



Part Number: PVT25ANA

Processor: GeForce4 Ti (250MHz)
Graphics Core: 256-bit
Memory Interface: 128-bit DDR
Memory Bandwidth: 8GB/sec.
Fill Rate (Texels/Sec): 4 billion
Vertices/Sec.: 113 million
Effective Memory Clock: 444MHz
RAMDACs: 350MHz
Maximum Resolution: 2048 x 1536
Memory Configuration: 128MB DDR
Video Out Connections: D-Shell (15-pin) VGA,
 TV Out, and DVI

Features & Benefits:

nfiniteFX II Engine

The NVIDIA nfiniteFX II Engine incorporates dual programmable Vertex Shaders, faster Pixel Shaders and 3D textures. The nfiniteFX II Engine gives developers the freedom to program a virtually infinite number of custom special effects to create true-to-life characters and environments.

Accuvision Antialiasing

The Accuvision Antialiasing subsystem with advanced multisampling hardware delivers full-scene antialiased quality at performance levels never before seen.

Lightspeed Memory Architecture II

LMA II boosts effective memory bandwidth by up to 300%. Radical new technologies—including Z-occlusion culling, fast Z-clear, and auto pre-charge—effectively multiply the memory bandwidth to ensure fluid frame rates for the latest 3D and 2D games and applications.

3D Textures

An integral part of the nfiniteFX II and nfiniteFX Engines, 3D textures make hollow objects solid with true three-dimensional material properties such as wood grain or marbling.

Shadow Buffers

Part of the nfiniteFX II and nfiniteFX Engines, shadow buffers enable self-shadowing for characters and objects, and soften the edges of shadows for realistic effects, adding depth to scenes and highlighting spatial relationships between objects.

High-Definition Video Processor (HDVP)

Turns your PC into a fully functional DVD player, and an HDTV player with the purchase of an additional third-party decoder.

Unified Driver Architecture (UDA)

Guarantees forward and backward compatibility with software drivers. Simplifies upgrading to a new NVIDIA product because all NVIDIA products work with the same driver software.

Advanced Pixel Shaders

Part of the nfiniteFX II Engine, advanced Pixel Shaders alter lighting and surface effects that replace artificial, computerized looks with materials and surfaces that mimic reality. Technical advancements deliver substantial performance improvement in all areas, especially three and four texture performance.

AGP 4X/2X and AGP Texturing Support

Takes advantage of new methods of transferring information more efficiently, and allows content developers to use high-quality, 32-bit color textures and high-polygon-count scenes.

Dual Vertex Shaders

Part of the nfiniteFX II Engine, dual Vertex Shaders are used to breathe life and personality into complex characters and environments. By driving more than 100 million processed vertices per second, dual Vertex Shaders make massively populated scenes rich in detail possible.

Highest Quality and Highest Performance Microsoft Windows XP Support

Fully accelerates Windows XP multimedia and user interfaces, making it the ideal Windows XP graphics solution.

Lossless Z-Compression

LMA II contains a lossless form of Z-compression that delivers a 4:1 benefit. Compression is a crucial technique in saving memory bandwidth for higher performance.

Microsoft DirectX 8.X and OpenGL 1.3 Optimizations and Support

Delivers the best performance and guarantees compatibility with all current and future 3D applications and games.

Quad Cache

LMA II contains a caching system for primitives, vertices, textures and pixels. These caches are individually dedicated and optimized for almost instant graphics pipeline access and reuse.

TV-Out and Video Modules

Gives end users the option of big-screen gaming, digital timeshifting VCR, and video-editing applications.

World's Fastest DDR Memory Interface

The 8GB per second memory subsystem ensures peak performance and the smoothest frame rates ever, allowing extremely high resolutions and full-scene antialiasing as the standard operating mode for most games.

Z-Correct Bump Mapping

The nfiniteFX II engine is capable of making intersecting bump-mapped polygons look realistic and accurate. This is especially important in scenes where water and land interact with each other.

Specifications:

System Requirements

- Pentium® II/Celeron™, AMD® K6-2/Duron® or compatible
- AGP 2X or AGP 4X/4X universal slot
- 32MB of system memory
- Installation software requires CD-ROM drive
- DVD playback requires DVD drive

Recommended

- Pentium® 4/III or AMD® Athlon®
- 128MB of system memory

Graphics controller

- NVIDIA® GeForce4 Ti 4200
- 256 bit graphics accelerator

Memory Configuration

- 128MB DDR

Performance

- GPU Frequency: 250MHz
- Graphics Core: 256-bit
- Memory Interface: 128-bit DDR
- Memory Bandwidth: 8GB/sec.
- Fill Rate (Texels/Sec.): 4 billion
- Operations/Sec.: 1.03 Trillion
- Effective Memory Clock: 444MHz
- RAMDACs: Dual 350MHz

Operating systems support

- Microsoft Windows 95
- Microsoft Windows 98
- Microsoft Windows 2000
- Microsoft Windows ME
- Microsoft Windows NT 4
- Microsoft Windows XP

Monitor support

- D-shell (15-pin) VGA connector

Display support

- Register compatible with VGA
- DVI-Out for sharp LCD monitor output
- TV out Module enabling big-screen gaming, digital timeshifting VCR, and video-editing applications

Features

- nfiniteFX II Engine
- Accuvision Antialiasing
- Lightspeed Memory Architecture II
- 3D Textures
- Shadow Buffers
- High-Definition Video Processor (HDVP)
- Unified Driver Architecture (UDA)
- AGP 4X/2X and AGP Texturing Support
- Dual Vertex Shaders
- Highest Quality and Highest Performance Microsoft Windows XP Support
- Lossless Z-Compression
- Microsoft DirectX 8.X and OpenGL 1.3 Optimizations and Support
- Quad Cache
- TV-Out and Video Modules
- World's Fastest DDR Memory Interface
- Z-Correct Bump Mapping

Warranty

- 2 years

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