

NVIDIA GeForce 315

Written by Vlask
Wednesday, 07 May 2014 21:15



Core: GT216 475MHz Shader(48) 1100MHz
Memory: 512MB DDR3 1600MHz 64bit
Year: 2009 **Bus:** PCI-E 16x 2.0
Made: UMC 40nm Taiwan **Links:** [nVidia](#) [OpenGL](#)

Bios: [Zotac](#)

Note: nVIDIA ForceWare Clocks

Standard 2D GPU: 135 MHz, Shader: 270 MHz, Memory: 270 MHz

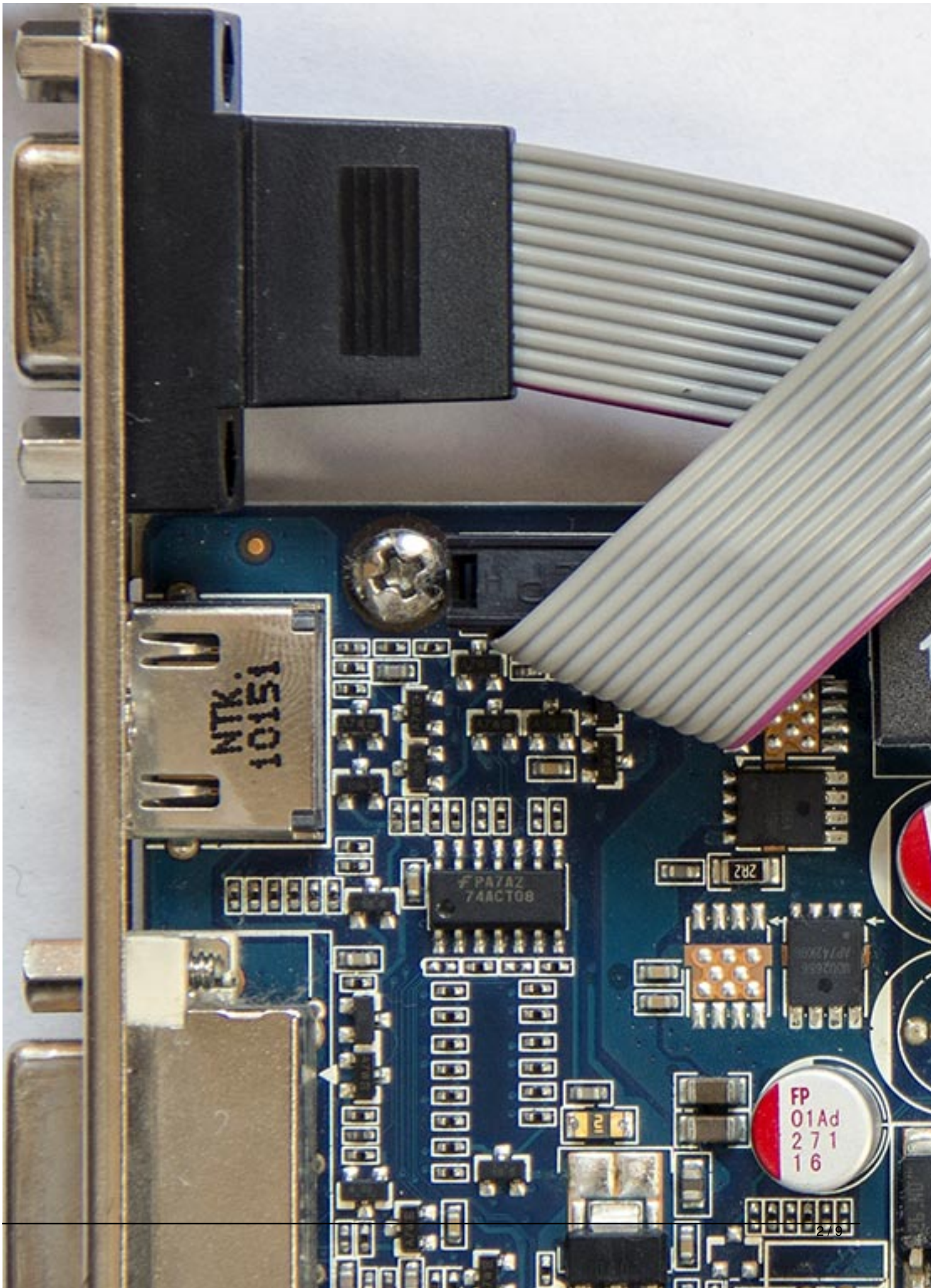
Low-Power 3D GPU: 405 MHz, Shader: 810 MHz, Memory: 648 MHz

Performance 3D GPU: 475 MHz, Shader: 1100 MHz, Memory: 1600 MHz

{webgallery}

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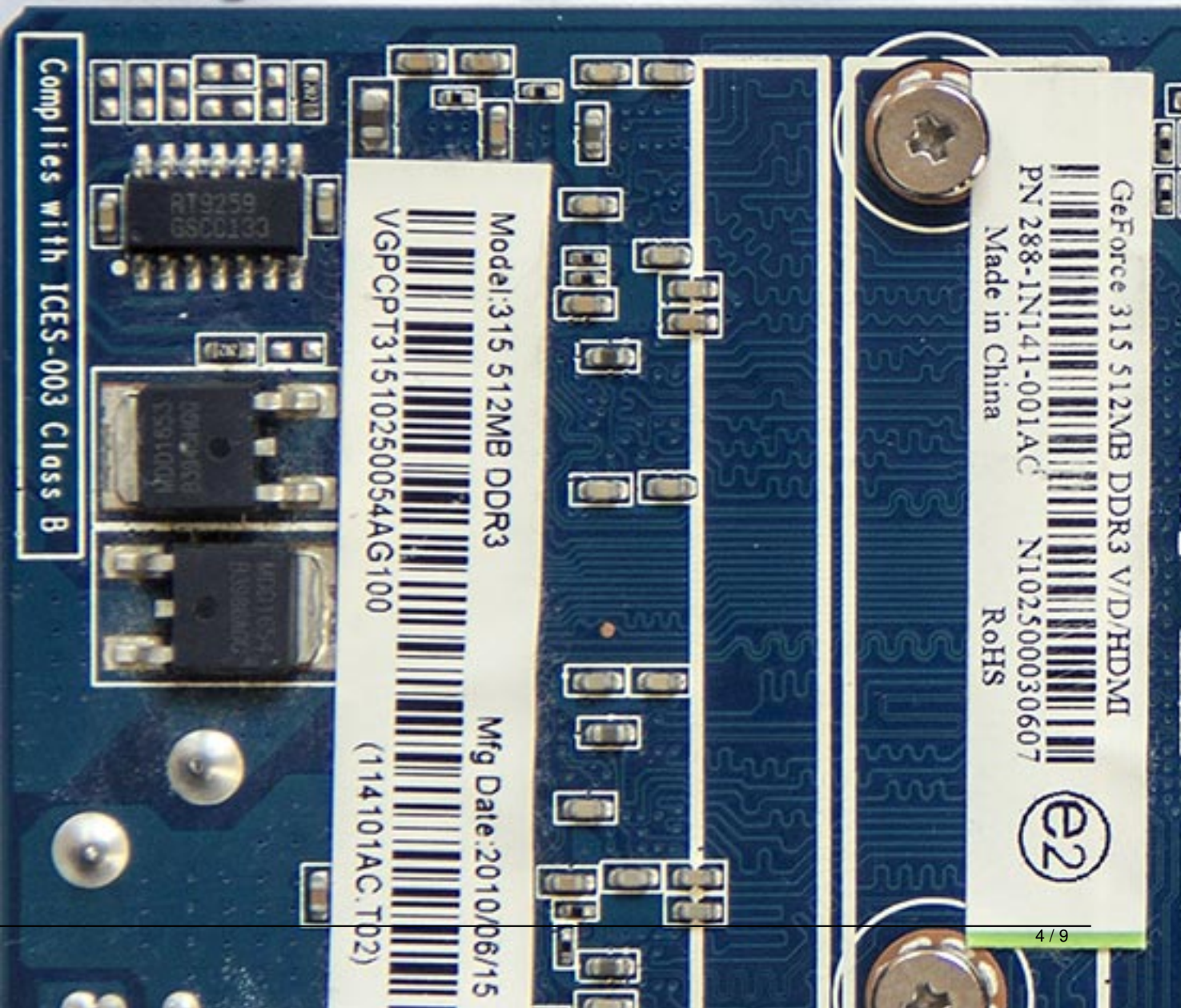
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www.vgamuseum.info



GeForce 315 512MB DDR3 V/D/HDMI
PN 288-IN141-001AC N102500030607
Made in China
RoHS



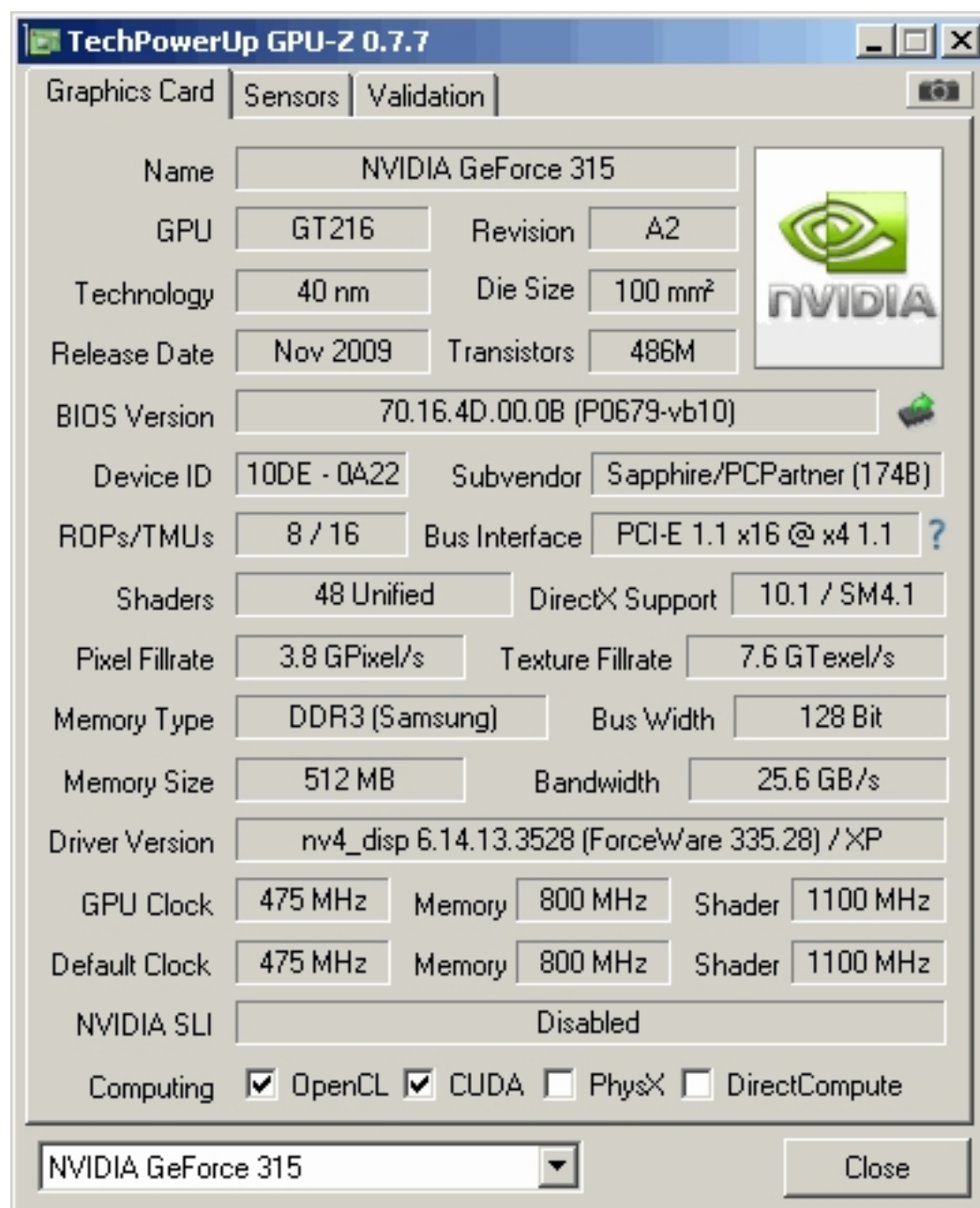
Model: 315 512MB DDR3
Mfg Date: 2010/06/15
VGPCPT31510250054AG100 (114101AC.T02)

Complies with ICES-003 Class B

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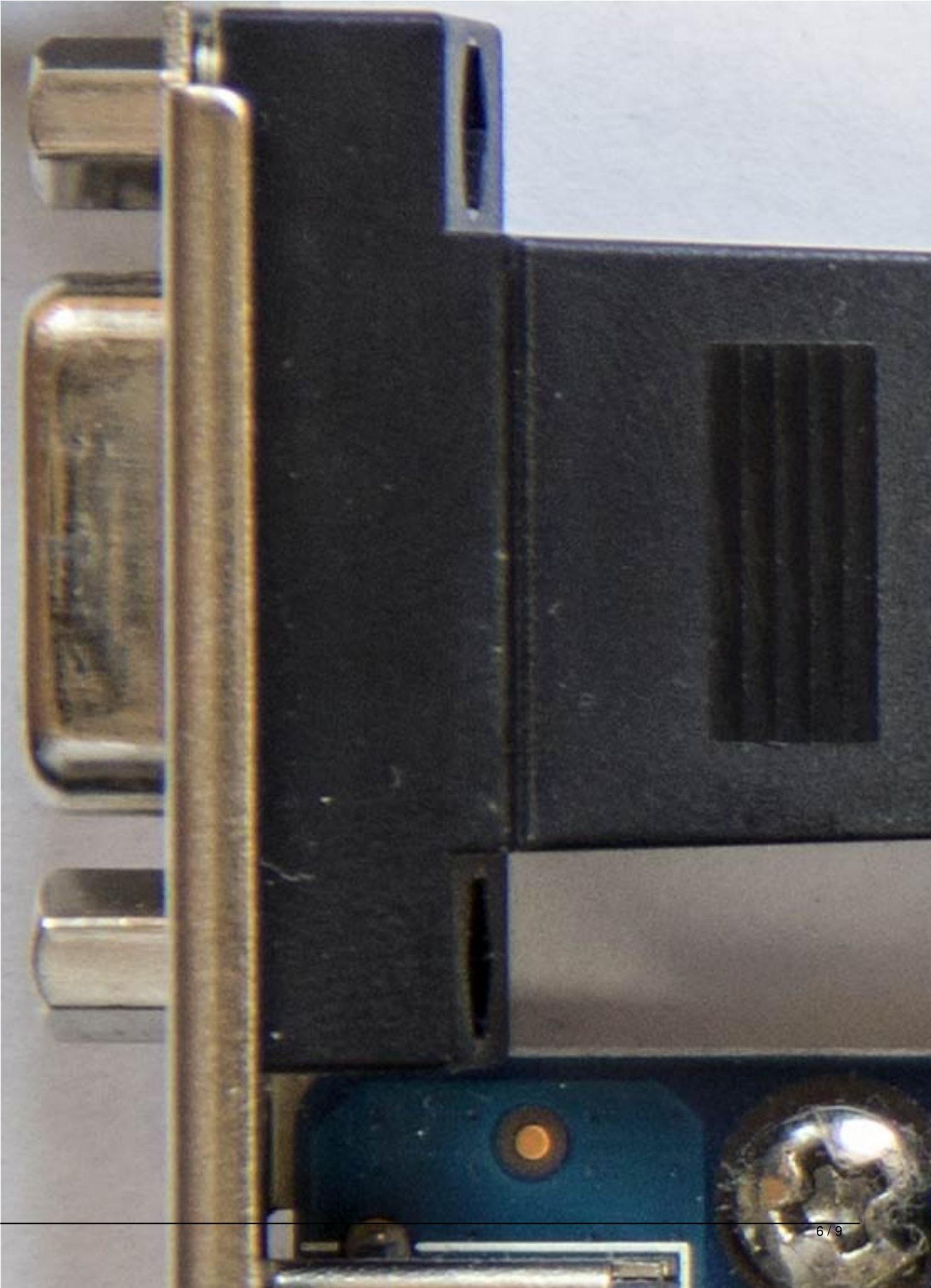


The screenshot displays the TechPowerUp GPU-Z 0.7.7 application window. The 'Graphics Card' tab is selected, showing detailed specifications for the NVIDIA GeForce 315. The interface includes a top navigation bar with 'Graphics Card', 'Sensors', and 'Validation' tabs. The main area is filled with various fields and labels, such as 'Name', 'GPU', 'Technology', 'Release Date', 'BIOS Version', 'Device ID', 'ROPs/TMUs', 'Shaders', 'Pixel Fillrate', 'Memory Type', 'Memory Size', 'Driver Version', 'GPU Clock', 'Default Clock', 'NVIDIA SLI', and 'Computing'. A small NVIDIA logo is visible on the right side of the main area. At the bottom, there is a dropdown menu showing 'NVIDIA GeForce 315' and a 'Close' button.

Field	Value
Name	NVIDIA GeForce 315
GPU	GT216
Revision	A2
Technology	40 nm
Die Size	100 mm ²
Release Date	Nov 2009
Transistors	486M
BIOS Version	70.16.4D.00.0B (P0679-vb10)
Device ID	10DE - 0A22
Subvendor	Sapphire/PCPartner (174B)
ROPs/TMUs	8 / 16
Bus Interface	PCI-E 1.1 x16 @ x4 1.1
Shaders	48 Unified
DirectX Support	10.1 / SM4.1
Pixel Fillrate	3.8 GPixel/s
Texture Fillrate	7.6 GTexel/s
Memory Type	DDR3 (Samsung)
Bus Width	128 Bit
Memory Size	512 MB
Bandwidth	25.6 GB/s
Driver Version	nv4_disp 6.14.13.3528 (ForceWare 335.28) / XP
GPU Clock	475 MHz
Memory	800 MHz
Shader	1100 MHz
Default Clock	475 MHz
Memory	800 MHz
Shader	1100 MHz
NVIDIA SLI	Disabled
Computing	<input checked="" type="checkbox"/> OpenCL <input checked="" type="checkbox"/> CUDA <input type="checkbox"/> PhysX <input type="checkbox"/> DirectCompute

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