

ARC ADE FX[®]

GeForce[®] 6200

Cinematic 3D/2D Video Graphics Accelerator



Arcade FX graphic cards, featuring NVIDIA's GeForce family of GPUs, provide both high-performance gaming for enthusiasts and best-in-class features for mainstream users. Whether you're a bleeding-edge gamer who desires the most advanced gaming technology available, or a PC user in search of the perfect combination of power, performance, and value - GeForce solutions deliver.

FX6200AGP256

SPECIFICATIONS

- Bus Type AGP
- Memory 256MB DDR
- Core Clock 350MHz
- RAMDAC Dual 400MHz
- API Support Microsoft[®] DirectX 9.0[®], Open GL 2.0 ICD[®] L for Microsoft[®] Windows[®]
- Connectors VGA, DVI-I, S-Video-Out

PERFORMANCE

- Graphics Core: 256-bit
 - Memory Interface: 128-bit.
 - Memory Bandwidth: 6.4 GB/sec.
 - Fill Rate: 1.2 billion texels/sec
 - Vertices/sec.: 225 million
 - Pixels per Clock (peak): 4
 - Textures per Pixel:* 16
- * Maximum in a single rendering pass with 8 textures applied per clock.



Minimum System Requirements

- Intel Pentium[®]III, AMD[®] Duron[™], Sempron[™] or Athlon[™] class processor or higher
 - 128MB of RAM
 - 350 watt minimum recommended power supply
 - An available 2.0/3.0 AGP slot
 - CD or DVD-ROM Drive
 - 66MB available hard disk space
 - Microsoft[®] Windows[®] 98SE or higher, ME, 2000, XP, NT4.0 with Service Pack 6
 - An AGP 2.0 or higher compliant motherboard
- Some motherboards violate the AGP specification and therefore this card may not fit in some systems

Warranty

- One Year Limited Warranty

www.arcadefxusa.com

FX6200PCIE

SPECIFICATIONS

- Bus Type PCI-Express X16
- Memory 256MB/128MB DDR actual
- Core Clock 350MHz
- RAMDAC Dual 400MHz
- API Support Microsoft[®] DirectX 9.0[®], Open GL 2.0 ICD[®] L for Microsoft[®] Windows[®]
- Connectors VGA, DVI-I, S-Video-Out, HDTV

PERFORMANCE

- Graphics Core: 256-bit
 - Memory Interface: 64-bit.
 - Memory Bandwidth: 13.6 GB/sec.
 - Fill Rate: 1.4 billion texels/sec
 - Vertices/sec.: 263 million
 - Pixels per Clock (peak): 4
 - Textures per Pixel:* 16
- * Maximum in a single rendering pass with 8 textures applied per clock.



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Minimum System Requirements

- Intel Pentium[®]4 or AMD[®] Athlon[™]64 CPUs
- CPU running at 2.4 GHz of higher
- 512MB of RAM
- 420 watt power supply
- Super VGA or DVI-I compatible monitor
- CD or DVD-ROM Drive
- 66MB available hard disk space
- Microsoft[®] Windows[®] XP, 2000
- PCI Express X16 compliant slot

Warranty

- One Year Limited Warranty