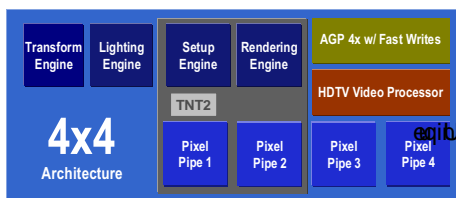


Outrageous 3D Graphics NV10 Ultra

Get ready for an Outrageous step into the next generation of 2D/3D Graphic accelerators from Absolute Multi-media.

256 bits Graphics engine, 600Mpix/ per second...

Outrageous 3D Graphics NV10 Ultra incorporates a 2D/3D graphics engine based on the markets most powerful processorer from Nvidia. Features of the NV10 include;

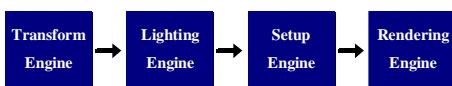


- QuadEngine™ Architecture,
- QuadPipe™ 256-bit Pixel Pipeline
- Industry's First HDTV Processor
- AGP 4x with Fast Writes (30% faster than 4xAGP)
- 600 Mpix/sec (2x- 4x TNT2)
- Worlds first HDTV processor

Into the future with HDTV...

The Outrageous Graphics 3D NV10 Ultra not only supports TV-out for big screen gaming and DVD playback, it also has a built in HDTV processor which will accelerate you into the next generation of video applications like digital VCR's, DVD playback, HDTV and even general Window applications.

NV10's QuadEngine™ Advantage



4 independent pipeline engines

Technical Specifications

Graphics Processor

- NVIDIA NV10 Ultra
- 256 bit, 150MHz engine clock.

Bus Interface

- 1x/2x/4x AGP full sideband/execute mode support, fastwrites technology

Memory

- 128 bits memory configuration, 32Mb SGRAM/SDRAM, 200MHz memory clock.

RAMDAC

- Built-in 300MHz

VGA Connectors

- DB-15 analog monitor connector, VESA DDC2B, DPMS, VBE 2.0/3.0
- FPD connector

TV-Output (Option)

- S-video
- Composite (RCA)
- PAL + NTSC support
- VIP 2.0 connector (HDTV, Digital VCR, DVD)

High-Quality Video Playback

- Full screen DVD playback
- Video acceleration for DirectShow, MPEG-1, MPEG-2, and Indeo

3D Performance

- Hardware Triangle Setup
- MIP Mapping
- 32-bit rendering
- AGP texture support
- Alpha-Blending
- Anisotropic Filtering
- Anti-Aliasing
- Bilinear Filtering
- Bump Mapping
- Environment Mapping
- Fogging
- Subpixel Precision
- Texture Mapping
- Transparency

- Trilinear Filtering
- Gouraud Shading
- Perspective Correction
- Stencil Buffer

256-bit 2D acceleration

- 256-bit 2D engine
- Fast Writes enables host to-graphics "writes" at full 4X AGP speed
- Four 32-bit pixels per clock on all scaled and indexed image operations
- True-color hardware cursor
- Hardware color dithering
- Multi-buffering (up to quad buffering)for smooth animation and video playback
- Fast 32-bit VGA/SVGA support

Software Support

- Operating System Support
- Windows 95/98
- Windows NT 4.0
- Windows 2000

System Requirements

- One AGP compliant slot
- Pentium 90MHz or better
- 16MB RAM
- CD-ROM or DVD drive
- 30MB of hard disk space
- Service Pack 4 (NT-4)

Bulk Packaging

- Outrageous 3D Graphics card
- Install / Driver CD-ROM including Video Install and local language manuals.
- Software Utilities

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