

e-GeForce3 64MB

064-A4-NV20



AT A GLANCE

- 256-bit GeForce3 (200MHz clock)
- 64MB 3.8ns 128-bit DDR Memory (230MHz clock, 7.36 GB/sec bandwidth)
- 350MHz RAMDAC Built-In
- AGP 4X with Fast Writes
- PC 99 DB-15 analog connector (VESA DDC2B + DPMS)
- DVI Connector for Analog/Digital monitor or flat panel
- S-Video Connector for TV Out
- Second Generation Hardware Transform & Lighting Engine
- Cooled by heat sink and fan
- Full Hardware Triangle Setup
- 1 Billion Pixels per Second (*chipset spec*)
- 31 Million Triangles per Second (*chipset spec*)

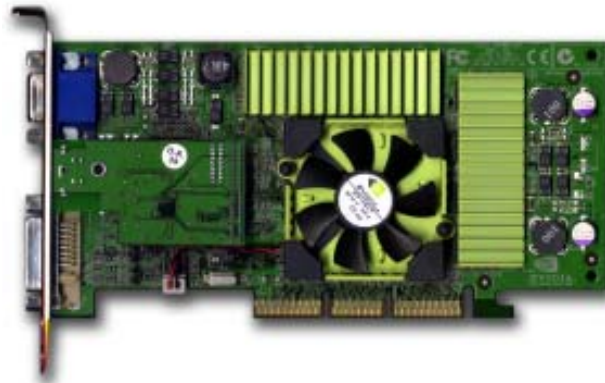
2D FEATURES

- Windows GDI Acceleration
- High-definition video processor (HDVP) for full screen and frame HDTV video playback
- DVD sub-picture alpha-blended compositing
- 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

RESOLUTION CHART

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

- nfiniteFX engine
- 8 Texture-Mapped, Lit Pixels Per Clock Cycle
- Lightspeed Memory Architecture
- NVIDIA Shader Rasterizer
- High-resolution antialiasing (HRAA) feat. Quincunx AA Mode
- Per-pixel lighting and shading
- Procedural and Projective Textures
- Environmental Bump Mapping (EMBM)
- Texture Modulation
- DirectX and S3TC texture compression.
- Dot 3 Bump Mapping
- Surace engine for high-order surfaces and patches
- Hardware accelerated real-time shadows

DRIVER SUPPPORT

- 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: 4.2in - 103mm
- length: 7.2in - 180mm

www.evga.com - The Definitive VGA Online Community

Product Specs

2900 Saturn Street, Suite B Brea, CA 92821
Phone: (888) 881-eVGA Fax: (714) 528-4501

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