

# Hercules *Dynamite™ 128/Video*

## Product Highlights

128-bit graphics and multimedia accelerator for professional office applications, 2D/3D games, video and 2D/3D and multimedia applications.

- 128-bit Tseng Labs ET6000 graphics & multimedia engine.
- 2 or 4MB New "Faster than VRAM" synchronous Multibank DRAM.
- The world's fastest DOS games performance.
- Super-fast DirectX support for 2D/3D and video applications.
- Hardware accelerated video playback, color space conversion, scaling (both horizontal and vertical interpolation) and filtering.
- Accelerates playback of DirectDraw and DirectVideo compatible CODECs including MPEG-1, Indeo Video Interactive, Cinepak, TrueMotion-S and QuickTime.
- Color key support for advanced video CODECs like Intel Indeo Video Interactive.
- VESA 2.0, DPMS, DDC 1, DDC 2B support for Plug-and-Play operation.

The Dynamite 128/Video is a major breakthrough in graphics and multimedia technology. It offers significantly higher performance at lower cost than many expensive VRAM boards. The Dynamite 128/Video combines one of the fastest 128-bit graphics processors, the state-of-the-art ET6000 from Tseng Labs, and the industry's fastest, synchronous Multibank DRAM (MDRAM). Taking advantage of Hercules' proprietary hardware design in combination with Hercules' Power Drive software drivers, the Dynamite 128/Video also delivers industry leading performance for 3D games and 3D applications under Windows 95.



## The Advantage of Super-Fast, Synchronous MDRAM

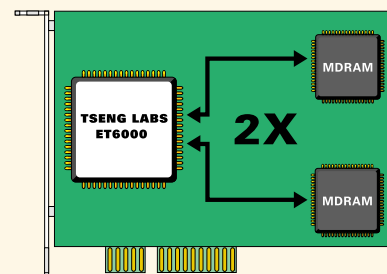
A 1MB MDRAM chip integrates the memory interface with a fast FIFO buffer and 32 banks of 32kB DRAM, each connected with an internal bus (32 x 32kB = 1MB). By internally overlapping fast address and I/O cycles of different banks, MDRAM can achieve 10ns access time with up to 400 MB/s data throughput per channel. This represents the highest bandwidth of all new memory technologies and is about 4 times higher than conventional DRAM and about twice as fast as VRAM.

The Dynamite 128/Video integrates two 1MB channels in parallel to double maximum data throughput. This leads to a peak bandwidth approaching 800 MB/s thus delivering 128-bit



## Synchronous MDRAM

128-bit Dual Channel Design  
Doubles Maximum Data Throughput



performance with only 2MB of MDRAM. Conventional, expensive 128-bit VRAM designs require 4MB. The revolutionary design of the Dynamite 128/Video gives decisive price/performance advantages for bandwidth consuming applications in multimedia environments. Dynamite 128/Video is also available with 4MB MDRAM for even greater performance and high refresh true color display at 1024 x 768 resolution.

## United States of America

- Telephone (800) 532-0600
- Tech Support (510) 623-6050
- Toll-free Tech Support (800) 323-0601
- Toll-free fax-back (800) 711-HERC
- Fax (510) 623-4215
- BBS (510) 623-7449

## European Office in Germany

- Telephone +49 89-8989-0573
- Fax +49 89-8989-0585
- BBS (Modem 28.8) +49 89-8989-0576
- BBS - ISDN +49 89-8989-0234

## On-Line Services

- Internet: sales@hercules.com
- Internet: support@hercules.com
- WWW: http://www.hercules.com
- FTP: ftp://ftp.hercules.com
- CompuServe: GO HERCULES

## Refresh Rates†

| Resolution  | Colors  | Maximum Refresh Rates |
|-------------|---------|-----------------------|
| 1600 x 1200 | 256     | 60 Hz                 |
| 1280 x 1024 | 65,536* | 60 Hz                 |
|             | 256     | 75 Hz                 |
| 1024 x 768  | 16.7M*  | 75 Hz                 |
|             | 65,536  | 90 Hz                 |
|             | 256     | 120 Hz                |
| 800 x 600   | 16.7M   | 90 Hz                 |
|             | 65,536  | 120 Hz                |
|             | 256     | 150 Hz                |
| 640 x 480   | 16.7M   | 120 Hz                |
|             | 65,536  | 200 Hz                |
|             | 256     | 200 Hz                |

\* requires 4MB memory



CGW  
November 1996



October 1996



BYTE Magazine  
February 1997



PC World  
January 1997



October 1996



† Refresh rates listed are the maximum values that can be achieved with monitors operating at compatible horizontal frequencies. Resolution, pixel depth and refresh rates are driver dependent and may not be available in all applications or operating systems. © 1995-97 Hercules Computer Technology, Inc., 3839 Spinnaker Court, Fremont, CA 94538. Hercules is a registered trademark and Hercules Dynamite, SuperStable, Touch 95, and Hercules Entertainment Center are all trademarks of Hercules Computer Technology, Inc. All other product names are trademarks of their respective holders. The ENERGY STAR™ ALLY emblem does not represent EPA endorsement of any product or service. Specifications are subject to change without notice. DYN128VSPEC Ver. 1.41 2/97

