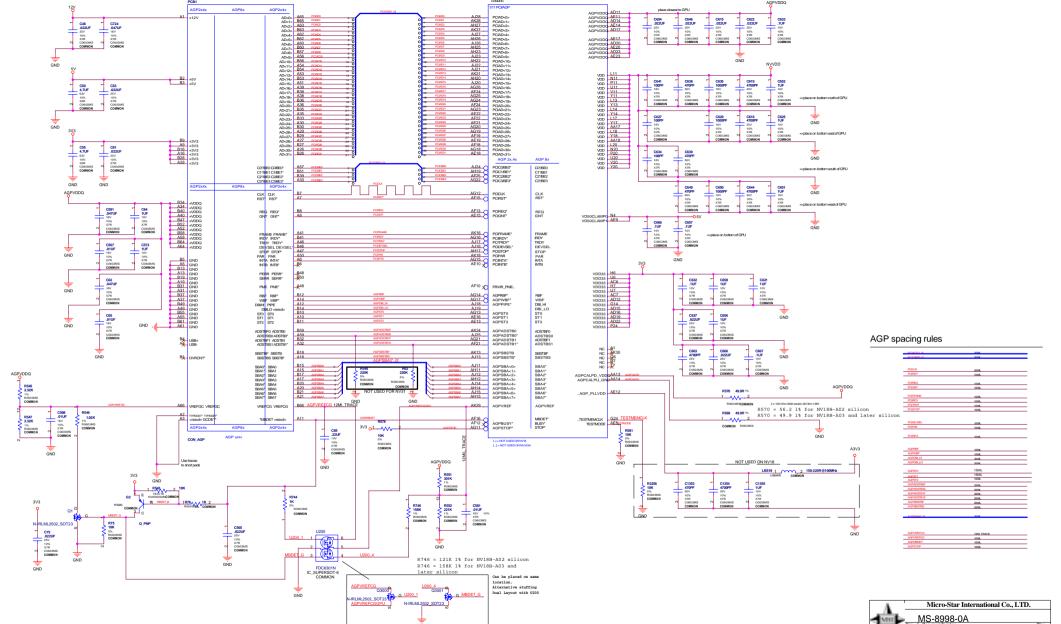
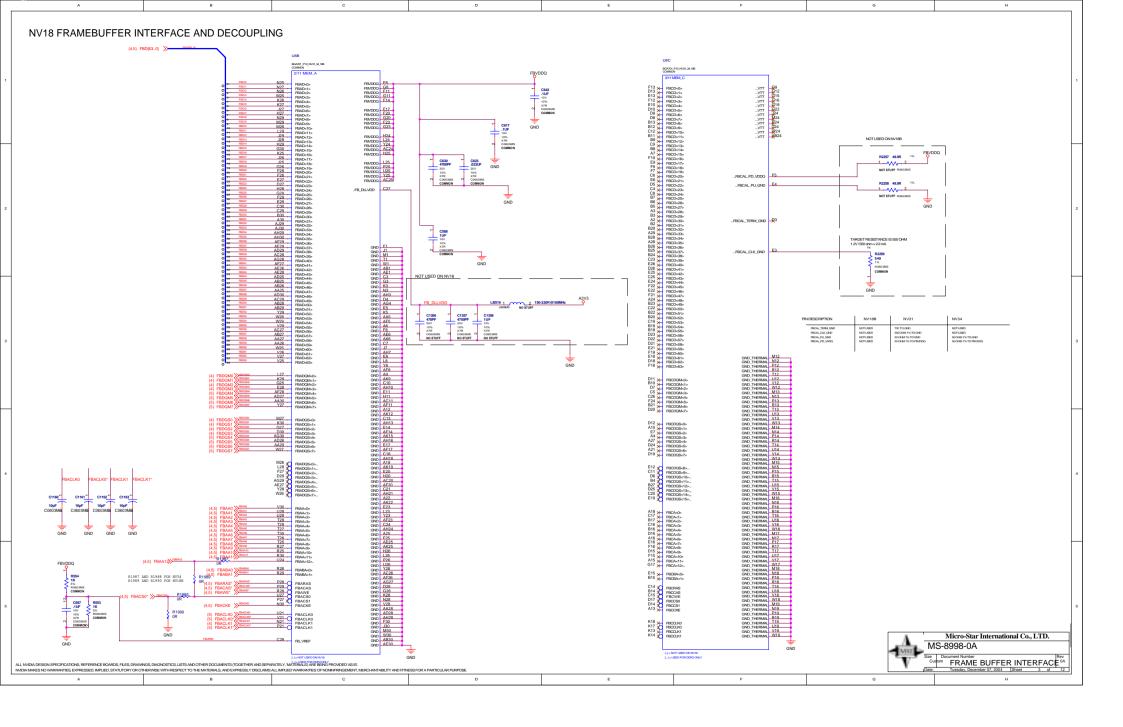
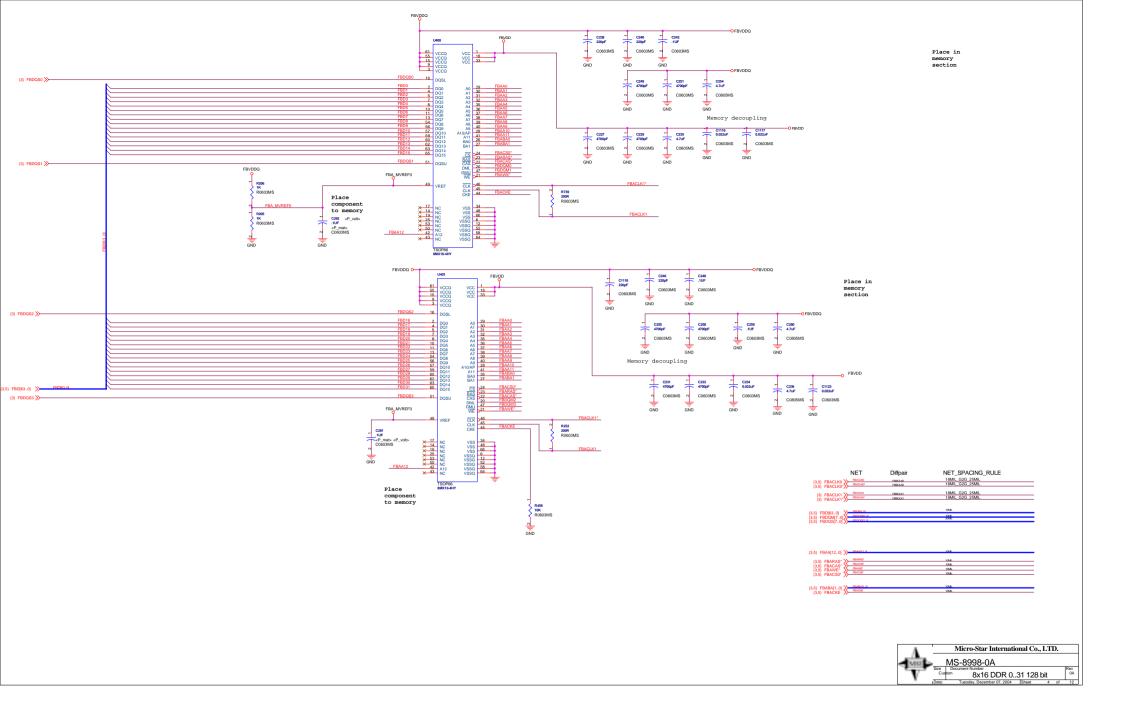
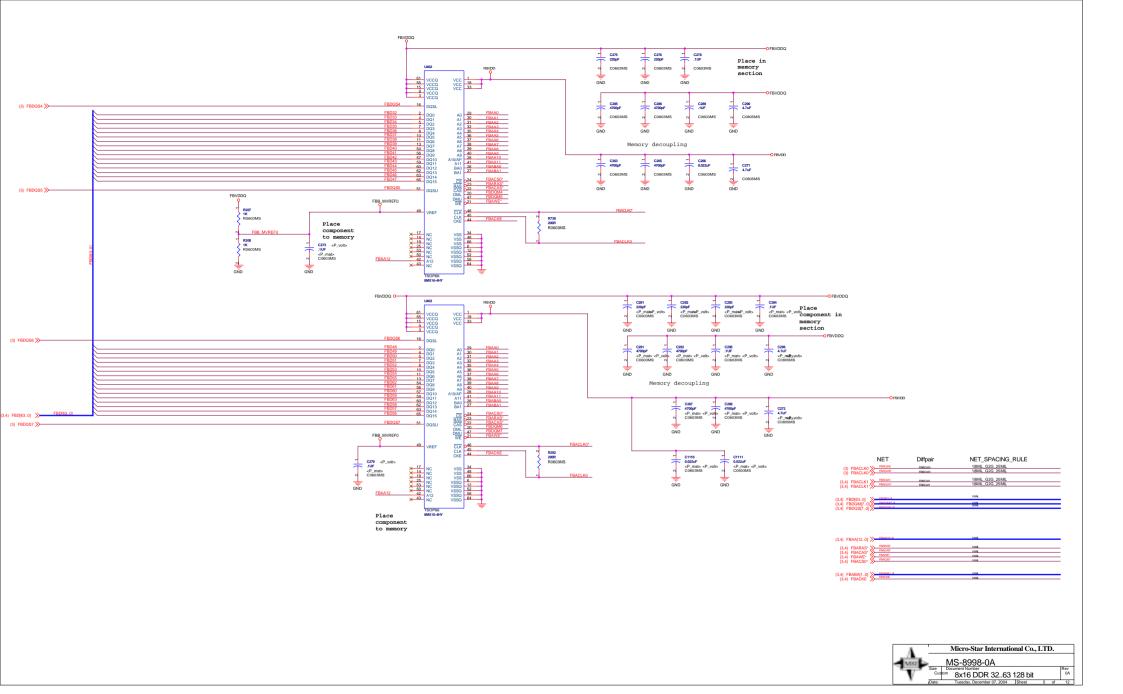
C116-B, NV18B/NV31/NV34, 8MX16DDR, 64MB, VIDEO OUT, VGA Page Overview HISTORY: 1 C116B PAGE OVERVIEW A. Change R534 from 2.43K_1% to 2.55K_1% (R11-2551T13-Y01), R533 change from 1.05K_1% to 1.18K_1% (R11-1181T13-Y01) to get FBVDDQ=2.528V. 0B B. Add R591 (2.2 ohm 0603 5%) and C409 (2200p 0603) to reduce VRM noise on L1 pin1. 2 NV18B AGP Section and AGP connector 200. SHORT ALL MEMORY DAMPING RESISTOR AND CHANGE COLOR TO RED. 210. ADD FBAA12 TO SUPPORT 16M*16 MEMORY 3 NV18B FRAME BUFFER Interface 4 MEMORY 64MB, 8Mx16DDR Bits 0..31 5 MEMORY 64MB, 8Mx16DDR Bits 32..63 6 NV18B STRAPPING, I/O Interface & BIOS, FAN CONNECTOR 7 NV18B DACA, DACB output, SYNC amplifier & PLL Section 8998-0A base on 8936 modify description. 8 PRIMARY DISPLAY Filter and Connector 1. Add page 9, Switch DACB and TV-out connector function. 9 NV18 TMDS Power, VIDEO OUT CONNECTOR 2. Add page 10, DACB interface. 3. Add page 11, DM interface 900 page 12. 10 POWER SUPPLY & A3V3 & FBVDDQ & NVVDD & FBVDD 11 MECHANICS 5. Page 8, D Sub change to 2x7 pin hander. Micro-Star International Co., LTD. TOP PAGE NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WA

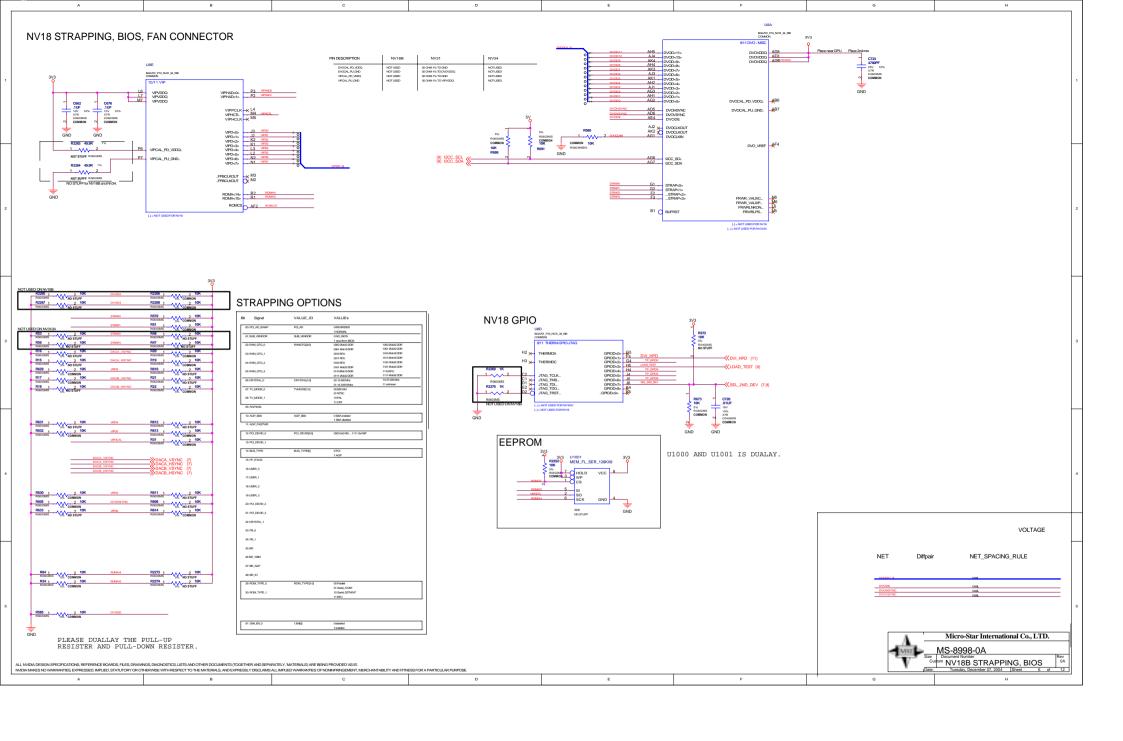


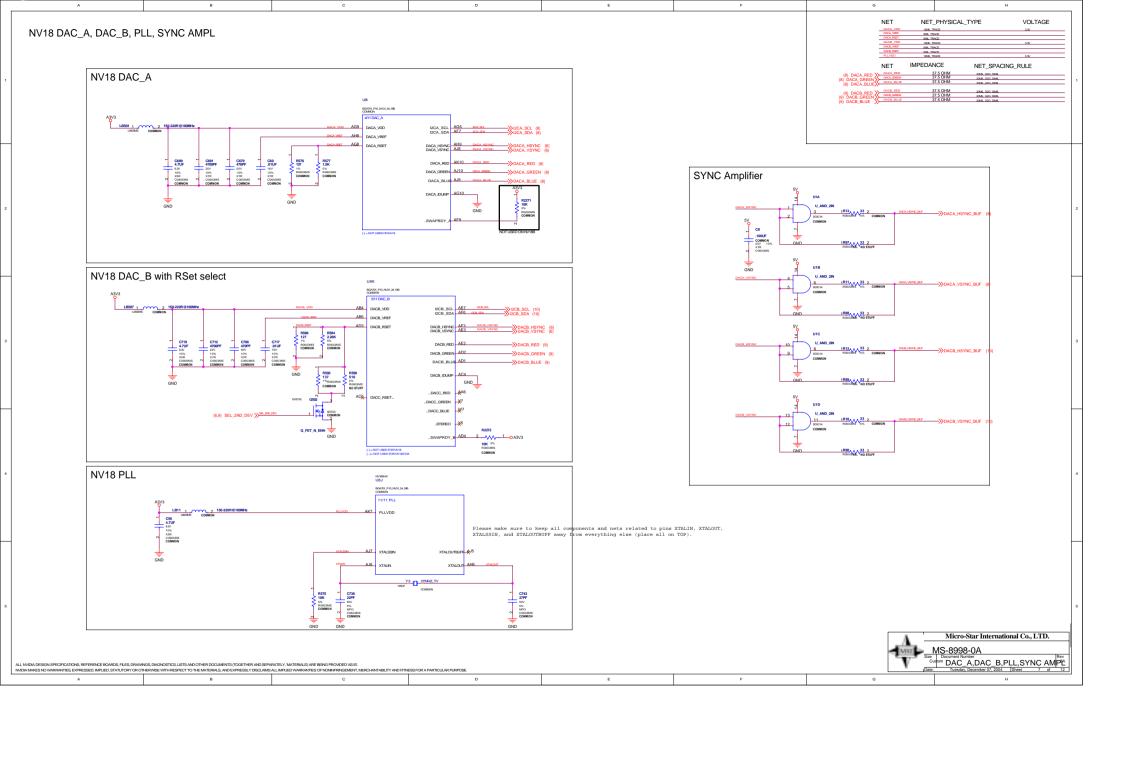
AGP INTERFACE

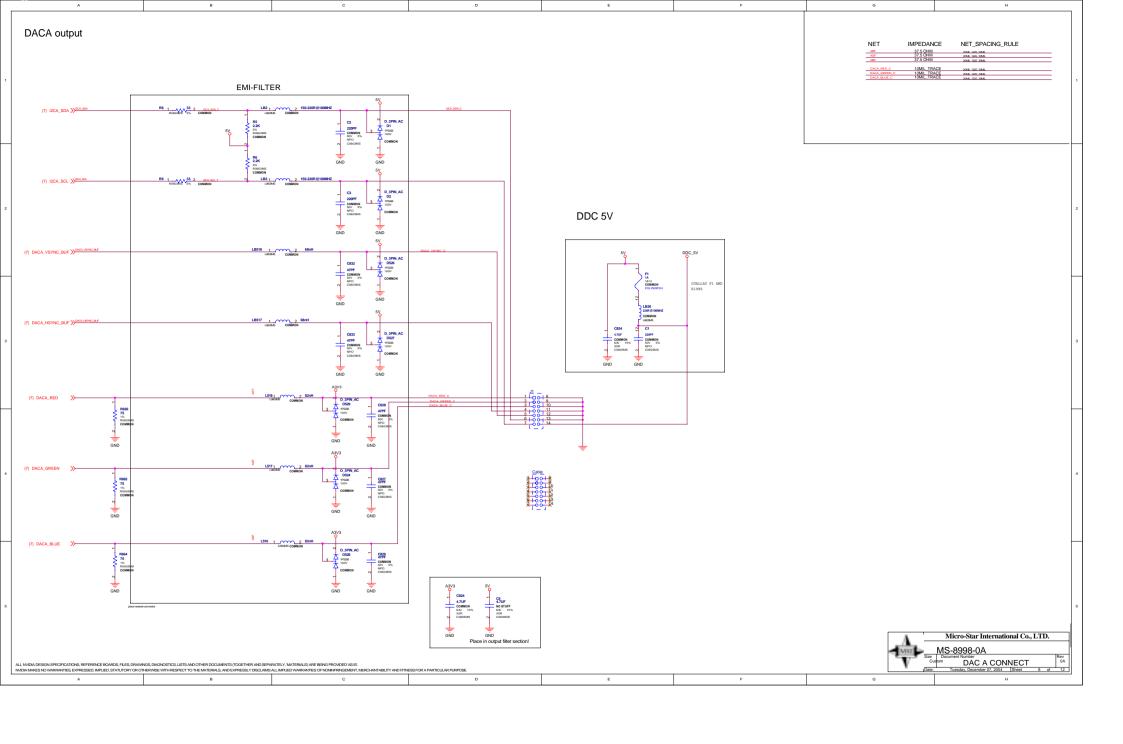


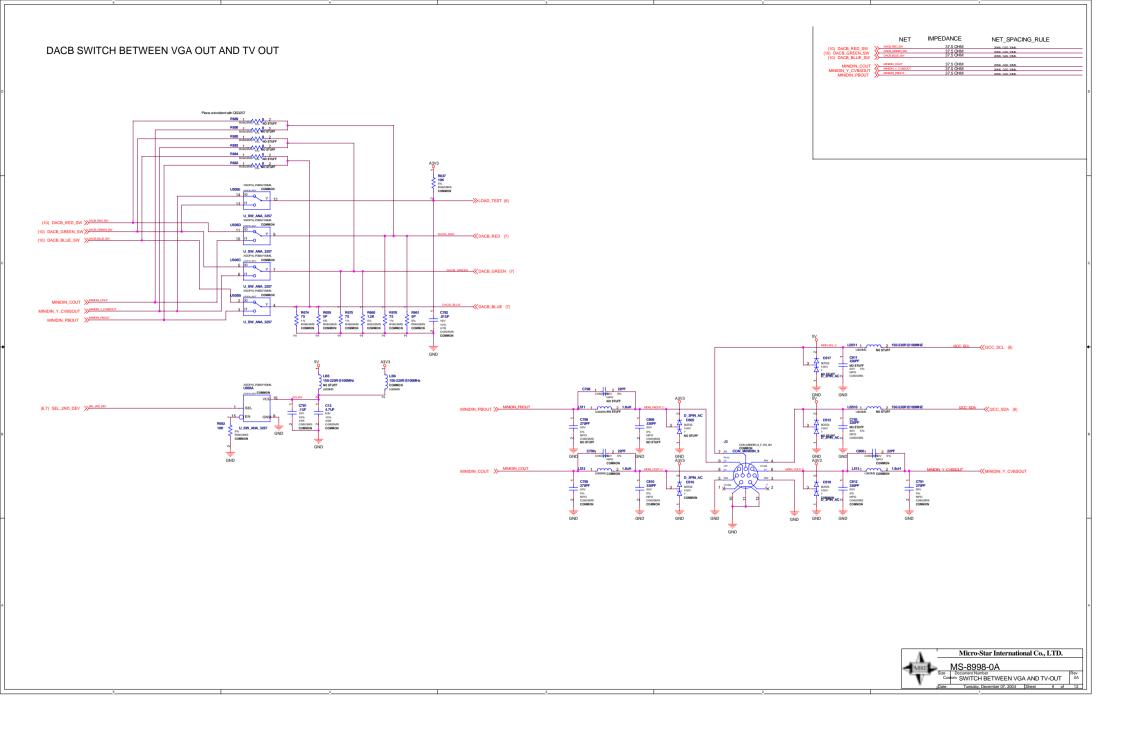












DACB output

