

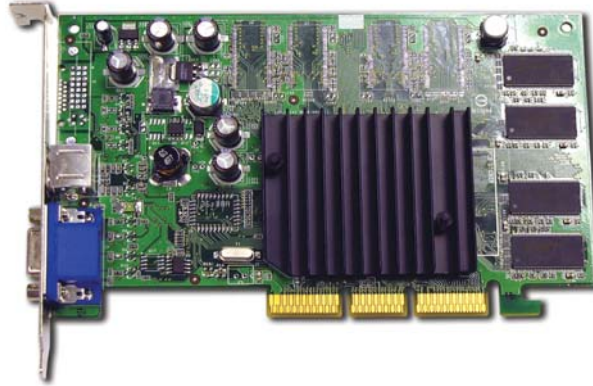


# e-GeForce FX 5200 128MB DDR TV-Out 128-A8-N305



## AT A GLANCE

- 256-bit GeForce FX 5200 (250MHz clock)
- 128MB 64-bit 5ns (16x16) DDR Memory (200MHz clock - 400MHz effective)
- AGP 8X/4X Compatibility (AGP 3.0 Compliant)
- PC 99 DB-15 analog connector (VESA DDC2B + DPMS)
- Integrated NVIDIA TV Encoder (S-Video)
- 3.2 GB per second memory bandwidth
- 500 million + texels per second (est.)
- 32 million vertices per second (est.)



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## 2D/3D FEATURES

- NVIDIA CineFX™ Engine
- DirectX® 9.0 with Vertex Shader 2.0+ and Pixel Shader 2.0+ optimizations and support
- OpenGL® 1.4 optimizations and support
- Blistering-fast antialiasing performance
- 4 pixels per clock rendering engine
- 128-bit, studio-precision color
- Support for 128/64-bit floating point and 32-bit integer rendering modes
- Support for up to 16 textures per pass
- Support for sRGB texture format for gamma textures
- DirectX and S3TC® texture compression
- Multi-Buffering (Double, Triple, Quad modes)

## OTHER FEATURES

- NVIDIA nView™ multi-display technology
- NVIDIA Video Mixing Renderer (VMR)
- NVIDIA Digital Vibrance Control™ (DVC) 3.0
- 64-phase Video Scaler
- Video Acceleration (DirectShow, MPEG-1, MPEG-2, Indeo, MS Bob and Weave)
- True color 64x64 hardware cursor with alpha
- Optimized for 32, 24, 16, 15 and 8-bpp modes
- Integrated Full Hardware MPEG-2 Decoder
- Architected for Cg

## RESOLUTION CHART

|             | 8-Bit | 16-Bit | 32-Bit |
|-------------|-------|--------|--------|
| 640 x 480   | 240Hz | 240Hz  | 240Hz  |
| 800 x 600   | 240Hz | 240Hz  | 240Hz  |
| 1024 x 768  | 240Hz | 240Hz  | 200Hz  |
| 1152 x 864  | 200Hz | 200Hz  | 170Hz  |
| 1280 x 960  | 170Hz | 170Hz  | 150Hz  |
| 1280 x 1024 | 170Hz | 170Hz  | 150Hz  |
| 1600 x 1024 | 120Hz | 120Hz  | 100Hz  |
| 1600 x 1200 | 120Hz | 120Hz  | 100Hz  |
| 1920 x 1080 | 100Hz | 100Hz  | 85Hz   |
| 1920 x 1200 | 100Hz | 100Hz  | 85Hz   |
| 1920 x 1440 | 85Hz  | 85Hz   | 75Hz   |
| 2048 x 1536 | 75Hz  | 75Hz   | 60Hz   |

Refresh rates shown are the highest obtainable and are monitor dependent.  
Resolutions, pixel depths and refresh rates are driver dependent and may not be available in all applications or operating system.  
\*Patent Pending. Property of eVGA.com Corp.

## DRIVER SUPPORT

- AutoInstaller with ADM\* Technology
- ResChanger©
- NVIDIA Universal Driver Architecture (UDA) (Windows® 98/ME/NT 4.0/2000/XP)
  - Direct Draw
  - Direct3D
  - DirectVideo
  - DirectX
- Full OpenGL 1.4 ICD for All Supported Operating Systems

## DIMENSIONS

- height: 4.12in - 103mm
- length: 6.72in - 168mm

2900 Saturn Street, Suite B Brea, CA 92821  
Phone: (888) 881-eVGA Fax: (714) 528-4501

Product Specs

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