Features and Benefits
NVIDIA GeForce Go 7800 GTX

Next-Generation Superscalar GPU Architecture
Delivers up to 2x the shading power of previous generation products taking gaming performance to extreme levels.

Microsoft® DirectX® 9.0 Shader Model 3.0 Support
Ensures top-notch compatibility and performance for all DirectX® 9 applications, including Shader Model 3.0 titles.

Transparency Antialiasing
The industry's first mobile GPU to support transparency supersampling and multisampling to dramatically improve the quality of objects modeled in alpha-tested textures (typically environmental details like chain link fences, grass, leaves, or other vegetation).

NVIDIA® Intellisample™ 4.0 Technology
The industry's fastest antialiasing delivers ultra-realistic visuals, with no jagged edges, at lightning-fast speeds. Visual quality is taken to new heights through a new rotated grid sampling pattern, advanced 128 Tap sample coverage, 16x anisotropic filtering, and support for transparency supersampling and multisampling.

64-Bit Floating Point Texture Filtering and Blending
Based on the OpenEXR technology from Industrial Light & Magic (http://www.openexr.com/), NVIDIA's 64-bit texture implementation delivers state-of-the-art high dynamic-range (HDR) visual effects through floating point capabilities in shading, filtering, texturing, and blending.

NVIDIA PureVideo Technology
The combination of high-definition video processors and NVIDIA DVD decoder software delivers unprecedented picture clarity, smooth video, accurate color, and precise image scaling for all video content to turn your PC into a high-end home theater. *Feature requires supported video software. Features may vary by product.*

Adaptable Programmable Video Processor
PureVideo's programmable technology adapts to new video encoding formats as they are developed to provide a future-proof video solution. *Feature requires supported video software.*

High-Definition MPEG-2 and WMV Hardware Acceleration
Smoothly playback all MPEG-2 and WMV video—including WMV-HD—with minimal CPU usage so the PC is free to do other work. *Feature requires supported video software.*

Inverse Telecine (3:2 & 2:2 Pulldown Correction)
Recovers the original film format data to provide more accurate video playback and superior picture quality. *Feature requires supported video software.*

LCD Sharpening
Notebook LCD displays can exhibit "ghosting" effects because of the slow response time of liquid crystals. The LCD overdrive feature compensates for this slower response time by overdriving color signals, thereby automatically eliminating ghosting effects.

Spatial-Temporal De-Interlacing
Smoothes video and standard and high-definition DVD playback on progressive displays to deliver a crisp, clear picture that rivals high-end home theater systems. *Feature requires supported video software.*

High-Quality Video Scaling and Filtering
High-quality scaling and filtering technology delivers a clear, clean image at any window size, including full-screen HDTV resolutions up to 1080i.

Video Color Correction
RGB monitors and TV monitors have different color characteristics. To compensate for these differences the ProcAmp Color Controls let you apply color correction settings such as Brightness and Contrast to the video playback window. Display gamma correction ensures videos are not too dark, overly bright, or washed out regardless of the video format or display. *Feature requires supported video software.*

Integrated HDTV Encoder
Provides world-class TV-out functionality up to 1080i resolution.

256-Bit Memory Interface
Delivers more memory bandwidth and efficiency to power the latest games and applications at blazing speeds.

NVIDIA® CineFX™ 4.0 Engine
Delivers advanced visual effects at unimaginable speeds. Full support for Microsoft® DirectX® 9.0 Shader Model 3.0 enables stunning and complex special effects. Next-generation shader architecture with new texture unit design streamlines texture processing for faster and smoother gameplay.

UltraShadow II Technology
Enhances the performance of bleeding-edge games, like id Software's *Doom™ 3* and *Quake™ 4,* that feature complex scenes with multiple light sources and objects. 2nd-generation technology delivers more than 4x the shadow processing power over the previous generation.

128-Bit Studio-Precision Computation
128-bit studio-precision computation through the entire pipeline prevents image defects due to low precision and ensures the best image quality for even the most demanding applications.

Full-Speed 32-Bit Color Precision
Delivers increased image quality with no performance compromise.

NVIDIA® ForceWare™ Unified Driver Architecture (UDA)
Delivers a proven record of compatibility, reliability, and stability with the widest range of games and applications. ForceWare ensures the best out-of-box experience for every user and delivers continuous performance and feature updates over the life of NVIDIA GeForce GPUs. Includes full support for PCI Express and AGP.

OpenGL® 2.0 Optimizations and Support
Ensures the best performance and application compatibility for all OpenGL applications.

Digital Vibrance Control 3.0 Technology
Allows the user to adjust color controls digitally to compensate for the lighting conditions of their workspace, in order to achieve accurate, bright colors in all conditions.

PCI Express
PCI Express bus doubles the bandwidth of AGP 8X delivering over 4GB/s in both upstream and downstream data transfers. *Only supported in some NVIDIA GPUs. Please check product details for bus information*.

Dual 400MHz RAMDACs
Blazing-fast RAMDACs support dual QXGA displays with ultra-high, ergonomic refresh rates–up to 2048x1536@85Hz.

PowerMizer 6.0 Technology
The sixth generation of NVIDIA's advanced hardware power management technology that reduces notebook power consumption for the graphics subsystem without affecting the user experience.