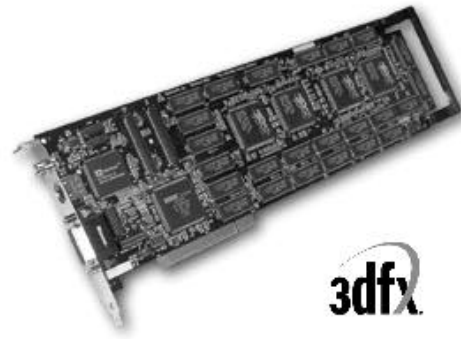# Obsidian 2 200SBi

Advanced 3D Graphics Subsystem

D A T A S H E E T

OVERVIEW

The Quantum3D Obsidian2 200SBi advanced 3D graphics subsystem for Quantum3D's Heavy Metal and Quicksilver II visual computing systems provides industry-leading performance for visual simulation and training, and out-of-home entertainment applications. The Obsidian2 200SBi employs two 3dfx Voodoo2 3 chip graphics subsystems in a parallel configuration that produces 180 trilinear megapixels per second fill rate and can render 3 million textured triangles per second. The Obsidian2 200SBi provides superior screen resolutions for sharper images and wider field-of-view support and faster frame rates for realtime responsiveness.

FEATURES and REQUIREMENTS

• 8 MB, 100 MHz frame buffer memory
• 135 MHz RAMDAC
• 16 MB, 100 MHz texture memory (8 MB effective)
• PCI form factor
• 33 MHz PCI 2.1 compliant bus interface
• NTSC/PAL TV out with S-Video and RCA outputs
• SwapLock connector
• Software authentication protection
• High-density DB-25 connector with "Y" cable for VGA pass through and monitor connection
• Internal pass-through connector (cable assembly optional)
• Display Data Channel 2b compliant
• Requires separate 2D/VGA Windows display adapter and VGA and/or NTSC/PAL compatible monitor
• Supports MS-DOS, Windows 95 and Windows 98 or Windows NT
• Support for Microsoft Direct3D , 3dfx Glide , Quantum3D SimGL
• Compatible with major scene management applications including CATI X.IG, CG2 V-tree, Lockheed Martin SE View, Multigen-Paradigm Vega , Quantum3D OpenGVS , Reality2 Tiepolo , SoftReality SoftVR and others
• FCC Class B and CE compliant
• Requires 100 W operating power

3D Display Resolutions	Video Refresh Rate
512 x 384	72, 75, 85 Hz
640 x 400	70, 75, 85 Hz
600 x 480, 800 x 600, 960 x 720, 1024 x 768	60, 75, 85 Hz
1024 x 1024	60 Hz