

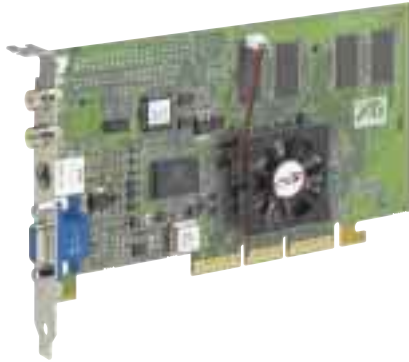


RAGE FURY PRO™

TRUE COLOR 3D GRAPHICS AND DVD ACCELERATION

FIRST LOOKS

Memory Configuration: 16MB 32MB



- Up to 32 MB frame buffer to process massive 3D textures
- Powered by ATI RAGE 128 PRO graphics engine
- 32-bit true color 3D acceleration (16.7 million colors) up to 1920x1200
- AGP 4X
- 2D graphics up to 1920x1200@32bpp
- Full OpenGL ICD, Direct3D and DirectX acceleration
- Hardware DVD for full-frame rate, full-screen DVD
- 300 MHz RAMDAC
- Optional video-in and video-out support
- Optional digital flat panel monitor support
- Supports ATI-TV WONDER, the add-on TV Tuner card
- Includes ATI Multimedia Center software



128-bit 3D Graphics Performance

- Features 16MB or 32MB of memory and RAGE 128 PRO graphics technology
- Full 3D acceleration in all modes and color depths in resolutions up to 1920x1200@32bpp
- Powered by ATI RAGE 128 PRO featuring powerful new features:
 - A fully-integrated transmitter (TMDS) to power digital flat panel displays (DFP)
 - 8 million triangles/per second set-up engine

Hardware DVD

- Process full-frame rate, full-screen DVD or MPEG-2 video for a true multimedia experience on your PC
- Hardware DVD saves the expense of buying a separate MPEG-2/DVD decoder card
- Integrated iDCT and motion compensation allows for DVD decoding with minimum CPU usage
- 4-tap filtered video to play back top quality AVI files



32-bit True Color Graphics Without Performance Degradation

- 3D performance in both 16-bit (64,000 colors) and 32-bit (16.7 million colors) color rendering modes without compromising game frame rate action
- 32-bit true color mode lets you experience millions or more colors and richer details like reflections and shadows – at the same level of high frame rates as in 16-bit mode
- 32-bit color rendering acceleration saves the time and hassle of upgrading your graphics board down the road when all 3D titles require 32-bit mode acceleration

Supports ATI-TV WONDER

- Get TV on your PC by adding on ATI-TV WONDER
- ATI-TV WONDER captures video from your TV or camcorder and features a robust set of advanced TV tuner functions

Features ATI Multimedia Center Software

- Combine all multimedia needs in one central, easy-to-use application
- Through one common interface, watch DVD, TV (requires ATI-TV WONDER), perform basic video editing functions, listen to audio CDs and play MPEG-1/MPEG-2 files

Full Acceleration of DirectX, Direct3D & OpenGL Applications

- Full acceleration of, and compliance for, powerful and demanding Direct3D games and OpenGL games and applications
- Optimized for DirectX, accelerating DirectX features such as multi-texturing, stencil planes and bump mapping

Available Configurations

- 32MB with optional Video-in/Video-out
- 32MB with optional Digital Video Interface (DVI) connector
- 16MB with optional Video-in/Video-out
- 16MB with optional DVI connector

Visit ati.com for the latest performance numbers and competitive comparisons.

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Optional Features

Video-in and Video-out

- Enhance your PC video capabilities with RAGE FURY PRO
- Uses the ATI RAGE THEATRE companion chip for high quality video capture and playback
- Allows full motion video capture at 640x480 and still image capture
- Use video-out to connect your PC to TV or VCR for recording

Digital Flat Panel Support

- RAGE FURY PRO supports the latest advances in desktop displays – Digital Flat Panels (DFPs)
- Connect directly to a DFP display via a standard Digital Video Interface (DVI) connector
- Get all of the incredible 3D and DVD of RAGE FURY PRO together with the benefit of DFP displays – crisper and clearer images, true flat screen, significantly reduced eyestrain from prolonged viewing and spacing savings

Specifications

System Requirements

- Pentium III/II, Celeron or compatible with AGP 4X or 2X bus
- Software requires CD-ROM drive
- DVD requires DVD drive (supported under Windows 98/95b only)

Graphics Controller

- ATI RAGE 128 PRO GL

RAMDAC

- 300MHz for flicker free display

Memory Configurations

- 32MB with optional video-in/video-out support
- 32MB with optional DVI support
- 16MB with optional video-in/video-out support
- 16MB with optional DVI support

Operating Systems Support

- Windows 98
- Windows 95
- Windows NT 4.0

Monitor Support

- CRT Monitor: 15 pin VGA connector
- TV/Video-out: S-Video and Composite (TV/Video-out versions only)
- Video-in: Composite (TV/Video-out/Video-in versions only)
- Digital Flat Panel (DFP) display: standard DVI connector, up to SXGA Resolution (DVI versions only)

Display Support

- Register compatible with VGA
- BIOS compatible with VESA for super VGA
- DDC1/2b/2b+ monitor support
- VESA Display Power Management Support
- Separate horiz & vert sync at TTL levels

Video-in/Video-Out

- Windows 95, Windows 98
- NTSC output (PAL versions available)
- Composite, S-Video connectors

3D Acceleration Features

- OpenGL ICD for Windows NT 4.0 & Windows 98/95
- DirectX, Direct3D, DirectDraw
- Triangle Setup Engine
- Texture Cache
- Bilinear/Trilinear Filtering
- Line & Edge Anti-aliasing
- Specular Highlights
- Perspectively Correct Texture Mapping
- Mip-Mapping
- Z-buffering and Double-buffering
- Bump 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)

	640x480	800x600	1024x768	1152x864	1280x1024	1600x1200	1920x1200
256 colors	200	200	200	160	130	90	85
65K colors	200	200	200	160	130	90	85
16.7M colors	200	200	200	160	130	90	85

Maximum 3D Resolutions (Hz)

	32MB	16MB
65K colors	1920x1440	1600x1200
16.7M colors	1920x1200	1280x1024

Footnote: Maximum 3D resolution and colors supported with specified memory using double buffered setting and Z-buffer.

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