

3DLabs Wildcat VP560

Written by Vlask

Sunday, 25 October 2009 15:43 - Last Updated Monday, 12 September 2011 20:50



Core: Wildcat VP500 (P9) ?MHz ?bit
Memory: 64MB DDR 128bit
Year: 2002 **Bus:** AGP 1x-8x
Made: ? μ m Taiwan **Links:** [ixbtlabs](#) [Pdf](#) [Beyond3D](#) **Price:** \$250

Bios: [here](#)

OpenGL: GL_ARB_multitexture GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_border_clamp GL_ARB_texture_cube_map
GL_ARB_texture_env_dot3 GL_ARB_transpose_matrix GL_EXT_bgra
GL_EXT_blend_subtract GL_EXT_blend_minmax GL_EXT_compiled_vertex_array
GL_EXT_packed_pixels GL_EXT_polygon_offset GL_EXT_rescale_normal
GL_EXT_separate_specular_color GL_EXT_secondary_color GL_EXT_texture3D
GL_EXT_texture_object GL_EXT_texture_edge_clamp GL_EXT_texture_env_add
GL_EXT_texture_env_combine GL_EXT_texture_env_dot3 GL_EXT_texture_cube_map
GL_EXT_texture_filter_anisotropic GL_EXT_multi_draw_arrays GL_SGIS_multitexture
GL_SGIS_texture_border_clamp GL_SGIS_texture_lod GL_NV_register_combiners
GL_NV_vertex_program GL_NV_texgen_reflection GL_WIN_swap_hint
GL_ARB_shader_objects GL_ARB_vertex_shader GL_ARB_fragment_shader
GL_ARB_shading_language_100 GL_KTX_buffer_region GL_ARB_point_parameters
GL_ARB_depth_texture GL_ARB_shadow

{webgallery}

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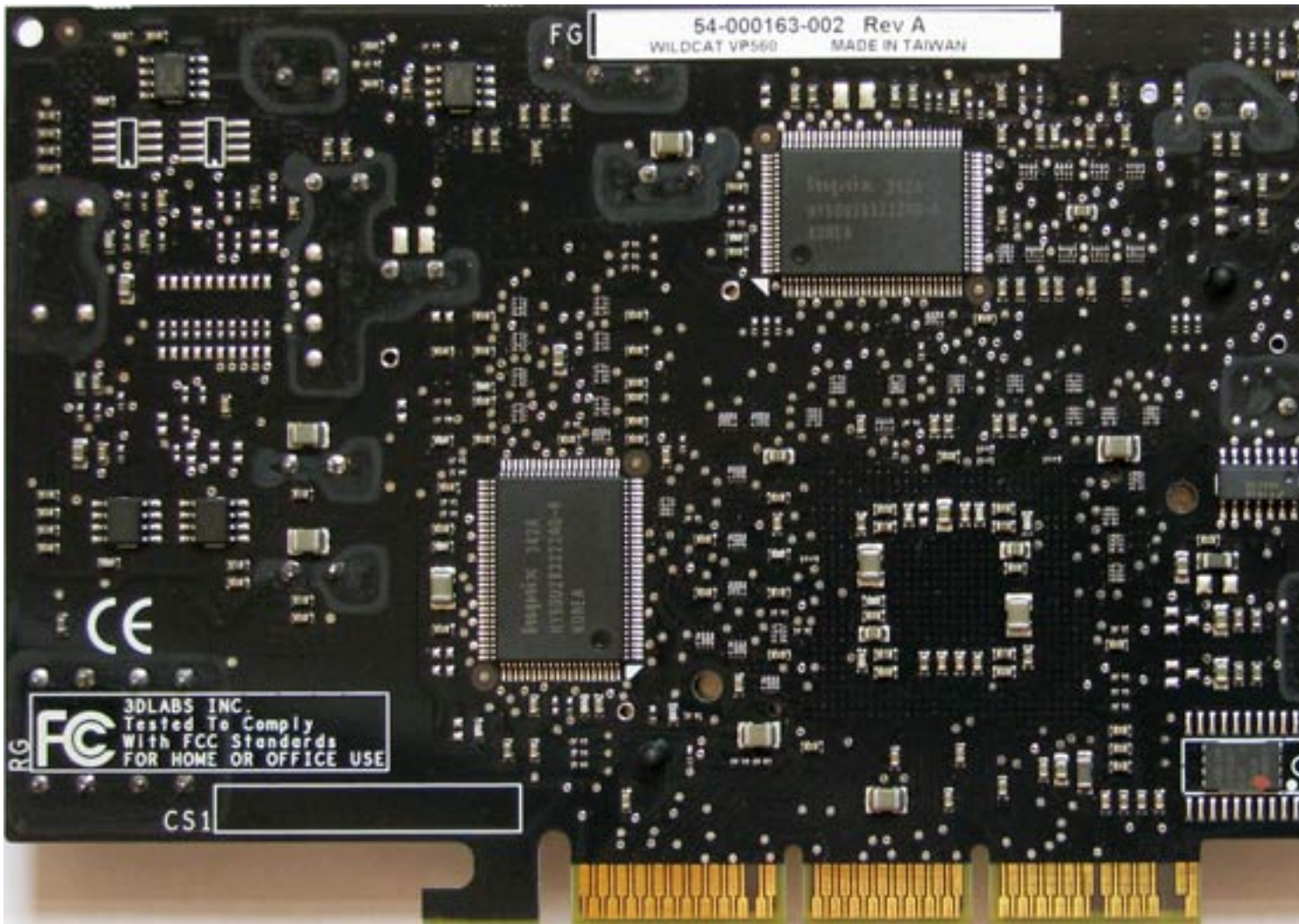
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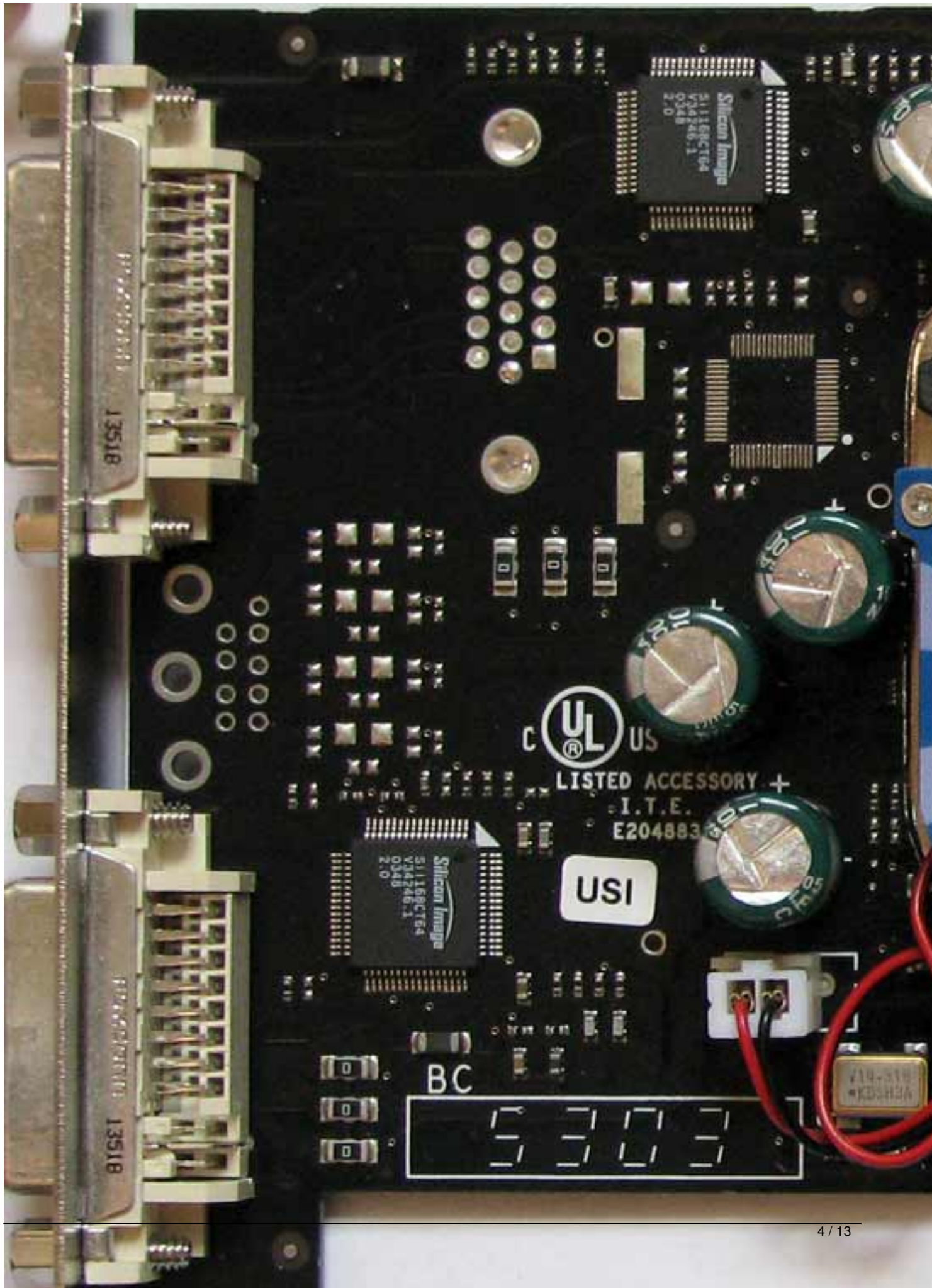
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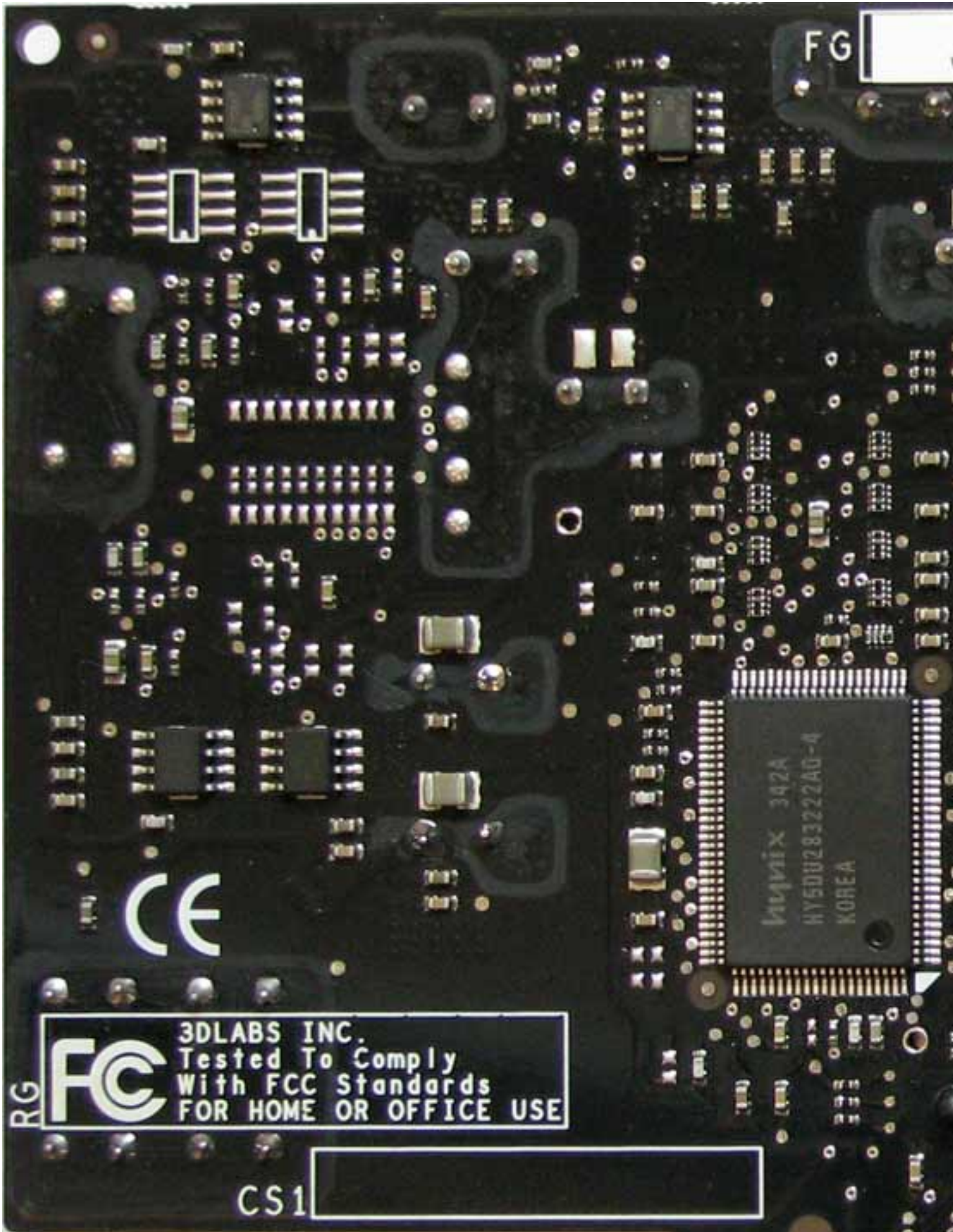
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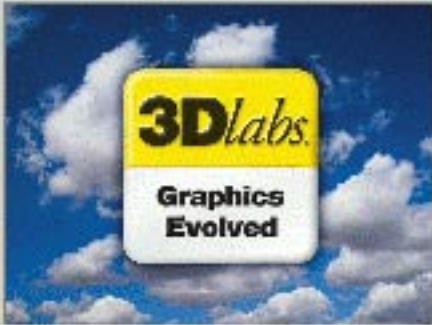


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Obecné | Adaptér | Monitor | Poradce při potížích | Správa barev |  3Dlabs



Hardware Information

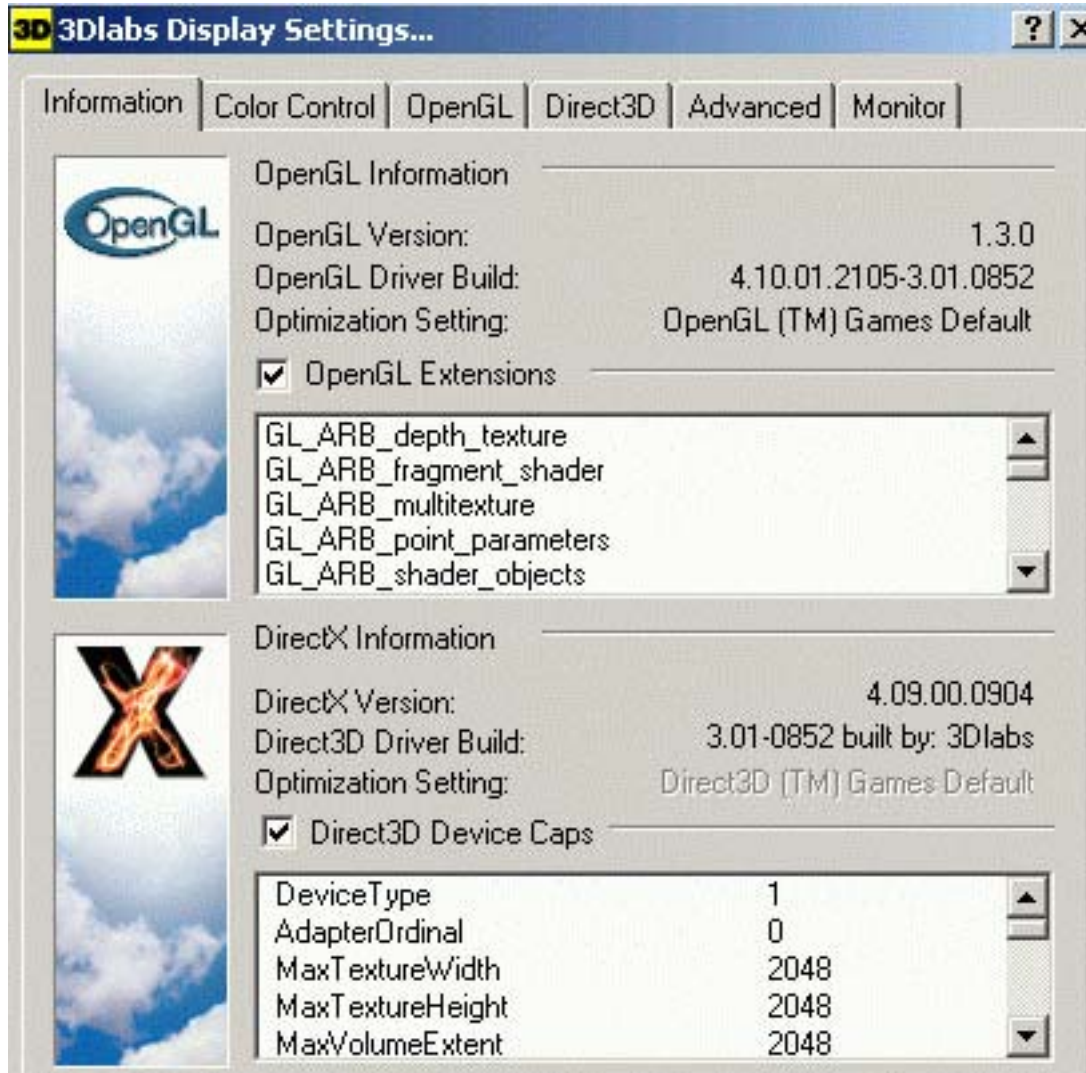
| | |
|---------|----------------------------|
| Chip: | 3Dlabs Wildcat VP500 VPU |
| Board: | 3Dlabs Wildcat VP560 |
| Memory: | 64MB (+Virtual memory) |
| DAC: | 3Dlabs Wildcat VP500 RD |
| BIOS: | Version 3.11 |
| Driver: | 3.01-0852 built by: 3Dlabs |

[Advanced...](#)

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The screenshot shows the '3Dlabs Display Settings...' dialog box with the 'OpenGL' tab selected. The 'Direct3D' tab is also visible. The 'OpenGL' section shows version 1.3.0, driver build 4.10.01.2105-3.01.0852, and optimization setting 'OpenGL (TM) Games Default'. The 'Direct3D' section shows version 4.09.00.0904, driver build 3.01-0852 built by 3Dlabs, and optimization setting 'Direct3D (TM) Games Default'. Both sections have checkboxes for 'OpenGL Extensions' and 'Direct3D Device Caps' which are checked. Lists of supported extensions and device caps are shown below the checkboxes.

OpenGL Information

OpenGL Version: 1.3.0
OpenGL Driver Build: 4.10.01.2105-3.01.0852
Optimization Setting: OpenGL (TM) Games Default

OpenGL Extensions

- GL_ARB_depth_texture
- GL_ARB_fragment_shader
- GL_ARB_multitexture
- GL_ARB_point_parameters
- GL_ARB_shader_objects

DirectX Information

DirectX Version: 4.09.00.0904
Direct3D Driver Build: 3.01-0852 built by: 3Dlabs
Optimization Setting: Direct3D (TM) Games Default

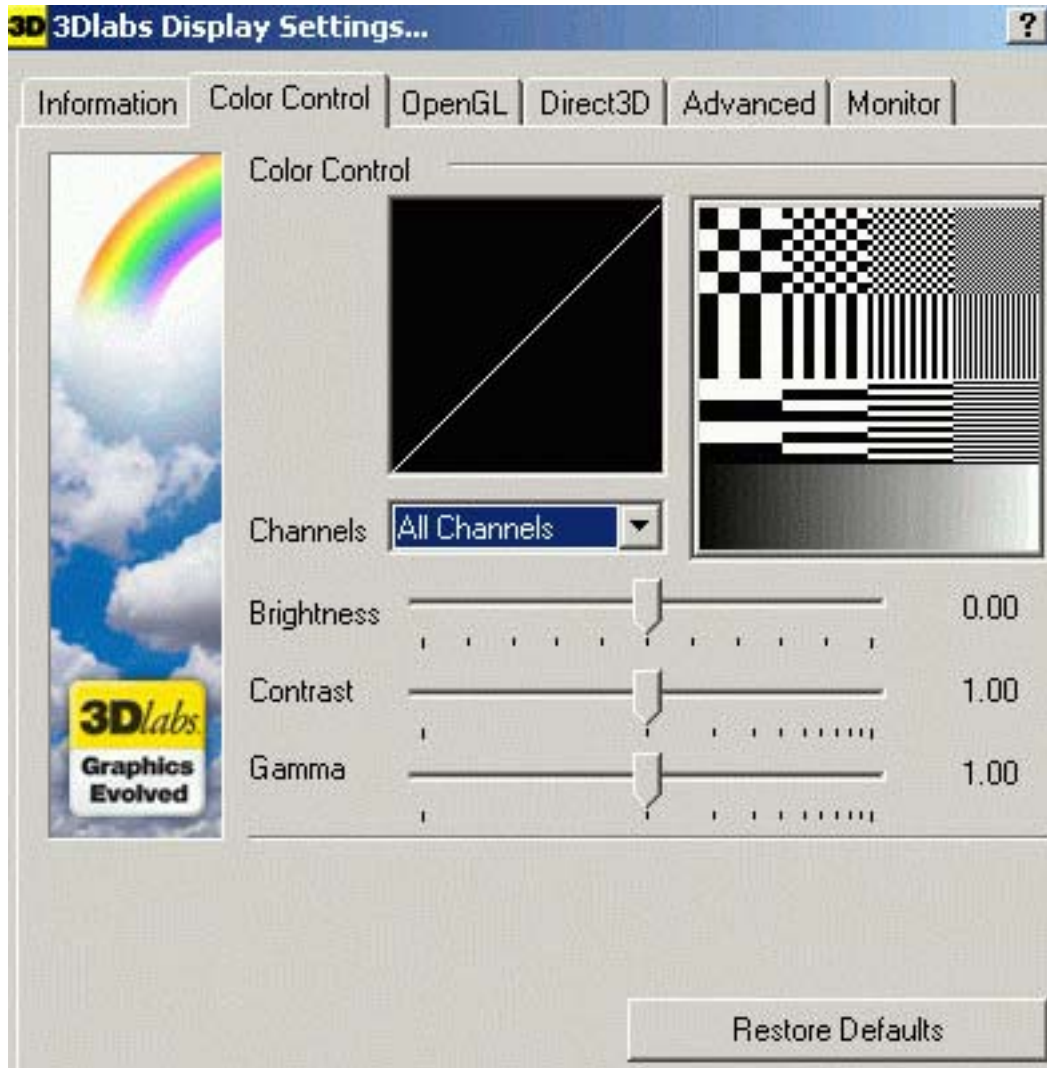
Direct3D Device Caps

| | |
|------------------|------|
| DeviceType | 1 |
| AdapterOrdinal | 0 |
| MaxTextureWidth | 2048 |
| MaxTextureHeight | 2048 |
| MaxVolumeExtent | 2048 |

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The screenshot shows the '3Dlabs Display Settings...' dialog box with the 'OpenGL' tab selected. The 'Information' tab is also visible. The 'OpenGL Settings' section includes several dropdown menus: 'Full Scene Antialiasing' (Off), 'Buffer Swap Mode' (Auto Select), 'Z Buffer Depth' (Dynamic), 'Texture Color Depth' (Use Desktop Color Depth), 'Overlay/Alpha' (Dynamic), and 'Texture Filtering' (Fast). There is an unchecked checkbox for 'Wait for Vertical Sync'. A 'Dual Monitor OpenGL Options' button is present. The 'Optimized Applications' section features a list box with 'OpenGL (TM) Games Default' selected, and buttons for 'Restore Defaults', 'Storno', and 'Použit'. A 'Memory:' label shows '64MB (+Virtual r'.

3Dlabs Display Settings... ? X

Information Color Control **OpenGL** Direct3D Advanced Monitor

OpenGL Settings

OpenGL

Full Scene Antialiasing: Off

Buffer Swap Mode: Auto Select

Z Buffer Depth: Dynamic

Texture Color Depth: Use Desktop Color Depth

Overlay/Alpha: Dynamic

Texture Filtering: Fast

Wait for Vertical Sync:

Dual Monitor OpenGL Options

Optimized Applications

OpenGL (TM) Games Default

OpenGL (TM) Games Default

OpenGL 3DStudio MAX (TM)

OpenGL TrueSpace (TM)

PRO/Desktop (TM)

PRO/Engineer (TM)

ReviewReality (TM)

Rhinoceros (TM)

SketchUp (TM)

Restore Defaults

Storno Použit

Memory: 64MB (+Virtual r

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The screenshot shows the '3Dlabs Display Settings...' dialog box with the 'Direct3D' tab selected. The 'Direct3D Settings' section includes:

- Full Scene Antialiasing: Off
- Force Z Buffer Depth: Default
- Wait for Vertical Sync:

The 'Optimized Applications' section features a list of applications with a dropdown arrow on the right:

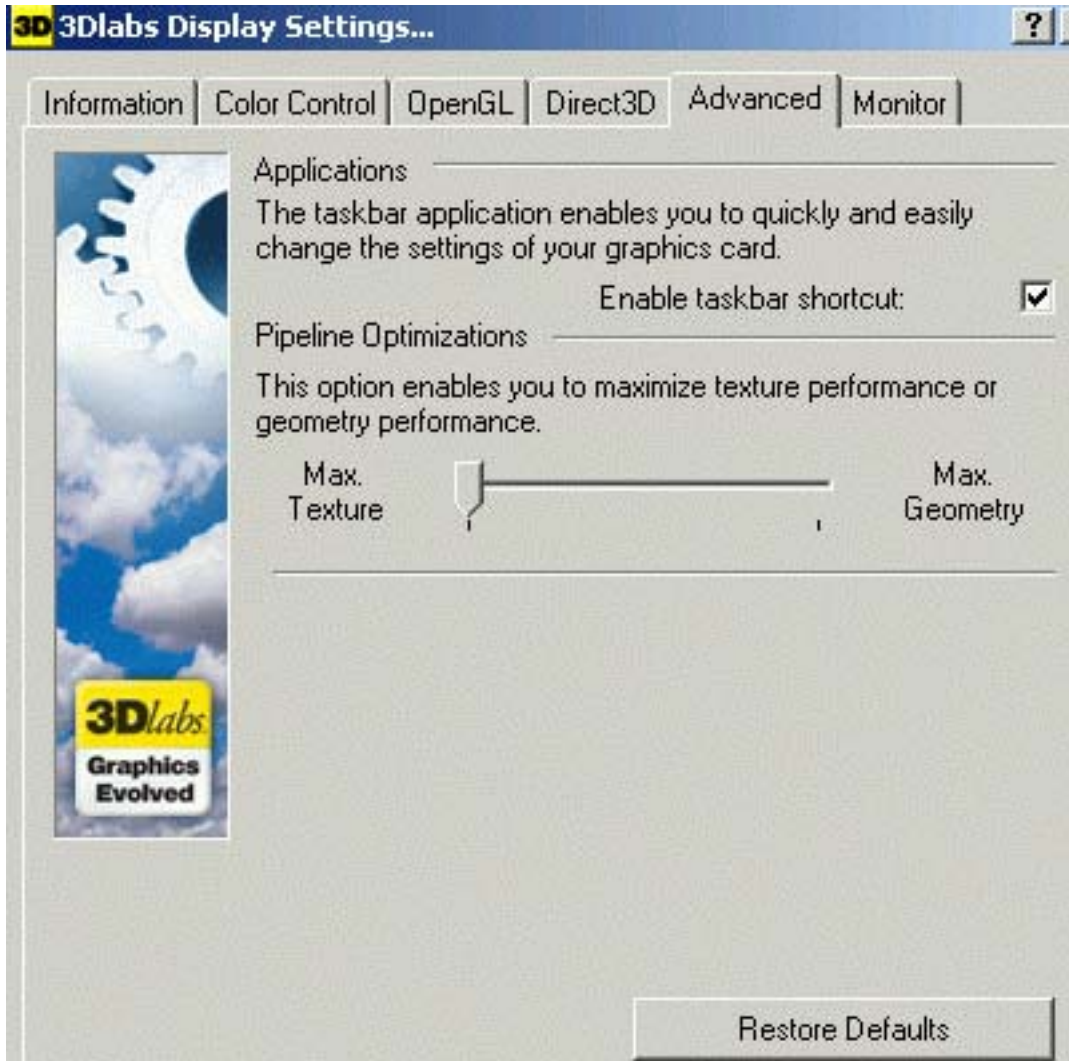
- Direct3D (TM) Games Default
- Direct3D (TM) Games Default
- Direct3D 3DStudio MAX (TM)
- Direct3D TrueSpace (TM)
- DirectX (TM) Default
- Earth And Beyond (TM)
- Ghost Recon: Island Thunder (TM)
- Grand Theft Auto 3 (TM)
- Hitman 2 (TM)

Buttons for 'Restore Defaults', 'Storno', and 'Použít' are visible. A 'Memory:' label is partially visible at the bottom right.

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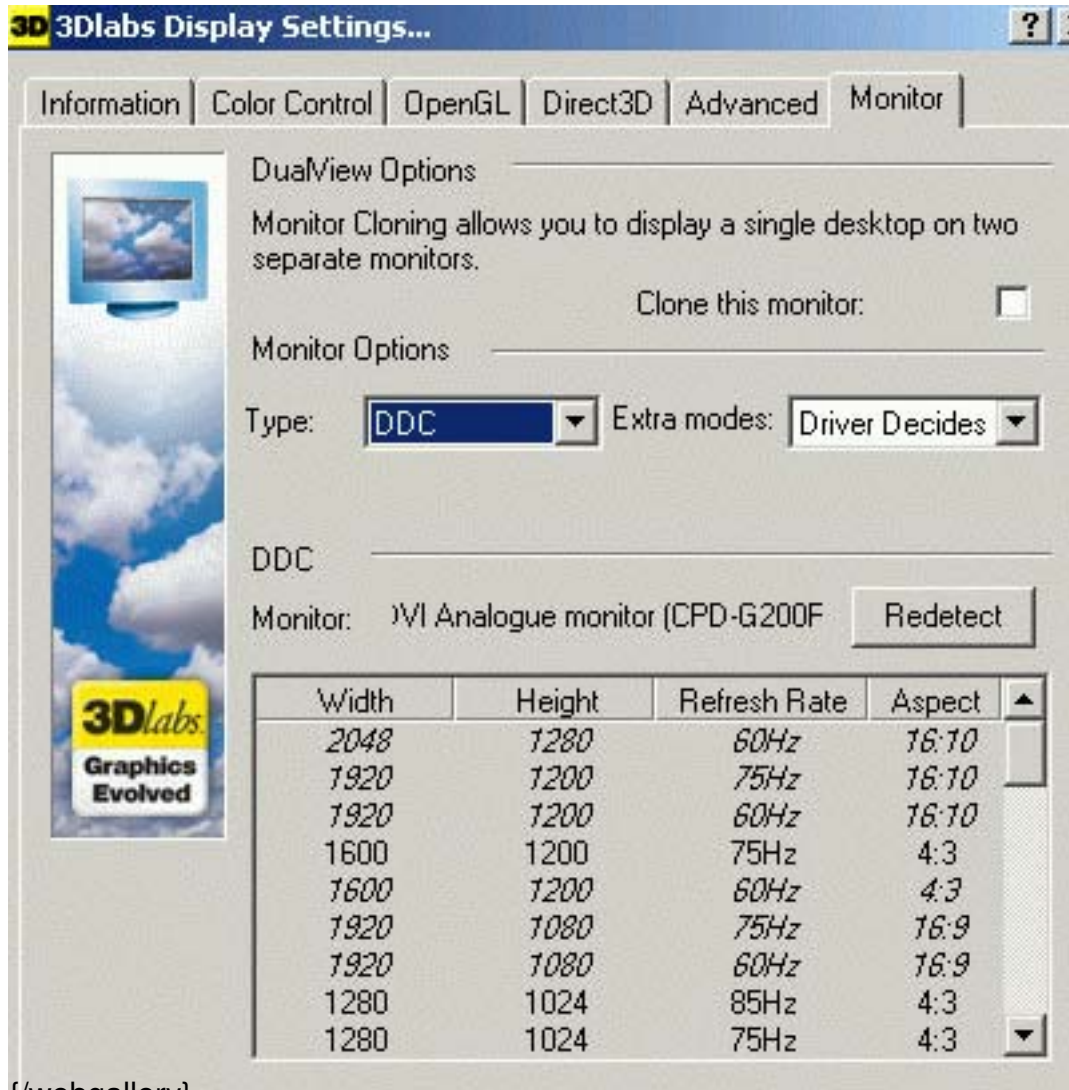
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The screenshot shows the '3DLabs Display Settings...' dialog box with the 'Monitor' tab selected. The 'DuaView Options' section includes a 'Clone this monitor' checkbox which is unchecked. The 'Monitor Options' section shows 'Type' set to 'DDC' and 'Extra modes' set to 'Driver Decides'. Under the 'DDC' section, the 'Monitor' is identified as 'IVI Analogue monitor (CPD-G200F)' with a 'Redetect' button. A table lists various display modes with columns for Width, Height, Refresh Rate, and Aspect.

| Width | Height | Refresh Rate | Aspect |
|-------|--------|--------------|--------|
| 2048 | 1280 | 60Hz | 16:10 |
| 1920 | 1200 | 75Hz | 16:10 |
| 1920 | 1200 | 60Hz | 16:10 |
| 1600 | 1200 | 75Hz | 4:3 |
| 1600 | 1200 | 60Hz | 4:3 |
| 1920 | 1080 | 75Hz | 16:9 |
| 1920 | 1080 | 60Hz | 16:9 |
| 1280 | 1024 | 85Hz | 4:3 |
| 1280 | 1024 | 75Hz | 4:3 |

{/webgallery}