

Obsidian2 X-Series

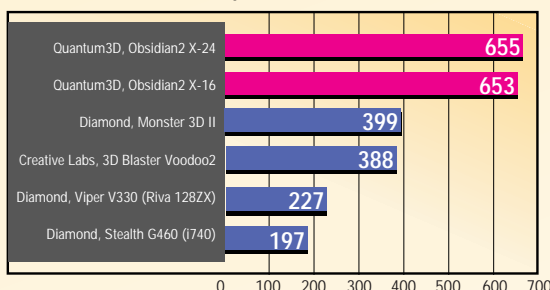
Ultimate 3D Accelerators for PC Games

Performance highlights

- 4.8 GB/sec dedicated graphics memory bandwidth
- 180 Mpixels/sec sustained trilinear fill rate
- 1024 x 768 maximum screen resolution for super image quality

3D GameGauge 800 x 600 Comparison *

(higher is better)

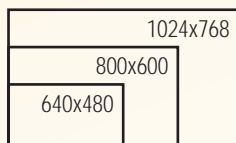


Twice the Voodoo2™ power in a single-slot SLI accelerator

Obsidian2™ puts six Voodoo2™ graphics engines into one single-slot solution. This super powerful design features Scan Line Interleaving (SLI) that delivers twice the performance of other Voodoo2™ accelerators. With its 384-bit memory architecture, Obsidian2 delivers 180 megapixels per second trilinear fill rate and up to 3 million textured triangles per second for unparalleled frame rates. Obsidian2 instantly injects twice the performance into the hottest 3D games. And the single slot configuration means there's plenty of room left for other PCI add-on boards.

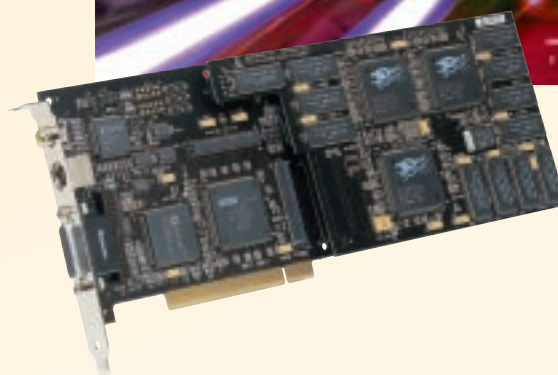
Brilliant 1024 x 768 resolution

Size matters and Obsidian2 delivers 64-percent larger resolution than competitive Voodoo2™ accelerators. See games the way they were meant to be seen – sharp and vibrant. Get full-throttle game play at 1024 x 768 with superior image quality and realtime performance.



TV output for the ultimate home theater experience

Experience immersive 3D realism on your home TV. Obsidian2 comes complete with S-Video and composite TV output in both NTSC and PAL formats. You can play games on standard TV monitors at full NTSC or PAL resolutions. You can also display games simultaneously on both computer and TV monitors. Obsidian2 means big screen impact and excitement.



Total compatibility and control

Obsidian2 is a dedicated, 3D add-on accelerator that operates transparently with existing Windows® 2D accelerators via VGA pass-through. It features a simple Plug-and-Play installation and provides trouble free operation with Windows® operating systems. Obsidian2 is compatible with Microsoft® Direct3D™, 3Dfx Glide™, and MiniGL game titles. In addition, Obsidian2 comes with easy-to-use software controls for resolution, refresh rate, gamma correction, performance tuning, and TV output adjustments. This advanced control lets you fine-tune the Obsidian2 to match your personal playing style.

Free playable game demos

Get an immediate taste of Obsidian2 power by trying 14 playable game demos from top publishers including Electronic Arts, Psygnosis, Acclaim, Mango Grits, and Rage. Test your skill at race car driving, helicopter battle, soccer matches, death matches, and more!

Built for next generation 3D games

Obsidian2 has the headroom you'll need for the next generation of hot 3D games, without needing to upgrade. New games will have even more texture and polygons, and Obsidian2 can handle the load. Two TMU chip sets, abundant amounts of 100 MHz RAM, and 4.8 GB/sec of dedicated graphics bandwidth will keep your game system on the bleeding edge longer than any other 3D accelerator you can buy.

Tons of high-speed memory

Advanced 3D games demand serious memory, and the Obsidian2 X-Series is packed with tons of 100 MHz graphics memory chips. The X-24 has 24 Mbytes and the X-16 has 16 Mbytes. This massive memory configuration gives you the most advanced features, fastest performance, and the highest image quality possible from Voodoo2™ technology.



Obsidian2 X-Series

Feature Highlights

Advanced 3D Texturing

- Perspective correct texture mapping
- Single-pass bilinear and trilinear texture filtering
- Per-pixel Level of Detail MIP mapping
- Single pass texture compositing including detail and projected texture mapping
- Texture morphing and animation
- Gouraud shaded textures

Superior Image Quality

Video Refresh Rates	3D Display Resolutions
72, 75, 85 Hz	512x384
70, 75, 85 Hz	640x400
60, 75, 85 Hz	640x480, 800x600, 960x720, 1024x768

- Transparency and chroma-key support with dedicated color mask
- Per-pixel atmospheric effects with simultaneous alpha blending
- 22-bit per pixel effective color depth and Z-buffer precision
- Sub-pixel and sub-vertex positioning
- Edge-based polygonal anti-aliasing
- Single, double, and triple buffering
- OpenGL compliant alpha blending

High Speed Performance

- 384-bit memory architecture delivers 4.8 GB/sec of dedicated graphics bandwidth
- 180 Megapixels per second trilinear texture fill rate with LOD MIP mapping, Z-buffering, alpha blending and per-pixel fog enabled
- On-chip triangle set-up with write combining and mesh support delivers up to 3 million perspective correct, textured triangles per second

Easy Plug and Play

- Installation instructions included

Specifications

Graphics Processor

- 3Dfx Interactive Voodoo²™ SLI configuration
- Two Pixelfx² processors
- Four Texelfx² processors

Bus Interface

- PCI 2.1 compliant

Memory Configuration

Product	Total Memory	Effective Texture Memory
X-24	24 MBytes	8 MBytes
X-16	16 MBytes	4 MBytes

Connectors

- High density DB-26 VGA/pass through monitor connector
- S-Video and composite NTSC/PAL TV output connectors

3D API Compatibility

- Microsoft® Direct3D™
- 3Dfx Interactive Glide™ and MiniGL

Minimum System Requirements

- PCI 2.1 compliant system
- Pentium Class or faster Processor
- Available full-length PCI slot
- Windows® 95 or Windows® 98
- Windows® NT 4.0 with Service Pack 3
- Windows® 2D/VGA display adapter with 15 pin VGA connector
- VGA, multi-frequency compatible monitor, and/or NTSC/PAL TV

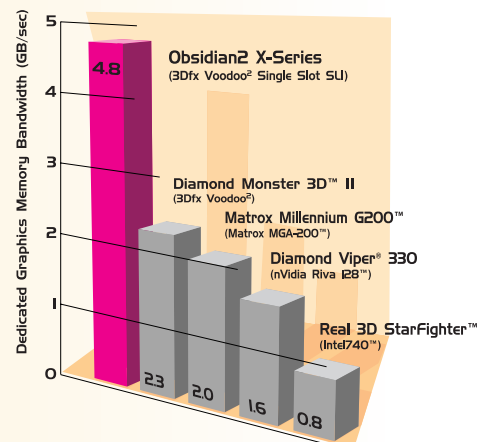
Regulatory Compliance

- FCC Class B
- CE conformity

Warranty

- One Year "Return to Factory" parts and labor

Dedicated 3D Graphics Bandwidth Comparison



* Computer Gaming World's 3D GameGauge testing was conducted by Quantum3D on a 400 MHz Pentium-II PC with 128 MB of memory, Windows 98 and DirectX 6.0 without independent verification by Computer Gaming World. Benchmark information for products tested are available at www.quantum3d.com. All brands and names are the property of their respective owners.



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