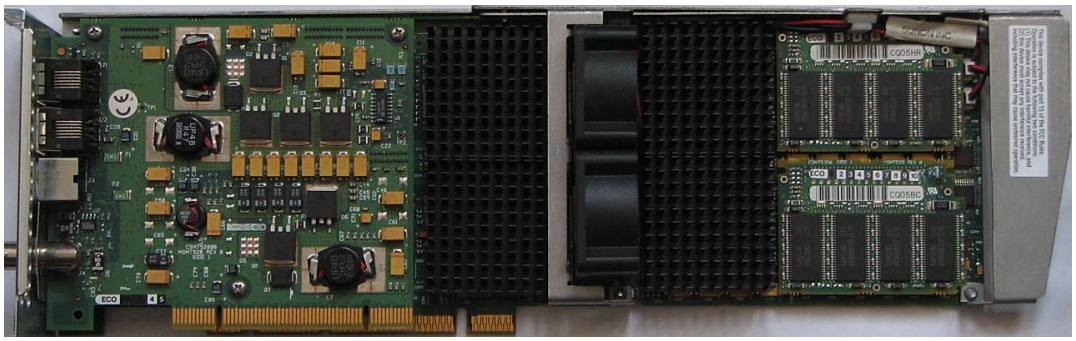

Core: Wildcat 4210 ?MHz ?bit
Memory: 128MB SDR 256bit FrameBuffer + 128MB SDR 128bit Texture memory + 32MB 64bit DirectBurst
Year: 2000 **Bus:** AGP Pro+PCI
Made: ? µm **Links:** Viewperf manual info

Bios: here
Options screens: 1 2 3 4 5 6 7 8 HWinfo Multiview Monitor config
OpenGL: ARB_imaging GL_EXT_422_pixels GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_func_separate GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_color_matrix GL_SGI_color_matrix GL_EXT_color_subtable GL_EXT_color_table GL_SGI_color_table GL_EXT_convolution GL_EXT_convolution_border_modes GL_EXT_draw_range_elements GL_EXT_fog_function GL_SGIS_fog_function GL_EXT_fog_offset GL_SGIX_fog_offset GL_EXT_generate_mipmap GL_SGIS_generate_mipmap GL_EXT_histogram GL_EXT_interlace GL_SGIX_interlace GL_EXT_multisample GL_SGIS_multisample GL_ARB_multisample GL_EXT_packed_pixels GL_EXT_pixel_texture GL_SGIX_pixel_texture GL_EXT_rescale_normal GL_EXT_separate_specular_color GL_EXT_stencil_wrap GL_EXT_swap_control GL_EXT_texture3D GL_EXT_texture4D GL_SGIS_texture4D GL_EXT_texture_border_clamp GL_SGIS_texture_border_clamp GL_ARB_texture_border_clamp GL_EXT_texture_color_table GL_SGI_texture_color_table GL_EXT_texture_edge_clamp GL_EXT_texture_lod GL_EXT_texture_object GL_Autodesk_valid_back_buffer_hint GL_I3D_argb GL_I3D_color_clamp GL_I3D_interlace_read GL_KTX_buffer_region GL_WIN_swap_hint GL_IBM_rescale_normal GL_IBM_cull_vertex GL_OML_interlace GL_OML_subsample GL_OML_resample GL_EXT_texture_lod_bias

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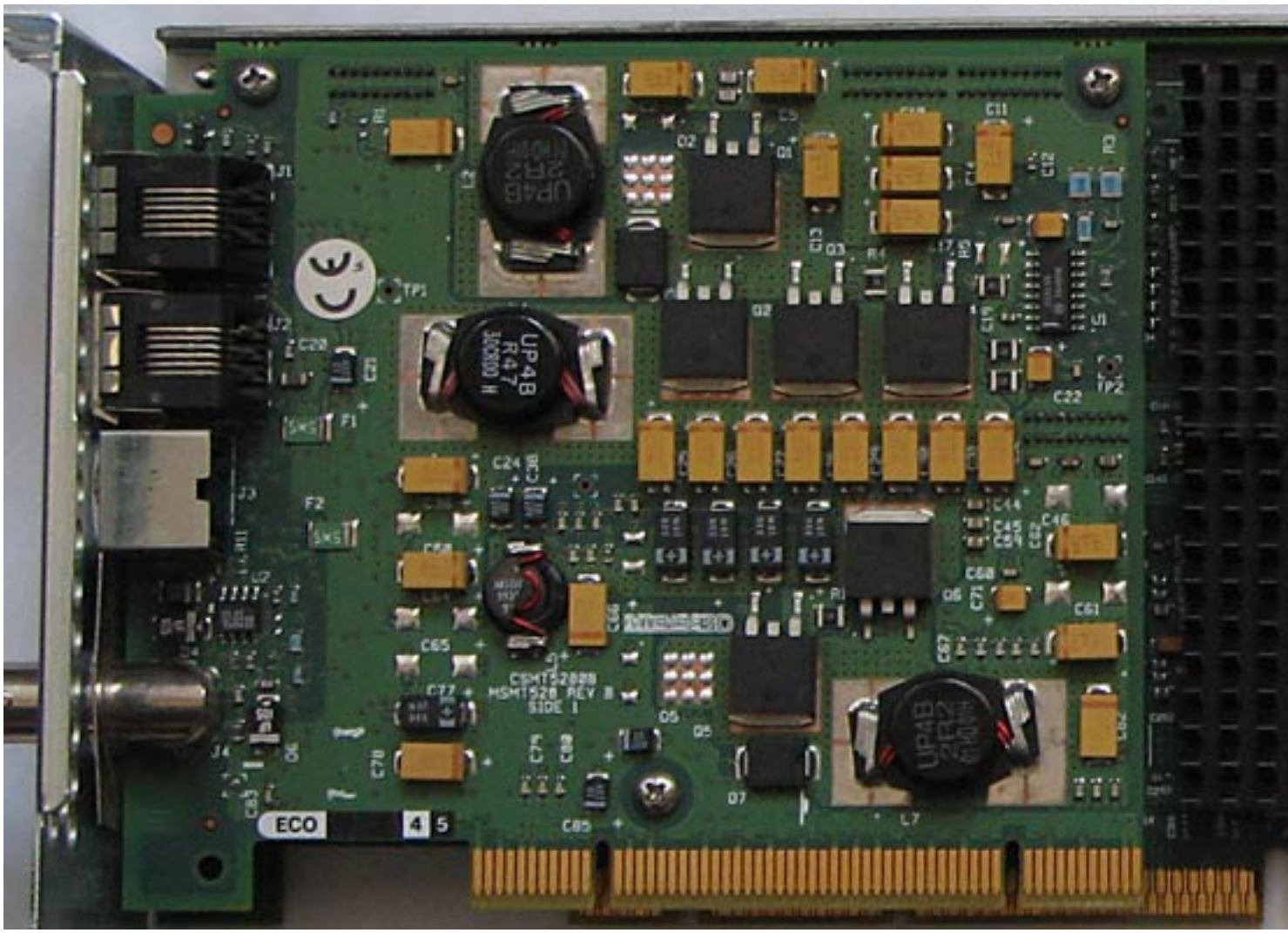
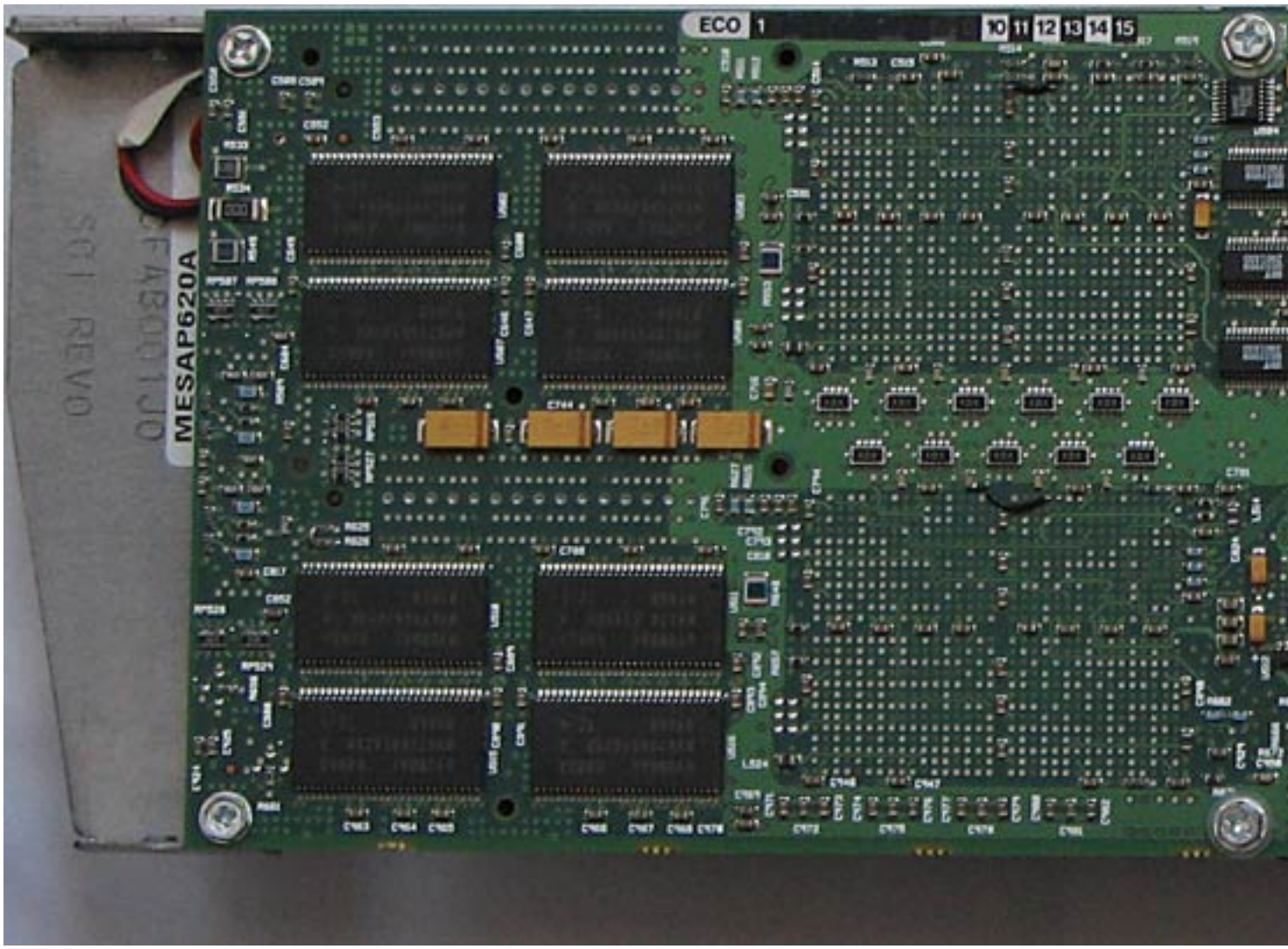

ECO
4 5


ECO 1
10 11 12 13 14 15
MESAP620A
SCI REV0

{/webgallery}