

# Chapter 4

## Tables

**Table 4.1** COMPARISON OF CORE SYSTEM REQUIREMENTS FOR DIFFERENT PC SPECIFICATIONS<sup>A B</sup>

Feature <sup>C</sup>	PC 95	Basic PC 97	Basic PC 98	Basic PC 99
Equivalent Processor Performance	80386, 33 MHz 80486 recom- mended	120 MHz P5	200 MHz P55C (with MMX)	300 MHz PII (with MMX)
Main Memory Size	4 MB, 8MB recommended	16 MB, 32 MB recommended	32 MB, 64 MB at 66 MHz recommended	32 MB, 64 MB at 100 MHz recommended
External Cache	(not mentioned)	recommended	256 KB	256 KB
Graphics	640 x 480 x 8 bits per pixel (bpp) recommended, high-speed bus (not ISA) recommended	800 x 600 x 16 bpp, uses high-speed bus, does not use ISA, multiple display adapters and monitors supported	1024 x 768 x [8,15,16] bpp and lower Video Electronics Standard Association modes, otherwise same as PC 97	same as PC 98, AGP 2.0 recommended
2D or 3D Graphics Acceleration	(not mentioned)	(not mentioned)	if present, 2D/3D render- ing must have double buffering for up to 800 x 600 x 16 bpp. 3D render- ing must also have a Z buffer <sup>d</sup> and 1.25 MB local texture cache or equiva- lent AGP capability	same as PC 98, Z buffer must be at least 16-bits
ISA Bus	ISA devices must be Plug and Play compliant, 16-bit I/O decoding required	same as PC 95, but not recommended for any device	no populated ISA slots when sold, not recom- mended for motherboard devices	No ISA slots or motherboard devices

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Feature <sup>c</sup>	PC 95	Basic PC 97	Basic PC 98	Basic PC 99
High-speed Expansion Bus	recommended, PCI must be Revision 2.0 compliant	recommended, PCI must be Revision 2.1 compliant	SCSI or IEEE 1394 recommended, PCI must be Revision 2.1 compliant	IEEE 1394 recommended, PCI must be Revision 2.2 compliant
Universal Serial Bus	(not mentioned)	required, 2 user accessible ports recommended	1 user accessible port required, 2 recommended	2 user accessible ports required
IEEE 1394 Bus	(not mentioned)	recommended	recommended	required, recommended as a secondary host controller
Device Bay	(not mentioned)	(not mentioned)	recommended	recommended

<sup>a</sup> There was no PC 96 guide.

<sup>b</sup> Platform designers must rely on official guides as amended online. See <http://www.microsoft.com/hwdev/>.

<sup>c</sup> Each of SCSI, IEEE 1394, the Universal Serial Bus, and Device Bay are discussed later in this chapter.

<sup>d</sup> A *Z buffer* is a memory used in 3D rendering to facilitate the relative foreground-to-background ordering of modeled objects.