

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

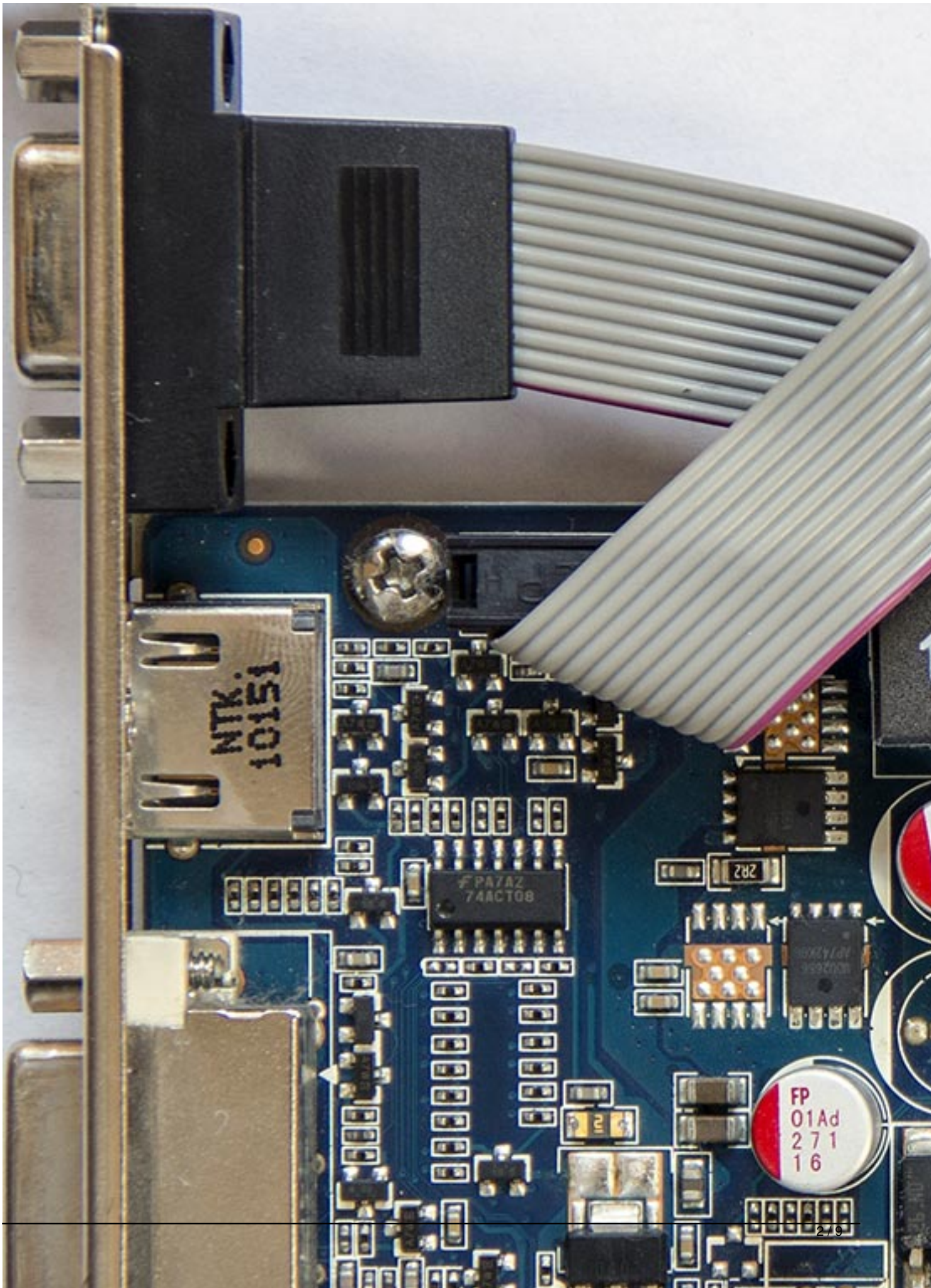
Performance 3D GPU: 475 MHz, Shader: 1100 MHz, Memory: 1600 MHz

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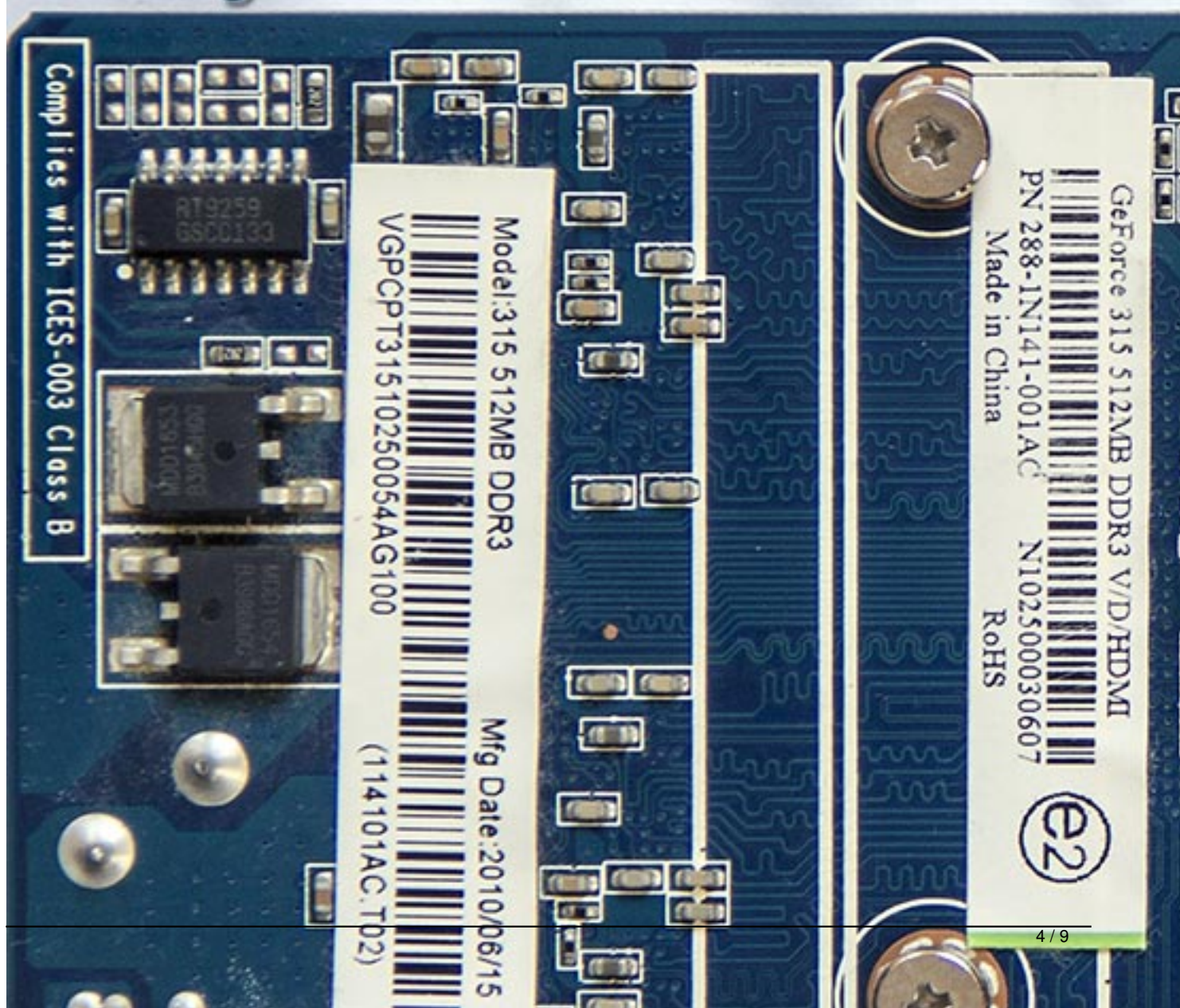
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TechPowerUp GPU-Z 0.7.7

Graphics Card

Sensors

Validation

Name

NVIDIA GeForce 315

GPU

GT216

Revision

A2

Technology

40 nm

Die Size

100 mm²

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

☒ OpenCL

☒ CUDA

☐ PhysX

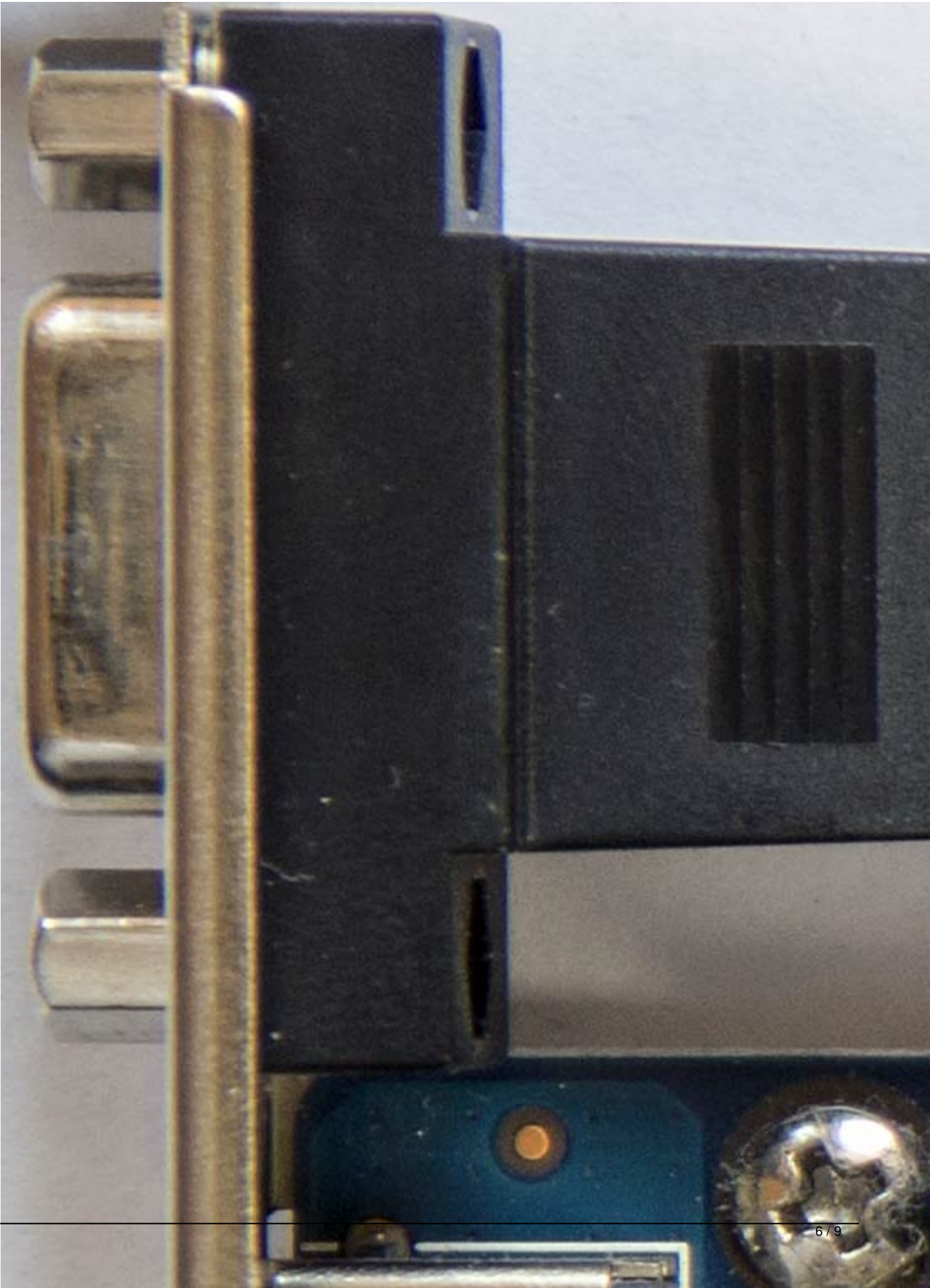
☐ DirectCompute

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Close

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