

Core: G92GTS 702MHz 256bit Shader: 1512MHz Memory: 1GB GDDR3 2000MHz 256bit Year: 2008 Bus:

PCI-E 16x 2.0 Made:

55nm

**Unified Shaders:** 128 (v 4.0) **DirectX:** 10 **Memory bandwith:** 64 GB/s **Transistors:** 754 million

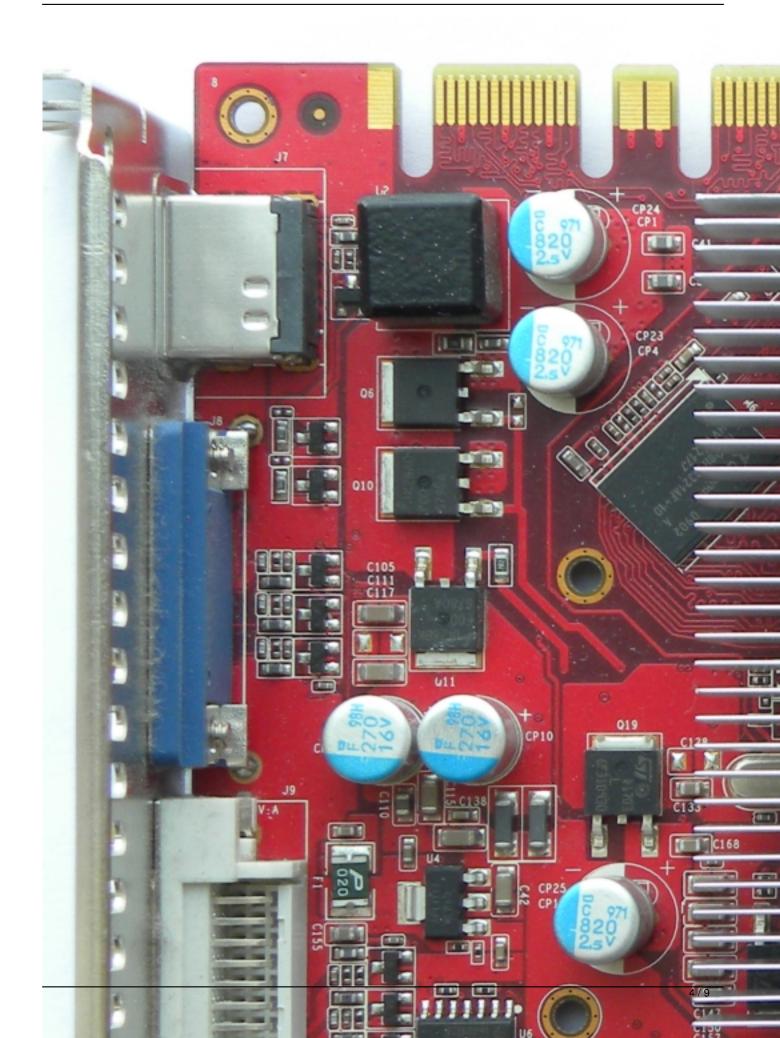
# Pixel write speed: 11232 MPixel/s

**Texel write speed:** 44928 MTexel/s

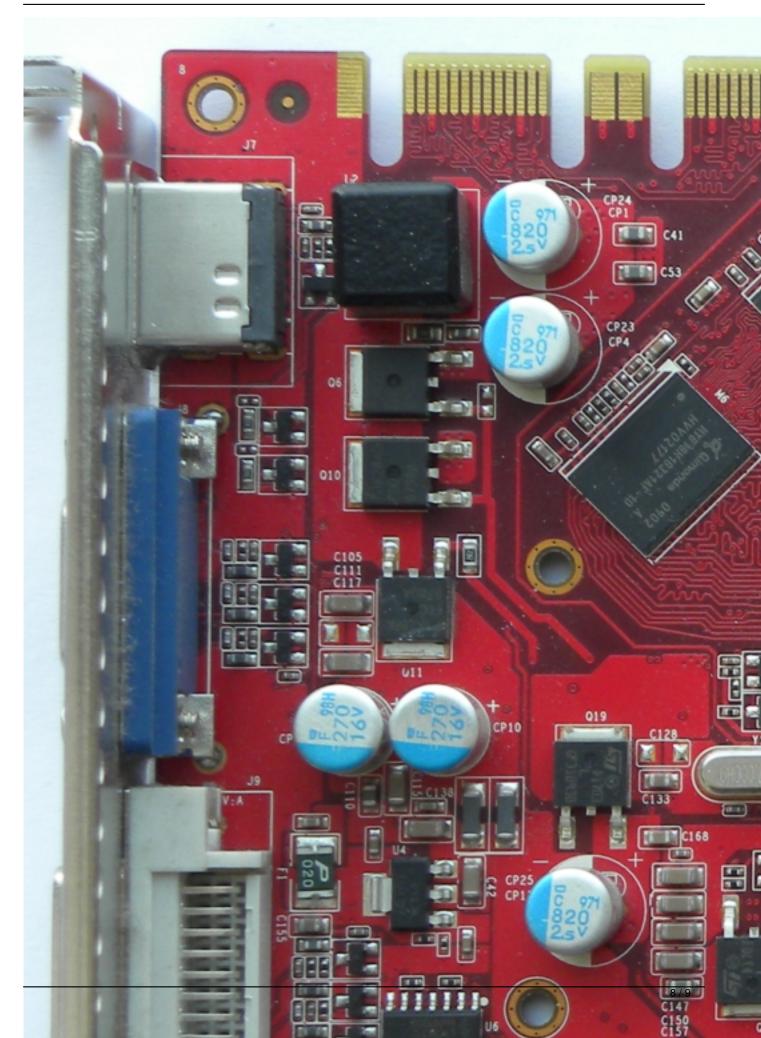
**Note:** Card doesn't have complete cooler, its still working though. Its basically renamed GeForce 9800GTX+ without any changes except 1GB VRAM instead of 512MB.

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Written by Zaatharen

Friday, 25 April 2014 00:04 - Last Updated Friday, 25 April 2014 00:18

TechPower	Up GPU-Z 0.7.2	2	. 🗆 🗙
Graphics Card	Sensors Valid	lation	<u>Kô</u>
Name	NVIDIA GeForc	ce GTS 250 (Microsoft C	
GPU	G92	Revision A2	
Technology	65 nm	Die Size 330 mm <sup>2</sup>	
Release Date	Jul 29, 2008	Transistors 754M	
BIOS Version		62.92.7D.00.00	4
Device ID	10DE - 0615	Subvendor CardExpert Technology (	10B0
ROPs/TMUs	16 / 64	Bus Interface PCI-E 2.0 x16 @ x16 2	.0 ?
Shaders	128 Unifie	d DirectX Support 10.0 / SM	4.0
Pixel Fillrate	Unknown	Texture Fillrate Unknown	
Memory Type	GDDR3	Bus Width 256 Bit	
Memory Size	1024 MB	Bandwidth Unknown	
Driver Version	nvlddmkm 8.1	15.11.8593 (ForceWare 185.93) / Win7	64
GPU Clock	0 MHz N	Memory 0 MHz Shader N/	A
Default Clock	702 MHz N	Memory 1000 MHz Shader 1512	MHz
NVIDIA SLI	Unknown		
Computing 🗌 OpenCL 🗌 CUDA 🔲 PhysX 🔲 DirectCompute			
NVIDIA GeForce GTS 250 (Microsoft Con			se
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