Incredible 3D Gaming Value!

WINNING PERFORMANCE

- Advanced Multimedia Engine with High Performance 2D/3D Acceleration

- "Next Generation" Digital Video Playback with Full X/Y Interpolation

- Up to 16.7 Million Colors for Photo-Realistic Images

- Up to 160MHz Refresh Rate for Ultimate Image Quality

- Up to 1600x1200 Resolution

- Plug-and-Play with Auto-Configuring Features for Easy Installation

Step into a new world of gaming with the NITRO 3D™ from STB.

STB's NITRO 3D™ represents the next generation in multimedia graphics acceleration. Now Windows 95 Direct3D and DOS games can truly take advantage of NITRO 3D's full bilinear texture filtering, MIP-Mapping, true perspective correction, and advanced 3D rendering and shading functions. NITRO 3D delivers exceptional 2D performance, full-motion, TV-quality digital video playback, and fatigue-reducing high refresh rates. The NITRO 3D is fully compatible with all Windows 95 DirectX API's and supports major DOS game API's.

NITRO 3D
MULTIMEDIA ACCELERATOR
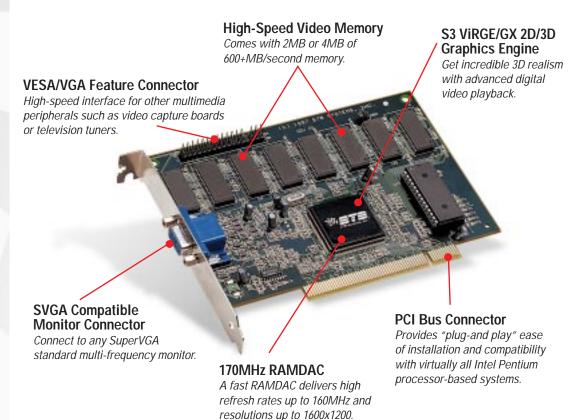
STB
STB Systems, Inc.

NITRO 3D

Incredible 3D Gaming Value!

POWERFUL FEATURES

- 2MB or 4MB of ultra high-speed (600+MB/sec) video memory (2MB is expandable to 4MB)

- Based on S3's ViRGE GX multimedia controller with full 2D/3D Video acceleration including an advanced Digital Video Engine for superior video quality

- 3D hardware acceleration of texture maps with bilinear or trilinear MIPMAP, perspective correction, and Gouraud shading

- Double-buffer and Z-buffer support

- 2D hardware acceleration of Bit-Block transfers (BitBLTs), line drawing, cursor operations, dual address bus, and read and write bursting

- S3 Scenic Highway™ local peripheral bus and VESA standard VGA feature connector

- API support: Microsoft Direct3D™, DirectDraw™, DirectVideo™, S3D™

- Includes drivers for Windows 95 and Windows NT

- VESA DDC-2B support for Plug-and-Play monitors

- STB VISION 95™ optimized drivers for Windows 95 including full DirectX support

- FCC Certified

High-Speed Video Memory
Comes with 2MB or 4MB of 600+MB/second memory.

S3 ViRGE/GX 2D/3D Graphics Engine
Get incredible 3D realism with advanced digital video playback.

VESA/VGA Feature Connector
High-speed interface for other multimedia peripherals such as video capture boards or television tuners.

SVGA Compatible Monitor Connector
Connect to any SuperVGA standard multi-frequency monitor.

PCI Bus Connector
Provides "plug-and-play" ease of installation and compatibility with virtually all Intel Pentium processor-based systems.

170MHz RAMDAC
A fast RAMDAC delivers high refresh rates up to 160MHz and resolutions up to 1600x1200.

ADVANCED 3D RENDERING FEATURES

	NITRO 3D	Mystique 220	Millennium II	3D Blaster
Gouraud Shading	✔	✔	✔	✔
Z-Buffering	✔	✔	✔	✔
Bilinear Filtering	✔			✔
Trilinear Filtering	✔			
MIP-Mapping	✔			✔
Alpha Blending	✔	✔	✔	✔
Video Texture Mapping	✔	✔	✔	✔
Double-Buffering	✔	✔	✔	✔

REFRESH RATES (HZ)

Resolutions ▶ / Colors ▼	640x480	800x600	1024x768	1280x1024	1600x1200
256	60,72,75,85,100,120,140,160	60,72,75,85,100,120,140	88i,60,70,75,85,100,120	88i,60,75,85	96i,60
65K	60,72,75,85,100,120,140,160	60,72,75,85,100,120,140	88i,60,70,75,85,100,120	**88i,60,75,85**	—
16.7M	60,72,75,85,100,120,140,160	60,72,75,85,100,120	**88i,60,70,75**	—	—
Recommended Monitor Size	14+	15+	17+	21+	21+

Modes in **bold type** require 4MB.

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