

Intergraph Intense3D RealizM II 1.3+ (MSMT408)

Written by Vlask

Wednesday, 03 February 2010 15:50 - Last Updated Monday, 09 April 2012 15:09



Core: ? ?MHz ?bit

Memory: 16MB SDR FrameBuffer + 4/16/32/64MB optional SDR Texture memory ?MHz ?bit

Year: 1997 **Bus:** 2x PCI

Made: ? **Links:** [press info](#) [manual](#)

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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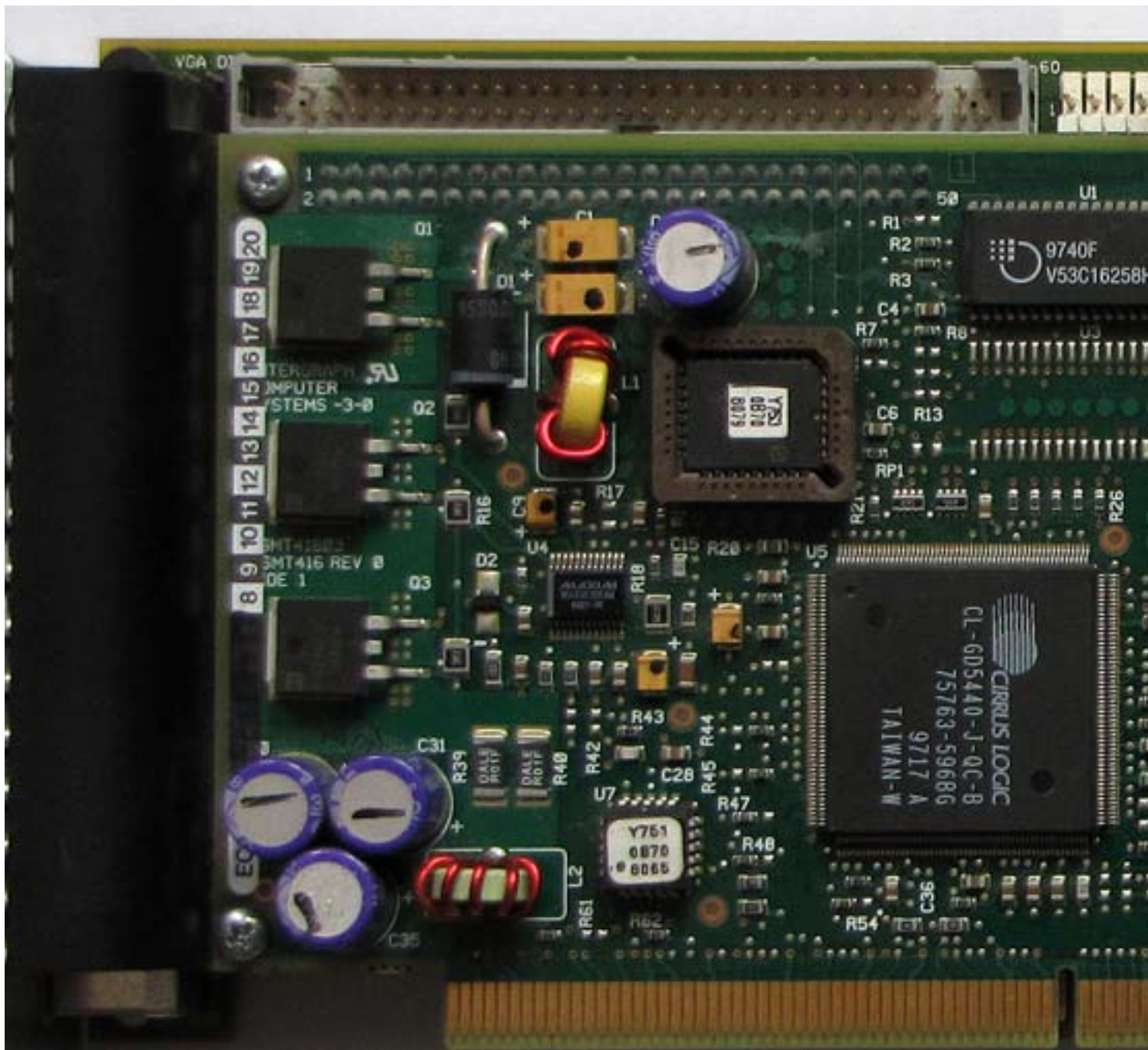
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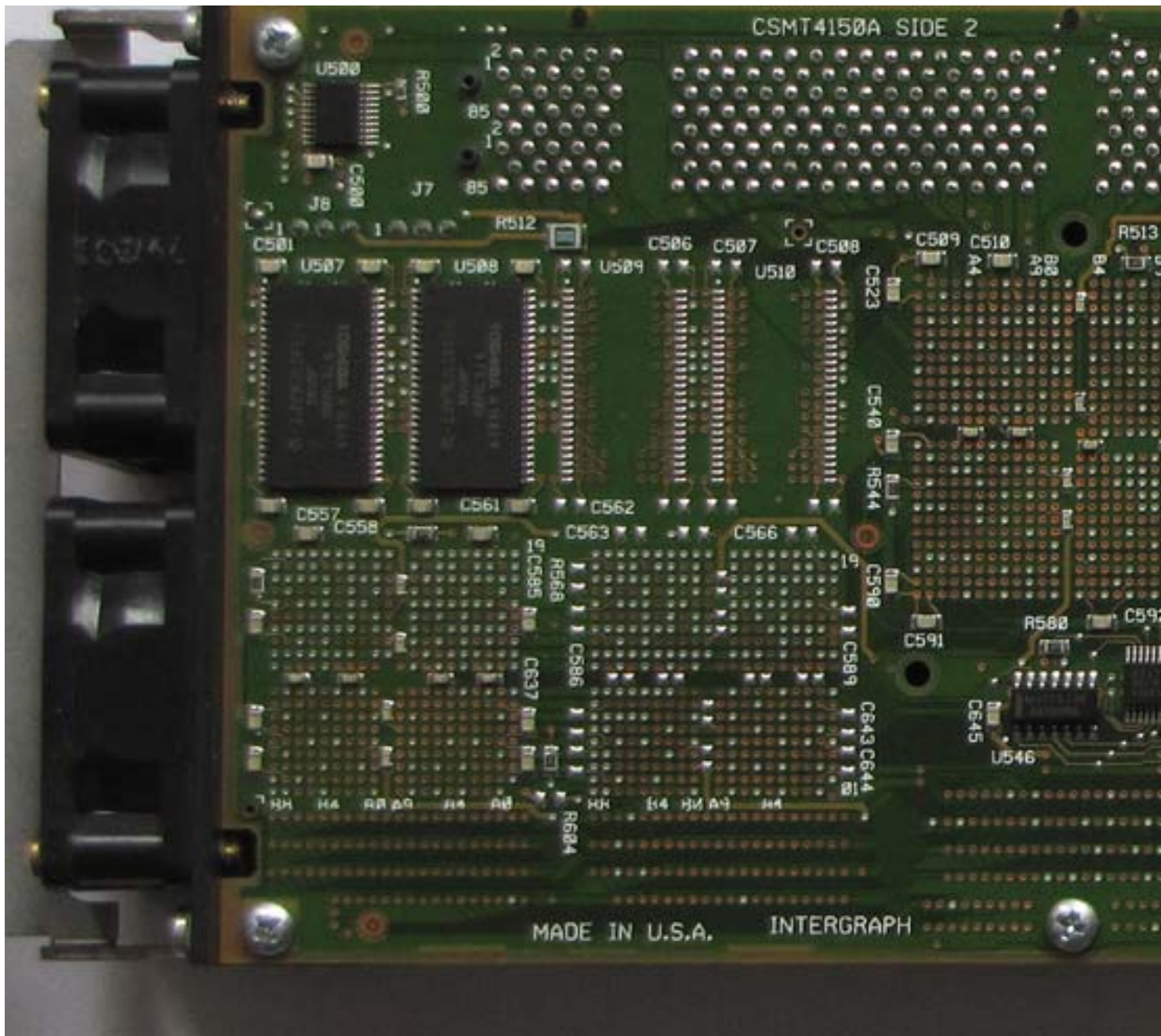
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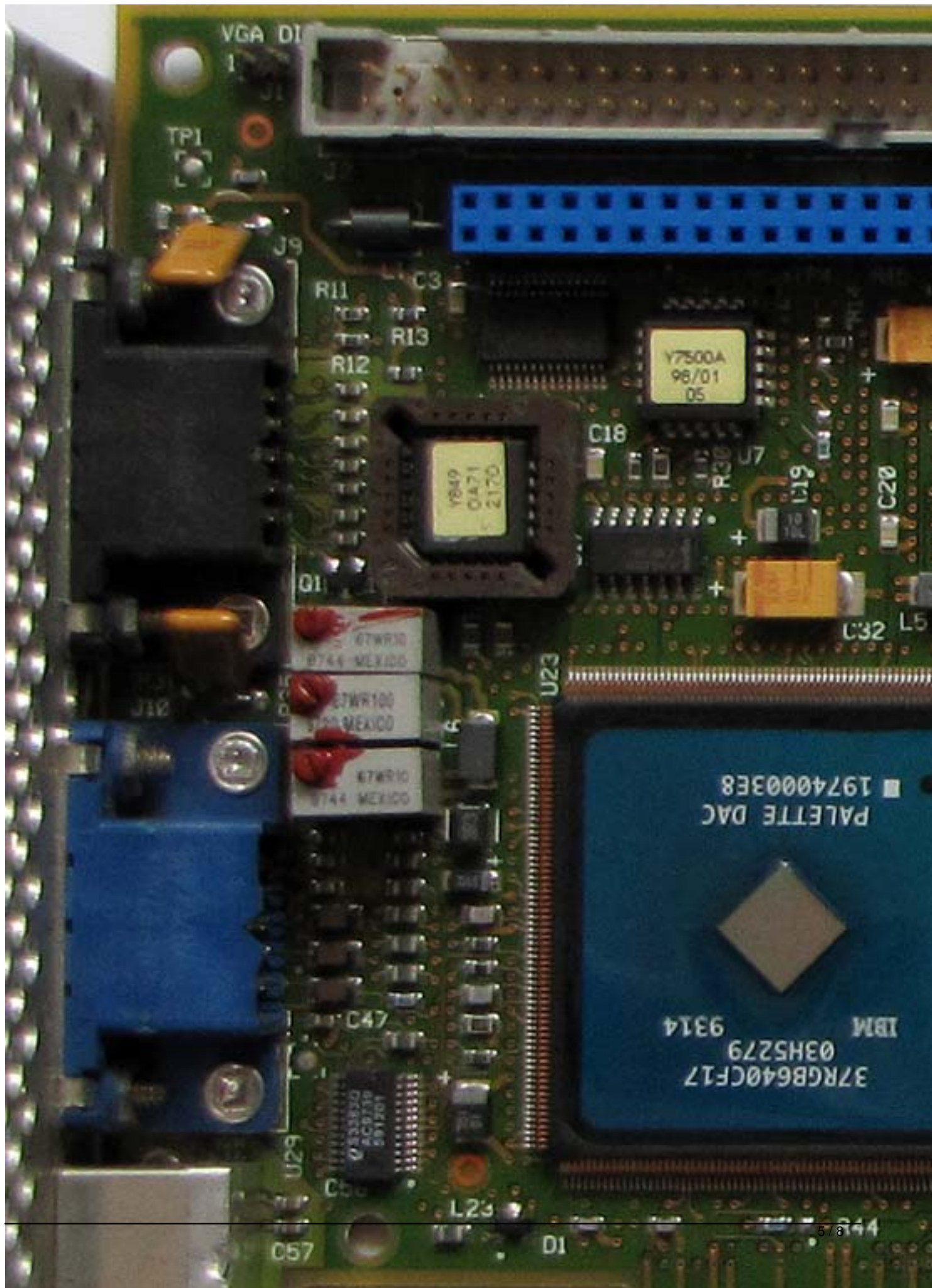
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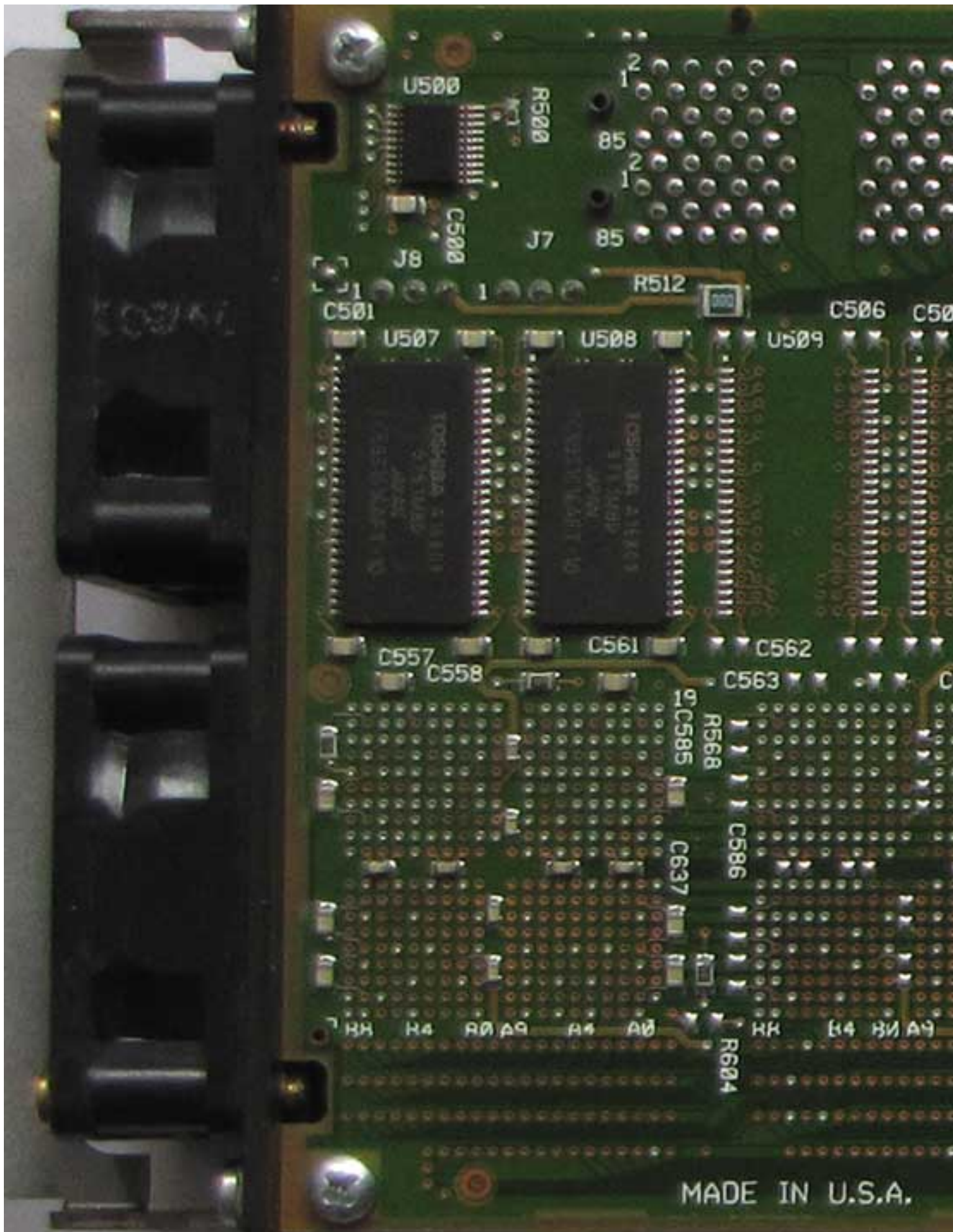
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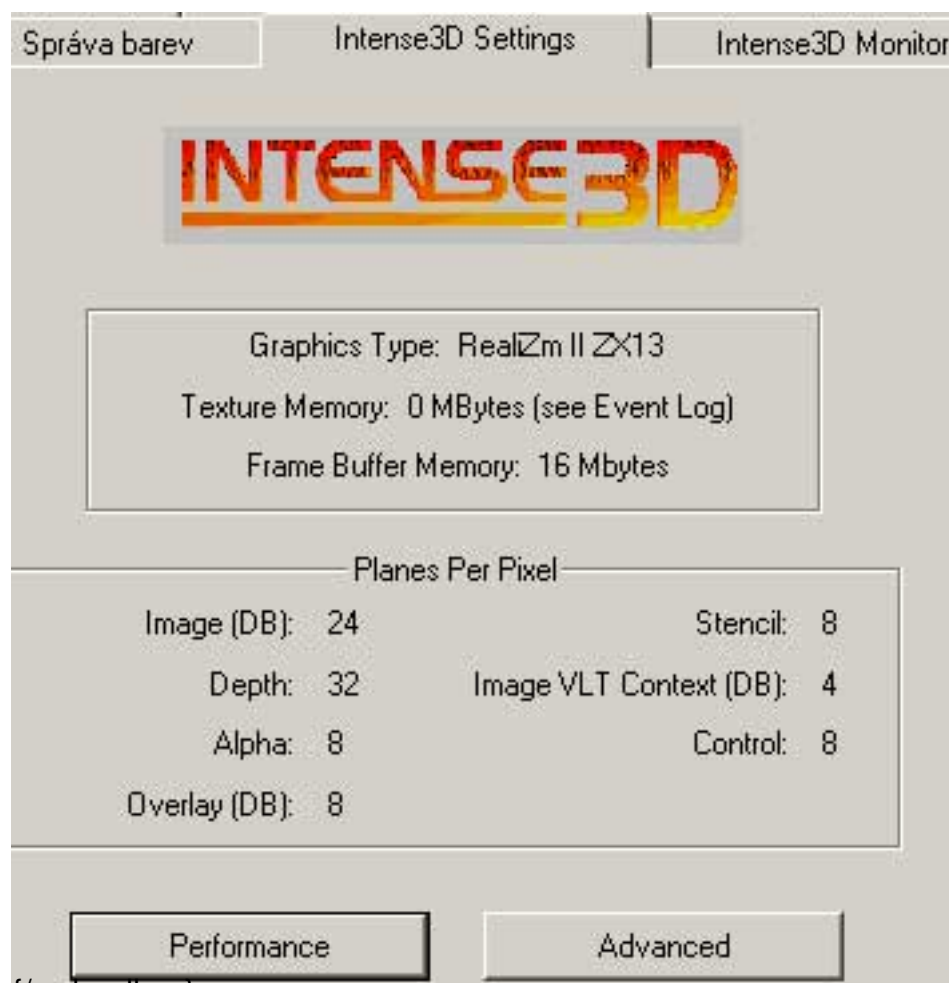
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