

## HP Visualize FX10

Written by Vlask

Wednesday, 03 February 2010 20:31 - Last Updated Thursday, 16 September 2010 20:26

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**Core:** Agilent ?MHz ?bit  
**Memory:** 64MB SDR 166MHz ?bit  
**Year:** 2000 **Bus:** AGP 2x  
**Made:** USA **Links:** [whitepaper](#) [manual](#) [press](#) **Price:** \$2500  
**Note:** card number A1264-66501

**Bios:** [hp](#) [about info](#)

**OpenGL:** GL\_EXT\_bgr GL\_EXT\_bgra GL\_EXT\_generate\_mipmap GL\_EXT\_polygon\_offset  
GL\_EXT\_rescale\_normal GL\_EXT\_texture\_object GL\_HP\_draw\_array\_set  
GL\_EXT\_texture\_border\_clamp GL\_EXT\_texture\_edge\_clamp GL\_EXT\_shadow  
GL\_EXT\_depth\_texture GL\_EXT\_texture3D GL\_EXT\_subtexture GL\_HP\_texture\_lighting  
GL\_HP\_texture\_color\_table GL\_HP\_occlusion\_test GL\_HP\_visibility\_test  
GL\_HP\_visibility\_stats GL\_HP\_supersample GL\_KTX\_buffer\_region GL\_WIN\_swap\_hint  
GL\_WIN\_overlay GL\_Autodesk\_valid\_back\_buffer\_hint GL\_HPCTX\_vertex\_array

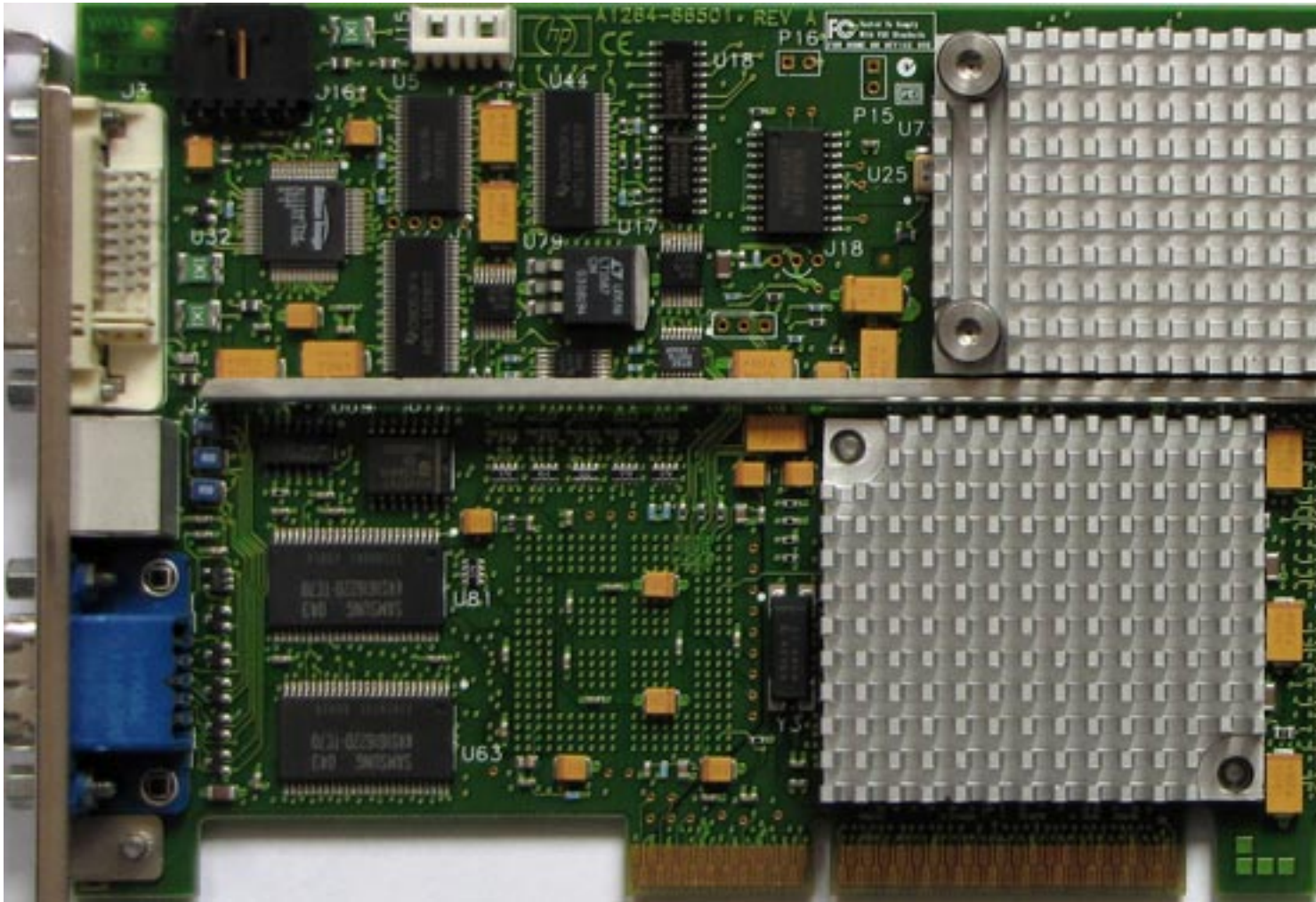
{webgallery}

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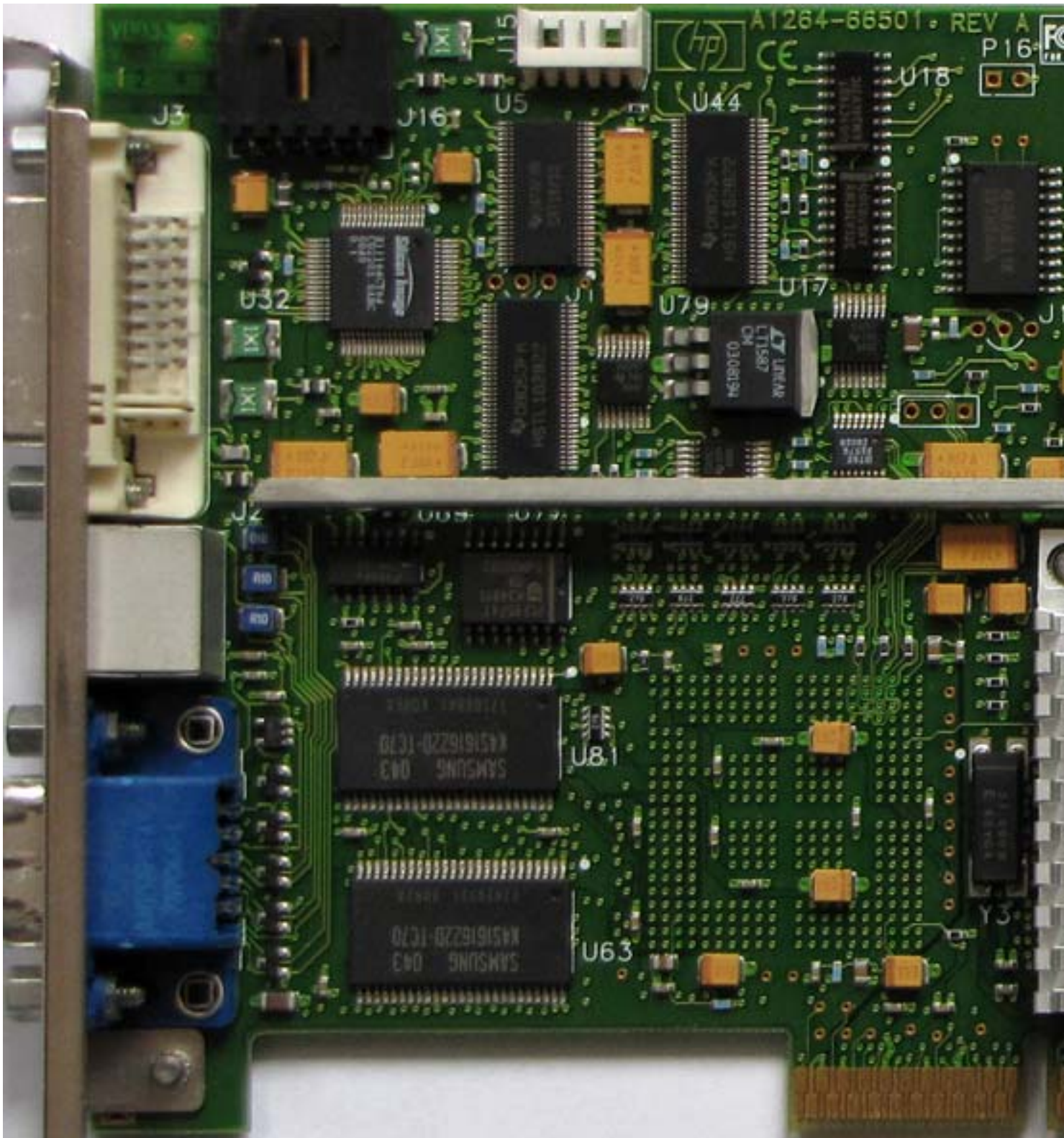


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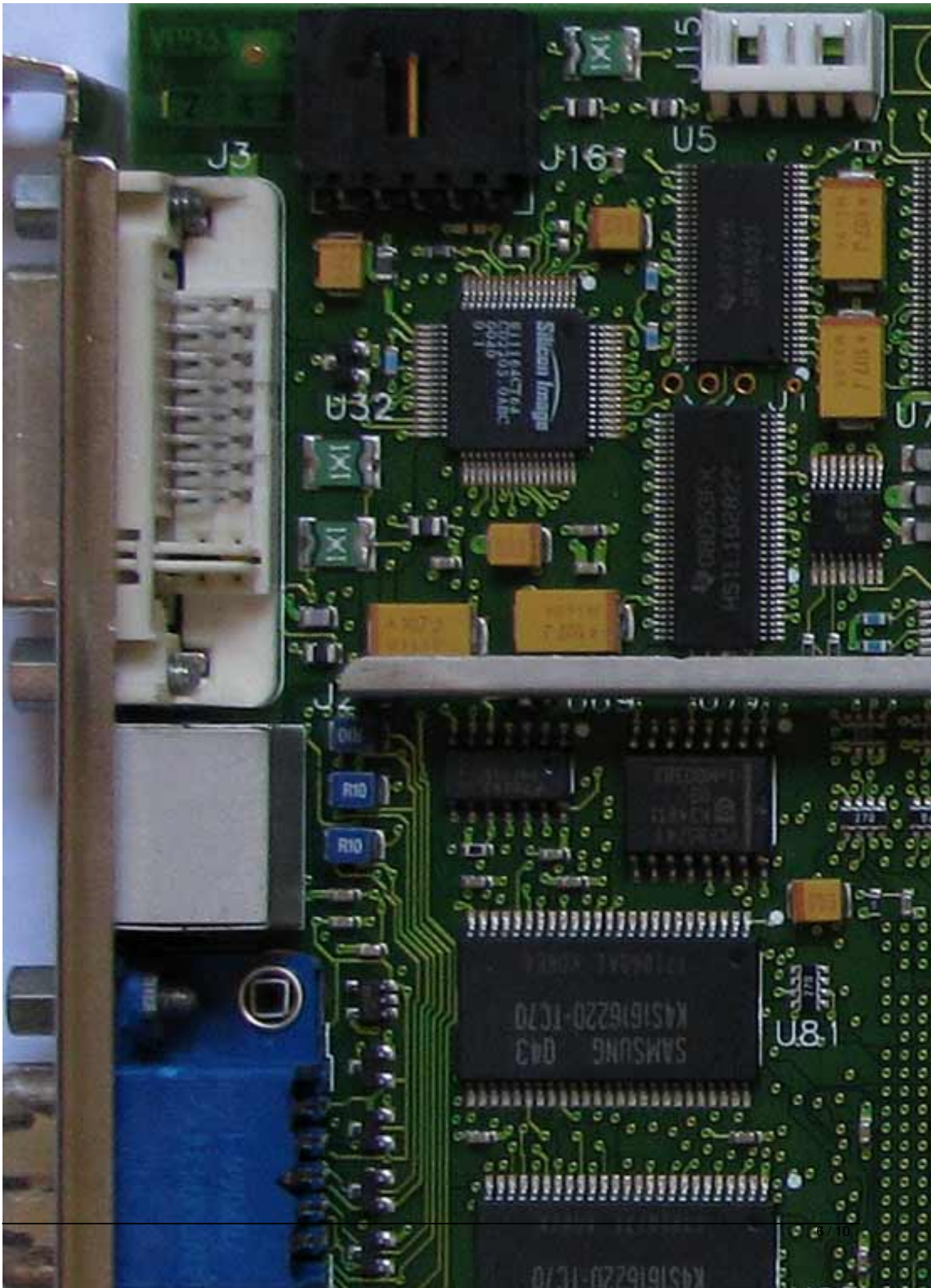
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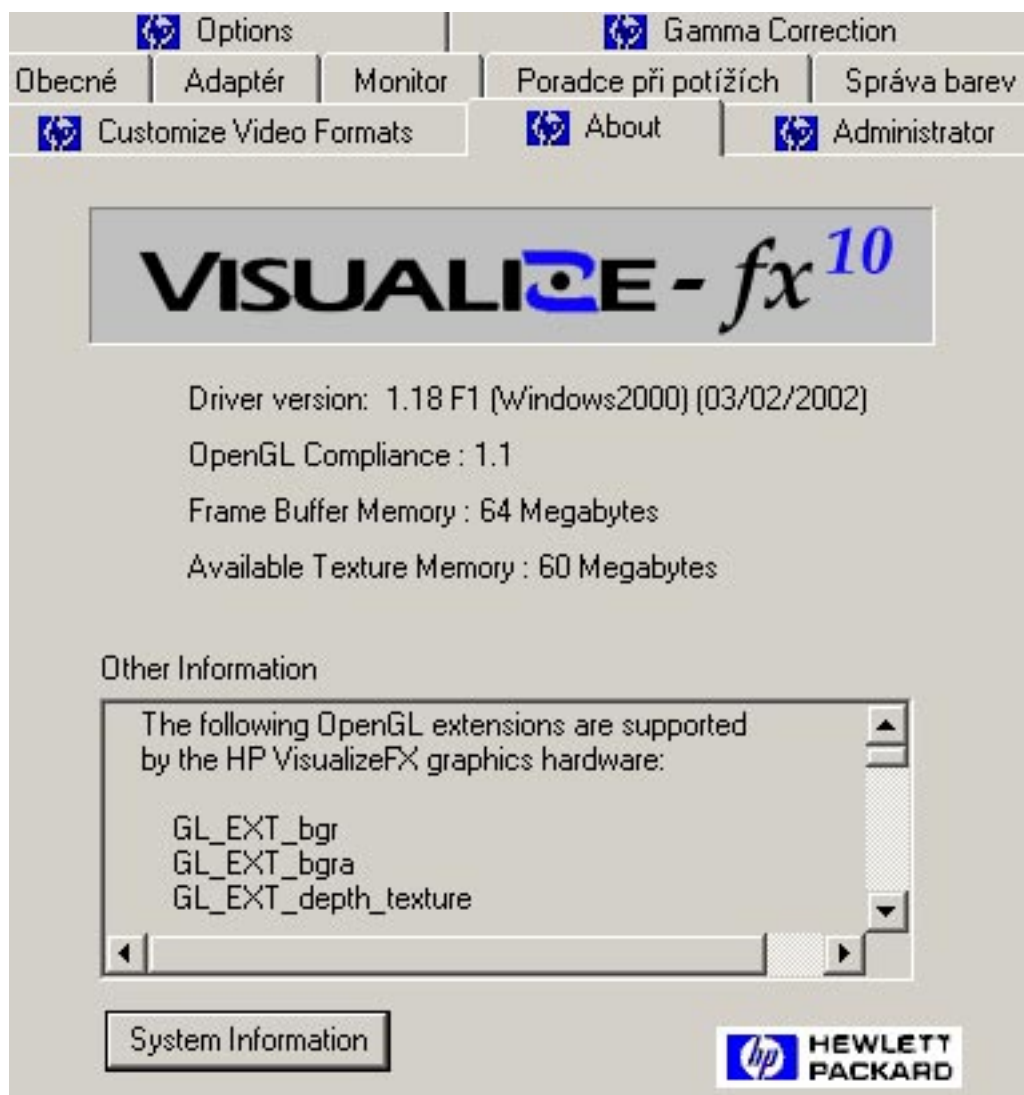


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The screenshot shows the HP VisualizeFX10 control panel. At the top, there are several menu items: "Options", "Gamma Correction", "Obecné", "Adaptér", "Monitor", "Poradce při potížích", "Správa barev", "Customize Video Formats", "About", and "Administrator". The main area features the "VISUALIZE - fx<sup>10</sup>" logo. Below the logo, the following system information is displayed:

- Driver version: 1.18 F1 (Windows2000) (03/02/2002)
- OpenGL Compliance : 1.1
- Frame Buffer Memory : 64 Megabytes
- Available Texture Memory : 60 Megabytes

Under the heading "Other Information", a scrollable text box lists supported OpenGL extensions:

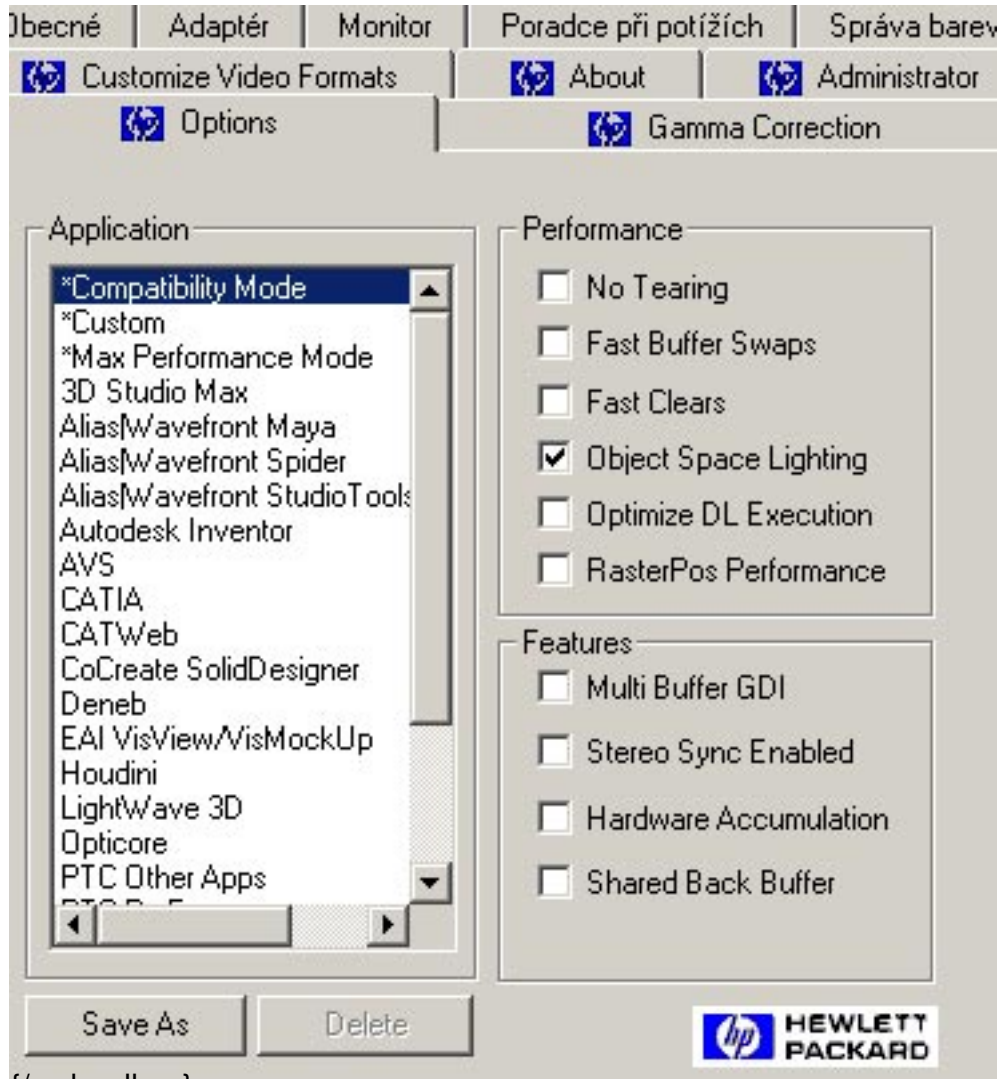
- The following OpenGL extensions are supported by the HP VisualizeFX graphics hardware:
- GL\_EXT\_bgr
- GL\_EXT\_bgra
- GL\_EXT\_depth\_texture

At the bottom left, there is a "System Information" button, and at the bottom right, the HP logo and "HEWLETT PACKARD" text are visible.

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{/webgallery}