

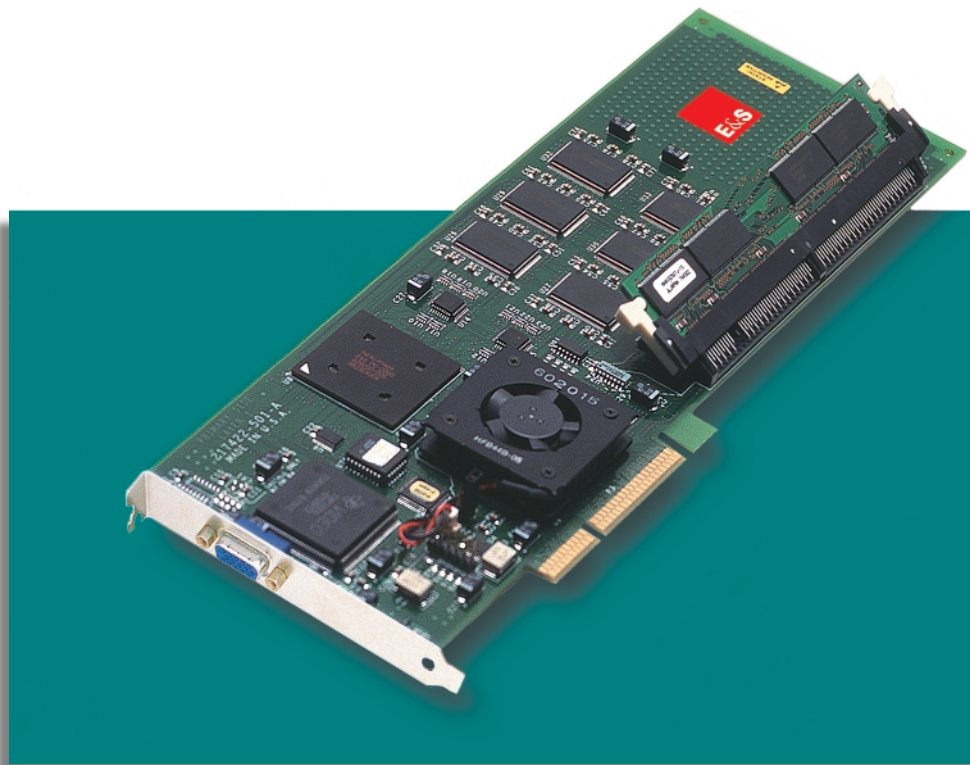


EVANS & SUTHERLAND

E&S Lightning 1200™

Cost-Effective 3D Solution for Design Professionals

- DYNAMICgeometry™ for scalable performance
- Highest quality, full-speed antialiasing and transparency
- Pentium® III-ready
- Up to 4 million triangles per second
- 70 million textured pixels per second
- 31 MB of smart 3D memory



3D with a REAL difference™

technical data





E&S Lightning 1200™

E&S Lightning 1200™ Specifications

GRAPHIC FEATURES AVAILABLE SIMULTANEOUSLY

- Gouraud shading
- Alpha blending for transparency
- High-quality antialiasing
- Texture:
 - Bilinear, trilinear filtering
 - Perspective correction
 - MIP mapping
- Per-pixel depth cueing
- Transparency, fog, overlays, and stencils

SOFTWARE SUPPORT

- OpenGL

OPERATING SYSTEM SUPPORT

- Microsoft Windows NT® 4.0
- Microsoft Windows 2000
- Linux (E&S Lightning 1200 LX only)

GRAPHICS PERFORMANCE^{1,2}

- 3D vectors³ 4M/sec
- 3D triangles⁴ 4M/sec
- Texture fill rate 70M pixels/sec
- Nontexture fill rate 90M pixels/sec

1. All performance rates are with 1280 x 1024 resolution @85Hz, and 24-bit truecolor.
 2. Performance may vary by CPU and bus implementation.
 3. 3D vectors are 10 pixels, antialiased with 16-subpixel positioning accuracy.
 4. 3D triangles are Gouraud-shaded, textured, alpha-blended, and Z-buffered.

HARDWARE FEATURES

- E&S REALImage® 1200 technology
- Built-in VGA support
- 8-bit, double-buffered overlay or alpha
- Stencil planes (4-bit)
- Window IDs (4-bit)
- AGP 2X interface

TOTAL MEMORY

- 15MB 3DRAM (frame & local buffer)
- 16MB CDRAM (texture)

SYSTEM REQUIREMENTS

- 100% IBM-compatible PC with an Intel Pentium®II or Pentium®III processor
- One available AGP slot
- Power consumption <25W

SERVICE AND SUPPORT

- High-quality technical support via a select group of VARs and system manufacturers

- Direct support line
- Web site access to software driver updates and technical support

COMPATIBILITY

- UL 1950. Certified FCC Class B. CE Mark

WARRANTY

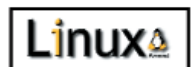
- Three years (parts and labor)

SUPPORTED DISPLAY MODES FOR WINDOWS NT AND WINDOWS 2000

Single-screen modes					
Resolution	Color Depth	Z-buffer	Texture Memory	Refresh Rate Hz	
640 x 480	24-bit	24-bit	16 MB	72, 75, 85, 120	
800 x 600	24-bit	24-bit	16 MB	60, 75, 85, 120	
1024 x 768	24-bit	24-bit	16 MB	60, 75, 85, 120	
1280 x 1024	24-bit	24-bit	16 MB	60, 75, 85	

SUPPORTED DISPLAY MODES LINUX (E&S LIGHTNING 1200 LX ONLY)

Single-screen modes					
Resolution	Color Depth	Z-buffer	Texture Memory	Refresh Rate Hz	
640 x 480	24-bit	24-bit	16 MB	72, 75, 85, 120	
800 x 600	24-bit	24-bit	16 MB	60, 75, 85, 120	
1024 x 768	24-bit	24-bit	16 MB	60, 75, 85, 120	
1152 x 864	24-bit	24-bit	16 MB	60, 75, 85,	
1280 x 1024	24-bit	24-bit	16 MB	60, 75, 85	



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