

## NVIDIA Riva 128

Written by Vlask

Monday, 12 October 2009 21:48

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**Core:** NV3 100MHz 128bit

**Memory:** 4MB SGR 100MHz 128bit

**Year:** 1997 **Bus:** PCI / AGP1x

**Made:** SGS Thomson 350nm Malta **Links:** [PDF datasheet](#) [Wikipedia](#) **Price:** \$129

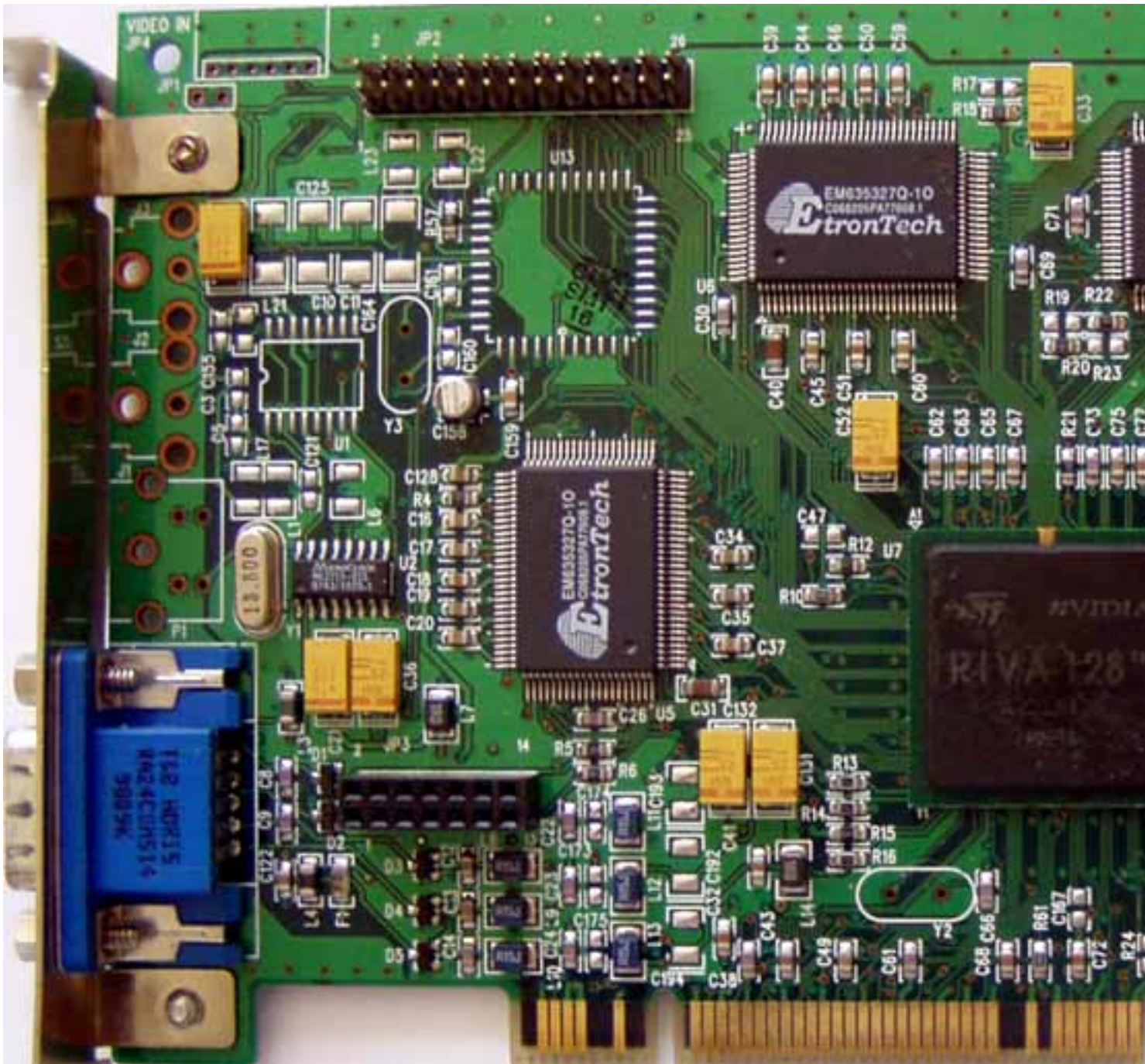
**Bios:** [STB Velocity 128](#)

{webgallery}

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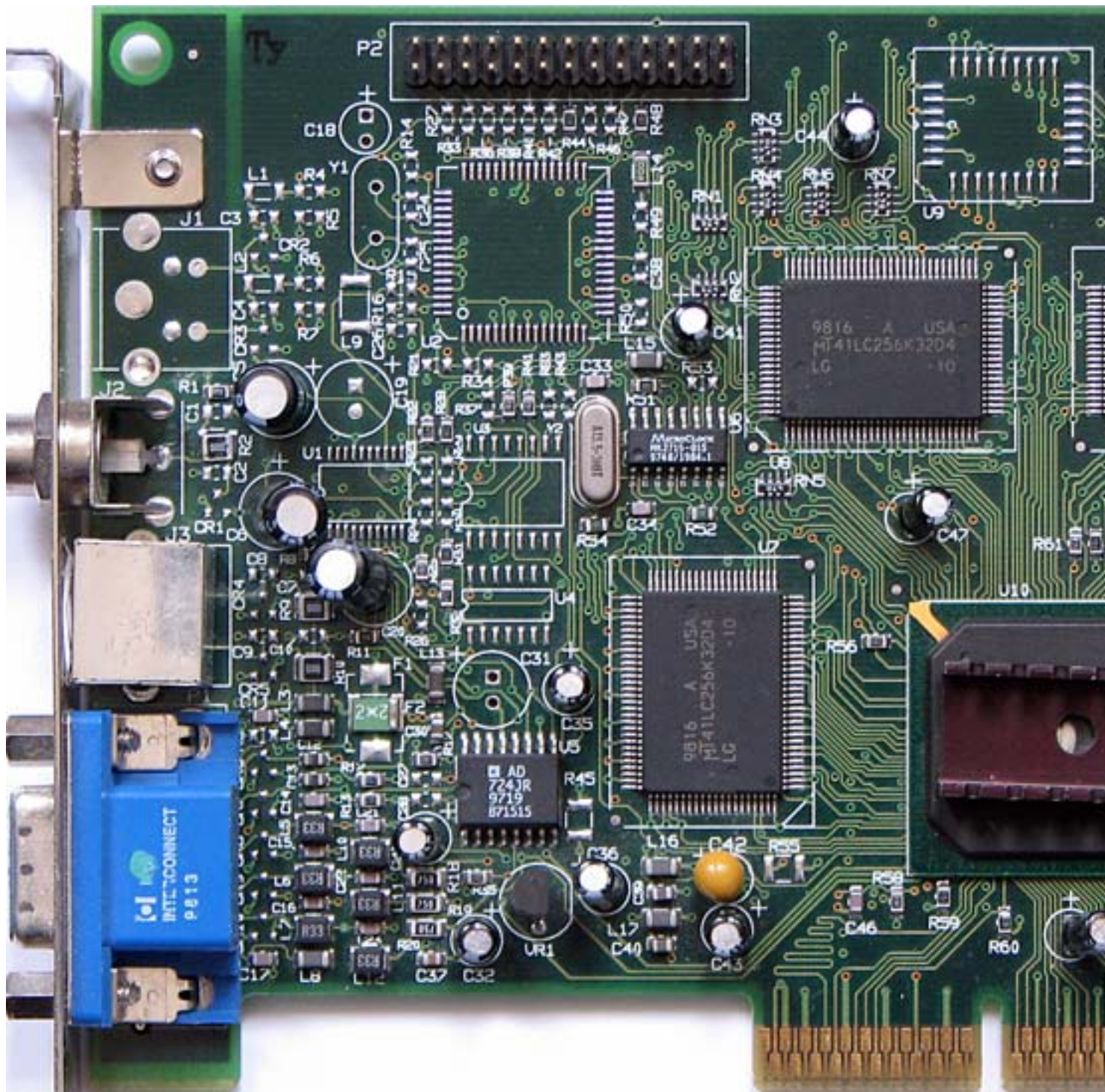




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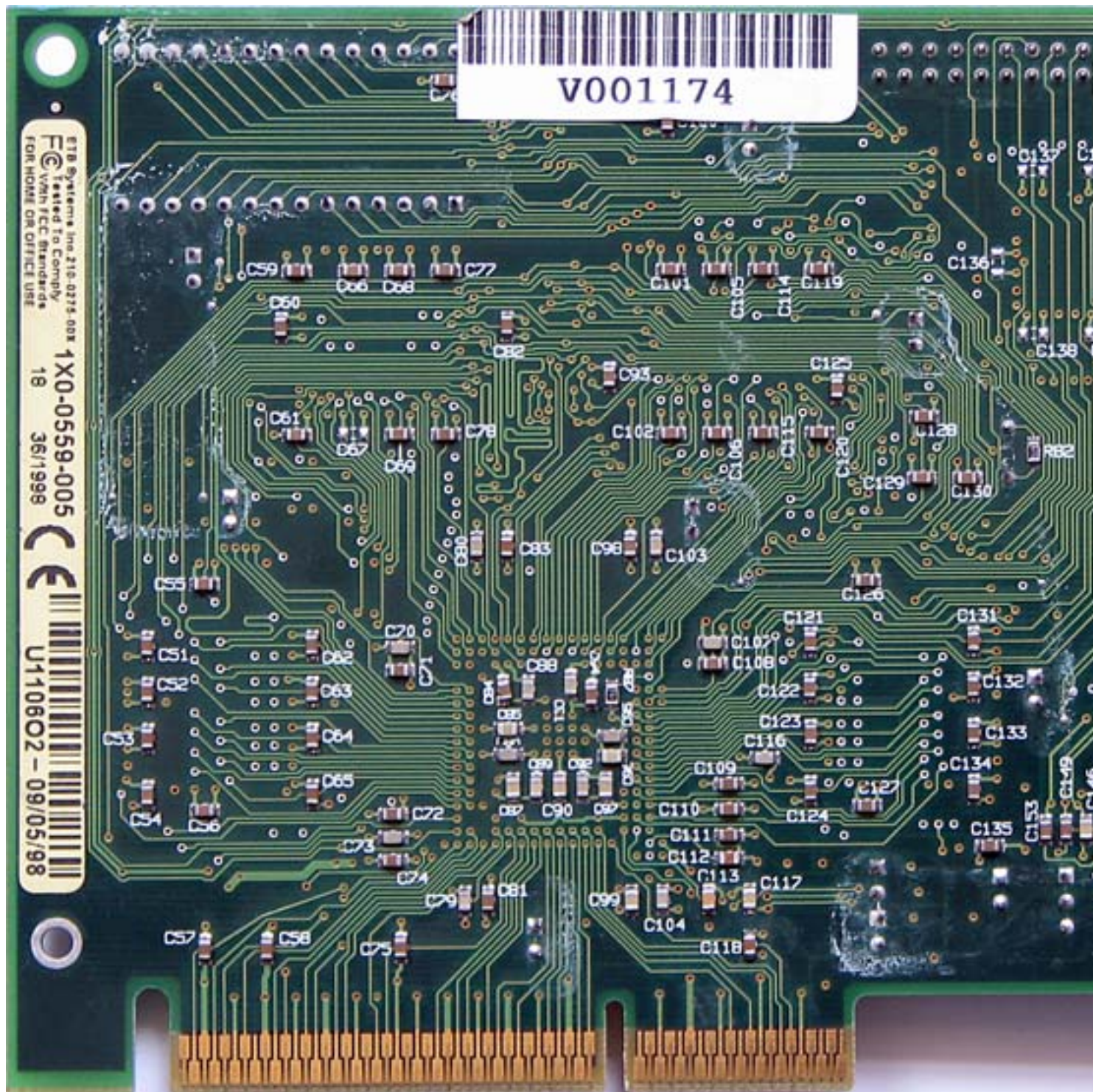
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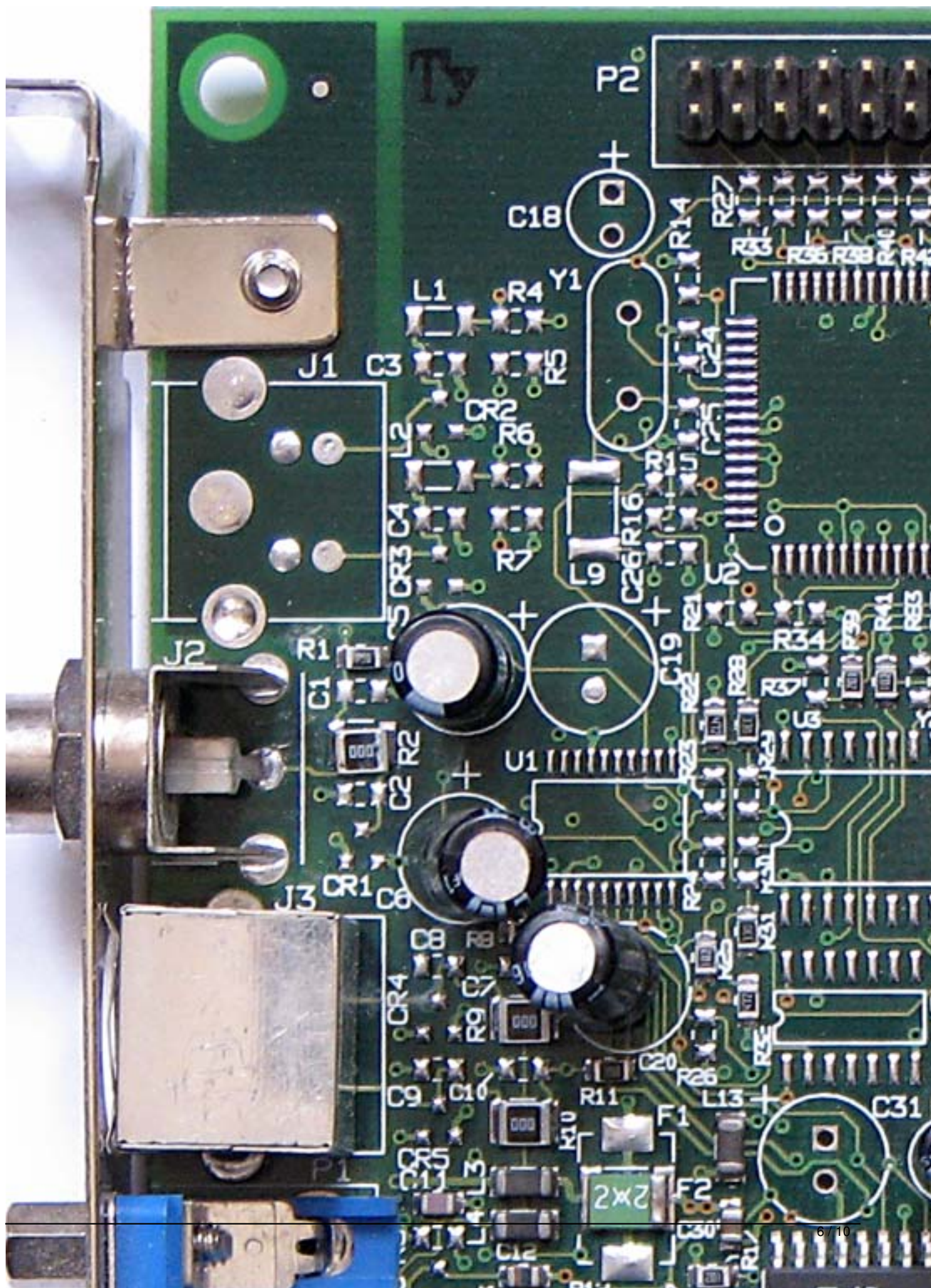
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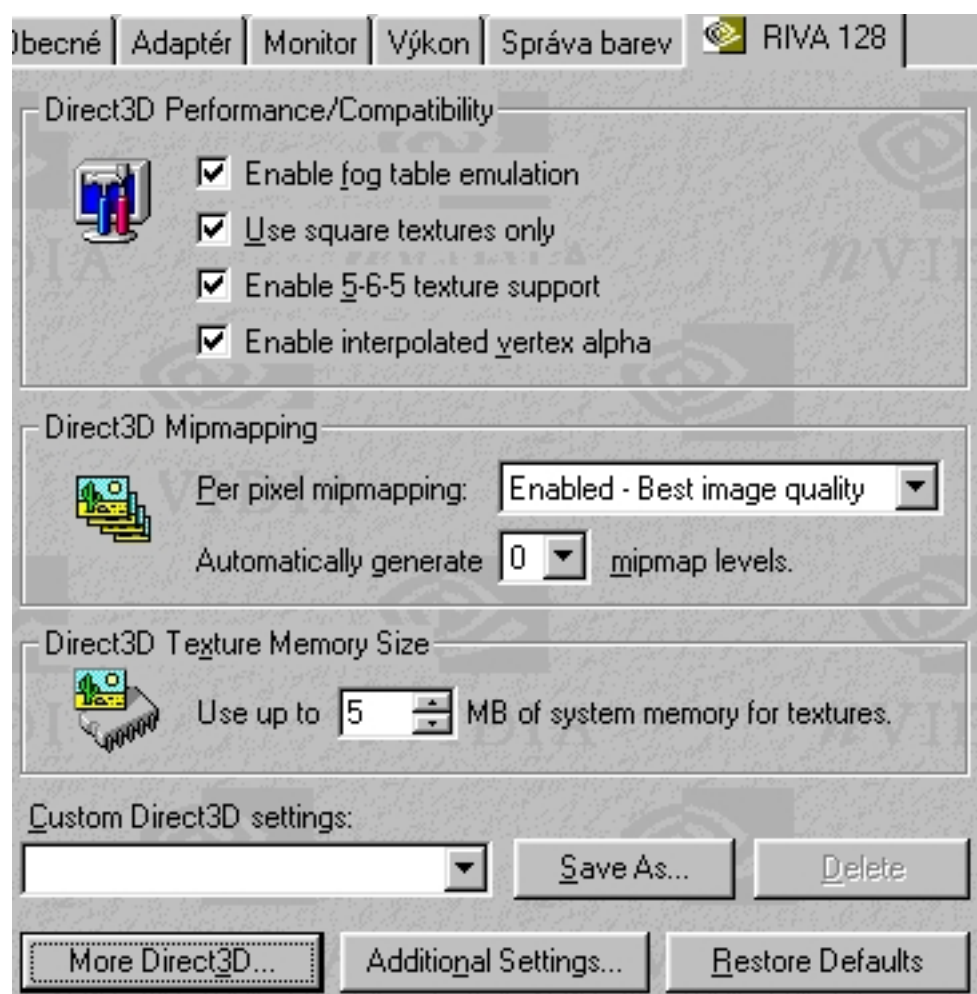




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Addressing Modes | **Other Options**



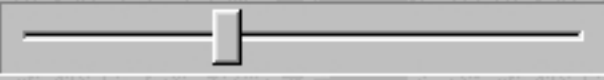
Use these options to influence the texture coordinate system. Adjusting these settings can improve the visual quality of certain applications.

**Non-Filtered Texel Origin:**


☒ Upper left corner ( $x = 0, y = 0$ )

☐ Center ( $x = \text{texel}/2, y = \text{texel}/2$ )

**Filtered Texel Origin:**       $x = 0,44 \text{ texels}, y = 0,44 \text{ texels}$

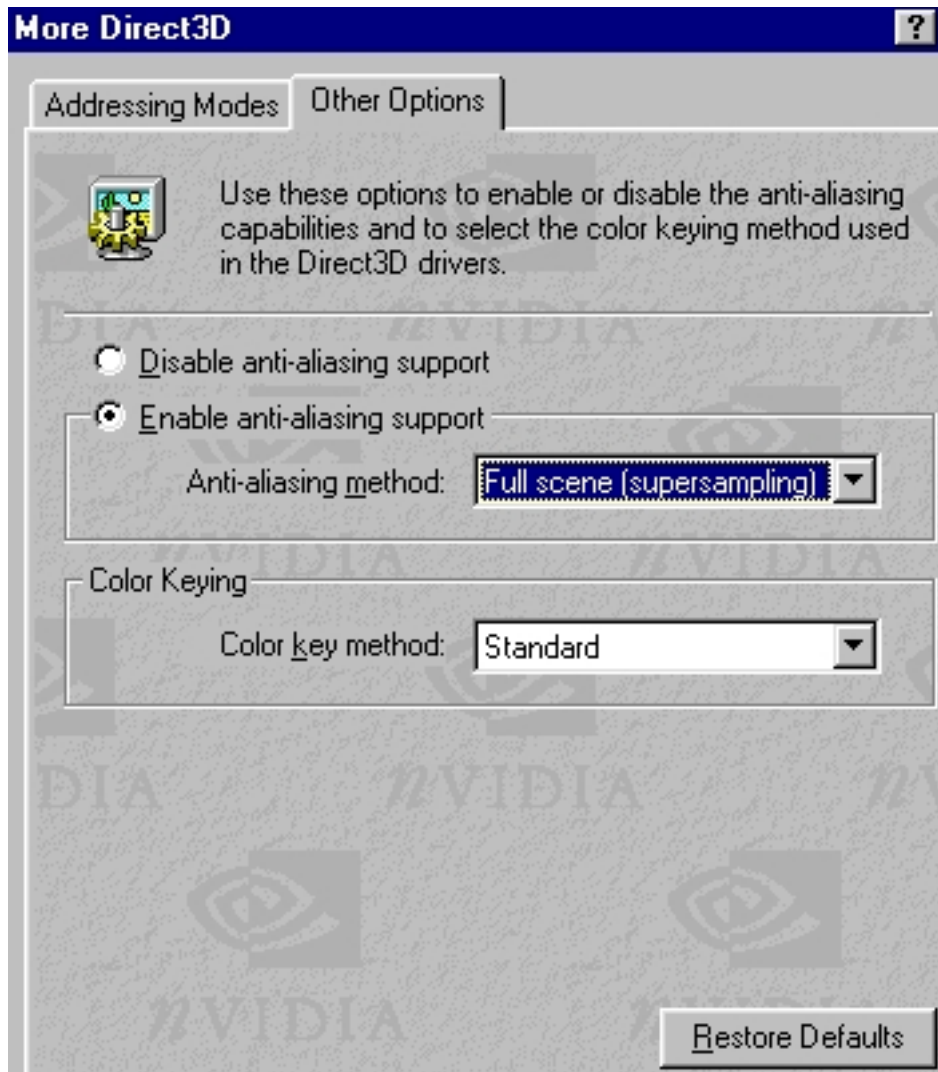
Minimum  Maximum

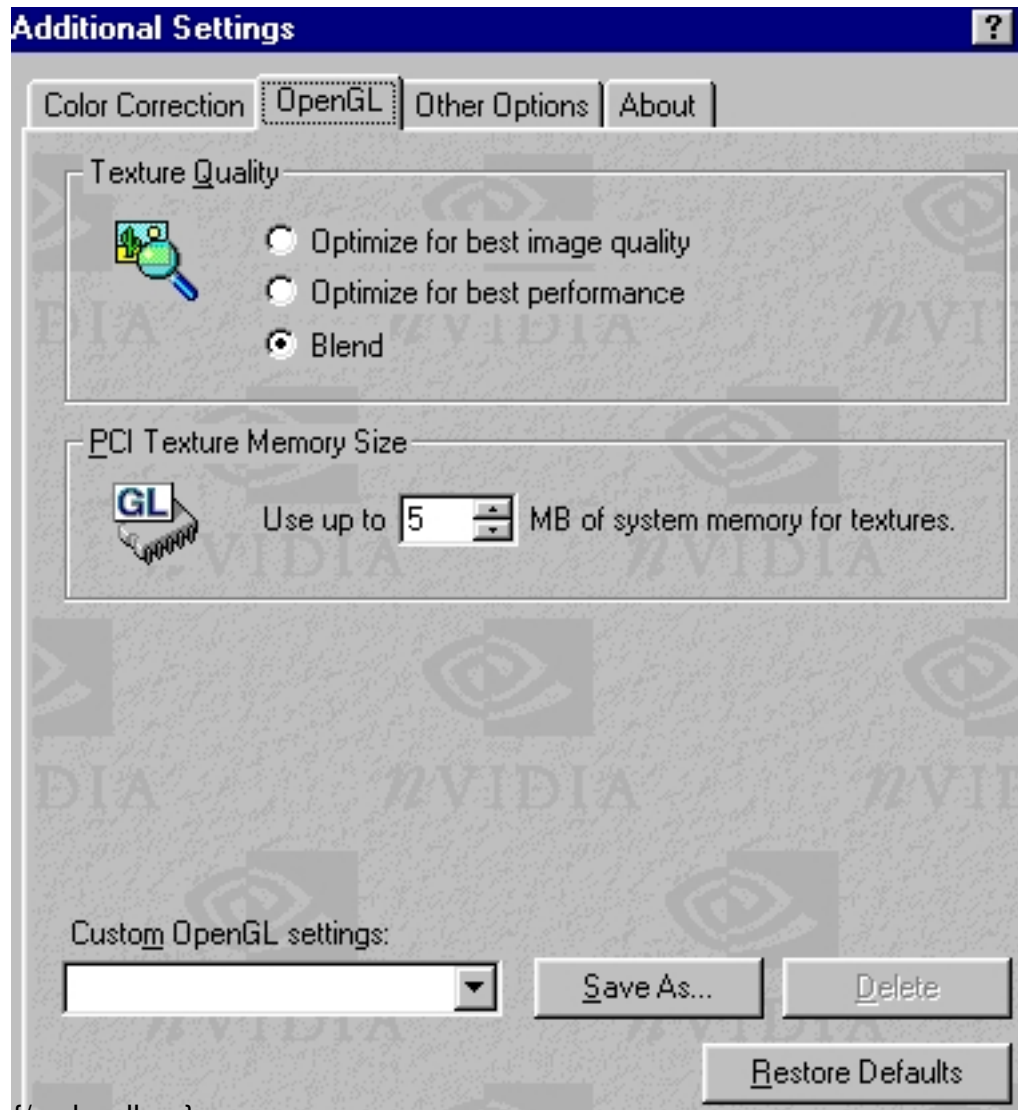
**Geometry Extent Adjustment:**      0,00 pixels

Minimum  Maximum

Restore Defaults







{/webgallery}