

## NVIDIA® NVS<sup>®</sup> 315 THE NEW STANDARD FOR DUAL-DISPLAY COMMERCIAL GRAPHICS

## The Business Graphics Solution to Drive all your Displays

The NVS 315 delivers exceptional flexibility and compatibility that lets you get the most from your existing display infrastructure. Drive all your DisplayPort, DVI, and VGA displays, regardless of display connectivity or chassis size. Even power two ultra-high resolution displays simultaneously at up to 2560x1600 using the NVS 315's proven combination of hardware and software.

Gather insights faster from an expanded workspace of multiple high-resolution displays and get three times more graphics cores than previous-generation NVS solutions for significantly improved visualization. Plus, take advantage of 1 GB of on-board frame buffer memory to interact with more visually compelling content on larger, high-resolution displays.

NVS boards are designed with simplified IT management in mind, including advanced tools that make integrating and maintaining a large-scale PC deployment fast and easy. Plus, they allow remote query and control of graphics and user display settings for systems spread across installations.

To learn more about NVIDIA NVS, go to www.nvidia.com/nvs

## FEATURES

- > DMS-59 Connector
- > DisplayPort 1.2 Support<sup>1</sup>
- > DisplayPort with Audio Support<sup>1</sup>
- > DVI-D Single-Link Support<sup>1</sup>
- > VGA Support<sup>1</sup>
- » nView Desktop Management Software Compatible<sup>2</sup>
- > WMI Enterprise Management Software Compatible<sup>2</sup>
- > HDCP Support
- > Mosaic Mode<sup>2</sup>
- > Energy Star Enabling



## SPECIFICATIONS

GPU Memory	1GB DDR3
Memory Interface	64-bit
Memory Bandwidth	14.0 GB/s
CUDA Cores	48
System Interface	PCI Express 2.0 x16
Max Power Consumption	19.3W
Idle Power Consumption	7W
Thermal Solution	Ultra-quiet active fansink
Form Factor	2.7"H × 5.7"L, Single Slot, Low-Profile
Display Connectors	DMS-59
Max Simultaneous Displays	2
Max DP 1.2 Resolution	2560 × 1600 at 60Hz
Max DVI-I SL Resolution	1920 × 1200 at 60Hz
Max VGA Resolution	2048 × 1536 at 85Hz
Graphics APIs	Shader Model 5.0, OpenGL 4.1, DirectX 11
Compute APIs	CUDA, DirectCompute, OpenACC

 $^{\rm 1}$  Via supplied adapter/connector/bracket  $~\mid~^{\rm 2}$  Windows 7, Windows 8 and Linux

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