

NVIDIA launches GeForce 7800 GTX - reviews are rolling in

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Like we already reported weeks ago NVIDIA today launched the GeForce 7800 GTX (G70). The GeForce 7800 GTX is made on a 110nm process and uses 303 million transistors. The graphics core runs at 430MHz and has 24 pixel pipelines and 8 vertex shaders.

The card's architecture is based on the previous generations but does feature some new things such as an improved shader engine which NVIDIA called CineFX 4.0. Transparant Dynamic Ultra Sampling (TSAA) is another new feature, to improve AA quality.

After taking a look at some of the reviews I noticed that the GeForce 7800 GTX perform better than a GeForce 6800GT SLI system in most benchmarks. Mostly the difference accounts for about 10 percent but in UT 2004 Icetomb (1600x1200: 0x AA/0x AF) the ATI X850XT scored 42 percent less than the new 7800GTX!

However, it should also be noticed that the GeForce 6800GT SLI and ATI X850XT seem to be a bit faster in some benchmarks.

Fortunately the new GeForce 7800 GTX uses single slot cooling and uses 'only' 100W. This is pretty impressive as a GeForce 6800 Ultra SLI system uses about 220W and takes four slots.

TBREAK says the 7800 GTX consumes less power than the GeForce 6800. The cooling solution of the 7800 GTX reference card produces only 24dB and keeps the card at 47 degrees idle and 55 degrees on load.

Here are the first reviews so you can take a look at the specifications and performance of NVIDIA's new breed: (more reviews will be added over the day)

- [TBREAK](#) [2]
- [Tom's Hardware Guide](#) [3]
- [HTPCNews](#) [4]
- [NV News](#) [5]
- [NV News](#) [6] (some SLI results)
- [Xtremesystems](#) [7] (Overclocked SLI tests -15990 3DMark05)
- [Bjorn3d](#) [8]
- [Digit Life](#) [9]
- [Hardware Secrets](#) [10]

- [TrustedReviews](#) [11]
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NVIDIA claims limited quantities of the GeForce 7800 GTX will be immediately available in stores for a cost of about \$599.

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