

NVIDIA

GeForce3 Ti200



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1. GeForce3 Ti200 □□□□□□

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□□ NVIDIA GeForce3 Ti200

Graphics Core (□□□□□□)□256 bit

Memory Interface (□□□□□)□128-bit DDR

Fill Rate (□□□□)□2.8 Billion AA Samples/Sec.

Operations per Second (□□□□)□700 Billion

Memory Bandwidth (□□□□□)□6.4GB/Sec.

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GeForce3 Ti200□64MB

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GeForce3 Ti200□AGP 2X/4X

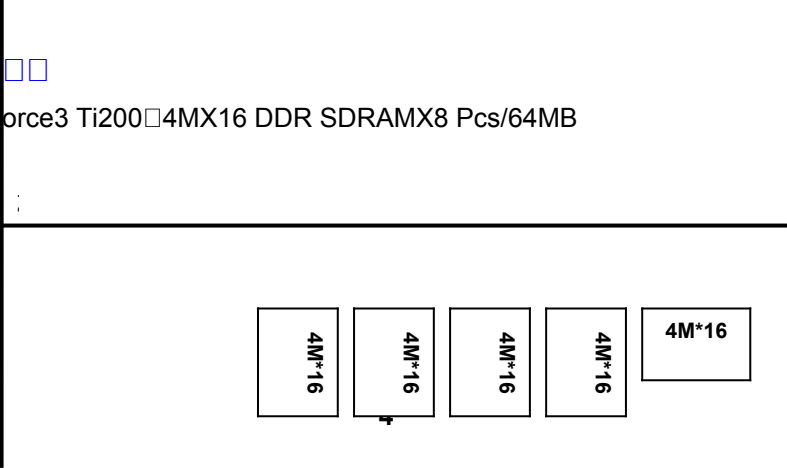
2. Resolution (Resolution)

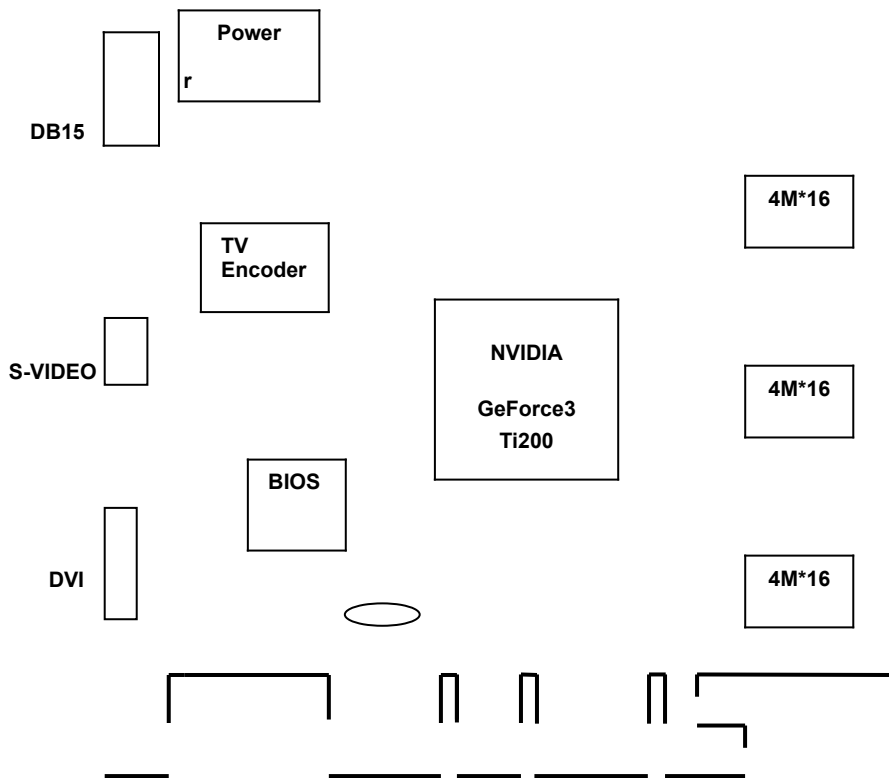
Resolution	BPP	Memory Req.	Resolution(HZ) Refresh Rate
640*480	8	1MB	60/70/72/75/85/100/120/140/144/150/170/200/240
640*480	16	1MB	60/70/72/75/85/100/120/140/144/150/170/200/240
640*480	32	2MB	60/70/72/75/85/100/120/140/144/150/170/200/240
800*600	8	1MB	60/70/72/75/85/100/120/140/144/170/200/240
800*600	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

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3.1 GeForce3 Ti200 □ 4MX16 DDR SDRAMX8 Pcs/64MB





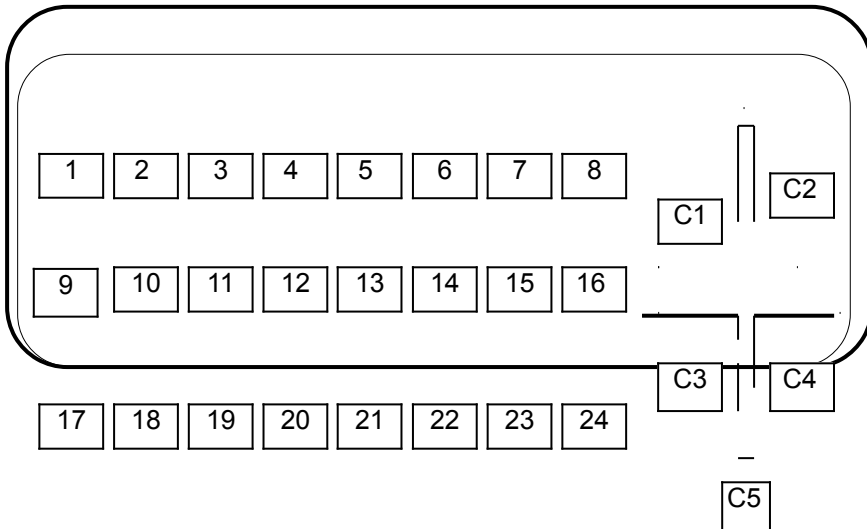
1.DVI □□□□□□□□□□□□□□□□

2.S-VIDEO □□□□□□□□□□□□

3.DB15 □□□□□□□□□□□□

□□□DVI □ S-VIDEO □□□□□□□□□□□□□□□□

3.2 DVI □□□□□ (DVI □□□□□□□□□□□□□□□□)



“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)

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. □□

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□□□ GeForce3 Ti200 □□□□□□□□□□□□□□□□

□□□□“AGP”□□

Pentium □□□□□□□□□□

4.1

1-

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2-

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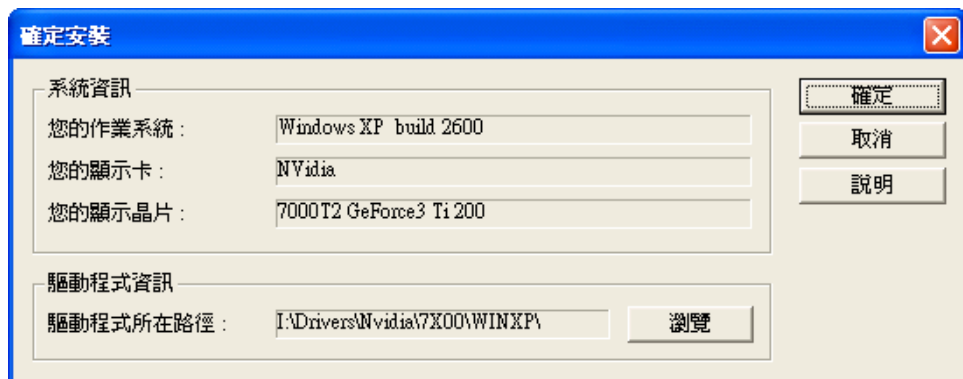
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4.2 Smart Installation

*Smart Installation Smart Installation
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5.3 XP

PCI VGA R(V)(C)(P)... 2 (S)(N)(D)(N)(H)(C)X:DriversNVIDIAX7X00WINXPB.inf (Y)

5.4 Win2000

PCI VGA R(C)(H)X:DriversNVIDIAX7X00WIN 2000B.inf (Y)