

V3.01.017

GPU1 GPU2 GPU3 GPU4

INNO3D TuneIT

210MHz
GPU Clock

405MHz
Memory Clock

AI Scan

30° 0%

Lighting

Wave

Speed

Power

Target

Temp

Auto Manual Custom

100% 83°

Fan1 Unite Fan2

ORPM

36%

GPU: Graphics Device
CUDA Core:10496
Memory Size:24575 MB
BIOS Version:94.02.26.80.6F
Driver Version:456.13

Load Save Apply Default

1 2 3 4

GPU Clock: 210MHz

Memory Clock: 405MHz

GPU Temp: 30°

GPU Loading: 0%

INNO3D TUNEIT OC AND RGB UTILITY GUIDE

COMPATIBILITY

- INNO3D GeForce RTX 30 series
- INNO3D GeForce RTX 20 series
- INNO3D GeForce RTX 16 series
- INNO3D GeForce GTX 10 series
- INNO3D GeForce GTX 900 series
- INNO3D GeForce GTX 700 Series
- INNO3D GeForce GTX 600 Series



INNO3D[®]
Brutal by Nature.

#BrutalByNature

GPU INFORMATION AND OVERCLOCK

On the HOME PAGE you can read the GPU clock, temperature, fan speed, memory profiles, driver and BIOS version.

You can change GPU and memory clock, fan speed, target power and temperature .

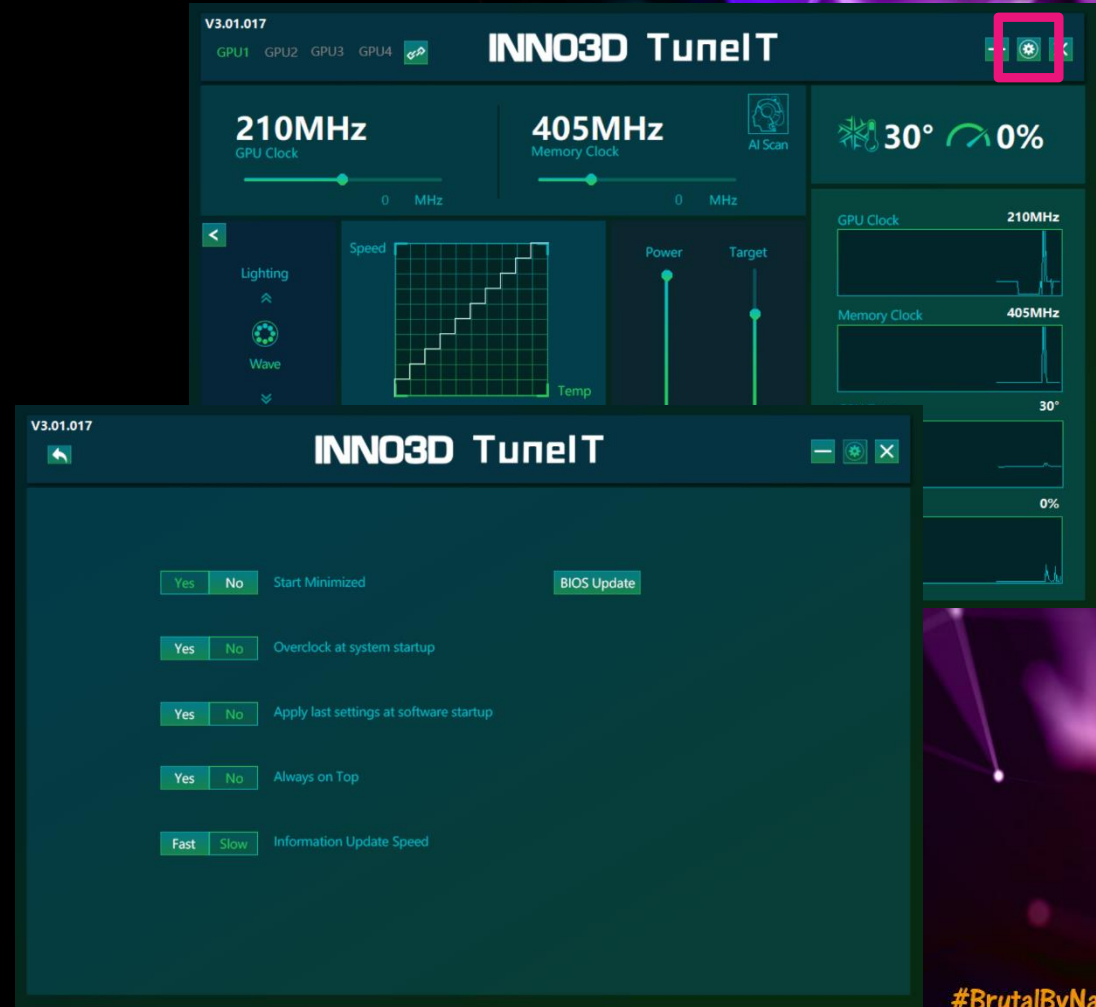
In addition, real time monitoring of GPU information is available in this update.

The screenshot displays the INNO3D TuneIT V3.01.017 interface. At the top, it shows GPU selection (GPU1-GPU4) and the software title. The main area features sliders for GPU Clock (210MHz) and Memory Clock (405MHz), both with 0 MHz markers. A temperature gauge shows 30°C and a fan speed gauge shows 0%. A central graph plots Speed vs. Temp, with Power and Target sliders set to 100% and 83% respectively. The bottom section includes a fan speed slider (ORPM) at 36%, GPU specifications (Graphics Device, 10496 CUDA Cores, 24575 MB Memory, BIOS 94.02.26.80.6F, Driver 456.13), and a profile selection bar (1-4). The interface is dark-themed with green accents.

SETTINGS

You may enter the SETTINGS PAGE by double clicking the highlighted icon displayed.

On the SETTINGS PAGE, you can change the software startup options.



RGB CONTROL

You may enter the RGB SETTINGS PAGE by double clicking the highlighted arrow.

In the RGB SETTINGS PAGE, you can change the RGB mode, the brightness and speed of the effect.

In advance, you can also create your own RGB effect.

