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



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}



































