



e-GeForce2 MX-200 64MB TwinView

064-A4-NV34



AT A GLANCE

- 256-bit GeForce2 MX-200 (175MHz clock)
- 64MB 6ns 64-bit SDRAM Memory (166MHz clock, 1.3 GB/sec bandwidth)
- 350MHz RAMDAC Built-In
- AGP 4X with Fast Writes
- PC 99 DB-15 analog connector (VESA DDC2B + DPMS)
- S-Video and RCA Connectors for TV Out
- Second Generation Hardware Transform & Lighting Engine
- Cooled by heat sink only
- Full Hardware Triangle Setup
- 350 Million Pixels per Second (chipset spec)
- 20 Million Triangles per Second (chipset spec)
- Digital Vibrance Control

2D FEATURES

- Windows GDI Acceleration
- Fast 32-Bit VGA/SVGA Support
- Multi-Buffering (Double, Triple, Quad)
- Video Acceleration (DirectShow, MPEG-1, MPEG-2, Indeo)
- X & Y Smooth Up and Down Scaling with Filtering
- Per-Pixel Color Keying
- Multiple Video Windows
- Hardware Color Space Conversion/Filtering YUV 4:2:2 and 4:2:0
- Motion Compensation for MPEG-2 Decoding

RESOLUTION CHART

| | 8-Bit | 16-Bit | 32-Bit |
|-------------|-------|--------|--------|
| 640 x 480 | 240Hz | 240Hz | 240Hz |
| 800 x 600 | 240Hz | 240Hz | 240Hz |
| 1024 x 768 | 240Hz | 200Hz | 200Hz |
| 1152 x 864 | 200Hz | 170Hz | 170Hz |
| 1280 x 960 | 170Hz | 150Hz | 150Hz |
| 1280 x 1024 | 170Hz | 150Hz | 150Hz |
| 1600 x 1024 | 120Hz | 100Hz | 100Hz |
| 1600 x 1200 | 120Hz | 100Hz | 100Hz |
| 1920 x 1080 | 100Hz | 85Hz | 85Hz |
| 1920 x 1200 | 100Hz | 85Hz | 85Hz |
| 1920 x 1440 | 85Hz | 75Hz | 75Hz |
| 2048 x 1536 | 75Hz | 60Hz | 60Hz |

Refresh rates shown are the highest obtainable and are monitor dependent.
Resolutions, pixel depths and refresh rates are driver dependent and may not be available in all applications or operating system.
*Patent Pending. Property of eVGA.com Corp.



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3D FEATURES

- 4 Texture-Mapped, Lit Pixels Per Clock Cycle
- Single Pass Multi-Texturing Support
- 32 Bit Z-Buffer
- Cubic Environment Mapping
- Per-pixel lighting and shading
- Projective Textures
- Procedural Textures
- Texture Modulation
- Light and reflection maps
- DirectX and S3TC texture compression
- Bump Mapping
- Per Pixel Perspective Correct Texture Mapping
- Full Scene, Order Independent Anti-Aliasing

DRIVER SUPPORT

- AutoInstaller with ADM* Technology
- ResChanger©
- Display Drivers for (Windows 95/98/ME/NT 4.0/2000/XP)
 - Direct Draw
 - Direct3D
 - DirectVideo
 - ActiveX
- Full OpenGL ICD for All Supported Operating Systems

DIMENSIONS

- height: 3.2in - 81mm
- length: 5.9in - 150mm

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Product Specs

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