

NVIDIA Riva 128

Written by Vlask
Monday, 12 October 2009 21:48



Core: NV3 100MHz 128bit

Memory: 4MB SGR 100MHz 128bit

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

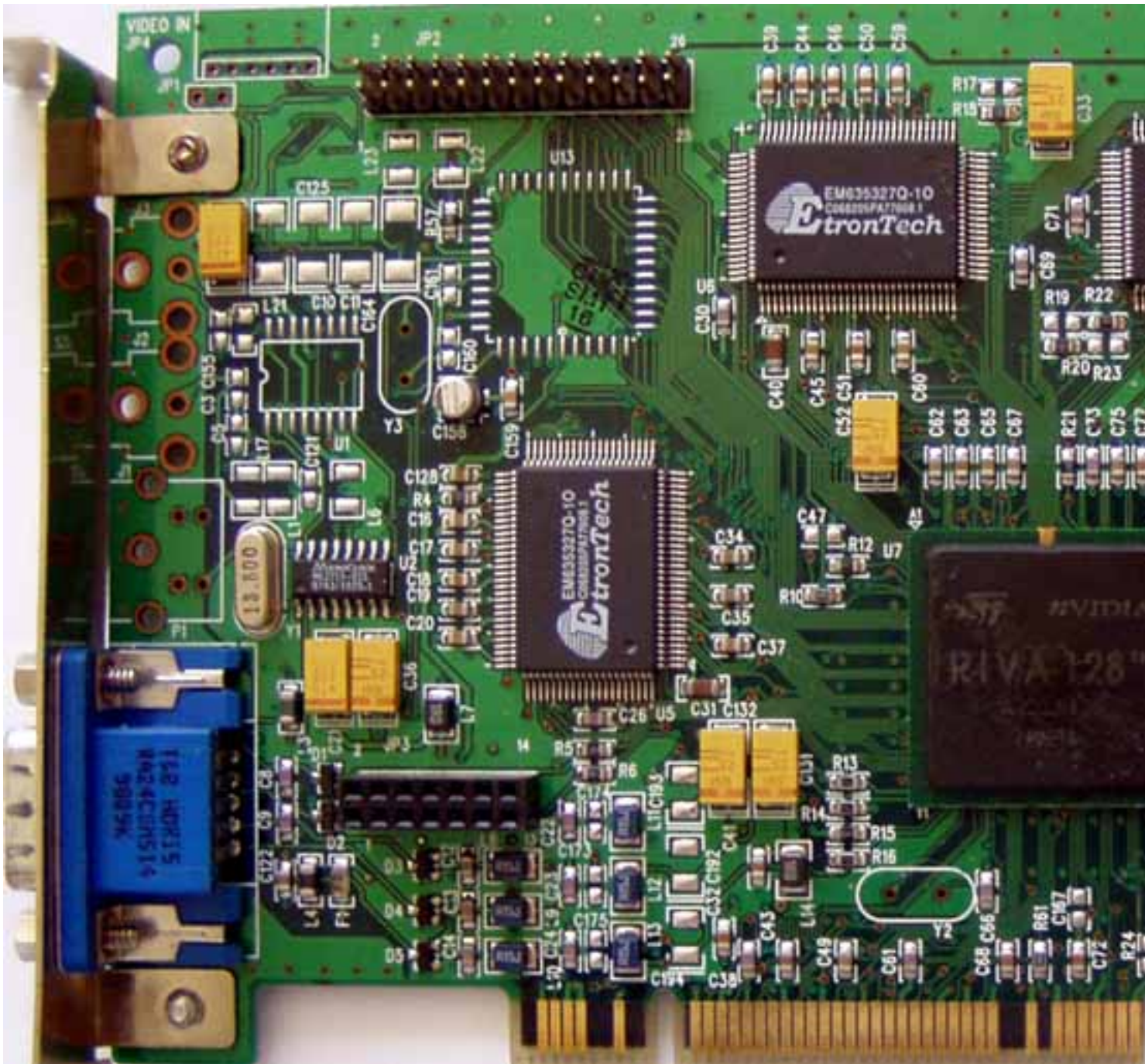
Made: SGS Thomson 350nm Malta **Links:** [PDF datasheet](#) [Wikipedia](#) **Price:** \$129

Bios: [STB Velocity 128](#)

{webgallery}

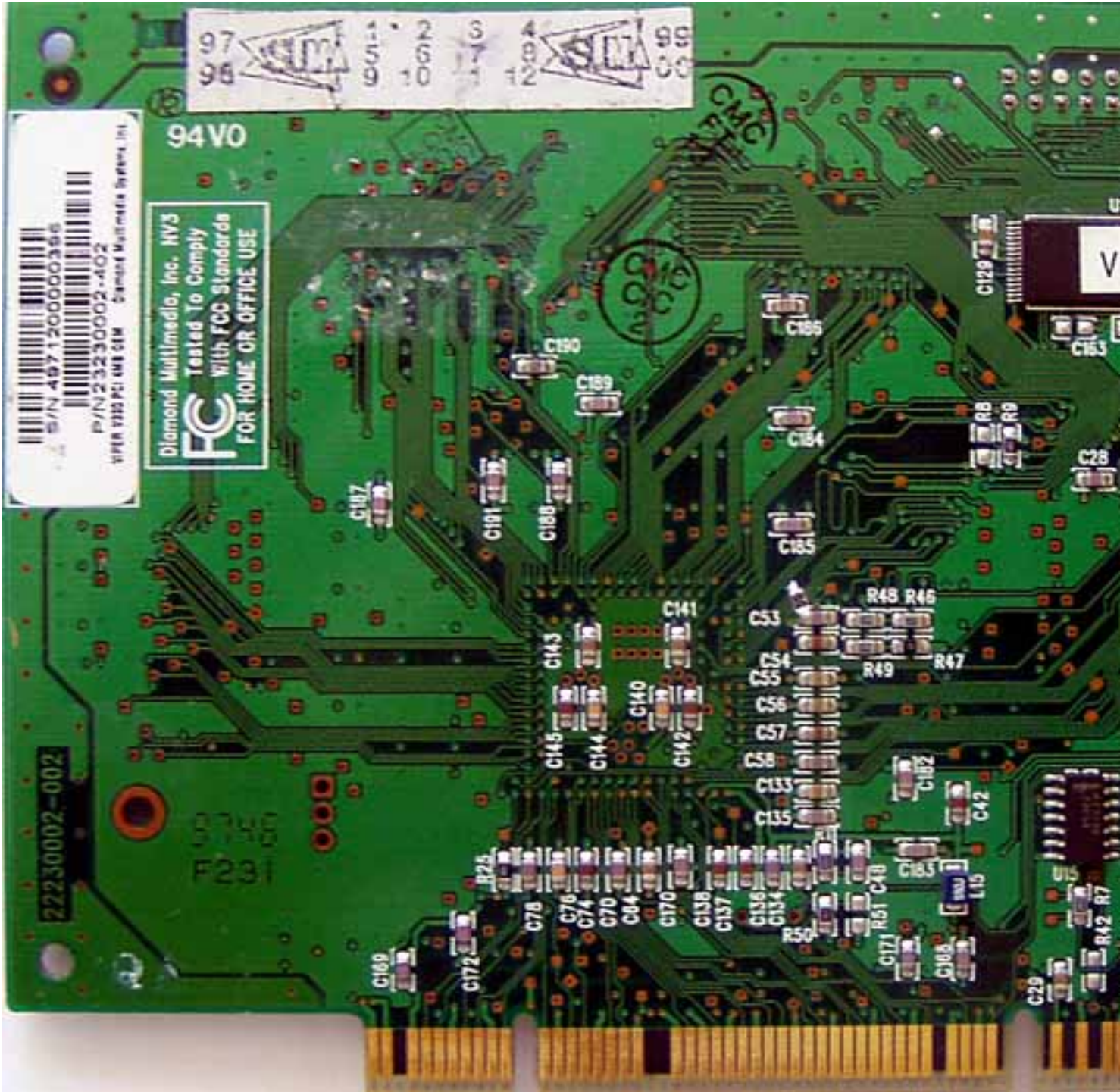
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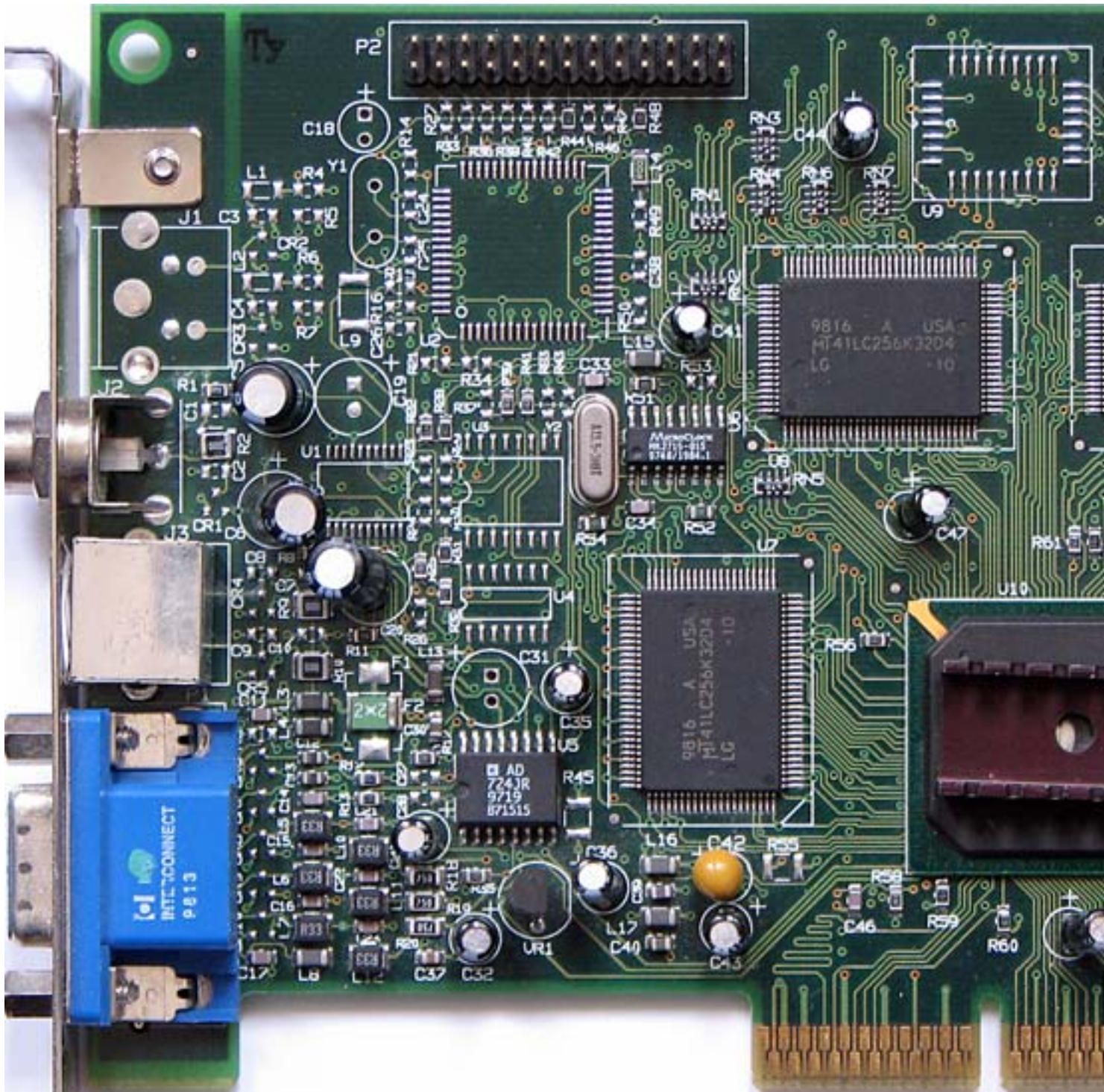
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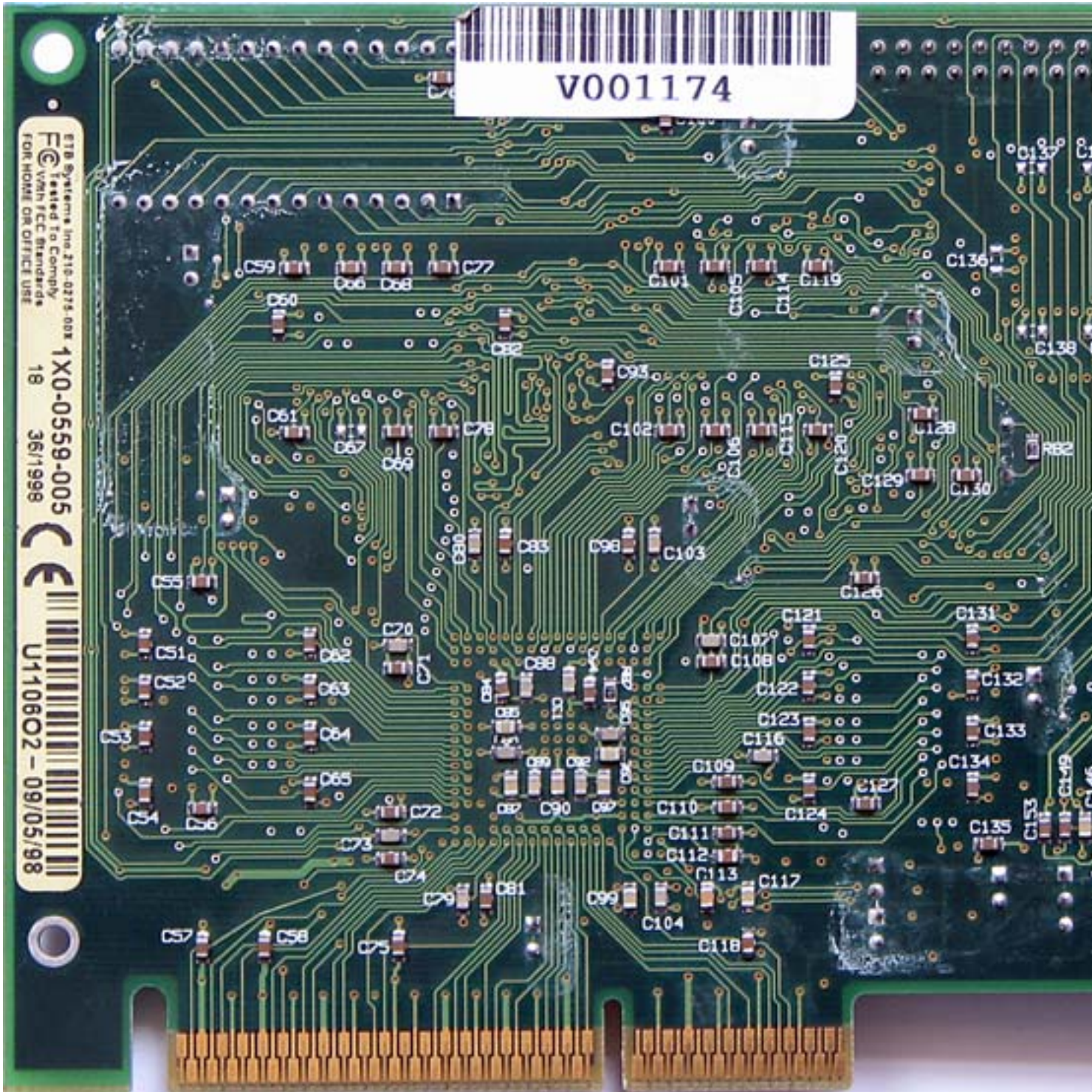
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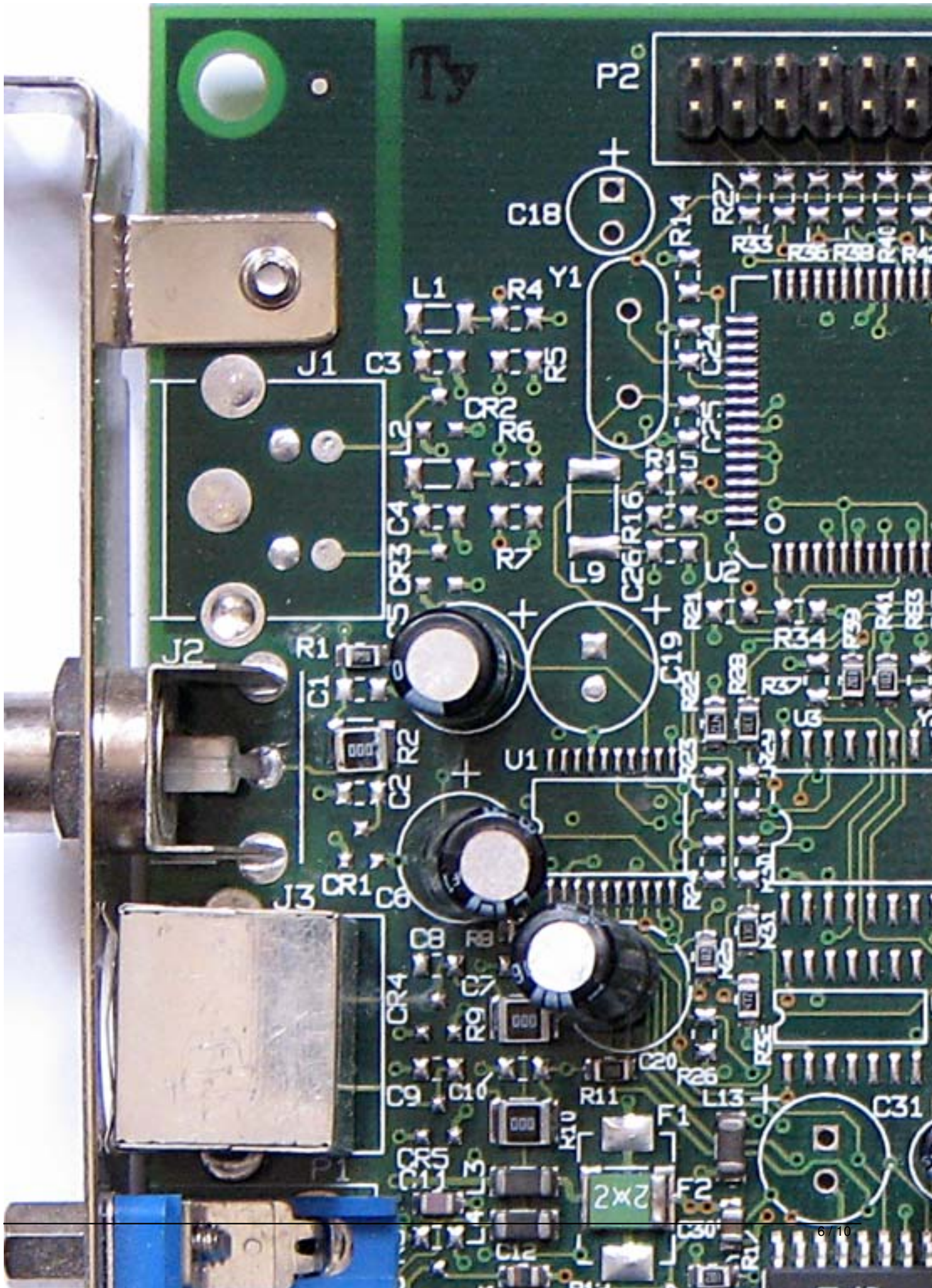
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Obecné | Adaptér | Monitor | Výkon | Správa barev |  RIVA 128

Direct3D Performance/Compatibility

- Enable fog table emulation
- Use square textures only
- Enable 5-6-5 texture support
- Enable interpolated vertex alpha

Direct3D Mipmapping

 Per pixel mipmapping: Enabled - Best image quality

Automatically generate 0 mipmap levels.

Direct3D Texture Memory Size


 Use up to 5 MB of system memory for textures.

Custom Direct3D settings:

Save As... Delete

More Direct3D... Additional Settings... Restore Defaults

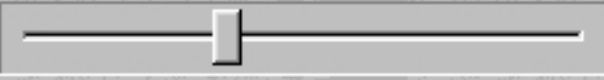
Addressing Modes | **Other Options**

 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 = texel/2, y = texel/2)

Filtered Texel Origin: x = 0,44 texels, y = 0,44 texels

Minimum  Maximum


Geometry Extent Adjustment: 0,00 pixels

Minimum  Maximum

[Restore Defaults](#)

More Direct3D ?

Addressing Modes | **Other Options**

 Use these options to enable or disable the anti-aliasing capabilities and to select the color keying method used in the Direct3D drivers.

Disable anti-aliasing support

Enable anti-aliasing support

Anti-aliasing method: Full scene (supersampling) ▼

Color Keying

Color key method: Standard ▼

Restore Defaults

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The screenshot shows the 'Additional Settings' dialog box for the NVIDIA Riva 128 graphics card, with the 'OpenGL' tab selected. The dialog has a dark blue title bar with a question mark icon. Below the title bar are four tabs: 'Color Correction', 'OpenGL', 'Other Options', and 'About'. The 'OpenGL' tab is active and contains the following settings:

- Texture Quality:** A group box containing a magnifying glass icon and three radio buttons:
 - Optimize for best image quality
 - Optimize for best performance
 - Blend
- PCI Texture Memory Size:** A group box containing a 'GL' icon and a text field with the value '5' and a spin button, followed by the text 'Use up to 5 MB of system memory for textures.'
- Custom OpenGL settings:** A label above a dropdown menu that is currently empty.
- Buttons:** Three buttons are located at the bottom right: 'Save As...', 'Delete', and 'Restore Defaults'.

{/webgallery}