



**Personal Cinema**  
**e-GeForce FX 5200 128MB**  
**128-A8-N301**



**AT A GLANCE**

- 256-bit GeForce FX 5200 (250MHz clock)
- 128MB 128-bit 4ns DDR Memory (20MHz clock - 400MHz effective)
- AGP 8X/AGP 4X Compatibility
- PC99 DB-15 analog connector (VESA DDC2B + DPMS)
- Philips SAA7133HL for Video Capture In/Out
- Philips NTSC TV Tuner
- 6.4 GB per second memory bandwidth
- 1.0 Billion texels per second (est.)
- 63 million vertices per second (est.)
- Digital Media Hub for Audio/Video Input/Output



**2D/3D FEATURES**

- NVIDIA CineFX™ Engine
- DirectX® 9.0 with Vertex Shader 2.0+ and Pixel Shader 2.0+ optimizations and support
- OpenGL® 1.4 optimizations and support
- Blistering-fast antialiasing performance
- 4 pixels per clock rendering engine
- 128-bit studio-precision color
- Support for 128/64-bit floating point and 32-bit integer rendering modes
- Support for up to 16 textures per pass
- Support for sRGB texture format for gamma textures
- DirectX and S3TC® texture compression

**OTHER FEATURES**

- NVIDIA nView™ multi-display technology
- NVIDIA Video Mixing Renderer (VMR)
- Integrated Dual 350MHz RAMDACs
- NVIDIA Digital Vibrance Control™ (DVC) 3.0
- 64-phase Video Scaler
- Video-Acceleration (DirectShow, MPEG-1, MPEG-2, Indeo, MS Bob and Weave)
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- Video Acceleration (DirectShow, MPEG1, MPEG2, Indeo, MS Bob and Weave)
- True color 64x64 hardware cursor with Alpha
- Optimized for 32, 24, 16, 15 and 8-bpp modes
- Integrated Full Hardware MPEG-2 Decoder
- Architected for Cg
- Multi-Buffering (Double, Triple, Quad modes)

**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.

**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

**DIMENSIONS**

- height: 4.4in - 110mm
- length: 7in - 175mm

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www.evga.com - The Definitive VGA Online Community

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Product Specs

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