Voodoo 5™ 6000 AGP

128MB Quad-Chip SLI 2D/3D Accelerator

Preliminary Specifications

Voodoo 5 6000 from 3dfx represents the pinnacle of Voodoo 5 technology. Taking advantage of the revolutionary scalable architecture of the 3dfx VSA-100 chip, Voodoo 5 6000 features four processors working together to be the world's first 3D accelerator to break the Gigapixel barrier. Clocking in at over 1.33 Gigapixels a second, the Voodoo 5 6000 can create breathtaking 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, 2D resolutions as high as 2048x1536 and a whopping 128MB of graphics memory, the Voodoo 5 6000 is the ultimate 2D/3D accelerator for the hard-core PC enthusiast.

Product Features

- Fully-integrated 128-bit 2D/3D/Video Accelerator
- 1.33-1.47 Gigapixels/second
- 128MB 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
- External Power Supply
- 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

- 8 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
- Quad 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	21"+
1600x1024	16:10	60-100	60-100	60-100	
1600x1200	4:3	60-100	60-100	60-100	
1920x1080	16:9	60-85	60-85	60-85	24"+
1920x1200	16:10	60-85	60-85	60-85	
1920x1440	4:3	60-75	60-75	60-75	
2048x1536	4:3	60-75	60-75	60-75	

Software Support

- Forward and backward compatible with Voodoo3 drivers
- 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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