



e-GeForce MX 4000
64MB DDR TV-Out
064-A8-NV93



AT A GLANCE

- 256-bit GeForce MX 4000 (250MHz clock)
- 64MB 32-bit 5ns (16x16) Memory (133MHz clock - 266MHz effective)
- AGP 8X/4X Compatibility (AGP 3.0 Compliant)
- PC 99 DB-15 analog connector (VESA DDC2B + DPMS)
- Integrated NVIDIA TV Encoder (S-Video)



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3D FEATURES

- NVIDIA Accuview™ Antialiasing - includes FSAA (2X, 4X, 4XS, and Quincunx)
- Integrated Hardware Transform and Lighting engine (T&L)
- NVIDIA Shading Rasterizer™
- True Reflective Bump Mapping
- Cube Environment Mapping
- 32-bit Color with 32-Bit Z/Stencil Buffer
- DirectX® and S3TC® texture compression
- High Performance 2D Rendering engine
- Multi-Buffering (Double, Triple, Quad)
- 2 dual-rendering pipelines
- 4 texels per clock cycle

OTHER FEATURES

- NVIDIA nView™ multi-display technology
- NVIDIA Video Processing Engine (VPE)
- 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)
- 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

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: 4.12in - 105mm
- length: 6.60in - 168mm

Product Specs

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