

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.

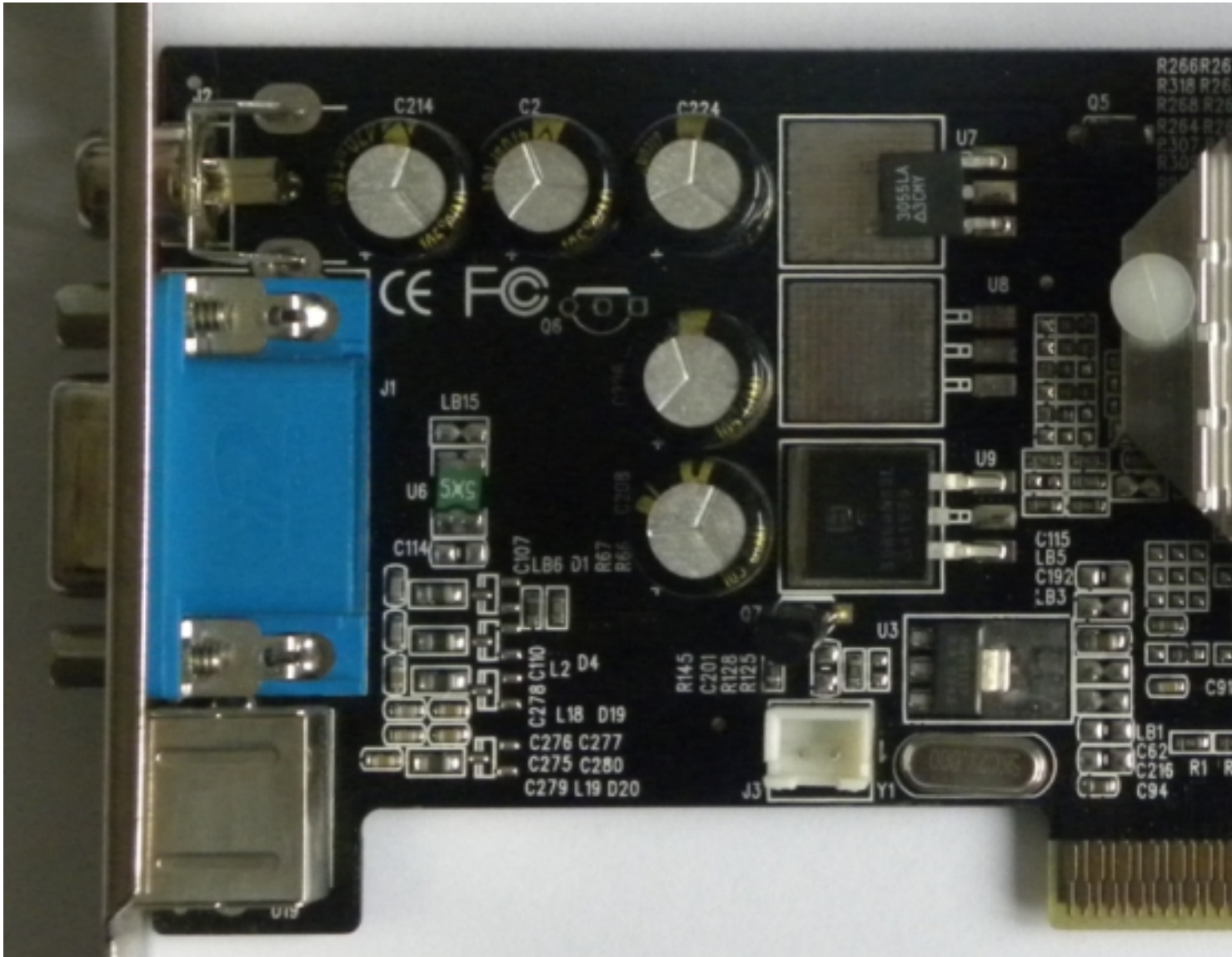
Pixel write speed: 806 MPixel/s Texel write speed: 1612 MTexel/s after OC. Stable.

{webgallery}

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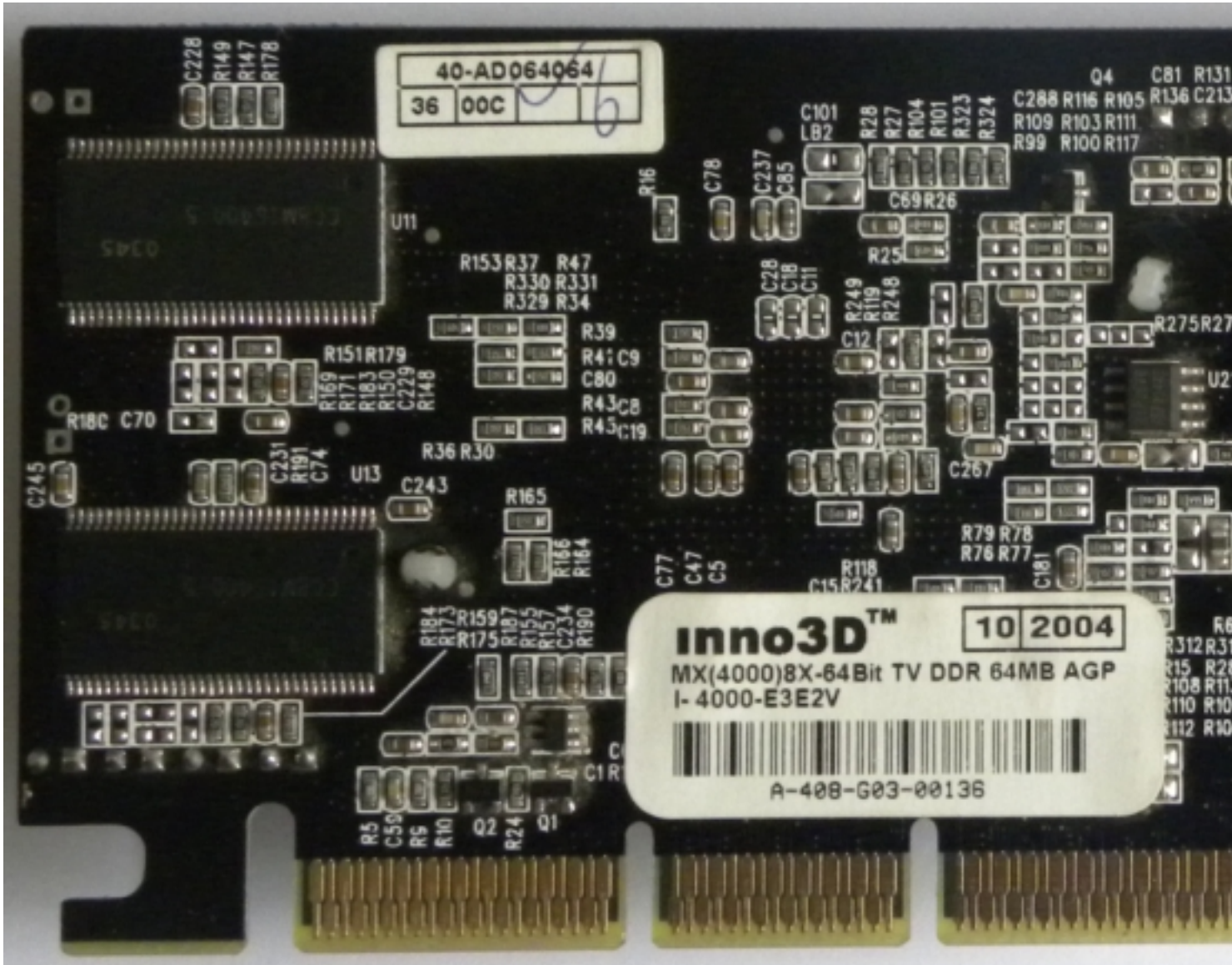
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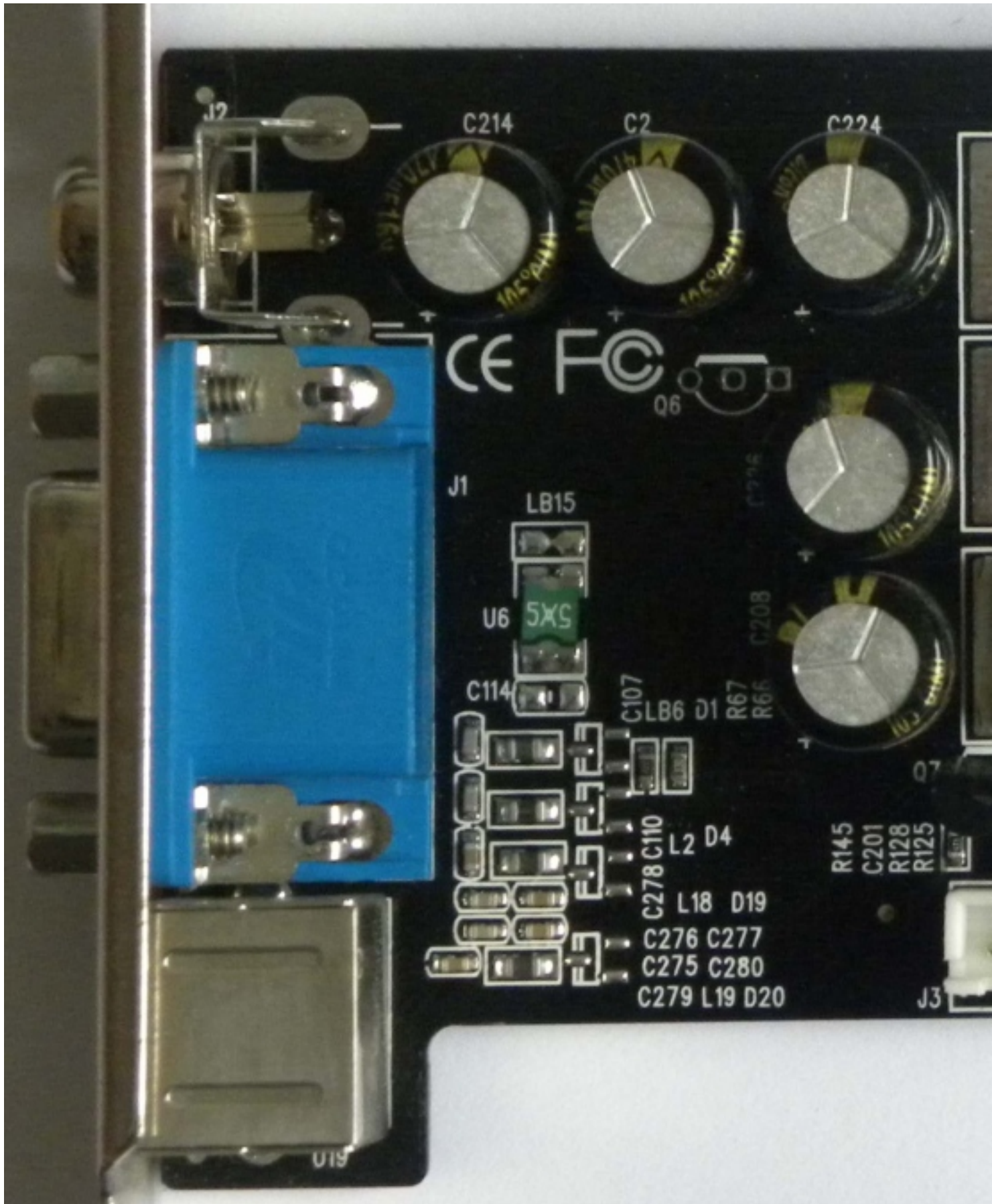
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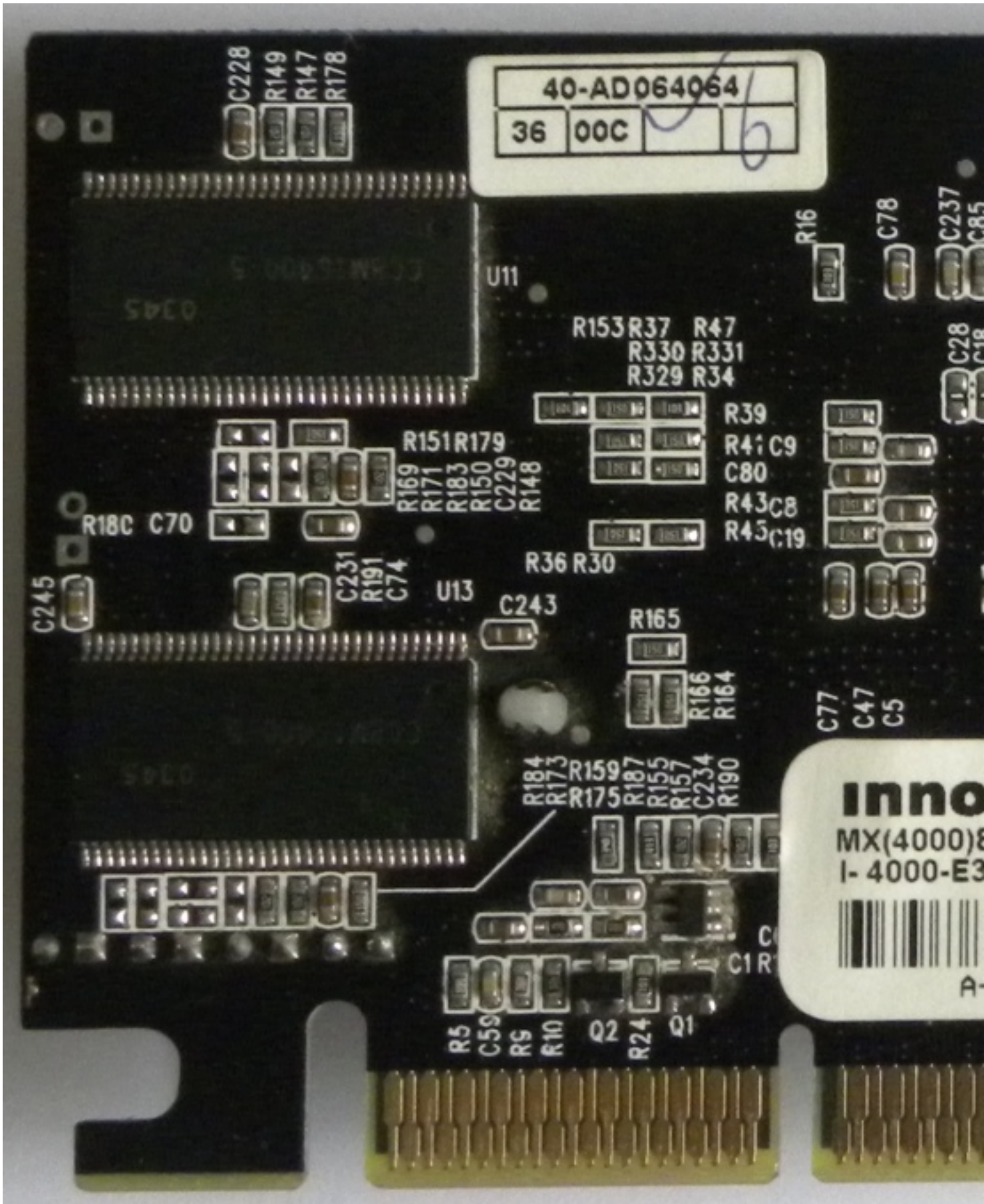
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EVEREST Ultimate Edition

Soubor Zobrazit Zpráva Oblíbené Nástroje nápověda

← → ↻ ↺ 👤 📧 Zpráva

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

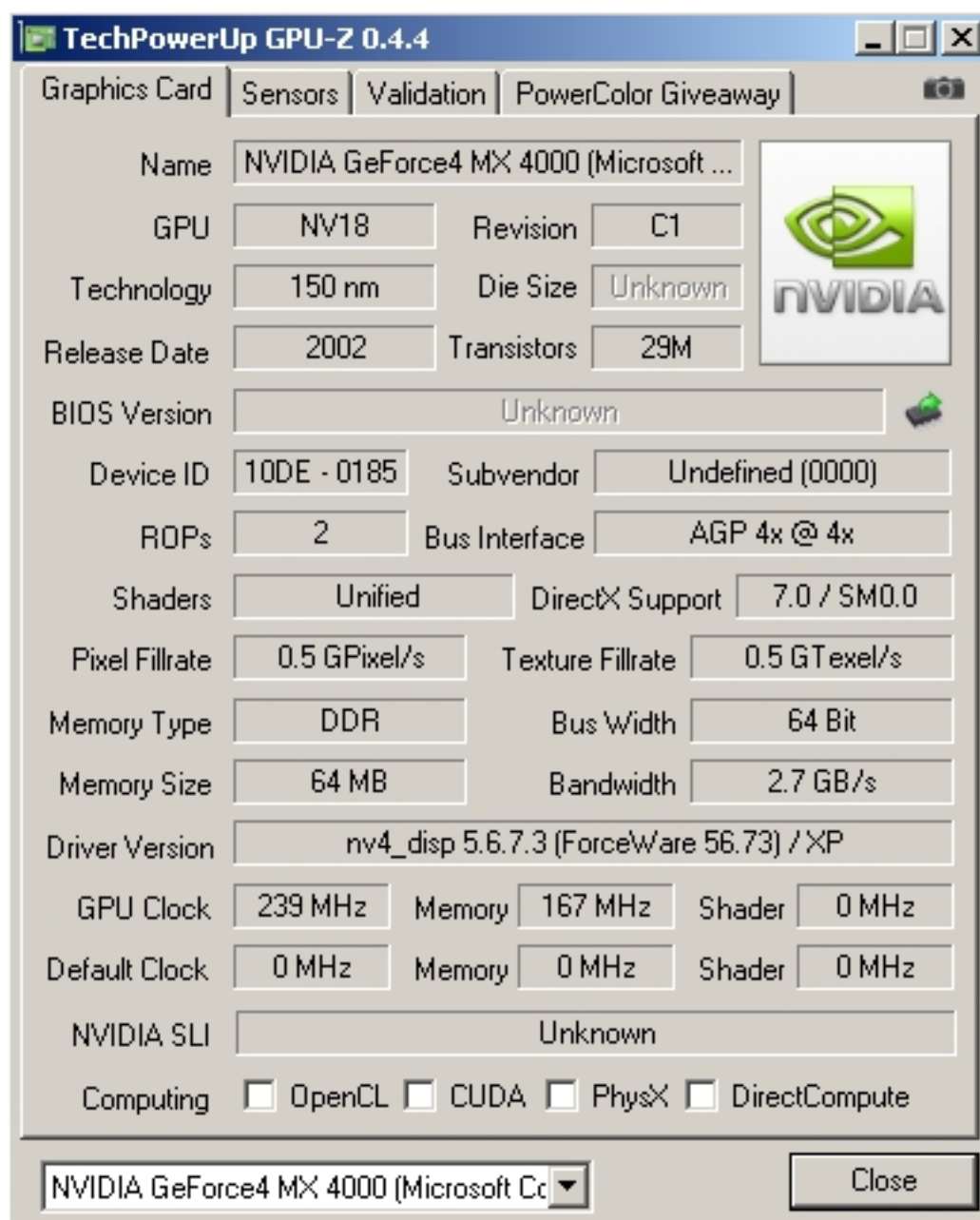
AGP 4x: nVIDIA GeForce4 MX 4000

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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
The screenshot displays the TechPowerUp GPU-Z 0.4.4 application window. The main window title is "TechPowerUp GPU-Z 0.4.4". The interface includes a menu bar with "Graphics Card", "Sensors", "Validation", and "PowerColor Giveaway". The "Graphics Card" tab is active, showing the following specifications:

- 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, 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 GeForce4 MX 4000 (Microsoft Cc" 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 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...

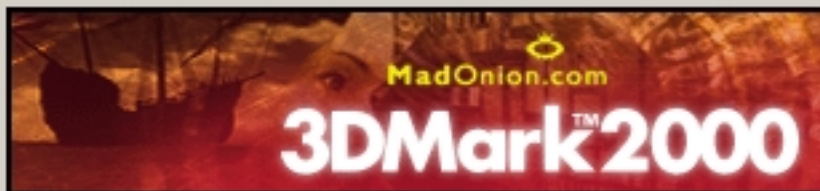
 Batch Run  System Info

 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}