Written by Zaatharen Tuesday, 20 April 2010 14:46 - Last Updated Thursday, 05 July 2012 15:05



Core: NV11 175MHz 256bit

Memory: 32MB SDR 166MHz 64bit Pixel pipelines: 2 TMU per pipeline: 2 Pixel shaders:

2 (v0.5)

Vertex shaders: not supported

Pixel write speed:

350 MPixel/s

Texel write speed:

700 MTexel/s

DirectX:

7.0

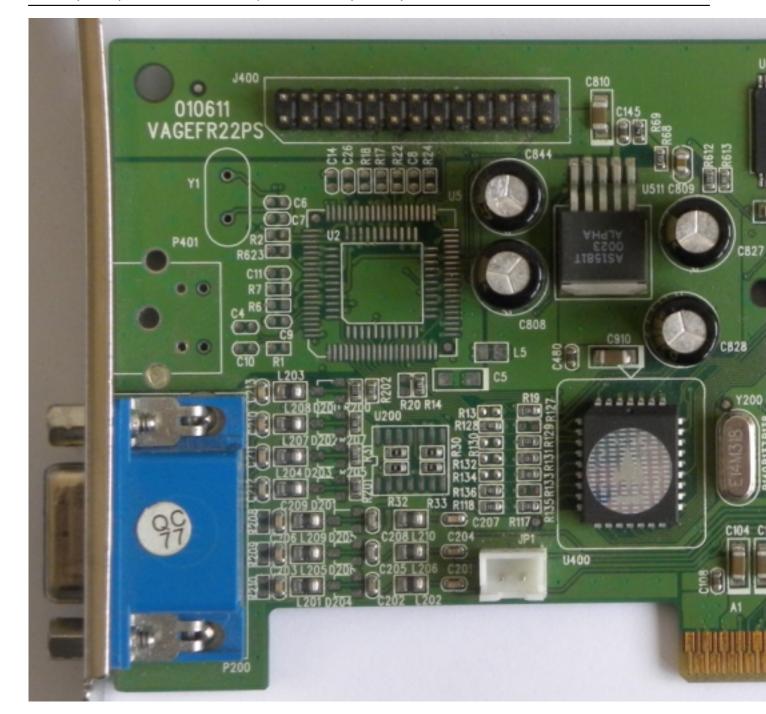
Memory bandwith:

1144MB/s

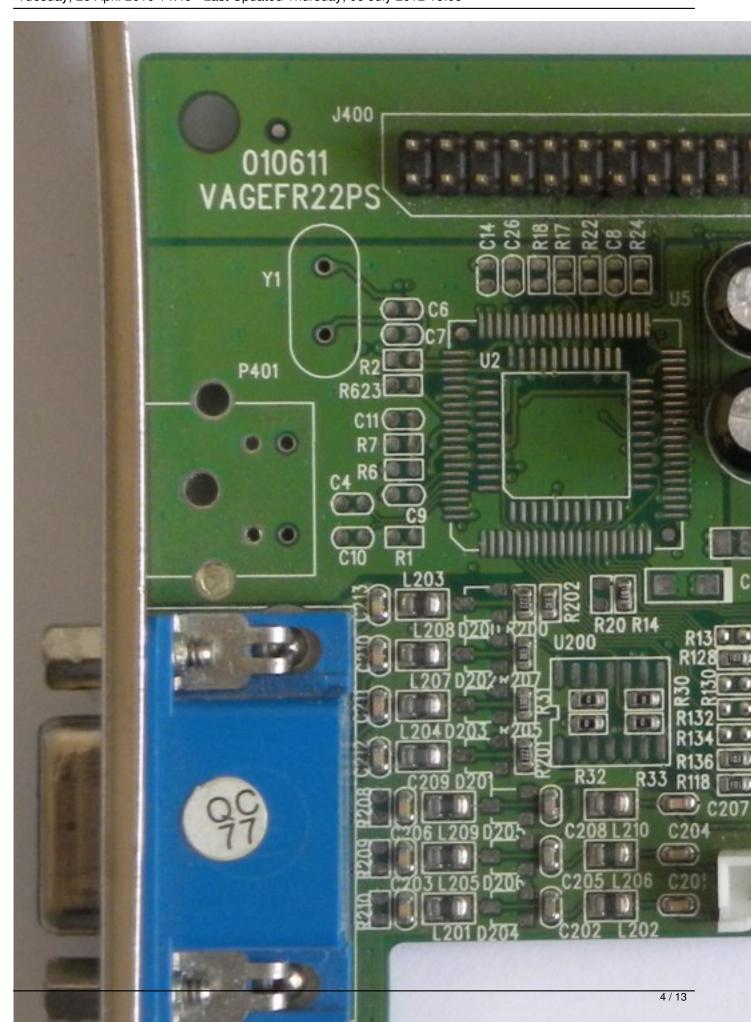
Year: 2000 Bus: AGP 4x

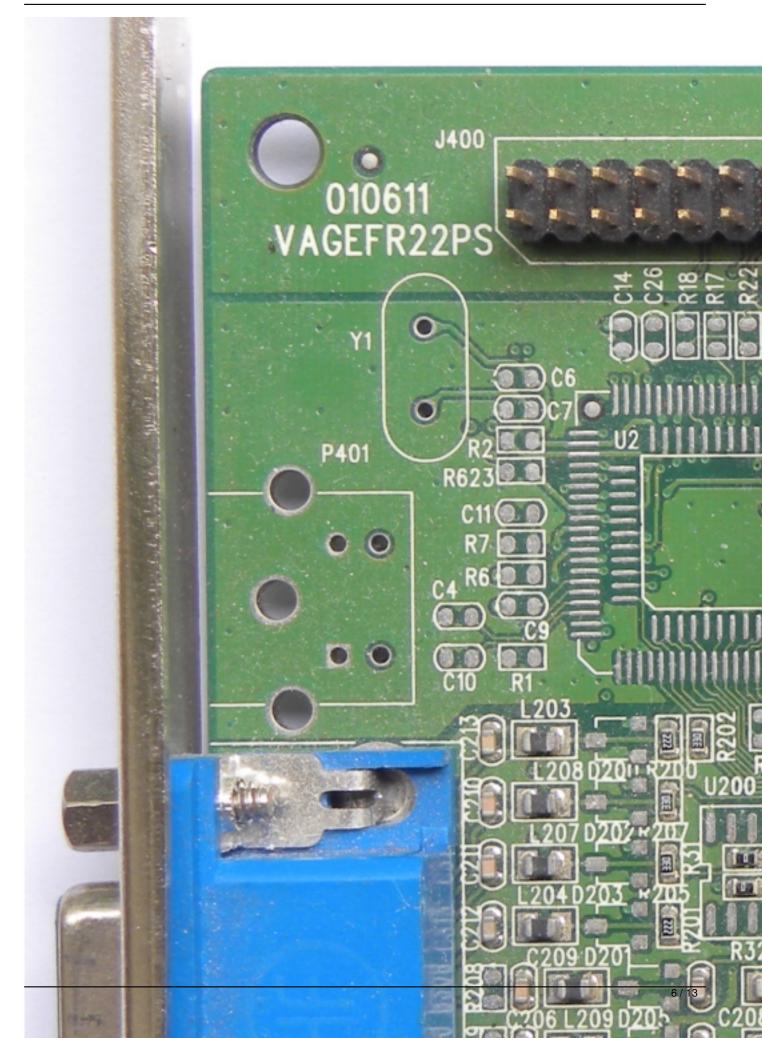
Made: 180nm

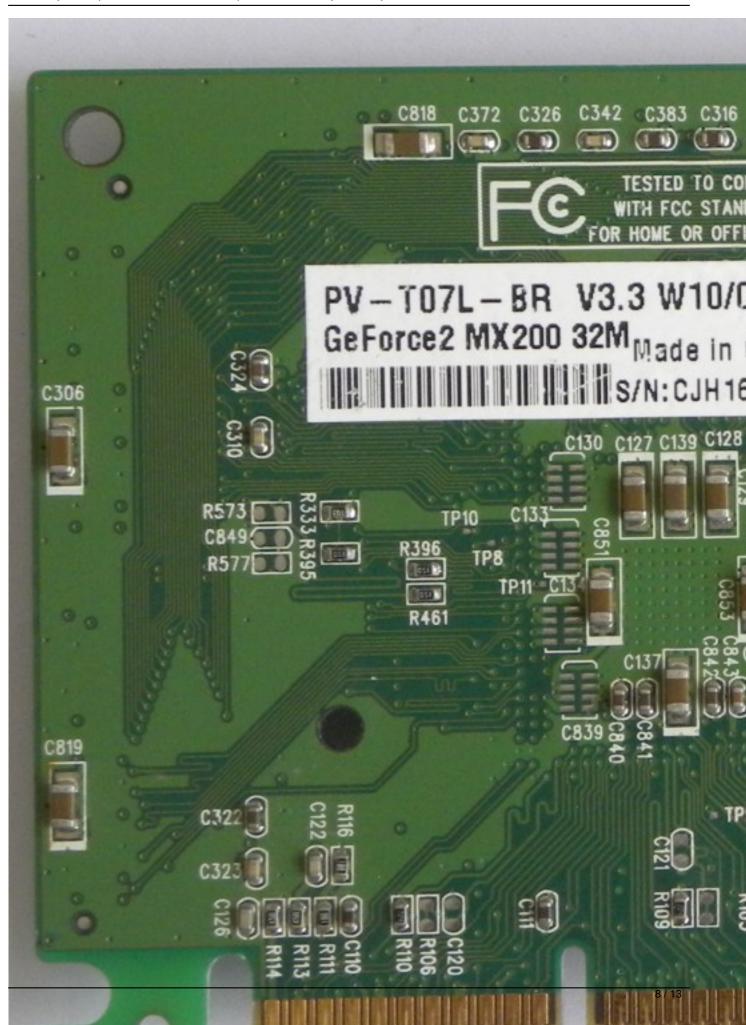
{webgallery}

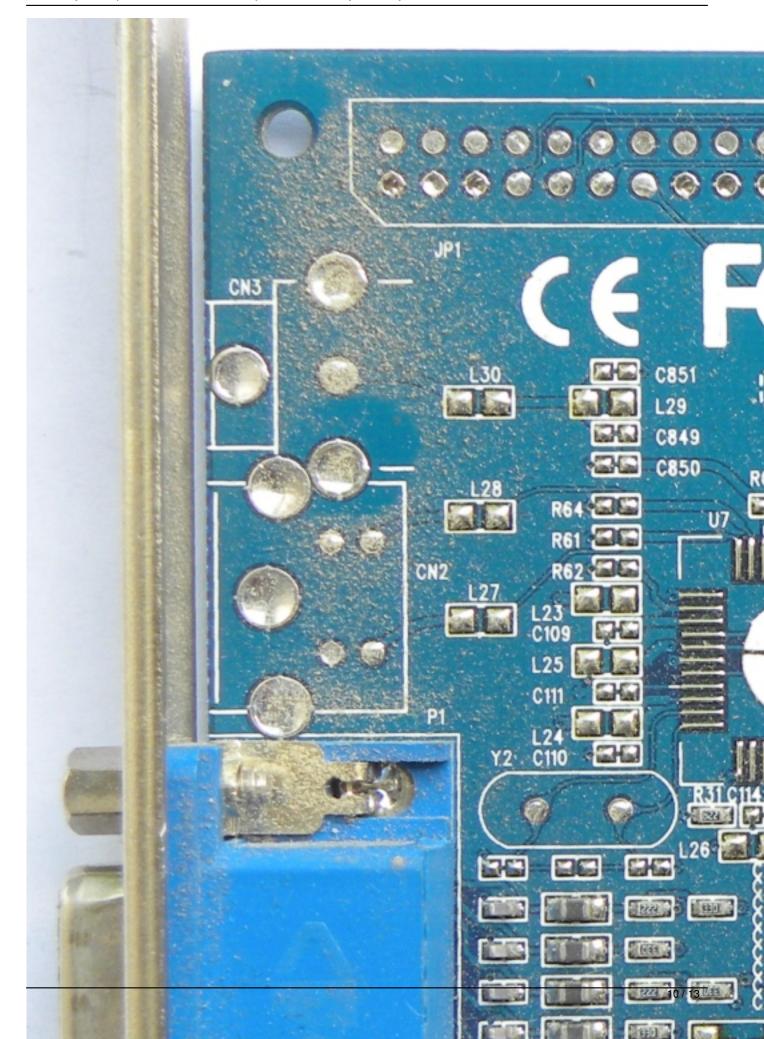


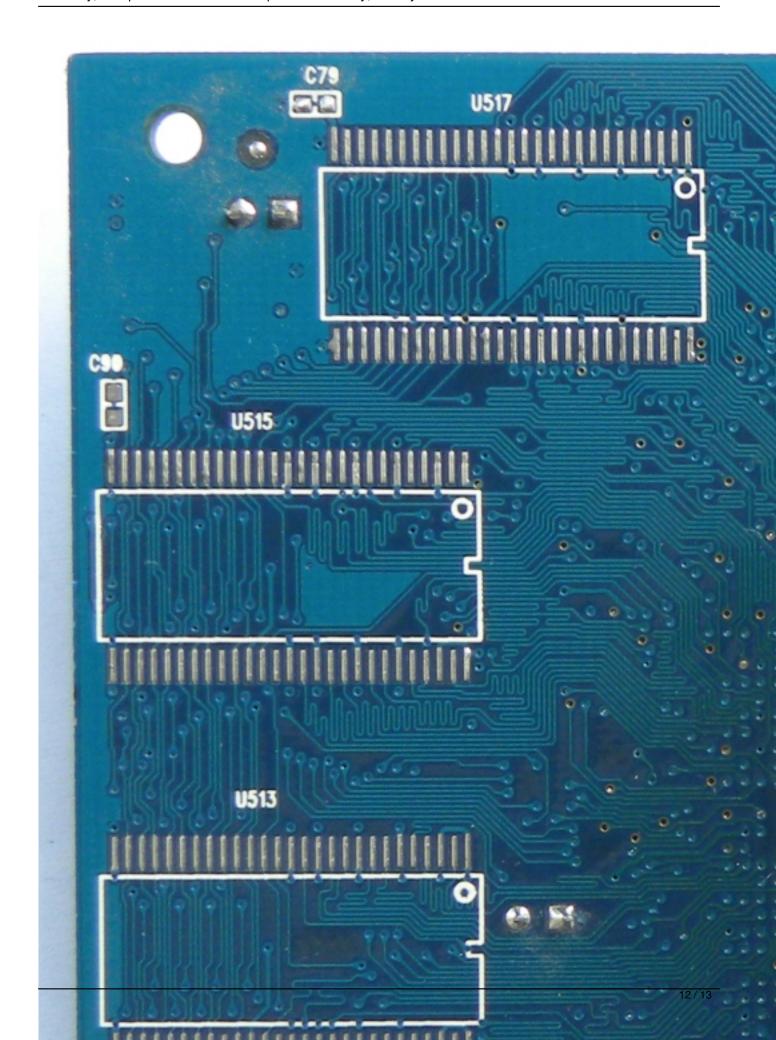












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