

nVIDIA Riva TNT

Written by Zaatharen

Sunday, 19 September 2010 00:47 - Last Updated Wednesday, 07 March 2012 14:48



Core: NV4 90MHz **Memory:** 16MB SDR 110MHz 128bit

Year: 1998 **Bus:** AGP 2x **Made:** 350nm **Memory bandwidth:** 1760 MB/s **DirectX:** 6 **R**
OPs:

2

TMUs:

1

Transistors:

7 million

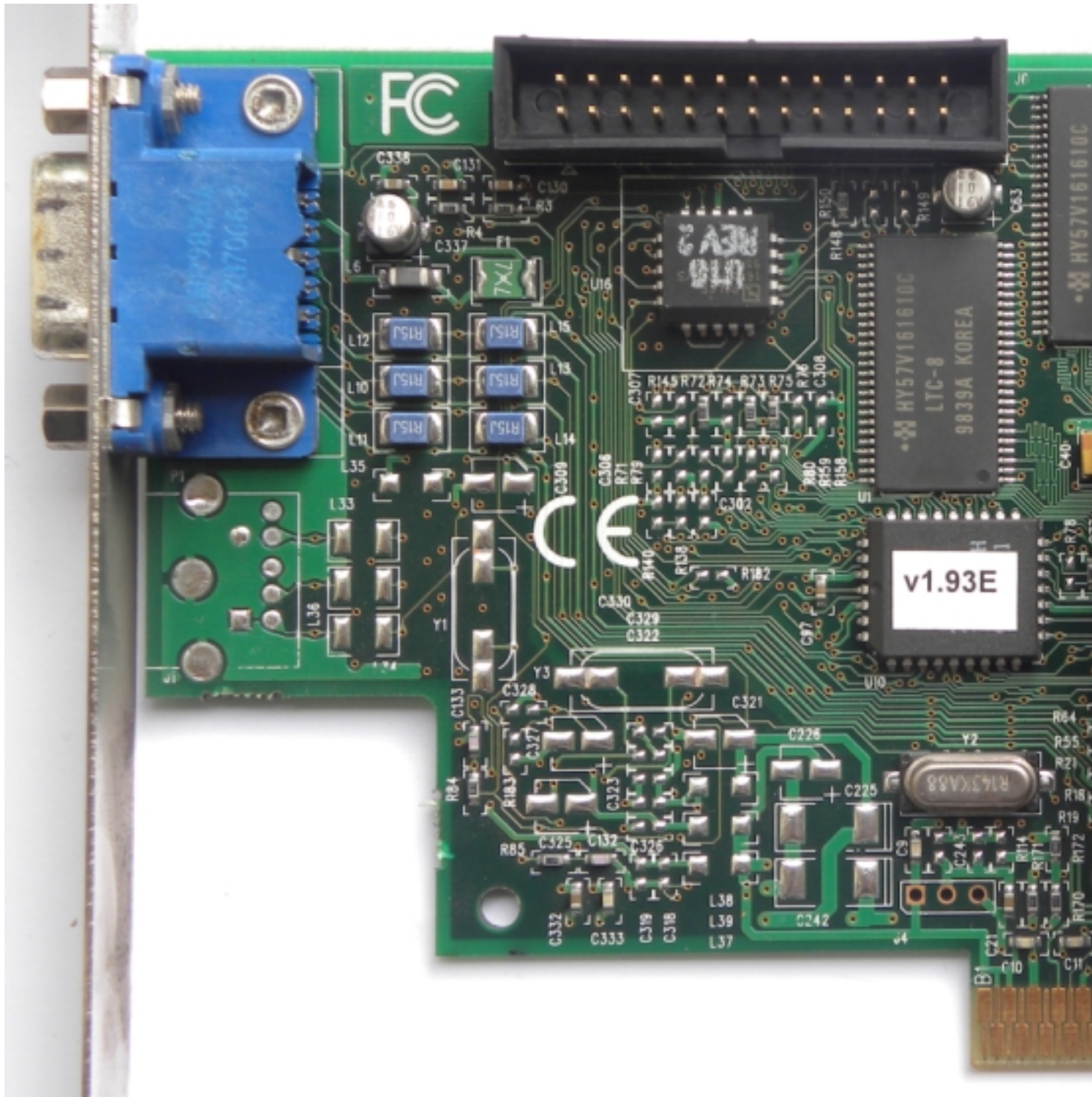
Pixel write speed: 180 MPixel/s **Texel write speed:** 180 MTexel/s

{webgallery}

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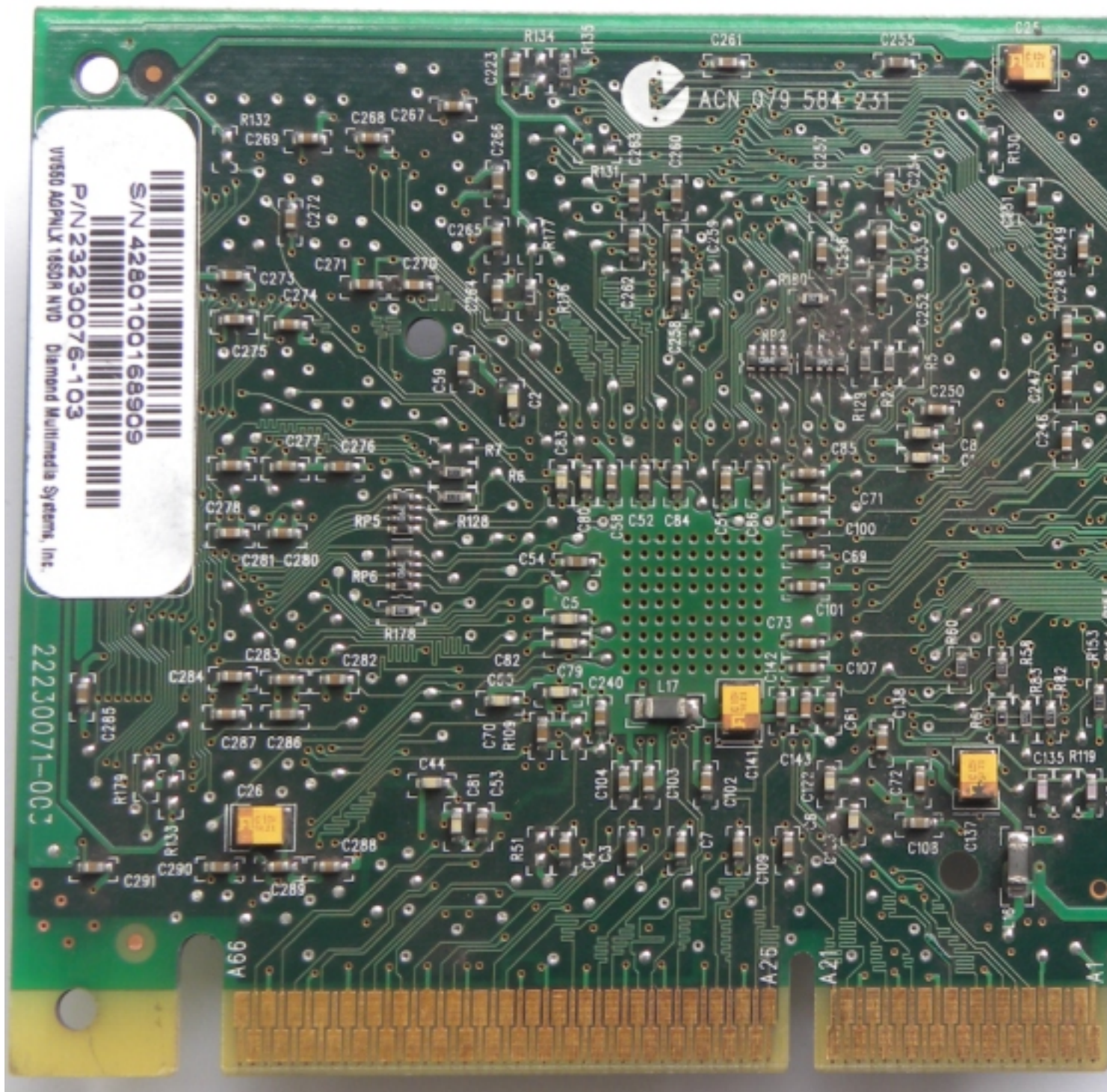
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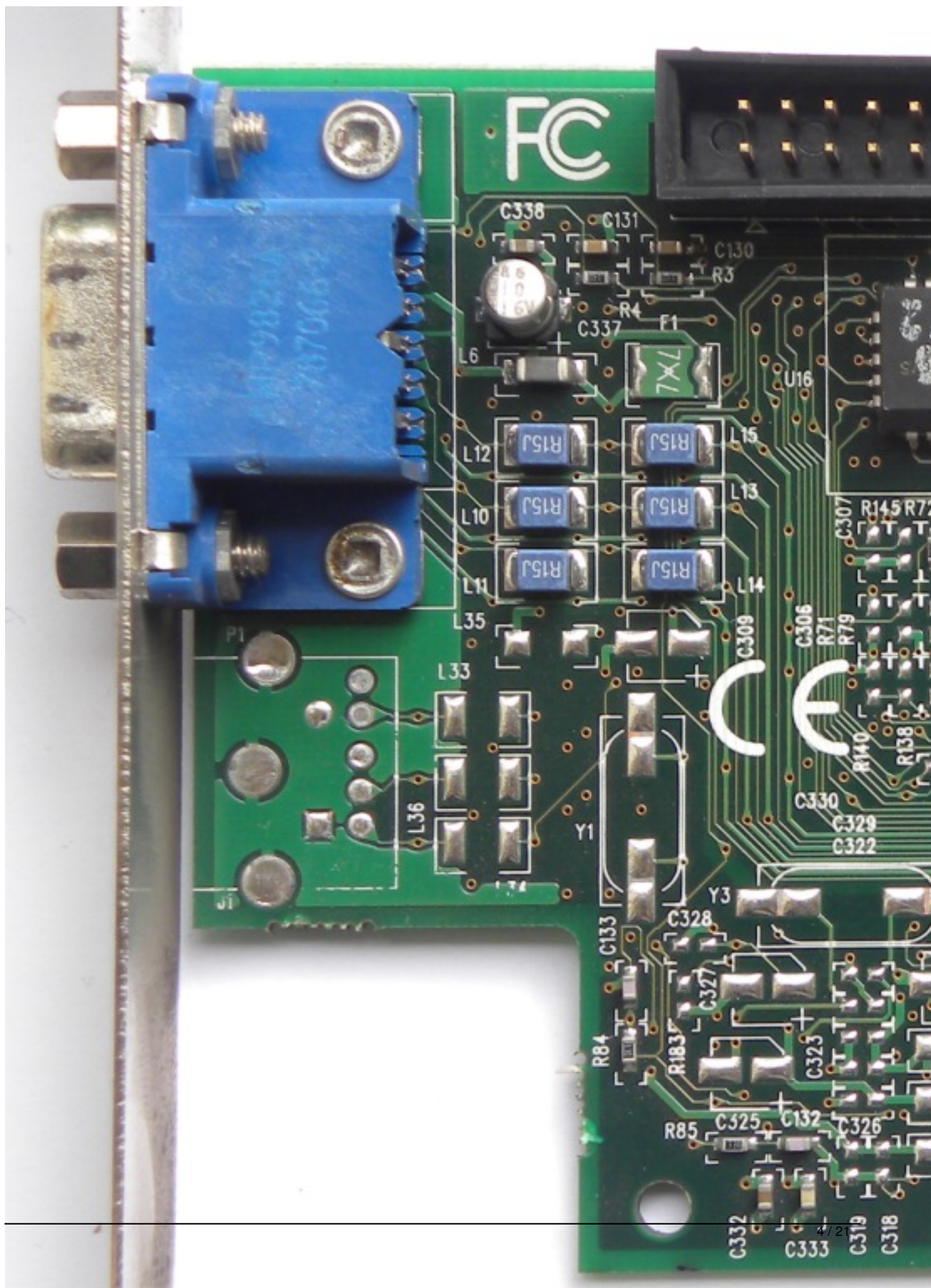
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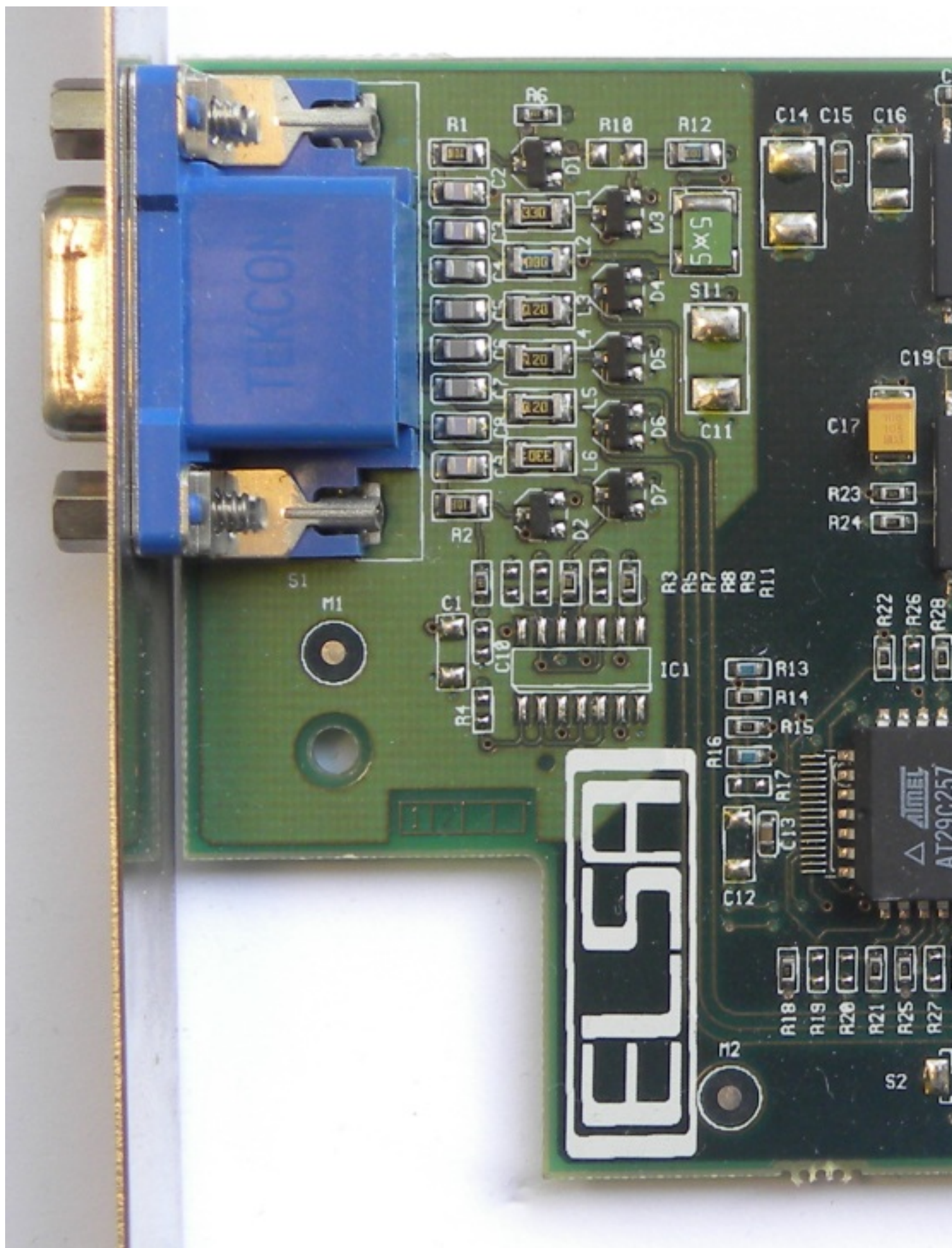
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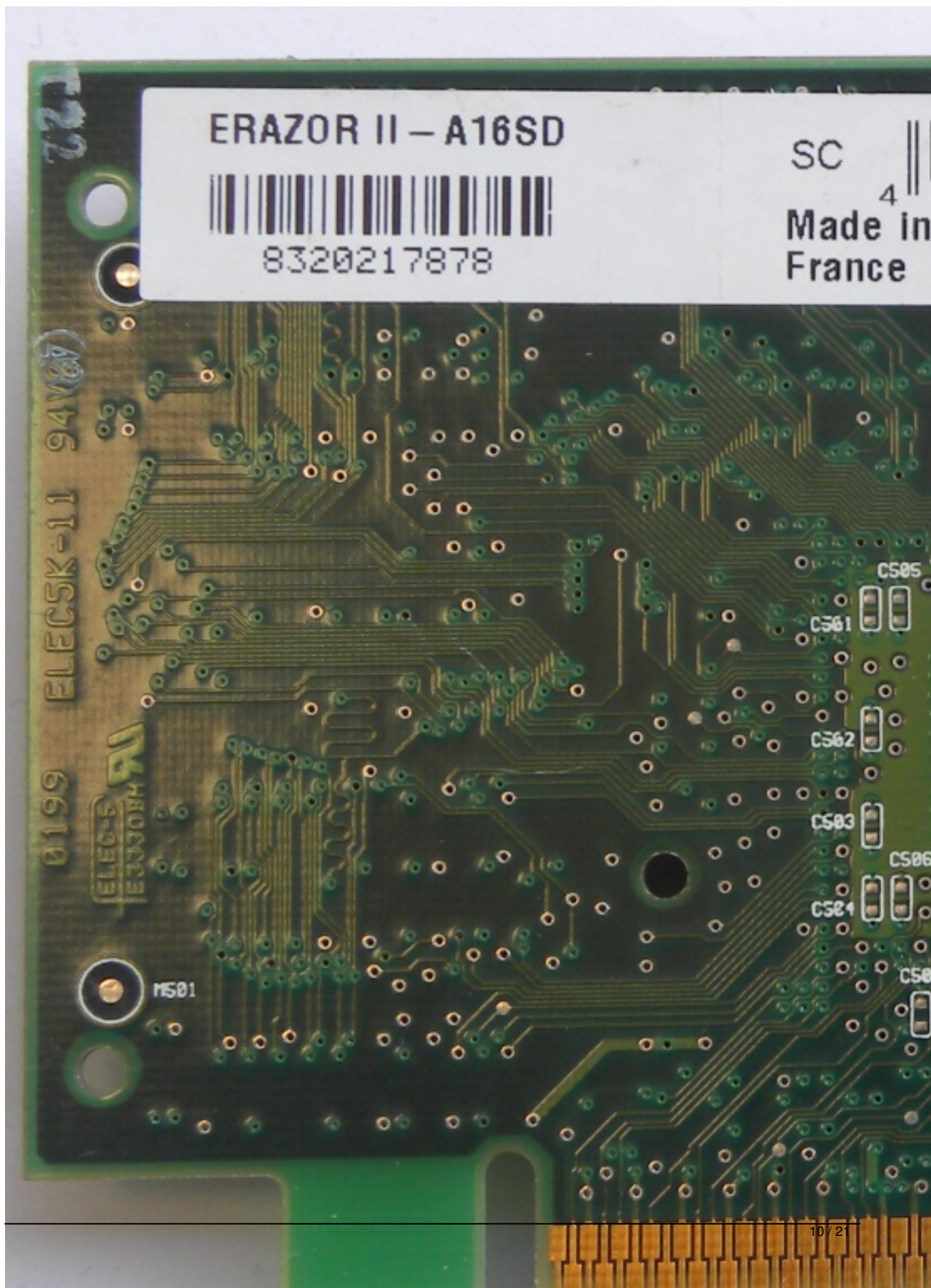
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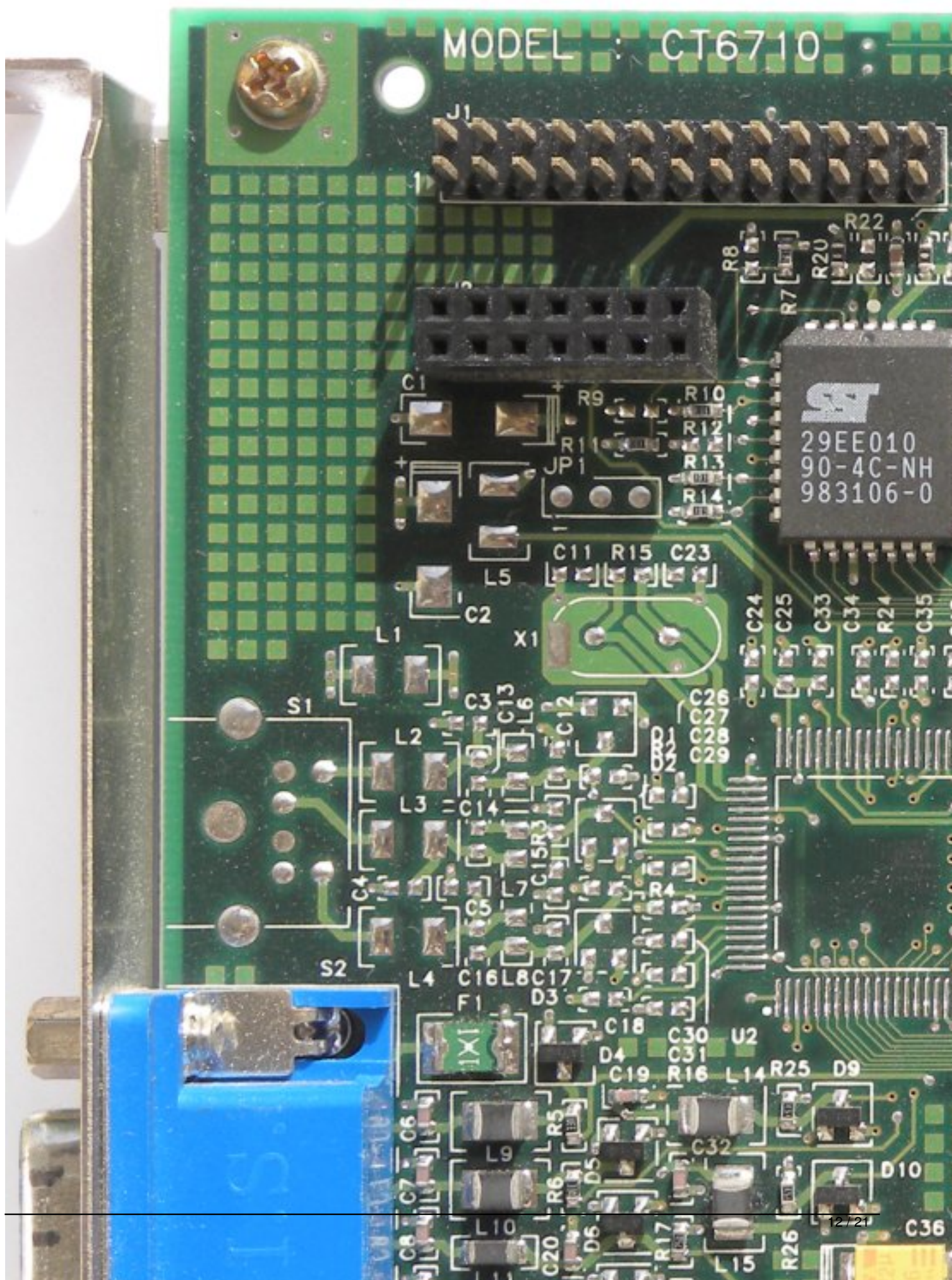
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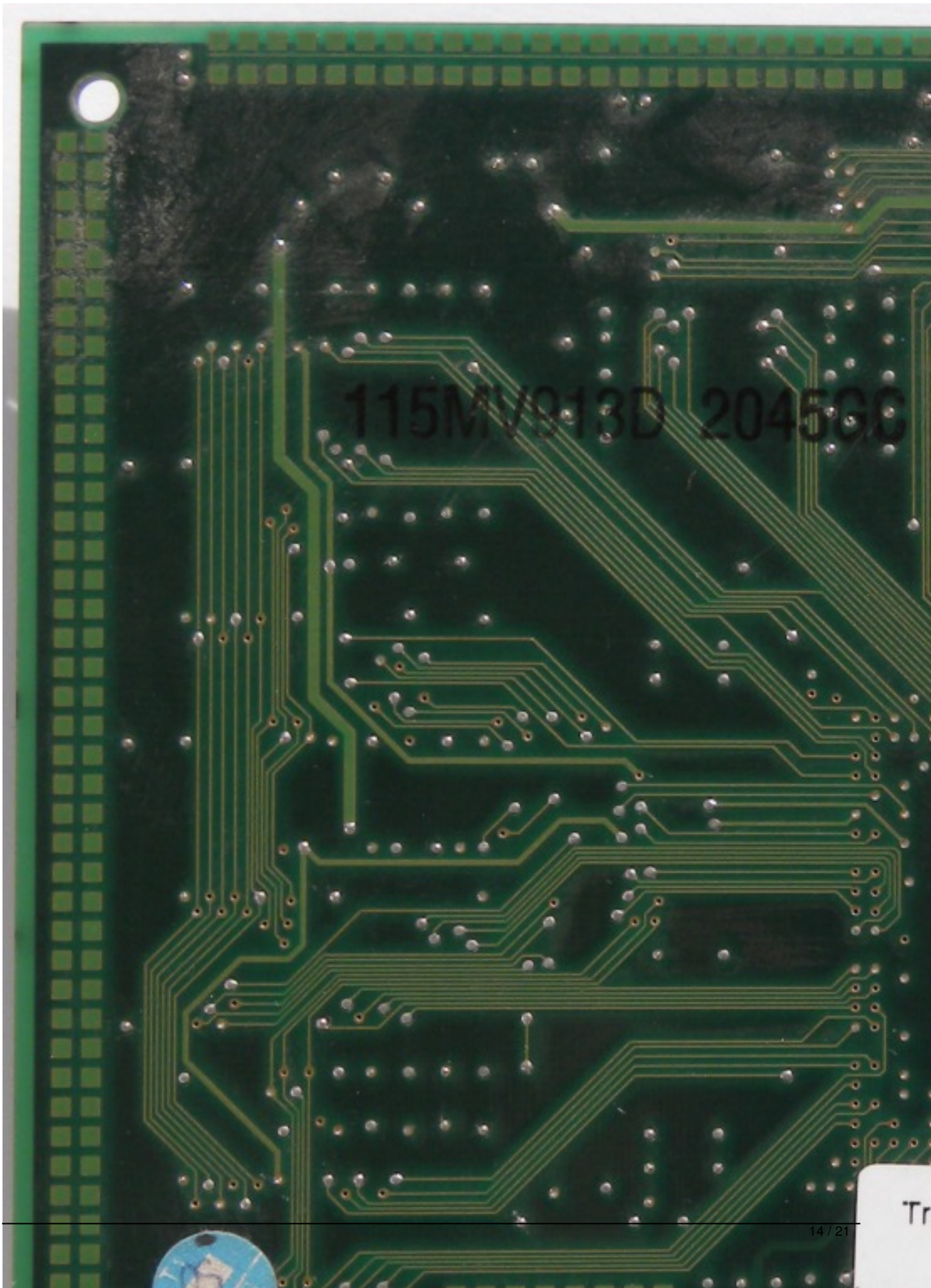
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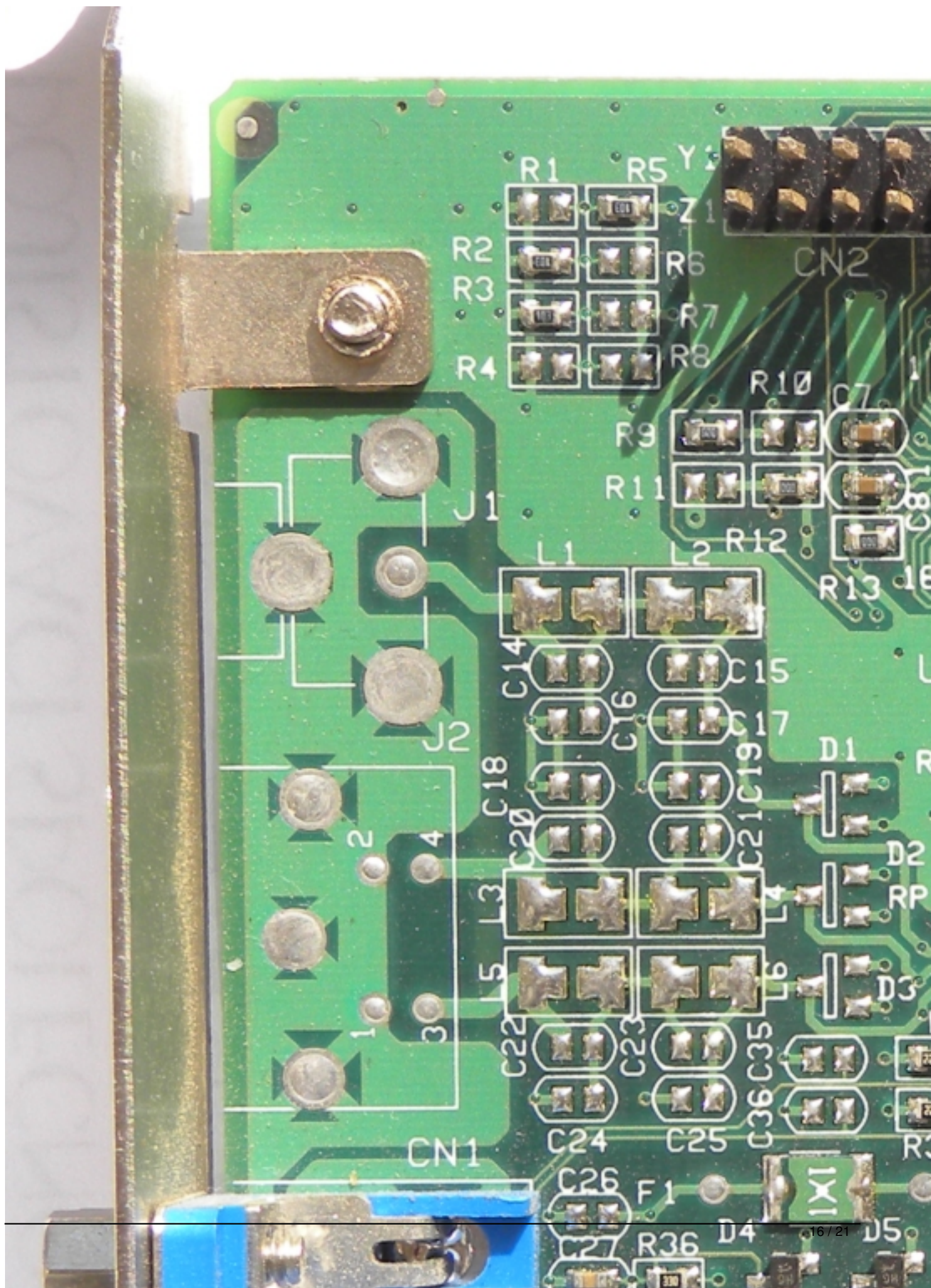
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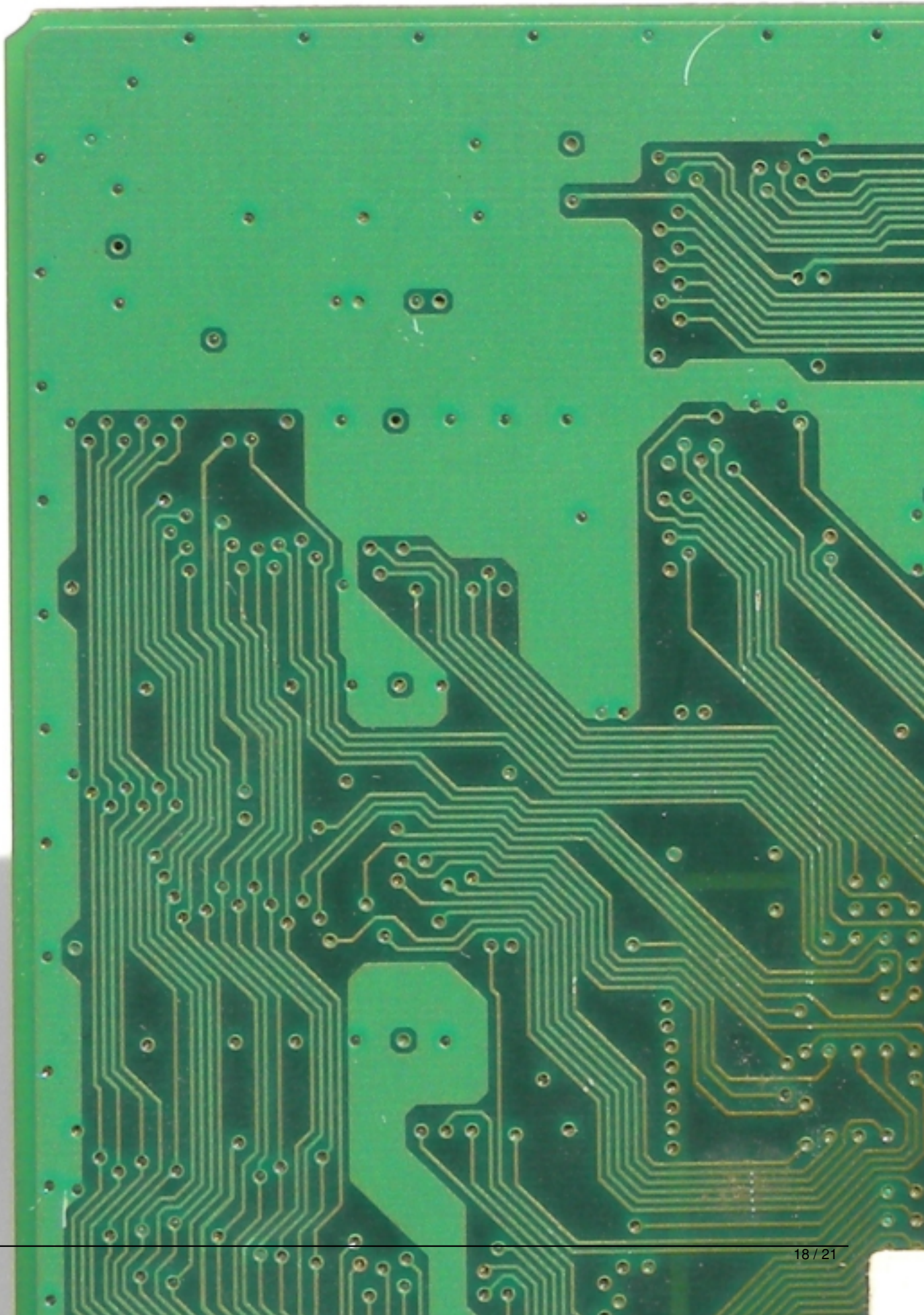
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TechPowerUp GPU-Z 0.4.4

Graphics Card | Sensors | Validation | PowerColor Giveaway

| | | | | | |
|----------------|---|------------------|----------------|--|-------|
| Name | NVIDIA RIVA TNT (Microsoft Corporation) | | |  | |
| GPU | NV4 | Revision | 1 | | |
| Technology | 350 nm | Die Size | Unknown | | |
| Release Date | 1998 | Transistors | 7M | | |
| BIOS Version | Unknown | | | | |
| Device ID | 10DE - 0020 | Subvendor | Diamond (1092) | | |
| ROPs | 2 | Bus Interface | AGP 2x @ 2x | | |
| Shaders | Unified | DirectX Support | 6.0 / SM0.0 | | |
| Pixel Fillrate | Unknown | Texture Fillrate | Unknown | | |
| Memory Type | SDR | Bus Width | 128 Bit | | |
| Memory Size | 16 MB | Bandwidth | Unknown | | |
| Driver Version | nv4_disp 5.6.7.3 (ForceWare 56.73) / XP | | | | |
| GPU Clock | 0 MHz | Memory | 0 MHz | Shader | 0 MHz |
| Default Clock | 0 MHz | Memory | 0 MHz | Shader | 0 MHz |
| NVIDIA SLI | Unknown | | | | |
| Computing | <input type="checkbox"/> OpenCL <input type="checkbox"/> CUDA <input type="checkbox"/> PhysX <input type="checkbox"/> DirectCompute | | | | |

NVIDIA RIVA TNT (Microsoft Corporation) 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 RIVA TNT (Microsoft Corporation)
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:

2057 3D marks

View your result details with the Online ResultBrowser

Online ResultBrowser

Edit Description

Save Project

Settings

Show Details

ResultBrowser

Online ResultBrowser also gives you information on the best upgrade choices for your system

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