

NVIDIA GeForce 315

Written by Vlask

Wednesday, 07 May 2014 21:15 - Last Updated Wednesday, 07 May 2014 21:50



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

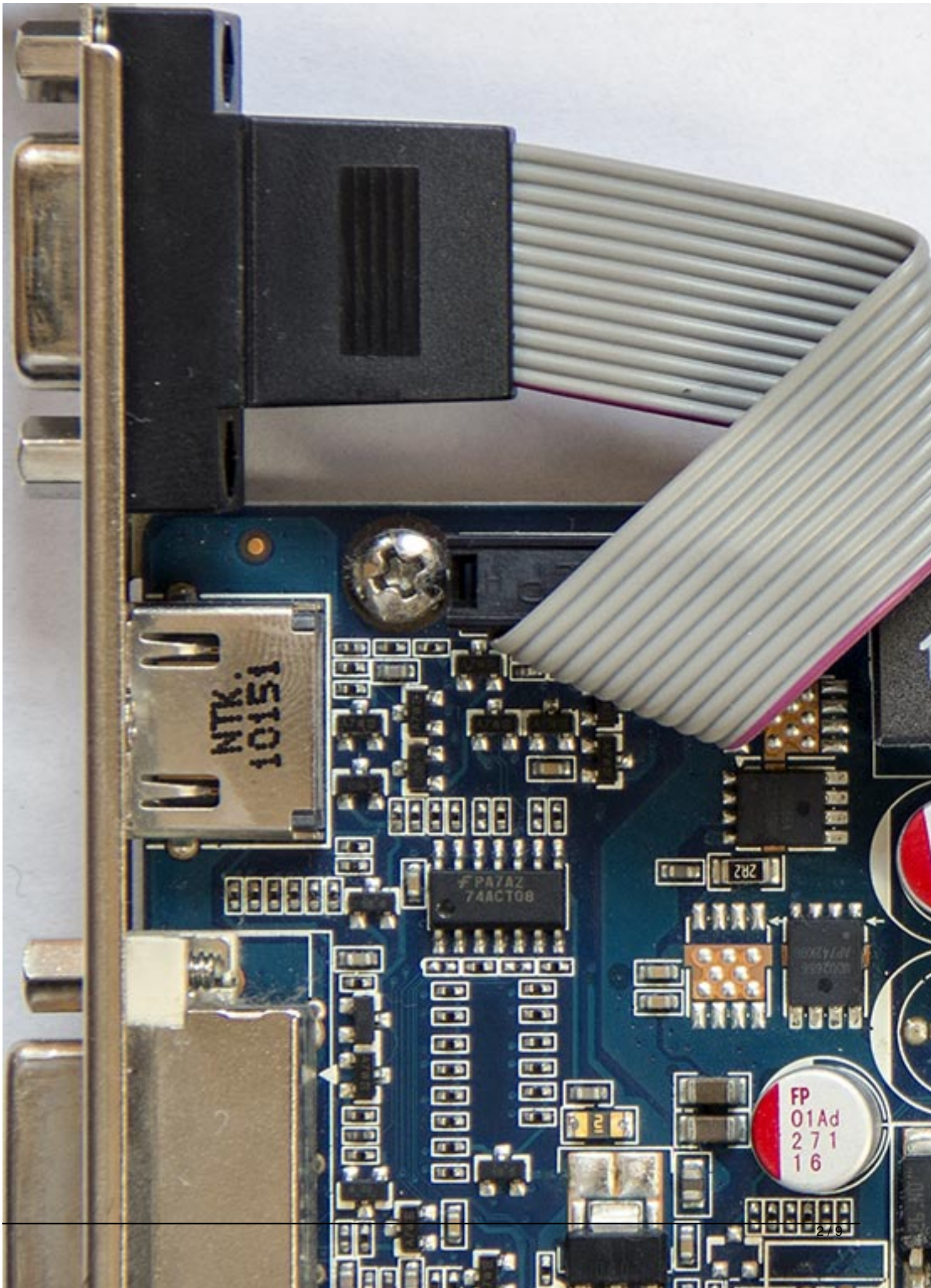
Performance 3D GPU: 475 MHz, Shader: 1100 MHz, Memory: 1600 MHz

{webgallery}

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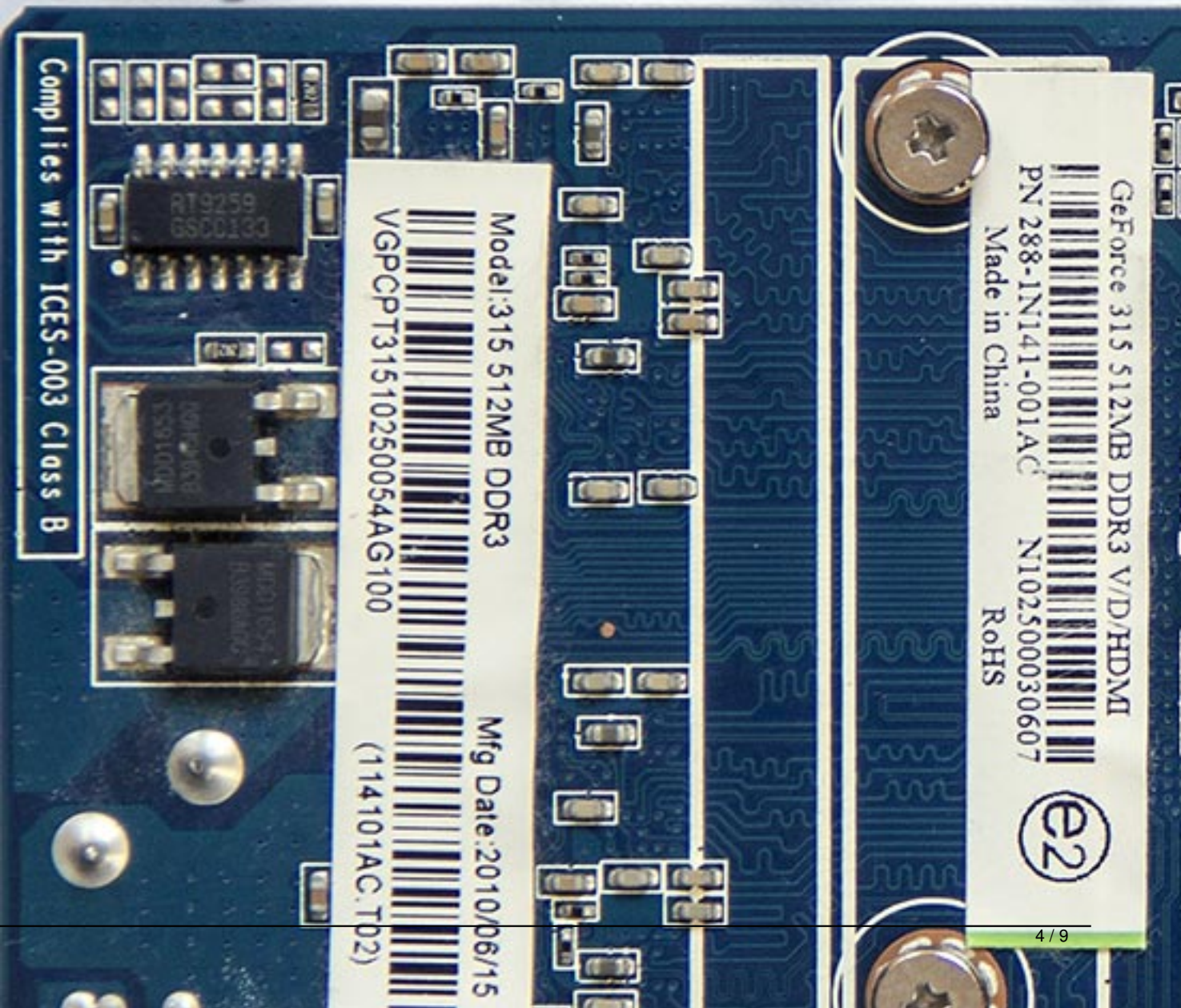
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www.vgamuseum.info



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



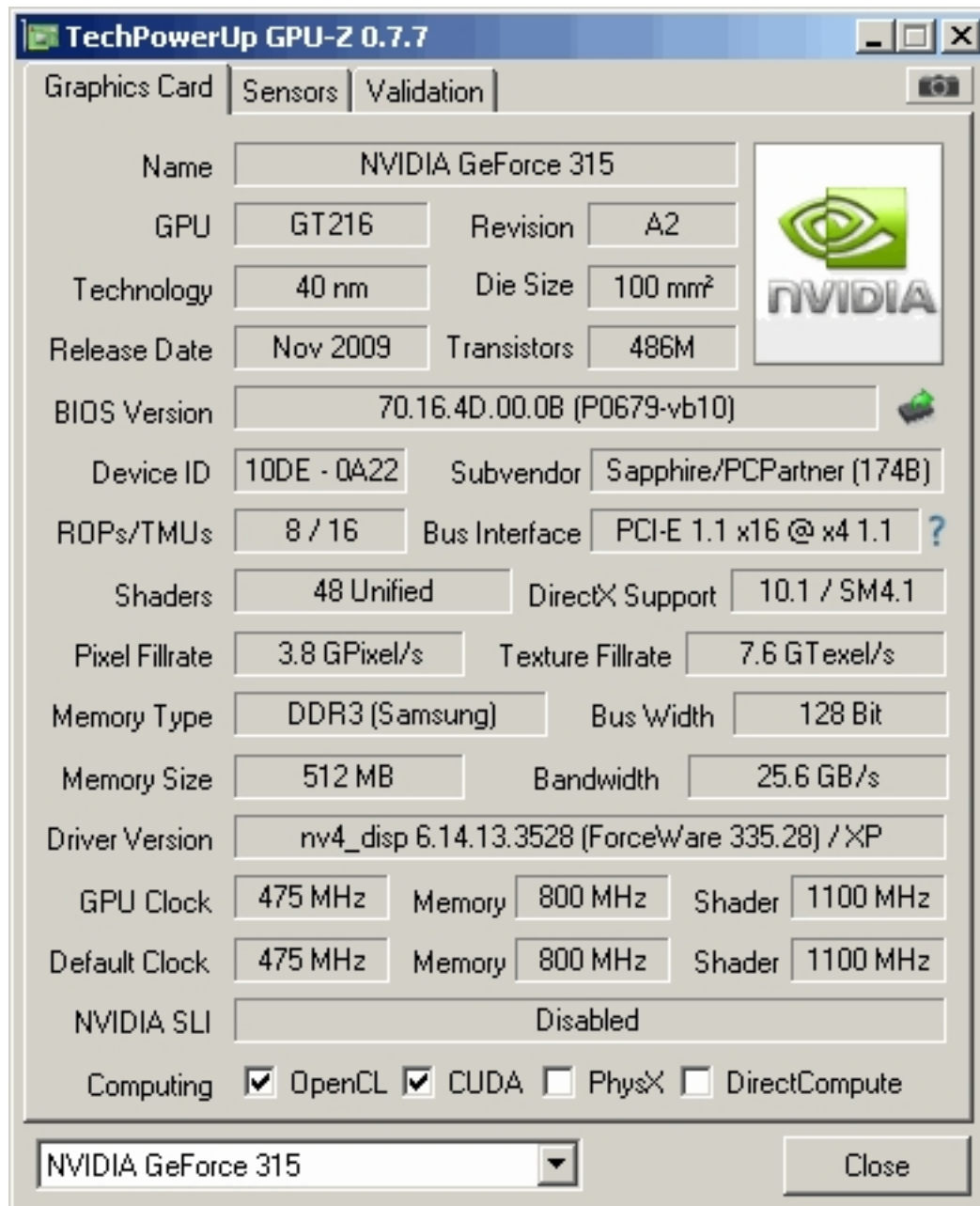
Model: 315 512MB DDR3
Mfg Date: 2010/06/15
VGPCPT31510250054AG100 (114101AC.T02)

Complies with ICES-003 Class B

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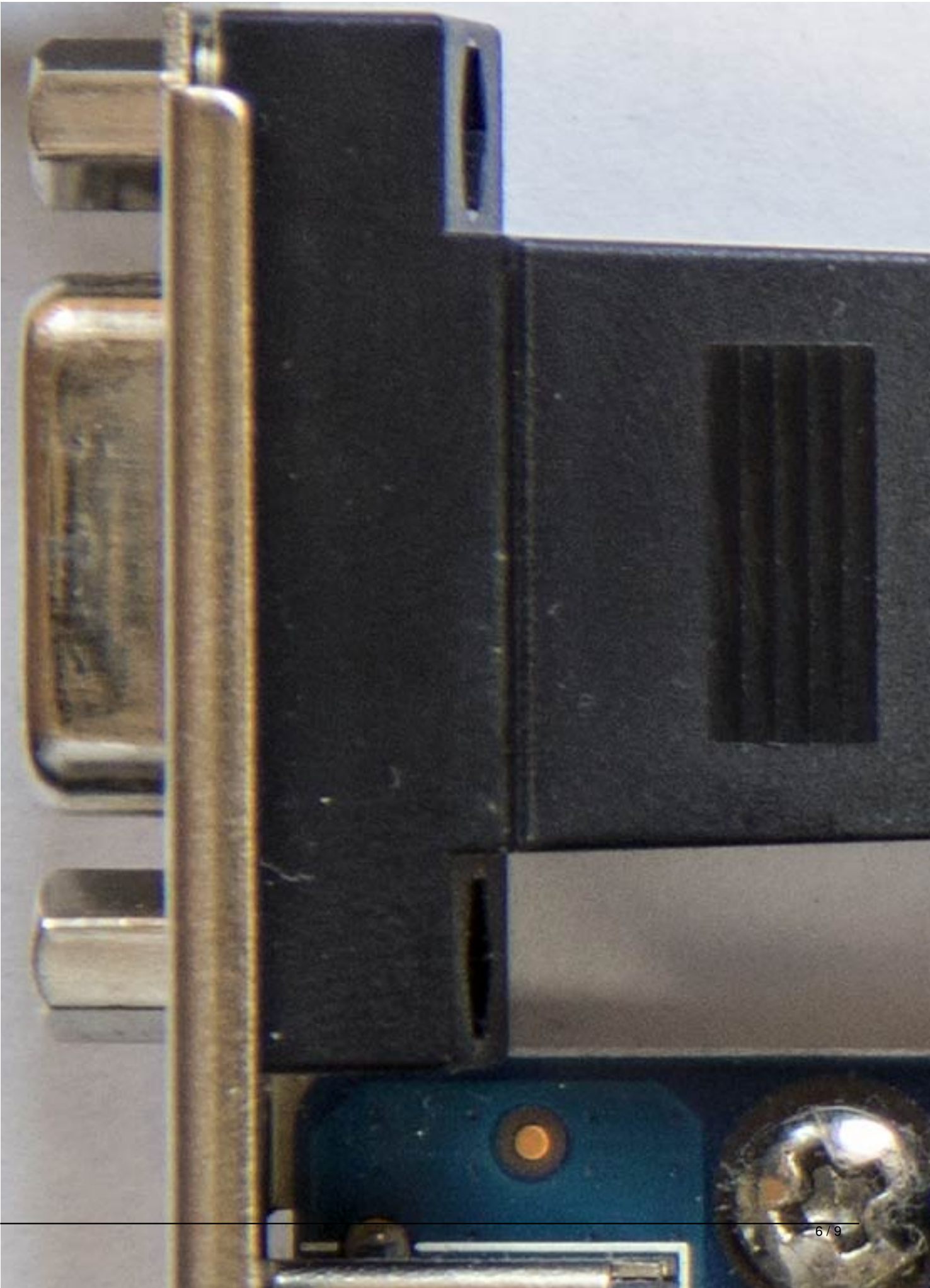
The screenshot displays the TechPowerUp GPU-Z 0.7.7 application window. The 'Graphics Card' tab is selected, showing detailed specifications for the NVIDIA GeForce 315. The interface includes a top navigation bar with 'Graphics Card', 'Sensors', and 'Validation' tabs. The main area is a grid of fields for various GPU parameters. On the right side, there is a large NVIDIA logo. 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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