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[Bigfoot's Killer Network Interface Card](#)

GameFirst, PingThrottle and LLRTM technologies

Bigfoot Networks, Inc., a research and development company, today launched its most enhanced development - the Killer Network Interface Card (NIC) and its website <http://www.killernic.com>. "Killer delivers better Ping times and allows the computer's CPU to be able to focus on making the game run fast and smooth, even during the most intense action, which can often be the difference between winning and losing," says Harlan Beverly, CEO of Bigfoot Networks. "Killer goes way beyond just offloading the network processing. Its designed specifically for online video games, which means it handles gaming data in faster and more responsive ways so gamers can experience lower Pings and have a real advantage in online games." "Because of the 'embedded' LLRTM Technology, the 400 MHz Network Processing Unit (NPU) and the 64 Megabytes of dedicated DDR, this is one of the first applications of Corporate Network Acceleration Technology launched to the retail market. Therefore, the gamers will benefit from enhanced ping times and experience more Frames Per Second (FPS) while they play games online - even on high-end gaming PCs with top-of-line graphics cards and other peripherals. LLR Technology enables gamers to write their own programs to run on the NPU. But this capability can be also used by developers or inspired gamers to write their own applications and utilities and it is named - Flexible Network Architecture (FNA). "The kinds of applications that can be developed using FNA are limitless," says Beverly, also the companies Chief Architect. "FNapps™ can be anything from simple gaming chat programs or servers, to full online gaming VoIP solutions." "The Killer NIC sports several innovative technologies such as PingThrottle, which enables gamers to adjust ping their Ping higher or lower depending on game play, the MaxFPS technology that off-loads network processing from the user's computer's CPU to the Killer NIC, and the UltimatePing technology, which is said to maximize the speed of gaming with the Killer's Network Processor Unit, delivering data to games faster than traditional NICs or LOM, reducing, in the same time, the gamer's Ping in online games. Furthermore, Bigfoot Networks' Killer NIC comes with other enhanced features, including a Flexible Network Architecture (FNA), which focuses the power of the CPU on the game the user is playing and enables the user to write, download, and run applications that execute on the Killer's Network Processing Unit. But one of the most important functions is GameFirst technology that prioritizes the accessed game's packets, delivering them before all other network activity on the system. **Specs (Manufacturer's Technical Details)** 10/100/1000 PCI Network Card; 400 MHz Network Processing Unit; 64MB RAM; Full NIC functionality; USB 2.0 Port