

POWER3D

Frequently Asked Questions

The following answers the most common questions related to TechWorks' Power3D card.

What 3D features are supported by the Power3D card?	Perspective correct texture mapping, bi-linear and advanced texture filtering, level of detail (LOD) MIP mapping, sub-pixel correction, polygonal-based Gouraud shading and texture modulation, 24-bit internal, 16-bit dithered RGB frame buffer, multiple format texture buffer (8-bit and 16-bit), anti-aliasing, z- buffering (16-bit), alpha blending, per-pixel special effects: fog, transparency, translucency, texture compositing, morphing & animation
What are the basic benchmarks for Power3D?	Benchmarks: rated by 3Dfx at 1 million triangles/second sustained and 45 Mpixels per second sustained, all features on
What are the minimum system requirements?	Recommended system requirements: MacOS PowerPC, 32MB RAM and System 7.5.3+, CD-ROM, 640x480 or greater multi-sync color monitor
What Macintosh systems will this card work in?	Power3D is designed to work with all PowerPC systems with an available PCI slot(s)
What software is included with the Power3D card?	System software components plus demos and games are included
Is the Power3D a 2D/3D/video card?	No, it is a full-screen 3D only accelerator and uses the existing on-board 2D via a pass through cable
Does Power3D accelerate my 2D video?	Power3D does not accelerate 2D or 3D in a window. It supports 3D acceleration full-screen for games
When should I use the SVGA adapter?	If your monitor has a standard Apple DB15 pin monitor, you will need to plug the monitor cable into the SVGA adapter (included), then into the Power3D HD15 connector. If you have an SVGA compatible monitor you can plug the HD15 connector directly into the Power3D card
Can I use non multi-sync 640x480 monitors (e.g. older Apple 13")?	No, while the Power3D card supports 640x480, it may not sync to older non multi-sync monitors
Can I use a separate monitor to play games with the Power3D?	Yes, you can leave your existing monitor as-is and plug a second monitor into the Power3D video out to play games on
What if my existing 2D video card has a high-density HD15 out instead of a typical Mac DB15.	This may occur for Mac 2D PCI cards which are cross-platform as HD15 is the standard for SVGA video out. The solution is to order an HD15 to HD15 pass-through cable, which you may order online at www.techworks.com
What is the maximum resolution supported by the 4MB of on-board EDO RAM?	The card's maximum resolution support is 800x600 (with no z-buffering active). Most games are being written to support 640x480 with 32,000 (16 bit) color
How do I get updated drivers for the Power3D card? Why might I need to?	On occasion 3Dfx may add new features or functionality to the Power3D software drivers to accommodate new games. Updated drivers will be posted to www.techworks.com and will be available for downloading, harddisk or CD



Before Installing Our New **POWER3D** Graphics Accelerator, Please Connect The Following Peripherals.

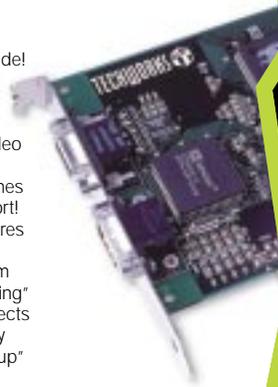


Better strap yourself in.

TechWorks introduces the very first gaming card for the Mac with **3Dfx Voodoo Graphics** technology. That means you can turn your PowerPC into a Power Arcade, with mind-blowing graphics for the latest games. Take it for a spin with new 3Dfx-enabled titles right in the box, including Quake Episode 1, MechWarrior 2, VR Soccer and Weekend Warrior. It's completely plug and play, and works with Mac OS 8. So ask for Power3D at your local Mac retailer or visit us at www.techworks.com for more information. And get ready to put the pedal to the metal.

POWER3D Features

- Turns your PowerPC into a Power Arcade!
- Provides full-screen 3D acceleration
- Supports up to 32,000 (16-bit) colors
- Supports 640x480 full-screen
- Easy install - works with existing 2D video
- Works on PowerPCs with a PCI slot
- Supports QuickDraw™ 3DRAVE™ games
- Exclusive - native 3Dfx Glide API support!
- Bi-linear filtering smoothes blocky textures
- Anti-aliasing eliminates "jagged" edges
- Perspective correction enhances realism
- MIP mapping eliminates texture "sparkling"
- Gouraud shading enhanced lighting effects
- Alpha blending for fog and translucency
- Texture compositing reduces 3D "pop-up"



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