

Pure Performance for Ultra-Fast Gameplay

Raw power. Pure performance. Nothing else even comes close to the new 3D Blaster RIVA™ TNT2 Ultra.

From the faster clock speed and re-engineered 3D rendering pipelines of the new NVIDIA® RIVA TNT2 Ultra processor to the expertly engineered PCB and cooling fan, the newest 3D Blaster is built for speed. The peak performance specs are truly impressive: 15 gigaflops per second, over 9 million triangles, and up to 300 million fully rendered pixels per second.

But the 3D Blaster RIVA TNT2 Ultra isn't just about phenomenal acceleration. It also sports one of the most complete 3D rendering engines found on any PC-based accelerator. Critical features like full 32-bit color rendering, multiple textures, and textures as large as 2048x2048, bump-mapping, full-screen anti-aliasing, as well as stencil buffering deliver 3D images so compelling and so real, you'll think they're live!

Now add 32MB of ultra high-performance memory and a 300MHz DAC to run 2D and 3D resolutions up to 1920x1200 in true color with rock solid, super stable refresh rates. No need to worry about dithering or color scaling - you'll get pixel perfect color, every time.

When you demand the very best in performance, image quality, and reliability, you want the 3D Blaster RIVA TNT2 Ultra. It's the purest performance you can find.



- The best just got better with the new NVIDIA® RIVA™ TNT2 Ultra processor
- Peak rates of 9 million triangles per second, 15 gigaflops, and up to 300 megapixels per second
- Heat dissipating PCB design and active cooling make this a performance fanatic's dream
- Today's hottest games have never looked or run better



Specifications

Architecture Highlights

- Peak fill rate of 300 million bilinear filtered, multi-textured pixels per second
- Over 9 million triangles per second at peak rates
- 2.9 GB/second total memory bandwidth
- 100% hardware triangle setup engine
- TwiN-Textel (TNT) dual 32-bit 3D rendering pipeline
- 2 texture-mapped, lit pixels per clock cycle
- Single pass multi-texturing support (DirectX® 6.X and OpenGL® ICD)

3D Features

- Hardware triangle setup engine
- 2 texture-mapped, lit pixels per clock cycle
- Single-pass multi-texturing enables features like bump-mapping, light mapping, reflection mapping, texture modulation, and procedural textures
- Per-pixel perspective correct texture mapping
- Full scene, order-independent anti-aliasing
- 32-bit Z/stencil buffer

2D Features

- Hardware acceleration for all Windows® GDI operations
- Fast 32-bit VGA/SVGA support
- Multi-buffering (up to quad buffering) for smooth animation and video playback

Video Features

- Advanced support for DirectDraw
- Hardware color space conversion (YUV 4:2:2 and 4:2:0)
- Multi-tap X and Y filtering

Card Specifications

- AGP 2X with sideband support
- Analog VGA output
- TV Output with S-Video connector (composite adapter cable included)
- VESA DDC2B compatible

Software Support

- Drivers for Windows 95 and Windows 98 (DirectDraw®, Direct3D, and OpenGL)
- Drivers for Windows NT® (DirectDraw and OpenGL)
- Enhanced BlasterControl™ Panel desktop control software
- VBE 2.0 compliant

Refresh Rates

Resolution	256	65,000	16.8 M
640X480	60-200	60-200	60-200
800X600	60-200	60-200	60-200
1024X768	60-170	60-170	60-170
1152X864	60-150	60-150	60-140
1280X1024	60-120	60-120	60-100
1600X1200	60-85	60-85	60-75
1920X1080	60-85	60-85	60-72
1920X1200	60-75	60-75	60

Refresh rates shown are the highest obtainable and are monitor-dependent. Resolutions, pixel depths and refresh rates are driver-dependent and may not be available in all applications or operating systems.

Features

RIVA™ TNT2 Ultra Graphics Processor from NVIDIA

This next-generation, 0.25 micron processor breathes fire from its high-performance 2D core and patented TwiN-Textel rendering engine. With 15 gigaflops per second, you'll get peak rates of over 9 million triangles and fill rates as high as 300 million fully rendered pixels per second.

32MB of High-Performance Synchronous Memory

Talk about headroom! You'll get resolutions up to 1920x1200 in true color, with double- and even triple-buffering, and still have plenty of room left over for onboard texturing caching.

TV Connector

Here's the ideal way to get the best of both worlds: high-performance 3D gaming on your big-screen TV. Works great when you and your friends want to get together and play a little head-to-head Madden 99 Football or see who's the best in Virtua Fighter 2 (available separately.)

Included Software

Colorific® by Sonnetech, Ltd.

Sonnetech, Ltd.'s Colorific makes everything on your screen look better. It profiles your room's unique lighting conditions and adjusts the images generated by the 3D Blaster® RIVA TNT2 Ultra so that whites look whiter, colors look brighter, and your color printouts exactly match what you see onscreen. It's amazingly easy to use and takes only seconds to load. Use the Colorific Control Panel under Windows 95 or Windows 98 for on-the-fly optimization of your display for Internet browsing, DVD video, games, business graphics, or desktop publishing.

3Deep™ by Sonnetech, Ltd.

3Deep uses Colorific's technology to allow game developers to automatically set the accurate gamma value for your monitor, resulting in games that look the way the designer intended. Now you can maximize your 3D gaming experience with picture perfect colors!

Plus, 3D Blaster RIVA TNT2 Ultra includes an easy-to-use setup program, a full set of drivers for Windows 95, Windows 98, and Windows NT, BlasterControl Panel desktop control software, and the Creative® Software MPEG-1 player.



3D Blaster RIVA TNT2 Ultra is backed by a three-year limited hardware warranty covering parts and labor.

Technical Support

Telephone and facsimile support is available seven days a week, 8:00 am to 10:00 pm, Central Time. Weekend hours may vary. Automated technical support, Bulletin Board service, and Web-based information are available at www.creativehelp.com 24 hours a day, seven days a week.

Minimum System Requirements

- IBM® PC or 100% compatible
- Genuine Pentium® II, Pentium III, AMD-K6®, or AMD-K6-2 processor running at 233MHz or higher; for best performance, 300MHz or above is recommended
- One available AGP bus slot
- CD-ROM drive
- 32MB RAM
- 10MB available disk space
- MS-DOS® 5.0 or later, Windows 95, Windows 98, or Windows NT® 4.0
- Supports standard VGA and multi-frequency monitors, including MAG® Innovision, NEC®, Sony®, ViewSonic®, and many others

Information Hotline:
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CompuServe:
Go Blaster

BBS: 405.742.6660



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