

NVIDIA RIVA

GEFORCE256

GEFORCE256DDR



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1.GeForce □□□□□□

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□□ NVIDIA GeForce 256 □ GeForce 256 DDR

*□□□□□

GeForce 256: 32MB □ 64MB

GeForce 256 DDR: 32MB □ 64MB

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GeForce 256:AGP 2X/4X

GeForce 256 DDR:AGP 2X/4X

2.□□□□□□ (□□□□□□□□□□□□)

□□□□□□	BPP	Memory Req.	□□□□(HZ) Refresh Rate
640*480	8	1MB	60/70/72/75/85/100/120/140/144/150/170/200/240
640*480	16	1MB	60/70/72/75/85/100/120/140/144/150/170/200/240
640*480	32	2MB	60/70/72/75/85/100/120/140/144/150/170/200/240
800*600	8	1MB	60/70/72/75/85/100/120/140/144/170/200/240
800*600	16	1MB	60/70/72/75/85/100/120/140/144/170/200/240
800*600	32	2MB	60/70/72/75/85/100/120/140/144/170/200/240
1024*768	8	1MB	60/70/72/75/85/100/120/140/144/150/170/200/240
1024*768	16	2MB	60/70/72/75/85/100/120/140/144/150/170/200/240
1024*768	32	4MB	60/70/72/75/85/100/120/140/144/150/170/200
1152*864	8	1MB	60/70/72/75/85/100/120/140/144/150/170/200
1152*864	16	2MB	60/70/72/75/85/100/120/140/144/150/170/200
1152*864	32	4MB	60/70/72/75/85/100/120/140/150/170
1280*960	8	2MB	60/70/72/75/85/100/120/140/144/150/170
1280*960	16	4MB	60/70/72/75/85/100/120/140/144/150/170
1280*960	32	8MB	60/70/72/75/85/100/120/140/150
1280*1024	8	2MB	60/70/72/75/85/100/120/140/144/150/170
1280*1024	16	4MB	60/70/72/75/85/100/120/140/144/150/170
1280*1024	32	8MB	60/70/72/75/85/100/120/140/150
1600*900	8	2MB	60/70/72/75/85/100/120/140/144/150
1600*900	16	4MB	60/70/72/75/85/100/120/140/144/150

1600*900	32	8MB	60/70/72/75/85/100/120
1600*1200	8	2MB	60/70/72/75/85/100/120
1600*1200	16	4MB	60/70/72/75/85/100/120
1600*1200	32	8MB	60/70/72/75/85/100
1920*1080	8	4MB	60/70/72/75/85/100
1920*1080	16	8MB	60/70/72/75/85/100
1920*1080	32	16MB	60/70/72/75/85
1920*1200	8	4MB	60/70/72/75/85/100
1920*1200	16	8MB	60/70/72/75/85/100
1920*1200	32	16MB	60/70/72/75/85
1920*1440	8	4MB	60/70/72/75/85
1920*1440	16	8MB	60/70/72/75/85
1920*1440	32	16MB	60/70/75
2048*1536	8	4MB	60/70/72/75
2048*1536	16	8MB	60/70/72/75
2048*1536	32	16MB	60

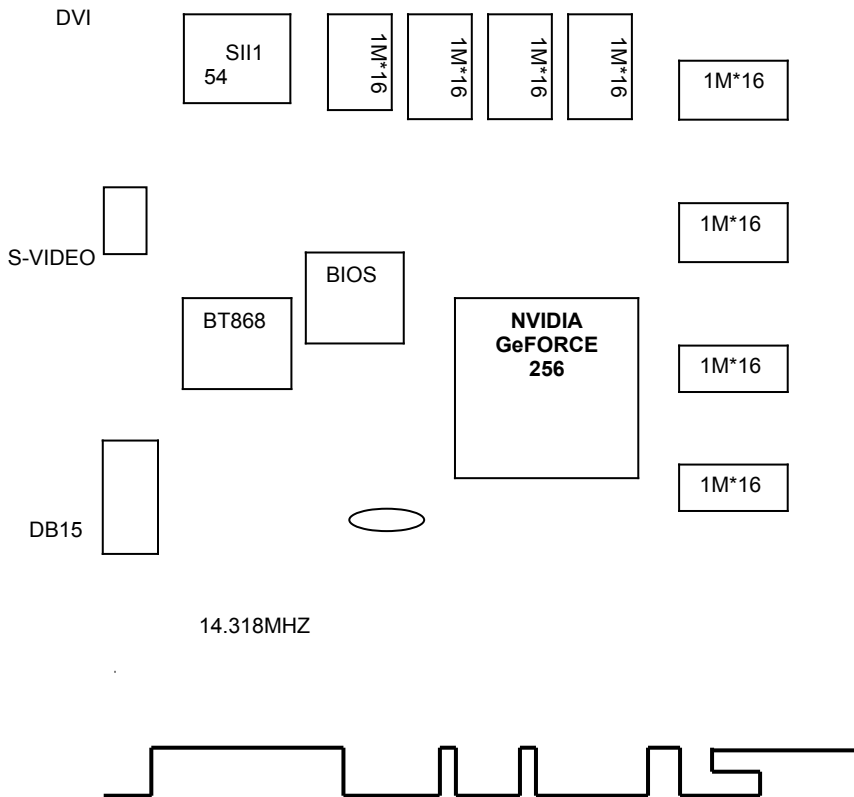
3 □□□□□

3.1 GeForce 256: 32M SDRAM

1



AMS
1085



PS: 1.DVI □□□□□□□□□□□□□□□□

2.S-VIDEO □□□□□□□□□□□□

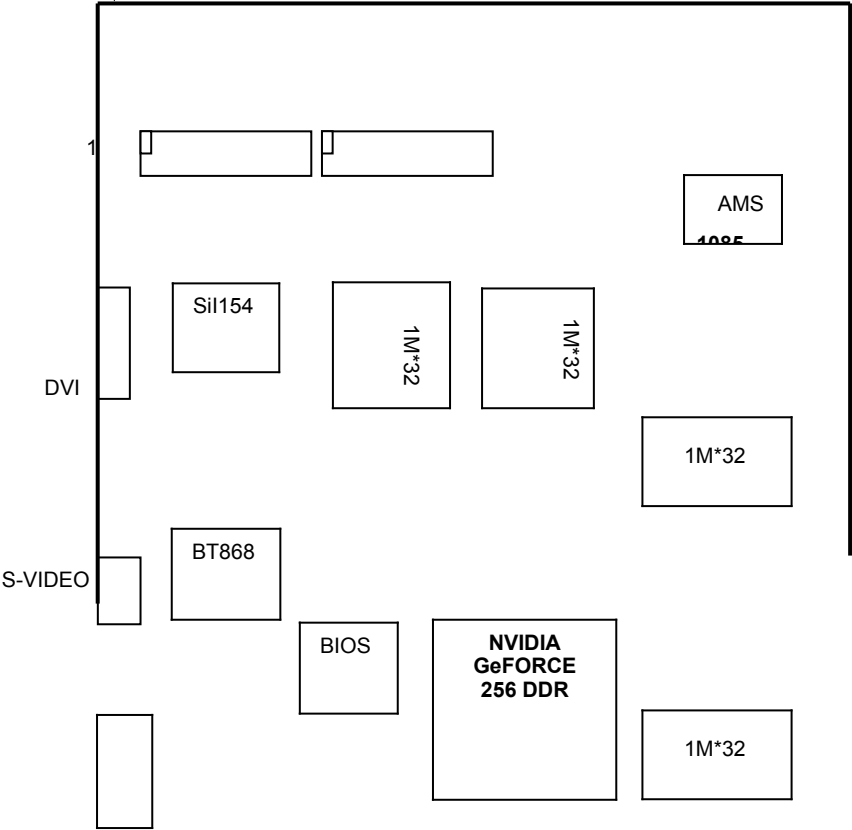
3.DB15 □□□□□□□□□□

□□ 64MB □□□□□□□□□□□□ SDRAM 4MB x 16□□□ 8 □□

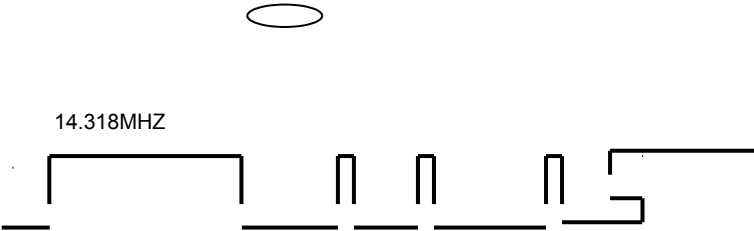
□□□DVI □ S-VIDEO □□□□□□□□□□□□□□□□

3.2 GeForce 256 DDR: 32M SGRAM

32MB □□□□□□□□□□ DDRSGRAM 1MB x 32□□□ 4 □□



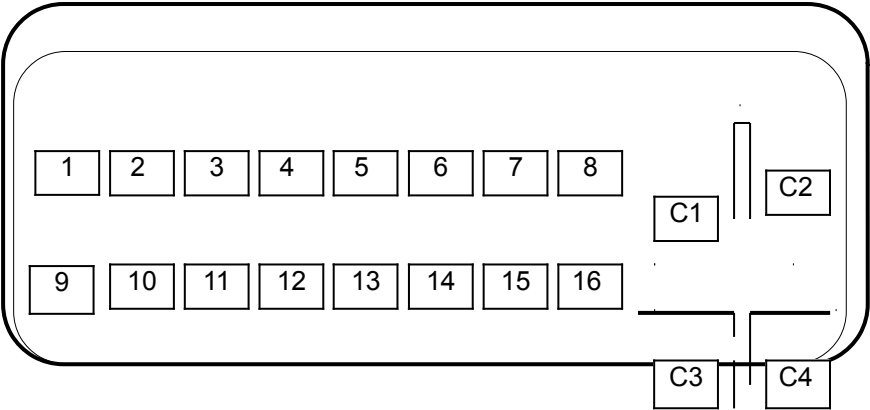
DB15



- PS: 1.DVI □□□□□□□□□□□□□□□□
2.S-VIDEO □□□□□□□□□□□□
3.DB15 □□□□□□□□□□□□

□□ 64MB □□□□□□□□□□□□ DDRSDRAM 4MB x 16□□□ 8 □□
□□□DVI □ S-VIDEO □□□□□□□□□□□□□□□□

3.3 DVI □□□□□□



17	18	19	20	21	22	23	24
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C5

“Micro Cross:”/high speed pins;

- C1 Analog Red Video Out
- C2 Analog Green Video Out
- C3 Analog Blue Video Out
- C4 Analog Horizontal Sync
- C5 Analog Common Ground Return (Red , Green , Blue Video Out)

Note: C1 – C5 Analog signal is not support, just for SPEC. reference

Main Pin Field:

1. TMDS Data 2-
2. TMDS Data 2+
3. TMDS Data 2/4 Shield
4. TMDS Data 4-
5. TMDS Data 4+
6. DDC Clock
7. DDC Data
8. Analog Vertical Sync
9. TMDS Data 1-
10. TMDS Data1+
11. TMDS Data1/3 Shield
12. TMDS Data 3-

13. TMDS Data 3+
14. +5V Power
15. Ground (+5, Analog H/V Sync)
16. Hot Plug Detect
17. TMDS Data 0-
18. TMDS Data 0+
19. TMDS Data 0/5 Shield
20. TMDS Data 5-
21. TMDS Data 5+
22. TMDS Clock Shield
23. TMDS Clock
24. TMDS Clock

4. □□

□□:□□□□□□

□□□ GeForce 256 □ GeForce 256 DDR □□□□□□□□□□□□□□□□

□□□□“AGP”□□

Pentium □□□□□□□□□□□□ 95□□□ 98 □□□ NT4.0 □□□ 2000 □□□□

(□□□□ 95 □□□ USBSUPP.EXE □□□□)

(□□ NT4.0 □□□□□ SERVICE PACK3 (SP3) □□□□)

■ □□□□□

□□ 1-□□□□□□□□□□

□□□.

- **Smart Installation**

(Smart Installation GeForce 256

* Smart Installation Smart Installation

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[illegible]

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