

Core: NV43 500MHz 256bit

Memory: 128/256MB DDR 500MHz 128bit Year: 2004 Bus: PCI-E 16x or AGP 8x Pixel shaders:

8 (v 3.0) **DirectX:** 9

Made:

110nm Transistors: 143 million

## **Pixel shaders:**

8 (v3.0) Vertex shaders: 3 (v3.0)

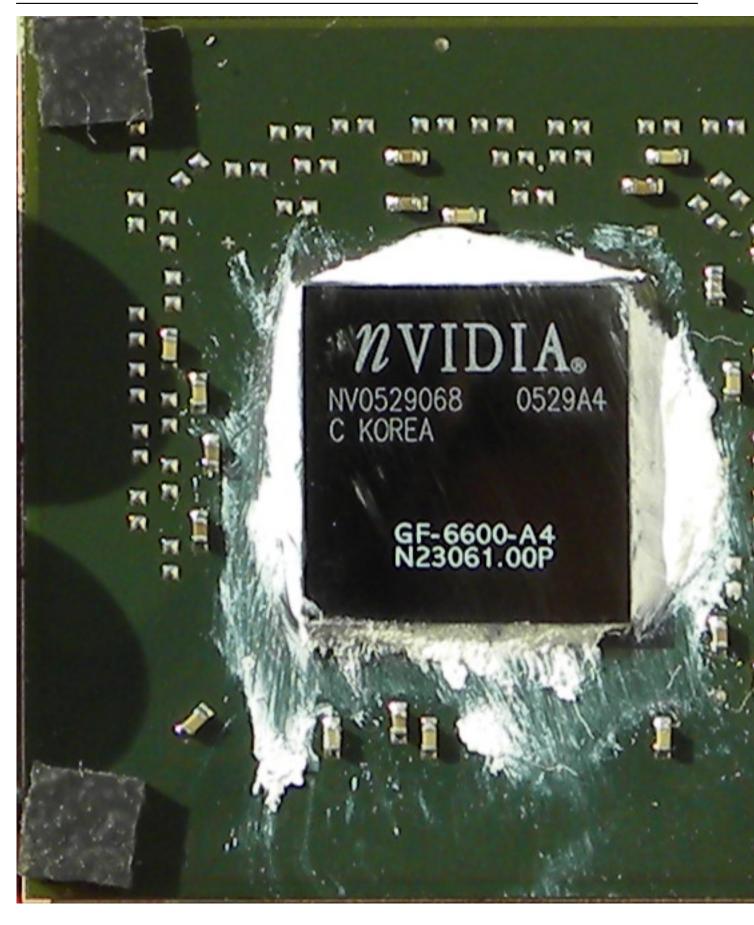
#### **Pixel Fillrate:**

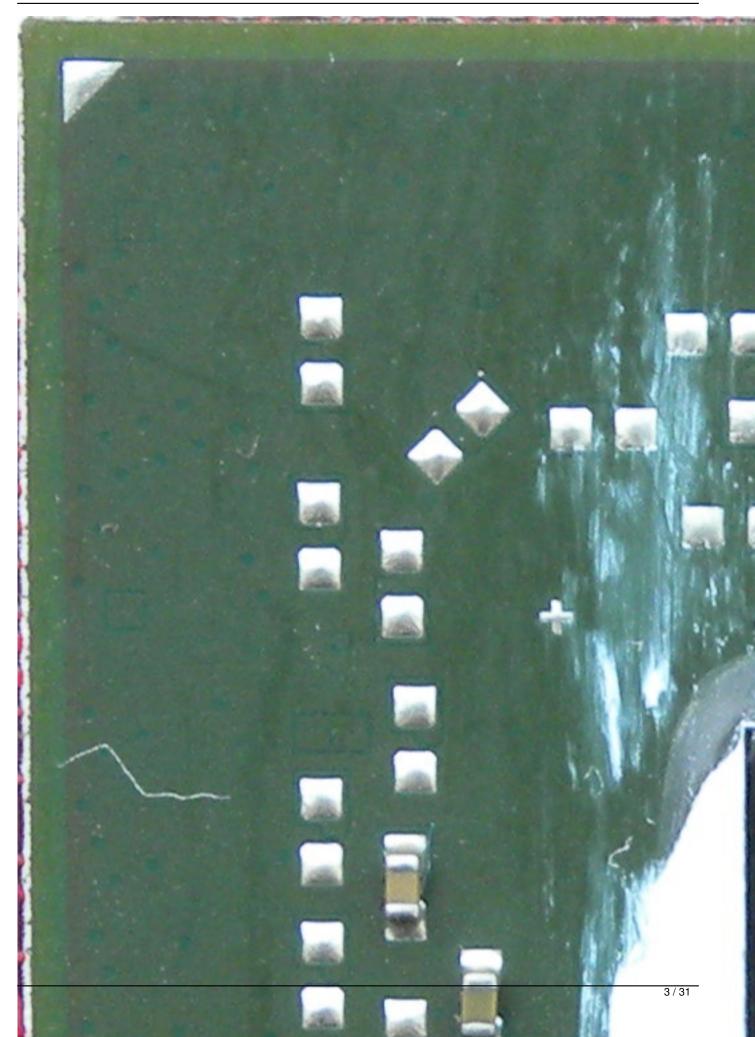
2408 MPixel/s Texel Fillrate: 2408 MTexel/s

**Note:** AGP versions always have PCI-E to AGP bridge.

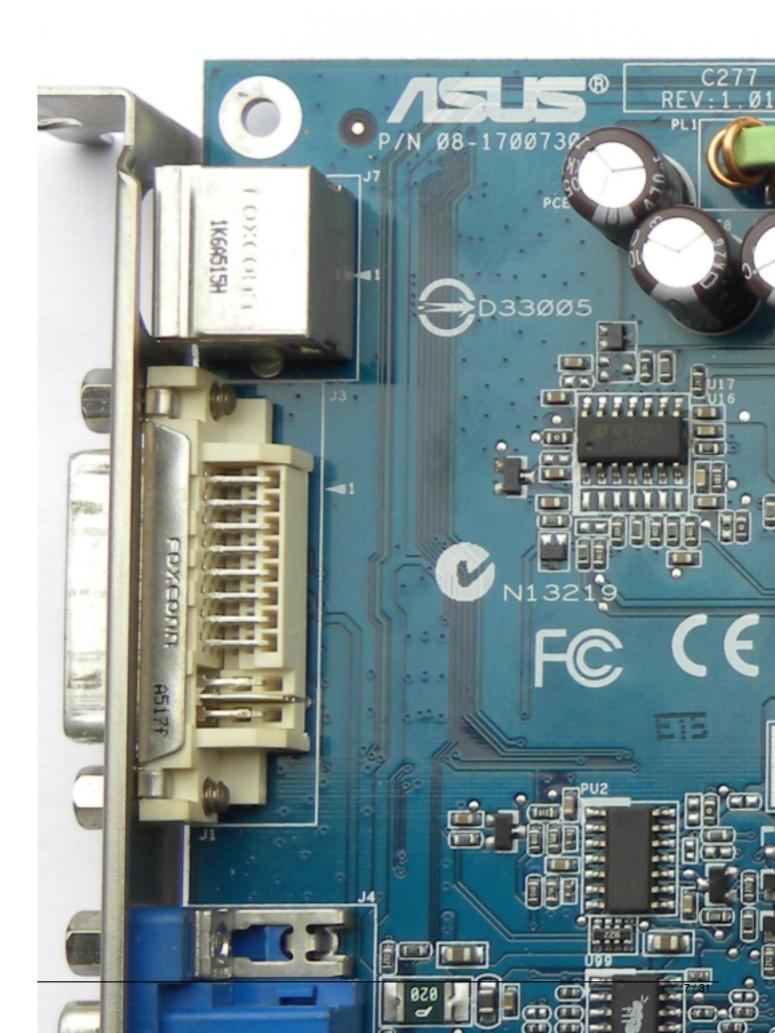
{webgallery}

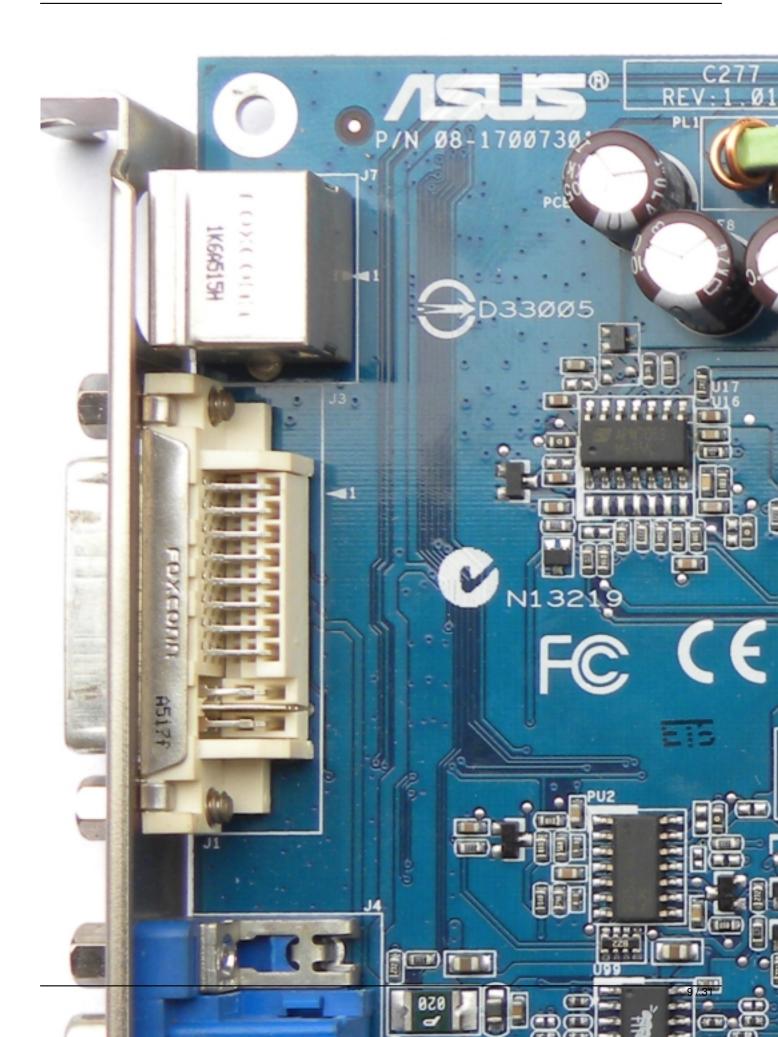
Written by Zaatharen Monday, 30 April 2012 01:54 - Last Updated Monday, 03 February 2014 01:01

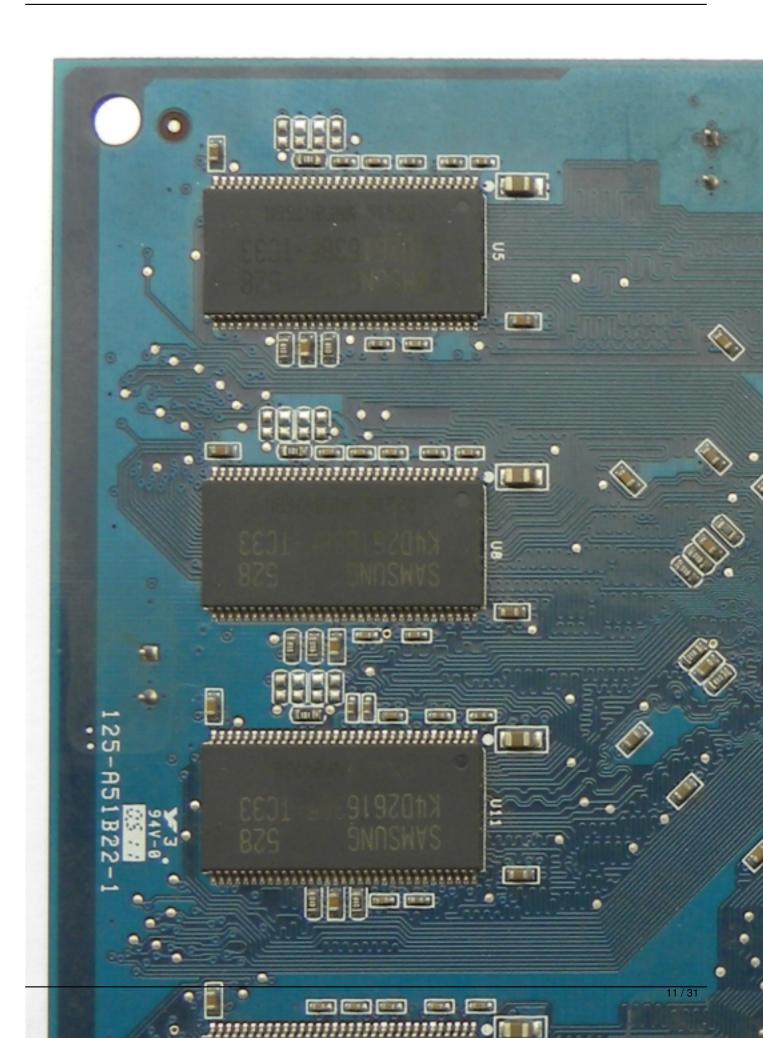


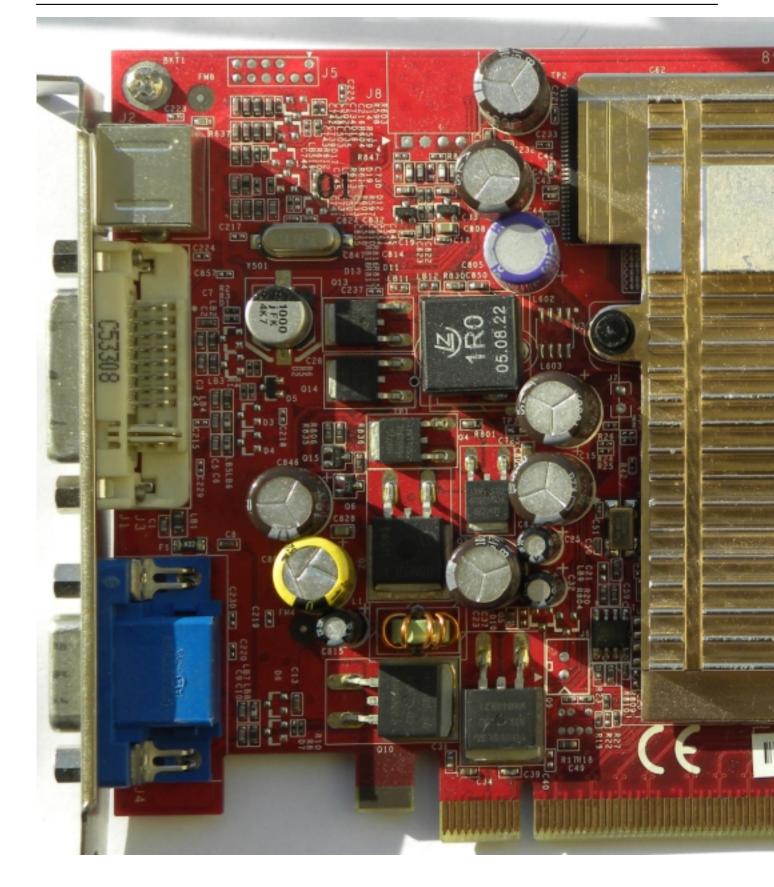




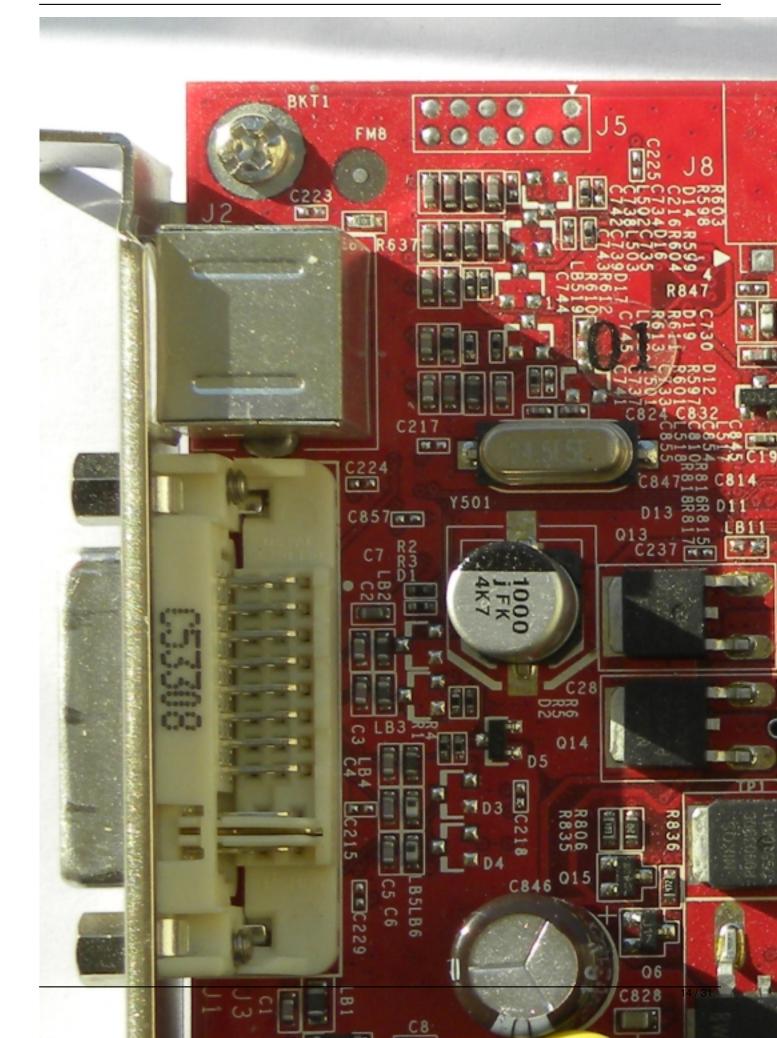


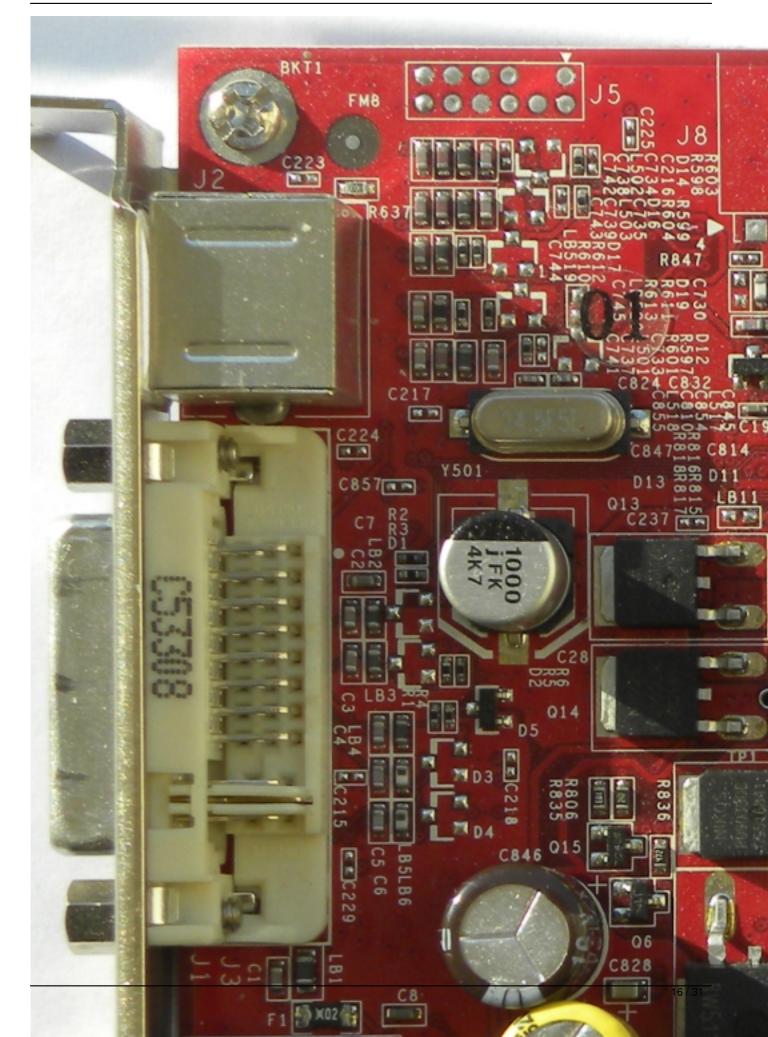


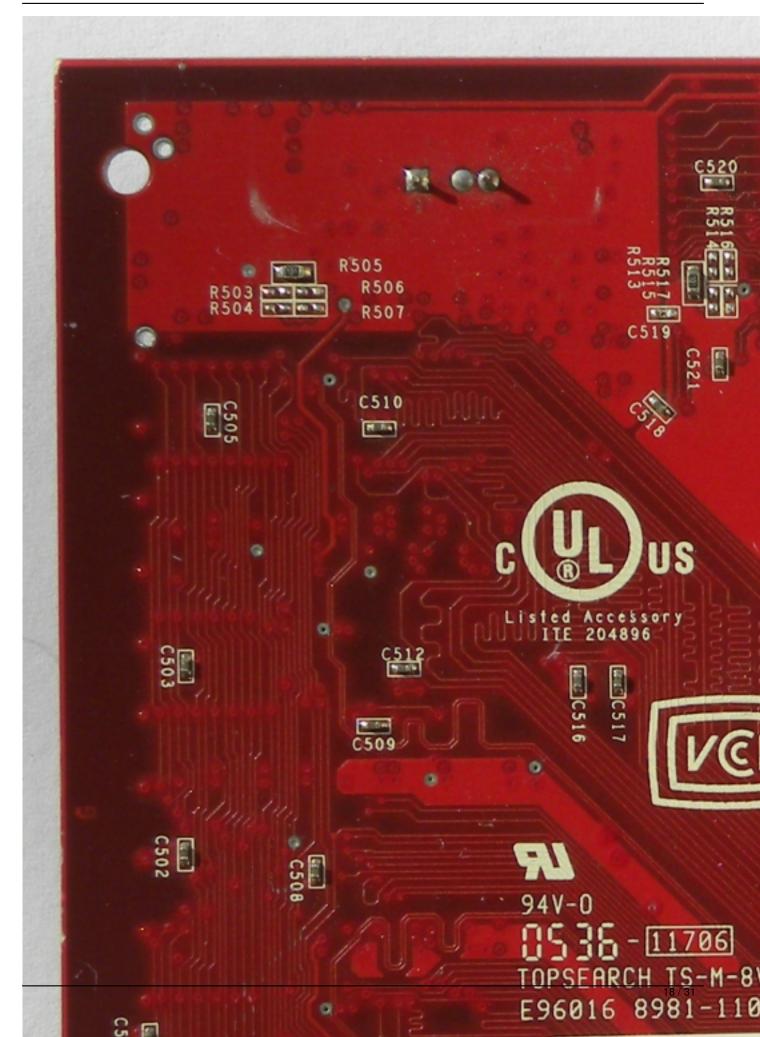


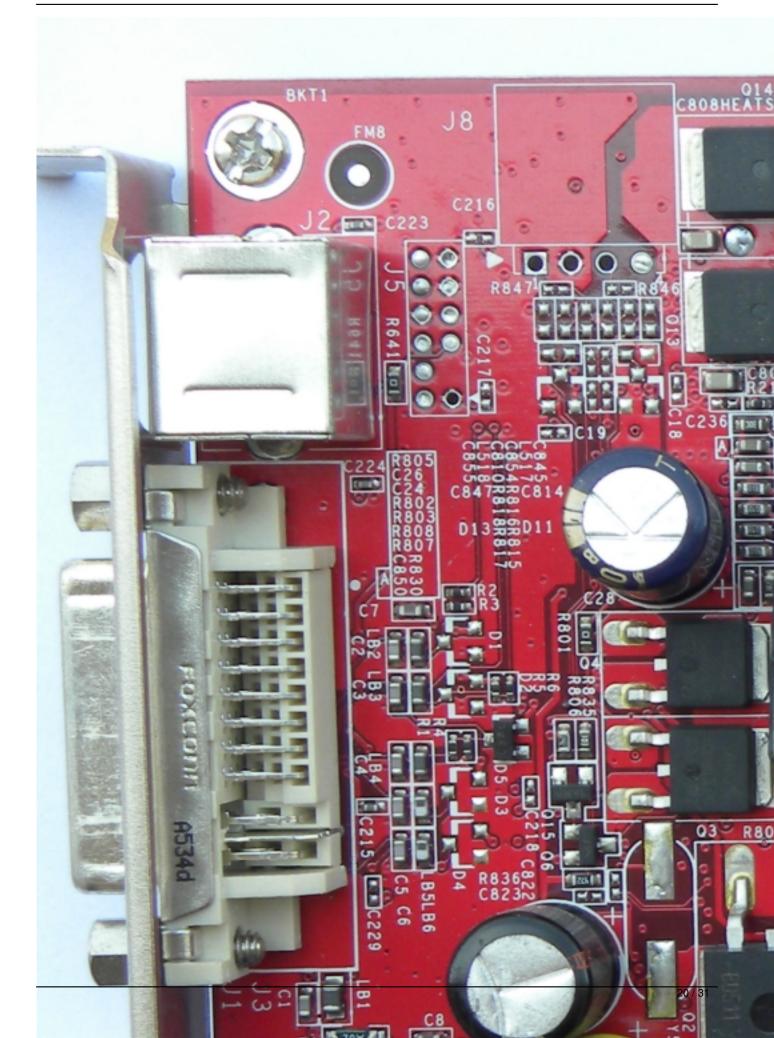


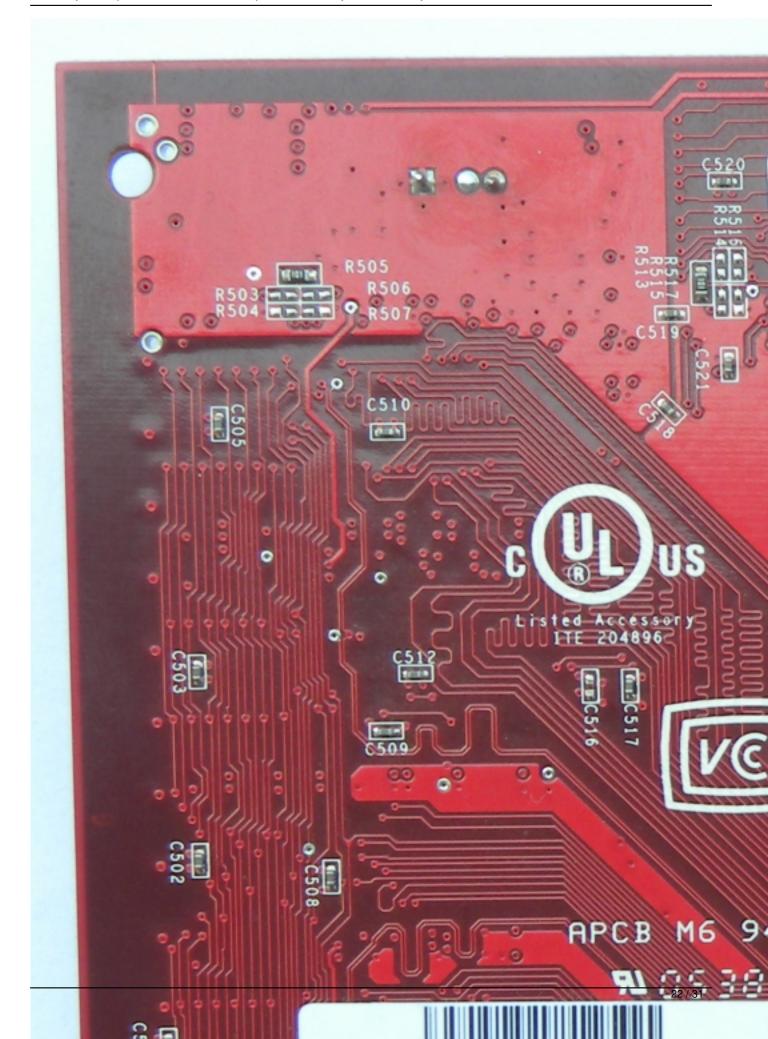


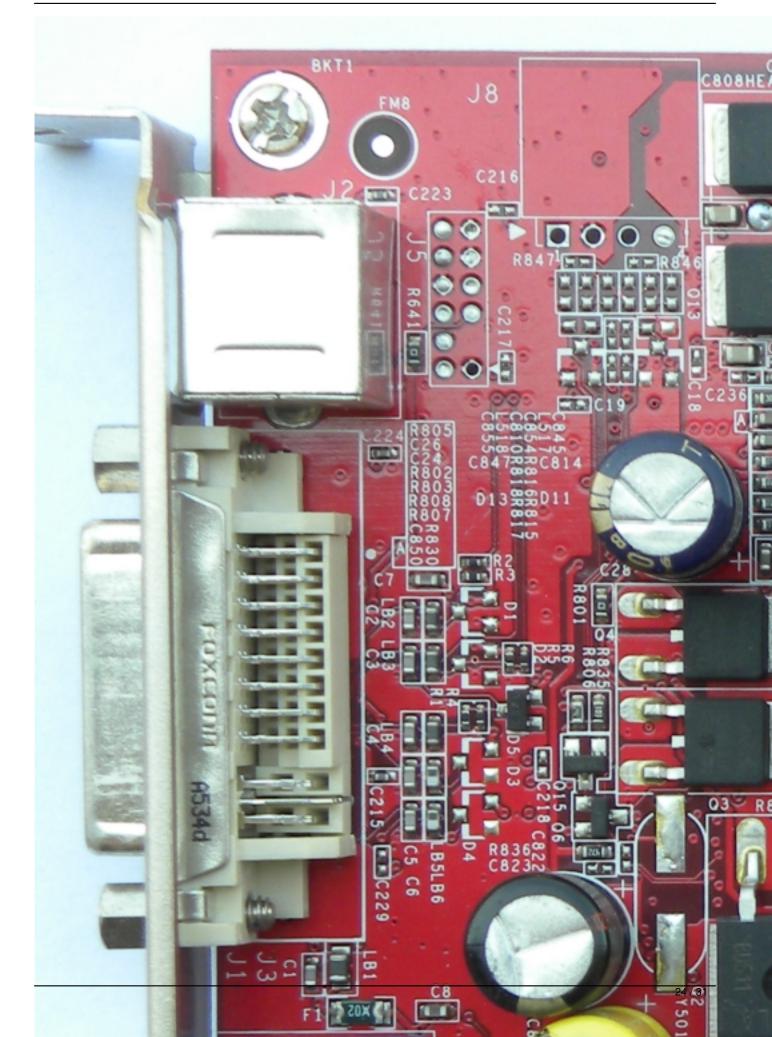


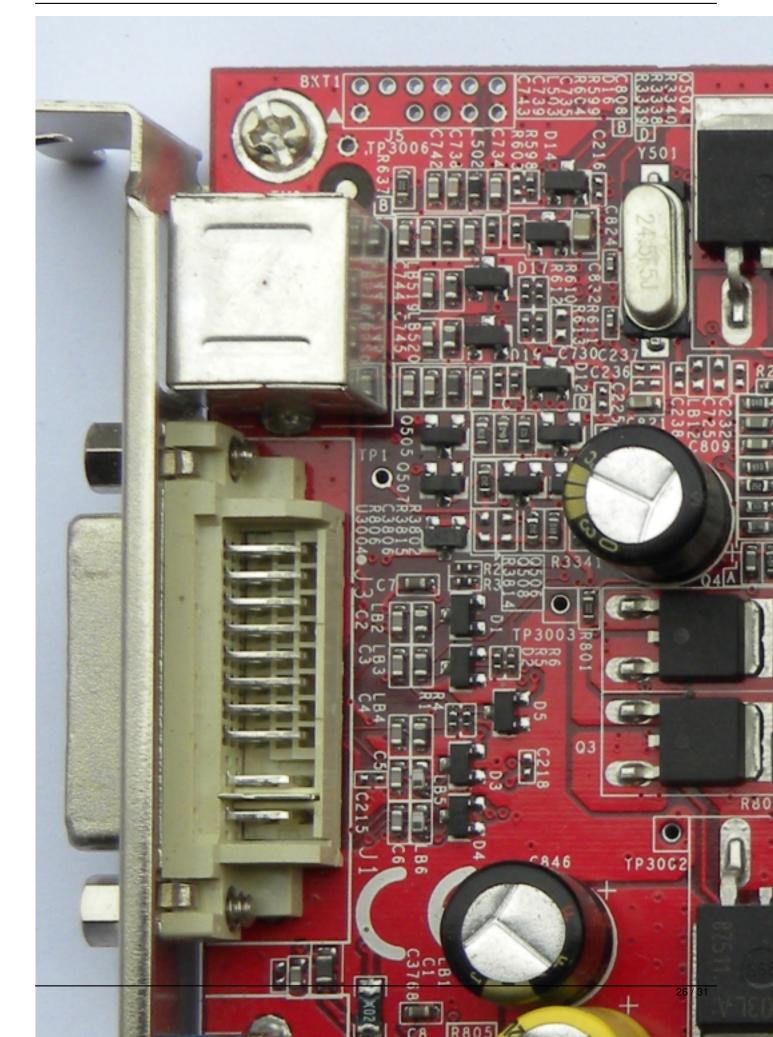




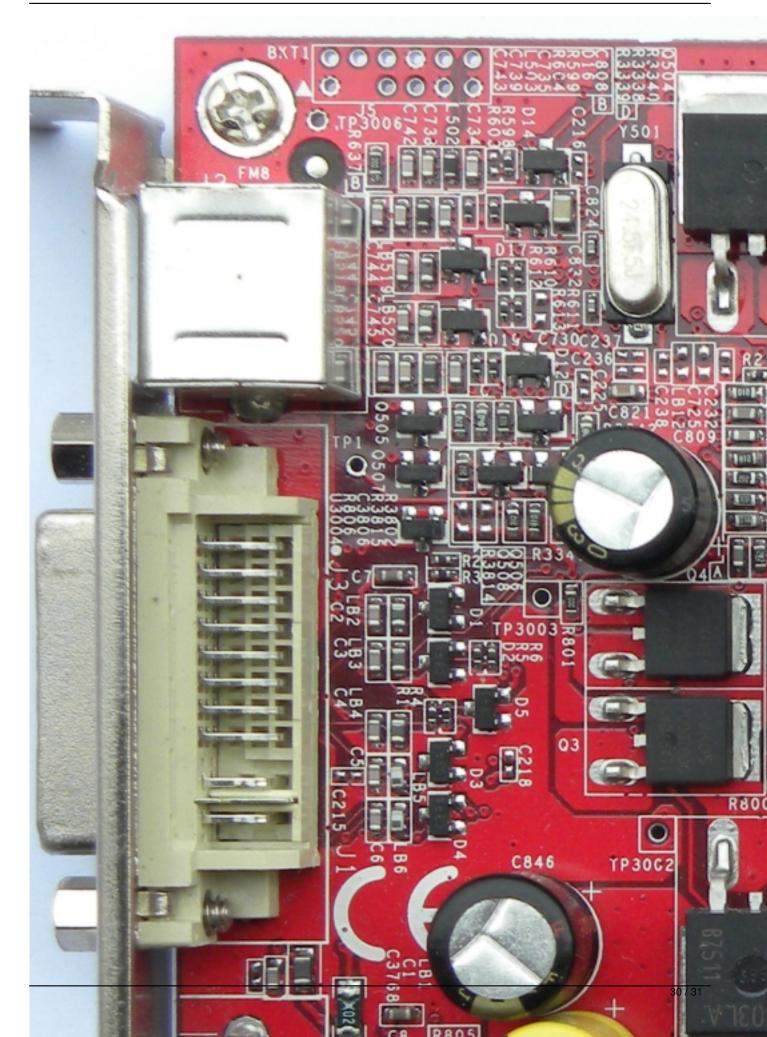












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TechPowerUp GPU-Z 0.6.9				
Graphics Card	Sensors Validation			
Name	NVIDIA GeForce 6600 (Microsoft Corpor			
GPU	NV43	Revision	A4	
Technology	110 nm	Die Size	150 mm <sup>2</sup>	NVIDIA
Release Date	Sep 23, 2004	Transistors	146M	
BIOS Version	5.43.02.76.01			
Device ID	10DE - 0141	Subvendor MSI		ISI (1462)
ROPs/TMUs	4/8	Bus Interface	PCI-E 1.1	x16@x161.1 ?
Shaders	8 Pixel / 3 Vertex DirectX Support 9.0c / SM3.0			
Pixel Fillrate	Unknown Texture Fillrate		Fillrate	Unknown
Memory Type	DDR Bus V		Width	128 Bit
Memory Size	256 MB Bandwidth		dwidth	Unknown
Driver Version	nvlddmkm 8.15.11.8593 (ForceWare 185.93) / Win7 64			
GPU Clock	0 MHz N	Memory 0 N	1Hz SI	hader N/A
Default Clock	300 MHz N	Memory 250	MHz SI	hader N/A
NVIDIA SLI	Unknown			
Computing OpenCL CUDA PhysX DirectCompute				
NVIDIA GeForce 6600 (Microsoft Corpora  Close Close				