Nvidia Adds Five New GPU's to Their Mobile Line

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Nvidia adds five new GPU's to their mobile GeForce lineup. These new chips have up to twice the performance and half the power consumption of previous chips.

The G210M, GT 230M, GT 240M, GTS 250M and the GTS 260M will supplement the existing GTX280M, GTX260M, and GTS160M, which will provide a range of Windows 7 ready graphics options for notebooks and PC's; all of which are DirectX 10.1 compatible.

Nvidia stated that the chipsets contain between 512MB (G210M) to 1GB (all other chipsets) of on-board GDDR3 memory and are based on a new 40-nm manufacturing process.

The GRS260M and GTS250M will provide 50 percent more power than

the previous line of GPUs and will be most appealing to the serious gamer.

Besides all being Windows 7 and DirectX 10.1 compatible, all cards, with the exception of the G210M supports hardware accelerated physics via Nvidia's PhysX. Nvidia's technology allows for processing physics calculations for games and other applications on the GPU. HybridPower is also supported which allowing the chips to go into a low-power mode when not required.

All five chips also support Nvidia's CUDA instruction set which runs computing applications on top of the graphics platform. CUDA is already being used in many multimedia applications ranging from DVD upscaling to H.264 video encoding.

Nvidia's new chipsets also support Nvidia's PureVideo HD engine which hands off H.264, VC-1, and MPEG-2 processing onto the GPU. This frees up CPU processing which allows for smoother HD playback.

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