

## nVIDIA Riva TNT

Written by Zaatharen

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

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**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

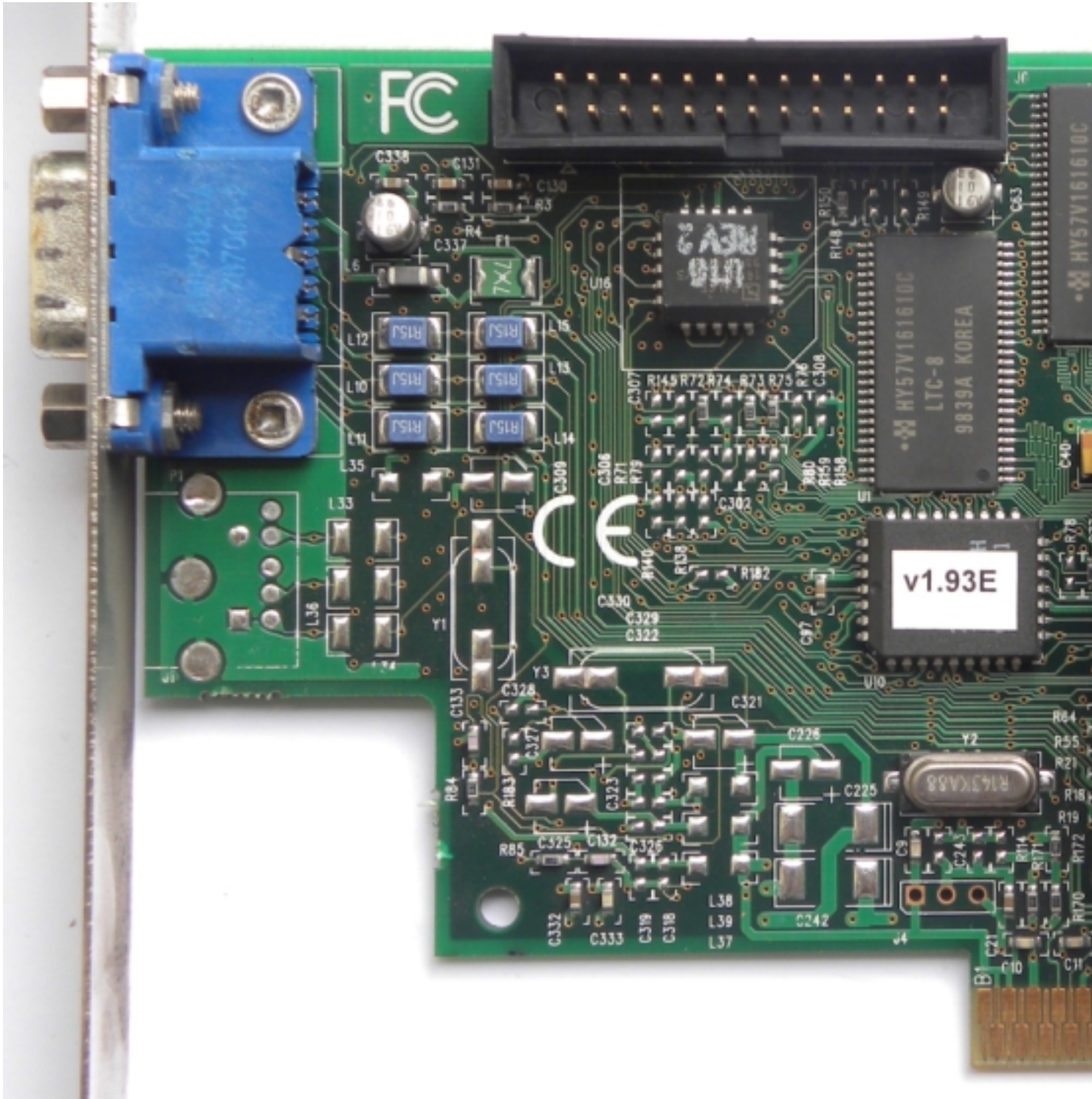
**Pixel write speed:** 180 MPixel/s **Texel write speed:** 180 MTexel/s

{webgallery}

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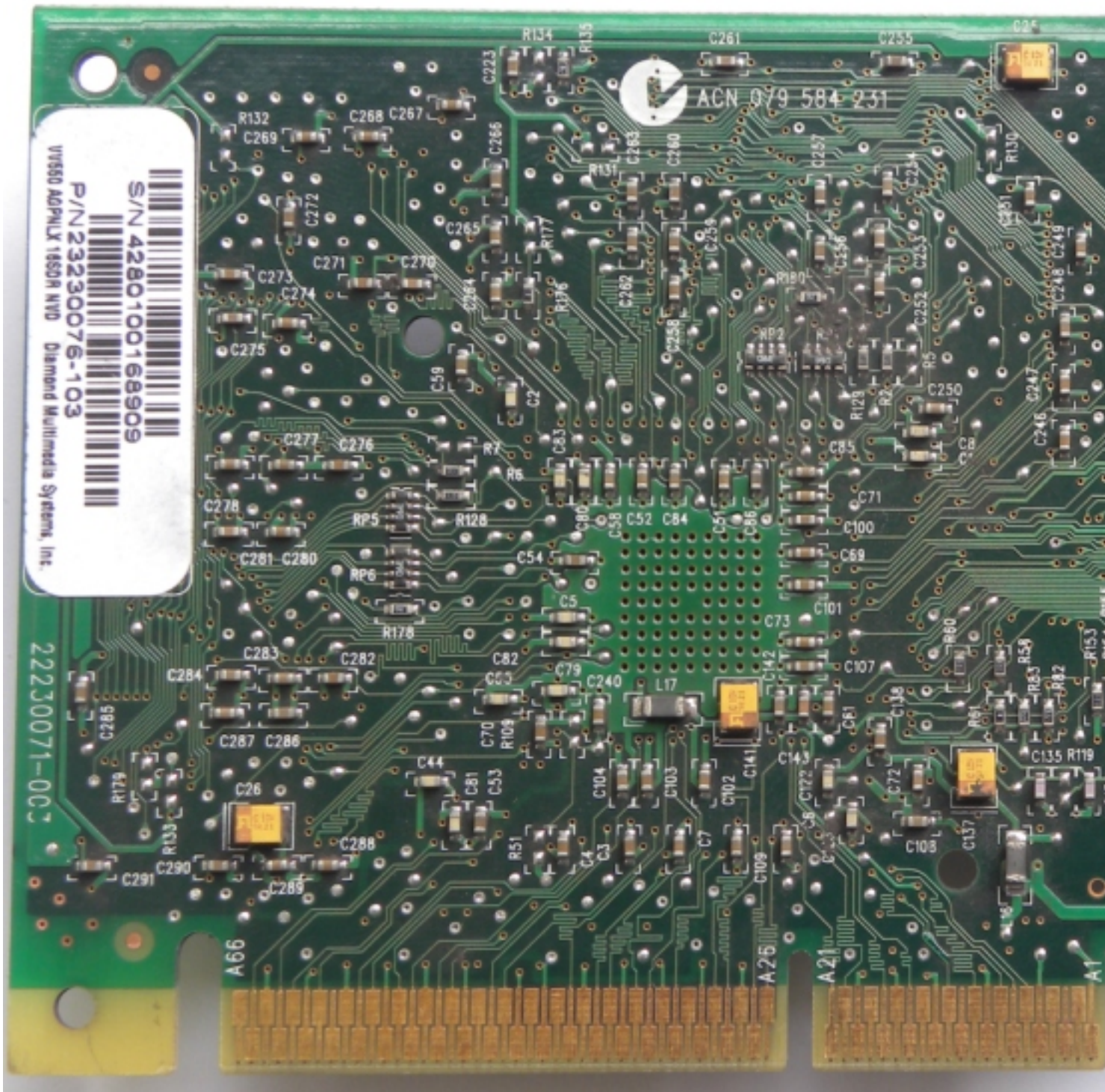




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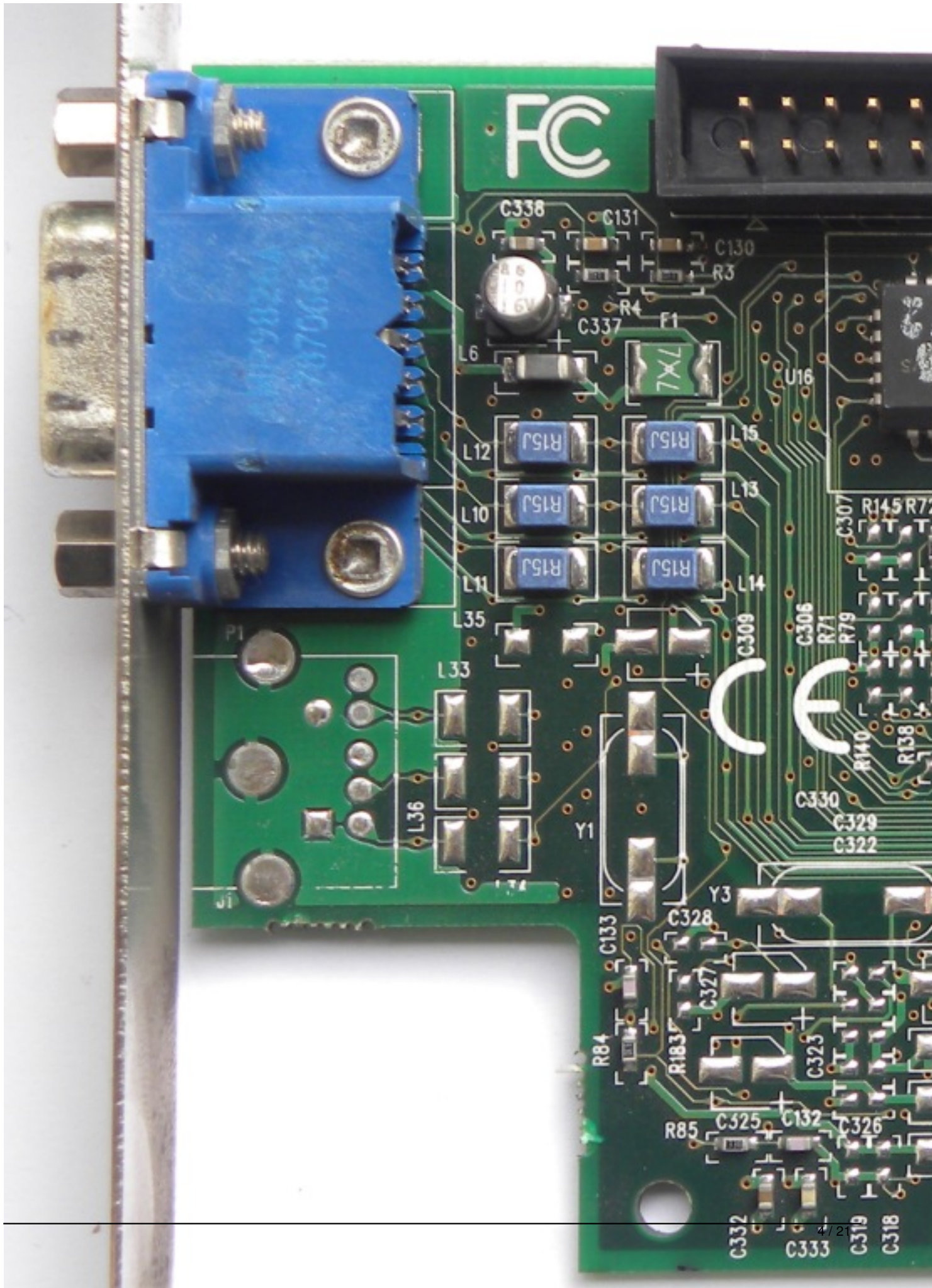




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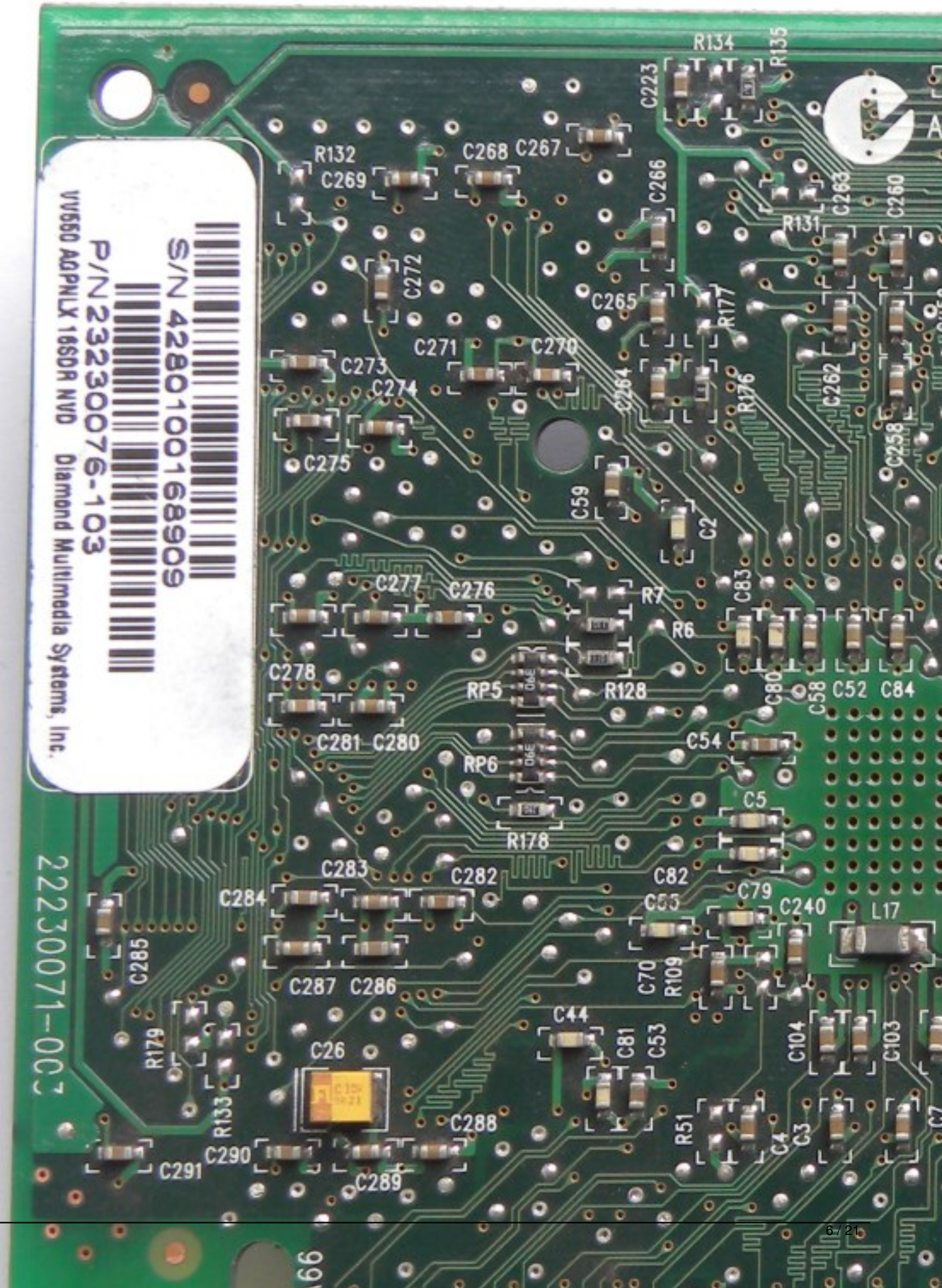
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V6560 ADPNLX 16SDR NVD Diamond Multimedia Systems, Inc.

P/N 23230076-103

S/N 4280100168909

22230071-003



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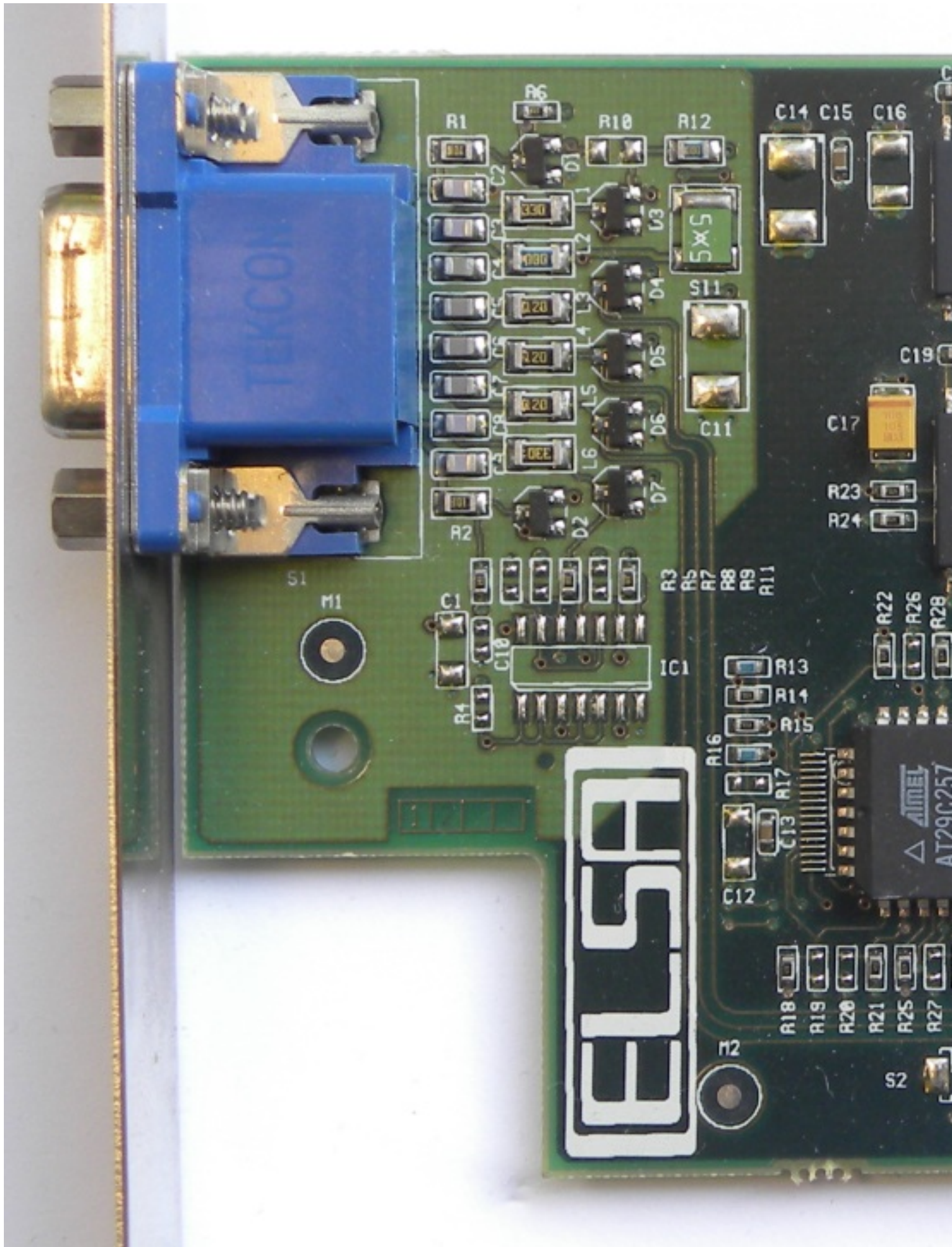
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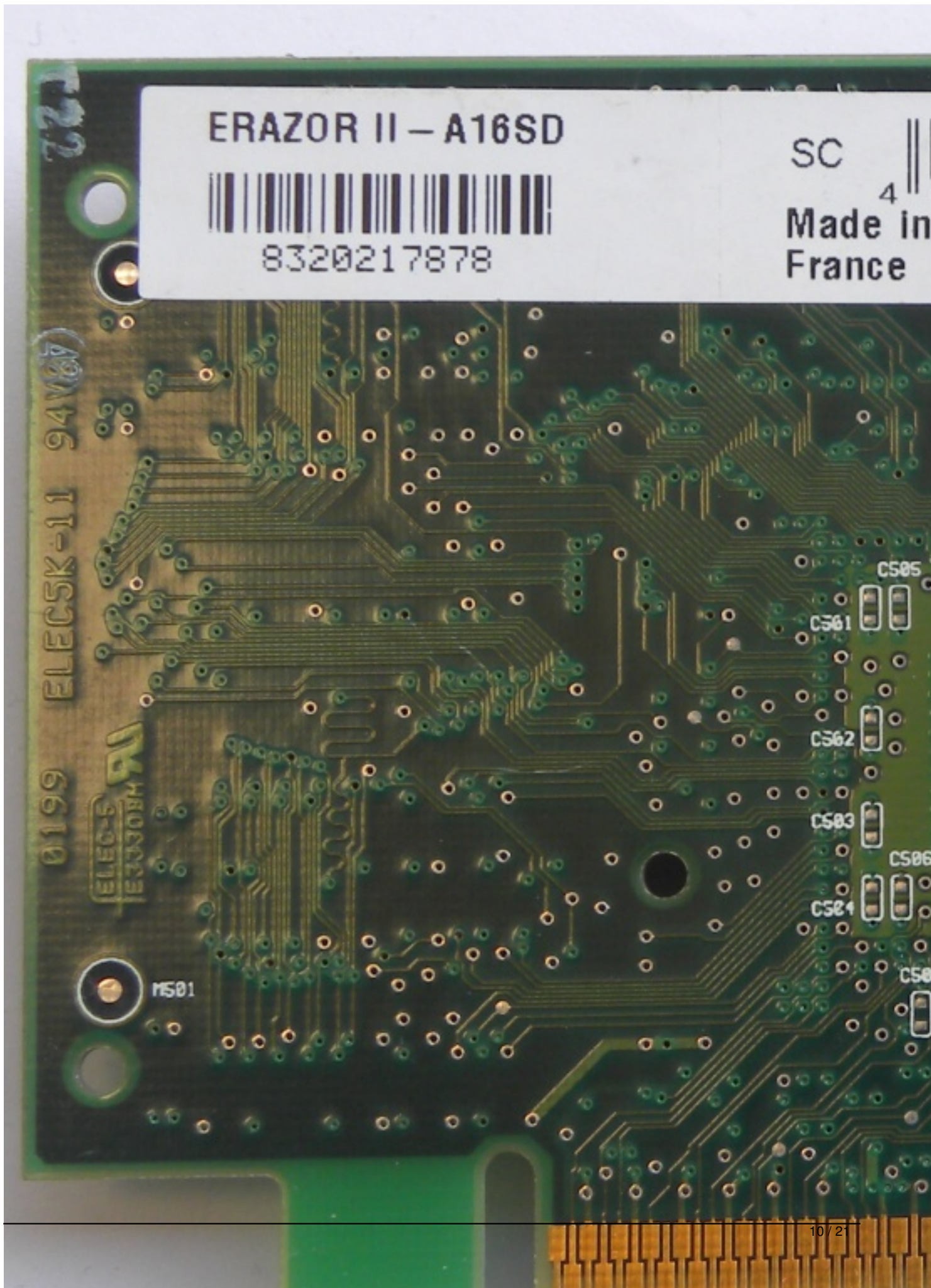
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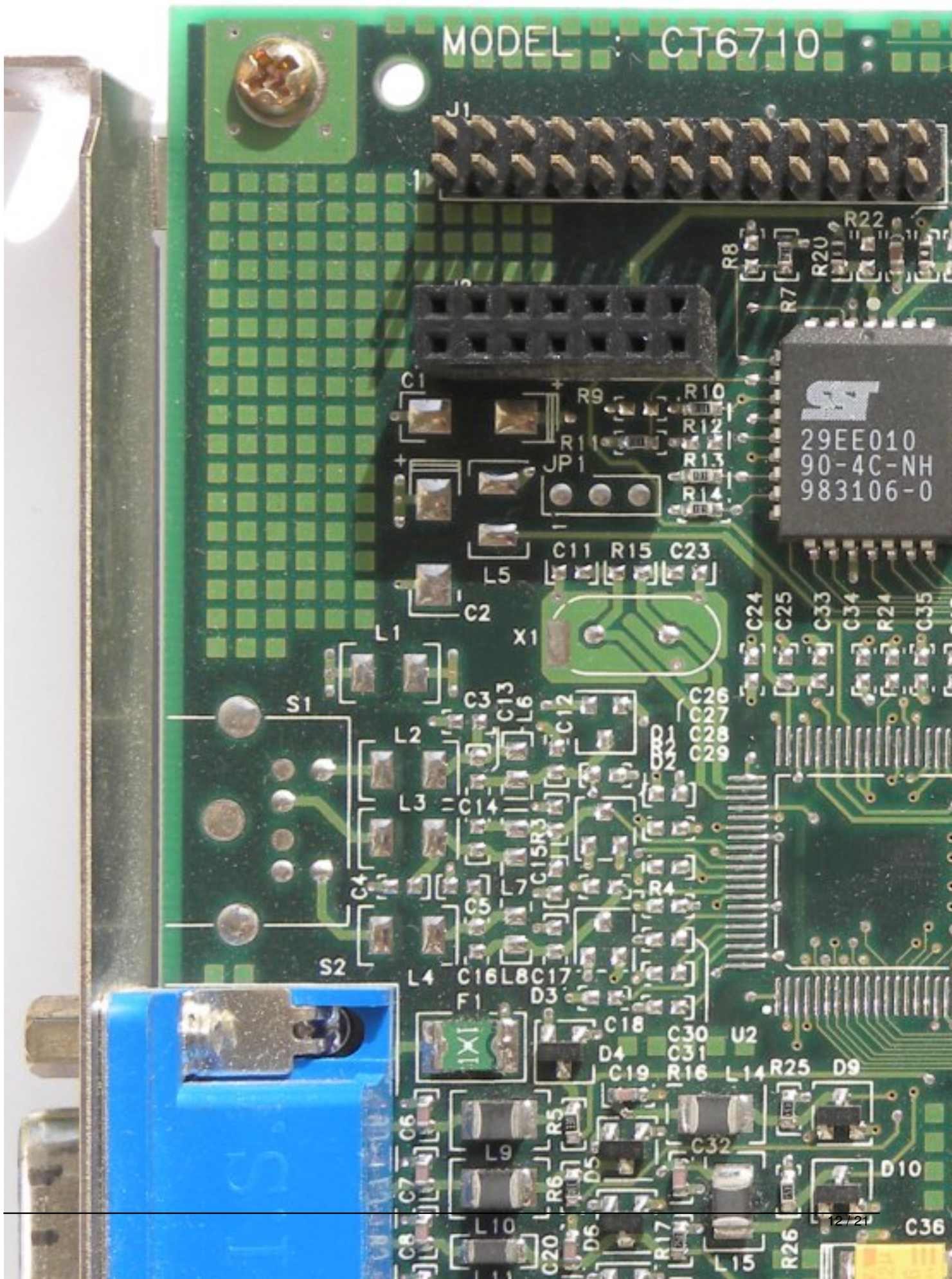
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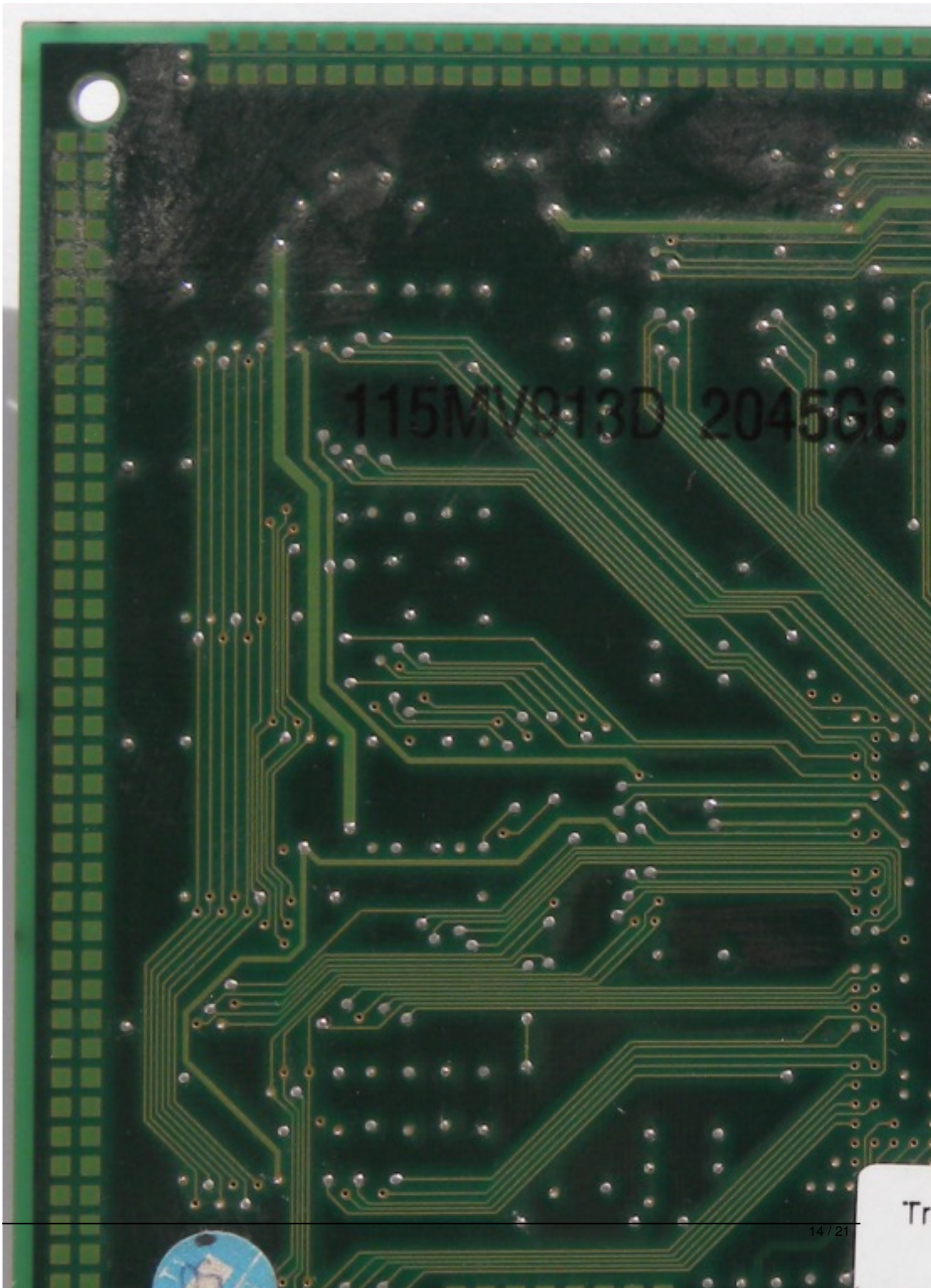
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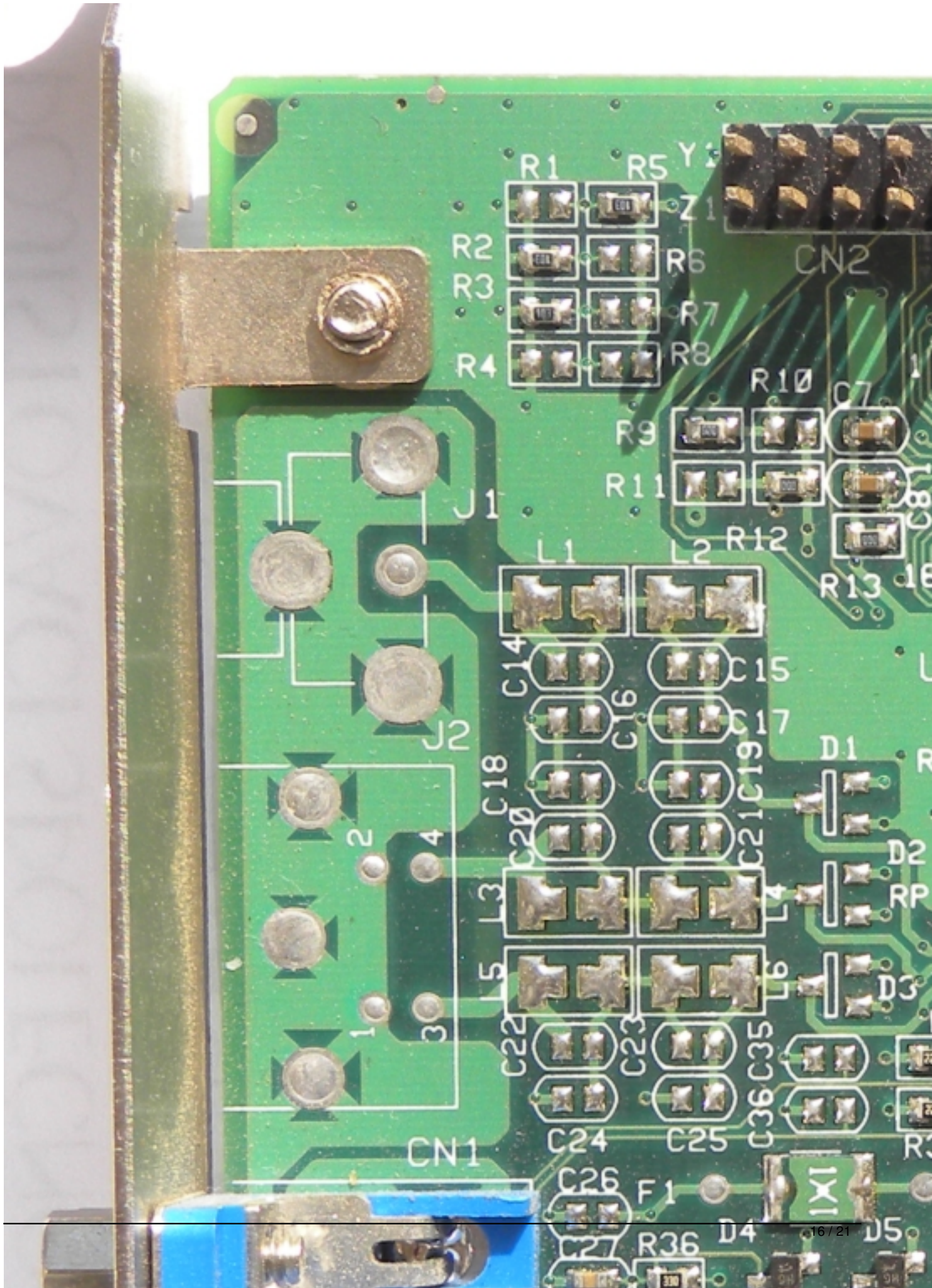
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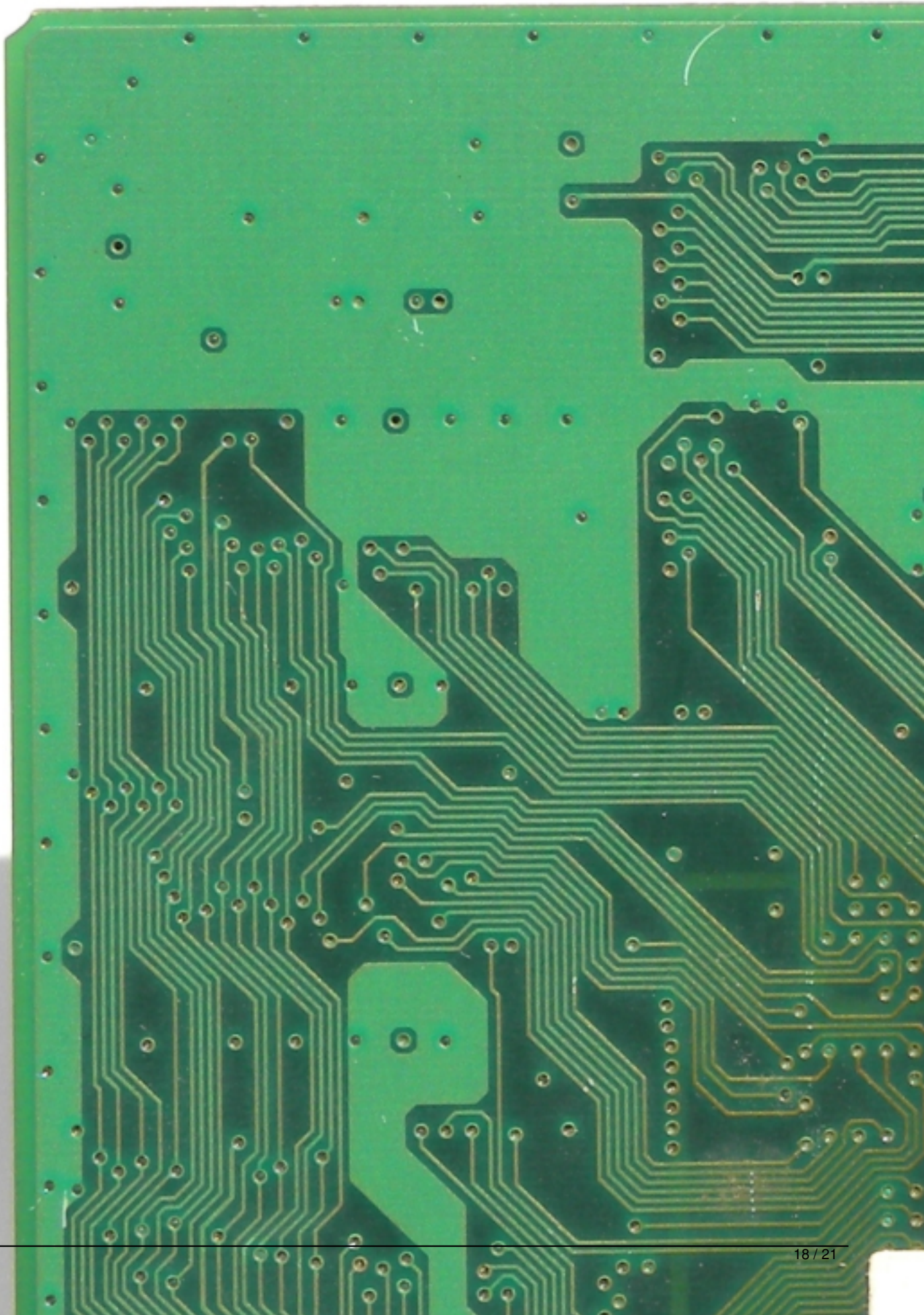
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
The screenshot shows the TechPowerUp GPU-Z 0.4.4 application window. The 'Graphics Card' tab is selected, displaying the following information:

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				

At the bottom of the window, there is a dropdown menu showing 'NVIDIA RIVA TNT (Microsoft Corporation)' 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 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...

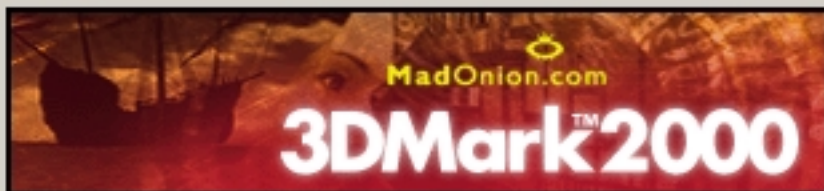
 Batch Run  System Info

 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](#)



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