

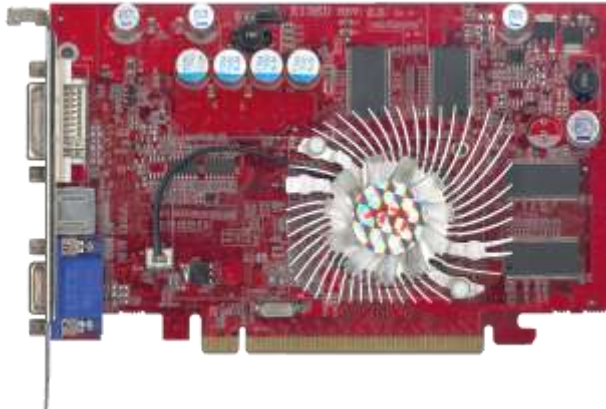


<http://www.jetway.com.tw>



**ATI** Radeon X1550 Series

### **X1550-ED-256C**



### **X1550-ED-256L**



**Chipset** : Radeon X1550  
**System Interface** : PCI-Express x16  
**CLK/MLK** : 500MHz / 400MHz  
**Memory Size** : DDR 256MB / 128-bit  
**RAMDAC** : 400MHz  
**Connector** : D-Sub, TV-Out, DVI-I

**Chipset** : Radeon X1550  
**System Interface** : PCI-Express x16  
**CLK/MLK** : 500MHz/ 1000MHz  
**Memory Size** : DDR3 256MB / 128-bit  
**RAMDAC** : 400MHz  
**Connector** : D-Sub, TV-Out, DVI-I



#### **Highlight**

- RADEON X1550
- Designed to run perfectly with the next-generation PCI Express bus architecture. This new bus doubles the bandwidth of AGP 8X delivering over 4 GB/sec. in both upstream and downstream data transfers
- Integrated with 4-Channel 128-bit 256MB DDR / DDR3 memory (400 / 1000MHz Effective! )
- Lossless Z Compression & Fast Z-Buffer Clear
- Hierarchical Z-buffer with Early Z test
- Support for Microsoft DirectX® 10 & Shader Model 3.0

#### **Driver & Support**

- Windows 98 / ME / 2000 / XP / Vista
- Linux Compatible
- Microsoft DirectX® 9.0C Compatible
- Support for OpenGL® 2.0

#### **Main Features**

- 105 million transistors on 90nm fabrication process
- Up to 4 pixel shader processors
- Up to 128-bit internal ring bus for memory reads
- Fully associative texture, color, and Z/stencil cache designs
- Complete feature set also supported in OpenGL® 2.0
- Accelerated MPEG-2, MPEG-4, DivX, WMV9, VC-1, and H.264 decoding and transcoding
- Motion compensation, IDCT, DCT and color space conversion
- Full speed 128-bit floating point processing for all shader operations
- Dedicated branch execution units for high performance dynamic branching and flow control

***Beyond Your Imagination***