

### Overview

### Models

NVIDIA Quadro K610M 1GB Graphics

E5Z74AA

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### Introduction

The NVIDIA Quadro® K610M graphics board is a graphics processing unit (GPU) module designed using the MXM™ version 3.1 Type A specification. This graphics module is ideal for entry level professional 3D workstation graphics applications and datasets.

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### Performance and Features

The NVIDIA Quadro K610M offers:

- Fast 1 GB GDDR5 memory
  - Latest NVIDIA Kepler GPU architecture
  - Extensive ISV application certifications
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### Compatibility

Supported on HP Z1 G2 workstation.

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### Service and Support

The NVIDIA Quadro K610M has a one-year limited warranty or the remainder of the warranty of the HP product in which it is installed. Technical support is available seven days a week, 24 hours a day by phone, as well as online support forums. Parts and labor are available on-site within the next business day. Telephone support is available for parts diagnosis and installation. Certain restrictions and exclusions apply.

### Technical Specifications

<b>Form Factor</b>	MXM v3.1 Type A (82mm x 70mm)
<b>Graphics Controller</b>	N15M-Q3, 954MHz core clock 192 CUDA cores
<b>Bus Type</b>	PCI Express Gen 3 x16 (part of MXM v3.1 connector)
<b>Memory</b>	1GB GDDR5 64 bit wide interface 2600MHz, 20.8 GB/s
<b>Connectors</b>	One MXM v3.1 connector (285-pin)
<b>Maximum Resolution</b>	2 x 3840x2160 @ 60Hz digital displays In Z1 G2 application: - Internal Display: 2560x1440 - External Display via DP connector: 2560x1600 - External Display via optional Thunderbolt module: Two 3840x2160
<b>RAMDAC</b>	Not Applicable
<b>Image Quality Features</b>	Each color component can be processed at up to 32-bit floating point precision and displayed at up to 12-bit precision. Advanced FXAA and TXAA antialiasing. 16K Texture and Render Processing. MPEG-2 HD and WMV HD video playback (1920x1080p). H.264 hardware decode acceleration. Nvidia Scalable Geometry Engine.
<b>Shading Architecture</b>	Shader Model 5.0 support
<b>Supported Graphics APIs</b>	Full IEEE 764-2008 32-bit DirectX 11.1 Shader Model 5.0 OpenGL 4.3 Compute API support for NVIDIA CUDA C, CUDA C++, DirectCompute 5.0, OpenCL, Java, Python and Fortran
<b>Available Graphics Drivers</b>	Windows 7 64-bit Windows 8.1 64-bit SUSE Linux Enterprise Desktop 11 64-bit Red Hat Enterprise Linux 6 Workstation 64-bit

See [www.hp.com/go/support](http://www.hp.com/go/support) for HP supported NVIDIA graphics drivers

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