

If you never thought you'd be able to afford the professional quality and performance of a Wildcat™, then here's your chance.

Wildcat II Technology's scalability lets 3Dlabs balance professional features and performance to create the most affordable Wildcat graphics accelerator ever.

Wildcat II 5000 combines full-featured 3D acceleration and exceptional 2D performance in a single-pipeline configuration including 64 MB of powerful, dedicated frame buffer and texture memory. With 3Dlab's performance-boosting DirectBurst™ technology, analog or digital monitor support, and stereo viewing, the Wildcat II 5000 offers the essential professional features CAD professionals, digital content creators, and graphics experts need for precise, interactive designs.

Wildcat II 5000

Unmatched productivity for graphics professionals

- **Complete OpenGL 1.2 geometry acceleration**

Complete OpenGL® 1.2 geometry acceleration using a performance-tuned geometry engine which sustains the highest level of real-time on-screen performance in the industry.

- **Dedicated texture memory and frame buffers**

Dedicated 32 MB frame buffer and 32 MB texture memory support lets you create in rich, photorealistic shading and highly detailed textures - always in true color, with maximum depth accuracy and with double buffering enabled.

- **Leading-edge, 3D volumetric texture support**

Hardware accelerated 3D volumetric textures allow you to apply textures throughout the volume of any model, not just the external surfaces.

- **Exclusive SuperScene antialiasing**

Forget about jaggies and crawling, twinkling edges. SuperScene™ antialiasing dramatically improves on-screen representation with true, multi-sampled scene mode antialiasing.

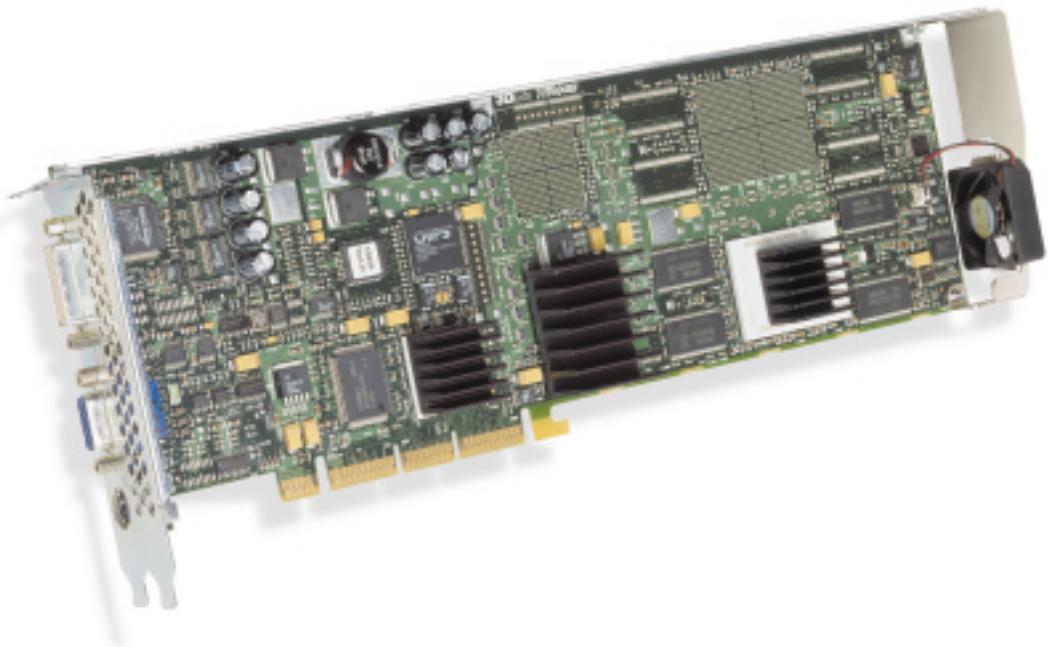
With SuperScene, you get higher performance and significantly lower memory use than typical multisampled antialiasing techniques.

- **Maximum acceleration for maximum performance**

Wide, independent buses connect frame buffer and texture memory to the graphics chipset for maximum performance. Specialized DirectBurst™ technology optimizes the 3D graphics pipeline, significantly boosting performance.

- **Fully programmable geometry ASIC**

With programmable geometry ASIC, you can work with the latest innovations in graphics APIs by means of a simple software driver update. This protects your graphics investment and gives you more power on the desktop.



Technical Specifications

Wildcat Chipset Technology

- Data width:
 - Frame buffer: 128 bits
 - Texture buffer: 64 bits
 - DirectBurst: 32 bits
- Integrated 300 MHz RAMDAC
- Single-pipeline configuration featuring wide, independent buses to connect frame buffer and texture memory to the graphics chipset.
- Complete OpenGL® 1.2 geometry acceleration using a professionally tuned geometry engine. Accelerates the complete OpenGL 1.2 pipeline, including all geometry operations, triangle setup, texturing, and pixel operations
- Wide, independent buses connecting frame buffer and texture memory to the graphics chipset for maximum performance
- 3D volumetric texture support
- DirectBurst™ technology optimizes the 3D graphics pipeline, significantly boosting performance

Geometry Acceleration

- Model view matrix transformation of vertex and normal coordinates
- Perspective and viewport transformations
- Texture matrix transformation of texture coordinates
- Local display list storage and processing
- Full lighting calculations (up to 24 lights)
- View volume clipping
- Up to six user clip planes
- Image processing

Hardware Performance

- 3D Gouraud-shaded triangles, Z-buffered, 15-pixel: 8.5 M Tri/Sec
- Trilinear Textured, Gouraud-shaded, 32 bit (RGBA) texels: 166.0 M pixels/sec
- 3D Vectors, solid-color, 10-pixel: 11.1 M Vec/Sec

Professional 3D Features

SuperScene Full-Scene Multisampled Antialiasing:

- Point sampled with sixteen samples
- Sample location jittering
- Dynamic sample allocation
- Dynamic sample backoff
- 64 bit hardware accumulation buffer

Traditional 2D Operations

- 16 and 32 bit color depths (565, 8888)
- Solid and patterned area fills
- Vectors (diamond rule compliant)
- Block moves (screen-to-screen)
- Block gets (screen-to-system)
- Block puts (system-to-screen)

Board Physical

- Full-length ATX form-factor
- AGP 4X – AGP Version 2.0 Compliant

Memory

- 32 MB dedicated frame buffer
- 32 MB dedicated texture buffer
- 16 MB DirectBurst

Display

- True color resolutions up to 2048x1152 double-buffered and 32 bit Z- buffered
- 60 Hz-90 Hz screen refresh rates (monitor dependant)

Stereo Sync Support

Female, 3-pin, VESA-standard, mini-DIN connector provides connection to a LCD shutter glasses emitter module or to other stereo shutter devices.

Digital Flat Panel Output

29 pin DVI-I output connector

Drivers

- Microsoft Windows NT
- Microsoft Windows 2000

Connectors

- 3-Pin, MiniDIN stereo sync output
- 15-Pin, D-sub analog video output
- 29 pin DVI-I output connectors

System Requirements

- Intel Pentium Processor or compatible
- Microsoft Windows NT 4.0 with Service Pack 5 or higher or Windows 2000
- One AGP 4X slot
- An open PCI slot adjacent to the AGP 4X slot for cooling and power
- Minimum of 32 MB DRAM (64 MB recommended)
- 3 MB of free space on the computer's primary system disk for the video display driver software
- 25 W of available power

Warranty

Three (3) years parts and labor limited warranty

Maximum Supported Screen Resolutions (true color, double-buffered)

MAX RESOLUTION	HZ	STEREO AVAILABLE
1920x1440	75	-
1600x1280	76	-
2048x1152	75	-
1920x1200	75	-
1280x1024	60	Yes
1280x960	60	Yes
1152x870	75	-
1376x768	60	-
1280x800	90	-
1024x768	60	Yes
800x600	85	Yes

NOTE: SUPERSCENE ANTIALIASING IS AVAILABLE AT RESOLUTIONS UP TO 640x480

Contacts, Service and Support

For more information and online technical support, visit us at www.3dlabs.com.

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