

**ATI MOBILITY FIREGL
WORKSTATION GRAPHICS
TECHNOLOGY DELIVERS**

- ▶ INDUSTRY LEADING PRICE PERFORMANCE BASED ON A SCALABLE PARALLEL PROCESSING ARCHITECTURE
- ▶ UNIFIED DRIVERS FOR BOTH MOBILE AND DESKTOP WORKSTATIONS
- ▶ OPTIMIZED AND CERTIFIED FOR PROFESSIONAL CAD AND DCC APPLICATIONS
- ▶ LOW POWER CONSUMPTION FOR EXTENDED BATTERY LIFE AND COOL OPERATION FOR GREATER RELIABILITY
- ▶ SUPPORT FOR DUAL MONITOR OUTPUT WITH NOTEBOOK LCD AND STAND ALONE DISPLAYS

**THE POWER OF DESKTOP WORKSTATION
GRAPHICS IN A NOTEBOOK**

ATI's award-winning Mobility FireGL™ workstation graphics technology enables engineers, animators, and designers to run professional 3D CAD and DCC applications whenever and wherever they go. ATI's innovative Mobility FireGL solutions have been integrated into mobile workstations by leading manufacturers including Dell, HP, IBM, and Fujitsu Siemens. Get the graphics power, performance, and features of a traditional workstation packed inside a notebook driven by Mobility FireGL technology.

**M20**

invent

nw8240**T43p****FSC Celsius H230**

▶ ATI MOBILITY FIREGL™ WORKSTATION GRAPHICS ACCELERATORS

	MOBILITY FIREGL V3100	MOBILITY FIREGL V3200	MOBILITY FIREGL V5000
MEMORY SIZE	128 MB	128 MB	128 MB
MEMORY INTERFACE	128-bit	128-bit	256-bit
MEMORY BANDWIDTH	6.4 GB/sec	12.8 GB/sec	13.6 GB/sec
GEOMETRY ENGINES	2	2	6
PIXEL PIPELINES	4	4	8
DUAL DISPLAY*	Yes	Yes	Yes
MAXIMUM RESOLUTION*	Up to 1600 x 1200	Up to 1600 x 1200	Up to 1600 x 1200
LOW POWER CONSUMPTION	Yes	Yes	Yes
AVAILABLE MODELS	Dell Precision M20	IBM ThinkPad T43p	HP nw8240 Fujitsu Seimens Celsius H230

* Depends on OEM Notebook Specs.

MOBILITY FIREGL GRAPHICS TECHNOLOGY

- Powered by ATI's scalable Mobility FireGL Workstation Graphics Processing Units (GPU)
- Up to 128-bit high bandwidth memory architecture
- Up to 6 parallel geometry engines
- Up to 8 parallel pixel pipelines
- 128-bit full floating point precision
- 32-bits per RGBA component displays beyond 16.7M colors

BUS TECHNOLOGY

- PCI Express® x16 native support

APIs AND OPERATING SYSTEMS

- OpenGL® 1.5 + extensions
- OpenGL Shading Language
- Microsoft® DirectX® 9.0
- DX9 HLSL
- Windows® XP/Windows XP64/Windows 2000
- Linux® 32/Linux 64

DISPLAY SUPPORT

- Maximum resolution of 1600x1200 per display (dual display mode)

- Independent resolution and refresh rate selection for any two connected displays

GRAPHICS FEATURES

- Hardware acceleration of the following:
- Anti-aliased points and lines or full scene anti-aliasing (2X, 4X, 6X)
 - 3D lines and triangles
 - Stipple points
 - Two-sided lighting
 - Up to 8 light sources
 - Directional and local lighting
 - OpenGL overlay planes
 - Occlusion culling
 - 6 user defined clip planes
 - OpenGL polymode functions
 - 32-bit (24+8-bit stencil) Z Buffer
 - Fast Z and color clears
 - Full DX9 vertex shader support with up to 6 vertex units

SMARTSHADER™ TECHNOLOGY

- Programmable pixel and vertex shaders
- 16 textures per pass

- Pixel shaders up to 160 instructions with 32-bit floating point precision for each RGBA component
- Multiple render target support
- Shadow volume rendering acceleration
- High precision 10-bit per channel frame buffer support

HYPER Z™

- 3-level Hierarchical Z-Buffer with early Z test
- Lossless Z-Buffer compression (up to 24:1)
- Fast Z-Buffer Clear

SMOOTHVISION™ TECHNOLOGY

- 2X/4X/6X anti-aliasing modes
- High performance adaptive algorithm with programmable sample patterns
- 2X/4X/8X/16X anisotropic filtering modes
- Adaptive algorithm with bi-linear (performance) and tri-linear (quality) options

▶ LEARN MORE:

Visit: www.ati.com/FireGL

ATI – Creating The Ultimate Visual Experience.

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ATI TECHNOLOGIES INC.
1 Commerce Valley Drive East
Markham, Ontario, Canada L3T 7X6
Telephone: (905) 882-2600
Facsimile: (905) 882-2620
www.ati.com

ATI TECHNOLOGIES (EUROPE) GMBH
Keltnering 13
D-82041 Oberhaching, Germany
Telephone: +49 89 665 15-0
Facsimile: +49 89 665 15-300

ATI TECHNOLOGIES (JAPAN) INC
Kojimachi Nakata Bldg 4F
5-3 Kojimachi, Chiyoda-Ku
Tokyo 102-0083, Japan
Telephone: +81 35275-2241
Facsimile: +81 35275-2242

ATI TECHNOLOGIES SYSTEMS CORP.
4555 Great America Parkway
Suite 501, Santa Clara, CA
95054-1208
Telephone: (408) 572-6500
Facsimile: (408) 572-6305