

Legend	Supported	Family	Products
✓	Supported	NV4	TNT, TNT2
*	Supported (software)	NV10, NV11, NV15, NV17, NV18	GeForce 256, GeForce 2, GeForce 4 MX
*	Not supported	NV20	GeForce 3
■	Native	NV25, NV28	GeForce 4 Ti
■	Precision substitution	NV30, NV31, NV34, NV35, NV36, NV38	GeForce FX
■	Unsupported/slow	NV40, NV41, NV43	GeForce 6800, GeForce 6600, GeForce 6200
■		NV44	GeForce 6200 Turbo Cache

OpenGL Internal Format

	NV4	NV10	NV20	NV25	NV30	NV40	NV44	Extension
ALPHA4	A8	A8	A8	A8	A8	A8	A8	OpenGL 1.1
ALPHA8	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
ALPHA12	A8	A8	A8	A8	A16	A16	A16	OpenGL 1.1
ALPHA16	A8	A8	A8	A8	✓	✓	✓	OpenGL 1.1
DEPTH_COMPONENT16	*	✓	✓	✓	✓	✓	✓	OpenGL 1.4 or ARB_depth_texture
DEPTH_COMPONENT24	*	✓	✓	✓	✓	✓	✓	OpenGL 1.4 or ARB_depth_texture
DEPTH_COMPONENT32	*	✓	✓	✓	✓	✓	✓	OpenGL 1.4 or ARB_depth_texture
LUMINANCE4	L8	L8	L8	L8	L8	L8	L8	OpenGL 1.1
LUMINANCE8	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
LUMINANCE12	L8	L8	L8	L8	L16	L16	L16	OpenGL 1.1
LUMINANCE16	L8	L8	L8	L8	✓	✓	✓	OpenGL 1.1
LUMINANCE4_ALPHA4	RGBA8	RGBA8	L8A8	L8A8	L8A8	L8A8	L8A8	OpenGL 1.1
LUMINANCE6_ALPHA2	RGBA8	RGBA8	L8A8	L8A8	L8A8	L8A8	L8A8	OpenGL 1.1
LUMINANCE8_ALPHA8	RGBA8	RGBA8	✓	✓	✓	✓	✓	OpenGL 1.1
LUMINANCE12_ALPHA4	RGBA8	RGBA8	L8A8	L8A8	L8A8	L8A8	L8A8	OpenGL 1.1
LUMINANCE12_ALPHA12	RGBA8	RGBA8	L8A8	L8A8	L8A8	L16A16	L16A16	OpenGL 1.1
LUMINANCE16_ALPHA16	RGBA8	RGBA8	L8A8	L8A8	L8A8	✓	✓	OpenGL 1.1
INTENSITY4	I8	I8	I8	I8	I8	I8	I8	OpenGL 1.1
INTENSITY8	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
INTENSITY12	I8	I8	I8	I8	I16	I16	I16	OpenGL 1.1
INTENSITY16	I8	I8	I8	I8	✓	✓	✓	OpenGL 1.1
R3_G3_B2	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	OpenGL 1.1
RGB4	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	OpenGL 1.1
RGB5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	R5G6B5	OpenGL 1.1
RGB8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	✓	OpenGL 1.1
RGB10	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGB8	OpenGL 1.1
RGB12	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGB8	OpenGL 1.1
RGB16	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGB8	OpenGL 1.1
RGBA2	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	RGBA4	OpenGL 1.1
RGBA4	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB5_A1	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGBA8	✓	✓	✓	✓	✓	✓	✓	OpenGL 1.1
RGB10_A2	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	OpenGL 1.1
RGBA12	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	OpenGL 1.1
RGBA16	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	RGBA8	OpenGL 1.1
COLOR_INDEX1	*	Ci8	Ci8	Ci8	Ci8	*	*	EXT_paletted_texture
COLOR_INDEX2	*	Ci8	Ci8	Ci8	Ci8	*	*	EXT_paletted_texture
COLOR_INDEX4	*	Ci8	Ci8	Ci8	Ci8	*	*	EXT_paletted_texture
COLOR_INDEX8	*	✓	✓	✓	✓	*	*	EXT_paletted_texture
COLOR_INDEX12	*	*	*	*	*	*	*	EXT_paletted_texture
COLOR_INDEX16	*	*	*	*	*	*	*	EXT_paletted_texture
COMPRESSED_RGBA_S3TC_DXT1	*	✓	✓	✓	✓	✓	✓	ARB_texture_compression & EXT_texture_compression_s3tc
COMPRESSED_RGBA_S3TC_DXT3	*	✓	✓	✓	✓	✓	✓	ARB_texture_compression & EXT_texture_compression_s3tc
COMPRESSED_RGBA_S3TC_DXT5	*	✓	✓	✓	✓	✓	✓	ARB_texture_compression & EXT_texture_compression_s3tc
SIGNED_LUMINANCE8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_LUMINANCE8_ALPHA8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_RGB8	*	*	SRGB8_A8	SRGB8_A8	SRGB8_A8	SRGB8_A8	SRGB8_A8	NV_texture_shader
SIGNED_RGBA8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_RGB8_UNSIGNED_ALPHA8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_ALPHA8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_INTENSITY8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
HILO16	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
SIGNED_HILO16	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
DSDT8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
DSDT8_MAG8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader
DSDT8_MAG8_INTENSITY8	*	✓	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	DSDT8_M8_I8	NV_texture_shader
HILO8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader3
SIGNED_HILO8	*	✓	✓	✓	✓	✓	✓	NV_texture_shader3
FLOAT_R16	*	*	*	*	R32F	R32F	R32F	NV_float_buffer
FLOAT_R32	*	*	*	*	R32F	R32F	R32F	NV_float_buffer
FLOAT_RG16	*	*	*	*	RGBA16F	✓	✓	NV_float_buffer
FLOAT_RGB16	*	*	*	*	RGBA16F	RGBA16F	RGBA16F	NV_float_buffer
FLOAT_RGBA16	*	*	*	*	✓	✓	✓	NV_float_buffer
FLOAT_RG32	*	*	*	*	✓	✓	✓	NV_float_buffer
FLOAT_RGB32	*	*	*	*	RGBA32F	RGBA32F	RGBA32F	NV_float_buffer
FLOAT_RGBA32	*	*	*	*	✓	✓	✓	NV_float_buffer
RGBA_FLOAT32	*	*	*	*	*	✓	✓	ATI_texture_float
RGB_FLOAT32	*	*	*	*	*	RGBA32F	RGBA32F	ATI_texture_float
ALPHA_FLOAT32	*	*	*	*	*	✓	✓	ATI_texture_float
INTENSITY_FLOAT32	*	*	*	*	*	✓	✓	ATI_texture_float
LUMINANCE_FLOAT32	*	*	*	*	*	✓	✓	ATI_texture_float
LUMINANCE_ALPHA_FLOAT32	*	*	*	*	*	RGBA32F	RGBA32F	ATI_texture_float
RGBA_FLOAT16	*	*	*	*	*	✓	✓	ATI_texture_float
RGB_FLOAT16	*	*	*	*	*	RGBA16F	RGBA16F	ATI_texture_float
ALPHA_FLOAT16	*	*	*	*	*	LA16F	LA16F	ATI_texture_float
INTENSITY_FLOAT16	*	*	*	*	*	LA16F	LA16F	ATI_texture_float
LUMINANCE_FLOAT16	*	*	*	*	*	LA16F	LA16F	ATI_texture_float
LUMINANCE_ALPHA_FLOAT16	*	*	*	*	*	✓	✓	ATI_texture_float