

nVIDIA GeForce4 MX4000

Written by Zaatharen

Saturday, 18 September 2010 23:05 - Last Updated Monday, 29 August 2011 22:39



Core: NV18B 274MHz 256bit

Memory: 64MB DDR 333MHz 64bit **Year:** 2002 **Bus:** AGP 4x **Made:** 150nm **Transistors:** 29 million

Pixel pipelines: 2 **TMU per pipeline:** 2 **DirectX:** 7 **Memory bandwidth:** 2624 MB/s **Pixel write speed:**

602 MPixel/s

Texel write speed:

1204

MTexel/s

I was playing a little with this card and in screenshot you can see overclocking results. Core was able to OC from 274MHz to 403MHz stable! Memories up to 451MHz from 333MHz. Memory bandwidth was raised up to 3608 MB/s.

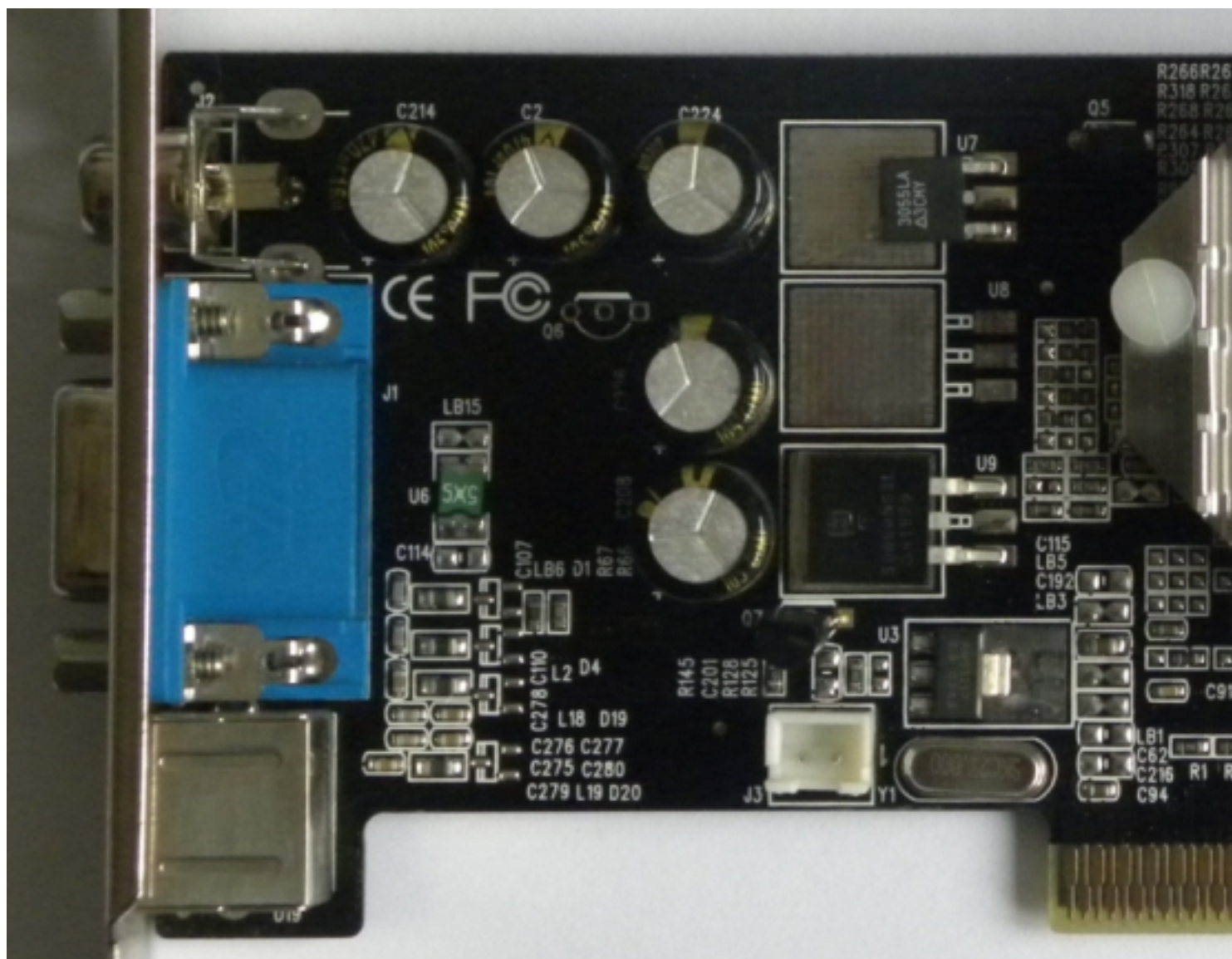
Pixel write speed: 806 MPixel/s Texel write speed: 1612 MTexel/s after OC. Stable.

{webgallery}

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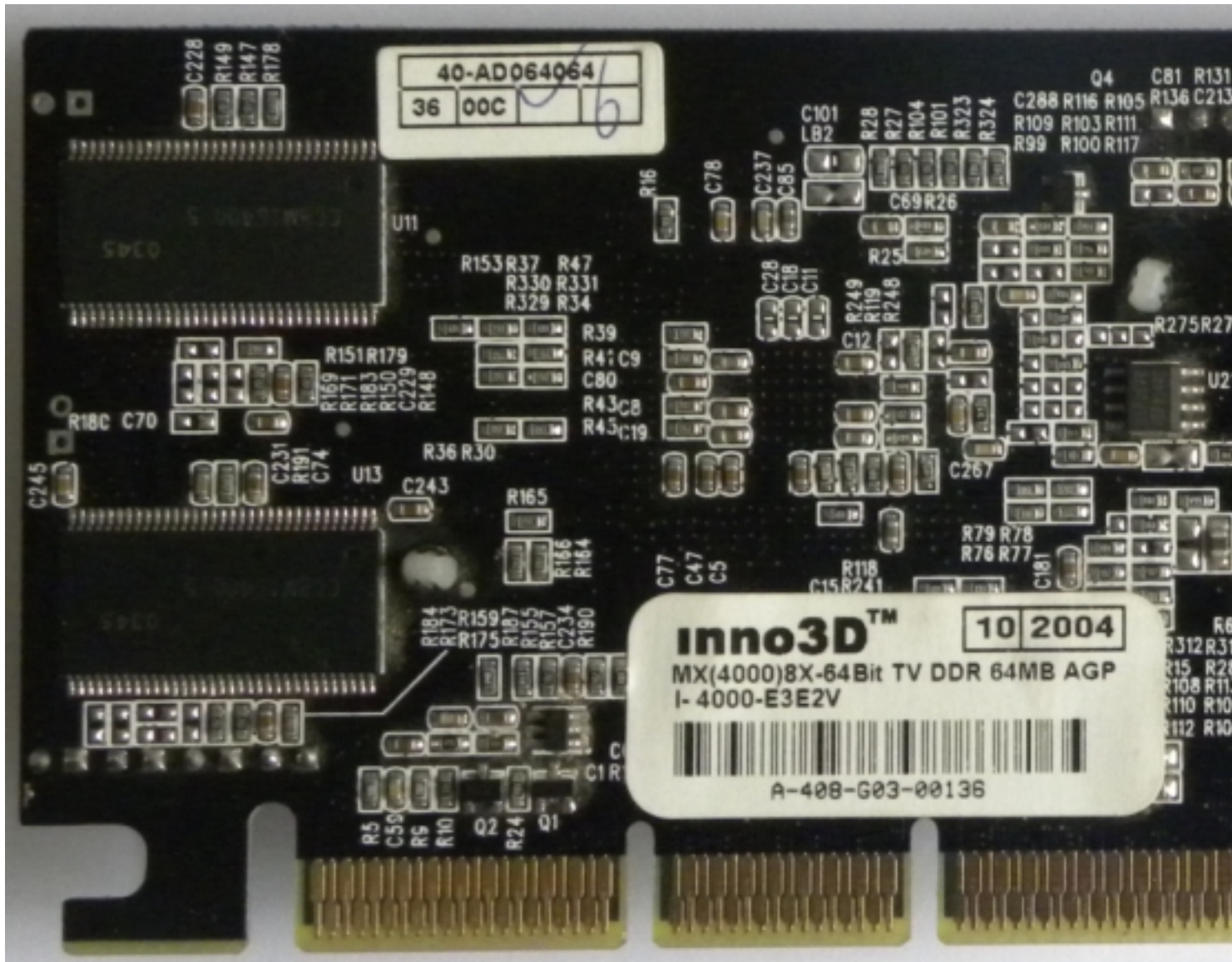
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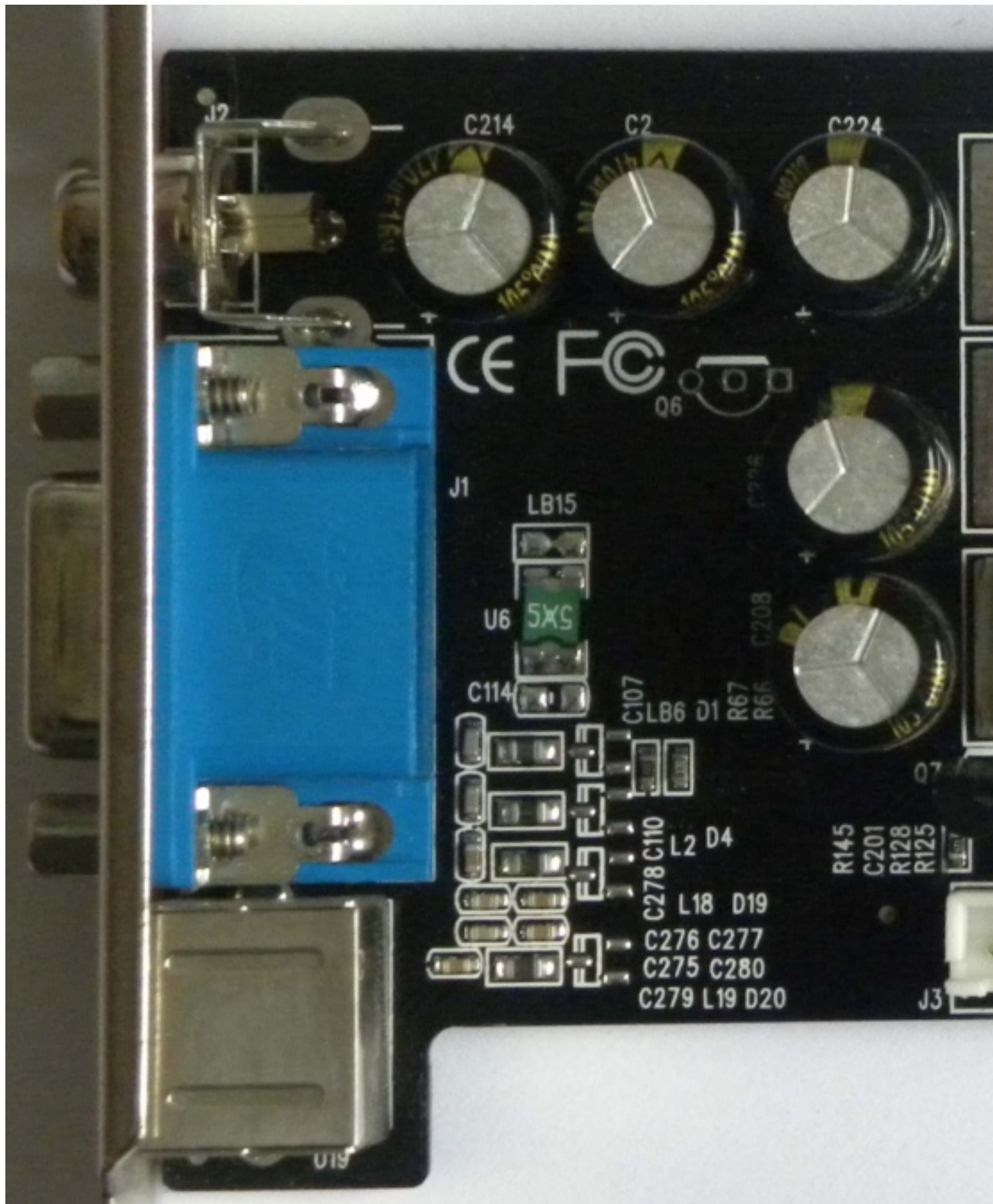
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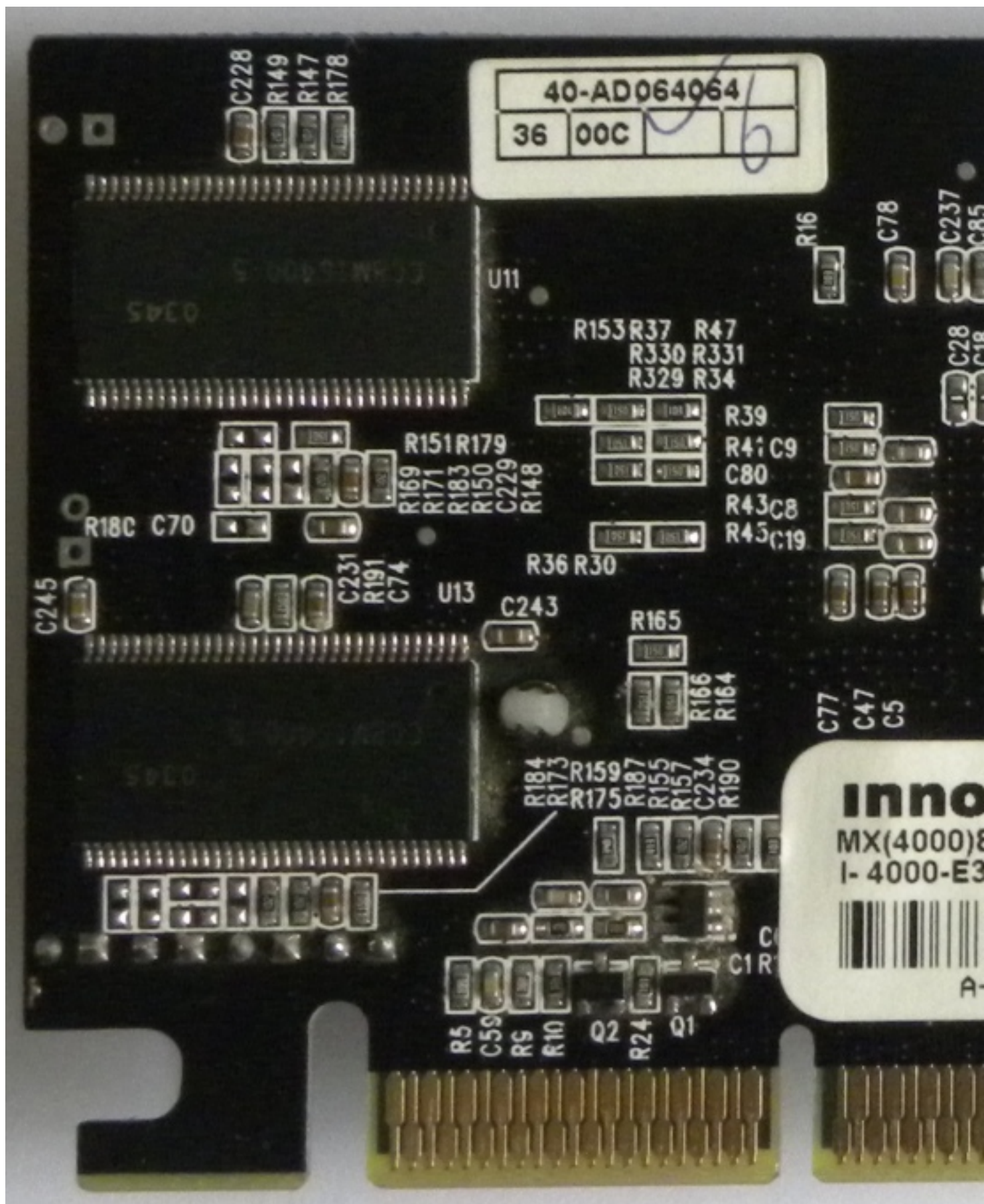
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EVEREST Ultimate Edition

Soubor Zobrazit Zpráva Oblíbené Nástroje nápověda

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Nabídka Oblíbené

EVEREST v5.00.1650

- Počítač
- Základní deska
- Operační systém
- Server
- Zobrazení
 - Zobrazení Windows
 - Zobrazení PCI / AGP
 - Grafický procesor (GPU)**
 - Monitor
 - Desktop
 - Multi-Monitor
 - Video módy
 - OpenGL
 - GPGPU
 - Písma
- Multimédia
- Nosiče dat
- Síť
- DirectX
- Hardware
- Software
- Bezpečnost
- Konfigurace
- Databáze
- Benchmark

Popis zařízení

AGP 4x: nVIDIA GeForce4 MX 4000

Pole	Hodnota
Vlastnosti grafického procesoru	
Grafický adaptér	nVIDIA GeForce4 MX 4000
Kódové jméno GPU	NV18B
Zařízení PCI	10DE-0185 / 0000-0000 (
Transistorů	29 miliónů
Výrobní technologie	0.15 um
Typ sběrnice	AGP 4x @ 4x
Velikost paměti	64 MB
GPU takt	403 MHz
RAMDAC Takt	350 MHz
Pixel Pipelines	2
TMU Per Pipeline	2
Rychlost zápisu pixelů	806 MPixel/s
Rychlost zápisu texelů	1612 MTexel/s
Vlastnosti paměťové sběrnice	
Typ sběrnice	DDR
Šířka sběrnice	64 bit
Skutečný takt	225 MHz (DDR)
Efektivní taktování	451 MHz
Šířka pásma	3608 MB/s
Výrobce grafického procesoru	
Jméno firmy	NVIDIA Corporation
Informace o výrobku	http://www.nvidia.com/pa
Stažení ovladačů	http://www.nvidia.com/co
Aktualizace ovladače	http://driveragent.com?re

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TechPowerUp GPU-Z 0.4.4

Graphics Card | Sensors | Validation | PowerColor Giveaway

Name	NVIDIA GeForce4 MX 4000 (Microsoft ...		
GPU	NV18	Revision	C1
Technology	150 nm	Die Size	Unknown
Release Date	2002	Transistors	29M
BIOS Version	Unknown		
Device ID	10DE - 0185	Subvendor	Undefined (0000)
ROPs	2	Bus Interface	AGP 4x @ 4x
Shaders	Unified	DirectX Support	7.0 / SM0.0
Pixel Fillrate	0.5 GPixel/s	Texture Fillrate	0.5 GTexel/s
Memory Type	DDR	Bus Width	64 Bit
Memory Size	64 MB	Bandwidth	2.7 GB/s
Driver Version	nv4_disp 5.6.7.3 (ForceWare 56.73) / XP		
GPU Clock	239 MHz	Memory	167 MHz
Default Clock	0 MHz	Memory	0 MHz
NVIDIA SLI	Unknown		
Computing	<input type="checkbox"/> OpenCL <input type="checkbox"/> CUDA <input type="checkbox"/> PhysX <input type="checkbox"/> DirectCompute		


NVIDIA GeForce4 MX 4000 (Microsoft Cc) [v]
Close

3DP

Untitled

1. Project Description

3DP



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 GeForce4 MX 4000 (Microsoft
1024 * 768, 16 bit color, 16 bit textures
16-bit Z-Buffer Triple Frame Buffer
Using D3D Hardware T&L optimizations

Change...


5. Run




ResultBrowser




Help...




Batch Run



System Info



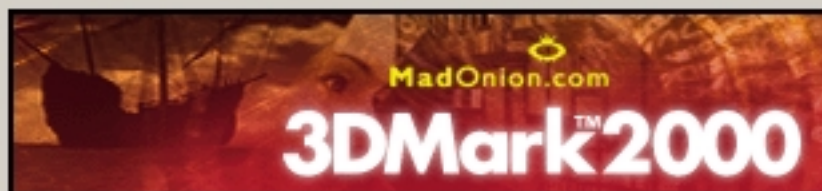
Benchmark



Demo Mode

3DMark2000 Overall Score

3DMark Score



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

5134 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}