Sun™ XVR-600 Graphics Accelerator

A HIGH-VALUE, LOW-COST GRAPHICS BOARD THAT DELIVERS PROFESSIONAL-LEVEL 3D GRAPHICS TECHNOLOGY

Key Feature Highlights

Sets a new level of Sun entry 3D graphics price/performance, allowing users to capitalize on 3D application functionality:

- 17 million triangles per second peak geometry performance
- 200 million pixels per second texture fill rate
- 128-MB total on-board memory

Dedicated frame buffer memory to support high-quality graphics images

On-board hardware 3D texturing and dedicated texture memory for demanding 3D graphics applications

High-resolution 2D/3D and stereoscopic support, along with high-quality digital and analog video resolution

Framelock support for up to four displays on a platform that allows users to drive multi-display environments

64-bit hardware accumulation buffer support for accelerating effects, such as soft shadows and motion blur

Thirty-two hardware accelerated lights for excellent performance when using multiple light sources

A a high level of three-dimensional accuracy provided by a 32-bit Z-buffer

8+24-bit simultaneous color support

Support for Solaris™ 8, Solaris 9, and Sun™ OpenGL® 1.3 and 1.2.3 for Solaris

Powerful 3D graphics capabilities have gone from rare and expensive to commonplace and affordable. The Sun XVR-600 graphics accelerator doubles performance over Sun's previous generation entry-level 3D-graphics accelerators.

128 MB of total on-board memory provides the performance and features that make this graphics accelerator a perfect choice for cost-conscious customers who need professional-level 3D graphics, such as those running MCAD and MCAE applications. The Sun XVR-600 graphics accelerator's excellent image quality also makes it an ideal solution for customers in the GIS, health care, and Oil and Gas markets) where visualization of large amounts of data is important to critical decision making.

The Sun XVR-600 graphics accelerator supports a large range of resolutions. Multiple frame buffers are supported in a single system, providing synchronized stereoscopic imaging.

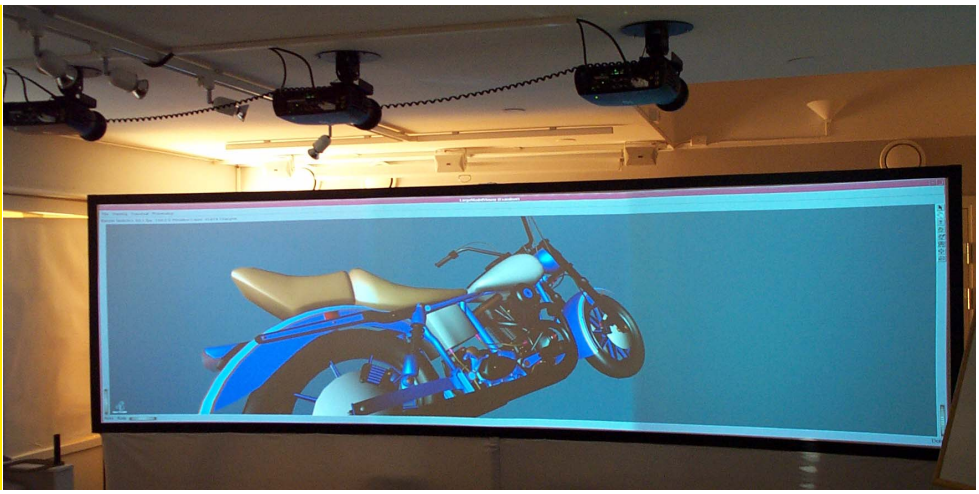
The Sun XVR-600 graphics accelerator supports the industry-standard OpenGL API and the Java3D™ API. Existing applications using these APIs can run unmodified on this graphics accelerator, providing complete investment protection.

The Sun XVR-600 graphics card provides flexibility to the customer by supporting a variety of Sun workstations and servers.

Sun™ XVR-600 Graphics Accelerator System Requirements

FRAMELOCK SUPPORT (MONO OR STEREO) PROVIDES COMPLETE DISPLAY SYNCHRONIZATION OF UP TO FOUR DISPLAYS.

The photo to the right shows a power wall image driven by three Sun XVR-600 graphics accelerators in a Sun Blade workstation.
Other components: Impact Europe AB powerwall, 3D Perception projectors, and Open Inventor software from TGS.



Features

- 64-bit, 33/66-MHz PCI
- 64-MB frame buffer memory
- 32-MB texture memory
- 32-MB display list memory
- 2048 x 1536 @ 40 Hz, 2D/3D resolution
- 1280 x 1024 @ 112 Hz stereo resolution
- DVI-I video connector
- Stereo connector
- Display Power Management Signaling (DPMS)
- High-speed, full-featured DMA over the PCI bus
- Multiple graphics board support in a platform
- Multiview functionality for framelocking multiple cards
- Framelocking of video timing to an external timing source
- Two video look-up tables
- 8+24-bit simultaneous color support

SPECIFICATIONS AND REQUIREMENTS

Supported Systems

System	# Boards Supported
Sun Blade 1500 workstation	2
Sun Blade 2500 workstation	3
Sun Fire™ V440 server	2
Sun Fire V480 server	3
Sun Fire V880 server	4
Netra™ 20 server	1

Operating System Requirements

Solaris™ 8 or 9 Operating System or later

Supported APIs

Sun™ OpenGL® for Solaris™ version 1.2.3, 1.3, or later, Java 3D™ APIs

Power

Wattage: 25 Watts normal operation, 6 Watts Energy Star operation
(power may vary depending on platform configuration)

Dimensions and Weight

Length: 20.32 cm (8.0 in.)
Width: 10.67 cm (4.2 in.)
Weight: 170 g (6.0 oz.)

RESOLUTIONS SUPPORTED

Resolution	Refresh Rate	Sync Standard
2048 x 1536	40 Hz	Sun
1920 x 1200	60, 70, 75 Hz	Sun
1920 x 1200	60_240T Hz	Sun
1920 x 1080	72 Hz	Sun
1792 x 1344	75 Hz	VESA
1600 x 1280	76 Hz	Sun
1600 x 1200	65, 75 Hz	VESA
1600 x 1000	66, 76 Hz	Sun
1440 x 900	76 Hz	Sun
1280 x 1024	60, 75, 85 Hz	VESA
1280 x 1024	67, 76 Hz	Sun
1280 x 1024	112 Hz	Sun-Stereo
1280 x 800	112 Hz	Sun-Stereo
1280 x 800	76 Hz	Sun
1152 x 900	66, 76, 120Hz	Sun
1152 x 900	120 Hz	Sun-Stereo
1024 x 800	84 Hz	Sun
1024 x 768	75 Hz	VESA
1024 x 768	60, 70, 77 Hz	Sun
960 x 680	108, 112 Hz	Sun-Stereo
800 x 600	75 Hz	VESA
640 x 480	60 Hz	VESA

Connectors

- One DVI–I (analog and digital)
- One 7-pin, mini-DIN stereo connector

FOR MORE INFORMATION

http://www.sun.com/products/graphics

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