

4x AGP GeForce 256 Graphics Accelerator

with NVIDIA GeForce 256 GPU architecture

Revolutionary graphics solution for high performance desktops and workstations.

VisionTek's 4x AGP GeForce 256 graphics accelerator delivers the revolutionary power of the NVIDIA GeForce 256 for the ultimate in 3D performance. The first-ever graphics processor unit (GPU), the GeForce 256 incorporates a host of innovative features to provide unprecedented visual power for high performance desktops and workstations. With significantly more detailed geometry, enhanced Artificial Intelligence (AI), and higher fidelity physics, developers and users experience exciting and immersive gameplay and ultra-realistic visuals with any graphics application.

The GeForce 256 moves the entire 3D rendering pipeline from the CPU to the graphics card, offloading these computationally intense tasks from the CPU. The immensely complex GeForce 256 harnesses 50 GigaFlops of 3D-dedicated floating-point calculation capability to deliver an unprecedented 15 million sustained polygons per second and 480 million pixels per second. GeForce 256 supports up to 128MB of frame buffer memory, AGP 4X with fast writes and a 350MHz RAMDAC to drive the most extreme resolutions and color depths. In addition to DirectX support, the GeForce 256 GPU provides full support for an OpenGL® Installable Client Driver (ICD) for Windows® 2000 and Windows NT®.

VisionTek is a leading manufacturer of memory and video boards for the OEM, contract and distribution markets. We are one of the largest manufacturers of NVIDIA processor-based graphics accelerators. Our partnership with NVIDIA ensures rapid delivery of the latest technology and our stringent, ISO-registered quality processes ensure the highest quality to meet your most demanding production requirements. Rely on the VisionTek-NVIDIA partnership for cost-effective reliability, compatibility, performance.

more than memory

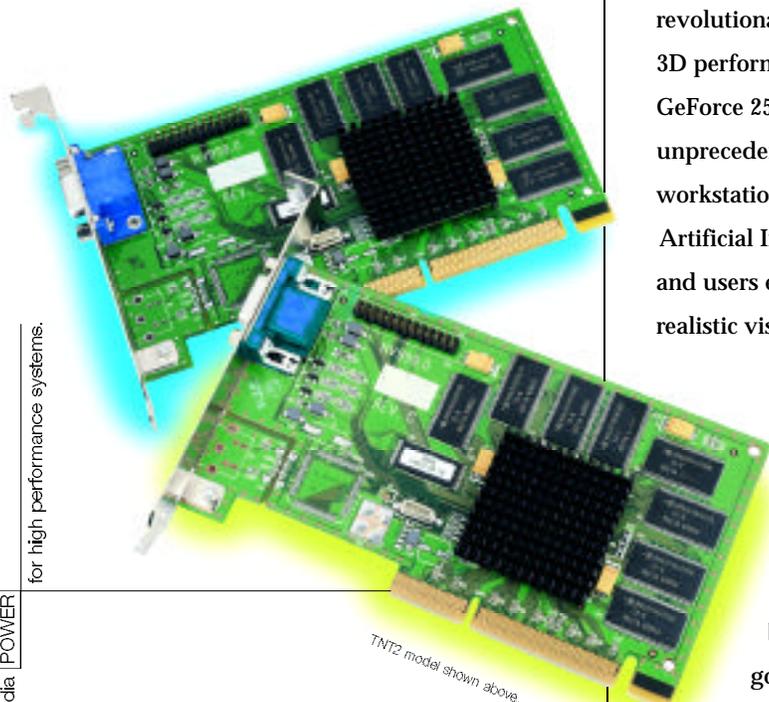


Discover the ultimate multimedia POWER for high performance systems.

POWER

- The ultimate in visual performance with the GeForce 256 GPU
- Revolutionary 256-bit 3D processor
- 350MHz RAMDAC
- 32MB of SDRAM at 166MHz clock speed
- Integrated geometry transform engine
- Integrated dynamic lighting engine
- Four-pixel rendering pipeline
- Stunning new Microsoft DirectX 7.0 features including cube environment mapping, projective and vertex blending

TNT2 model shown above.



4x AGP GeForce 256 Graphics Accelerator

High performance systems gain the ultimate graphics edge with the 4x AGP GeForce 256 graphics accelerator. Featuring the revolutionary GeForce 256 GPU and built, tested, and supported by a leader in electronics assembly for outstanding quality, availability and customer service.

Applications

- 3D game design and development
- Internet browsing excellence
- Intense gaming performance
- Quality video playback
- Large-format display
- High-impact content creation

Revolutionary graphics performance

- Unique, first-ever 256-bit 3D processor
- Completely offloads all graphics acceleration from the CPU
- Enables highly detailed 3D environments, models, and smooth frame rates
- The first integrated geometry transform engine and dynamic lighting engine
- The first four-pixel rendering pipeline
- Dramatically accelerated 3D pipeline, including faster geometry setup, lighting, rendering, and rasterizing
- Stunning new Microsoft DirectX 7.0 features: cube environment mapping, projective textures and vertex blending

Features and specifications

- Single-chip GPU (graphics processing unit) provides on-chip integration of entire 3D pipeline

- CPU sends data directly to the GPU via 4x AGP with Fast Writes (1 GB/sec transfer rate)
- 32MB of SDRAM with 1x16-6 configuration
- 166MHz memory clock speed
- 2.66GB/sec throughput
- 128 bit frame-buffer interface
- AGP 4x/2x performance with Fast Writes
- Integrated transform and lighting delivers 2-4 times the triangle rate for 2-4x more detailed 3D scenes
- Independent Pipelined QuadEngine™ delivers 15M triangles/sec
- 256-bit QuadPipe™ rendering engine delivers 4 pixels per clock via 4 pixel pipelines
- 480 million 8-sample fully filtered pixels/sec fill rate
- 32 texture samples per clock, full speed 8-tap anisotropic filtering
- 480 million Texels/sec
- Full precision subpixel accuracy to 1/16 pixel
- 350MHz RAMDAC
- 256-bit 2D rendering engine
- Delivers industry's fastest 2D performance for ultra-fast screen refresh at high resolutions and 32-bit color depths
- Highest quality HDTV and DVD video playback and digital recording
- Full frame rate DVD to 1080i resolution

- High Precision HDTV video overlay: 5 horizontal, 3 vertical taps 8:1 up/down scaling
- Independent hue, saturation and brightness controls in hardware
- High bandwidth HDTV class video I/O 16 bit video port
- Full host port
- VIP 2.0 Port
- Dedicated DMAvideo
- Powerful HDTV motion compensation
- DVI Compliant

Built-in compatibility with unified driver

- Windows 2000, Windows NT 4.0, Windows NT 3.5, Windows 98, and Windows 95 display drivers
- Complete support for DirectDraw, Direct3D, DirectShow, and ActiveX
- OpenGLICD for all operating systems listed above
- OS/2 display driver
- Window 3.x display driver
- Fully PC98 and PC99 compliant

Industry-leading quality and support

VisionTek is a leading manufacturer of memory and NVIDIAprocessor-based graphics accelerators. VisionTek's AGP 4x TNT2 graphics accelerators are backed by a three-year warranty and the support of our expert technical support professionals.

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