PixelView

GeForce4 MX 460

Enjoy the 3D Ultra Performance and Ultimate Multi-Display Technology

Hardware Specifications:

Graphics engine	NVIDIA GeForce4 MX 460 GPU
GPU Clock	300MHz
Video Memory	64MB DDR Memory 8.8GB/sec bandwidth
Memory Clock	550MHz
Fill Rate	1.2 Billion
Triangles/sec	38 Million
RAMDAC	350MHz
Max resolution	2048 x 1536
Bus standard	AGP Bus
VGA Connector	15-PIN D-Sub port / DVI port(only for W/DVI Model)
Refresh Rate	60-240Hz
TV-Out Resolution	1024 x 768

Most Integrated GPU

Provides the ultimate 3D performance and complete video solution with integrated NVIDIA nView display technology and the NVIDIA Video Processing Engine.

- Integrated Video Processing Engine (VPE)-
  allows for the highest quality, full-frame rate, and full-screen HDTV and DVD playback
- Integrated TMDS transmitter - (only for w/DVI model)
  Enables two independent Digital Flat Panel (DFP) displays at resolution up to 1280 x1024

nView™ Technology

Provides unprecedented flexibility and control for using multiple displays.

- Ultimate flexibility-combination of:
  - RGB Monitor + TV Output
  - RGB monitor + Analog flat panel (only for w/DVI model)
- nView delivers the maximum flexibility and control in display options
- Allows for multiple configurations of CRTs and digital flat panels
- Multi-desktop integration
- Advanced window management
- Individual application control

Lightspeed Memory Architecture¢ƒ

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

- 128-Bit DDR- provides 2X memory bandwidth
- 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

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 scene

- 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

Video Processing Engine (VPE)

- Delivers the highest quality video and mulimedia capabilities
- Integrated TV encoder at 1024 x 768 resolution
- Integrated full hardware MPEG-2 decoder processes, full frame rate, full screen MPEG 2 video
- Motion compensation and IDCT allows for DVD decoding with minimum CPU usage
- HDTV ready
- Independent hardware color controls for video overlays
- 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

PROLINK

www.prolink.com.tw

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