

PixelView



GeForce4 MX 420

Delivers High Performance and Visually Stunning 3D Graphics Quality

Hardware Specifications:

Graphics engine	NVIDIA GeForce4 MX 420 GPU
GPU Clock	250MHz
Video Memory	64MB Memory 2.7GB/sec bandwidth
Memory Clock	200MHz
Fill Rate	1 Billion texels/sec
Triangles/sec	31 Million
RAMDAC	350MHz
Max resolution	2048 x 1536
Bus standard	AGP 4X Bus
VGA Connector	15-PIN D-Sub port
Refresh Rate	60-240Hz
TV-Out Resolution	1024 x 768
Video-In	Support(only for w/VIO model)

Advanced AccuView Antialiasing Engine

Delivers unprecedented AA performance and high resolution

- Accuview technology delivers highest performance and no-penalty Quincunx AA quality
- Dedicated multisample Accuview hardware ensures rock-solid compatibility
- New sub pixel sample locations provide improved AA quality
- High quality 4XS mode for incredible image quality

Tremendous realistic 3D visual quality

- Integrated hardware transform and lighting engines
- NVIDIA Shading Rasterizer (NSR)
- 256-bit graphics engine
- 4 texture-mapped, filtered, lit texels per clock cycle
- 32-bit color, Z/stencil buffering
- Advanced per-pixel lighting, texturing, and shading
- Cube environment mapping
- DirectX® and S3 texture compression

The Leading Edge GeForce4 MX 420 GPU

Delivering high-performance and stunning 3D visuals for a whole range of applications and multi-displays solution for TV output and RGB monitor

Highest level of Integration:

- Integrated TV encoder - provides best-of-class TV-out functionality at 1024 x 768 resolution
- Integrated Video Processing Engine (VPE)- allows for the highest quality, full-frame rate, and full-screen HDTV and DVD playback

nView™ Display Technology

- RGB Monitor + TV Output
- nView delivers the maximum flexibility and control in display options
- Multi-desktop integration
- Advanced window management
- Individual application control

Lightspeed Memory Architecture

Provides effectively multiplies the memory bandwidth to ensure fluid frame rates for the 3D games and applications.

- 128-Bit RAM Buffer
- Z occlusion culling-increases effective fill rate
- Fast Z clear- boost effective memory bandwidth
- MX Memory Crossbar- Dual memory controllers for memory bandwidth
- Auto precharge - increases memory efficiency

Video Processing Engine (VPE)

- Delivers the highest quality video and multimedia capabilities
- Independent hardware color controls for video overlays
- Hardware color space conversion (YUV 4:2:2 and 4:2:0)
- 5-tap horizontal and 3-tap vertical filtering
- 8:1 up/down scaling
- Per pixel color keying
- DVD sub-picture alpha-blended compositing

Supports Drivers

- Operating Systems
Windows® XP/2000/ME/NT/98/95
Linux compatible
- API support
Complete DirectX® support, including DirectX 8.1
Full OpenGL® 1.3 support



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LEADING IN VGA & MULTIMEDIA