



RADEON™ MAC EDITION



FIRST LOOKS

- Powered by the RADEON™ graphics processing unit (GPU)
- Charisma Engine™; Integrated Transform, Clipping and Lighting (TCL)
- 32MB of powerful double data rate (DDR) memory
- DVI-I for Digital Flat Panel and VGA support
- Video-output
- Full OpenGL®, QuickDraw™ 3D, and QuickTime™ support
- Configurations for either AGP 2X systems or PCI(66MHz or 33MHz)

Powered by the RADEON™ GPU

RADEON™ was designed to offer discerning Mac users such as high-end content creators and gaming enthusiasts the most advanced 3D graphics processing available. 32MB of powerful Double Data Rate(DDR) SDRAM memory, give you eye-popping photo-realism. With the most advanced set of 3D capabilities RADEON™ brings games to life with, fluid movement, rich textures and photo-realistic images, without compromising speed.

Awesome 3D performance!

RADEON™ uses ATI's CHARISMA ENGINE™ a transform and lighting unit, for faster frame rates and extensive graphics texture processing — mandatory for today's ultimate 3D game experience. With incredible textures, color depths, and up to 30 million triangles/second, animation is life-like and fluid. RADEON™ gives your Mac the graphics stamina for the best 3D gaming performance with incredible visual quality.

Support for digital flat panel and VGA displays

RADEON™ the ultimate in display flexibility, supporting both digital flat panels and VGA monitors. Resolutions up to 1920x1440, including support for wide screen formats result in crisper clearer images.

Integrated Video Output Functionality

Connect your Mac to a large screen TV — experience big-screen gaming action or display your presentations to a crowd on a large screen. See the difference of no-compromise visual quality.

Memory:

- 32MB

Designed for:

- MAC - high-end content creators and gaming enthusiasts



Availability:

- Retail
- AGP
- PCI



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Specifications

System Requirements

- AGP or PCI (66MHz or 33MHz)
 - capable Macintosh
- Mac OS 8.6 or higher
- QuickTime 3.0 or higher
- QuickDraw 3D 1.5.4 or later
- OpenGL

Graphics Controller

- RADEON™ graphics engine

Memory Configurations

- 32MB Double Data Rate(DDR)

Operating Systems Support

- Mac OS 8.6 or higher

Monitor Support

- Digital flat panel(DVI-I)
- VGA

3D Acceleration Features

- Integrated Transformation, Clipping and Lighting
- CHARISMA ENGINE™
- PIXEL TAPESTRY™ architecture
- Twin Cache Architecture
- Texture Cache
- Superscalar Rendering
- Single-Pass Multi-texturing
- True Color Rendering
- Triangle Setup Engine
- Bilinear/Trilinear Filtering
- Line & Edge Anti-aliasing
- Full scene anti-aliasing
- Specular Highlights
- Perspectively Correct Texture Mapping
- Mip-Mapping
- Z-buffering and Double-buffering
- Spherical, Dual-Paraboloid and Cubic environment mapping
- Fog effects, texture lighting, video textures, reflections, shadows, spotlights, LOD biasing and texture morphing

Warranty

- 5-year limited warranty



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2D Display Modes: Resolutions, Colors and Maximum Refresh Rates (Hz)

Resolution	512x384	640x480	640x870	800x600	832x624	1024x768
256 colors (8-bit)	70	200	75	200	75	200
65K colors (16-bit)	70	200	75	200	75	200
16.7M colors (32-bit)	70	200	75	200	75	200

Continued from above

Resolution	1152x864	1280x960	1280x1024	1600x1024	1600x1200	1792x1344
256 colors (8-bit)	150	75	130	60	90	60
65K colors (16-bit)	150	75	130	60	90	60
16.7M colors (32-bit)	150	75	130	60	90	60

Continued from above

Resolution	1856x1392	1920x1080	1920x1200	1920x1440
256 colors (8-bit)	60	85	85	75
65K colors (16-bit)	60	85	85	75
16.7M colors (32-bit)	60	85	85	75

Maximum 3D Resolutions (Hz)

32MB Frame Buffer Resolutions	
65K colors (16-bit)	1920x1440
16.7M colors (32-bit)	1600x1200

Maximum 3D resolution and colors supported with specified memory using double buffered setting and z-buffer. 2D & 3D resolution and refresh rates are subject to change.



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