

(A) 32MB/1GB/17"

(B) 64MB/1GB/17"

(C) 64MB/2GB/17"



Workstation/Client
Periodic Table: Indy

Aug. 1, 1996

XZ
24-bits Color
24 bits Z

Indy XZ 1.0M 3DVect 180K Tmesh 91K Polygons	Indy XZ 1.0M 3DVect 180K Tmesh 91K Polygons	Indy XZ 1.4M X11 Line 920K 3DVect 180K Tmesh (A)	Indy XZ 1.5M X11 Line 920K 3DVect 180K Tmesh (C)	Indy XZ 1.5M X11 Line 920K 3DVect 180K Tmesh (A)
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Indy 24-bit
Graphics

Indy 24-bit 1.6M X11 Line 601K 3DVect 46K Tmesh (A)	Indy 24-bit 1.6M X11 Line 912K 3DVect 53K Tmesh (A)/(C)	Indy XGE24 1.4M X11 Line 1.2M 3DVect 71K Tmesh (A)	Indy XGE24 1.5M X11 Line 1.2M 3DVect 81K Tmesh (A)/(C)	Indy XGE24 1.5M X11 Line 1.2M 3DVect 96K Tmesh (A)/(C)
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Indy 8-bit
Graphics

Indy 8-bit 1.5M X11 Line 573K 3DVect 36K Tmesh (A)	Indy 8-bit 1.6M X11 Line 801K 3DVect 46K Tmesh (A)	Indy 8-bit 1.6M X11 Line 912K 3DVect 53K Tmesh (A)	Indy XGE 1.4M X11 Line 1.2M 3DVect 71K Tmesh (A)	Indy XGE 1.5M X11 Line 1.2M 3DVect 81K Tmesh (A)/(B)	Indy XGE 1.5M X11 Line 1.2M 3DVect 96K Tmesh (A)/(B)
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Indy R4600PC/ 133MHZ 84.9 SPECint92 61SPECfp92 75.4 AIM	Indy R4600SC/ 133MHZ 113.5 SPECint92 73.7 SPECfp92 107.8 AIM	Indy R4400/ 200MHZ 140 SPECint92 131 SPECfp92 130.3 AIM	Indy R5000PC/ 150MHZ 3.0 SPECint95 3.6 SPECfp95 164.8 AIM VI*	Indy R5000SC/ 150MHZ 3.7 SPECint95 4.2 SPECfp95 191.5 AIM VI*	Indy R5000SC/ 180MHZ 4.1 SPECint95 4.4 SPECfp95 200.1 AIM VI*
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Please Note: These systems are still available but not listed in the August Price Book.

* AIM VI is the current accepted benchmark for workstations. AIM Technologies will no longer publish AIM III numbers in their Performance Guide.

PLEASE NOTE: End of Life effective immediately for these Indigo2 systems:

R4400 XL & XZ systems
 R8000 XZ systems
 XZ Graphics upgrades
 XL dual head upgrades



**Workstation/Client
 Periodic Table:Indigo2**

August 1, 1996

- (A) 64MB/2GB/20"
- (B) 128MB/4/GB/20"
- (C) 384MB/4GB/20"

Max. IMPACT
 64 bits Color
 24 bits Z
 20" Mon.

Indigo2
Max. IMPACT
 1.85M 3DVect**
 1.8M Tmesh
 676K Polygons
 (A)/(B)

Indigo2/R10000
Max. IMPACT
 1.858M 3DVect**
 1.8M Tmesh
 676K Polygons
 (A)/(B)

High IMPACT
 32 bits Color
 24 bits Z
 20" Mon.

Indigo2
High IMPACT
 1.28M 3DVect**
 1.02M Tmesh
 384K Polygons
 (A)/(B)

Indigo2/R10000
High IMPACT
 1.28M 3DVect**
 1.02M Tmesh
 384K Polygons
 (A)/(B)

Solid IMPACT
 32 bits Color
 24 bits Z
 20" Mon.

Indigo2
Solid IMPACT
 1.28M 3DVect
 1.02M Tmesh
 384K Polygons
 (A)/(B)

Indigo2
Killer IMPACT
 1.28M 3DVect
 1.02M Tmesh
 384K Polygons
 (A)/(B)

Indigo2/R10000
Solid IMPACT
 1.28M 3DVect
 1.02M Tmesh
 384K Polygons
 (A)/(B)

Extreme
 24-bits COLOR
 24 bits Z
 20"Mon. (12)

Power Indigo2
Extreme
 1.3M 3DVect
 405K Tmesh
 155K Polygons
 (A)/(B)/(C)

Indigo2	Power/Indigo2
R4400/250MHz	R8000/75MHz
176 SPECint92	113 SPECint92
165 SPECfp92	269 SPECfp92
	231 DP MFLOPS
	(1000X100)

Indigo2	Indigo2
R10000/175	R10000/195
1MB czche	1MB czche
8.0 SPECint95	8.9 SPECint95
10.3 SPECfp95	10.6 SPECfp95

* AIM Vi is the current accepted standard benchmark for workstations. AIM Technologies will no longer publish AIM III numbers in their Performance Guide.

** AA depth cued lines
 Impact tmesh - (25-pixel,lit,
 Gouraud-shaded,z-buffered
 tri-strips)