PixelView®
Creating a New Vision!

GeForce4 MX440-8X
The First AGP 8X VGA

Hardware Specifications:

Graphics Engine	NVIDIA GeForce4 MX440 GPU with AGP8X		
Model Number	MVGA-NVG18AM (w/64M,TV)	MVGA-NVG18A (w/64M,TV, DVI)	MVGA-NVG18A (w/128M,TV,DVI)
		MVGA-NVG18A (w/64M,VIO,DVI)	MVGA-NVG18A (w/128M,VIO,DVI)
Video Memory	64MB DDR Memory		128MB DDR Memory
Effective Core Clock	270MHz	280MHz	280MHz
Memory Clock	420MHz	520MHz	520MHz
Fill Rate	1.2 billion texels/sec and 800 million pixels/sec.		
Triangles	37 Million/sec with z-cull and z-clear		
RAMDAC	350 MHz		
TV-Out Resolution	1024 x 768		
Bus standard	AGP 8X		
Refresh Rate	60-240 Hz		
TV-Out	Support		
DVI Support	Support (only for w/DVI model)		
Video-In	Support (only for w/VIO model)		

AGP 8X/4X and AGP Texturing Support

By adding supports for the newest AGP3.0 features, PixelView GeForce4 MX440-8X can take advantage of the new peak AGP bandwidth of 2.1 GB/s to offer even higher graphics performance. At the same time, it still supports the AGP2.0 specification to be compatible with previous AGP4X, AGP2X and AGP 1X systems.

Most Integrated GPU

Provides the ultimate 3D performance and complete video solution with integrated TV output, NVIDIA nView display technology and the NVIDIA Video Processing Engine.
• 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
• Integrated TMDS transmitter - (only for w/DVI model)
  Enables two independent Digital Flat Panel (DFP) displays at resolution up to 1280 x1024

nView™ Display Technology

Provides unprecedented flexibility and control for using multiple displays.
• Ultimate flexibility-combination of:
  - RGB Monitor + TV Output
  - RGB monitor + Analog flat panel + TV Out (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

Radically improves the memory bandwidth to ensure fluid frame rates for 3D games and applications.
• 128-Bit DDR- provides 2X memory bandwidth
• Z occlusion culling-increases effective fill rate
• Fast Z clear- boosts effective memory bandwidth
• MX memory crossbar- Dual memory controllers for memory bandwidth
• Auto precharge - increases memory efficiency

Advanced AccuView™ Antialiasing

Delivers unprecedented AA performance and high-resolution images
• 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

Video Processing Engine (VPE)

• Delivers the highest quality video and multimedia 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

LEADING IN VGA & MULTIMEDIA