e-GeForce 6800 Ultra
256MB DDR3 TV-Out PCI-E
256-P2-N377

AT A GLANCE
- 256-bit GeForce 6800 Ultra (400MHz clock)
- 256MB 256-bit 1.6ns (8x32) DDR3 Memory (550MHz clock - 1.1GHz effective)
- PCI Express x16 Compatibility (PCI Express Compliant)
- Integrated NVIDIA TV Encoder (S-Video)
- Dual DVI-I Connectors
- 35.2 GB per second memory bandwidth

3D FEATURES
- Superscaler 16-pipe architecture
- CineFX 3.0 Engine
- UltraShadowII Technology
- 64-bit texture filtering and blending
- Intellisample 3.0 Technology
- SLI Multi-GPU Ready
- 128-bit Studio precision computation
- Full speed 32-bit color precision

OTHER FEATURES
- NVIDIA nView™ multi-display technology
- NVIDIA Video Processing Engine (VPE)
- Integrated Dual 400MHz RAMDACs
- Advanced Adaptive De-Interlacing
- NVIDIA Digital Vibrance Control™ (DVC) 3.0
- 64-phase Video Scaler
- True color 64x64 hardware cursor with alpha
- Optimized for 32, 24, 16, 15 and 8-bpp modes
- Dual Single-Link DVI Support
- Integrated Full-Hardware MPEG Support

DRIVER SUPPORT
- AutoInstaller with ADM* Technology
- ResChanger©
- NVIDIA Unified Driver Architecture (UDA) (Windows 98/ME/NT 4.0/2000/XP)
  - Direct Draw
  - Direct3D
  - DirectVideo
  - DirectX
- Full OpenGL ICD for All Supported Operating Systems

RESOLUTION CHART

<table>
<thead>
<tr>
<th>Resolution</th>
<th>8-Bit</th>
<th>16-Bit</th>
<th>32-Bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>640 x 480</td>
<td>240Hz</td>
<td>240Hz</td>
<td>240Hz</td>
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<tr>
<td>800 x 600</td>
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<tr>
<td>1024 x 768</td>
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<td>240Hz</td>
</tr>
<tr>
<td>1152 x 864</td>
<td>200Hz</td>
<td>170Hz</td>
<td>170Hz</td>
</tr>
<tr>
<td>1280 x 1024</td>
<td>170Hz</td>
<td>150Hz</td>
<td>150Hz</td>
</tr>
<tr>
<td>1600 x 1024</td>
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</tr>
<tr>
<td>1600 x 1200</td>
<td>120Hz</td>
<td>100Hz</td>
<td>100Hz</td>
</tr>
<tr>
<td>1920 x 1200</td>
<td>100Hz</td>
<td>85Hz</td>
<td>85Hz</td>
</tr>
<tr>
<td>1920 x 1440</td>
<td>85Hz</td>
<td>75Hz</td>
<td>75Hz</td>
</tr>
<tr>
<td>2048 x 1536</td>
<td>75Hz</td>
<td>60Hz</td>
<td>60Hz</td>
</tr>
</tbody>
</table>

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 systems.

*Patent Pending. Property of eVGA.com Corp.