Overview

Model
Intel® HD Graphics (integrated)

Introduction
Integrated Intel Graphics Media Accelerator HD

Performance and Features
- Unified Memory Architecture - A region of system memory is reserved and dedicated to the graphics display
- Microsoft DirectX® 10 based with support for Pixel Shader 3.0
- Outputs support dual display
- ISV Certified on: AutoCAD and Adobe Photoshop

Compatibility
Integrated Intel Graphics Media Accelerator HD is supported on the Z200 and Z200 SFF HP Workstations with dual core processors only.

NOTE: Integrated graphics are disabled when add-in graphics card is present.
### Technical Specifications

<table>
<thead>
<tr>
<th>Form Factor</th>
<th>Integrated</th>
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<tbody>
<tr>
<td>Graphics Controller</td>
<td>Intel Integrated Graphics Media Accelerator HD</td>
</tr>
<tr>
<td>Bus Type</td>
<td>PCI Express x16</td>
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<tr>
<td>Memory</td>
<td>Graphics memory is shared with system memory. Graphics memory usage varies depending on the amount of system memory installed, BIOS settings, operating system, and system load. 32 MB is pre-allocated for graphics use at system boot time. Additional memory can be allocated at boot time by the BIOS for PAVP (Protected Audio Video Playback) support for playback of protected video content. For Vista, use of PAVP heavy mode preallocates an additional 96MB. Additional memory is allocated for graphics as needed using Intel's Dynamic Video Memory Technology (DVMT), to provide an optimal balance between graphics and system memory use.</td>
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| Connectors | Z200; 1 Single Link DVI-I, 1 DP  
Z200 SFF; 1 VGA, 1 DP |
| RAMDAC | Integrated, 350 MHz |
| Display Output | Z200: Integrated dual independent monitor support facilitated via one DVI port and one DisplayPort integrated on the back plane of the system board and presented as part of the rear I/O set of interfaces. Second DVI supported via optional DisplayPort to DVI-D adapter. VGA support via optional DVI to VGA adapter or DisplayPort to VGA adapter.  
Z200 SFF: Integrated dual independent monitor support facilitated via one VGA port and one DisplayPort integrated on the back plane of the system board and presented as part of the rear I/O set of interfaces. Second VGA supported via optional DisplayPort to VGA adapter. DVI support via optional DisplayPort to DVI adapter.  
Intel HD graphics can provide audio to displays supporting audio over DisplayPort or HDMI (via DisplayPort to HDMI adapter) |
| Supported Graphics APIs | Microsoft DirectX 10, OpenGL 2.1 |

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