

## 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}



# Intergraph Intense3D RealIZm II 1.3+ (MSMT408)

Written by Vlask

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

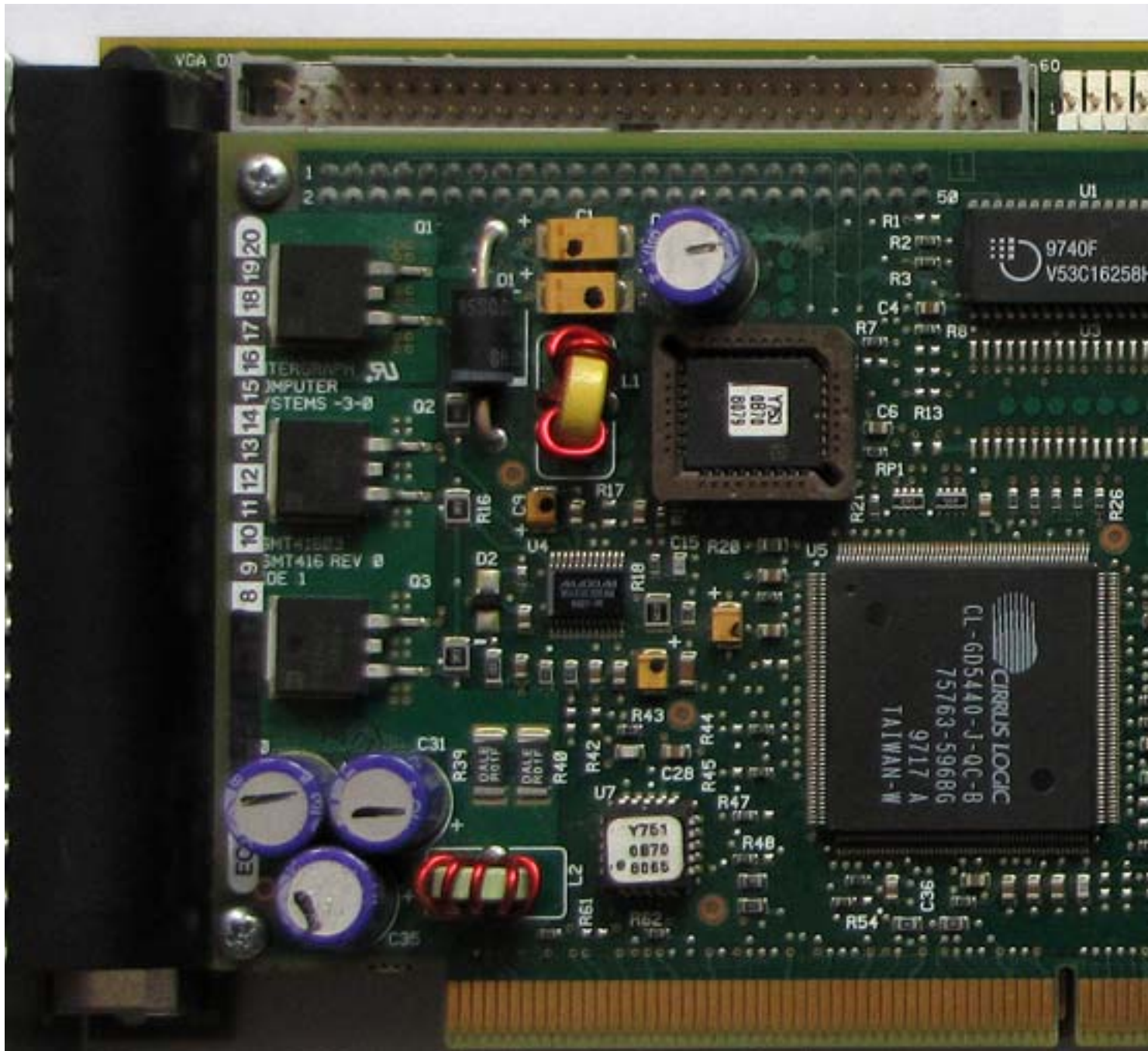
---



# Intergraph Intense3D RealIZm II 1.3+ (MSMT408)

Written by Vlask

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

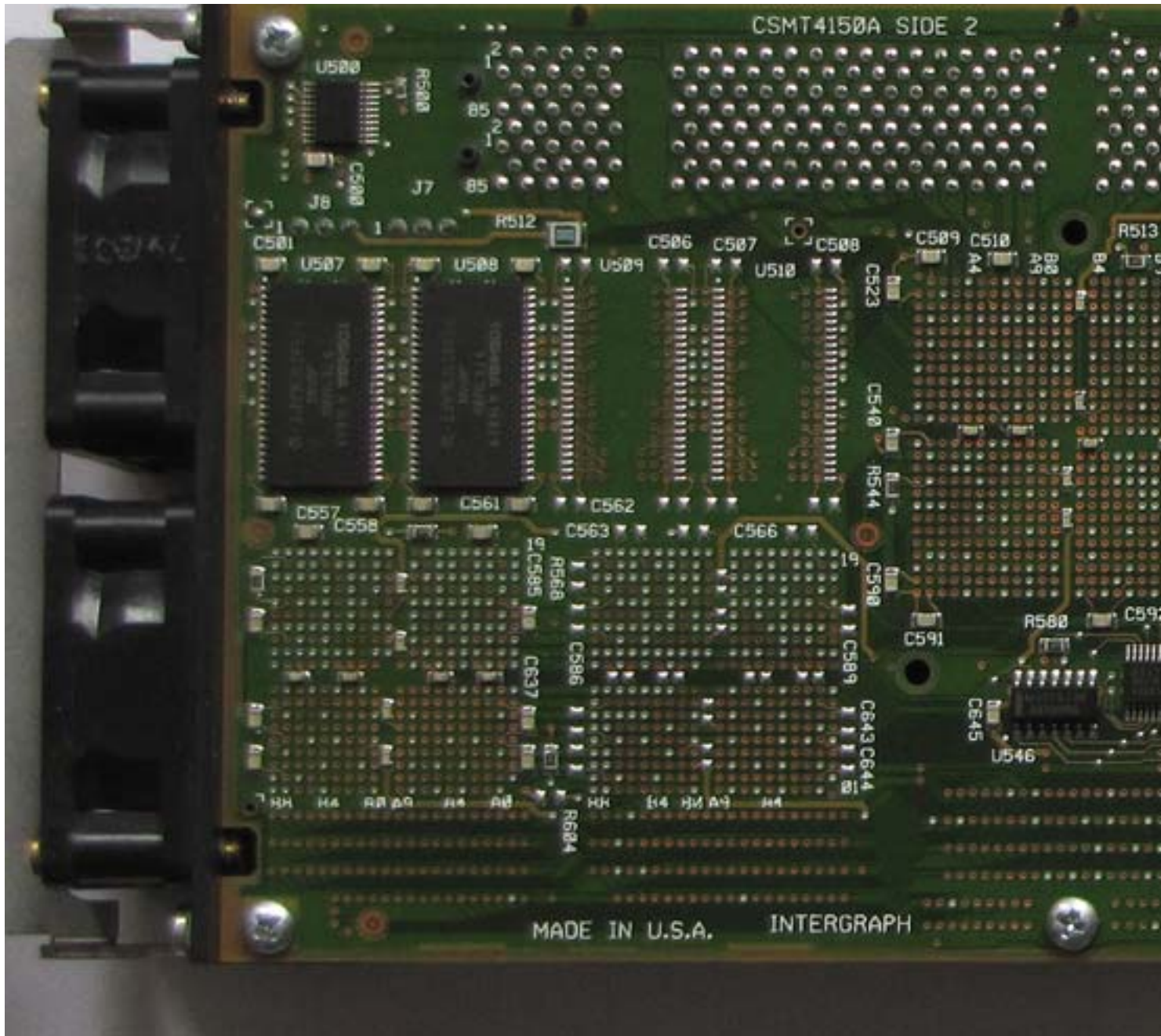


# Intergraph Intense3D RealizM II 1.3+ (MSMT408)

Written by Vlask

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

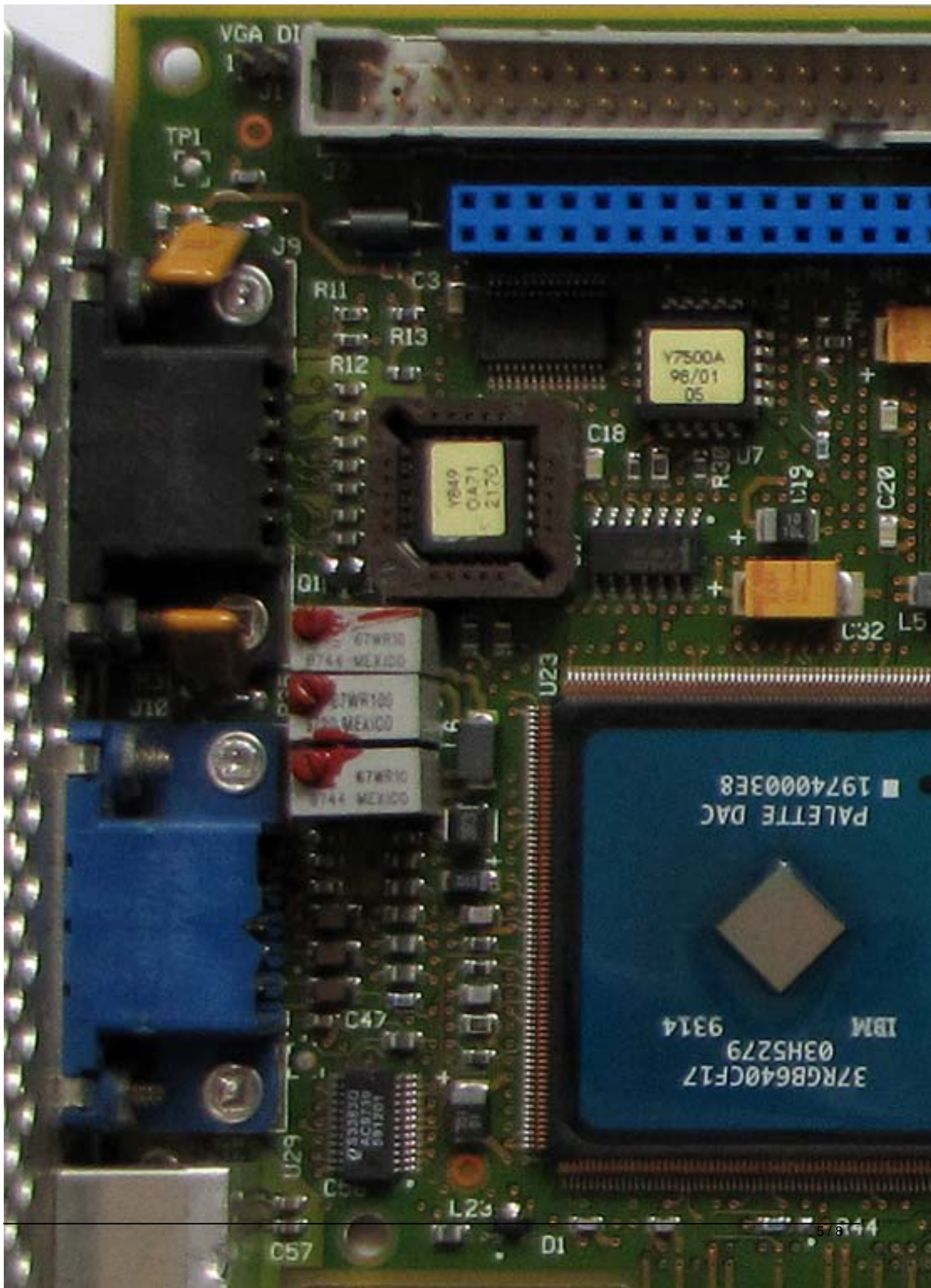
---



# Intergraph Intense3D RealizM II 1.3+ (MSMT408)

Written by Vlask

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



## Intergraph Intense3D RealizM II 1.3+ (MSMT408)

Written by Vlask

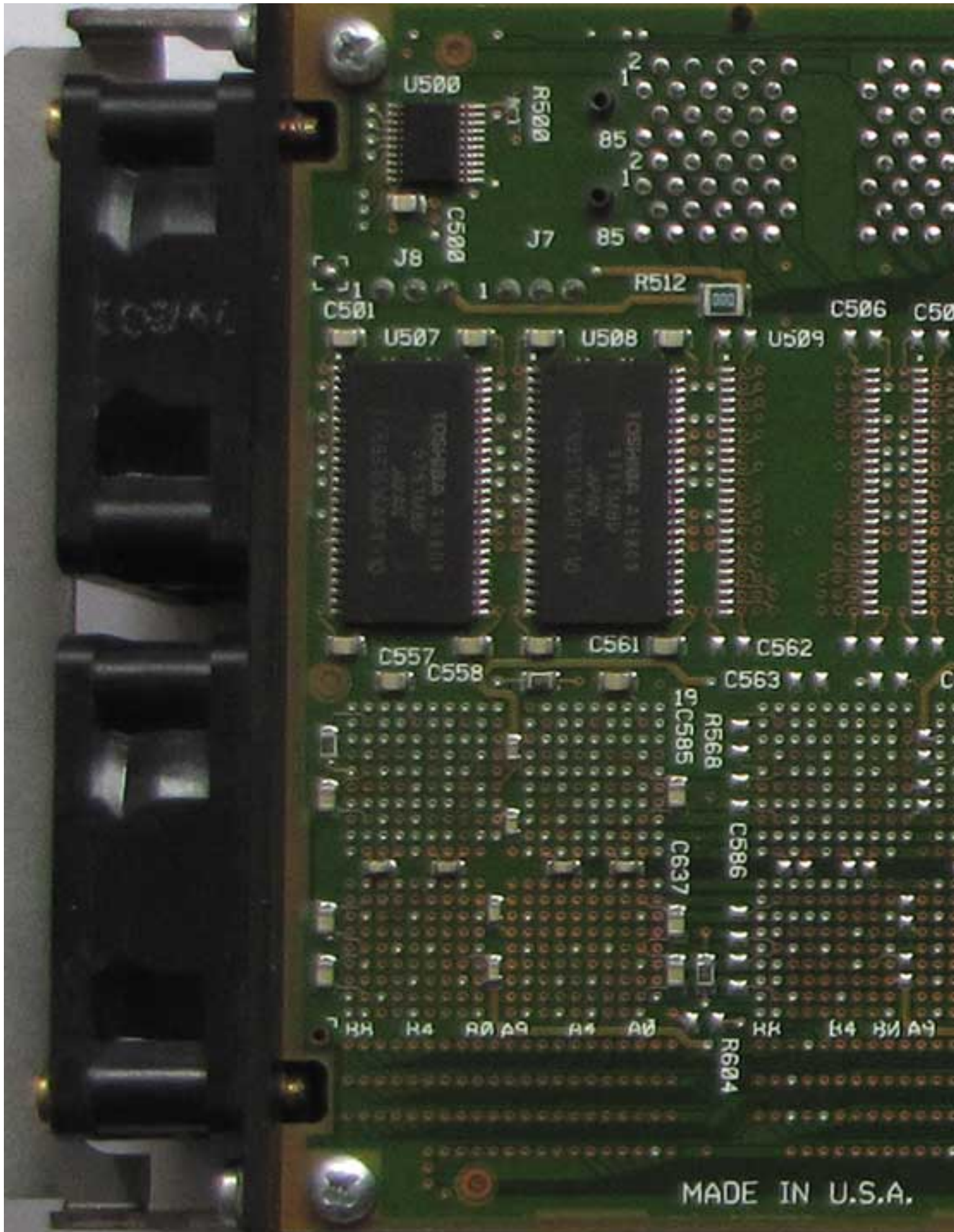
Wednesday, 03 February 2010 15:50 - Last Updated Monday, 09 April 2012 15:09

---

# Intergraph Intense3D RealizM II 1.3+ (MSMT408)

Written by Vlask

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




## Intergraph Intense3D RealizM II 1.3+ (MSMT408)

Written by Vlask

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

---

Správa barev   Intense3D Settings   Intense3D Monitor



Graphics Type: RealizM II ZX13  
Texture Memory: 0 MBytes (see Event Log)  
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}