Graphics board has multiple addressable resolutions

The AT&T Electronic Photography and Imaging Center has introduced the Vista video graphics board.

Built around a TI TMS34010 graphics processor, the single-slot PC board has 4M bytes of CMOS video RAM, multiple addressable resolutions (from 1K×1K×32 bits to 2K×2K×8 bits), NTSC and PAL compatibility, and a palette of more than 16 million colors.

A new version of Truevision Image Processing Software has been written for the board. Prices not provided.

Reader Service Number 40

Board upgrades Iris 4D/60

Silicon Graphics' Iris 4D/60 Turbo Option is an upgrade for the company's Iris 4D/60 Superworkstation.

The board provides an upgrade to a 12.5-MHz 32-bit CPU coupled with a 12.5-MHz floating-point coprocessor. It has a dual-cache design and can be configured with up to 16M bytes of CPU memory.

According to the company, the board provides 10 Dhrystone MIPS and more than one Linpack MFLOPS. With 8M bytes of CPU memory, it costs $7500.

Reader Service Number 41

Array processor speeds numeric computing on Symbolics 3600

Symbolics Graphics Division has announced the APROC 110, a 32-bit array processor designed to increase the speeds at which Symbolics 3600 Series systems perform such computation-intensive operations as rendering, transformation, and pixel processing.

A single full-size L-bus board (18"×16"), the processor interfaces directly to the Symbolics main system bus. Processors can be connected to each other and to other Symbolics V-bus devices, as well as to the system L-bus.

Board processing speeds are 20 MFLOPS (32-bit IEEE format) and 10 MIPS (16-bit). Local data memory is 512K bytes RAM organized as two 64K×33-bit banks, as well as two sets of floating-point and integer registers. The board has a parallel pipelined architecture.

The price is about $20,000.

Reader Service Number 42

Metheus announces VMEbus display controller

The Meteus 1000VM-Series display controller for VMEbus-based systems occupies one standard-height VME slot.

The board uses VLSI graphics components. The graphics processing chip is a general-purpose processor optimized for graphics and rated at 4 MIPS. The memory control chip controls raster memory and carries out low-level graphics tasks such as vector drawing, filling, and pixel block transfer. According to the manufacturer, this chip combination achieves random vector drawing rates of 13 million pixels per second, regardless of the number of bits per pixel drawn.

The four models in the series make available different resolution and bit-plane options: 1024×768 (from a 1024-square bitmap) and 1280×1024 (from a 2048×1024 bitmap) with either 4 or 8 bits per pixel. Overlay of 4 bits is also available.

Prices range from $2495 to $3995.

Reader Service Number 43