

PG110-A00

GP108 64Bit GDDR5 X32

HDMI/DP + DVI-D/DP

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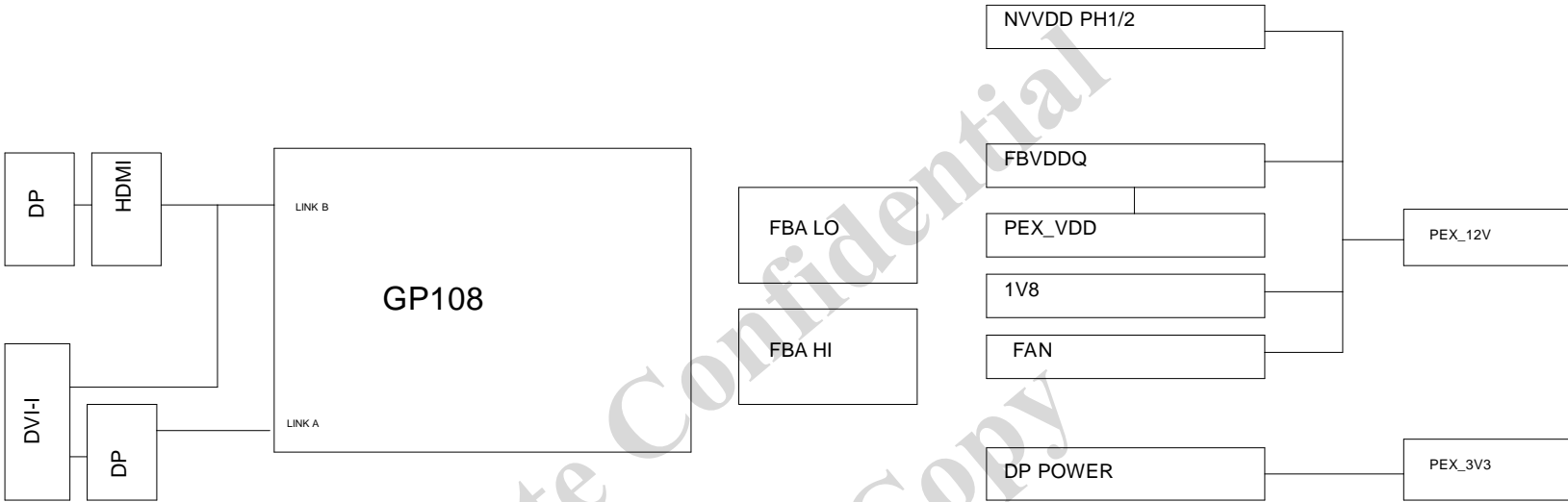
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Block Diagram



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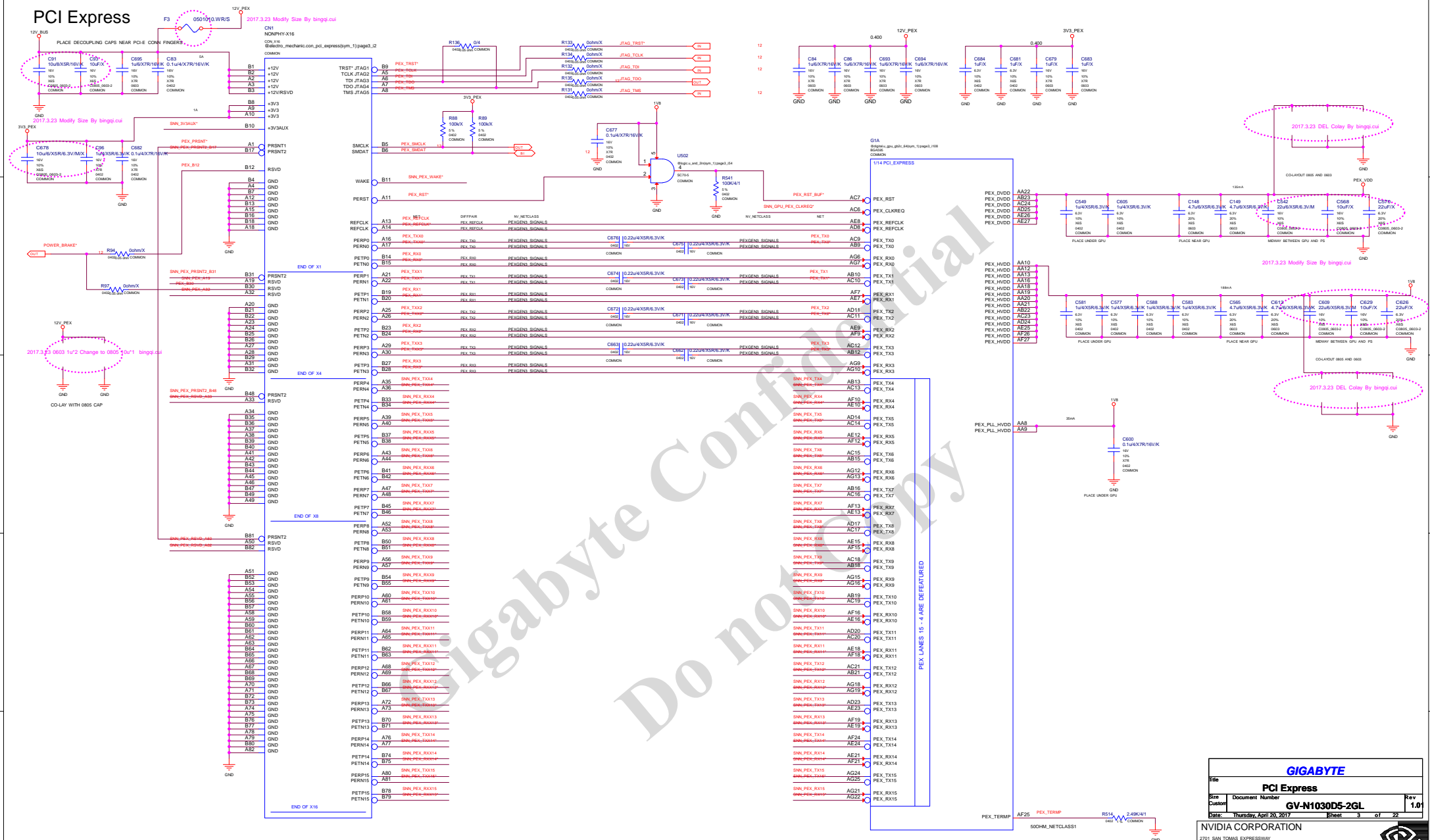


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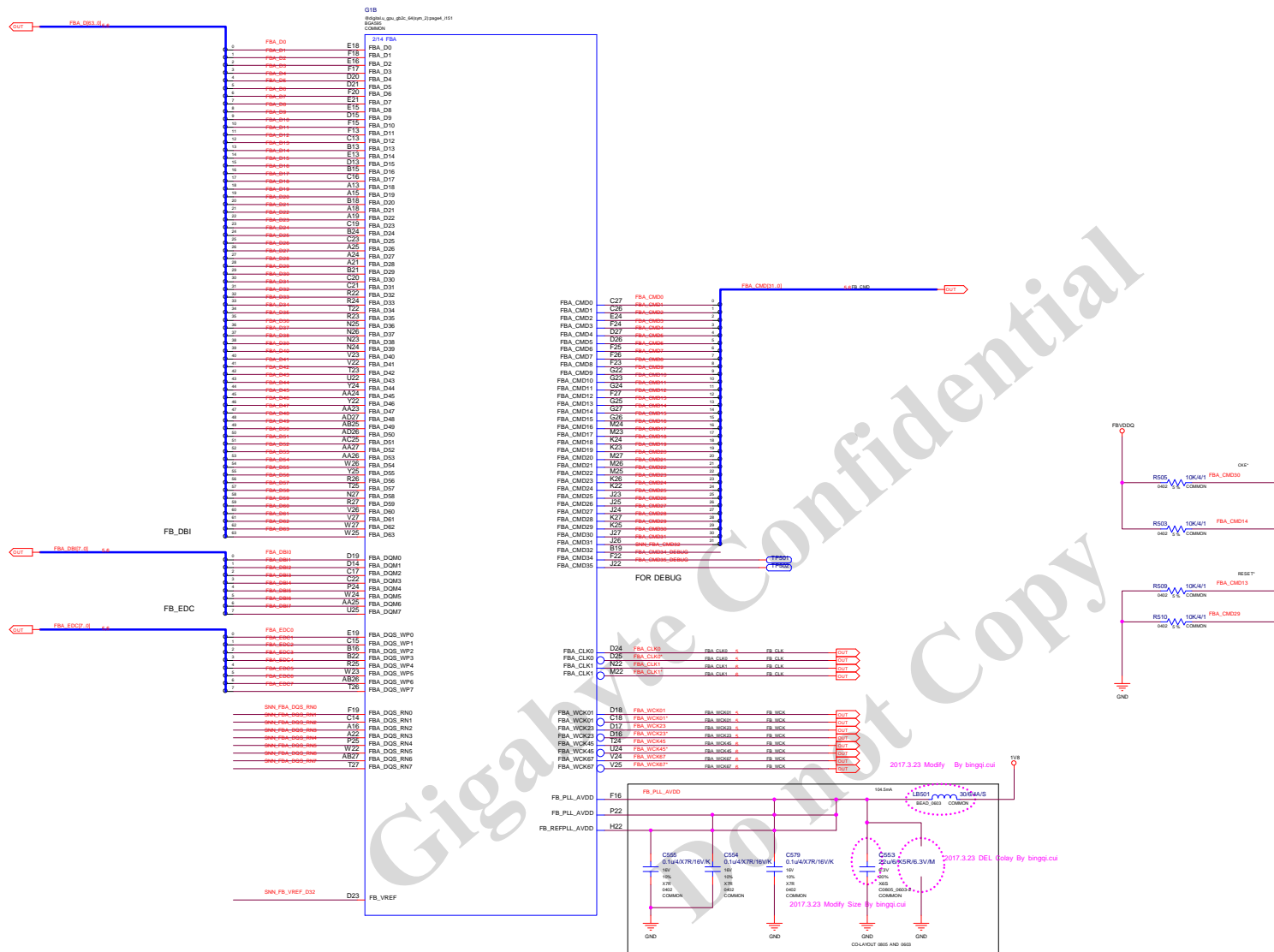
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


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GPU Frame Buffer

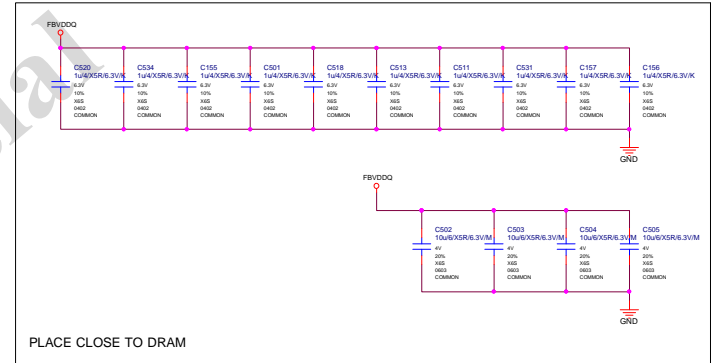
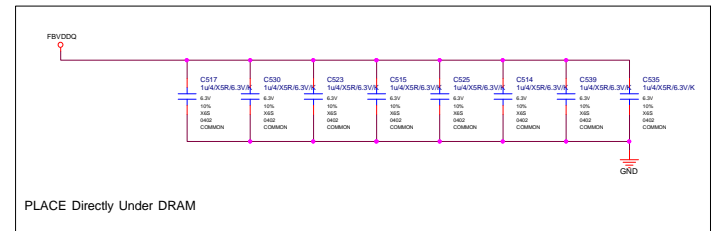
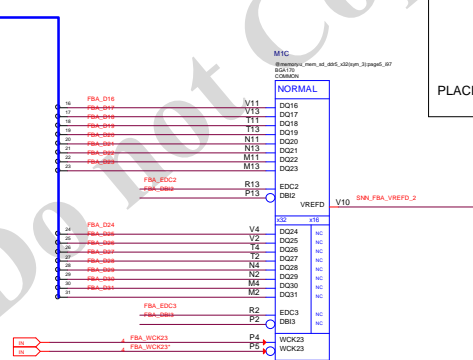
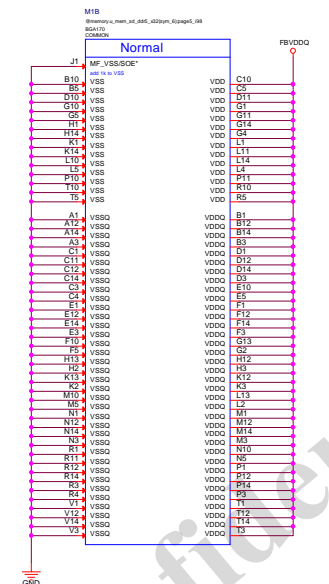
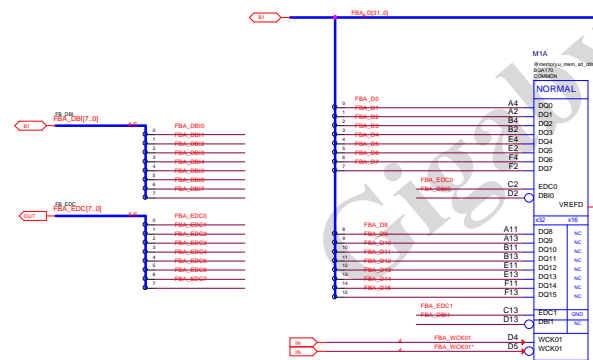
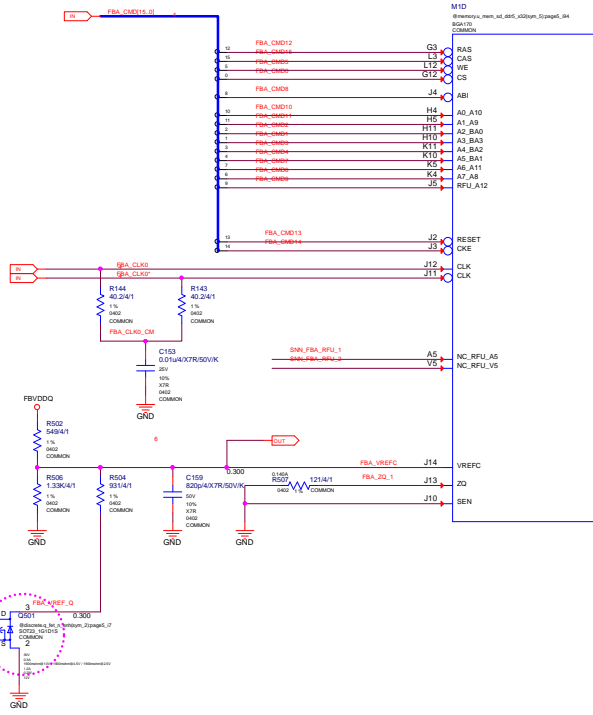


				
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FBA bits 31..00

CMD	0.31	32..63
CM00	CB*	
CM01	A1..BA3	
CM02	A2..BA0	
CM03	A1..BA1	
CM04	A1..BA1	
CM05	WE	
CM06	A1..AB	
CM07	AB..A11	
CM08	A12..RFU	
CM09	AB..A11	
CM10	A1..A11	
CM11	A1..AB	
CM12	RA5*	
CM13	RA7*	
CM14	CA5*	
CM15	CA6*	
CM16		CB*
CM17		A1..BA3
CM18		A2..BA0
CM19		A1..BA2
CM20		AB..BA1
CM21		WE*
CM22		AB*
CM23		AB..A11
CM24		A12..RFU
CM25		AB..A10
CM26		A1..AB
CM27		RA5*
CM28		RA7*
CM29		CA5*
CM30		CA6*
CM31		



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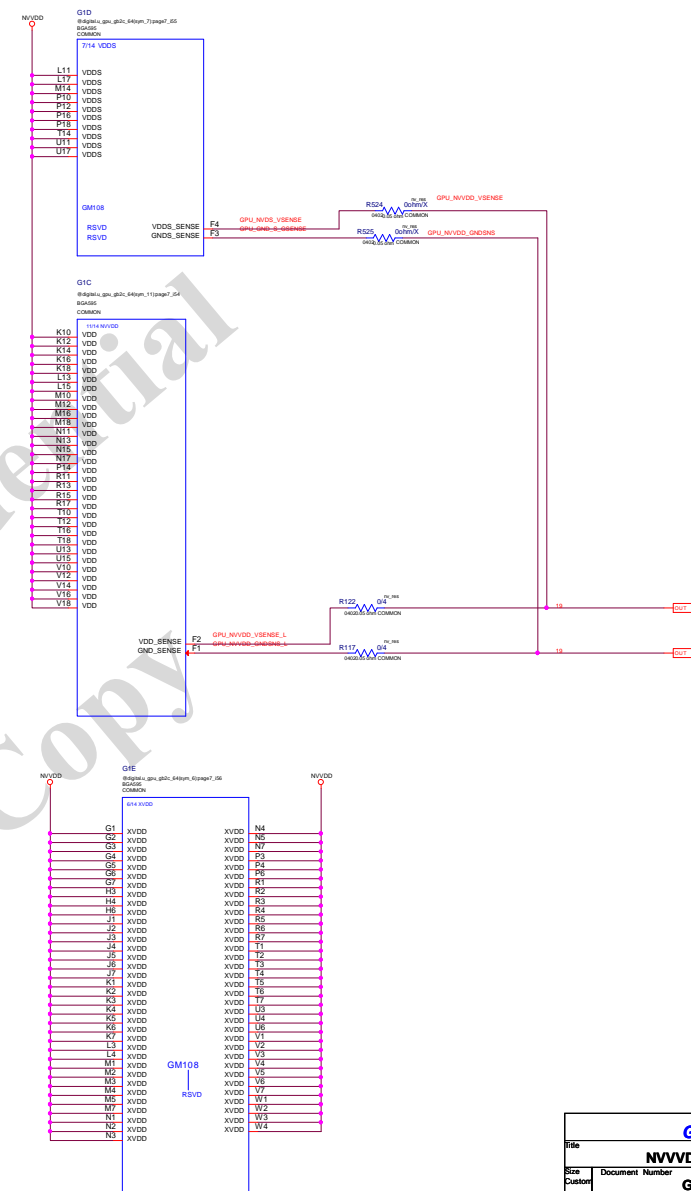
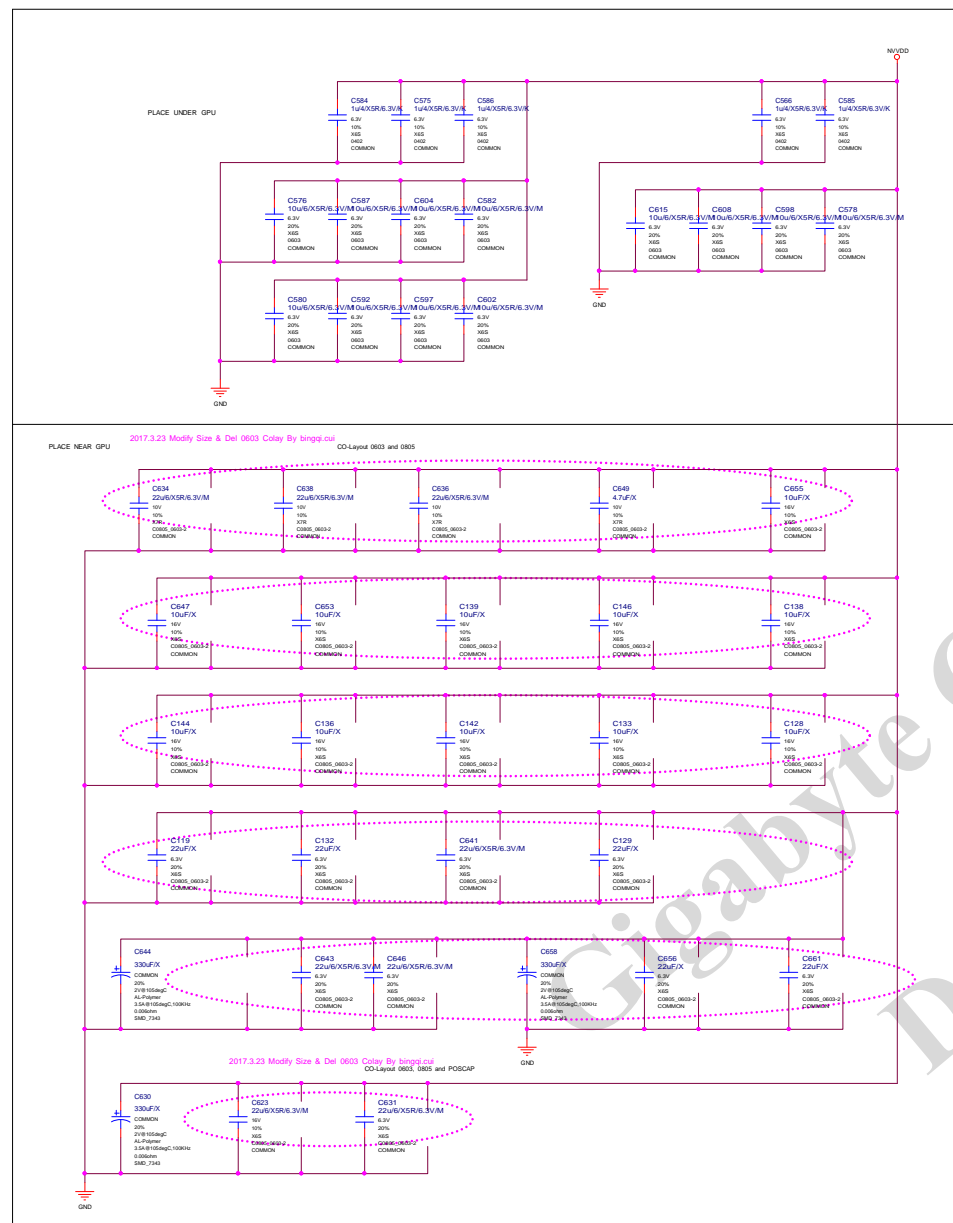
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NVVVD Decoupling




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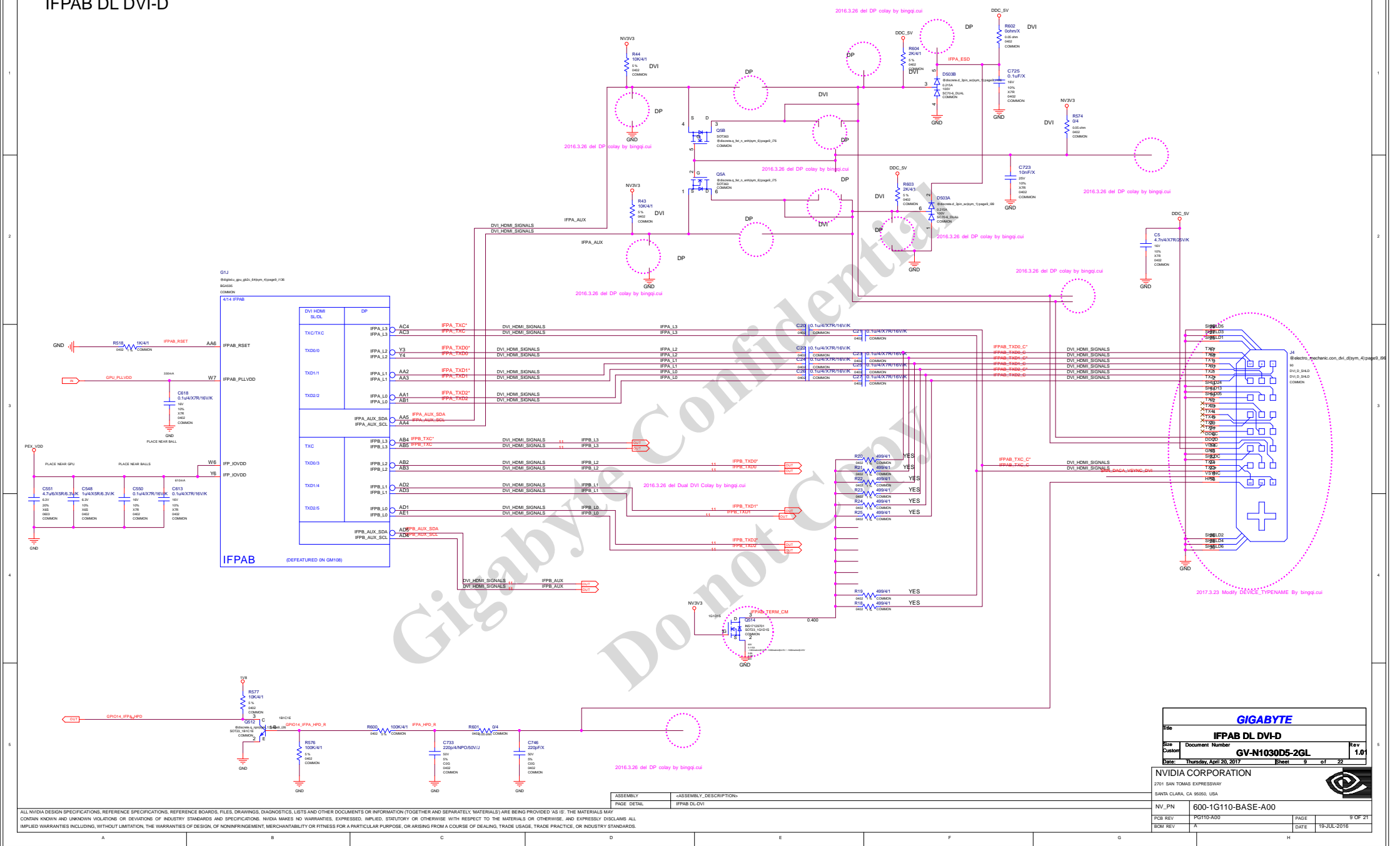
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IFPAB DL DVI-D



IFPA DP

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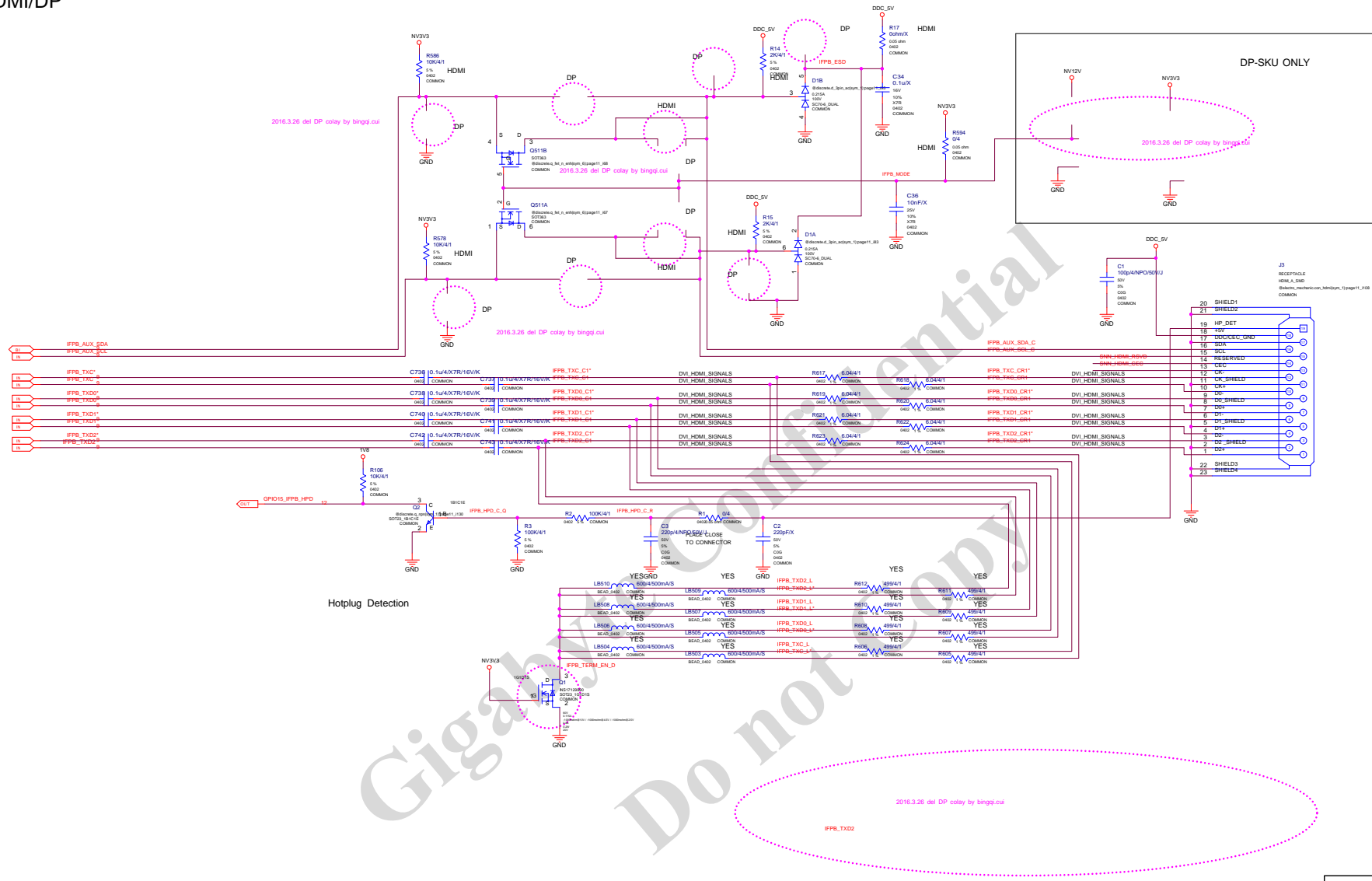
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IFPB HDMI/DP

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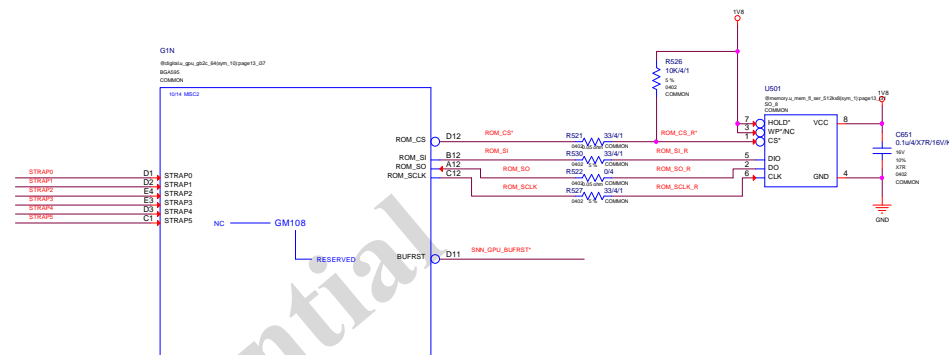
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ROM & STRAPS

ROM_SO	ROM_SI	ROM_SCLK	SOR_EXPOSED[3:0]	1:ENABLE 0:DISABLE
L	L	L	1111	DEFAULT
L	L	H	1110	
L	H	L	1101	
L	H	H	1100	
H	L	L	1011	
H	L	H	1010	
H	H	L	1001	
H	H	H	1000	
L	L	M	0111	
L	M	L	0110	
L	M	H	0101	
L	H	M	0100	
H	L	M	0011	
H	M	L	0010	
H	M	H	0001	
H	H	M	0000	

H=High :Tied to 1.8V
M=Middle:Tied to 0.9V
L=Low :Tied to 0V



STRAP2	STRAP1	STRAP0	RAMCFG[4:0]	
L	L	L	0000	DEFAULT
L	L	H	0001	
L	H	L	0010	
L	H	H	0011	
H	H	L	0110	
H	H	H	0111	
L	L	M	1000	
L	M	L	1001	

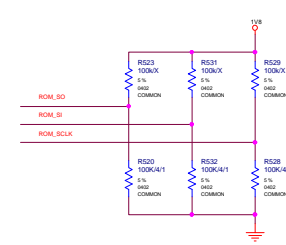
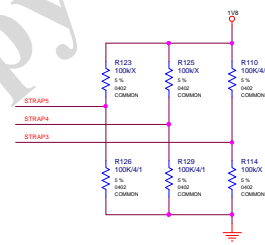
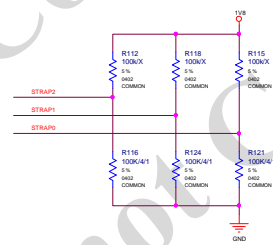
STRAP5	STRAP4	STRAP3	SMB_ALT_ADDR	DEVID_SEL	PCIE_CFG	VGA_DEVICE
M	H	H	1	1	1	1
M	H	L	1	1	1	0
M	L	H	1	1	0	1
M	L	L	1	1	0	0
L	H	M	1	0	1	1
L	M	H	1	0	1	0
L	M	L	1	0	0	1
L	L	M	1	0	0	0
H	H	H	0	1	1	1
H	H	L	0	1	1	0
H	L	H	0	1	0	1
H	L	L	0	1	0	0
L	H	H	0	0	1	1
L	H	L	0	0	1	0
L	L	H	0	0	0	1 DEFAULT
L	L	L	0	0	0	0

```
1:SMB_ALT_ADDR ENABLE
0:SMB_ALT_ADDR DISABLE

1:DEVID_SEL REBRAND
0:DEVID_SEL ORIGNAL

1:PCIE_CFG LOW POWER
0:PCIE_CFG HIGH POWER

1:VGA_DEVICE ENABLE
0:VGA_DEVICE DISABLE
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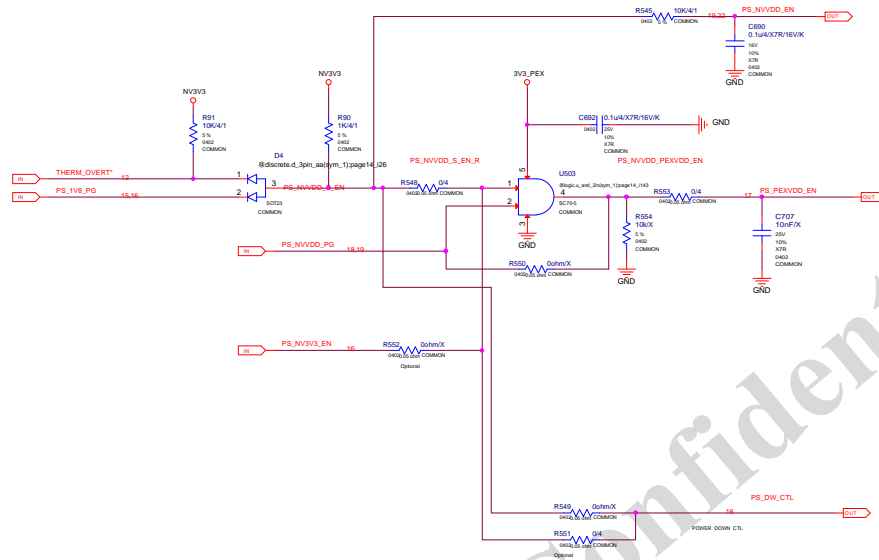


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Power Sequence

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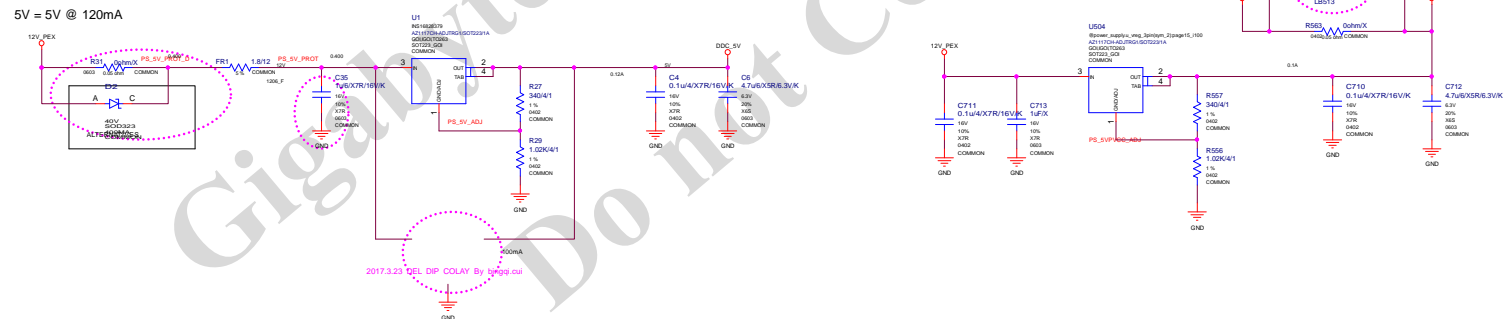
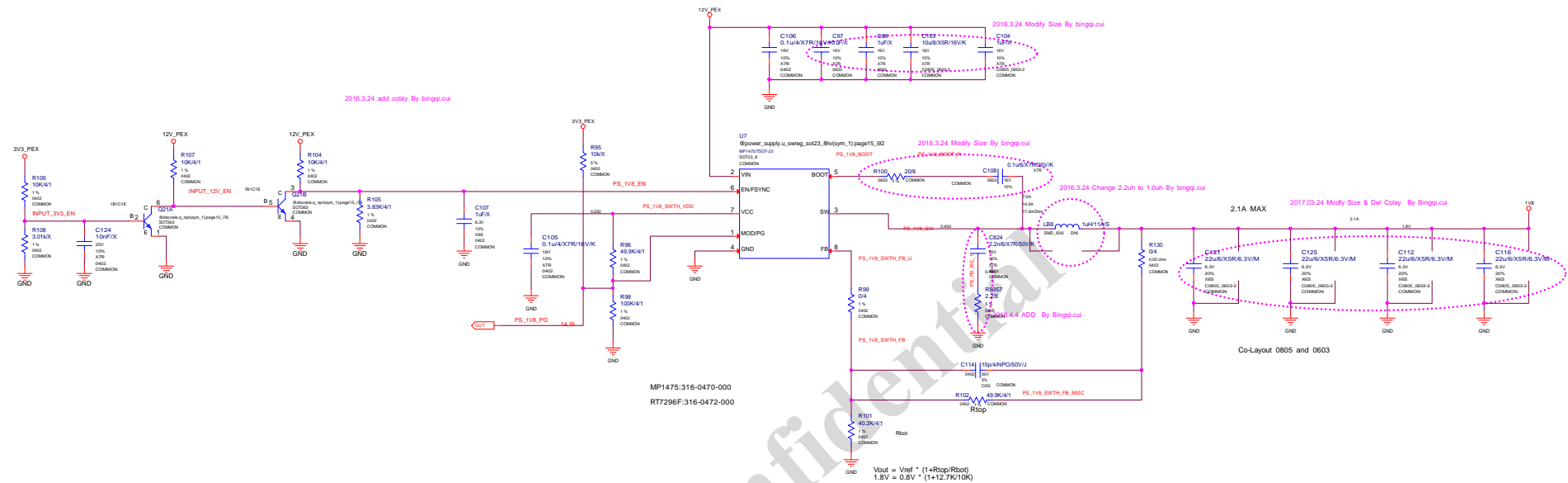
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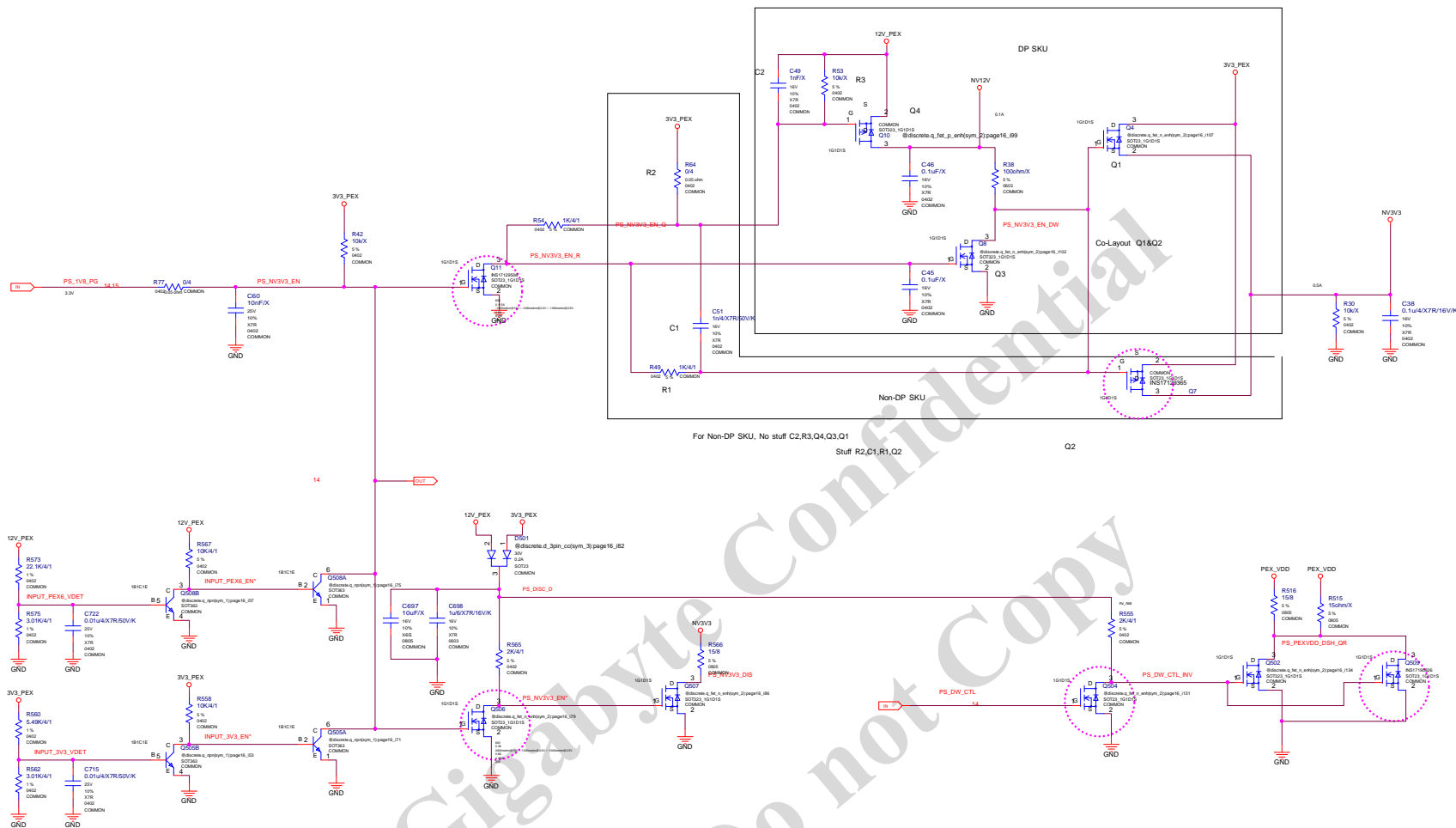
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POWER: NV3V3, NV12V



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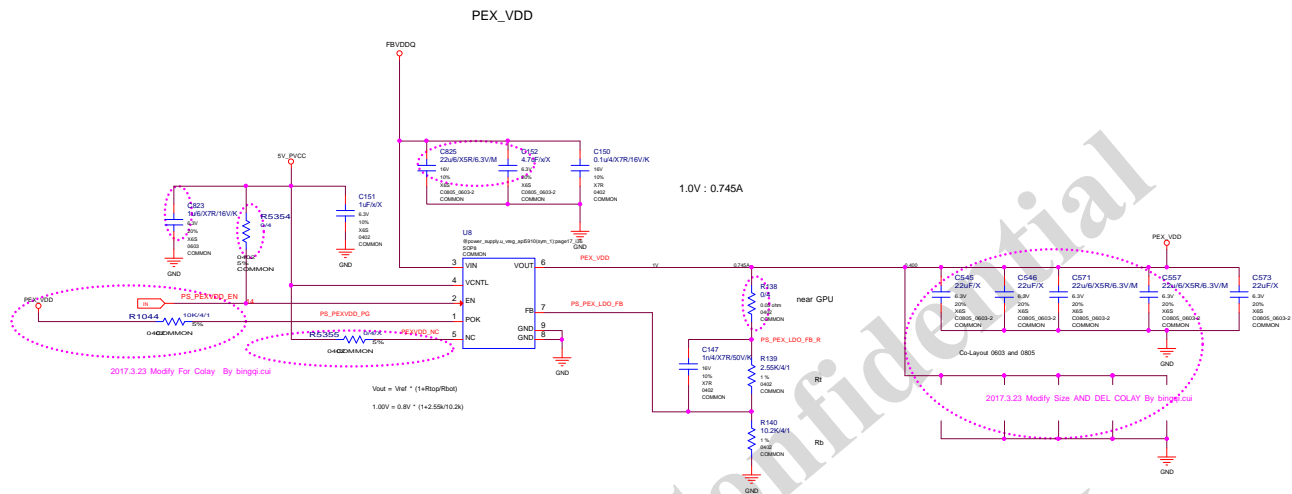
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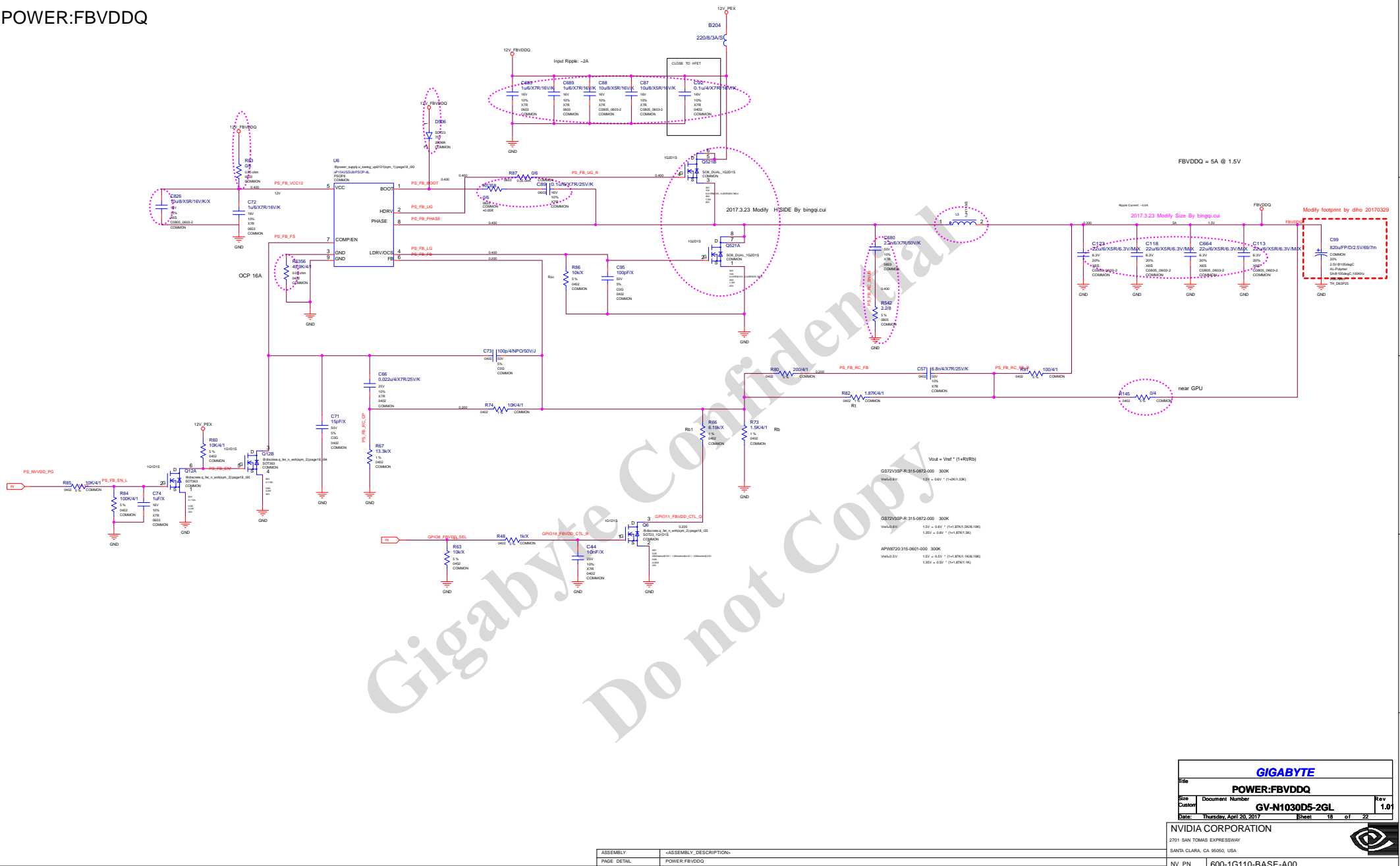


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POWER:FBVDDQ



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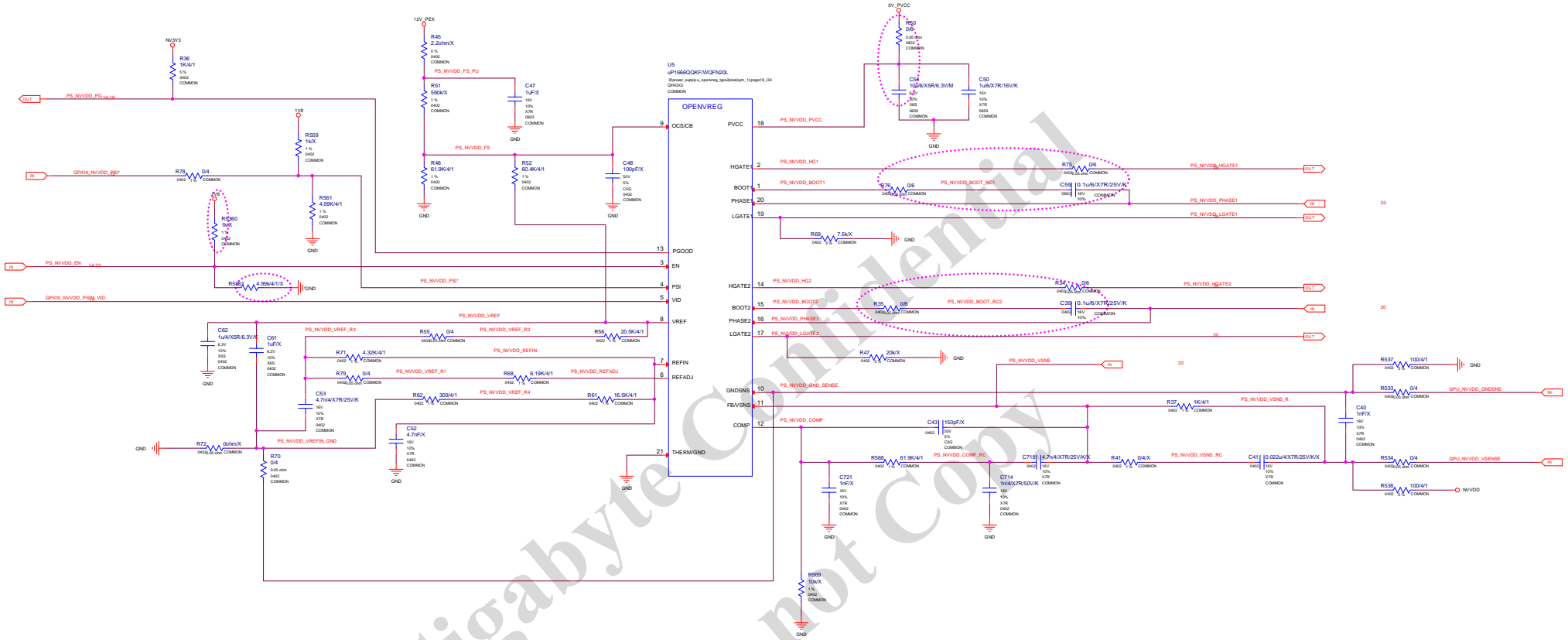
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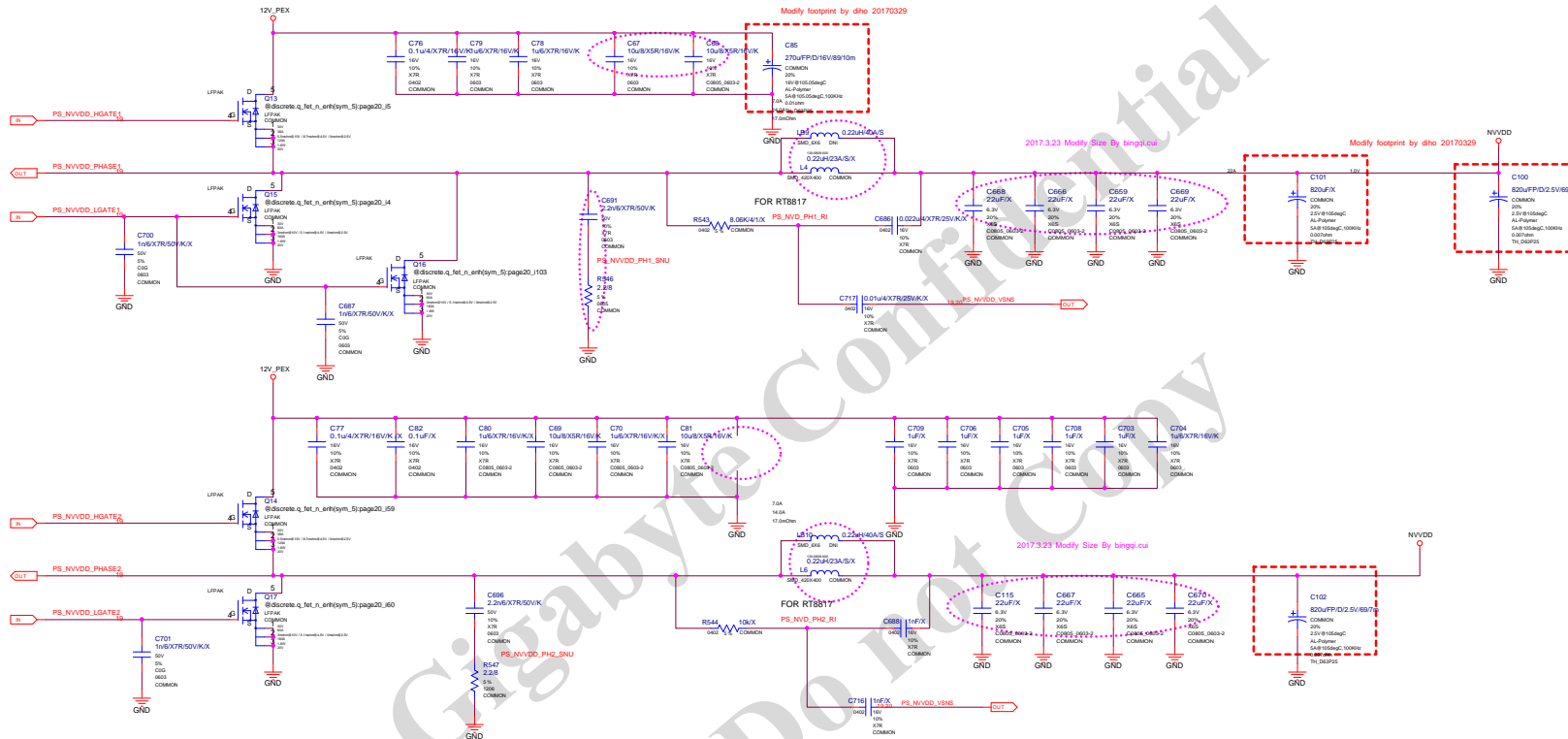
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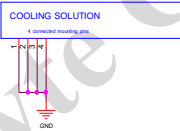
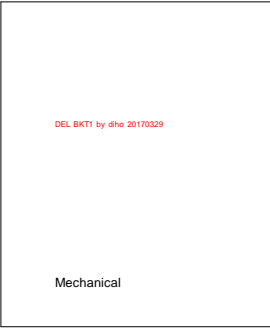
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