NVIDIA® NVS™ 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
- DisplayPort with Audio Support
- DVI-D Single-Link Support
- VGA Support
- nView Desktop Management Software Compatible
- WMI Enterprise Management Software Compatible
- HDCP Support
- Mosaic Mode
- 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 x 5.7”L, Single Slot, Low-Profile
- Display Connectors: DMS-59
- Max Simultaneous Displays: 2
- Max DP 1.2 Resolution: 2560 x 1600 at 60Hz
- Max DVI-I SL Resolution: 1920 x 1200 at 60Hz
- Max VGA Resolution: 2048 x 1536 at 85Hz
- Graphics APIs: Shader Model 5.0, OpenGL 4.1, DirectX 11
- Compute APIs: CUDA, DirectCompute, OpenACC