

## nVIDIA Riva TNT2 Pro

Written by Zaatharen

Wednesday, 21 April 2010 20:36 - Last Updated Monday, 04 November 2013 11:19

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**Core:** NV5 125/143MHz 128bit

**Memory:** 32MB SDR 143/166MHz 64/128bit

**Year:** 1999 **Bus:** AGP 4x

**Made:** 250nm

{webgallery}

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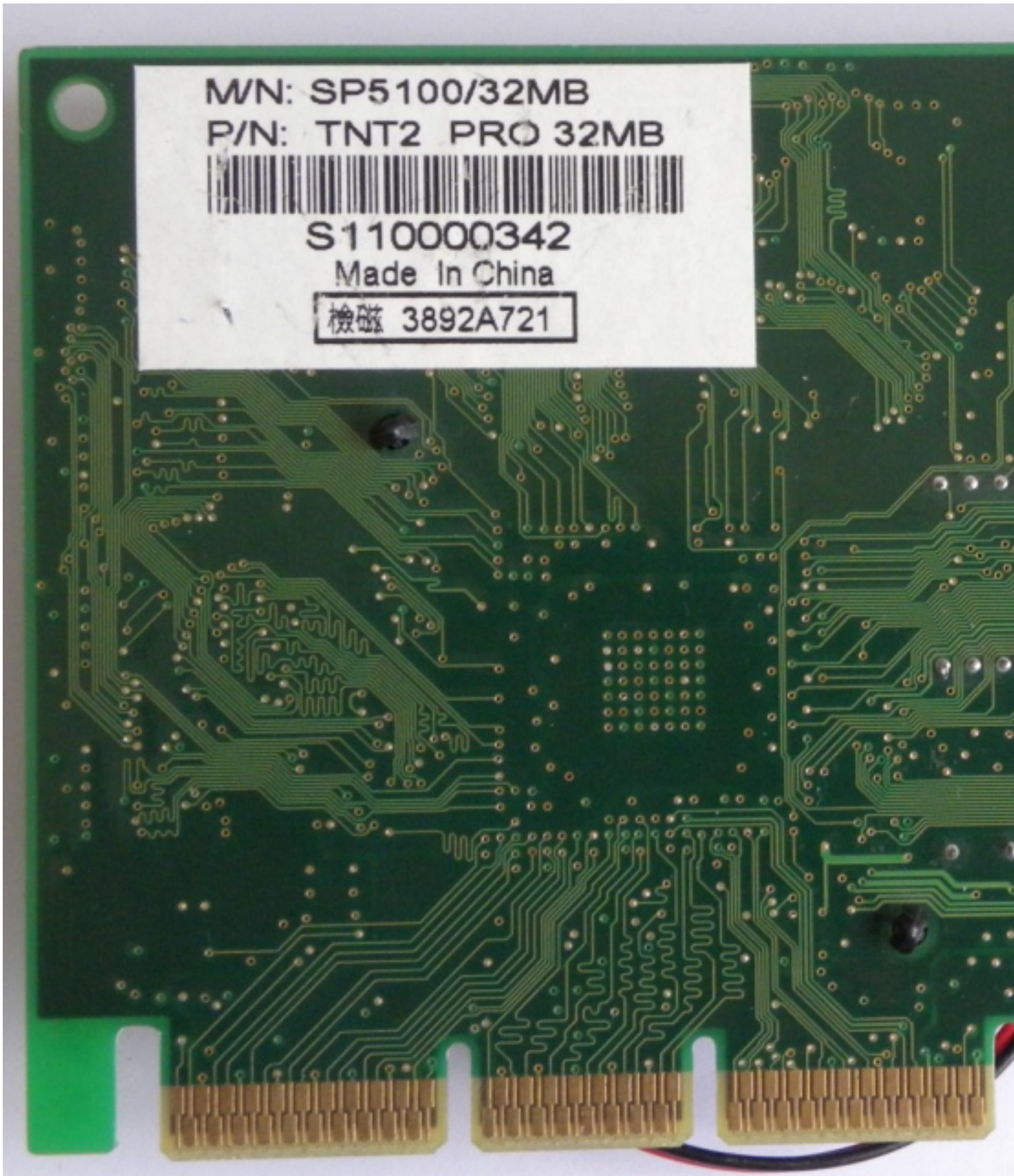


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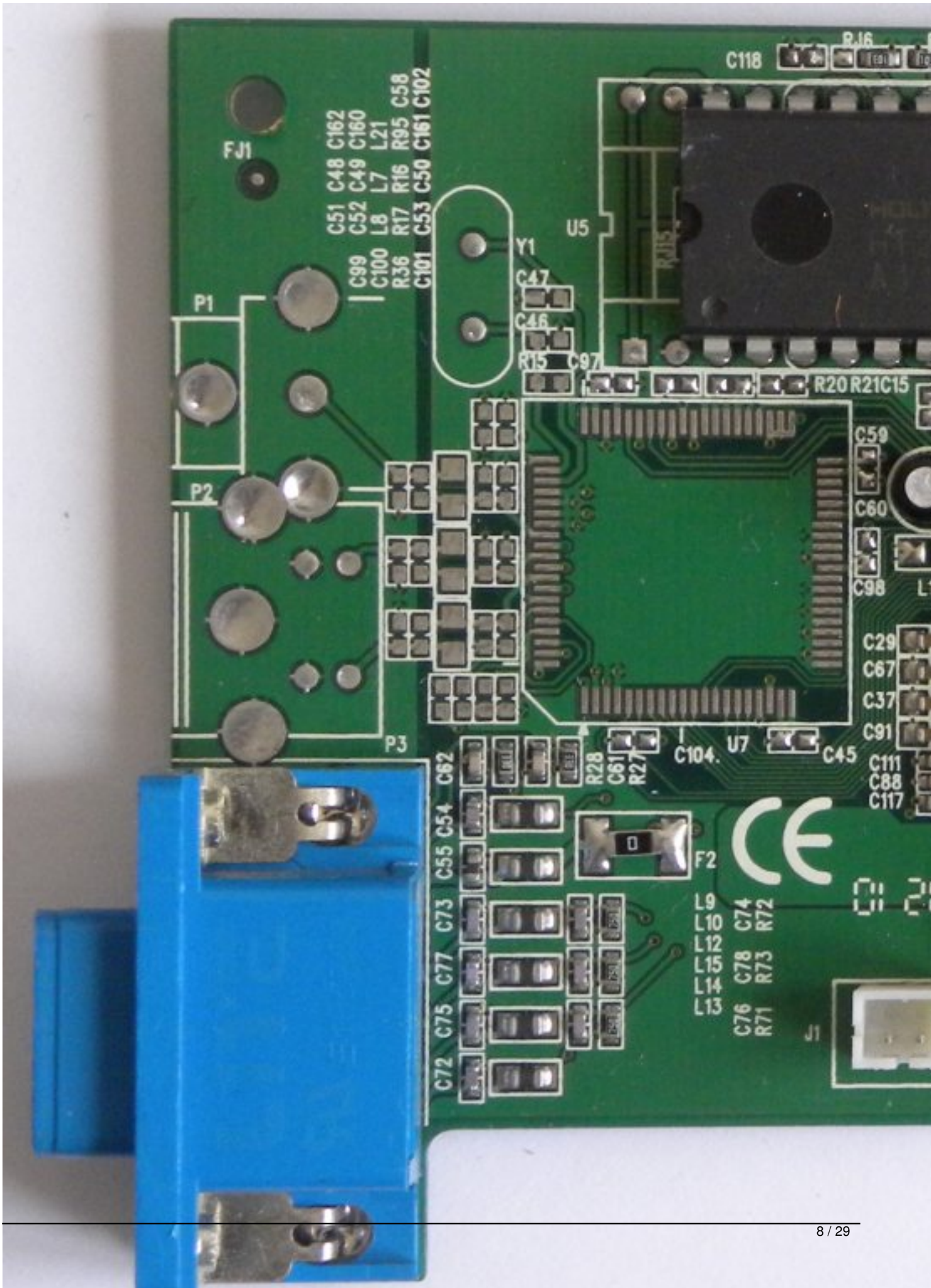
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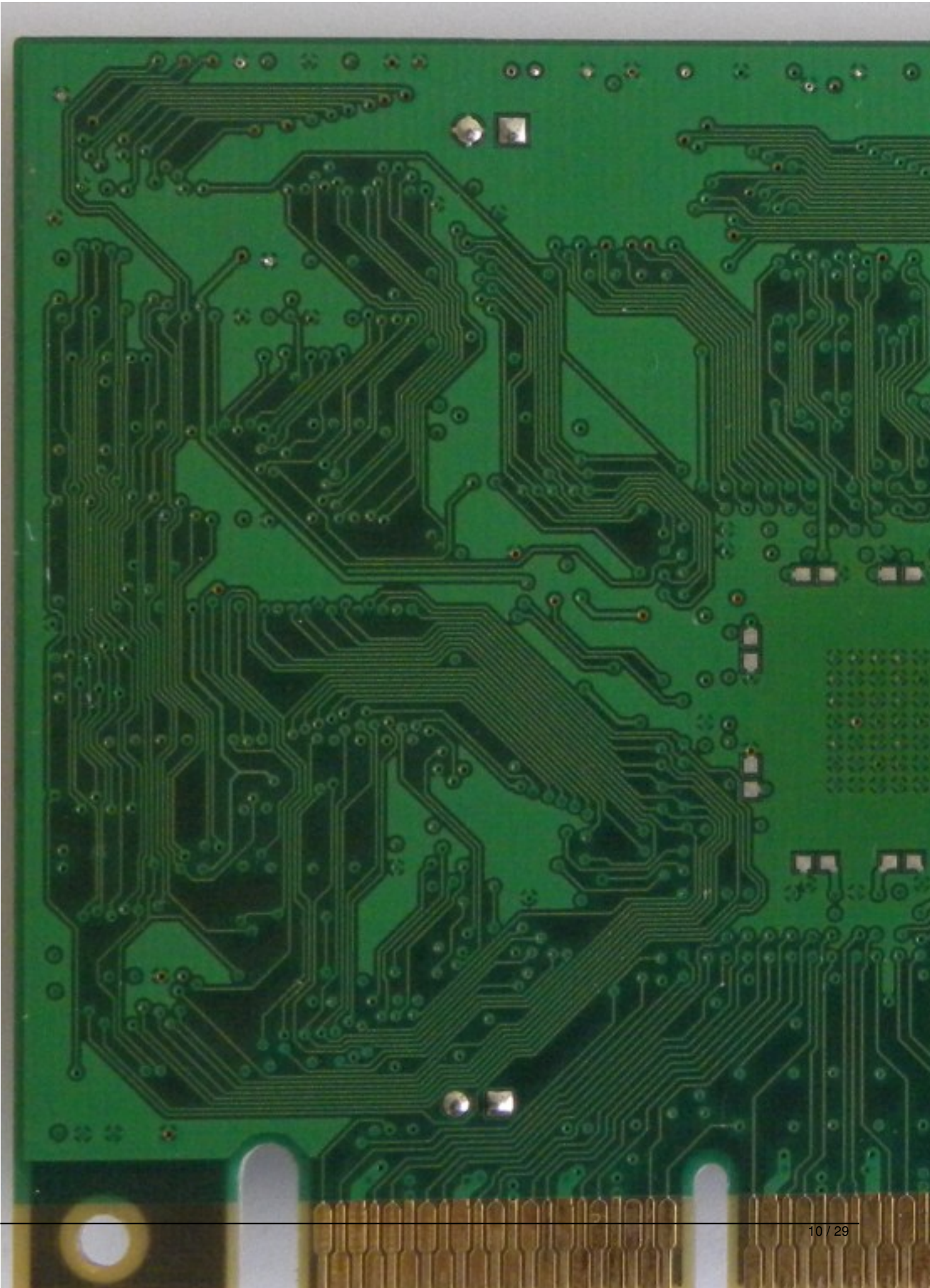
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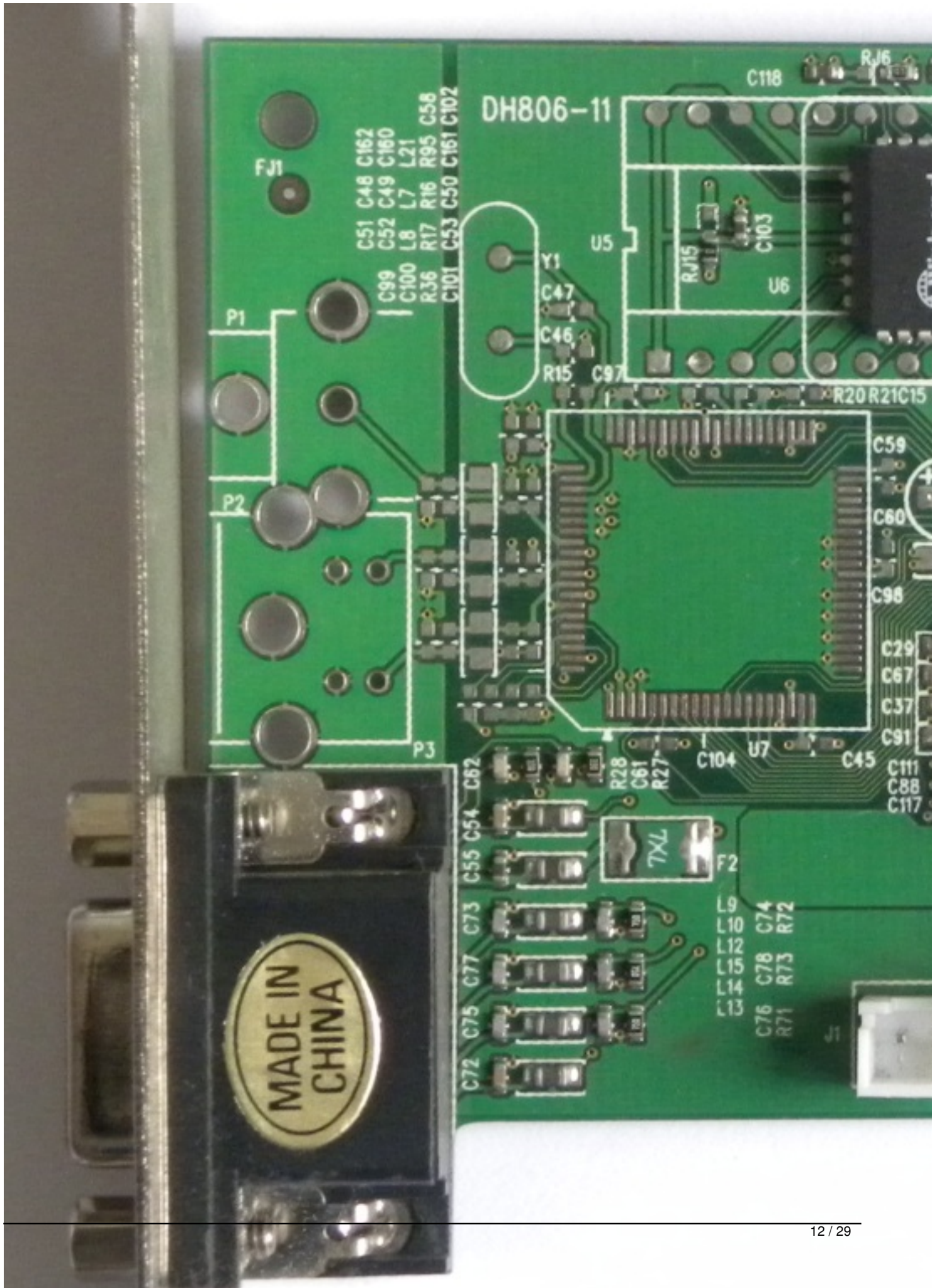
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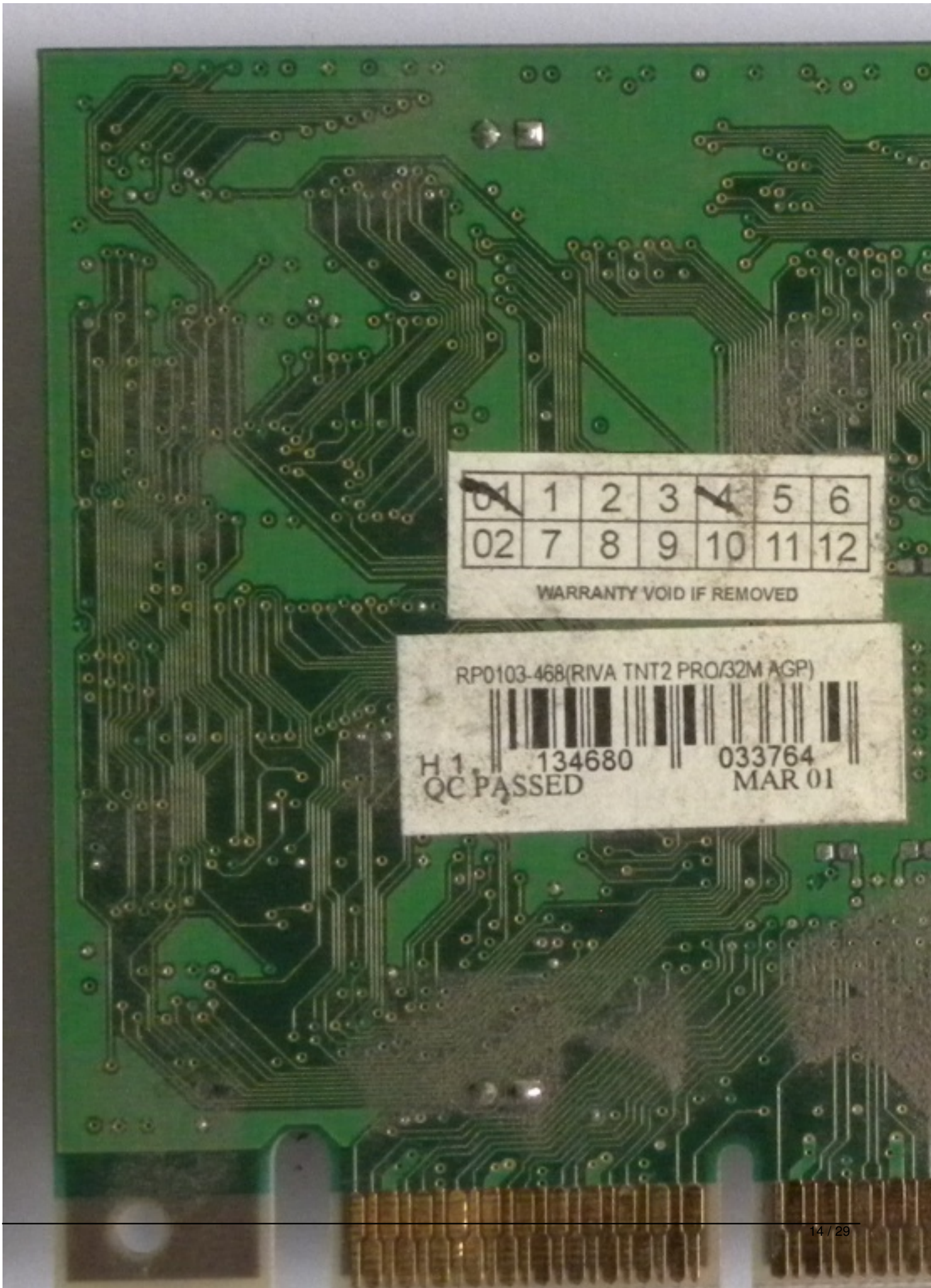
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|               |   |   |   |              |    |    |
|---------------|---|---|---|--------------|----|----|
| <del>01</del> | 1 | 2 | 3 | <del>4</del> | 5  | 6  |
| 02            | 7 | 8 | 9 | 10           | 11 | 12 |

WARRANTY VOID IF REMOVED

RP0103-468(RIVA TNT2 PRO/32M AGP)



H 1

QC PASSED

134680

033764

MAR 01

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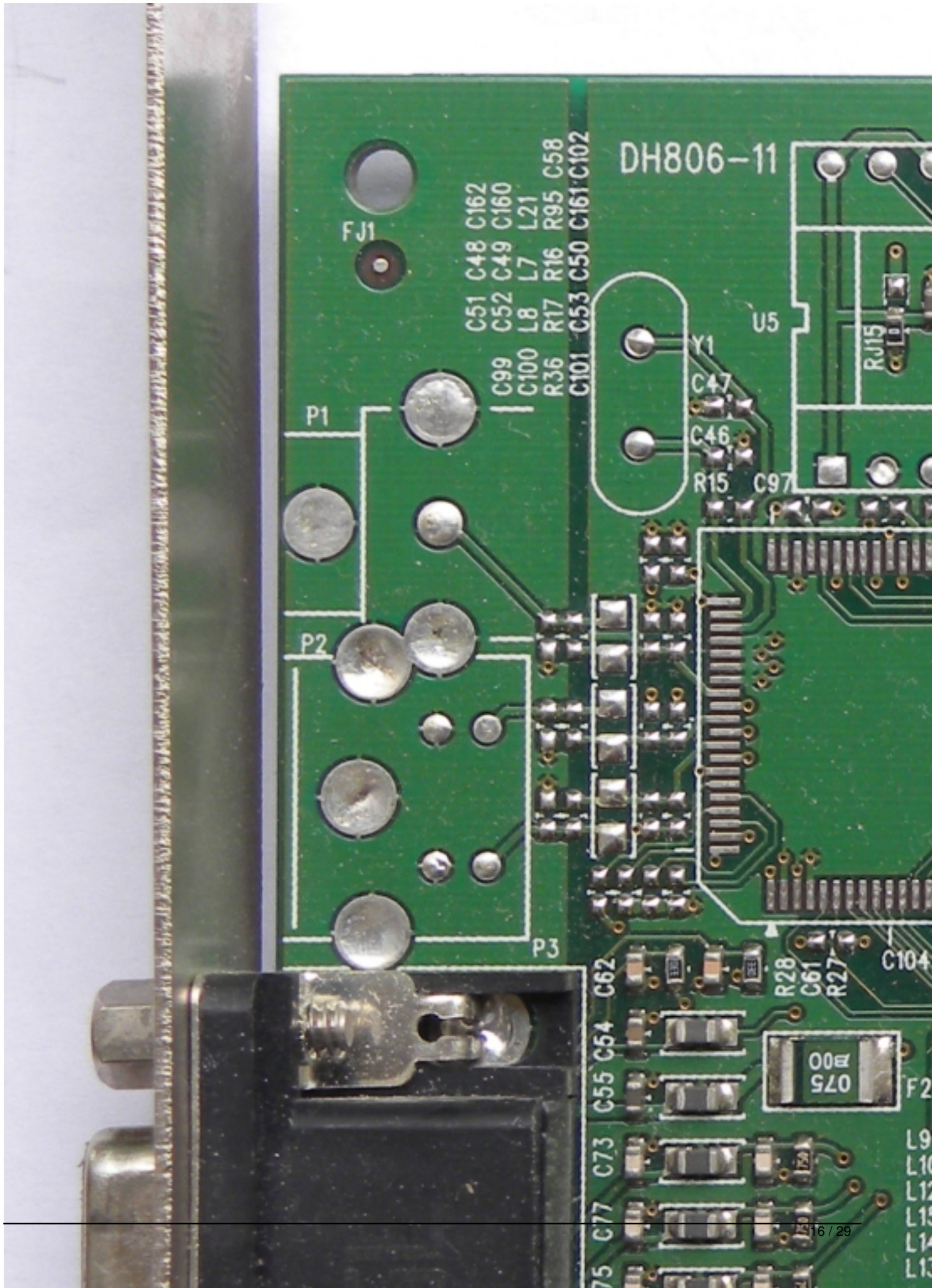
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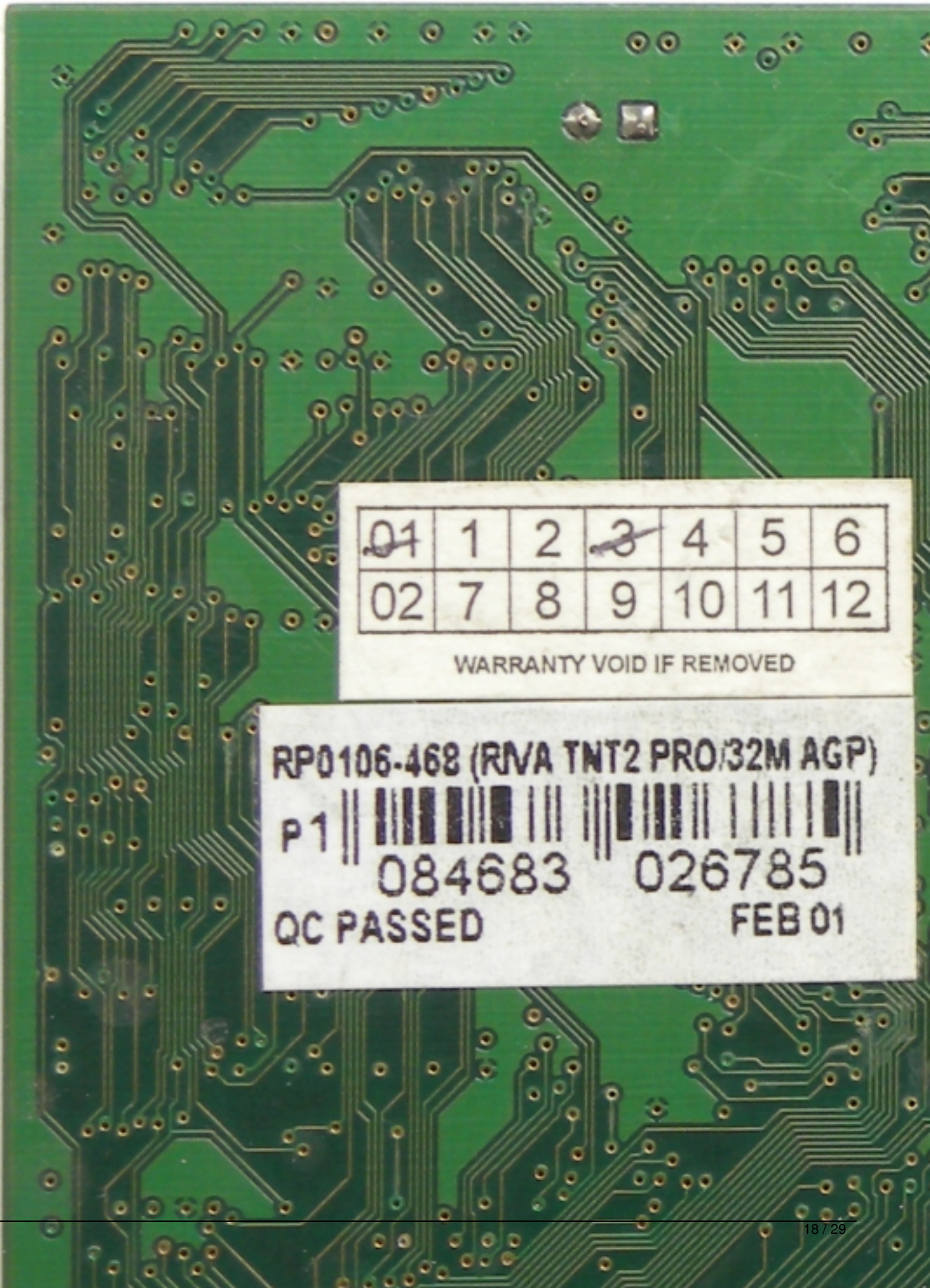
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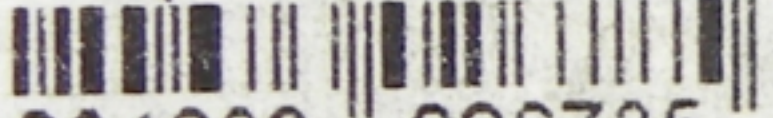
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|               |   |   |              |    |    |    |
|---------------|---|---|--------------|----|----|----|
| <del>01</del> | 1 | 2 | <del>3</del> | 4  | 5  | 6  |
| 02            | 7 | 8 | 9            | 10 | 11 | 12 |

WARRANTY VOID IF REMOVED

RP0106-468 (RIVA TNT2 PRO/32M AGP)

P1 |||  |||

084683

026785

QC PASSED

FEB 01

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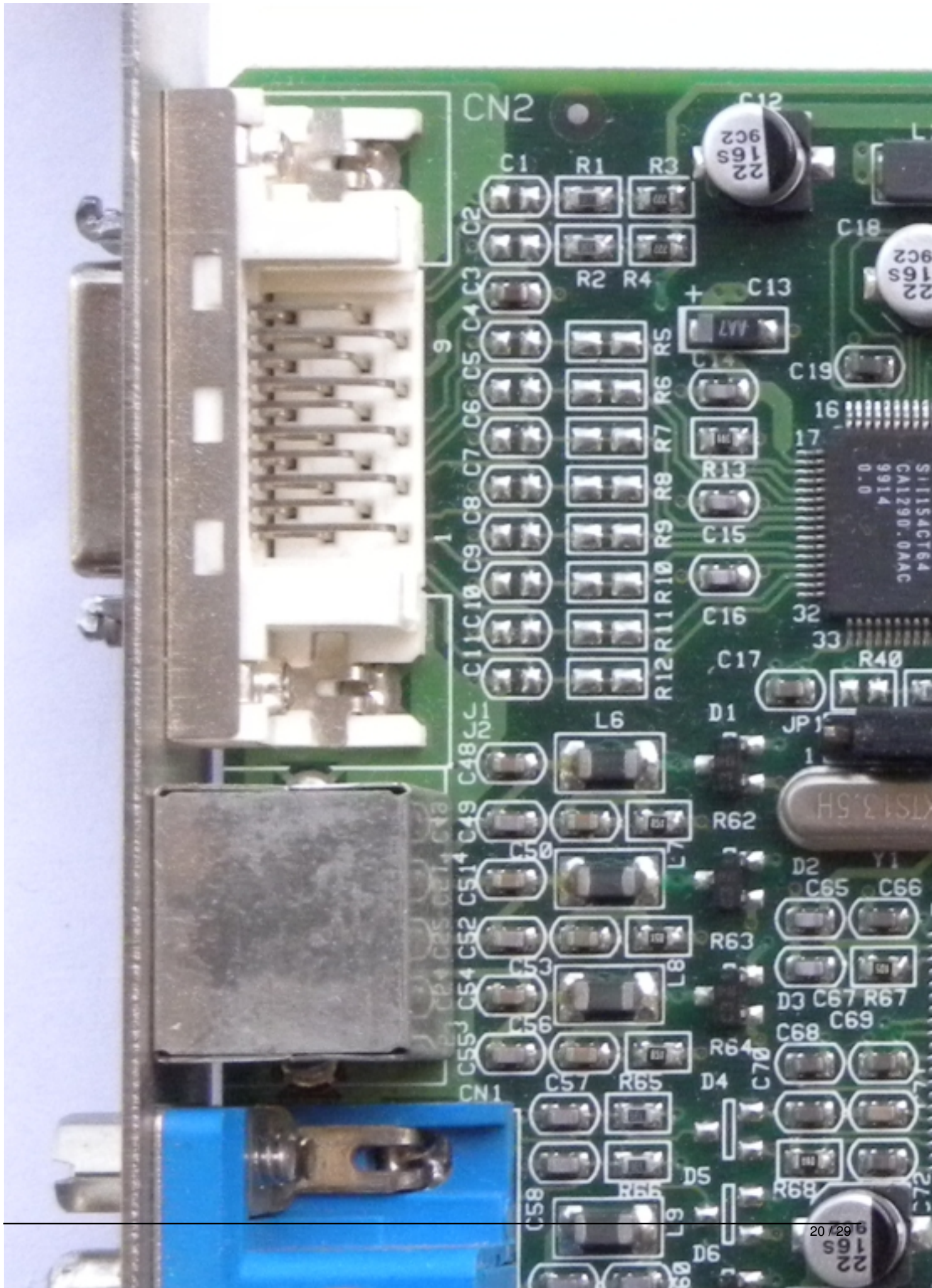
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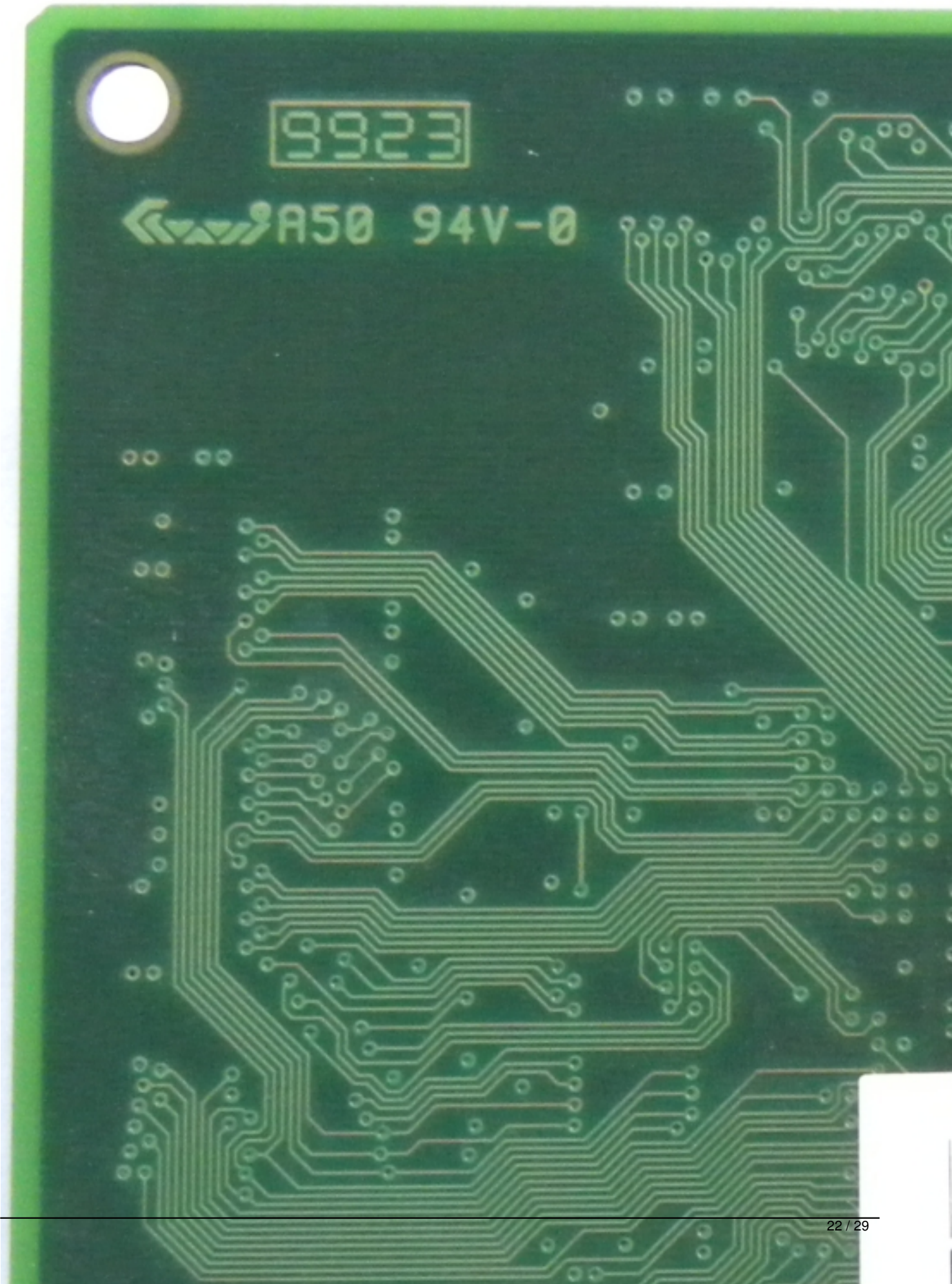
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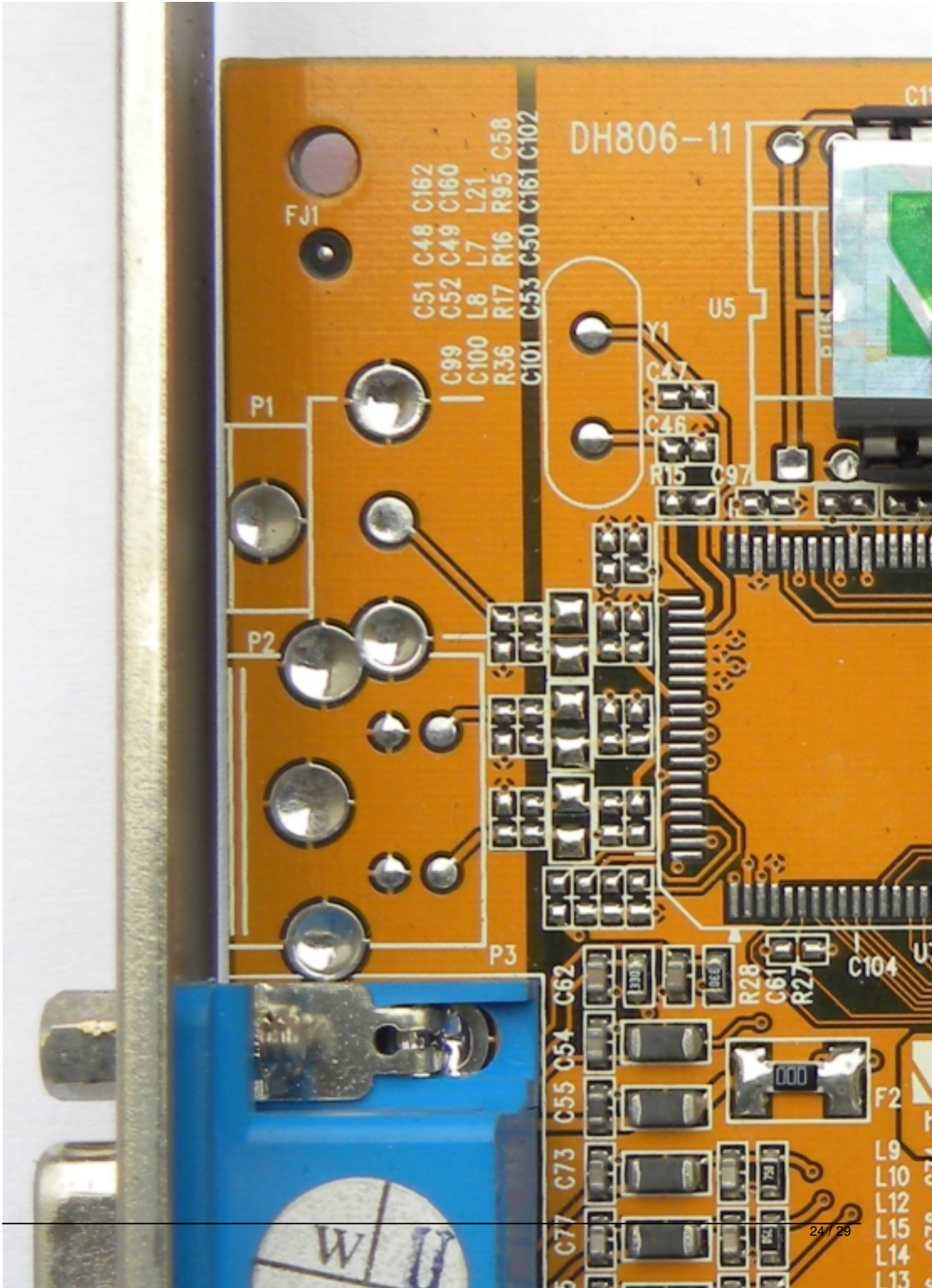
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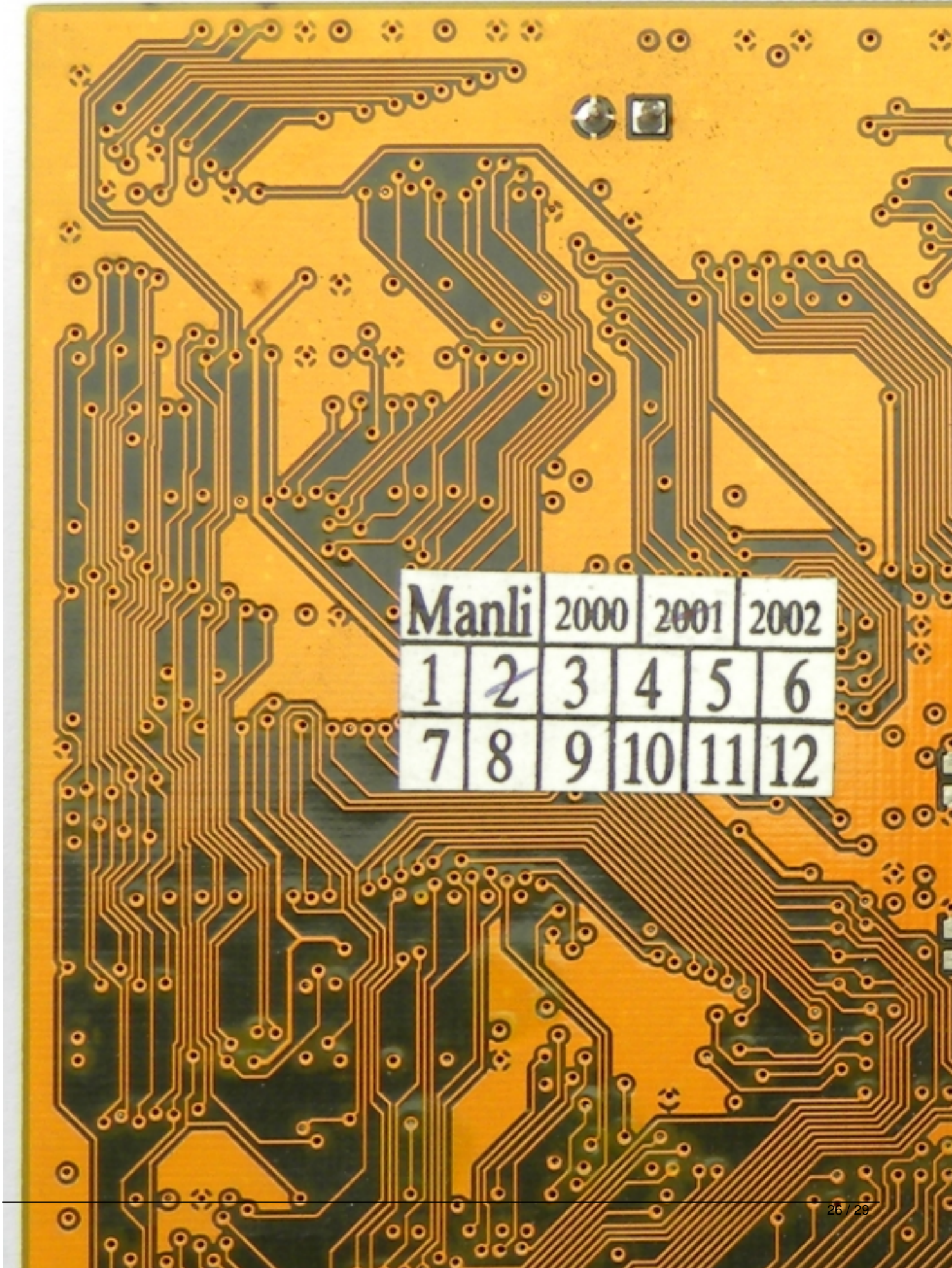
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| Manli |              | 2000 | 2001 | 2002 |    |
|-------|--------------|------|------|------|----|
| 1     | <del>2</del> | 3    | 4    | 5    | 6  |
| 7     | 8            | 9    | 10   | 11   | 12 |

## nVIDIA Riva TNT2 Pro

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The screenshot displays the TechPowerUp GPU-Z 0.4.4 application window. The main content area is divided into several sections, each with a tabbed header: 'Graphics Card', 'Sensors', 'Validation', and 'PowerColor Giveaway'. The 'Graphics Card' tab is active, showing the following specifications:

- Name:** NVIDIA RIVA TNT2/TNT2 Pro (Microso...)
- GPU:** NV5, **Revision:** 0
- Technology:** 250 nm, **Die Size:** Unknown
- Release Date:** 1999, **Transistors:** 15M
- BIOS Version:** Unknown
- Device ID:** 10DE - 0028, **Subvendor:** NVIDIA (10DE)
- ROPs:** 2, **Bus Interface:** AGP 4x @ 4x
- Shaders:** Unified, **DirectX Support:** 6.0 / SM0.0
- Pixel Fillrate:** 0.3 GPixel/s, **Texture Fillrate:** 0.3 GTexel/s
- Memory Type:** SDR, **Bus Width:** 64 Bit
- Memory Size:** 32 MB, **Bandwidth:** 1.2 GB/s
- Driver Version:** nv4\_disp 5.6.7.3 (ForceWare 56.73) / XP
- GPU Clock:** 142 MHz, **Memory:** 150 MHz, **Shader:** 0 MHz
- Default Clock:** 0 MHz, **Memory:** 0 MHz, **Shader:** 0 MHz
- NVIDIA SLI:** Unknown
- Computing:**  OpenCL  CUDA  PhysX  DirectCompute

At the bottom of the window, there is a dropdown menu showing 'NVIDIA RIVA TNT2/TNT2 Pro (Microsof...' and a 'Close' button.

**3DP** **Untitled**

1. Project Description


 My Project Edit...

2. Selected Tests

- Game 1 - Helicopter: Yes (3 of 3)
- Game 2 - Adventure: Yes (3 of 3)
- CPU Speed: Yes
- Fill Rate: Yes (2 of 2)
- High Polygon Count: Yes (3 of 3)
- Texture Rendering Speed: Yes (4 of 4)
- Bump Mapping: Yes (4 of 4)
- Image Quality: No (0 of 2)


Change...

3. Testing Options

-  Looping: No
- Repeat: 1
- Titles: Yes
- Sounds: Enabled



Change...



4. Display and CPU Settings


 NVIDIA RIVA TNT2/TNT2 Pro (Microsoft  
1024 \* 768, 16 bit color, 16 bit textures  
16-bit Z-Buffer Triple Frame Buffer  
Using AMD Athlon(tm) optimizations


Change...

5. Run

 ResultBrowser  Help...

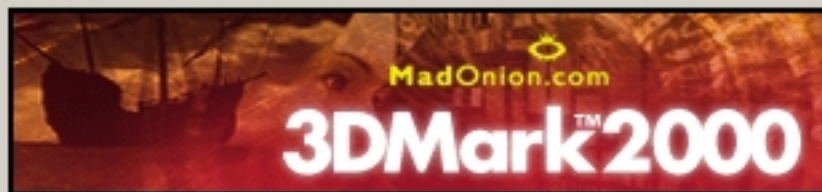
 Batch Run  System Info

 Benchmark

 Demo Mode

**3DMark2000 Overall Score**

3DMark Score



Congratulations!  
You have successfully run the benchmark. Your score is:

**2701 3D marks**

View your result details with the Online ResultBrowser



[Online ResultBrowser](#)



[Edit Description](#)



[Save Project](#)



[Settings](#)



[Show Details](#)



[ResultBrowser](#)

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{/webgallery}