

e-GeForce2 MX-400 32MB

032-A4-NV41



AT A GLANCE

- 256-bit GeForce2 MX-400 (200MHz clock)
- 32MB 6ns 128-bit SDRAM Memory (166MHz clock, 2.7 GB/sec bandwidth)
- 350MHz RAMDAC Built-In
- AGP 4X with Fast Writes
- PC 99 DB-15 analog connector (VESA DDC2B + DPMS)
- Second Generation Hardware Transform & Lighting Engine
- Cooled by heat sink only
- Full Hardware Triangle Setup
- 400 Million Pixels per Second (*chipset spec*)
- Over 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.

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: 3.8in - 97mm
- length: 6.5in - 165mm



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www.evga.com - The Definitive VGA Online Community