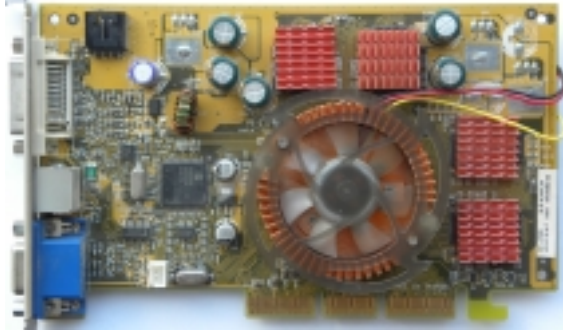


nVIDIA GeForce FX5600

Written by Zaatharen

Monday, 30 April 2012 02:03 - Last Updated Wednesday, 26 March 2014 08:08



Core: NV31 325MHz 256bit

Memory: 256MB DDR 500MHz 128bit **Year:** 2003 **Bus:** AGP 8x **Pixel shaders:** 4 (v2.0) **Vertex shaders:** 2 (v2.0)

DirectX:

9

Pixel pipelines:

4

TMU per pipeline:

1

Transistors:□

80 million

Made:

130nm

Pixel write speed:

1004 MPixel/s

Texel write speed:

1004 MTexel/s□

Memory bandwidth:

8016 MB/s□

{webgallery}

nVIDIA GeForce FX5600

Written by Zaatharen

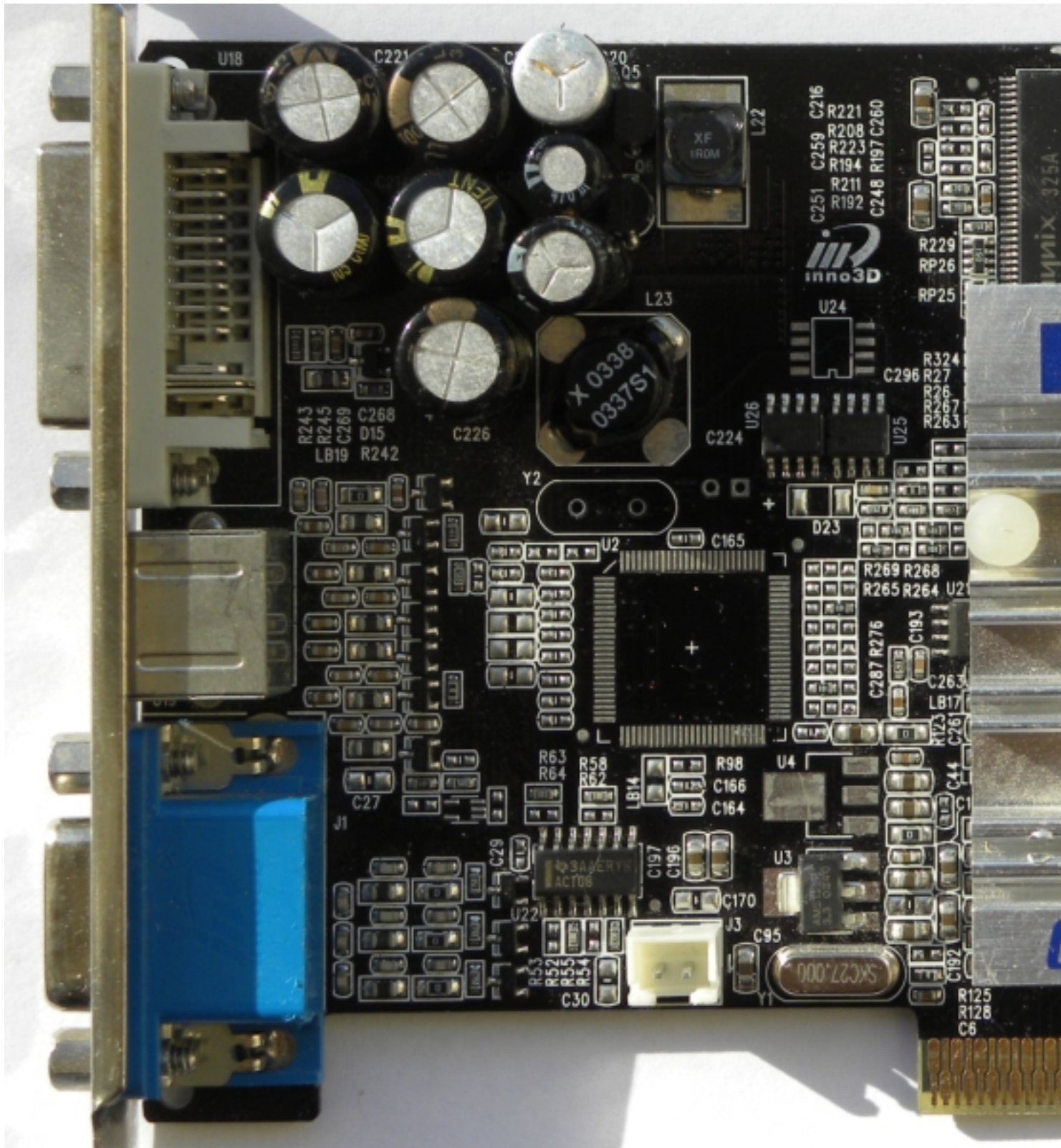
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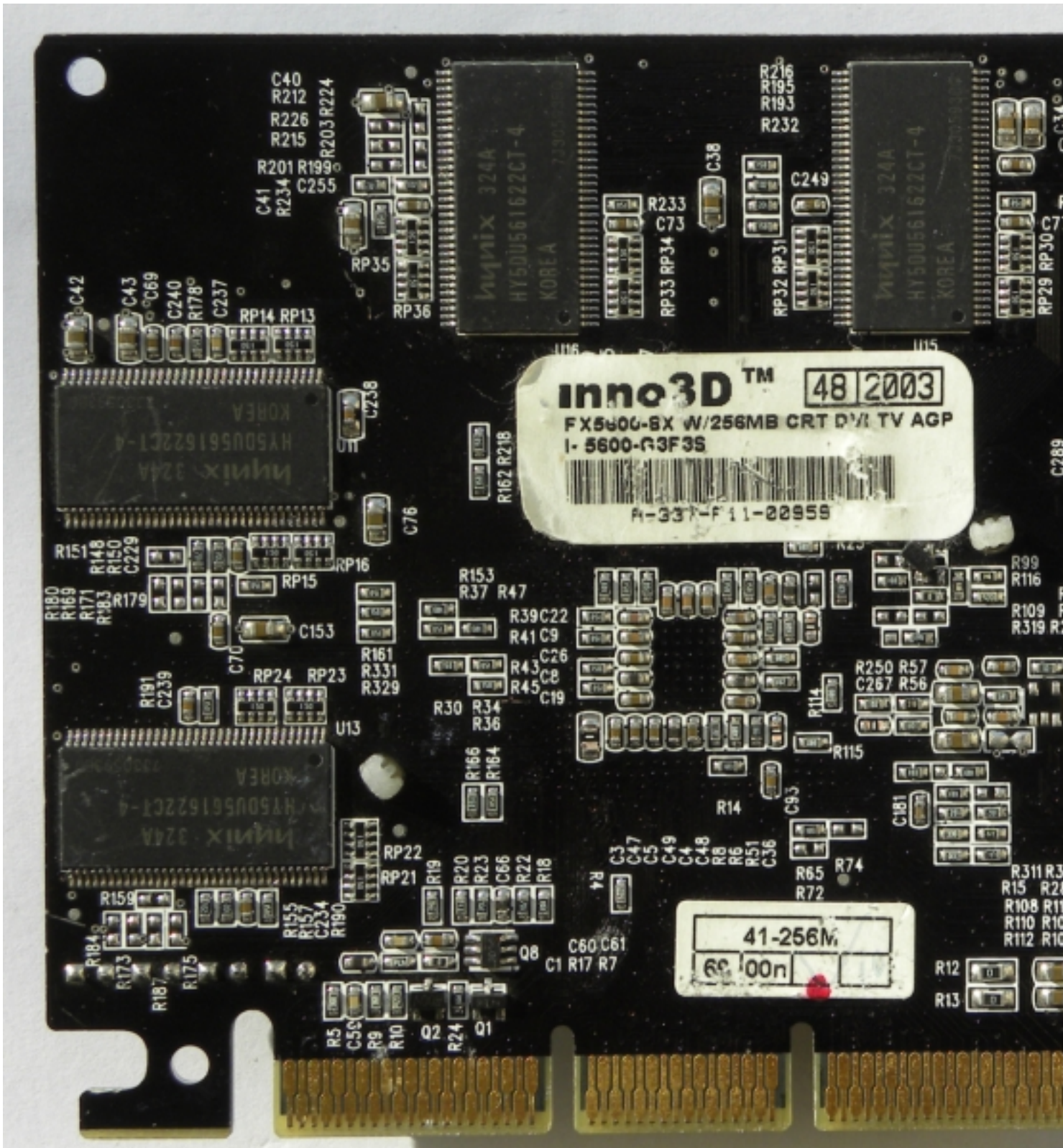
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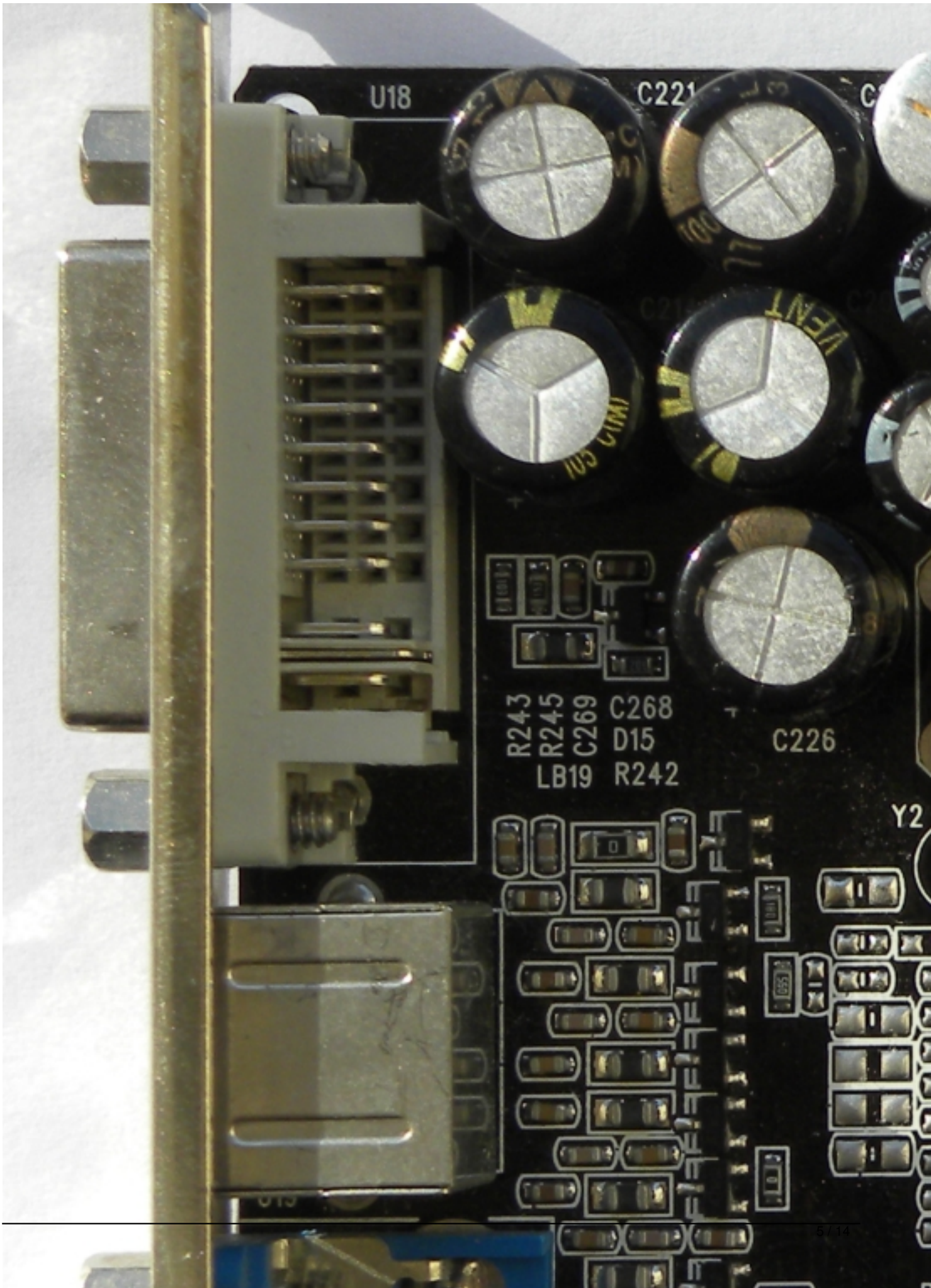
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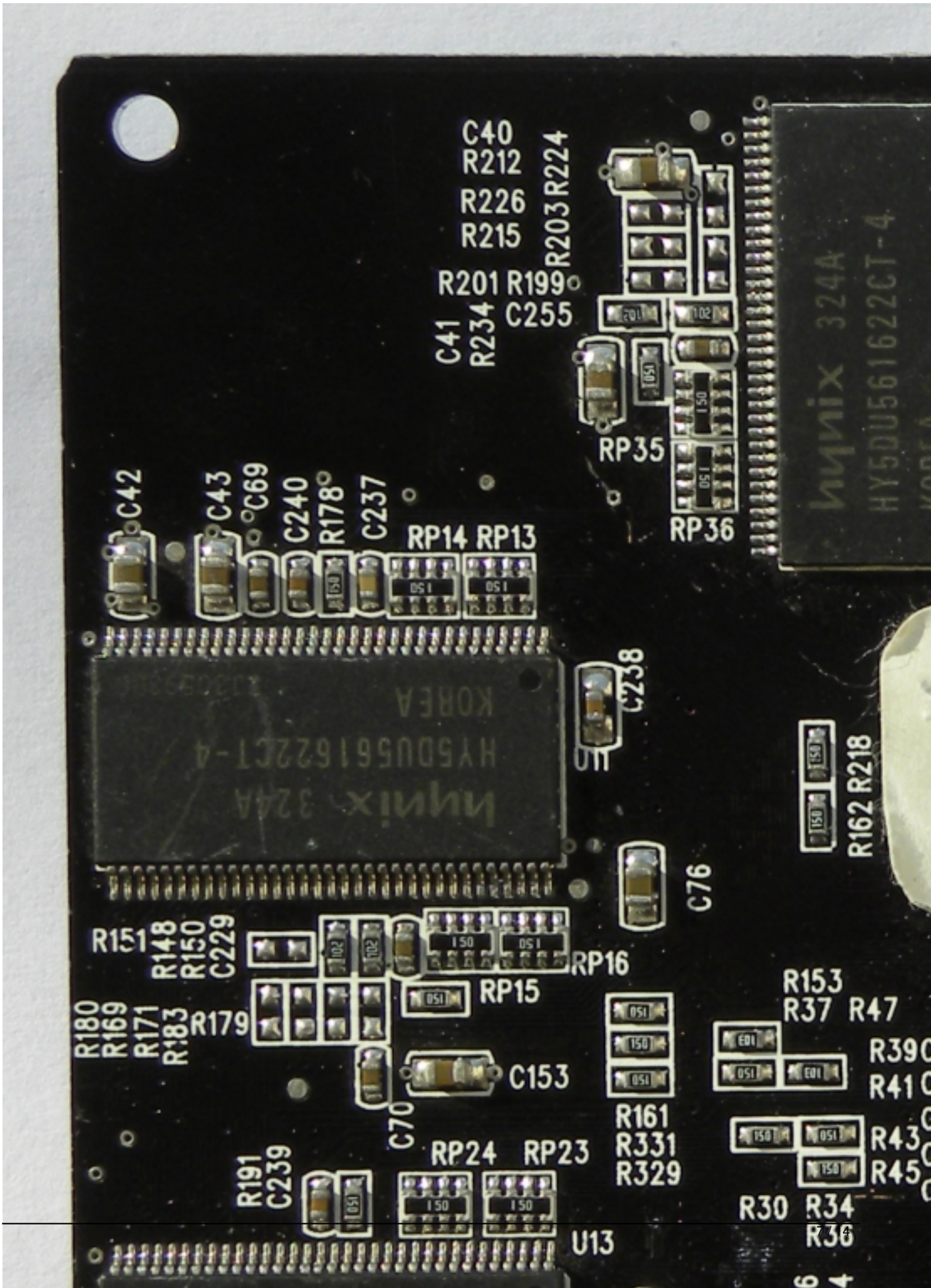
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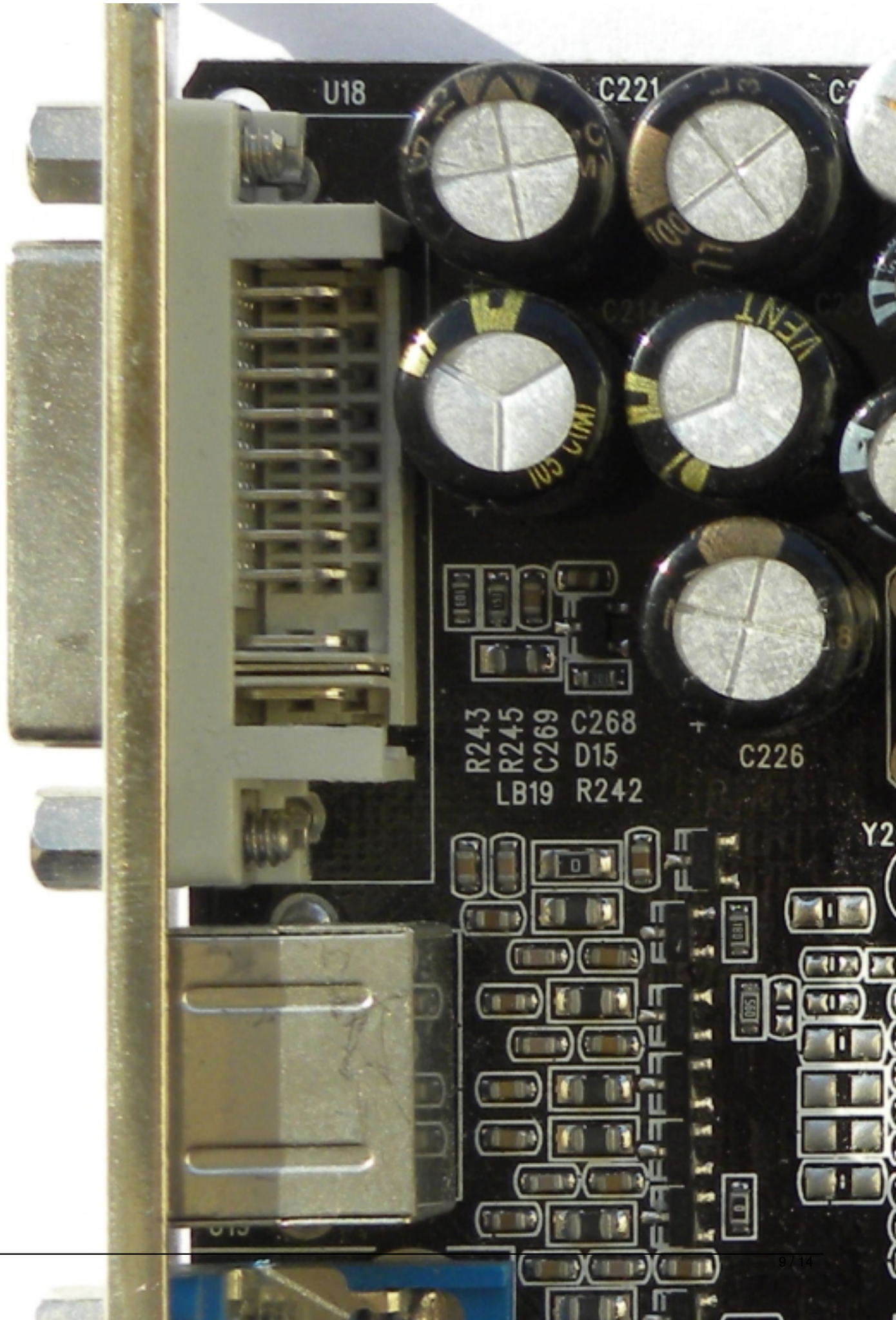
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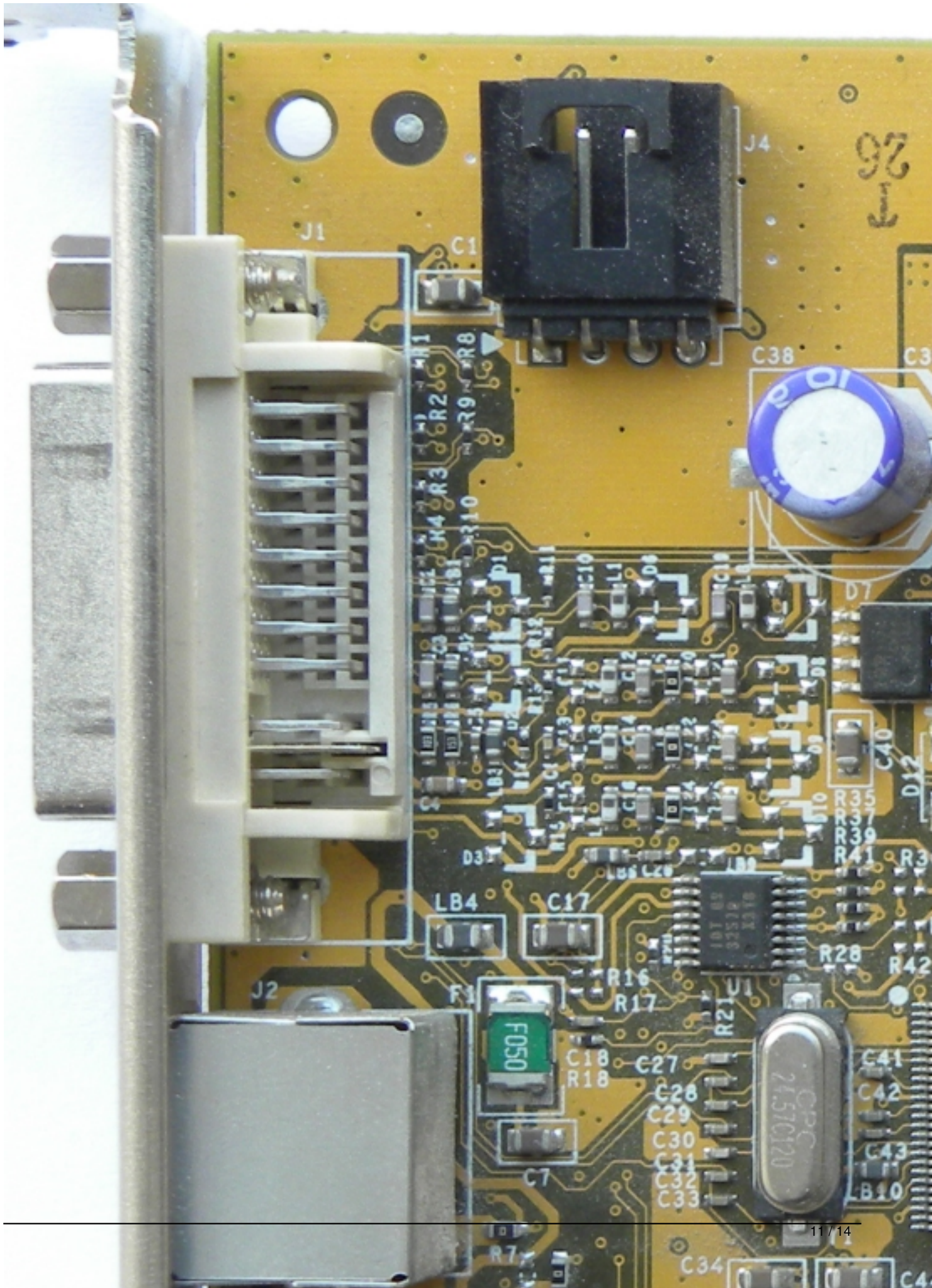
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TechPowerUp GPU-Z 0.7.2

Graphics Card | Sensors | Validation

Name: NVIDIA GeForce FX 5600 (Microsoft Co...)

GPU: NV31 | Revision: A1

Technology: 130 nm | Die Size: 135 mm²

Release Date: 2003 | Transistors: 80M

BIOS Version: Unknown

Device ID: 10DE - 0312 | Subvendor: ROLINK Microsystems (1554)

ROPs/TMUs: 4 / 4 | Bus Interface: AGP 4x @ 4x

Shaders: 4 Pixel / 2 Vertex | DirectX Support: 9.0 / SM2.0

Pixel Fillrate: 1.3 GPixel/s | Texture Fillrate: 1.3 GTexel/s

Memory Type: DDR | Bus Width: 128 Bit

Memory Size: 128 MB | Bandwidth: 8.8 GB/s

Driver Version: nv4_disp 5.6.7.3 (ForceWare 56.73) / XP

GPU Clock: 325 MHz | Memory: 275 MHz | Shader: N/A

Default Clock: 325 MHz | Memory: 275 MHz | Shader: N/A

NVIDIA SLI: Unknown

Computing: OpenCL CUDA PhysX DirectCompute

NVIDIA GeForce FX 5600 (Microsoft Corp) | Close

{/webgallery}