

nVIDIA GeForce2 Ti

Written by Zaatharen

Saturday, 29 January 2011 01:14 - Last Updated Wednesday, 28 March 2012 00:38



Core: NV15Ti 250MHz

Memory: 64MB DDR 400MHz 128bit **Year:** 2001 **Bus:** AGP 4x **Pixel pipelines:** 4 **TMU per pipeline:**

2

Pixel shaders:

4 (v0.5)

Vertex shaders:

not supported

DirectX:

7

Pixel write speed:

1000 MPixel/s

Texel write speed:

2000

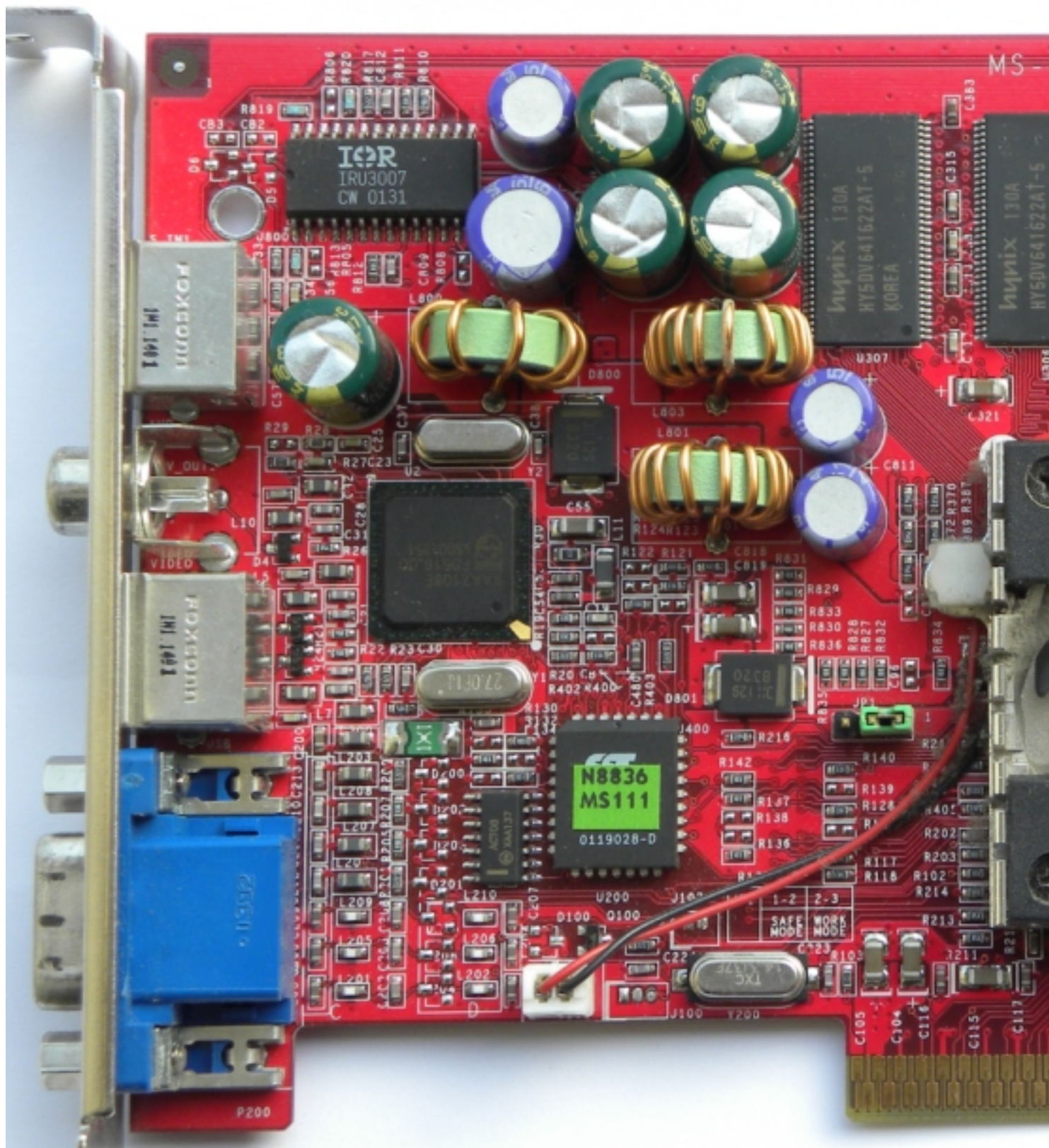
MTexel/s

{webgallery}

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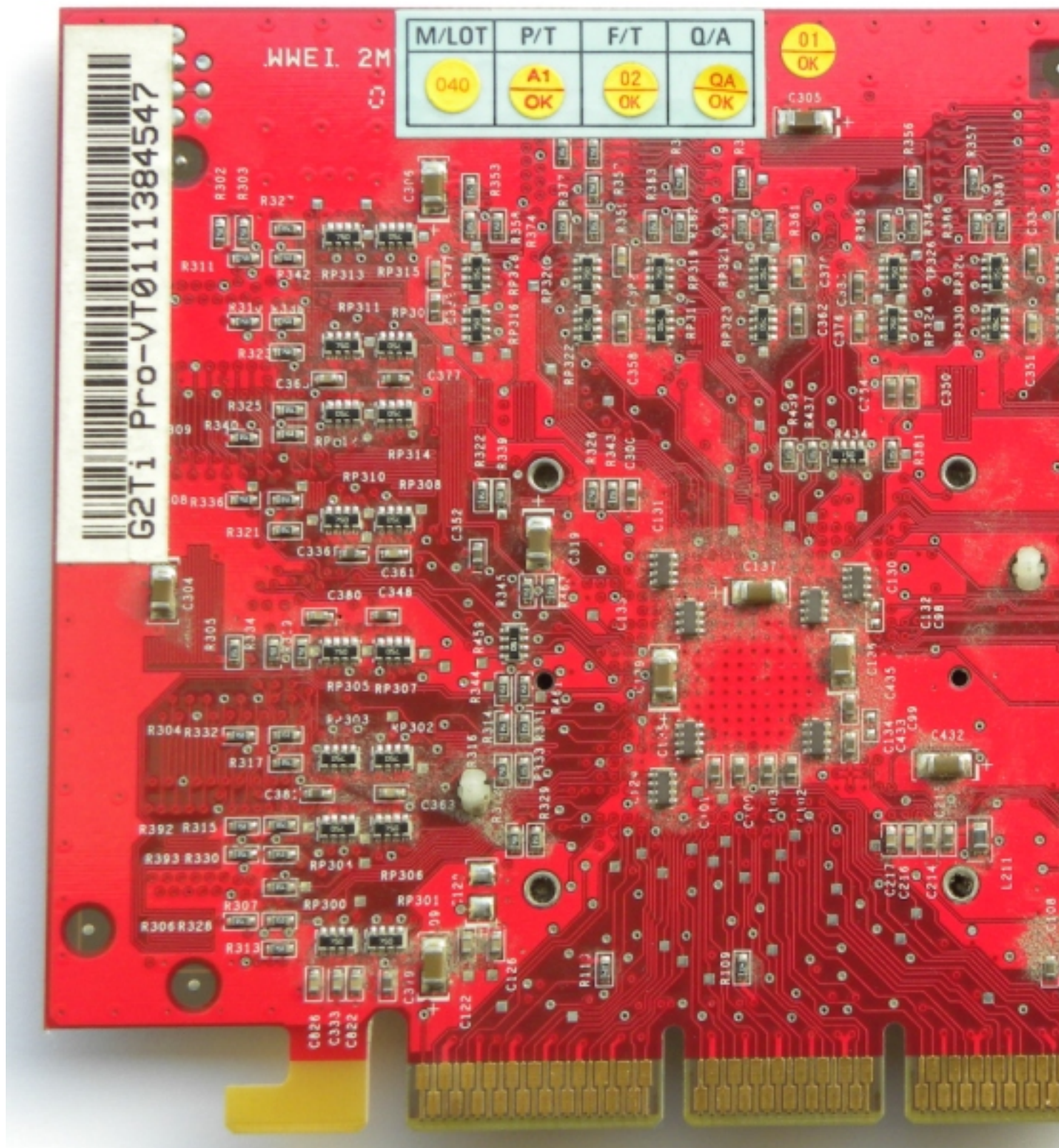
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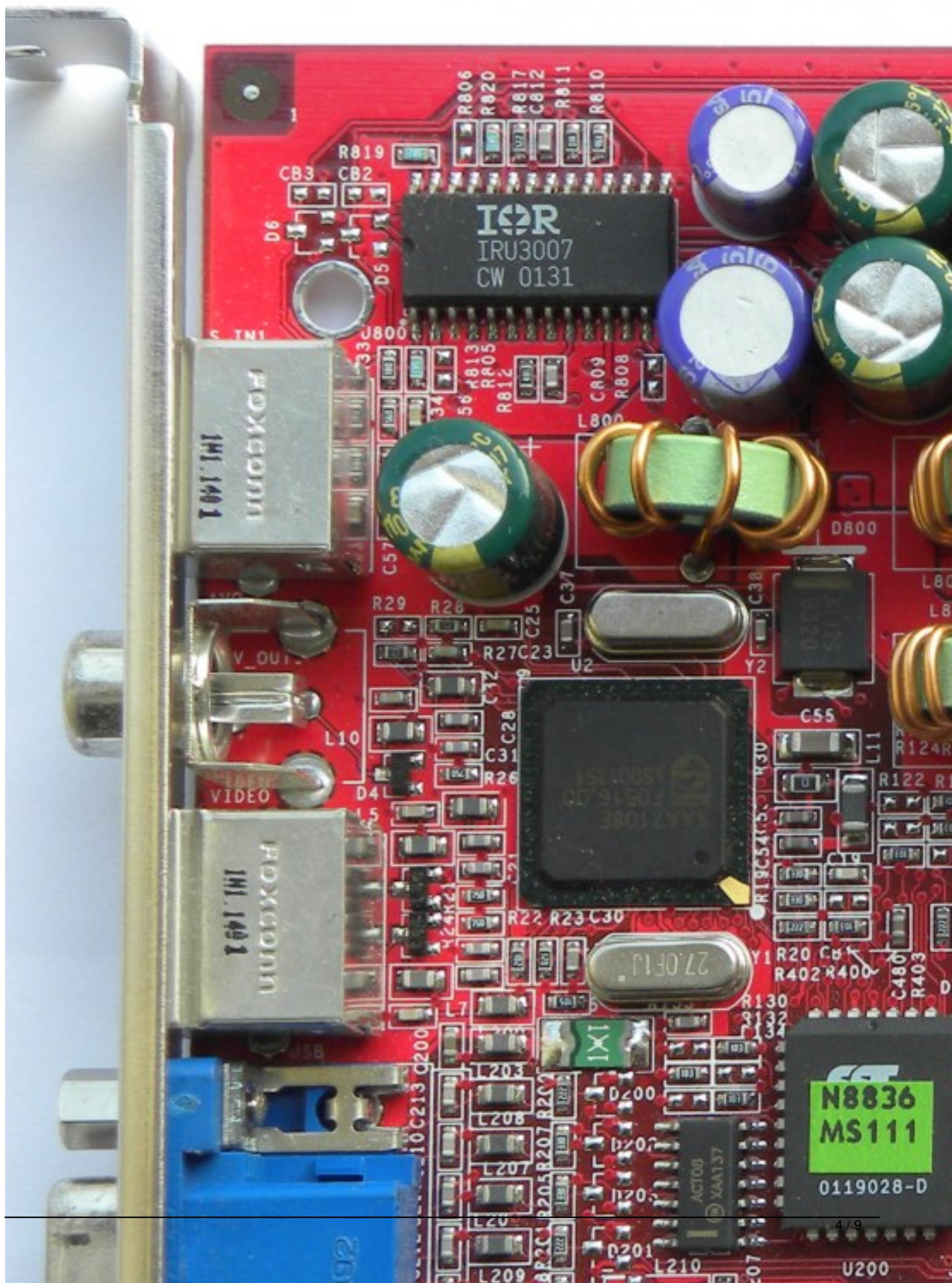
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TechPowerUp GPU-Z 0.4.4

Graphics Card


Sensors

Validation

PowerColor Giveaway

Name

NVIDIA GeForce2 Ti (Microsoft Corporat...



GPU

NV15

Revision

A4

Technology

150 nm

Die Size

Unknown

Release Date


2000

Transistors

25M

BIOS Version

Unknown



Device ID

10DE - 0151

Subvendor

MSI (1462)

ROPs

4

Bus Interface

AGP 4x @ 4x

Shaders

Unified

DirectX Support

7.0 / SM0.0

Pixel Fillrate

Unknown

Texture Fillrate

Unknown

Memory Type

DDR

Bus Width

Unknown

Memory Size

64 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

☐ OpenCL

☐ CUDA

☐ PhysX

☐ DirectCompute


NVIDIA GeForce2 Ti (Microsoft Corporat...

Close

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 GeForce2 Ti (Microsoft Corporation)


1024 * 768, 16 bit color, 16 bit textures


16-bit Z-Buffer Triple Frame Buffer


Using D3D Software T&L optimizations


Change...


5. Run


 ResultBrowser

 Help...

 Batch Run

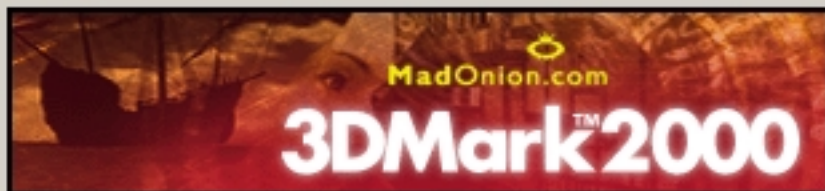
 System Info

 Benchmark

 Demo Mode

3DMark2000 Overall Score

3DMark Score



Congratulations!

You have successfully run the benchmark. Your score is:

3103 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}