QuickDraw 3D Accelerator Card: Specifications (10/96)

Article Created: 24 October 1995
Article Reviewed/Updated: 22 October 1996

TOPIC --

This article provides the specifications of the QuickDraw 3D Accelerator Card
for Power Macintosh computers with PCI slots.

DISCUSSION --

Memory

• 128K SRAM cache
• 512K of high-speed SRAM texture memory, for up to 12 texture maps
• Does not include frame buffer ASICs
• Includes two custom ASICs. Rendering engine is based on state-of-the-art
  0.5µ technology

Acceleration capabilities

• Accelerates QuickDraw 3D rendering to speeds as high as 12 times faster
• Renders 10 million trilinearly filtered, mipmapped texture pixels per second
• Renders up to 120,000 triangles per second
• Accelerates Gouraud shading, texture mapping, transparency, and Constructive
  Solid Geometry (CSG)
• Continually enables trilinear filtering, and mipmapping diffuse and specular
  lighting producing very high quality texture mapped images
• Uses high-performance SRAM memory to display up to 12 texture maps in each
  open window
• Outputs an alpha channel, making it fast and easy to transfer images between
  applications
• Offers hardware-accelerated per-pixel Z sorting for precise rendering of
  transparent surfaces or CSG, regardless of submission order or
  interpenetration
• A single card accelerates 3D rendering to all frame buffers in the system.
  This means it accelerates rendering on multiple monitors.

Environmental requirements

• Operating temperature: 50° to 104° F (10° to 40° C)
• Humidity: 20% to 95% noncondensing

Standards compliance/agency approvals
----
*   PCI 2.1 compliant, IEEE 802.5 and 802.2

System requirements
----
*   An Apple Power Macintosh computer with PCI slots or another PCI-equipped
    computer running the Mac OS
*   Macintosh system software version 7.5.2 or later; System Enabler 1.1 or
    later
*   At least 16 MB of RAM
*   A hard disk drive
*   A CD-ROM drive for installing software

Software and demos included on CD-ROM
----
*   QuickDraw 3D 1.03 Installer and Demo Files - The installer will be localized
    in the following languages: English, French, German, Spanish, Italian,
    Japanese, Dutch, and Swedish.
*   Apple QD3D HW Driver
*   Apple QD3D HW Plug-In (Driver)
*   ReadMe file
*   Demos folder - In the Demos folder are the following third party and
    Apple-developed demos:
    - TextureEyes, a live-video mapping 3D application with models and movies
    - MoviePlayer 2.1
    - Havoc, a 3D game demo from Reality Bytes
    - Models, textures, and product catalog from Specular International
    - Models from ViewPoint Datalabs

Article Change History:
22 Oct 1996 - Added keyword and reformatted.
27 Oct 1995 - Changed distribution status.

Keywords: kpci,specsht

==

This information is from the Apple Technical Information Library.

19961023 16:31:12.00

Tech Info Library Article Number: 18810