

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

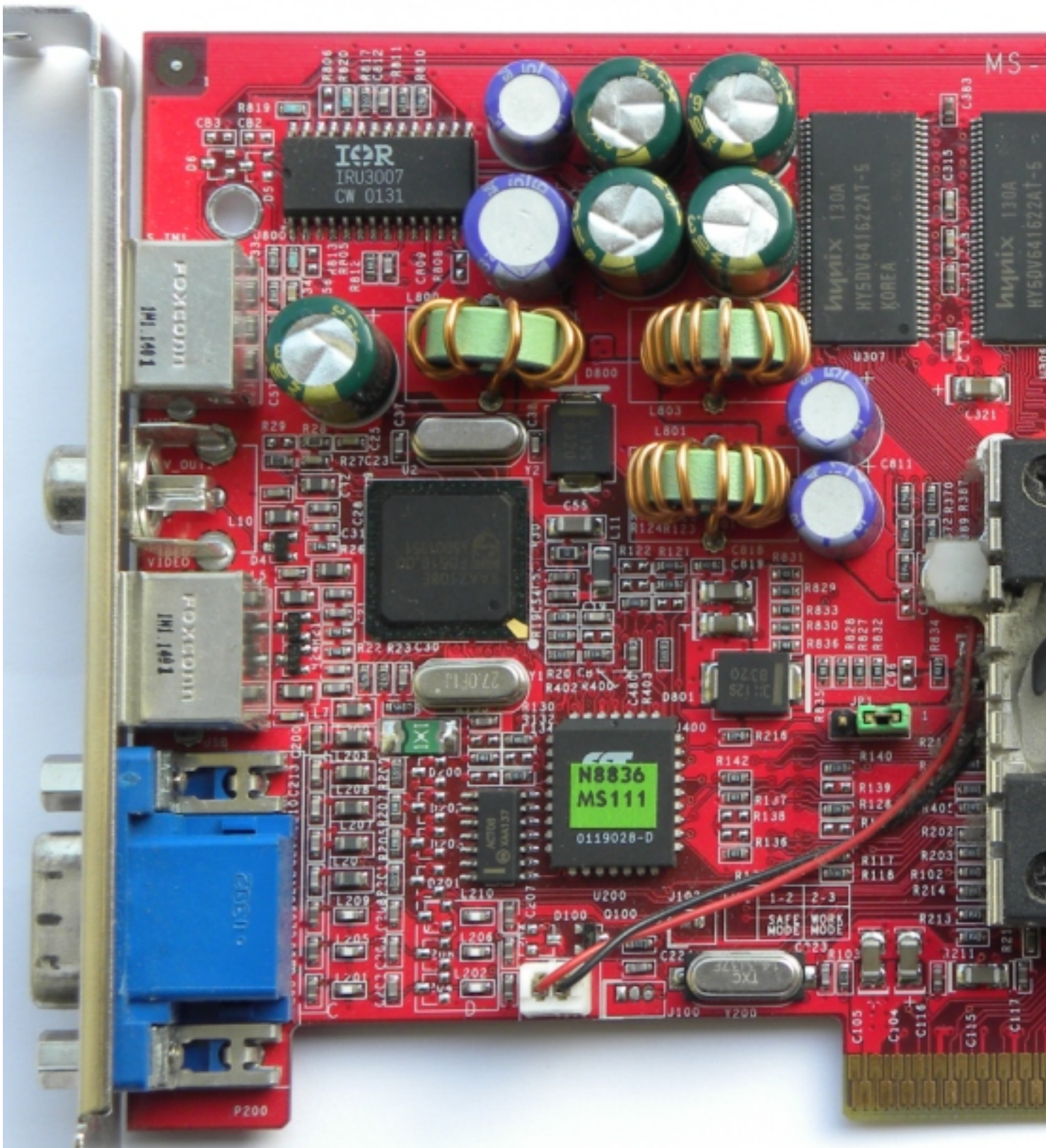
MTexel/s

{webgallery}

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M/LOT	P/T	F/T	Q/A
040	A1 OK	02 OK	QA OK

01
OK

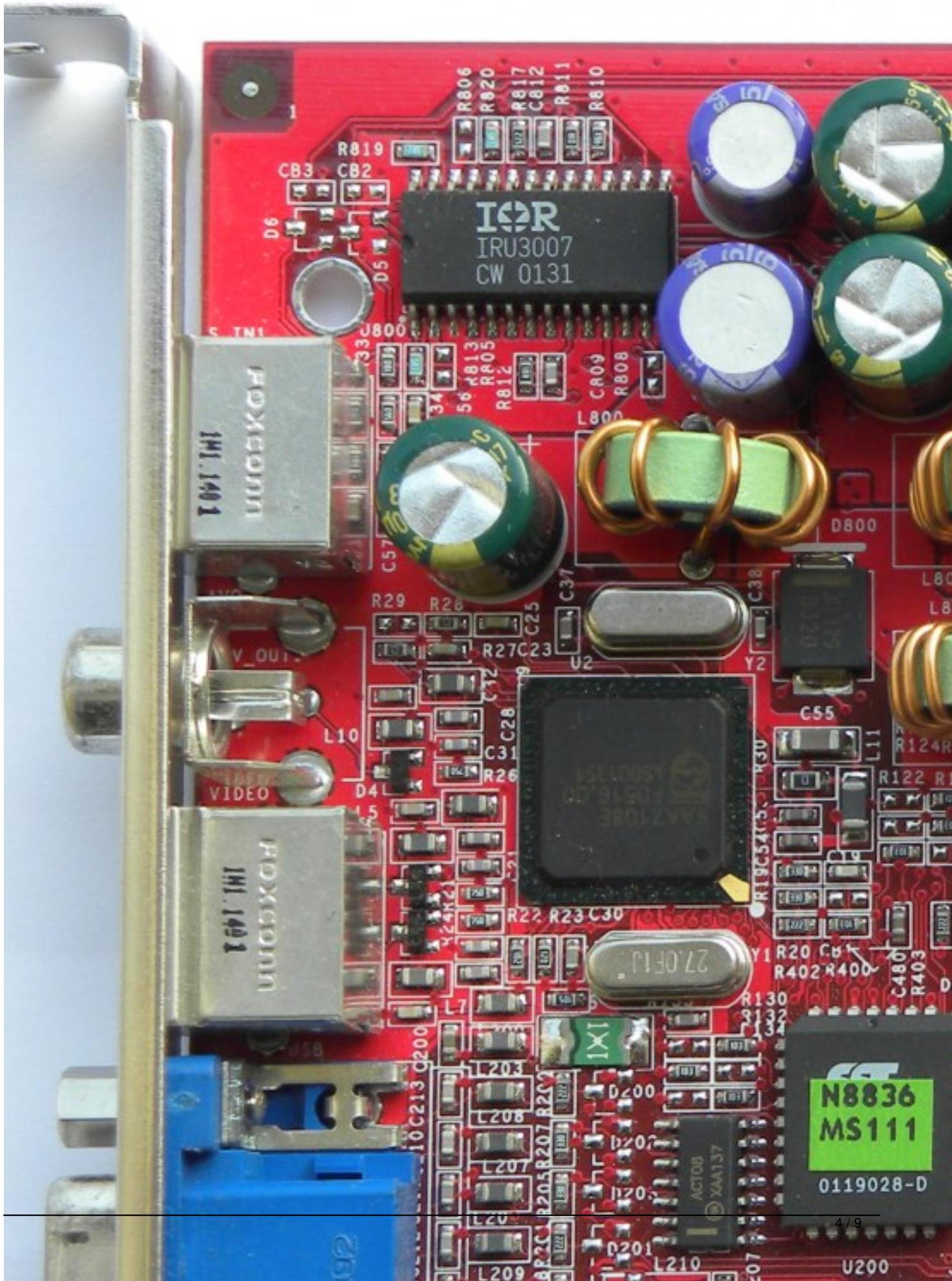
WWEI. 2M

G2Ti Pro-VT0111384547

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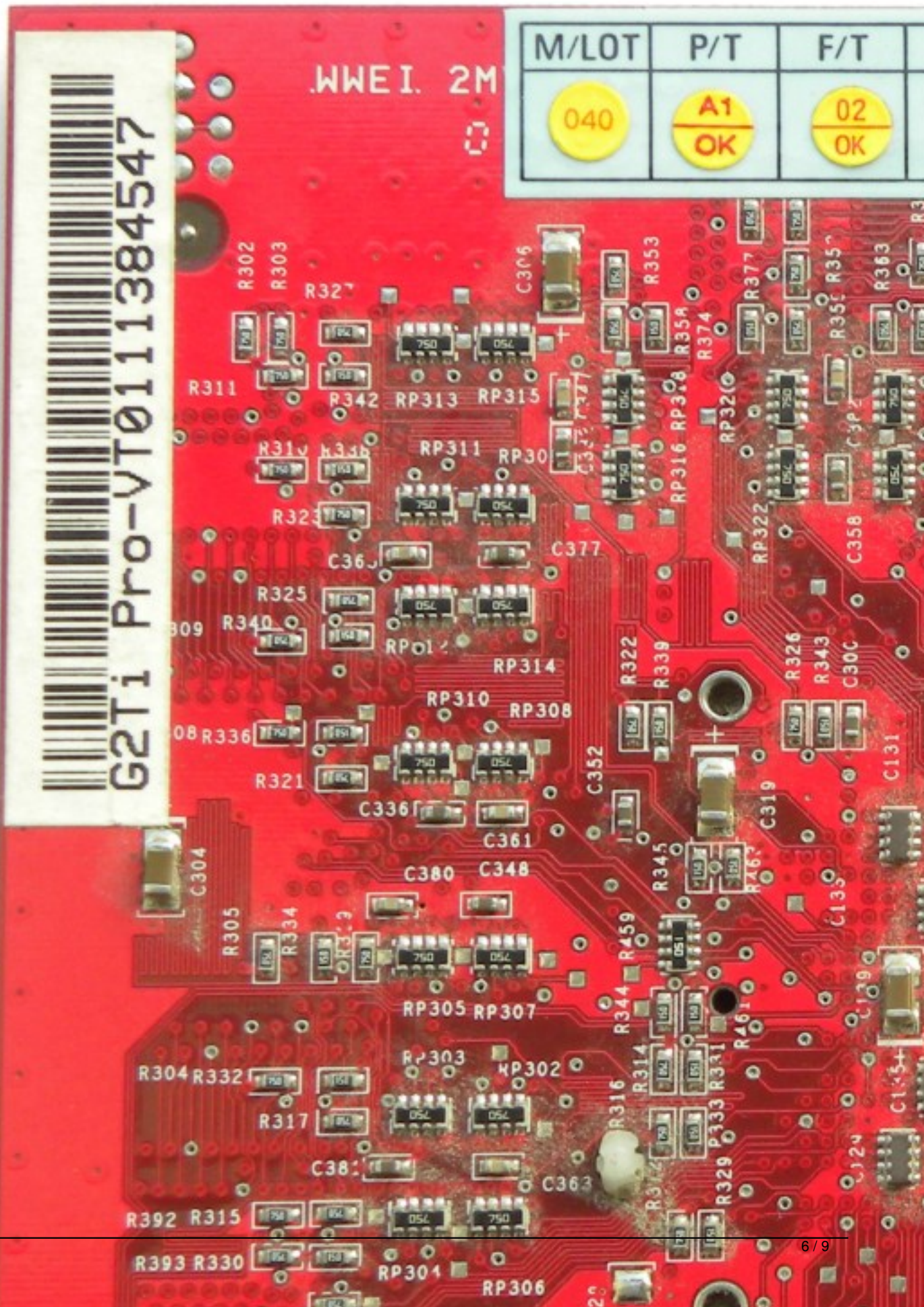
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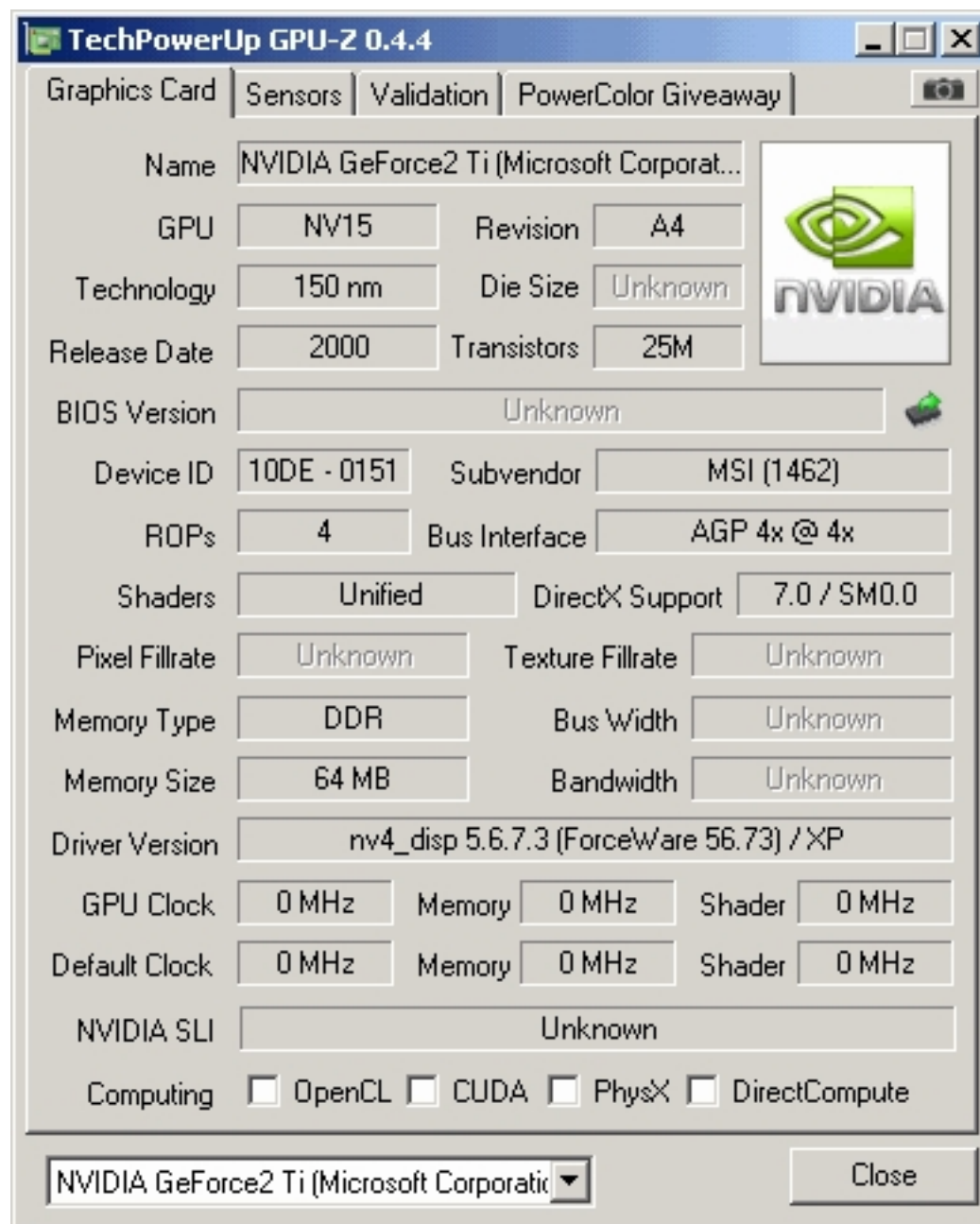
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The screenshot displays the TechPowerUp GPU-Z 0.4.4 application window. The 'Graphics Card' tab is selected, showing the following specifications for an NVIDIA GeForce2 Ti (Microsoft Corporation):

Property	Value
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 Clock	0 MHz
Shader Clock	0 MHz
Default GPU Clock	0 MHz
Default Memory Clock	0 MHz
Default Shader Clock	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 GeForce2 Ti (Microsoft Corporati...' and a 'Close' button.


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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...

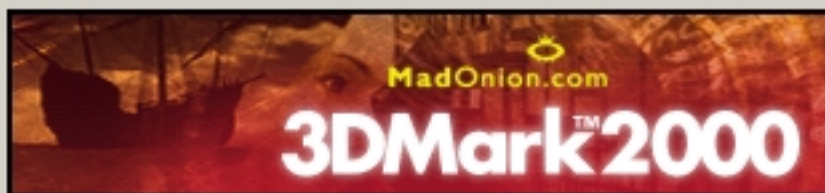
 Batch Run  System Info

 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}