

3D Blaster[®] 4 Titanium 4800

Ultimate power – for the ultimate entertainment experience.

The 3D Blaster 4 Titanium 4800 with stunning AGP 8x performance pushes the limits of extreme gaming. It delivers virtually infinite 3D special effects, ultra-real images, animations and surface textures via the new NVIDIA[®] nfiniteFX[™] II engine and a new graphics core with 128MB of DDR RAM at 650 MHz, dual 350MHz RAMDACs and a bandwidth of 10.4GB/second. It will process up to 1.23 trillion operations/second and 136 million vertices/second and optimises proprietary NVIDIA technologies like nView[™], Lightspeed Memory Architecture[™] II and Accuvie Antialiasing[™]. With VGA, DVI and TV-out connectivity, together with AGP 2x/4x/8x compatibility and support for dual TV/monitor outs, the 3D Blaster 4 Titanium 4800 is the ultimate graphics system for gaming.

- **Based on NVIDIA[®] GeForce4[™] Ti4800 processor with 128MB of DDR RAM at 650 MHz, 10.4GB/second memory bandwidth and Lightspeed Memory Architecture[™] II.**
- **Dual programmable Vertex Shaders and advanced programmable Pixel Shaders for ultimate realism in 3D imaging and effects, animations, surfaces and textures, with the nfiniteFX[™] II Engine.**
- **Integrated graphics processor and dual 350MHz RAMDACs deliver functionality at up to 1.23 trillion operations/second.**
- **Unbeatable visual quality, 136 million vertices/second and 4.8 billion samples/second fill rates, with Accuvie Antialiasing[™].**
- **Stunning full-screen DVD performance, with integrated TV encoder and Video Processing Engine.**
- **Maximum flexibility in display options and control, with nView[™].**



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Technical Specifications

Architecture Highlights

- GeForce4 graphics processing unit
- 128MB 650MHz Double Data Rate (DDR) Memory
- 1.23 Trillion Operations Per Second
- 136 Million vertices/sec
- 10.4 GB/sec Memory Bandwidth
- 4.8 Billion AA Samples per Second Fill Rate
- VGA, TV and DVI-Output
- Lightspeed Memory Architecture II

Specifications

- 256-bit graphics architecture
- AGP 2X, 4X and 8X support
- Memory configuration 128MB of DDR Memory 650MHz
- Dual 350MHz RAMDAC

Hardware Features

- NVIDIA nfiniteFX™ II Engine
- Programmable Vertex Shaders
- Programmable Pixel Shaders
- Lightspeed Memory Architecture™ II
- Accuviv™ Antialiasing
- nView Display Technology
- Transform and Lighting (T&L) engines

3D Features

- nfiniteFX™ II Engine
- Dual Programmable Vertex Shaders featuring
- Procedural Deformations
- Matrix Palette Skinning
- Keyframe Interpolation
- Radial, Elevation & Non-linear fog effects
- Fish-eye, Wide angle, Fresnel & Water refraction lens effects
- Programmable Pixel Shader featuring
- Phong-style per-pixel lighting
- Dot3 bump mapping
- Environmental Bump mapping (EMBM)
- Emboss bump mapping
- Procedural textures
- Per Pixel Reflections

2D Features

- High Performance 256-bit 2D acceleration
- DVD sub-picture alpha blended compositing
- Video acceleration for DirectShow, MPEG-1, MPEG-2, and Indeo

System Requirements

- IBM® PC 100% compatible
- Intel Pentium® II and later processors,
- AMD K6® and K7® processor families
- 64MB system memory or higher
- 50MB available disk space
- AGP 2.0 compliant slot or better
- CD-ROM Drive
- Supports standard VGA and multi-frequency monitors

Operating Systems

- Windows 98
- Windows NT 4.0 with Service Pack 5
- Windows 2000
- Windows Millennium Edition
- Windows XP

Warranty

- 2-year limited warranty covering parts and labour

Product Contents

- 3D Blaster 4 Titanium 4800 AGP 128MB DDR with TV Out + DVI
- Quickstart Guide
- Installation CD containing Drivers and Demos
- Game: Incoming Forces/eRacer

English – German - Spanish

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