

Intel 910GML

Written by Zaatharen

Thursday, 23 February 2012 00:57 - Last Updated Friday, 24 February 2012 14:58



Core: Intel GMA 900 333MHz ?bit

Memory: 8-64MB DDR 266-400MHz 64-128bit **Year:** 2005 **Bus:** Integrated

Pixel pipelines: 4 **TMU per pipeline:** 1 **Pixel shaders:** 4 (v2.0) **Vertex shaders:** 1 (v2.0)

OpenGL:

1.4

DirectX:

9

CPU socket:

479

Supported technologies:

- Additive Texture Blending
- Anisotropic Filtering
- Bilinear Filtering
- Cube Mapping
- Cubic Filtering
- DXT Compressed Textures
- Dot3 Texture Blending
- Environmental Bump Mapping
- Environmental Bump Mapping With Luminance
- Factor Alpha Blending
- Guard Band Support
- Mipmap LOD Bias Adjustment
- Multiplicative Texture Blending
- Point Primitive Support
- Point Sampling
- Projected Textures
- Rendering to a Window

Intel 910GML

Written by Zaatharen

Thursday, 23 February 2012 00:57 - Last Updated Friday, 24 February 2012 14:58

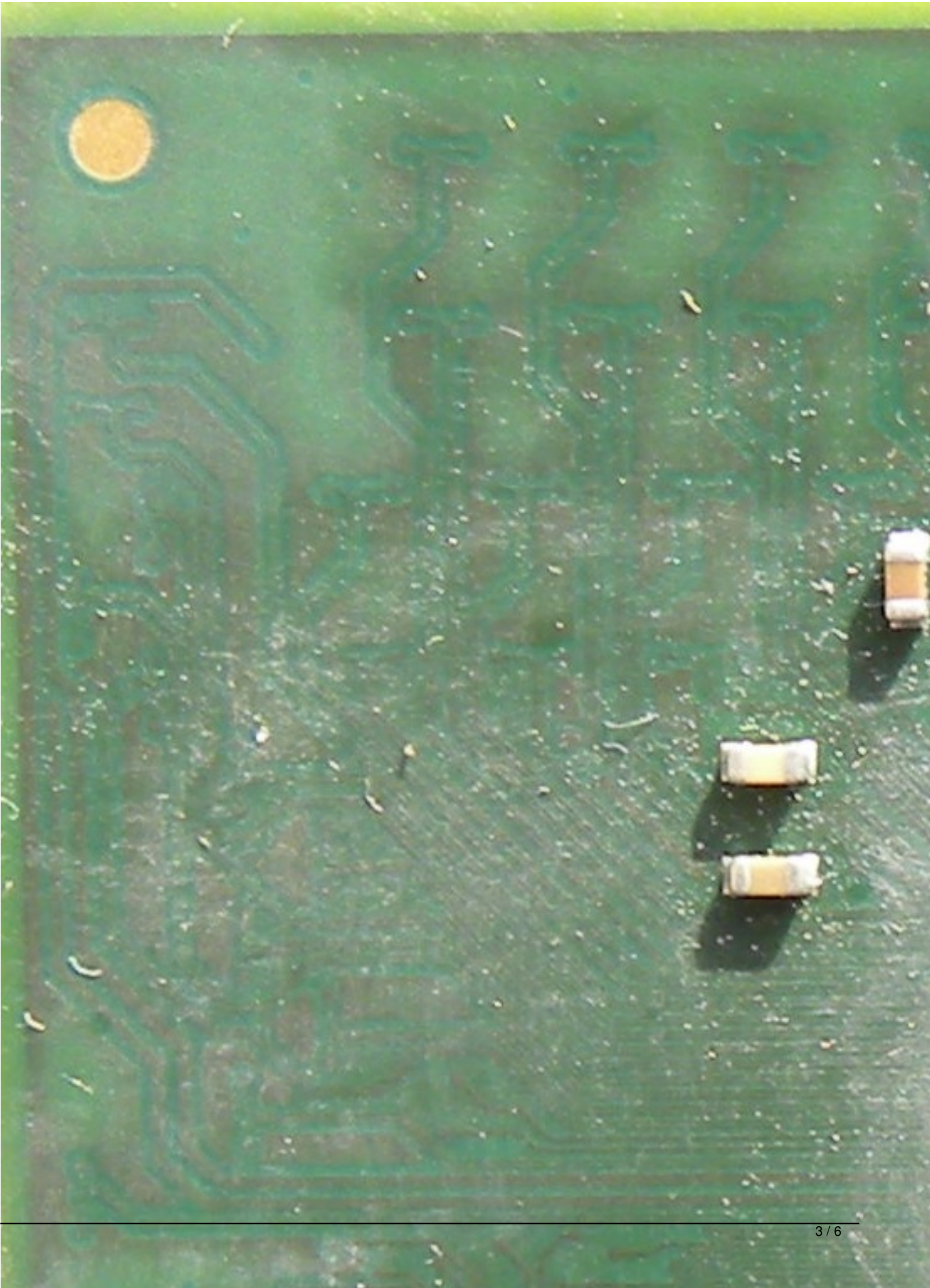
Specular Gouraud Shading
Stencil Buffers
Subpixel Accurate Rasterizing
Subtractive Texture Blending
Table Fog
Texture Alpha Blending
Texture Clamping
Texture Mirroring
Texture Wrapping
Trilinear Filtering
Vertex Alpha Blending
Vertex Fog
Volume Textures
W-Fog

{webgallery}

Intel 910GML

Written by Zaatharen

Thursday, 23 February 2012 00:57 - Last Updated Friday, 24 February 2012 14:58



Intel 910GML

Written by Zaatharen

Thursday, 23 February 2012 00:57 - Last Updated Friday, 24 February 2012 14:58

Intel 910GML

Written by Zaatharen

Thursday, 23 February 2012 00:57 - Last Updated Friday, 24 February 2012 14:58



Intel 910GML

Written by Zaatharen

Thursday, 23 February 2012 00:57 - Last Updated Friday, 24 February 2012 14:58

{/webgallery}