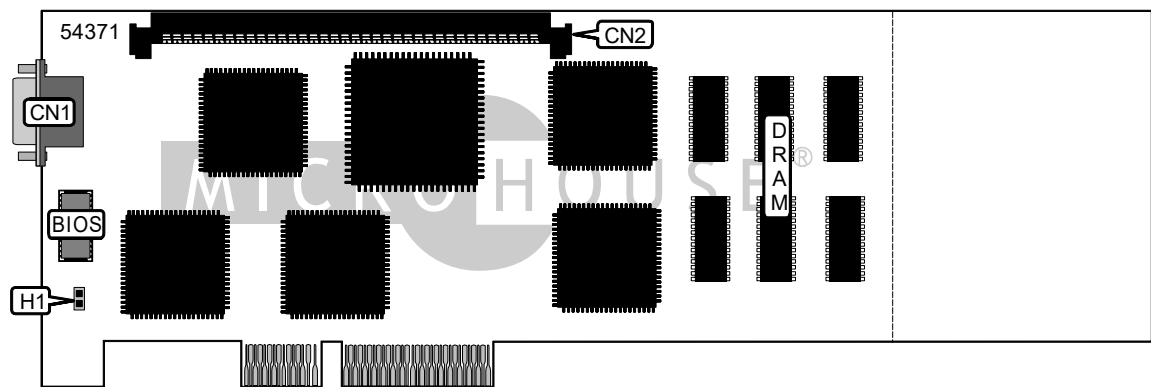


ACCEL GRAPHICS, INC.

ACCELECLIPSE II (AGP)

| | |
|------------------------------|--------------|
| Card Type | Video card |
| Video Chip Set | Unidentified |
| Maximum Video Memory | 32MB DRAM |
| Video Types Supported | VGA |
| Highest Resolution Supported | 1280 x 1024 |
| Data Bus | AGP |



| CONNECTIONS | | | |
|--------------------------|-------|----------------------|-------|
| Function | Label | Function | Label |
| 15-pin analog video port | CN1 | Memory module socket | CN2 |

| USER CONFIGURABLE SETTINGS | | |
|----------------------------|-------|----------|
| Function | Label | Position |
| VGA enabled | H1 | Open |
| VGA disabled | H1 | Closed |

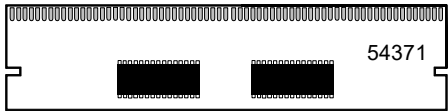
| VIDEO MEMORY CONFIGURATION | |
|----------------------------|---|
| Note: | ACCELECLIPSE II is equipped with 15MB of onboard memory which may be upgraded to 20MB or 32MB with either a 4MB or 16MB memory module |

| MISCELLANEOUS TECHNICAL NOTES |
|--|
| Card available in either a three-quarter length or a full length version. Three-quarter length board ends at the dotted line |

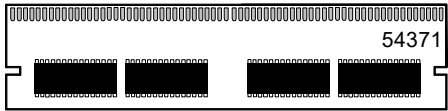
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ACCELECLIPSE II (AGP)

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4 MB TEXTURE MEMORY MODULE



16 MB TEXTURE MEMORY MODULE

| MISCELLANEOUS TECHNICAL NOTES |
|---|
| Chips are located on both sides of the board. |