PowerStorm
4D51T

Description: Advanced 3D graphics with OpenGL 1.1 acceleration for the DIGITAL Personal and Ultimate Workstation product family. Also available on DIGITAL AlphaServers.

Key Features: 1280x1024 resolution, true color double buffered. 3D shading and texture mapping, including TriLinear MIPmapping, supporting 16MB texture memory. 24bit Z-buffer and 4bit double buffered overlay planes. Single PCI board.

Target Markets: MCAD, especially solid and surface design. MCC, especially animation and modeling. GIS, especially 3D. Scientific Visualization. Visual Simulation.

Where to Use: Where high performance, affordable 3D graphics is needed for UNIX and Windows NT. Use for shading and texture mapping. Use when display resolution does not exceed 1280x1024. Use where single slot solution is required.

Alternatives: 4D60T: high resolution, large texture memory, high resolution stereo. 4D30T: lower cost, Windows NT. 4D10T: lower cost, less demanding 3D.

Part Number	PBXGI-AD SN-PBXGI-AD
Operating System	DIGITAL UNIX, Windows NT
Platforms	DIGITAL Personal and Ultimate Workstations, DIGITAL AlphaServers
Workstation Class 3D	DIGITAL UNIX, Windows NT
3D Support	OpenGL 1.1
Bus Interface	PCI
# Slots	1
Video Memory	16 MB
HW Texture Mapping	Yes
Highest Texture Mode	Trilinear
Std. Texture Memory	16 MB
Max Texture Memory	16 MB
Max Resolution	1280x1024
Max Refresh (1280x1024)	85 Hz
Stereo	Yes, OpenGL
Video Layout	
Color Planes	24 bit DB
Z-buffer	24 bit
Overlay Planes	4 bit DB
Stencil Planes	8
Alpha Planes	8
Window ID Planes	4
Fast Clear Planes	2
Total bits/pixel	102
Hardware Performance	
3D Vectors/sec	2.7 M
3D AA Vectors/sec	1.4M
25 Pixel Triangles/sec	1.25 M
50 Pixel Triangles/sec	890 K
Texture fill rate	
Trilinear texture fill rate	22 Mtexels
ViewPerf Performance	
CDRS	51.6
DX	12.1
DRV	7.05
Awadvs	16.17
Light	1.5