

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

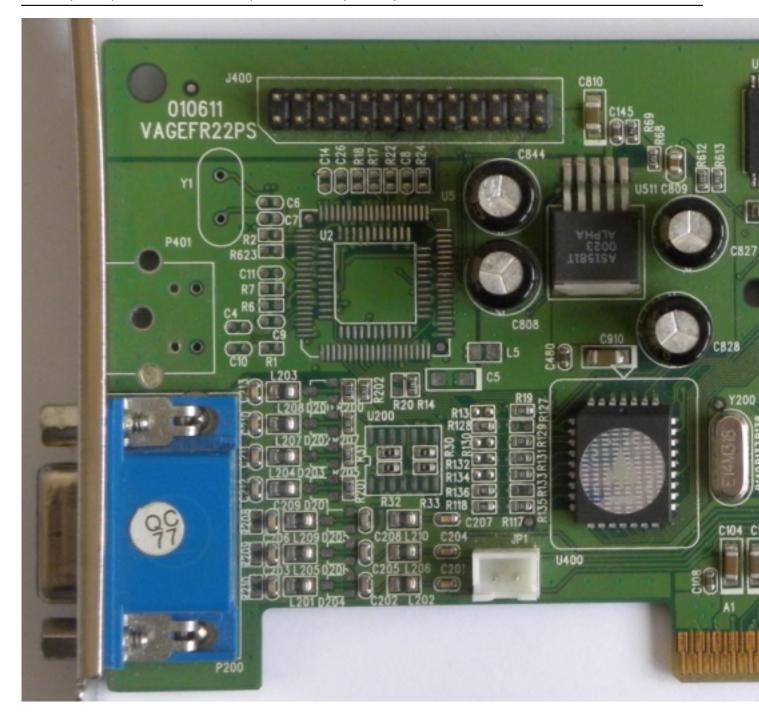
Pixel write speed: 350 MPixel/s **Texel write speed:** 700 MTexel/s

DirectX: 7.0 Memory bandwith: 1144MB/s Year: 2000 Bus: AGP 4x Made: 180nm

{webgallery}

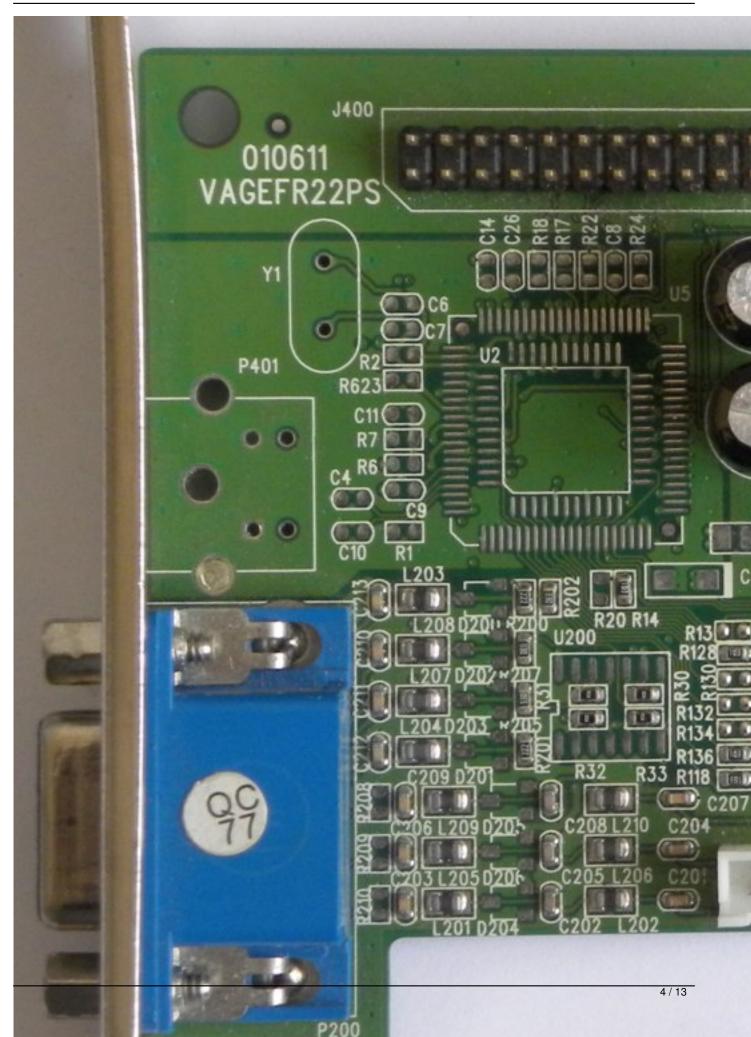
Written by Zaatharen

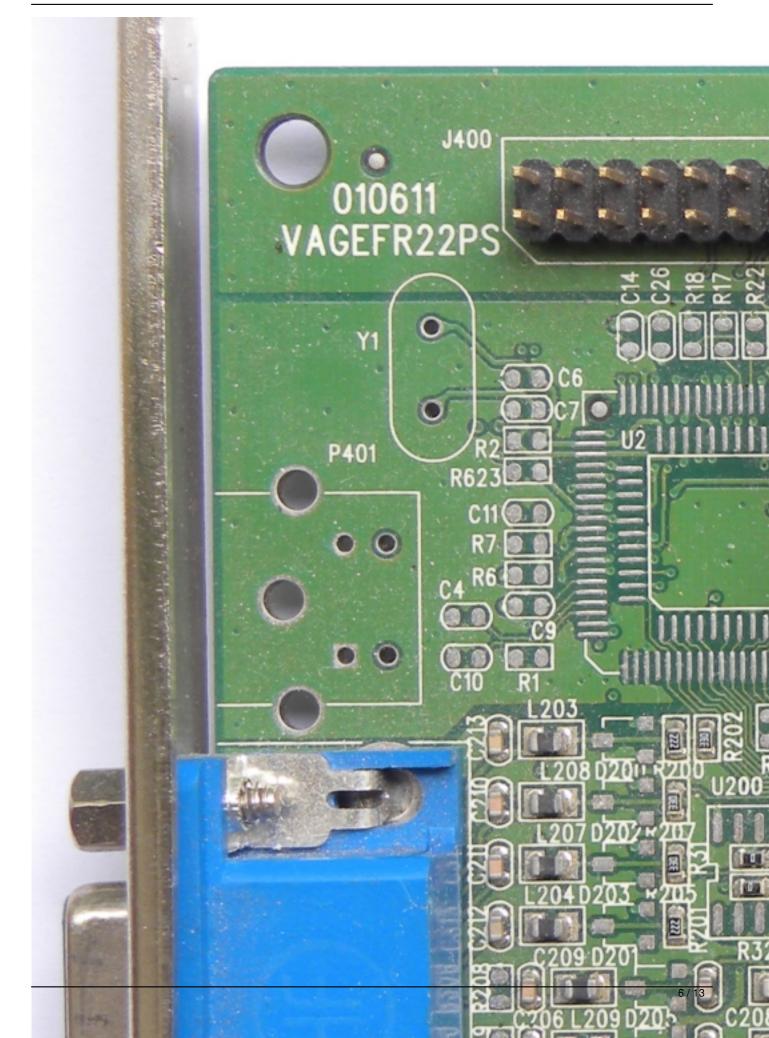
Tuesday, 20 April 2010 14:46 - Last Updated Thursday, 05 July 2012 15:05



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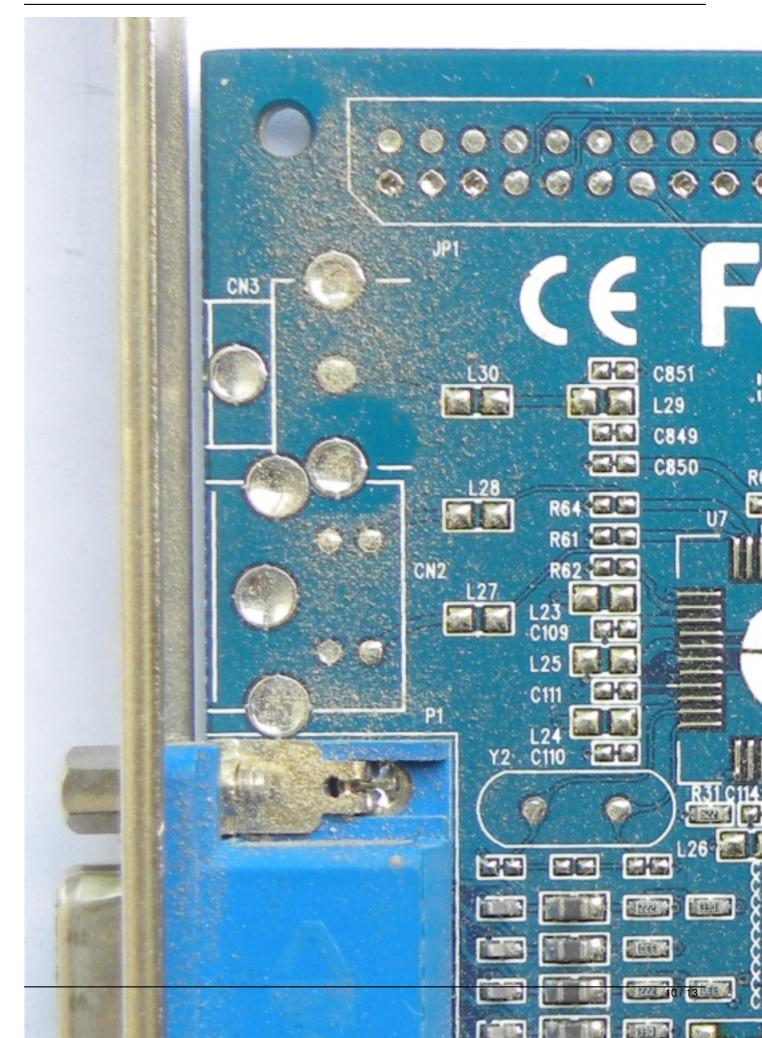


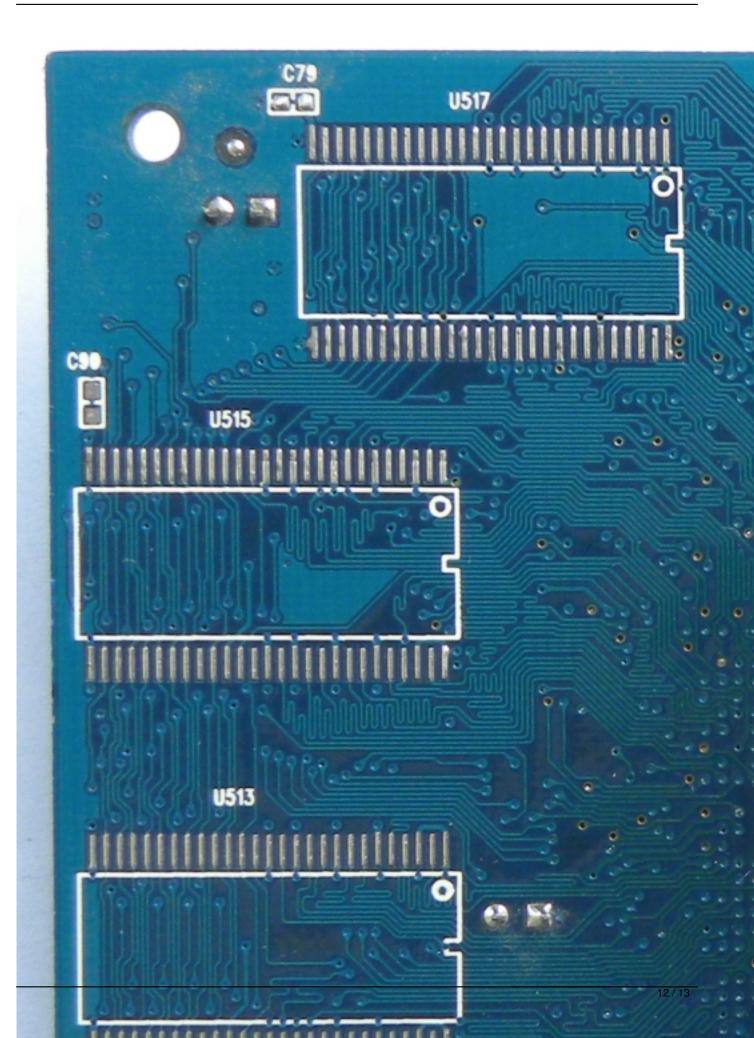




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