

Cruncher™



High Performance Image Generation...

Primary Image's Cruncher™ is the solution that high-end visual simulation requirements need in today's PC-based simulation environment.

Cruncher™ is a plug-in PCI expansion card which offers enhanced performance for **Barracuda™** image generators and is designed so that it can be added into existing systems as well as being supplied with new systems as an option.

Cruncher™ provides outstanding benefits for demanding high-end visual simulation applications.

Key Features:

- Massively increased polygon capacity for increased scene density and higher scene update rates
- Increased polygon and texture storage for bigger databases and richer, more detailed textures
- Database paging supported through advanced multiprocessor architecture
- Simple plug-in enhancement for existing **Barracuda™** systems
- NO expensive software rewrites
- Enhances scalability of existing **Primary Image** image generation systems
- Lightning-fast data transfers - reduce the bottleneck of PC bus bandwidth requirements by up to a factor of eight using PDBUS (Polygon Distribution Bus) technology

PR1MARY
Image



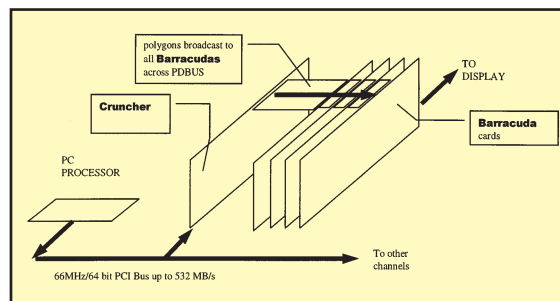
Web Site: www.primary-image.com

Why use Cruncher™?

Many of today's visual simulation requirements demand greater scene density and increased update rates. **Cruncher™** provides a very high polygon throughput to handle these requirements as well as handling larger databases which can be paged off disk without affecting scene update or image quality.

Cruncher™ Technical Specification

Processor Modules:	2 (standard), 1, 0 (options)
On-Board Memory:	128 MBytes (standard), 256 MB, 512 MB
Architecture:	Multi-processor system for polygon geometry database paging, rendering and scene management. PDBUS technology for polygon distribution
Polygon Performance:	Peak: 1.5 million vertex transforms/sec (With Barracuda™ hardware) Sustained: >300 KPolygons on-screen/sec (simulation mix, non meshed, anti-aliased, textured)
Drive Capability:	1 to 8 Barracuda™ cards
Bus Interface:	PCI 2.1 compliant 64 bit / 32 bit PCI (66/33MHz) interface up to 532MB/s transfer
Other Interfaces:	PDBUS (to Barracuda™ hardware) Expansion bus (to hardware options)
Host Requirements:	Pentium/Pentium II/Pentium III with free PCI slots running Windows 95/98/NT
Power Consumption:	PCI bus 25W
Dimensions:	Height 122mm Length 312mm, Depth 17mm
Operating Temperature:	0°C to + 50°C
Humidity:	20° to 80° RH non-condensing



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