Written by Zaatharen Sunday, 06 February 2011 02:14 - Last Updated Friday, 25 April 2014 11:21



Core: NV42 300MHz

Memory: 128/256MB DDR 500MHz 64bit Year: 2005 Bus: AGP 8x Pixel shaders: 4 (v3)

Vertex shaders:

3 (v3)

DirectX:

9

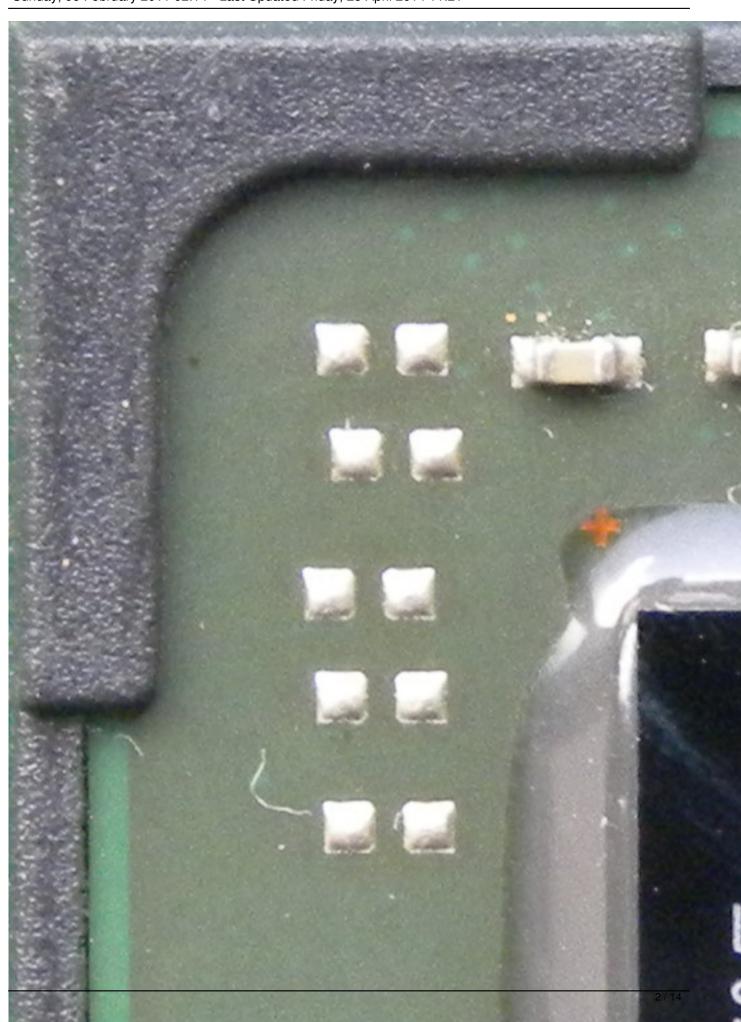
OpenGL:

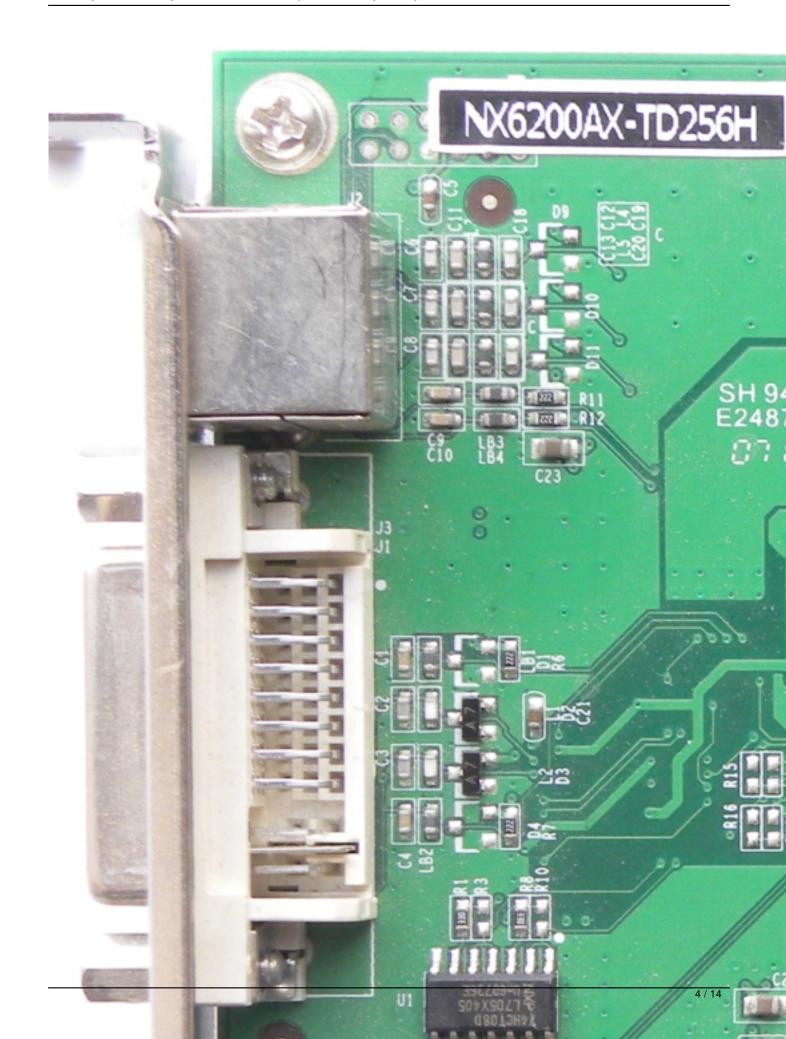
1.5

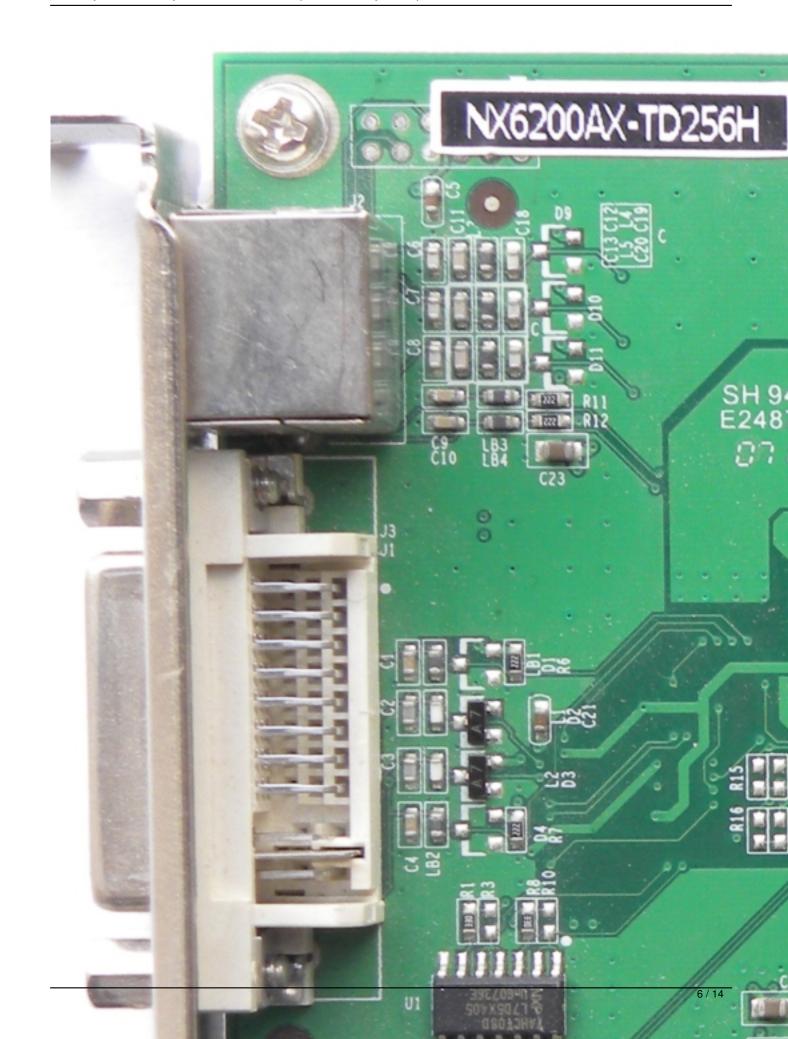
Memory bandwith:

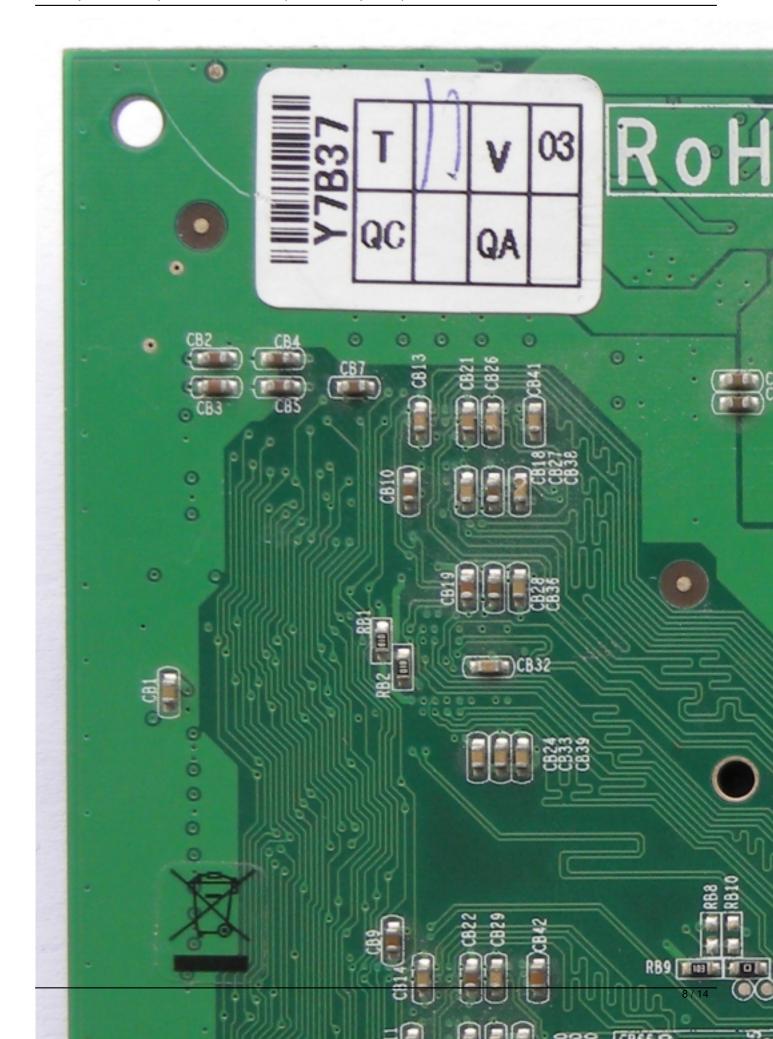
3200 MB/s

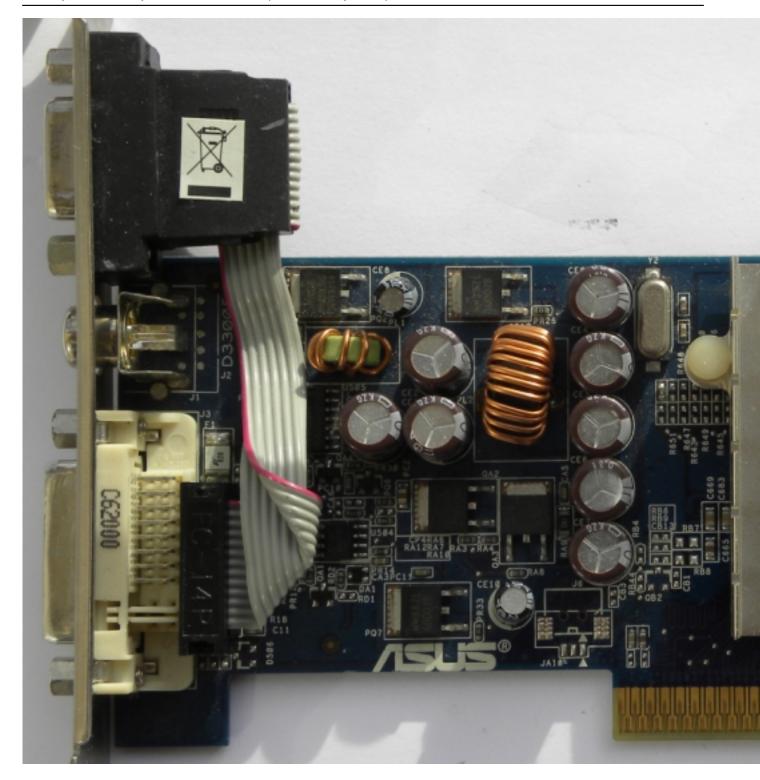
{webgallery}



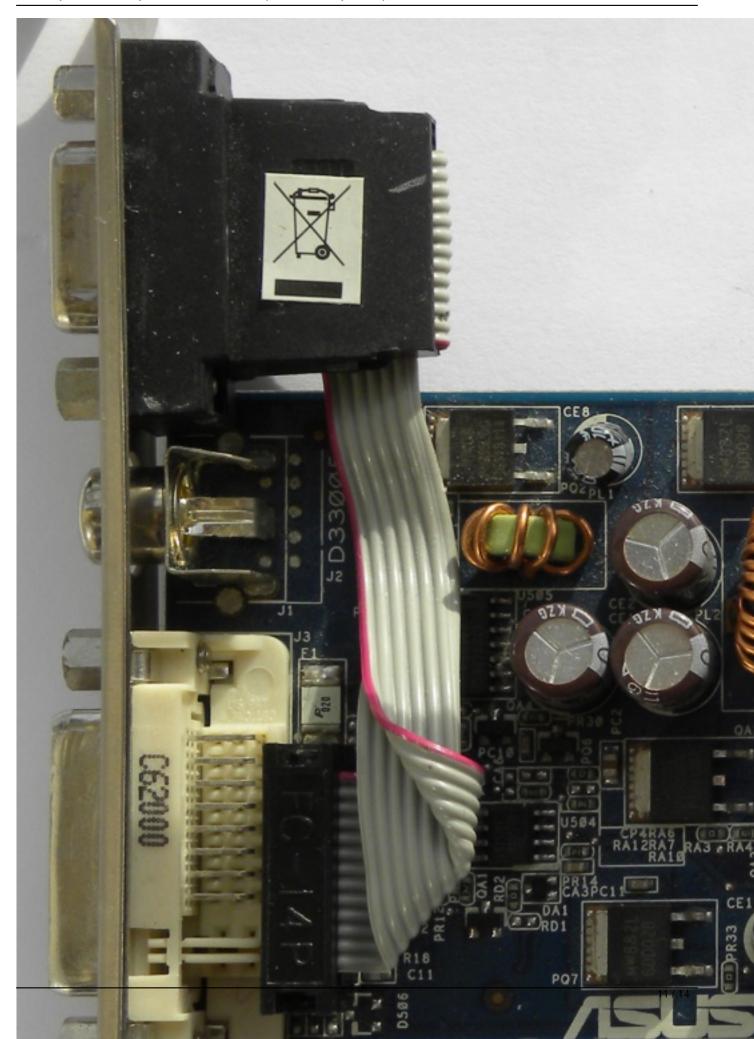


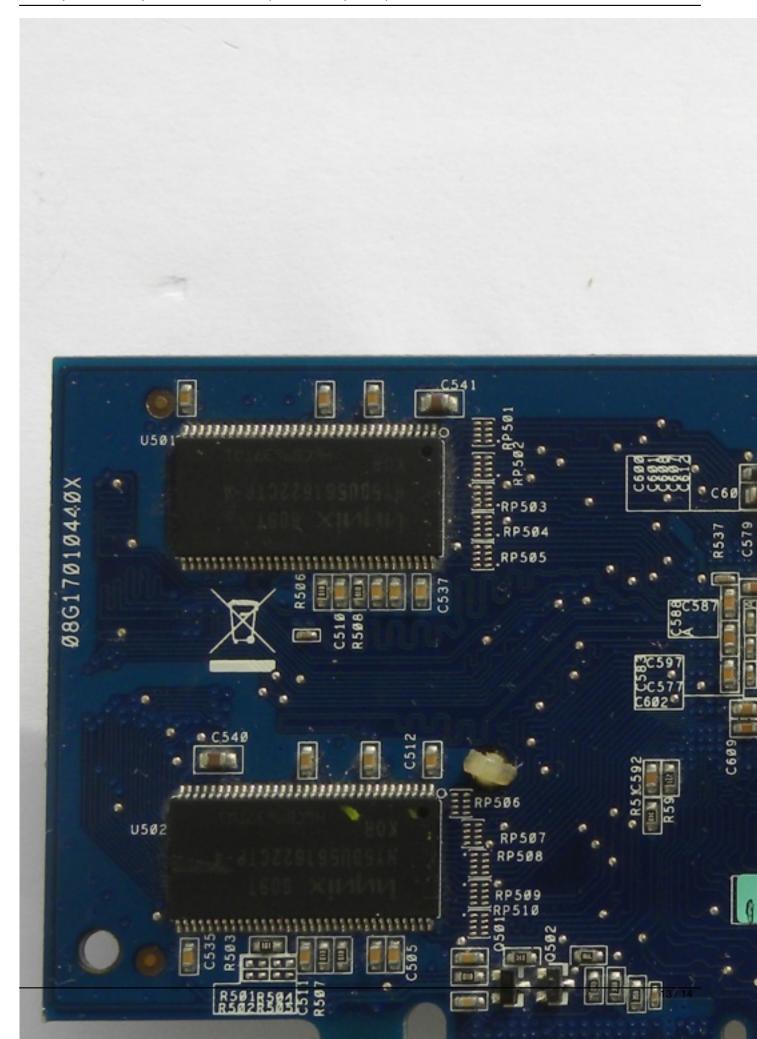












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{/webgallery}