

Overview

NVIDIA GeForce2 MX 200 64 MB with DVI-I Graphics Controller

Models

DC154A (with 64Mb SDRAM frame buffer)

Introduction

The NVIDIA GeForce2 MX Graphics Controller is the low-cost 64-MB frame-buffer member of NVIDIA's GeForce2 family of products. In addition to excellent value, the GeForce2 MX delivers robust 2D graphics performance with a dedicated 64MB frame buffer. This particular option kit, is an AGP-4X low-profile form factor board with either ATX or LPX bracket with a single DVI-I connector to support digital flat panels (dongle included to support VGA monitors).

The NVIDIA GeForce2 MX 200 is ideal for bid situations where a low-cost 64MB frame-buffer graphics solution is required as an alternative to either the Intel i845G or i865G integrated graphics provided with the business Desktop.

Performance

The NVIDIA GeForce2 MX graphics solution incorporates 64-MB SDRAM of unified frame buffer and texture memory. Key performance features of this solution include the ability to render up to 25M triangles/second and a peak fill rate of 700M texels/second for real-time rendering of complex-shaded and textured models.

Key Benefits

The NVIDIA GeForce2 MX provides optimized support for DirectX and OpenGL 1.2 applications under Microsoft® Windows® 98, Microsoft Windows NT® 4.0, Microsoft Windows 2000, and Microsoft Windows XP. Digital Vibrance Control allows complete control of display color settings. The NVIDIA Shading Rasterizer makes realistic material properties possible through per-pixel shading effects.

Compatibility

The NVIDIA GeForce2 MX 200 Graphics Controller is compatible with HP Compaq Business Desktop d230, d330 and d530 series PCs (except the d530 ultraslim desktop).

Service and Support

The NVIDIA GeForce2 MX 200 Graphics Controller has a one-year limited warranty or the remainder of the warranty of the HP product in which it is installed. Technical support is available seven days a week, 24 hours a day, by phone as well as online support forums. Certain restrictions and exclusions apply.

Technical Specifications

Vertical Frequency	60 – 85 Hz
Graphics Controller	NV11
Bus Type	AGP 4X
RAMDAC	Integrated 350-MHz RAMDAC
Memory Type	SDRAM
Memory Amount	64 MB unified frame buffer and texture memory
Maximum Memory	64 MB
Memory Speed	166 MHz
Data Path	256-bit
Controller Clock Speed	175 MHz
Maximum Vertical Refresh Rate	85 Hz
Maximum Pixel Clock	350 MHz
Graphics API Support	OpenGL 1.2, DirectX 5, 6, 7, & 8.1
Operating Systems Support	Microsoft Windows XP, Microsoft Windows 2000 (preinstalled) Microsoft Windows NT 4.0, and Microsoft Windows 98 (supported via SoftPaqs)
Buffer	96-bit (per pixel)
Image Planes	24-bit double buffered
Z-buffer	32-bit (24-bit with stencil planes)
Overlay	Supported
Stencil Planes	8-bit (maximum)
Alpha Planes	8-bit
External Interface	DVI-I; an included DVI to VGA adapter provides an analog video output port (female, 15-pin, D-SUB connector) for connection to an analog display.

Resolutions Supported (DVI)	Resolutions Supported			
	Resolution	Refresh Rate/Hz	High Color	True Color
	1600 x 1200	75	Yes	Yes
	1600 x 900	85	Yes	Yes
	1280 x 1024	75	Yes	Yes
	1280 x 960	85	Yes	Yes
	1152 x 864	85	Yes	Yes
	1024 x 768	85	Yes	Yes
	960 x 720	85	Yes	Yes
	800 x 600	85	Yes	Yes
	640x 480	85	Yes	Yes

Resolutions Supported (AVI)	Resolutions Supported			
	Resolution	Refresh Rate/Hz	High Color	True Color
	1600 x 1200	75	Yes	Yes
	1600 x 900	85	Yes	Yes
	1280 x 1024	85	Yes	Yes
	1280 x 960	85	Yes	Yes
	1152 x 864	85	Yes	Yes
	1024 x 768	85	Yes	Yes
	960 x 720	85	Yes	Yes
	800 x 600	85	Yes	Yes
	640x 480	85	Yes	Yes

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