

NVIDIA RAISES BAR AGAIN


By Peter N. Glaskowsky {8/28/00-02}

Just one month after announcing the world's fastest single-chip 3D accelerator, the Quadro2 GTS (see [MPR 8/21/00-02](#), "Siggraph Shows Graphics Growth"), NVIDIA has done it again. The new GeForce2 Ultra runs at the same 250MHz core clock rate as the

Quadro2, but it uses 230MHz DDR SGRAM local memory in place of the Quadro2's 200MHz DDR SGRAM. The result is slightly faster sustained performance, especially when rendering in 32-bit color.

NVIDIA also announced the newest revision of its Detonator drivers. The Detonator 3 (D3) drivers include optimizations for Intel's 815 chip set and Pentium 4 processor, along with various other enhancements that NVIDIA says produce a 20–50% overall performance gain. NVIDIA says its GeForce2 GTS, announced earlier this year (see [MPR 5/15/00-02](#), "WinHEC Sees Great 3D"), is faster in all modes, when used with the D3 drivers, than ATI's Radeon 256, which formerly enjoyed a slight speed edge in 32-bit

rendering modes. The new Ultra chip, with its 25% advantage in core clock rate and its 39%-faster local memory (compared with the GeForce2 GTS), handily beats the GTS and Radeon, making it the fastest PC graphics chip on the market.

NVIDIA, which does not announce chip pricing, expects its graphics-card OEM partners to sell GeForce2 Ultra boards with 64M of memory for about \$500, also a record of sorts. No other consumer graphics board sells for a price anywhere close to this high. We are sure there will be no shortage of customers for these boards, especially among avid PC gamers, when they go on sale about a month from now. 

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