

1.Specifications

Model	MMA4500B6-16G
GPU Architecture	NVIDIA Ampere
Graphics Processing Unit	NVIDIA Quadro A4500 Mobility
Bus Type	MXM3 .1 / up to PCI Express 4.0 x16
Graphics Clock	1020MHz / 1575MHz (Boost)
Memory Size	16G 256bit GDDR6
Memory Clock	2000MHz (16.0 Gbps)
Memory Bandwidth	512.0GB/s
Display Features	DP A: Display Port 1.4++ DP B: Display Port 1.4++ DP C: Display Port 1.4++ DP D: Display Port 1.4++
Max Resolution	7680x4320@120Hz
Number of Output Channel	4
Board Power	130W (Option 80W)
Board Dimensions	MXM Graphics Module Version 3.1 Type B (70x82mm)
Operation System	Windows 11 · Windows 10 64bit · Windows Server 2012/2016/2019/2022 · Linux 64bit
VIN Range	DC 12~19V, 3.3V & 5V; +/-5%
Operating Temperature	0~45°C (Option -20°C)
Storage Temperature	-20~75°C
Operating Humidity	0~95% (non-condensing)
Storage Humidity	10~90%
Render Config	
Shader Processing Units	5888
Tensor Core	184
RT Core	46
TMUs	184
ROPs	96
SM Count	46
L1 Cache	128KB (per SM)
L2 Cache	4MB

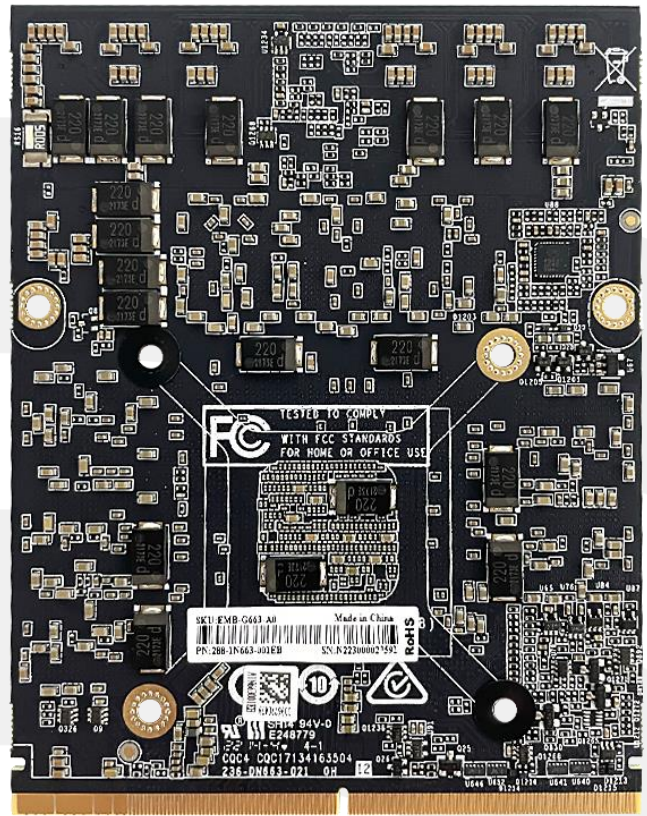
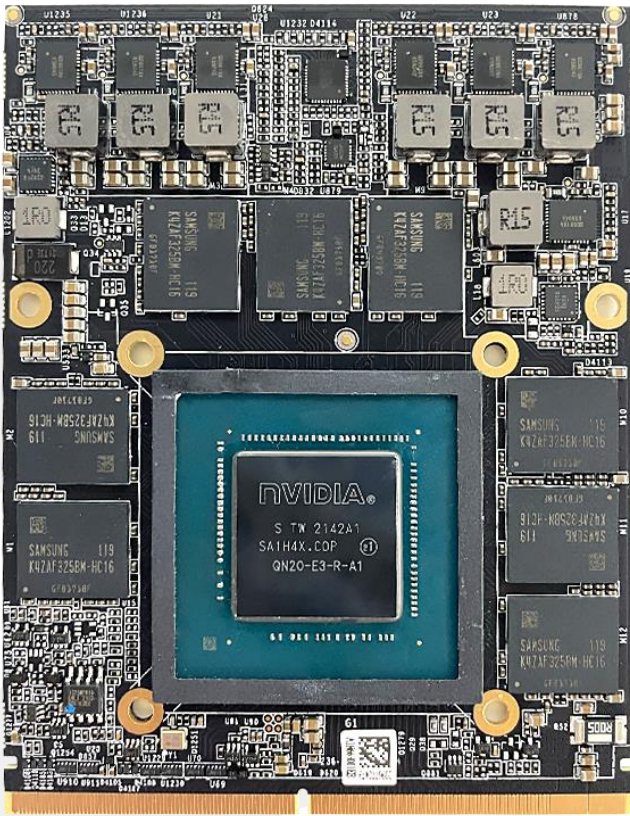
Theoretical Performance	
Pixel Rate	116.6GPixel/s
Texture Rate	223.6GTexel/s
Single Precision FLOPS(AIDA64)	19352GFLOPS
Double Precision FLOPS(AIDA64)	317.5GFLOPS

Graphics Features	
DirectX	12 Ultimate (12_2)
OpenGL	4.6
OpenCL	3.0
Vulkan	1.3
Shader Model	6.7
CUDA	8.6
Video Playback	H.265, VC1, MPEG2 1080P

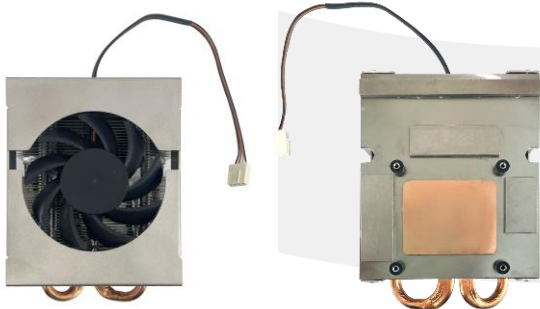
Surround(Landscape)	Surround(Portrait)
2x1(3840x1080@60Hz)	2x1(2160x1920@60Hz)
1x2(1920x2160@60Hz)	1x2(1080x3840@60Hz)
3x1(5760x1080@60Hz)	3x1(3240x1920@60Hz)
1x3(1920x3240@60Hz)	1x3(1080x5760@60Hz)
4x1(7680x1080@60Hz)	4x1(1080x7680@60Hz)
1x4(7680x1080@60Hz)	1x4(1080x7680@60Hz)
2x2(3840x2160@60Hz)	2x2(2160x3840@60Hz)

**Total resolution based on every display resolution is 1920*1080@60Hz.*

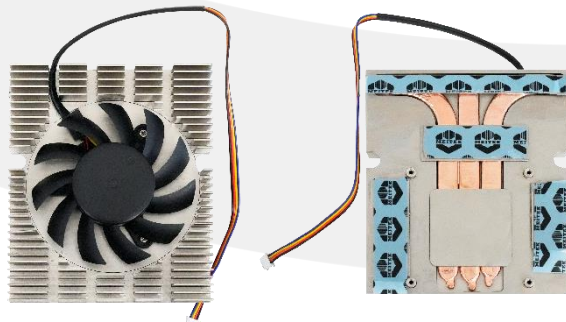
2.Photo



3.Cooling Option



1.ZRT.48-6327-00-A00	
Dimension	130*80*49.9mm
Rated Speed	4500
Out of Frame Lead Wires	200mm
Connector	4Pin 2.54



1.ZRT.48-6338-01-A00(For 80W)	
Dimension	96*80.2*25mm
Rated Speed	4500
Out of Frame Lead Wires	150mm
Connector	4Pin 2.54