Voodoo 5™ 5500 AGP

64MB Dual-Chip SLI 2D/3D Accelerator

Preliminary Specifications

Voodoo 5 5500 from 3dfx is the next stage in the evolution ultra-high resolution gaming. Utilizing a revolutionary scalable architecture, the Voodoo 5 5500 features dual 3dfx VSA-100 processors for more 3D horsepower. Working in parallel, these processors combine to produce over 667 Megatexels per second to create extraordinary 3D worlds in vivid 32-bit color. Boasting state-of-the-art Real-Time Full-Scene HW Anti-Aliasing, the exclusive T-Buffer™ Digital Cinematic Effects engine, 64MB of graphics memory for top performance and support for 2D resolutions as high as 2048x1536, the Voodoo 5 5500 gives today's PC gamers the raw 3D power and premium 2D performance they crave.

Product Features

- Fully-integrated 128-bit 2D/3D/Video Accelerator
- 667-733 Megapixels/second
- 64MB of Graphics Memory
- 32-bit color rendering
- Real-Time Full-Scene HW Anti-Aliasing
- Exclusive T-Buffer™ Digital Cinematic Effects
- 3dfx FXT1™ and DirectX® Texture Compression
- 2K x 2K Textures
- AGP with full sideband support
- 350MHz RAMDAC for resolutions up to 2048 x 1536
- Windows 95, 98, NT4.0, Windows 2000 drivers
- Fully software-compatible with 3dfx Voodoo3

3dfx

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Preliminary Specifications

3D Acceleration

- 4 fully-featured pixels/clock
- Real-Time Full-Scene Anti-Aliasing in hardware
- Exclusive T-Buffer™ Digital Cinematic Effects
    - Depth of Field
    - Motion Blur
    - Soft Shadows
    - Soft Reflections
- 32-bit RGBA
- 24-bit floating point depth buffer (Z and W)
- 8-bit stencil buffer
- 32-bit textures
- 2K x 2K texture size

- DirectX® and FXT1™ Texture Compression support
- Dual triangle setup engines
- Supports multi-triangle strips and fans
- Transparency/chroma-key with dedicated color mask
- Alpha blending of source and destination pixels
- Sub-pixel and sub-texel correction to 0.4x0.4 resolution
- Per-pixel atmospheric fog with programmable fog zones
- Dynamic environment mapping
- Perspective-correct true divide-per-pixel 3D texture mapping and Gouraud shading
- Single-cycle bump mapping
- Single-cycle trilinear mip-mapping

Video Acceleration and Features

- Planar-to-packed-pixel digital video format conversion
- Full VMI 1.4 video port support with CCIR-656 extension
- 350MHz RAMDAC for refresh rates up to 160Hz
- CCIR-601 video input port
- FIFO optimized for high-speed bursting of geometry and texture data
- Bi-endian byte ordering support

Refresh Rates (Hz)

RESOLUTION	Aspect Ratio	NUMBER OF COLORS 256	65K	16.7M	Recomm. Monitor Size
640x480	4:3	60-160	60-160	60-160	14"+
800x600	4:3	60-160	60-160	60-160	
1024x768	4:3	60-120	60-120	60-120	17"+
1152x864	4:3	60-120	60-120	60-120	
1280x1024	5:4	60-100	60-100	60-100	
1600x1024	16:10	60-100	60-100	60-100	21"+
1600x1200	4:3	60-100	60-100	60-100	
1920x1080	16:9	60-85	60-85	60-85	
1920x1200	16:10	60-85	60-85	60-85	24"+
1920x1440	4:3	60-75	60-75	60-75	
2048x1536	4:3	60-75	60-75	60-75	

Software Support

- Forward-compatible with Voodoo3 drivers
- Backward-compatible driver available for Voodoo3
- Windows 95, 98, Windows 2000, and Windows NT4.0 device drivers
- Industry's most comprehensive 3D API support: Microsoft DirectX®, OpenGL®, Glide 2.x and 3.x
- MPEG-2: Support for hardware and software MPEG-2 encoders and decoders from leading suppliers via Microsoft DirectShow

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