Available models

1. TNT2-Pro 16  
   TNT2Pro, 16MB SDRAM  
   $518-3400$

2. TNT2-Pro 16-TP  
   TNT2Pro, 16MB SDRAM TV/PAL  
   $518-3998$

3. TNT2-Pro 16-TN  
   TNT2Pro, 16MB SDRAM TV/NTSC  
   $518-4726$

4. TNT2-Pro 32  
   TNT2Pro, 32MB SDRAM TV/PAL  
   $518-3432$

5. TNT2-Pro 32-TP  
   TNT2Pro, 32MB SDRAM TV/PAL  
   $518-1259$

6. TNT2-Pro 32-TN  
   TNT2Pro, 32MB SDRAM TV/NTSC  
   $518-3999$

Hardware Specifications

- Graphics Engine: nVidia TNT2, 128-bit 3D/2D processor
- RAMDAC: 32/10MB SDRAM
- RAMDAC AC: Triple 8-bit 50 MHz Pallete D AC
- Vertical Refresh Rate: 75-240 Hz
- Bus Standard: AGP
- VGA Connector: 15-pin D-sub VGA connector
- TV-OUT Model: One S-VHS Mini-DIN and one RCA jack for TV-out

2D Features

- High performance 128-bit, single cycle operation, 2D/GUI/DirectDraw acceleration
- Optimized Direct Framebuffer (DFB) access with Write-combining
- Full featured 128-bit EBI/BT Engine
- Multi buffering (Double, Triple, Quad buffering) for smooth animation
- DMA Puffer allows the 2D graphics pipeline to load rendering methods optimizing TNT2/host multi-tasking

3D Features

- Twin-Texel (TNT) 32-bit graphics pipeline, processes 2 pixels per-clock cycle enabling single-pass texture mapping, 2 texture mapped, 16 pixels per clock
- Single pass multi-texture rendering
- Square and non-square texture support
- Rasterization rate: Up to 10M triangles per second
- Fill rate: Up to 250M pixels per second
- Up to 1920x1200x16.7M color (TNT2 Ultra 2D/3D Graphics)
- High precision 24-bit or 16-bit floating point Z-buffer texturing support examples (Multi-texture, Reflection maps, Bump Map, Detail textures, Texture modulations, Environment maps, Light maps, Procedural textures)
- Back-end (Destination, Alpha blending, 32-bit A/R/G/B rendering, Point sampled, bilinear, trilinear and 8-tap anisotropic filtering, better than trilinear, Mip mapping)
- Per-Pixel perspective texturing mapping (Fog, Lighting, MIP mapping)

Video Features for TV-Out Models

- Dual-View support for TV and CRT screen
- Digital video output by integrated NTSC/PAL encoders
- Complete S-VHS & Composite Video-Output Ports support
- Advanced support for DirectDraw 4.0, MPEG-1, & VHSi
- Up to 800x600 TV-out resolutions
- Support for multiple-line flicker filtering
- Hardware video scaling for video conferencing & playback
- Hardware color space conversion (YUV4:2:2, & YUV4:2:0)

2D Video Modes

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Color Depth</th>
<th>Bit/ Pixel</th>
<th>Max Refresh Rate (Hz)</th>
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<tbody>
<tr>
<td>640x480</td>
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<td>816.32</td>
<td>240</td>
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<tr>
<td>1152x864</td>
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<td>816.32</td>
<td>150</td>
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<td>1280x1024</td>
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<tr>
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<tr>
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<td>816.32</td>
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Maximum 3D Video Modes (32MB / 16MB models)

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<th>Color Depth</th>
<th>Single Buffer</th>
<th>Double Buffer</th>
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<tr>
<td>2048x1024</td>
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*The figures with "*" are only available on the AGP-V599/326B models*